EBL Convention Card

Category: green

Country: Belgium

Event: All Events

Players: Constantijn Beukema(32402), Frank Van Breusseghem (13405)

DEFENSIVE AND COMETITIVE BIDDING

OVERCALLS(Style; Responses; 1/2level; Reopening)

can be light at the 1-level with a good suit

sound 2 level overcalls except 2♠ over 1♦

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

(15)16-18 direct seat, 10-15(16) balancing seat

JUMP OVERCALLS(Style; Responses; Unusual NT)

1-Suit: pre-emptive

2-Suit: 2NT shows lowest(5+,5+)

Reopening: 2NT= 18-19

DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)

cuebid shows majors or major + unkown minor (5+,5+)

jump cuebid asks stopper for 3NT

VS. NT(vs. Strong/Weak; Reopening;PH)

multi landy, landy in balancing seat

double by passed hand shows a long minor

against weak NT,multi landy x=14+ direct seat 11+ balancing seat

VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)

x= t/o,lebensohl after

leaping michaels

4NT= lowest, 4M cue=stronger with minors(4NT=weaker)

VS. ARTIFICIAL STRONG OPENINGS

OVER OPPONENTS' TAKE OUT DOUBLE

xx= 11+ and penalty oriented

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	in Partner's Suit
Suit	3th-5th	3th-5th
NT	Attitude	Attitude
Subseq	Remaining count	Remaining count
Other:	A and Q strong lead, King weak	

LEADS

Lead	Vs.Suit	Vs. NT
Ace	AKQ+,AKJ+ Count/deblock	AKJ+,AKQ+, Count/deblock
King	KQ+, AK+, Attitude	KQ+, AK+,K+, Attitude
Queen	QJ10+, KQ10, Count/Deblock	QJT9+, KQT9+, AQJ+ Count/Deblock
Jack	JT+, QJx, KJ10, AJ10	JT9+, JT8+,QJx, KJ10, AJ10
10	10(9)x, A10(9)x, K10(9)x, Q10(9)x, 10	10(9)x, A10(9)x, K10(9)x, Q10(9)x
9		

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit: 1st	UDCA	UDCA	Revan
2nd	Count	UDCA	
3rd			
NT: 1st	UDCA	UDCA	Revan
2nd	count	UDCA	
3rd			

Signals (including Trumps):

UDCA,lavinthal

Smith in NT (small)

DOUBLES

TAKEOUT DOUBLES(Style;Responses;Reopening)

can be lighter with good shape

SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

card showing double on bids with unkown suits(multi,weak NT,...)

support (re)doubles

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5♠5♥4♦2♣ opening

2♣=weak♦ or any strong

2♦=weak ♥ or weak ♠ or any strong

2♥= weak, ♥+♠

2♠= weak, 5♠

1NT Openings: (14)15-17 HCP

2 OVER 1 Responses: Game-forcing

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♥= ♥+♠ weak

transfer over 1♠

inverted

drury

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Points mentioned are a good indication. Might be up or downgraded.

Psychics: possible

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		2	4 ♦	11+ 1♣	1♦=4+♥, 1♥ =4+ ♠, 1 ♠=balanced or ♦, 1NT=8-10	accepting transfer on 1level=3card or 4card unbal	
					2♣=10+with ♣	accepting transfer on 2level=4card, 11-14 bal	
					2NT=0-6 with ♣, 3♣=6-9, 3x=preempt		
					2♥= 5c♥ and 4c♠ 7-9		
1 ♦		4	4 ♦	11+ 1♦	1♥/♠ = natural, 2♣=GF, 2♦=10+ with♦, 2M= 9-10pt, 2NT=11-12		
					3♣= natural invite, 3♦=6-9 3M=preempt		
1 ♥ / ♠		5	4 ♦	10+ can be lighter in 3th seat	1NT=forcing, 2x=GF, 2M=8-10	over 2NT: Bid Singleton 3level=14-16 4level= 11-13	inverted drury: 2♣-2♦(Strong)
					2NT= GF with fit	(1♥-2NT-4♥= single♠) 3level M-Rebid is Strong17+ 1♠-2NT-3NT=15-16(5422), 1♥-2NT-3NT=	rebid of 2M is weak
					3♣=9-11 w 6♣, 3♦=9-11 w 6♦		
					4♥/4♣/4♦ Splinters	3NT=11-14 bal, 4x=55 11-14, 4M=10-12 unbal	
					1♠-pas-4♥ is splinter		
1 NT				(14)15-17 HCP	2♣= stayman, could be weak	Smolen, 2♠ minor suit asking in 2♣-2♦-2♠	
					2♦/♥/2NT= transfers ♥/♠/♦, 2♠ = asks strength (Balanced limt or ♣)	superaccept on ♥/♠: bid Ax or xx,3M=min. 2NT=rest	
					Fit on 3 level = slem going		
					3 ♥/♠= 31(45)/13(45)		
2 ♣	x	0	4 ♦	weak with 6card ♦, 5-10HP normally	2♥/♠= inv. Non-forcing, 3♥/♠=forcing		
				GF ♥ / ♠ , SF all suits, GF 2-suiter ♠+lower, ♥ +lower	2NT= strong relay, 3♣=nat forcing		
				22-23 BAL or 26+ BAL	3/4/5♦= to play		
2 ♦	x	0	4 ♦	weak with 6card ♥ or 6card ♠, 5-10HP normally	2NT= strong relay, 3♣/3♦ forcing	over 2NT: 3♣=min ♥, 3♦=min ♠	
				GF any one suiter	2♥, 2♠, 3♥, 3♠ = pass/correct	3♥=max ♠. 3♠ = max ♥, 3NT = AKQxxx in a major	
				24-25BAL	4♣ = bid your suit in transfer, 4♦ = bid your suit, 4M = to play		
2 ♥	x	4	-	Weak, ♥ + ♠ (4/4 non vul), normally 5-10HP	2NT GF relay, 3♣= nat, forcing, 3♦ = invitational with at least 1	over 2NT: 3♣= any min., 3♦= max 5/5, 3♥/♠ max	
					3/4♥♠= to play	with 5♠/♥, 3NT=4/4 max, 4♣/♦=void	
2 ♠		5	-	Weak, 5♠ 5-10HP normally	2NT asks, 3♣= pass/correct, 3♦ = transfer ♥, 3♥ = invite with ♠	over 2NT: bid longest minor	
					3♠ = TP, 4♣ = p/c		
2 NT			-	(19)20-21	3♣=puppet, 3♦/♥=transfer ♥/♠, 3♠=minors		
					3NT=TP, 4♣/♦ = natural, 4♥/♠= nat, light slem try		
3 ♣		(6)7	-	Preemptive, 5-10HP normally (first and second hand constructive)			
3 ♦		(6)7	-	Preemptive, 5-10HP normally (first and second hand constructive)			
3 ♥		(6)7	-	Preemptive, 5-10HP normally			
3 ♠		(6)7	-	Preemptive, 5-10HP normally		**High Level Bidding**	
3 NT		7	-	Gambling, normally solid minor		DOPI/ROPI	
4 ♣		(7)8	-	Preemptive, 5-10HP normally		Exclusion RKCB(41 30 2 without Q, 2 with Q)	
4 ♦		(7)8	-	Preemptive, 5-10HP normally			
4 ♥		(7)8	-	Preemptive, 5-10HP normally		Mixed cuebids, splinter	
4 ♠		(7)8	-	Preemptive, 5-10HP normally		RKCB(41 30 2key cards without Q , 2 with Q)	
4NT				6/6 minor			