

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			 EBL Convention Card Category i.e. Green / Blue / Red / HUM / Brown Sticker: Country: Belgium Event: All Events Players: Stuyck Dominique - Bahbout Sam	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
can be light at the 1-level with a good suit		Lead	in Partner's Suit			
sound 2 level overcalls except 2♦ over 1♦	Suit	1/3/5	1/3/5			
1m-Pass-1NT-?= Multi landy	NT	1/3/5	1/3/5			
1m-Pass-1NT-pas-pas-?= Multi landy	Subseq	1/3/5	1/3/5			
	Other	Count : High Low = even				
	Other:	on AQ attitude – On K count				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY		
(15)16-18 direct seat	Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE		
10-13(14) balancing seat	Ace	AK+, Ax	AK+, Ax	5♦5♥4♦2♦ opening		
Same responses as over 1NT opening	King	KQ+, Kx, AK+	KQ+, Kx, AK+	2♦= Strong SF or GF		
	Queen	QJ+, Qx, KQ+	QJ+, Qx, KQ+	2♦= Strong GF		
	Jack	KJT+, JT+, Jx	KJT+, JT+, Jx	2♥= Weak		
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	HT9+, T9+, Tx, J10	HT+, T9+, Tx, J10	2♦= Weak		
Weak Preemptive	9	98+, 9x, H98(+)	98+, 9x, H98(+)	1NT Openings: (14)15-17 HCP		
2NT = 2 lowest suits 55+	Hi-x	HxLx,xxLx,Lx	HxLx,xxLx,Lx	2 OVER 1 Responses: 12+		
	Lo-x	HxxxL,HxL,,xxL	HxxxL,HxL,,xxL	SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
1♦-2♦= Both Majors 55+	SIGNALS IN ORDER OF PRIORITY			1♦ -(pass)-1♦ may be short		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	3NT Opening = weak with one minor	
1♦-2♦= Natural	Suit: 1st	Attitude	count	odd= encouraging, even= lavinthal		
1♦-2♦= Both Majors 55+	2nd	count	suit preference	count		
1M-2M= Other major + minor 55+	3rd	suit preference		suit preference		
1x-3x= solid suit, asks stopper to play 3NT	NT: 1st	Attitude	count	odd= encouraging, even= lavinthal		
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	count	suit preference	count		
X= Penalty / Points after we play transfers and stayman	3rd	suit preference		suit preference		
2♦= Both M(3+, 3+)	Signals (including Trumps):					
2♦= one M	count= high-low= even, standard smith both sides					
2M= 5M 4+m	A lead asks attitude, K asks count, Q asks attitude					
2NT = Both minors 55+	DOUBLES					
	TAKEOUT DOUBLES(Style;Responses;Reopening)					
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	can be lighter with good shape					
Natural, takeout doubles	After dbl we play lebensohl and scrambling depending on the situation					
leaping michaels						
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOU赚LES					
Natural	card showing double on bids with unkown suits(multi,weak NT,...)					
1NT= minors, 2♦= Majors	support (re)doubles					
	Lightner doubles against hight contracts					
OVER OPPONENTS' TAKE OUT DOUBLE						
Natural continuation						
XX = Points after we play penalty doubles	Psychics: Dominique can be often with 1NT psyche					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♠		2	4 ♦	11+ 1♦ from 33 minor	1♦ can be short if ♦ fit, 1M= natural 1NT = natural 2♦= INV min 2X = 9-11 limit 2NT = invite 3X = preemptive	1♦-2♦; 2x= 13+ and values, 2NT=18-19 3+♦ 3♦=11-13, 3x= 14-16 and short, 3NT=18-19 2♦	
1 ♦		4	4 ♦	11+ 1♦ from 44 minor decent suit	2♦= GF, 2♦= 10+ 4+♦, 2M= 9-11 2NT= Natural , 3♦=6-9, 3M= weak	1♦-2♦; 2M= 13+ and values, 2NT=18-19 3♦= minimum, 3x= 14-16 and short, 3NT= to play	
1 ♥	5(4)	4 ♦	10+ can be lighter/shorter in 3th seat	1NT= Semi - Forcing		After 2NT; 3♦= 11-14 shortness, 3♦= 15-17 BAL or 15+ shortness 2 minor = GF 2♦ = 9-11 2NT = Support 3+ INV+ 3x = Showfit 3♦ = Any void 10-13 4x = Singleton 10-13	2NT= 10-11 4 card support and shortness 3♦ asks we answer up the line 2♦ = Drury 3+ 9-11
1 ♠	5(4)	4 ♦	10+ can be lighter/shorter in 3th seat	1NT= Semi - Forcing		After 2NT; 3♦= 11-14 shortness, 3♦= 15-17 BAL or 15+ shortness 2X = GF 2NT = Support 3+ INV+ 3x = Showfit 3NT = Any void 10-13 4x = Singleton 10-13	2NT= 10-11 4 card support and shortness 3♦ asks we answer up the line 2♦ = Drury 3+ 9-11
1 NT		4 ♦	(14)15-17 HCP	2♦= stayman, could be weak 2♦/♦/♦/NT= transfers ♦/♦/♦/♦ 3♦= both minors to play 3♦ = both minors GF 3M = short			
2 ♠	x	0		GF 2 Suiter SF any 1 suiter	2♦ relay 2x = Natural and positive		
				22-23 BAL, 27-28 BAL			
2 ♦	x	0		GF 1 suiter 24-26 BAL	2♦ relay 3x = Natural and positive		
2 ♥	x	5	-	2-10 5+ often 6	2NT = relay 3X = forcing	After 2NT 3M = mini 3x = feature	
2 ♠	5	-	2-10 5+ often 6	2NT= relay 3x = forcing		After 2NT 3M = mini 3x = feature	
2 NT		-	(19)20-21	3♦= Stayman, 3♦/♦=transfer ♦/♦, 3♦=minors 4m Natural Slemtry			
3 ♠	(6)7	-	Preemptive, 3-9(10)				
3 ♦	(6)7	-	Preemptive, 3-9(10)				
3 ♥	(6)7	-	Preemptive, 3-9(10)				
3 ♦	(6)7	-	Preemptive, 3-9(10)				
3 NT	7	-	Gambling, normally solid minor			RKCB(41 30 25 without TQ , 25 with TQ)	High Level Bidding
4 ♠	0	-	Preemptive			Exclusion BW	
4 ♦	0	-	Preemptive			DOPI/ROPI	
4 ♥	(7)8	-	Preemptive, 3-11(12)			DEPO	
4 ♦	(7)8	-	Preemptive, 3-11(12)				
4NT			Preemptive, 3-11 both minors				