

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Can be light with good shape/good suit.
Continuation: New suit = NF constructive on 1-level and 2-level,
Jump to 2NT = INV+ with support, 3 in partner's suit = Mixed raise,
3cue = PRE with 4c supp.
(1X) – 1M – (Dbl): Transfers from 1NT.
(1X) – (1Y); 1M – (Dbl): Transfers from 1NT.
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd pos: 15-18 hcp → System on
4 th post: 11-14 hcp → System on
(1X) – 1NT – (Dbl): - Rdbl = ♣, 2♣+= transfers
JUMP OVERCALLS (Style; Responses; Unusual NT)
(1♣) – 2♦ = 55+ Ms, -2M = weak, 2NT = 55+ ♥ and other minor
(1M) – 2NT = 55+ ms, 3♣ = 55+ ♦ and oM
4 th pos: (1X) – P – (P) – 2Y = 10–13, 6-card suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♣) – 2♣ = 54+Ms, – (3♣) = 55+ ♠ and ♣
(1♦) – 2♦ = 55+ Ms, – (3♦) = 55+ ♠ and ♣, stronger than 3♣
(1M) – 2M = 55+ oM and ♣
VS. NT (vs. Strong/Weak; Reopening;PH)
Dbl = Points (bph = 5m and 4M), 2♣ = Both Majors (normally 54+),
2♦ = 6+M or strong hand with 5M and 5m, 2M = 5+M and 4+m,
2NT = a) 55+ ms (strong NT), b) 4♥ and 6m (weak NT),
3m = a) natural (strong NT), b) 4♠ and 6m (weak NT)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
(3m) – 4♣ = 5+om and 5+M, -4♦ = 55+ Ms
(3M) – 4m = 5+m and 5+oM
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Against strong ♣: Dbl = Majors, 1NT = minors.
Against 2♣: Dbl = Majors, 2♦/2M = Same as after 1NT.
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl = 10+ hcp

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /low	3 rd /5 th (attitude if supported)	
NT	Attitude	3 rd /5 th (attitude if supported)	
Subseq	3 rd /5 th (2 nd from 4)	3 rd /5 th (2 nd from 4)	
Other: 2 nd /4 th thru declarer in new suits (3 rd /5 th in partner's 4+ suits).			
Leading the K asks for count on 5-level or against a 3+level pre-empt.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A+, AK+	AK+	
King	KQ+	AKJT+, KQT9+	
Queen	QJ+	AQJ+, KQ+	
Jack	HJT+, JT+	HJT+, JT+	
10	HT9+, T9+, Tx	HT9+, T9+, Tx	
9	9x, xx9xxx, xx9x	9xx, 9x, H98+	
Hi-X	xxXxxx, xxXx, Xx	HxXx, Xxx, HXx, Xx	
Lo-X	xxX, xxXx, xxxxX	HxxxX, HTxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count/attitude (UD)	Count	Odd/Even
Suit 2		S/P	Count
3			
1	Count/attitude (UD)	Reverse Smith Echo	Odd/Even
NT 2		Count	Count
3		S/P	
Signals (including Trumps): UDCA (remaining count)			
Odd/Even: Odd = Enc, Even = S/P, Reverse Smith: Low = Enc			
In promised 5+ suit: L/H = S/P, middle card = Enc, Rev. Smith echo			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
10+hcp if distributional, or any strong hand			
Most doubles are T/O.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♠ - (1♦) – Dbl = 4+♥, 1m – (1/2♥) – Dbl = 4+♠.			
In high level bidding (when not FG): Dbl = I want partner to bid.			
Inverted double in low level penalty situations: Dbl = 2 or 3, Pass = 1 or 4+.			
When we have a cheap sacrifice against slam: Dbl = 1 trick, Pass = 0 or 2 tricks.			

EBL CONVENTION CARD
CATEGORY: Green
NCBO: FIGB (Italy) – Bridge Addaura ASD
PLAYERS: Ida GRÖNKVIST – Luca DE MICHELIS
EVENT
Champion's Cup – Latvia 2025
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card major openings
1♣ opening: 11+ hcp, 2+♣ with transfer responses
1♦ opening: 11+ hcp, 4+♦ unbalanced
1NT: (14)15–17 hcp balanced
2♣: a) 18–19 or 24+ balanced, or b) any FG hand
2♦: Multi, a) 6+M, 4–7 hcp, or b) 22–23 balanced
2M: 6M, 8–11 hcp
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Transfer responses to our 1♣ opening
2♣ opening
2♦ opening
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		a) 11–14 balanced without 5M b) 11+ unbalanced with 5+♣ c) 11+, any 4441 with 4♣	1♦= 4+♥, 1♥= 4+♠, 1♠= a) 5–13 bal w/o 4M, b) weak/INV with one or both minors, c) FG with 5+♦, 1NT = FG bal, 2♣= FG 5+♣ and 4+other, 2♦ = INV with 6M, 2♥=9-11, 5+♠ and 4+♥, 2♠ = INV+ with 6+♣, 2NT = Weak with 6♣, 3♣ = 6–8 w (5)6♣, 3♦/M = PRE.	1♣ – 1♦/♥; -1M = a) 11-14 bal with 3*M, b) 11-15 unbal with 3*M, -1NT = 11-14 bal, no 3*M.	
1♦		4		a) 11+ unbalanced with 5+♦ b) 11+, 4-4-4-1	1M = 4+M, F1, 1NT = Nat 5-11, 2♣= FG asking (bal/4+♣/4+♦), 2♦ = INV with 6+M, 2♥=9-11, 5+♠ and 4+♥, 2♠ = 8-11, 4+♦, 2NT = Weak with 4+♦, 3♣=INV, 3♦=5-7, 4+♦, 3M/4M=PRE.	1♦ – 1M; 1NT = 15+ “Gazzilli”	
1♥		5		11-22 hcp	1♠ = F1, 4+♠, 1NT = Nat 5–11, 2♣= FG asking, 2♦/♥ = FG, 5+ suit, 2M = 5–8 hcp, 2♠= INV, 6♠, 2NT = 8–12 hcp with 4c supp, 3♣= 6-8 with 4c supp, 3♦ = 10–11 hcp with 3c supp, 3M= 0-5 with 4c supp, 3♥= INV, 6♥, 3♠+ = 4+ support and void (weak/intermediate/strong).		
1♠		5		11-22 hcp			
1NT				(14)15-17 balanced 5M, 6m, 5422 possible	2♣= Stayman, 2♦/♥ = 4+♥/♠ (only 4 if FG with 5+m or 1-4-4-4), 2♠ = a) bal INV, b) 6+♣, c) INV 6♦, 2NT = Asking for 5-card M, 3♣ = 6+♦, weak or FG, 3♦=4-1-4-4/1-4-4-4, 3M=55+ ms, short M, 4♣=Slam try 55+ms, no void, 4♦/♥ = to play ♥/♠.		
2♣		-		a) 18-19 bal, b) 24+ bal, or c) FG any hand	2♦ = relay, 2M = 5+M, to play against 18-19 bal, 2NT+ = Transfers, HHxxxx/Hxxxxxx in the suit above, 3♠ = 55+ ms		
2♦		-		a) 6M, 4–7 hcp b) 22-23 balanced	2/3M = Pass or correct, 2NT = INV+, asking, 3m = 5+m, F1, 4♣ = “Transfer to your M”, 4♦ = “Bid your M”, 4M = To play		
2♥		6		8–11, 6♥	2♠ = Relay, 2NT = INV+ with 5+♠, 3m = F1, nat, 3♠=INV, 6♠, 3NT+=L/M/H ShS		
2♠		6		8–11, 6♠	2NT = Relay, 3♣= 5+♥, 3♦= F1, Nat, 3♥= 5+♣, 3NT+= L/M/H ShS		
2NT		-		20-21 bal	3♣ = Asking for 4 and 5-c M, 3♦/♥=5+♥/♠, 3♠ = Puppet to 3NT, 3NT = To play, 4♣/♦=Slam try 6+♥/♠, 4♥/♠ = Slam try, 6+♠/♦		
3♣		6		PRE	3M= Nat FG, 3NT=To play, 4♦=Mod RKC, 4M = To play		
3♦		6		PRE	3M= Nat FG, 3NT=To play, 4♣=Mod RKC, 4M = To play		
3♥		6		PRE	3♠=Nat FG, 3NT=To play, 4♣=Mod RKC, 4♦ = General slam try		
3♠		6		PRE	3NT=To play, 4♣=Mod RKC, 4♦=General slam try		
3NT		-		Very good 4M preempt, 7+M	4♣ = Asking for transfer (slam try hands), 4♦ = Asking for 4M, 4M = Pass or correct		
4♣		7		PRE	4♦ = Mod RKC, 4NT = To play		
4♦		7		PRE	4NT = To play, 5♣=Slam try		
4♥		7		PRE	4NT = RKC 1430		
4♠		7		PRE	4NT = RKC 1430		
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						4NT = RKC 1430, last train, D0P1 (no R0P1), splinters and transfer splinters.	