

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

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
	Lead	In Partner's Suit
Suit	2nd/4th	Attitude
NT	2nd/4th	Attitude
Subseq	Attitude-low encourage	Attitude-low encourage
Other:		
<b>LEADS</b>		
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
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Declarer's Lead
1	Low=enc	Low=even
Suit 2	Low=even	High=odd
3		
1	“”	“”
NT 2	“”	“”
3		
Signals (including Trumps):		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
Standard		
Support doubles		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		

EBL CONVENTION CARD		
CATEGORY: Green		
NCBO: 3551037		
PLAYERS: M <sup>a</sup> Dolores Bonny - TODOS		
SYSTEM SUMMARY		
<b>STRONG CLUB</b>		
1♦: 16+HP any distribution		
1♦: 11/12-15 HP 0+ Diamantes, niega 5°		
1♥/♦: 11/12-15 HP, 5+ cards		
1NT: 16-18 HP		
2♦: 5+ Cards, 11/12-15 HP, dos GH		
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		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
<b>USUAL CONVENTIONS</b>		
Roudy*, Drury*, Weak/Strong Stayman, Transfer, NMF		
Splinter, 2NT Jacoby*, RKCB (03-14-2-2Q)		
*See Supplementary Sheet		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
<b>NOTES</b>		
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 2♣/♦; 8+HP 5+ cards, 3suit; 7+cards two Honors, 3NT; 15/16 HP	1NT not deny 4° majors, 19-21 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 Stopers, 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♣		5+	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♠		7+		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.