

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 LEVEL; 8 TO 16+ HP
2 LEVEL; 11 TO 17 HP, ACOORDING TRICKS
Reopening 8/12; 12/16; 1NT 11/14; 2NT 18/19
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
1NT; 5+minors/4 Majors
2NT; Minors
Reopening; 1NT; 11/14; 2NT 18/19
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, 1NT 5+minors/4Majors
2NT After Weak 2 or similar: 5+minors/4 Majors
Reopen: 1NT; 11/14 2NT;18/19
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAEL`S*
Jump Cue-bid, Asking for Stop
VS. NT (vs. Strong/Weak; Reopening; PH)
MULTILANDY*
T/O Against Weak NT
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O; 2♥/♠;Other Suit Natural; Cue-bid; 2 minors; 3NT; to Play
4♣;♣ & other M; 4♦;♦ & other M, 2NT; 4 Other M/5m;
3♣/♦: 3NT; ♥ & minor; Cue-bid; 2 Majors, 4 minor; ♠ & minor;
3♥/♠; 4♣/♦; Suit + other M, Cue-bid; Both minors; 3NT to play
VS. ARTIFICIAL STRONG OPENINGS- i.e., 1♣ or 2♣
X=1 Suit; 1♦; ♥ & Other; 1♥; ♠ & Other
1♠;5+minor/4M; 1NT; minors
Level 2; 8/12 HP 6+ cards
OVER OPPONENTS' TAKEOUT DOUBLE
XX; 10+ HP, Suit 6/9, 2NT; Limit or Better
1NT; 8-10 HP, 3NT; to Play

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	ATTITUDE	ATTITUDE	
NT	2/4	ATTITUDE	
Subseq	ATTITUDE		
Other:	UDCA		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax	AKx, AQJ	
King	KQx, Kx	AKJxx, KQ10xx	
Queen	QJx, Qx	KQx, QJ10, QJ9	
Jack	J10x, Jx	J109, Jx	
10	H109, HJ10, 10x	H109, HJ10, 10x	
9	109x, J9x, 9xx	J9xx, 109xx	
Hi-X	NOT INTERESTED	NOT INTERESTED	
Lo-X	ENCORAGE	ENCORAGE	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Small E	Count	ODD/EVEN
Suit 2	Preference	Preference	
3	Count		
1	Interest		ODD/EVEN
NT 2	Count		
3	Preference		
Signals (including Trumps): Preference			
UDCA			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Until 4♠			
Reopening 8+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support, Take Out, Responsive, Competitive			

EBL CONVENTION CARD
CATEGORY: Green
NCBO: 3551021 / 3551942 / 3551666 SPAIN
PLAYERS: Mª Carmen Corral Curia / Miguel Goncalves/Alfonso Chamorro
SYSTEM SUMMARY
2/1, 1NT 11/14
1♣: 2+♣
1♦: 4+♦
1♥/♠: 5+ cards
1NT: 11-14
2♣: Strong, not necessary GF.
2♦: Multi
2♥/♠: 5/4+Major-Minor
2NT: 20-22 HP
3♣/♦/♥/♠: 6+cards 5 to 10 HP
3NT; 7/8 tricks solid minor Suit
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1NT
2♦ Multi
2♥/♠
USUAL CONVENTIONS
Roudy*, Drury*, Weak/Strong Stayman, Transfer, NMF
Splinter, Check-Back*, Puppet*, Jacoby*, RKCB (14-03-2-2Q)
*See Supplementary Notes
SPECIAL FORCING PASS SEQUENCES
Standard Situations
NOTES
GF; Game Forcing, F1R; Forcing one round, Sing; Singleton
HP; honour Points, E; Even, O; Odd, X; Double, XX; Redouble
PSYCHICS: Not Usual

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♠	11+ HP, Natural, Balanced	1♦; not deny 4 ^o Majors, 2♦; Invite w Fit ♣, 1♥/♠ Natural, Inverted minor, 2♥/2♠ Strong	1NT 15/17; 2NT 18/19 Other Natural	
1♦		4	“”	11+ HP, Unbalanced	Inverted minors, 2♥/2♠; Strong, 3♣; Invite w support ♦, 1♥/♠; Natural	1♥/♠-1NT; less than 17, w support; 1♥/♠-2NT; 16+ HP, 3 Cards Fit and 6+♦	
1♥/1♠		5	4♠	11-20 HP 3 ^a /4 ^a Maybe 4 Cards	2/1 GF, 1NT; F1R, Simple raise 8/10, 3♣; Some Singleton, 3♦; Void in minor, 2NT; Jacoby; Jump raise; Max 7 HP, 3♥/♠ in other Major; Support and Void, 3NT; 13/15 (4.3.3.3)	After 1NT; 2♣/♦; 3+, After 3♣-3♦;Ask for Sing. After 3♦-3♥;Ask for Void, After 2NT; Natural Jacoby	
		5	“”	“”	“”	“”	
INT	✓			11/14 HP, Regular, maybe 6,3,2,2 or 5,4,2,2, Usually no 5 M	2♣; Stayman, 2♦/♥ Transfer, 2♠; Invite or transfer ♣; 2NT Transfer♦; 3♣GF; 5♣+4M, 3♦GF;5♦+4M 3♥/♠; 5/5 minors GF	After 2♣; 2♦ No 4 M, 2♥/♠ 4+ cards. After 2♠; 3♣ Max, 4♣/♦; Ask K-Cards in Suit	
2♣	✓	0	“”	18+ HP, 4/5 Losers, 23/24 Balanced	2♦; 0/8 HP, 2♥/♠; 9+HP GF, 5+ cards	2♣-2♦-2♥/♠ or 3♣/3♦ No F & 3♥/♠ GF	
2♦	✓	0	“”	3/9 HP, Weak ♥or♠, or GF 25+	2♥; Pass or Correct, 2♠; Pass or Invite♥, Other suit F1R; 2NT GF	2♥/2♠-2NT GF; 2♥/2♠-3♣/3♦; Natural GF 2NT; 3♣;min ♥, 3♦;min ♠, 3♥; Max ♠, 3♠; Max ♥	
2♥/2♠		5	“”	3/9 HP, 5+♥/♠+ 4+ minor	2NT; F1R & Ask minor and Strong 14+HP 3♣; Pass or Correct, another suit; F1R	2NT-3♣/♦ Min; 2NT-3♥ max ♣, 2NT-3♠ max ♦	
2NT			“”	20-22 HP, maybe 5 M,	3♣ Ask 4+Major, 2+HP, 3♠; Transfer 3NT. 3NT=5♠+4♥, 4♣=5/5 Majors, 4♦/♥ Texas Slam Try	3♠-3 NT: 4♣=Slam Try ♣; 4♦=Slam Try ♦; 4♥=5♣+4♦; 4♠=5♦+4♣; 4NT=5/5minors	
3♣/3♦		6		3/10 HP	Other Suit Forcing		
3♥/3♠		6		3/10 HP	Other Suit, Control & Slam Try		
3NT	✓	7		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	HIGH LEVEL BIDDING	
4♥		7		5+ Losers	Other Suit; Cue-bid		
4♠		7		5+ Losers	Other Suit; Cue-bid		
4 NT				Minors			
5♣♦♥♠		8		Natural			

Supplementary Notes;

Puppet; 2NT-3♣; 3♦ any 4 Majors, 3♥/♠; 5+♥/♠, 3NT no 4 Majors.

Check Back; 1m-1M-2NT; 3♦; 3+(M) or 4 Other M, Support M; 3+(M) no 4 Other M. Other M; 4 Other M, no 3(M), 3NT; No Support, no 4 other M.

Drury; 3th/4th; 1♥/♠ maybe 10+HP whit 5+♥/♠; 2♣ Ask Open whit 10+HP & 4+♥/♠, Return Open Suit; No Open, Other Suit 12+HP.

Roudy; 1♦-1♥/♠-1NT-2♣; Ask for HP and Fit, 10+HP; 2♦; 12/13HP, No support, 2♥; 12/13 & support, 2♠; 14/15 HP & support, 2NT; 14/15 No support

Jacoby; 1♥/♠-2NT; 4+♥/♠ & 13+HP; 3♣/♦/♥/♠ Singleton; Return Major; 3♥/♠; No Singleton; 4♣/♦/♥/♠; 2 Suits; 4♥/♠; Game.

Michael's Cue bid; 1♣-2♣ or 1♦-2♦; 5/5 Majors; 1♥-2♥; 5+♠ & unspecified minor, 1♠-2♠; 5+♥ & unspecified minor

Multilandy; X; 5 minor/4 Major, 2♣; 5/4+ Majors, 2♦; 6+Majors, 2♥; 5♥ & 4+minor, 2♠; 5♠ & 4+minor