DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS					
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING	LEADS STYLE				
1 LEVEL; 8 TO 16+ HP		Lead	ead		In Partner's Suit	
2 LEVEL; 11 TO 16+ HP, According Tricks	Suit	ATTITUDI	ATTITUDE		ATTITUDE	
1NT; Natural	NT	2/4		ATTITUDE		
	Subseq	ATTITUDI	ATTITUDE		ATTITUDE	
	Other:		UDCA			
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					
2 nd ; DON'T; Disturbing Opposite NT	Lead	Vs. Suit	Vs. Suit		Vs. NT	
4 th ; Natural	Ace	AKx, Ax		AKx, AQJ		
	King	KQx, Kx		AKJxx, KQ10xx		
	Queen	QJx, Qx	QJx, Qx		KQx, QJ10, QJ9	
	Jack	J10x, Jx	J10x, Jx		J109, Jx	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	H109, HJ10			H109, HJ10, 10x	
Copenhagen; 2NT Both minors unbid suits, 34; minor/major unbid	9	109x, J9x, 9	109x, J9x, 9xx		J9xx, 109xx	
Suit, 3♦; Both majors unbid suit	Hi-X	NO INTERESTED		NO INTERESTED		
Other Suits; Natural 6+Cards	Lo-X	ENCOURAGE		ENCOURAGE		
	SIGNALS	IN ORDER OF F	PRIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	P	artner's Lead	Declarer's I	Lead	Discarding	
DIRECT; 1♣/♦: Natural, 1♥/♠;		mall Encourage Count			EVEN/ODD	
	Suit 2 P	reference	Preference			
Jump Cue-Bid; Ask for Stop	3 C	ount				
	1 Ir	nterest			EVEN/ODD	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 C	ount				
Weak NT; Natural	3 P	reference				
Strong NT; DON'T	Signals (inc	luding Trumps): F	Preference			
	UDCA					
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)			DOUBLES	8		
X; T/O; 2 ♥/♠;Other Suit Natural; Cue-bid; 2 minors; 3NT; to Play	TAKEOUT	DOUBLES (Sty	le; Responses	; Reoper	ning)	
4 ♣;♣ & other M; 4 ♦;♦ & other M, 2NT; 4 Other M/5m				, 1		
3♣/♦: 3NT; ♥ & minor; Cue-bid; 2 Majors, 4 minor; ♠ & minor;	Reopening 8	8+				
3 ♥/♠; 4♣/♠; Suit + other M, Cue-bid; Both minors; 3NT to play		-				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24						
X; 1 Suit, 1 ♦; ♥ & Other; 1 ♥; ♠ & Other	SPECIAL	ARTIFICIAL &	COMPETIT	IVE DR	LS/RDLS	
		keout, Responsive			LS/KDLS	
1 ♠;5+m/4M; 1NT; two minors Level 2; 8/12 HP, 6+ cards	зирроп, та	Keout, Kesponsive	, compeniive			
OVER OPPONENTS' TAKEOUT DOUBLE						
XX; 10+ HP, Other suit; 6/9, Simple Raise; support 8/10,						
1NT; 8-10 HP, other suit; 0/7, Jump 8-96+Cards						

EBL CONVENTION CARD

CATEGORY:

NCBO: 3551666 /3551853

PLAYERS: Alfonso Chamorro / Manuel Duque

EVENT:

SYSTEM SUMMARY 5 MAJORS

1 **♣**: 12-20 HP, 2+**♣**

1 ♦: 12-20 HP, 4+ ♦

1 **♥**/♠: 11/12-20, 5+ cards

1NT: 15-17 Reg, maybe 5,4,2,2-6,3,2,2

2♣: Strong Unbalanced or 23/24 HP Reg.

2♦: Multi

2♥/♠: 5 Major-4+minors

2NT: 20-22 Reg, maybe 5 Major

3♣/♦/♥/♠: 7+cards 5 to 10 HP

3NT; 7/8 tricks solid minor Suit

4♣/♦; 7/8♥/♠ transfer

4♥/♠; 5 Losers

4 NT; 5+/5+, 2 Suits minors

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦: Multi

2♥/♠ Muidenberg

Copenhagen

USUAL CONVENTIONS

Roudy, Drury, Weak/Strong Stayman, Transfer, NMF

Splinter, 2NT Jacoby, Smolen, Puppet, Check-Back, Gerber

Copenhagen, RKCB (03-14-2-2Q)

SPECIAL FORCING PASS SEQUENCES

NOTES

GF; Game Forcing, F1R; Forcing one round, Sing; Singleton HP; Honour Points, VD; Void, X; Double, XX; Redouble

T/O; Take-Out

PSYCHICS: Not Usual

ڻ ڻ	TICK IF ARTIFICIAL	. OF	NEG.DBL THRU					
OPENING		MIN. NO. OF CARDS		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1*	✓	2+		12/20 HP	1 ♦; not deny 4°Majors, 1 ♥/♠; Natural, 1NT; 6/10 2 ♣/♦; 11+HP 5+ cards, 2 ♥/2 ♠ 6+cards 12+HP, 2NT;13/14, 3x; 6+cards two H, 3NT; 15/16 HP	1 ◆-1NT 12/14 deny 4° majors, 2NT; 18/20 Check Back 3 ★:3 ◆ si si, 3suit; si no, 3 Other suit; no si; 3NT:no no		
1 •		4+		12/20 HP	1 ♥/♠ Natural, 1NT;8/10, 2♣/♠; 11+HP 5+ cards 2 ♥/2♠ 6+cards 12+HP, 2NT;13/14, 3x; 6+cards two H, 3NT; 15/16 HP	1m-1M-1NT-2* Roudy 11+PH, S/min, C/min C/Max S/Max. Splinter, minor to play		
1 ∨ 1 ∧		5+		12/20 HP, 5+ cards, 3 ^a /4 ^a maybe 10/11 PH Drury.	1♠; Natural, 1NT; 6-10, 2♣/♦; 11+HP 4/5+ cards Simple raise 6/9, Jump raise 10/11, 2NT; Jacoby, 3♣/♦; weak 7+ cards, 3NT; 13/15 (4.3.3.3)	2NT; forcing; new suit Splinter, 3♥/3♠; 16+HP, 4♣/4♦/4 other suit; Bicolor, 4♥/4♠;min 12-13, 3NT: 14-15		
1NT		2+		15-17 HP Regular, maybe 6,3,2,2 or 5,4,2,2 usually no 5 M	2♣; Stayman, 2♠/♥ Transfer, 2♠; transfer ♣ or Game try; 2NT Transfer ♦; 3♣/3♦; 5/5 minors GF 3♥/♠; Slam Try, 4♣; Gerber; 4♠/♥; Texas	After 2♣; 2♦ No 4 M, 2♥/♠ 4+ cards. After 2♠; 2NT Min, 3♣ Max, After 2NT, 3♣ máx, 3♦ min.		
2*	✓	0+		16+ HP Unbalanced, ¾ Losers, 23/24 Balanced	2 ♦; 8+ HP GF; 2 ♥; 0/4 HP, NGF, 2 ♠; 5/7 HP GF	2 ♦ -2 ♥ / ♠ /3 ♣ /3 ♦ /3NT; Natural 5+ major, GF 2 ♥ -2 ♠ /3 ♣ /3 ♦; Natural 5+ major, NF 2 ♠ -3 ♣ /3 ♦ /3 ♥ /3 ♠; 3NT; 23/24, 4NT; 25/26		
2◆	√	0+		3/10 HP, ♥or♠, 4,4,4,1 16+HP	2♥; Pass or Correct, 2♠; Pass or Game try ♥, 2NT 15+ GF	2 V/2 ♣ - 2NT/3 ♣ /3 ♦ /3 ♥; SF transfer GF 2NT; 3 ♣; min ♥, 3 ♦; min ♠, 3 ♥; Max ♠, 3 ♠; Max ♥ 3 Suit; SF		
2♥/2♠		5+		3/10 HP, 5+♥/♠-4+ minor	2NT; F1R & Ask minor and 14+HP 3♣; No fit, 4+/4+ minor, Pass or Correct, another suit; F1R, 3♥/3♠, Support Game try.	2NT-3♣/♦ Min; 2NT-3♥ max ♣, 2NT-3♠ max ♦.		
2NT		2+		20-22 HP, maybe 5 M	3♣ Puppet, 3♦/♥ Transfer, 3♠; Transfer 3NT. 3NT=5♠+4♥, 4♣=5/5 Majors, 4♦/♥ Texas Slam Try	3 . →-3 NT: 4 . /•=Slam Try . /•; 4 . =5 . +4•; 4 . =5•+4 . ; 4NT=5/5minors		
3♣/3♦		6+		3/10 HP	3♥/♠; Natural, 3NT; to Play			
3♥/3♠		6+		3/10 HP	3NT/4♥/♠; To play, Other suit; Control & Slam try			
3NT	√	7/8+		7/8 Solid minor	4♣/5♣=Pass or Correct 4♦/5♦; 4♦=Ask Singleton 4♥=Natural; 4♠=Natural			
4 .	✓	0+		4 Losers ♥	4♦; Ask Singleton			
4 ♦	✓	0+		4 Losers 🌲	4♥; Ask Singleton			
4♥				5 Losers				
4 ♠				5 Losers				