

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			EBL CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE			CATEGORY: NCBO: / PLAYERS: Manuel F Duque de Lara/Marisa Zuazo EVENT:
1 LEVEL; 8 TO 16+ HP		Lead	In Partner's Suit	
2 LEVEL; 11 TO 17 HP, ACOORDING TRICKS	Suit	ATTITUDE	ATTITUDE	
Reopening 8/12; 12/16; 1NT 15/17; 2NT:18/20	NT	2/4	ATTITUDE	
	Subseq	ATTITUDE		SYSTEM SUMMARY Mayor 5 ^o -4♦
	Other:	UDCA		
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS			
2 ^a Landy*, 4 ^a Natural.	Lead	Vs. Suit	Vs. NT	1♣: 2+♣ 12-20 HP
	Ace	AKx, Ax	AKx, AQJ	1♦: 4+♦ 12-20 HP
JUMP OVERCALLS (Style; Responses; Unusual NT)	King	KQx, Kx	AKJxx, KQ10xx	1♥/♠: 5+ cards, 12-20 HP
Michaels*	Queen	QJx, Qx	KQx, QJ10, QJ9	1NT: 15-17 HP, maybe 5,4,2,2-6,3,2,2
Other suit; Natural 6+ cards.	Jack	J10x, Jx	J109, Jx	2♣: GF♥/♠ or NT 23/24, G try ♣/♦. 3,5 Losers
	10	H109, HJ10, 10x	H109, HJ10, 10x	2♦: Multi 5-10 HP, Weak ♥/♠ or NT 25+ or GF♣/♦
	9	109x, J9x, 9xx	J9xx, 109xx	2♥/♠: 5-10 HP, 5/5 M-m (V)-5/4+ (NV)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Hi-X	NOT INTERESTED	NOT INTERESTED	2NT: 20-22 HP, maybe 5 M
Michaels*	Lo-X	ENCORAGE	ENCORAGE	3♣/♦/♥/♠: 7+cards 5-10 HP
	SIGNALS IN ORDER OF PRIORITY			3NT; 7/8 tricks solid minor Suit
				4♣/♦; 7/8 ♥/♠ Transfer, 4 Losers
				4♥/♠; 5 Losers
VS. NT (vs. Strong/Weak; Reopening; PH)				4NT; 5+/5+, 2 minor's suits
Strong NT; Landy*				SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Weak NT; Natural, Same Open 1♣/♦				2♦ Multi...
				2♥/♠ Muiderberg
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)				USUAL CONVENTIONS
X = T/O, 2♥/♠; Natural, 2NT; 4 Other M/5m, Cue-bid; 2 minors;				Roudy*, Drury*, Weak/Strong Stayman, Transfer, NMF
3NT; to Play, 4♣;♣ & other M; 4♦;♦ & other M				Splinter, Michaels*, Check-Back*, Puppet*, Jacoby*, RKCB*
Over 3♣/♦: 3NT; ♥ & minor; Cue-bid; 2 Majors, 4 m; ♠ & minor				
Over 3♥/♠; 4♣/♦; Suit + other M, Cue-bid; minors; 3NT to play				
VS. ARTIFICIAL STRONG OPENINGS- i.e., 1♣ or 2♣				
X=1 Solid Suit; 1♦; ♥ & Other; 1♥; ♠ & Other				
1♠;5 ^o +m/4 ^o M; 1NT; minors				
Level 2; 8/12 HP 6 ^o + cards				
OVER OPPONENTS' TAKEOUT DOUBLE				
XX; 10+ HP, Suit 6/9, 2NT; Limit or Better				
1NT; 8-10 HP, 3NT; to Play				
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OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	2	4♠	12+ HP	1♦(6+HP) pos 4° Majors, 2♣; (11+HP) Invite, 1♥/♠ (6+HP) Natural, 2♦(11+HP) 5+♦; 2♥/2♠ Strong 6°(12+HP), 1NT (8-10HP), 2NT (11-12HP)	Natural, 1NT 12/15; 2NT 18/19 Check-Back 1♣-1♦-1x-1y/2x, 11+PH, 5°♦-4°M	
1♦		4	“”	12+ HP	1♥/♠; Natural, 2♦ (11+HP) Invite 5+♦, 2♣; (11+HP), 2♥/2♠ Strong 6°(12+HP), 1NT (8-10HP), 2NT (11-12HP)	1♥-1♠; 6+HP, no FIT, 1♥/♠-1NT; 12/16 HP, 1♥/♠-2NT; 17+ HP, FIT; 2NT ask (min Suit/max wo SF, máx w SF); 3 Suit Slam Try	
1♥/1♠		5	4♠	12-20 HP 3 ^a /4 ^a Maybe 4 Cards	2♣/♦/♥/♠; 11+HP, 1NT 6/10HP, 2♥/♠; Fit 6/10HP, 2NT; Jacoby, 3♣/3♦; Slam Try, 3♥/♠ Fit 11/12HP; 3NT; 13/15 (4.3.3.3), Jump another suit: Splinter...4+♥/♠ & 11+PH	After 1NT; 2♣/♦; 4+, After 1♥/1♠-1NT-x-3♣/3♦; Weak 6°, less than 8HP, After 2NT; Jacoby, After Fit; Trial-bid;	
		5	“”	“”	“”	“”	
1NT	✓			15/17 HP, Regular, maybe 6,3,2,2 or 5,4,2,2, Usually no 5 M	2♣; Stayman, 2♦/♥ Transfer, 2♠; Invite G or Transfer ♣; 2NT Transfer♦; 10+HP 3NT Reg, 3♣GF; 5♣+4M, 3♦GF;5♦+4M 3♥(SF)/♠(SF); 5°/5° minors GF♣/♦; 4♣ Ask Aces, 4♦;5/5 majors	After 2♣; 2♦ No 4°M, 2♥/♠ 4°+ cards. After 2♠; 2NT Min/3♣ Máx. After 1NT-3♣/♦; First Major whit 4°, 3NT WO Major, 4♣/♦; Ask Keycards in Suit.	
2♣	✓	0	“”	18+ HP, GF ♥/♠, 23/24 Balanced, G try ♣/♦, 3,5 Losers	2♦; wait, 2♥/♠; 5°+ cards 8+HP, 3♣/3♦; 6°+ cards 8+HP, 2NT; 8+HP Regular	2♣-2♦-3♣/3♦ No F & 3♥/♠ GF	
2♦	✓	0	“”	5/10 HP, Weak ♥/♠, 25+ Balanced, GF ♣/♦	2♥; Pass or Correct, 2♠; Pass or Invite ♥, 2NT (14/15+HP) GF	2♦-2♥/2♠-2NT GF (25+HP); 2♦-2♥/2♠-3♣/3♦; GF♣/♦; 2♦-2NT; 3♣;min ♥, 3♦;min ♠, 3♥; Max ♠, 3♠; Max ♥; 3NT (25+HP); 4♣/4♦;Ask Aces	
2♥/2♠		5	“”	5/10 HP, 5°+♥/♠ & 5° m	2NT (14/15+HP); F1R, Ask minor. 3♣; (4/4 m) Pass or Correct, another suit; F1R, 3♥/3♠ pre-empt 10+HP 4+cards. Obstructive	2NT-3♣/♦ Min; 2NT-3♥ max ♣, 2NT-3♠ max ♦	
2NT			“”	20-22 HP, maybe 5 M,	3♣ Ask 4+Major (Puppet Stayman), 2+HP, 3♦/♥; Transfer, 3♠; Transfer 3NT or GTry minor. 3NT=5♠+4♥, 4♣=5/5 Majors, 4♦/♥ Texas Slam Try♥/♠	3♠-3 NT: 4♣=Slam Try ♦; 4♦=Slam Try ♣; 4♥(SF)=5♣+4♦; 4♠(SF)=5♦+4♣	
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	HIGH LEVEL BIDDING	
4♦	✓	0		4 Losers ♠	4♥; Ask Singleton		
4♥		7		5+ Losers ♥	Other Suit; Cue-bid		
4♠		7		5+ Losers ♠	Other Suit; Cue-bid		
4 NT		7/8		Solid Minor			
5♣♦♥♠		8		Natural			

Supplementary Notes.

Puppet; 2NT-3♣; 3♦ any or both 4 Majors, 3♥/♠; 5+♥/♠, 3NT no 4 Majors. 2NT-3♣-3♦; 3♥ for 4♠; 3♠ for 4♥; 3NT, Ask for 3 Cards; 4♣ both majors 4°.

Check Back; 1m-1M-2NT-3♣; 3♦; 3+Support (M) & 4 Other M (Si-Si), Support M; 3M no 4 Other M (Si-No). Other M; No 3M si 4 Other M (No.Si), 3NT; (No-No). 4M; 4M no 4 Other M.

Drury; 3th/4th; To Open 1♥/♠ maybe 10/11 HP whit 5+♥/♠; 2♣ Ask Open whit 10+HP & 3+♥/♠, Return Open Suit; No Open, Other Suit 12+HP.

Roudy; 1♣/♦-1♥/♠-1NT-2♣, & 1♥-1♠-1NT-2♣; Ask for HP and Fit, 10/11 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♥/♠ (17+ HP) No Singl y 3NT (15-16 HP) No Singl. 4♣/♦/♥/♠; 2 Suits; 4♥/♠; Game (12-14 HP).

Michaels; Cue bid los dos mayores; 2NT; 2 palos más pobres, 3T; los dos extremos.

Landy; X; Monocolour minor 6°+, 2T; 5-5 M, 2D; Mayor 6°+, 2H; 5h-4m, 2P; 5P-4m, 2NT; 5.5 minors.

Muiderberg; 2♥/2♠-2NT; 14-15+HP Ask minor; 3♣/♦/♥/♠; 5/4 & Min♣, Min♦, Máx♣, Máx♦, 3NT; Game whit Stops, 4♣/♦; Máx 5/5 2♥/2♠-3♣; 4-4 minors, Pass or Correct; 2♥/2♠-3♥/♠; 10-11 HP and Support; 4♥/♠; Game.

RKCB; 14-30-2-2Q. next Suit Ask Q and Kings.