

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 LEVEL; Construction bid 8-16+ HP
2 LEVEL; Limit 10 HP, According Tricks
1 NT; 15-18 HP
2 NT; Majors (both minors).
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
DBL; same force than. F1R
2♣/♦/♥/♠; Natural 12+HP, 5+Cards
JUMP OVERCALLS (Style; Responses; Unusual NT)
Suit Natural 6+Cards, 6-11 HP
Unusual NT Minors
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Natural
VS. NT (vs. Strong/Weak; Reopening)
Natural
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2♥/♠; 2NT force to 3♣ Less than 8+ HP
3♣/♦; Natural
3♥/♠; 3NT to play, CUE:2 minors 5/5+, 4 minor; 5/5+ other major
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural
OVER OPPONENTS' TAKEOUT DOUBLE
XX; 10+ HP whit-out Fit, another suit limit to 9, jump fit 0/7 HP
Other major 8-10 HP

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2nd/4th	Attitude	
NT	2nd/4th	Attitude	
Subseq	Attitude-low encourage	Attitude-low encourage	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	[A, AK](x..)	[A, AK](x..)	
King	[AK, KQ](x..)	[KQJ, KQ10](x..)	
Queen	[QJ, AQJ](x..)	[KQ, QJ, AQJ](x..)	
Jack	[J10](x..)	[J10](x..)	
10	[H109] (xx..)	[H109] (xx..)	
9	9x	9x	
Hi-X	No Interest	No Interest	
Lo-X	Interest	Interest	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=enc	Low=even	Low=Even
Suit 2	Low=even	High=odd	High=Odd
3			
1	“”	“”	Even/Odd
NT 2	“”	“”	Even/Odd
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard			
Support doubles			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

EBL CONVENTION CARD
CATEGORY: Green
NCBO: 3551037
PLAYERS: Mª Dolores Bonny - TODOS
SYSTEM SUMMARY
STRONG CLUB
1♣: 16+HP any distribution
1♦: 11/12-15 HP whit or whit-out ♦
1♥/♠: 11/12-15 HP, 5+ cards
1NT: 16-18 HP
2♣: 6+ Cards, 11/12-15 HP
2♦: 16+HP whit 4,4,4,1
2♥/♠: 6 cards 5 to 10 HP
2NT: 22-23 HP
3♣/♦/♥/♠: 7+cards 5 to 10 HP
3NT; 7/8 tricks solid minor Suit
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
USUAL CONVENTIONS
Roudy*, Drury*, Weak/Strong Stayman, Transfer, NMF
Splinter, 2NT Jacoby*, RKCB (03-14-2-2Q)
*See Supplementary Sheet
SPECIAL FORCING PASS SEQUENCES
NOTES
GF; Game Forcing, F1R; Forcing one round
HP; Honour Points
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	0+		16+HP any distribution,	1♦; 0/7 HP, 1♥/♠; 8+HP 5+ cards, 1NT; 8/11	1NT not deny 4° majors, 19-21 HP.	
					2♣/♦; 8+HP 5+ cards, 3suit; 7+cards two Honors, 3NT; 15/16 HP	FG whit positive hand	
1♦	✓	0+		11/12-15 HP, W or W-out ♦	1♥/♠ 6+HP 4+major, Inverted minor 2♥/♠ 6-10 HP, 6+ cards.	1NT Whit Stoppers, Splinter, minor to play	
1♥/1♠		5+		12-15 HP, 5+ cards	2/1 GF, 1NT; 6-10, simple raise 8/10, Jump raise 3/7 whit 4 cards, 2NT; 13+ whit Fit 3♣/♦; weak 7+ cards, 3NT; 13/15 (4.3.3.3)	2NT; forcing; new suit Splinter	
INT		2+		16-18 HP	2♣; Stayman 6/7+ HP, 2♦/♥ Transfer, 2♠/3♣ Transfer, 2NT invitational, Transfers 0+HP	2♦ No 4 majors, 2♥/♠ 4+ cards major, 2NT Both majors	
2♣		6+		12/15 HP, 6+♣ or 5♣ and 4 Major	2♦ ask for major,	2♥/♠; 4 majors, 3♣ no 4 majors	To 3♣, 3♥/♠; 5+♥/♠ 12+ HP
					2♥/♠; 5+ cards less than 10 HP	3♣; 12/13HP no fit. 14/15HP support, Raise.	
					2NT; GF	3♣; 12/13HP, 3NT; 14/15HP	
2♦	✓	1+		16+ HP 4,4,4,1	2NT 8+HP Ask for Singleton	3 Suit; Singleton	
2♥/2♠		6+		6-10 HP	2NT; Positive 14+HP, 2♠; F1R, Good Suit, 5+♠, 3♥; 6+Cards & 12+HP, 3♣/♦; Natural F1R, 3♥/♠; Repeat Suit, Obstructive, 3NT; to play, 4♥/♠; 3+ Fit, Natural, 3♠ or 4♣/♦/♥; Splinter	Bid your Singleton, if not repeat open suit	
2NT		2+		22-23 HP	Idem 1 NT 1 Level up, Transfer 5+Suit, 0+HP		
3♣/3♦		7+		6-10 HP	3♥/♠; Natural, 3NT; to Play		
3♥/3♠		7+		6-10 HP	3NT to play, 4 major to play, Other suit; Cue Bid		
3NT	✓	7/8+			Solid Minor suit		
4♥ 4♠		0+		5+ Looser			

Supplementary Sheet;

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; 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.