

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural and standard overcalls (up to 17HCP) and responses
Responses: new suit F1 (even 2 over 1)
Aft 1M overcall: Jump-cue = mixed raise / 2NT = strong supp
Reopening: same principles and ranges as overcalls (suit) Double=takeout // 1NT=9-13HCP (possibly 15HCP over (1♠))
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 ND : 15-18 HCP (same style of responses as 1NT opening)
4 TH : 10-14(15) HCP (same style of responses as 1NT opening)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak (except 2-suiter cases - see below)
Unusual 2NT: 2 lowest suits
Reopening: 2/3X: 11-14HCP and long suit / 2NT: 17-19HCP
DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)
(1m)-2♦ = Majors 55 / (1♣)-2♣ = Majors 54 / (1♠)-3♣ = ♦+♠
(1M)-2M = OM+♣ / (1M)-3♣ = OM+♦
Other jumps cue-bids: asking for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
Double = Values (at least same range as opener)
Overcalls: 2♣ = Both Majors // 2♦ = 6 ⁺ cards in one Major
2M = 5 cards M and 4+ cards m // 3X = natural
Same style if reopening
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double = takeout // Over (2/3X) or similar: Cues and 4m = 2-suiters
(3m)-4om = om + 1 Maj // (3m)-4m = Both Majors
Aft (3m)-3NT-(P) or similar: 4♣ ask for M / 4♦/♥ = TRF
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs Strong ♣ : Natural style (overcalls and pre-empts)
Double = Majors / 1NT = minors
Other cases: natural style
OVER OPPONENTS' TAKEOUT DOUBLE
aft 1m-(X):XX 8 ⁺ HCP /TRF up to 2♥// 2♠ NAT+supp m /2NT supp m
aft 1M-(X): XX 8 ⁺ HCP /TRF up to 2M-1 /1OM nat /2M weak supp
2NT and 3m Bergen raises (various types of supp)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1-3-5 th	1-3-5 th	
NT	1-3-5 th (w/o sacrifice)	1-3-5 th	
Subseq	Same + attitude	Same + attitude	
Other: Ace/Q asks for signal / K asks for count (or unblock vs NT)			
Switch: 0-2 (none or 2 above) with sequences (cont or discont) down to the 9			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x..)	AK(x..)	
King	KQ(x..)	KQJ(x..), KQ10(x..), AKJ(x..)	
Queen	QJ(x..)	QJ10(x..), QJ9(x..)	
Jack	J10(x..)	J10(x..)	
10	109(x..), 10x	109(x..), 10x	
9	98(x..), 9x	98(x..), 9x	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High=D / Low= E	Count	High=D / Low= E
Suit 2	Count	Suit Preference	Count
3	Suit Preference		Suit Preference
1	High=D / Low= E	Count	High=D / Low= E
NT 2	Count or Unblock	Suit Preference	Count
3	Suit Preference		Suit Preference
Signals (including Trumps):			
Leads confirmation in NT with low cards (both sides)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard style			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Double of a Splinter bid: asks for lead in the lowest (logical) suit			
Cases of Transfer Doubles in case of overcalls			
Informative Double and Redouble after 1X-(P)-1Y-(1Z/X)			
Redouble Rosenkrantz (with GH in partner's suit aft Double of his Overcall)			

EBL CONVENTION CARD
CATEGORY: Green
NCBO: BEL1824 – BEL6890
PLAYERS: RENARD Claude – CALAS Damien
EVENT: Senior
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♠: 2 ⁺ cards 11-23HCP / longer ♦ poss if 11-14HCP balanced xx45 16 ⁺ HCP possible
1♦: 4+ cards 11-23HCP unbalanced or 18-19HCP balanced with 4 ⁺ ♦ / xx(54) 11-14HCP possible
1M: 5 cards Major // 1NT: 14 ⁺ -17HCP balanced
2♠: semi strong hands - any shape // 2♦: Game forcing - any shape
2M = 6 ⁺ cards / 4-10HCP (6 ⁺ cards 11-14H when reopening)
2NT: 20-21HCP (5 cards in a Major possible)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Lots of Transfer (or artificial) bids in case of overcall
Mainly after 1X – (X/1Y/1NT/2Y jump) and 1NT – (2X)
3NT: one solid minor (7 ⁺ cards)
2M, 3X or 4X: pre-emptive bids (can be aggressive even in 1 st position, namely NV vs V)
SPECIAL FORCING PASS SEQUENCES
General fast arrival principle in most sequences
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	11-23HCP / 2+ cards See description on front page	Natural / 1♣-1♦/♥-1NT can hide Major(s) // 3♣=lim 2♥/♠=6c invit / 1♣-2♦=54+xx 6-9H/3♥/♠=preempt	Natural // 3rd and 4th suit F1 1X-1Y-1NT-2♣/♦ = Relays F1/GF	Often TRF aft Ovcall, X and 2M 2NT aft (X)=pos supp
1♦		4	4♥	11-23HCP / 4+ cards See description on front page	Natural/3♦=lim/1♦-2♣=nat GF 3♣+2♥/♠=6c invit // 3♥/♠=preempt	1♦-1♥-1NT=xx54 minimum 1♦-1♠-1NT=unbal 11-17H (always 4c in ♥)	Often TRF aft Ovcall, X and 2M 2NT aft (X)=pos supp
1♥		5	4♦	11-23HCP / 5+ cards	2/1: GF / 1NT F1 / 4♣/♦ = Nat+support Bergen raises (3♦>3♣>3M)//2NT: GF supp (4+c)	Natural/ 4th suit F1, poss relay aft 2NT 1♥-1♠-1NT - 2♣/♦ = Relays F1/GF	Aft P: 2♣, 2♦, 2NT= supp in M Aft X Trf till 2M-1/2NT+3♣/♦ id
1♠		5	4♦	11-23HCP / 5+ cards	1♥-3♠+1♠-3SA =unknown spl/Oth jumps=nat invit	1M-1NT-2♣ = 2+ cds/1M-1NT-2♦ = 4+ cds	2NT aft overcall=positive support
INT			4♥	14+ - 17HCP balanced	2♣: Stayman(can be weak)/2♦/♥ TRF /2NT Trf ♣ 2♠: either lim NT or 6c minor w 2 top cards 3♣: either TRF ♦ or specific Stayman 3♦: 6c with shortage in 1 Major (then 3♥=relay) 3♥/♠: (31)45 (short in ♥/♠) // 4♣=♣/♦, 4♦=♥/♠	1NT-2♣-2♦-2♠ = 5xxx invit 1NT-2♦-2♥-2♠ = x5xx invit 1NT-2♣-2♦-3M = (54)xx (5 cards OM) Aft 1NT-2♦/♥-2♥/♠: 2NT = F1 // 3♥/♠ = slam invit	Trf if suit overcall (Rubensohl) If X of Stayman: P=no stopper If X of Trf: XX=supp w/o stopper
2♣	X	0	4♠	Semi forcing / any shape 22-23HCP if balanced	2♦: relay // Others: Natural	Natural Aft 2♣-2♦-2NT same as aft 2NT opening	If ovcall: X=stopper If X: XX=stopper
2♦	X	0	4♠	Game forcing / any shape 24+HCP if balanced	2♥: relay // Others: Natural	Natural Aft 2♦-2♥-2NT same as aft 2NT opening	If ovcall: X=stopper If X: XX=stopper
2♥		(5)6		Weak 4-10HCP	2NT: F1 relay // Others: Natural F1 3♥/4♥: to play	Aft 2♥-2NT: 3X= Values in X Max /4X= SPL Others: natural	New suit aft (X) = NAT NF
2♠		(5)6		Weak 4-10HCP	2NT: F1 relay // Others: Natural F1 3♠/4♠: to play	Aft 2♠-2NT: 3X= Values in X Max /4X= SPL Others: natural	New suit aft (X) = NAT NF
2NT			4♥	20-21HCP balanced Poss 5 cards in Major	3♣= relay (Romex) // 3♦/3♥= TRF (rect= 2 cards) 3♠= minors Interest / 4♣/♦ = Nat / 3SA= 45xx NF / 4♥= 45xx F1 / 4♠= 55xx F1	2NT-3♣-3NT = Both M 2NT-3♣-3♦-3♠ = 54xx or 55xx 2NT-3♦-3♠ = 52xx	If X of 3♣: P=no stopper If X of Trf: XX=supp w/o stopper
3♣		(6)7		Weak 4-10HCP	New suit: F1	Natural / Common sense	
3♦		(6)7		Weak 4-10HCP	New suit: F1	Natural / Common sense	
3♥		(6)7		Weak 4-10HCP	New suit: F1	Natural / Common sense	
3♠		(6)7		Weak 4-10HCP	New suit: F1	Natural / Common sense	
3NT	X			Solid minor (7+ cards)	4♣: pass or correct / 4♦: Game forcing relay 4M: to play	Natural / Common sense	
4♣		(7)8		Pre-empt	Natural / Common sense	Natural / Common sense	
4♦		(7)8		Pre-empt	Natural / Common sense	Natural / Common sense	
4♥		(7)8		Pre-empt	Natural / Common sense	Natural / Common sense	
4♠		(7)8		Pre-empt	Natural / Common sense	Natural / Common sense	
4NT	X			2-suiter ♣/♦ // xx5+6+			
5♣		(8)9		Pre-empt	Natural or Cue-bid / Common sense	HIGH LEVEL BIDDING	
5♦		(8)9		Pre-empt	Natural or Cue-bid / Common sense	4NT: 5 Key cards Blackwood. Responses 14 – 03 – 2 – 2+Q (+Pass=Even if ovcall)	
5♥		(8)9		Pre-empt	Natural or Cue-bid / Common sense	If asking for Q: 1st level denies	
5♠		(8)9		Pre-empt	Natural or Cue-bid / Common sense	5NT: ask for kings / grand Slam Invit	