DEFENSIVE AND COMPETITIVE BIDDING			LEA	DS AND SIGN	NALS	EBL CONVENTION CARD		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE							
1-level: can be weak (5+HCP)	91 21111		Lead		In Par	tner's Suit	CATEGORY: Green Sticker:	
2-level: usually more constructive (10+HCP) except sandwich, or when partner has passed	NT		4 th , highest from xx/xxx, 2 nd from xxxx(+)		3rd/5th		NCBO: Netherlands	
	Suit		3rd/5th		3rd/5th		PLAYERS: Leo Hofland, Bas van der Hoek	
	Subseq leads:		often same through dummy				EVENT Senior Teams	
	Through	declare	er: often AT	T (low=ENC),	but CNT			
	Other: leads in a suit bid by us can be different						Maart 2022 5034 3440720	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY		
2 ND =15-18 RESP as over 1NT opening	Lead		Vs. Suit		Vs. NT			
4 th Live=5OM-4(+)om	Ace		AK+		AK(+)		GENERAL APPROACH AND STYLE	
4 th reopening 1NT=10-16 RESP NAT	King		AK, KQ(+)		AKQ, KQJ, KQ10, KQ(+)		5-card M (semi-F 1NT), 1♣=2+ card, 2/1 GF, 15-17 NT	
	Queen		QJ(+)		QJ(+)		Openings can be light with shape, otherwise 11+	
	Jack		J10(+)), AJ10, KJ10	3 rd hand openings can be very light	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		AJ10, KJ10, 109		A109 etc, 109		Wide-range pre-empts depending on vulnerability/position	
Weak jump overcalls (wide ranged, from 3 HCP NVUL vs VUL)	9		A109, K109, Q109, 9x		9x, 9xx		1NT, 2NT opening or rebid can be semi-BAL	
vs constructive openings	Hi-X		Doubleton		Doubl	eton	Negative X thru 4♥	
2NT=lowest unbid suits	Lo-X		3rd/5th				In competition System OFF,after T/O X usually system ON	
Reopening jump bids are intermediate	SIGNAL	S IN OF	RDER OF P	RIORITY			3 rd hand pre-empts very undisciplined	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)			r's Lead	Declarer's Le	ead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
(1♣)-2♦ or (1♦)-2♦= both majors, can be 5♥-4♠ NONVUL		Lo=EN		Lo=even		Lo=ENC	2♣ opening PRE (5-10) ♦ or 22-23 BAL or MF hand	
(1♣)-2♣=NAT, (1M)-2M=5OM+5m		Lo=Eve		Hi=S/P		Lo=Even	2♦ opening multi PRE (5-10) M or 24+ BAL	
Jump cue=asks stopper, also against short 1m		Hi=S/P				Hi=S/P	2M opening 5M-4+m PRE (5-10)	
4 level cue=twosuiter; 3 level cue=stopper ask		Lo=EN		Lo=even		Lo=ENC	PRE jump shifts on 2 level (4-8) after our 1m or 1♥ opening	
VS. NT (vs. Strong/Weak; Reopening;PH)		Lo=Eve		Hi=S/P		Lo=Even		
2♣=both majors, 2♦=one major, 2M=5M-4m	3 Hi=S/P				Hi=S/P			
Vs 13-15 (or weaker) NT: X=14+	Signals	(includin	ng Trumps):					
Vs strong NT: X=5m, 4M	Hi-Lo in trumps: want a ruff or S/P							
				DOUBLES				
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEO	TAKEOUT DOUBLES (Style; Responses; Reopening)						
Leaping michaels (Jump to 4m=5crd m+5crd OM)	T/O X can be light (9+) with suitable shape; Offshape T/O X OK if 17+						SPECIAL FORCING PASS SEQUENCES (usually no FP when we overcall)	
Vs Multi: X=points							,	
Lebensohl responses on T/O X of 2M	X after C	OPPT sir	mple overca	all suggest 4+c	ard unb			
Doubles are flexible	X after OPPT higher overcalls more flexible						FP after business redouble;	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	2NT res	ponse to	our T/O X	can be scram	ble.	FP when game is bid together red vs green		
Vs strong ♠ : X=majors, 1NT=minors, 2 ♦/♥/♠ =PRE	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS						FP on 5-level after invitational bids	
, ,	RDBL generally SOS on penalty doubles, but not on lead-directing doubles of Artificial bids						FP in common sense situations	
							Pass-and-pull after business redoubles	
OVER OPPONENTS' TAKEOUT DOUBLE							IMPORTANT NOTES	
System ON, except 2/1 NF and raise is wide-range							Most doubles in competition are negative/card showing	
, , , , , , , , , , , , , , , , , , , ,							4 th suit=GF	
							PSYCHICS: rare	

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OPENING	TICK IF ARTIFICIAL	MIN. NO.		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1.		2	4♥	Only 2 with 4=4=3=2. NF	1♣-1M longer ♦ poss. (Walsh); inverted minor RESP to 1♣ can be weak (3+ HCP) PRE 2 level jump shifts (5-8)	After 1NT rebid: 2♦=GF; 2♣=puppet to 2♦	Cuebid=support INV+ 1m-(1♥)-X=4card ♠ 1m-(1♥)-1♠=5card ♠			
1♦		4	4♥	often 1♦ with 4-4 minors	Double jump=splinter		Support doubles			
					1SA: 5-12 semi-F; 2M=CONST; 2/1 GF	After 1NT rebid: 2♦=GF; 2♣=puppet to 2♦				
1♥		5(4)	4♥	4-card possible in 3 rd hand	2NT=12+ 3+SUPP 3♣=7-9 4SUPP; 3♦ INV 4SUPP 3OM, 3NT=GF BAL 3SUPP, 4m=splinter	1M-2NT-3♣=MIN	Drury after 3 rd or 4 th hand opening			
1♠		5(4)	4♥	4-card possible in 3 rd hand	3M=3-6 PRE 2≜ on 1♥: PRE 5-8					
1NT		(14)15-17	4♥	5422, 6m or 5M possible 5431/4441 possible (rare)	2♣=STAY; 2♦/♥/3♣=TRF; 3♦=asks for 5crd M 3♥=3♣1♥(54); 3♠=1♣3♥(54); 4m=S-A Texas	(TRF occasionally on 4-card weak hand)	Lebensohl Na X all bids NAT			
2*	х	0	NO	PRE ♦ 5-10 (can be 5-card) 22-23 BAL, or GF UNBAL	2NT=Relay					
2♦	Х	0		Multi: PRE in M 5-10 (can be 5-card NONVUL) 24-25 BAL	2NT= Relay; 2M, 3♥, 4♥=correctable		♥-bids are correctable Doubles on M-overcalls are correctable			
2♥		5	NO	PRE 5-10 5♥-4+m	2NT= Relay GF; 3♣=correctable; 3♦=INV for 4♥		♣-bids are correctable			
2 🌲		5	NO	PRE 5-10 5 -4+m	2NT= Relay GF; 3♣=correctable; 3♦=INV for 4♠					
2NT			4♥	BAL or Semi-BAL 20-21	3♣=puppet STAY; 3♦/♥=TRF; 3♠=minors 4X=NAT slamtry	When TRF is accepted, denies support.				
3*		6(5)	NO	PRE, NV ca 3-10, vul 6-10 NV 3 rd hand: can be 5 crd	1X TV T Grantay					
3♦/♥/♠		6	NO	PRE, NV ca 3-10, VUL ca 6-10						
3NT			NO	Gambling, long solid minor						
4♣/♦		6	NO	PRE, 5-10 Usually 7+ card		HIGH LEVEL BIDDING				
4♥/♠		6	NO	PRE, NV vs VUL 3-14 Otherwise 5-14		Mixed Cuebids, last train, Splinters RKC (4130) DOPI, ROPI In forcing pass situations: pass and pull=sl	amtry			
4NT	X	NO Minors, PRE 5-11				Non-jump 4NT over opponent's 4M=usually take-out Jumps to 4m (new minor) in competition often fitbid 4NT as raise=NF. After 4m (natural) 4NT=usually NF.				
						Serious 3NT	,			