## DEFENSIVE AND COMPETITIVE BIDDING

### OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Natural usually up to 15P(one suit) or 17P(tow suits)

Medium(9 or 8+) 2 over 1 overcalls if p passed/ not overcall

Medium/Pre-empt multi competitive if both opps bid/double

New suit of 2=I, of 3=F1, 2NT=Leb(Mos Style), Cue=Constructive Raise, xx=Penalty Intend(for takeout) or other fits(for penalty)

### 1NT OVERCALL (2nd/4th Live; Responses; Reopening)

**For nat 1♣/1♦ opening, we use a Brown Sticker named Misty, see notes**; other 1N overcalls are Nat but casual

System on, if bid 3m=weak refuse to trans

Reopen 1NT=nat weak

Continue 2NT=transfer to ♣

### JUMP OVERCALLS (Style; Responses; Unusual NT)

PREE, Unusual NT, response is NAT, 2N relay

2NT=any 5-5 if opp strong opening

2x=6(5332)+x or 1-x with 4441 5440 to anti strong 1m after sunken

Reopen: 6+crd with min, bid 1N/other if with max

### DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Michaels(Weak or Strong)

Extend Michaels On

### VS. NT (vs. Strong/Weak; Reopening;PH)

Strong1NT=ave 15.5P+; Weak 1NT=ave 15.5P-

Vs Strong 1NT=DONT

Vs Weak 1NT=CAPP

2NT=any 5-5(and good shape)

Vs Reopening: NAT, x=t/o, cue=extend Michaels

### VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

T/o Dbl thru 5♦(multi if 4♠-5♦, can have 2 suiter if 2N not available=>db and cue) 4N=two suiter, Suit=1/2 suiter(not 55)

Cue at 3=Asking for stop/cue bid; Cue3-Cue4=Three Suiter

Cue at 4=2 Suiter

### VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Transfer Weak Jump Overcalls after art/strong 1C/1D/1N/2C

Nightmares, x=♦ or ♥♠;1♦=♥ or ♠♣;1♥=♠ or ♣♦; 1♠=♣♥ or ♦♠; 1N=♣ or ♦+♥

After strong 1♦ or 1♣-1♦, system on with 1♦->x, 2♣=♦ or ♥♠

### OVER OPPONENTS' TAKEOUT DOUBLE

New Suit F1 at 1 level only, Jump raise=Pre, relay disabled=weak

2lower=10+, 2trump=pre, higher than trump is fit jump

1N response is 8-10, may have support when weaker

## LEADS AND SIGNALS

### OPENING LEADS STYLE

|  | Lead | In Partner's Suit |
|---|---|---|
| Suit | Low Encouraging | Low Encouraging |
| NT | Low Encouraging | Low Encouraging |
| Subseq | Count Hi=even, then SP | Count Hi=even, then SP |

Other: Some signals may NOT be honest

### LEADS

| Lead | Vs. Suit | Vs. NT |
|---|---|---|
| Ace | A AKx Ax | Same + AK |
| King | AK KQx unblock | KQ(x) unblock |
| Queen | QJ(x) KQ | AQJx KQTx QJ(x) |
| Jack | JT(x) HJT(x) | Same |
| 10 | Tx; HT(x) | Same |
| 9 | 9x; H9(x) | Same |
| Hi-X | Negative/Suit Prefer | Negative/Suit Prefer |
| Lo-X | Positive/Suit Prefer | Positive/Suit Prefer |

### SIGNALS IN ORDER OF PRIORITY

|  |  | Partner's Lead | Declarer's Lead | Discarding |
|---|---|---|---|---|
| Suit | 1 | Att.(Hi=E) | Count.(Hi=E) | SP |
| | 2 | Count.(Hi=E) | SP | Count.(Lo=E) |
| | 3 | SP | | Att.(Lo=E) |
| NT | 1 | Att.(Hi=E) | Count.(Hi=E) | Lavinthal |
| | 2 | Count.(Hi=E) | SP | Count.(Lo=E) |
| | 3 | SP | | Att.(Lo=E) |

Signals (including Trumps):

High Trump=usually denies ruff/ want to lead trump

Bobby Style signal, enable encrypt when allowed

## DOUBLES

### TAKEOUT DOUBLES (Style; Responses; Reopening)

May be light after p passed(opening/overcalling for minor) and 444+

May be light two suit takeout(if 55+), if 2 suit 1N available, 1N is weaker

Res: Nat, Cue F1, Jump Cue GI/Pre

Res Double, Supp Double, Comp Double, LD Double, Multi Penalty Style, After p i/GF opp 2NT p penalized, x is penalty

### SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Neg x stimulate style

Transfer double(Nightmare Style)

Double Trash 1NT=Penalty/One suit/Minors

## W B F CONVENTION CARD

### SYSTEM SUMMARY

#### GENERAL APPROACH AND STYLE

Strong 1♣ w relay, light 4 card opening & aggressive game

Various opening method between 12(transfer) and 34(nat) seats

Precision 2♣, 1NT is 11-14 in 12 and 13-16 in 34

1D/M 9-14 4+, 6+QP in 12 and 11-16 4+ in 34 with wider QP

Wider 2 levels opening & double suites

*Nightmare points counted in evaluation, A=5 K=3 Q=1.5 J=0.5

Honors in same suit add 0.5 per extra (10P max), DP enabled

*QP:A=3 K=2 Q=1, in Relay, R=asker side, RR=answer side

#### SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Muiderberg 2 level in 1/2 seat(nat in 34): 2♦mini-multi-6♥/♠ NF

2♥=5+♥ and 5+minor <5QP 2♠=5+♠ and 5+minor <5QP

Transfer opening in 12 seat: 1♦=4+♥ 1♥=4+♠ 1♠=unbal 4+♦, +1 level=relay F1, 2 level fit jump=3+ support and 3 level for 4+

1N denies 4M(unless 4333) when max, then 2♠=ask min/max

1♣ in 12/34 is 15+/17+, 1♣-1♦=GF relay

2N opening=weak with both minors; for MM weak open lighter

Truscott and weak jump shifts is enabled

In competition:

Michaels and Unusual NT. We use a BS* against nat 1♣/♦ open

Nightmare overcall against strong 1♣/1♦ [11] and DOST against

Polish Club style 1♣ [12]. Aggressive against trash precision 1♦

**Special defence for FN-style 1x opening [13], weak two known suits pre-empt [14] and Multi 2♣/2♦ opening [15]**

2 over 1 F1 in 1/2, Drury in 3/4

Capp, Lebensohl, Namyats, Gambling 3N, DONT, Neg Free Bid

#### SPECIAL FORCING PASS SEQUENCES

After RDBL or Penalty Intend

After fit found+ made penalty yet

After GF/SI/D0P1/R0P1

#### IMPORTANT NOTES

The meaning is quite different in some competitive sequences

And also depends on opps' convention, feel free to ask in table

**PSYCHICS: Occasionally, esp. in 3rd opening and overcalls**

| OPENING | SEAT | TICK IF ARTIFICIAL | MIN. NO. OF CARDS | NEG.DBL THRU | DETAILS | | | |
|---|---|---|---|---|---|---|---|---|
| | | | | | DESCRIPTION | RESPONSES | SUBSEQUENT ACTION | COMPETITIVE & PASSED HAND BIDDING |
| 1♣ | All | √ | 0 | 5♥ | 1/2 seat 15+HCP any<br>3/4 seat 17+HCP any<br><br>~9+QP | GF(9+/7+ ~6+QP): 1♦=other relay, 2N=5440 with void ♥/♠, 3♣=solid 7+suit, 3♦=5440♦, 3♥/♠/N=exact 4450/4540/5440♣; 4N=RKCB; 4m=extra QPs of 5440♣; 4M=weak long M's<br>Semi positive(~3-5QP): 1♥=4441/bal/unbal no 5M; 1N=5♥4m/6+♣/5M440; 2♣=6+♥/5♠4m; 2♦=6+♠/5♥4♥; 2♥=5+♥4♠; 2♠=♠♥ 55+<br>Neg (<=2QP, <=5HCP): 1♠=any weak NF | 1♣-1♦-1♥=12+QP relay, other show shape[1] 1♣-2N/3♣/3♦-step=relay[2] 1♣-1♥-1♠=relay others=nat, the same rule as other semi-positive 1♣-1N-2♣, 1♣-2♣-2, 1♣-2♦-2♥[3]<br>Negative: 1♣-1♠-2♣=relay, GF[4]; 1N=15-20; 2N=21-23; 2♦♥♠/3♣=trans; higher=NF<br>Semi-Pos Non-relay: 1♣-1♥-1N=15-17 sys on; 1♣-1♥-2♣/♦=5+♥/♠ (then relay=no fit, 2N=mm); 2M=4M with any 5+m; 2N=mm 1♣-1N-2♣,1♣-2♣-2♥=convertible; 1♣-1N-2N=♦F1, 1♣-2♣-2N=♥F1 1♣-2♦-2♠=TP; 1♣-2♥-2N=♠F1 | Passed hand: Slight weaker for responder and stronger for opener (~2HCP)<br><br>Competitive: for x/xx/1♦ overcall, pass=Neg, x/xx=GF, system on, extra space->zip With 1♥ or higher, then system off. If we showed 1N=bal, then others=nat, cue=Stm, jump=F1 Others divided into 1♥~2♣, 2♦~2♠ and 2N+ range[5] |
| 1♦ | 1/2 | √ | 0 | 4♦ | 9-14 4+♥, can have 4-4M or longer 5m<br>If min, promise unbal<br>If both majors 4-6, can open lighter by 2P and 1QP | 1♥=strong relay[6]; pass=0-5 4+♦ or 0-2 any; 1♠=4+♠ F1; 2♣/♦=5+♣/♦ F1; 1N=3-10 2-♥ semi forcing; 2♠/3♣/3♦=weak jump; 2N/3N=4+♥ inv/GF; 2♥=6-10 3+♥ or 0-5 4+♥; 3♥=6-10 4+♥ | 1♦-2♥-3♥=pre-empt; 1♦-2♥-2♠/3♣/3♦=4+ with 5+♥, game try; 1♦-2♥-2N=6+♥ max or unbal (then 3♣ ask shortage, 3♦=min& short, 3♥=max& no short, other=max& short); For F1 new suit response, then 2N rebid is 4+m good support (then 3♣=min, other=max) | Competitive: 1N=nat; 2♥=3+ If x/1♦=LD, then x/xx=strong, 1♥/2♣=constructive raise If x/1♥=takeout, then x/xx= strong relay, 1♥=4♠ Neg If 1♥=real, x=penalty, 1♠=4+ |
| | 3/4 | | 3 | 4♥ | 11-16 3+♦, may have 4+♦5♣; if max, promise unbal | Nat, we don't use Drury for minors, jump=mini-splinter | Nat, 2♣ rebid=4-5♣ unbal, maybe longer than ♦ | Competitive: Nat, 2♦=requires 4+♦, jump new suit=fit jump |
| 1♥ | 1/2 | √ | 0 | 4♦ | 9-14 4+♠, can have 5-5M or longer 5m<br>If min, promise unbal<br>If both majors 5-5/6-4, can open lighter by 2P and 1QP | 1♠=strong relay[6]; pass=0-5 4+♥ or 0-2 any; 2♣/♦/♥=5+♣/♦/♥ F1; 1N=3-10 2-♠ semi forcing; 3♣/♦/♥= weak jump; 2N/3N=4+♠ inv/GF; 2♠=6-10 3+♠ or 0-5 4+♠; 3♠=6-10 4+♠ | The non-relay sequence has same structure as 1♦ opening in 1/2 seat | Competitive: The competitive sequence has same structure as 1♦ opening in 1/2 seat |
| | 3/4 | | 4 | 4♦ | 10-16 4+♥, can be 3433 when min | Nat, Drury, jump=mini-splinter | Nat | Competitive: Nat, 2♥=requires 3+♥, jump new suit=fit jump |
| 1♠ | 1/2 | √ | 0 | 4♥ | 9-14 4+♦ unbal, may have 4M when 6+, may have 4+♦6♣ | 1N=relay weak or strong[7]; pass=0-5 4+♠ or 0-3 any; 2♣/♦=5+♥/♠ 6-11 NF; 2♥=5+♣ AF; 2♠=3+♣3+♦ 10-13 F1; 2N=♦ support inv; 3♣=3♦6+♣ weak; 3♦=4+♦ 5-10; 3♥/♠=6+ inv | 1♠-2♣/♦-? +1=bad M support (then 2N=ask longer minor), +2=good M Hx+, 3♣=p/c 1♠-2♥-? 3♥/♠=short, others nat NF 1♠-2♠-? 2N=♣, max, F1 (then 3♦ ask short), 3m=min nat, 3♥/♠=short with ♦, 3N=no short or ♣ short with ♦ | Competitive: x opps 1x/2x will be negative, and x then new suit=weak; 2N=nat; cue=constructive raise; xx after x will be strong and 2NT after x will be good support; after show NT or our bid>3N, x is penalty |
| | 3/4 | | 4 | 4♦ | 10-16 4+♠, can be 4333 when min | Nat, Drury, jump=mini-splinter | Nat | Competitive: Nat, 2♠=requires 3+♠, jump new suit=fit jump |

| Bid | Seat | | Min | Lead | Description | Responses | After interference / Relay | Competitive / Defense |
|---|---|---|---|---|---|---|---|---|
| INT | 1/2 | | 2 | 4♥ | 11-14 bal, no 4M when max | 2♣=Stayman, 2♦/♥=transfer, 2♠=inv, 2N=mm any choose a trump, 3♣/♦=to play, 3♥/♠=bid 4 if 4 support else 3N, Gerber, Texas, 4♠=minor Stayman, 4N=inv to 6, 5N=inv to 7 | 1N-2♣-? 2♦=no 4M (then 2♥=weak MM, 2♠=relay, 2N=inv, 3m=AGF, 3M=splinter), 2♥=4+♥ (then 2♠=relay, 2N=to play, 3m=AGF), 2♠=4+♠ 3-♥ (then 2N/3♦=to play, 3♣=relay) Relay Stayman see(8) | Anti-CAPP: 2N=one suit constructive(♣=competitive), 3x=one suit competitive(♣=constructive), x/xx=penalty (x2♣=want to penalty 2suits of ♦♥♠, semi Stayman, x2♦=a major penalty or ♣+♦comp, x2M=penalty M, usually with a minor xx=penalty a minor if x shows ♣♦) system off |
| | 3/4 | | 2 | 4♥ | 14-16 bal, can have 4M | No relay, other system on | No relay, other system on | Competitive: Same as 1/2 seat |
| 2♣ | 1/2 | | 6 | 4♥ | 9-14 6+♣, single or 6♣4M | 2♦=relay(9), 2N=F1, 2M=no ♣ fit, others nat | 2♣-2N-? 3♣=min, 3♦/♥/♠=1-x, 3N=no short | Competitive: Nat, unassum-cue |
| | 3/4 | | 5 | 3♠ | 10-16 5+♣, may 6♣4M, may bal | 2♦=F1 ask not relay, 2M/2N same as 1/2 seat, others nat | 2♣-2♦-? 2♥/♠=nat, 2N=max, 3♣=min, 3 higher=Splinter | Competitive: Same as 1/2 seat |
| 2♦ | 1/2 | √ | 0 | - | Mini-multi 6+♥/♠ 5-10, norm 4-QP outside. Non-Forcing | 2/3/4/6/7♥=p/c 2♠=p♠/3♥ 3♠=unknown splinter to 3N, 3m=nat F1, 4♣=let p bid suit via trans, 4♦=puppet to 4♥(play a game), 2N=Relay(3♣/♦=max ♥/♠, 3♥/♦=min); Pass=♦ | 2♦-3♠-3N-? 4♣/♦=1-♣/♦ 4♥=1-♥, 4♠=1-♠, SI 2♦-2♠-? Pass=♠ 3♥=♥min 3♣/♦/♠=♥max with short ♣/♦/♠, 3N=♥max semi bal | Competitive: Nat, un-shown M opener x opps' M=penalty |
| | 3/4 | | 6 | 2♠ | 8-13 6+♦, no 4M | 3♣/♦=NF | Nat | Competitive: Nat, unassum-cue |
| 2♥ | 1/2 | √ | 5 | - | 5+♥ 4+m (Vul 5+) 5-10 | 3/5♣=p/c, 2N=strong relay, 2/3♠=Nat NF, 3♦=inv for ♥ | 2♥-2N-? 3♣/♦=4♣ /4♦, 3♥/♠=5♣ /5♦ (in vul, it's min♣/♦ and max♣/♦), 3N=0544 (vul:6m) | Competitive: Nat, with unassuming cue bid |
| | 3/4 | | 6 | - | 6+♥ 3rd=3-9 4th=9-12 | Nat | Nat | Competitive: Nat, unassum-cue |
| 2♠ | 1/2 | √ | 5 | - | 5+♠ 4+m (Vul 5+) 5-10 | 3/5♣=p/c, 2N=strong relay, 3♥=Nat NF, 3♦=inv for ♠ | 2♠-2N-? 3♣/♦=4♣ /4♦, 3♥/♠=5♣ /5♦ (in vul, it's min♣/♦ and max♣/♦), 3N=5044 (vul:6m) | Competitive: Nat, with unassuming cue bid |
| | 3/4 | | 6 | - | 6+♠ 3rd=3-9 4th=9-12 | Nat | Nat | Competitive: Nat, with fit cue bid |
| 2NT | | √? | 0 | - | ♣+♦5-5+, 5-10, 4th=13-16 | 3♥=GF(3♠=max wo 65 or void, 3N=min then 4m=cue, 4♣/♦=6♣/♦-5om, 4♥/♠=void ♠/♥); 3♠=RKCB(2 suit); 4♥/♠=Nat NF | Nat | Competitive: 2N-(x)-? p=please bid longer m(equal bid xx), xx=penalty |
| 3♣ | | | 6 | - | 6+♣ 3-9, not solid | Nat, 4♦=RKCB | Nat | |
| 3♦ | | | 6 | - | 6+♦ 3-9, not solid | Nat, 4♥=RKCB | Nat | |
| 3♥ | | | 7 | - | 7+♥ 3-9, not solid | Nat, 4♠=RKCB | Nat | |
| 3♠ | | | 7 | - | 7+♠ 3-9, not solid | Nat | Nat | |
| 3NT | | √ | 0 | - | Gamble Solid 7+m 1~1.5stops | 4/5/6/7♣=p/c, 4♦=slam try (ask control), 4N=inv 6 | Nat | |
| 4♣ | | √ | 0 | - | Namyats 7+♥ <= 14/16 by seat | 4♦=RKCB | **HIGH LEVEL BIDDING** | |
| | | | | | | | RKCB, Gerber, EKCB on, two Suit RKCB; Early RKCB in some sequences | |
| 4♦ | | √ | 0 | - | Namyats 7+♠ <= 14/16 by seat | 4♥=RKCB | +1=1/4(strong 3/0) +2=0/3(strong 4/1) +3=2/5 no Trump Q(extra trump=Q) | |
| 4♥ | | | 7 | - | Pre | Nat | +4=2/5+Trump Q+1/3K +5=2/5+Trump Q+0/2K+0/3Q +6=2/5+Trump Q+0/2K | |
| 4♠ | | | 7 | - | Pre | Nat | +1Q (if trump allowed then) +7=2/5+Trump Q+0/2K+2Q(10) D0P1/R0P1 | |
| 4NT | | √ | 0 | - | Good ♣ or ♦, 9+ tricks, NF | 5♣=p/c 5♦/♥/♠=seek for control 5N=trump inv | If didn't deny void. +5=Void+1/3/5 +6=Void+0/2/4   Gerber: 30/41(14-P 14/ | |
| 5♣ | | | 8 | - | Pre | Nat | 03), +3=2 max, +4=2 min (if space allowed) | |
| 5♦ | | | 8 | - | Pre | Nat | Asking bid for Trump Q/Side Kings, 6♣ (♦/♥ if necessary)=Trump invite | |
| 5♥ | | | 7 | - | Trump inv to 6 | Nat | In relay situation and cue bid was enabled, the RR's bid 4N/5N is turbo(10) | |
| 5♠ | | | 7 | - | Trump inv to 6 | Nat | We use **QP ask** and **spiral scan convention** after shape relay(10) | |
| 5NT | | √ | | | Inv to 7 for one suit(goulash) | 6♣=not accept ♣ inv, 6♦=♣ ok but not ♦, 6♥=m ok but not ♥, 6♠= ♣♦♥ ok but not ♠, 6N=all ok | High level relay being overcalled may refer(5) We use side ask and trump ask sometimes(10) | |
| 6♣+ | | | | | Nat, better pass | | | |

# Notes:

**For offensive bidding:**

**Note 0 the principle of shape relay**
**0-1.For one suiter hand, the next relay is seeking for shortage**
+1 = no shortage (6322/7222), then relay as asking for 3 card suit
+1 = 6223(low suit 3)     +2 = 6232(mid suit 3)
+3 = 6322(high suit 3)     +4 = 7222
+2 = high suit shortage (HS)
+3 = middle suit shortage (MS)
+4 = 6331, low suit shortage (LS)
+5 = 7(32)1，LS
+6 = 7330，LS
+7 = 8+ single suit
For known suit + known shortage (+2/+3), then relay
+1 = 6331    +2 = 7(32)1    +3=7330
*Note: that due to space limit, there may be exceptions of no shortage display. Sometimes we made some adjustments, HS (with 6232/6322 BAL, lowest is doubleton) first, then MS, then other BAL (6223/7222), then LS

**0-2.For two suiter hand (54+), the next relay is checking which suit is longer. After that, checking the shortage distribution. If it's double 1-1 shortage, use the cheapest answer of shortage (higher suit shortage as defined here) to start.**
+1 = higher suit exact 4, lower longer, then relay
+1 = HS, then relay
+1 = 4513       +2 = 4612
+3 = 4603       +4 = 4702
+2 = 4522
+3 = 4531, LS
+4 = 4621, LS
+5 = 4630, LS
+6 = 4720, LS
+7 = 4711
+8 = 48+
+2 = 5+-5+ suit, then relay
+1 = HS, then relay
+1 = 5512
+2 = 5503
+3 = 5602 (lower suit longer)
+4 = 6502 (higher suit longer)
+5 = 57+ (lower suit longer, extreme two suits)
+2 = 5611/6511
+1 = 5611 (lower suit longer)
+2 = 6511 (higher suit longer)
+3 = 5521 LS
+4 = 5530 LS
+5 = 5620 LS (lower suit longer)
+6 = 6520 LS (higher suit longer)

+7 = 66+/75+ (higher suit longer or equal, extreme two suits)
+3 = lower suit exact 4, higher longer, HS, then relay
    +1 = 5413
    +2 = 6412
    +3 = 6403
    +4 = 7402
+4 = 5422 (lower suit exact 4)
+5 = 5431 LS
+6 = 6421 LS
+7 = 6430 LS
+8 = 7420 LS
+9 = 7411
+10 = 84+

**0-3.For three suiter hand (4441/5440), first we need to know if it's 4441 or 5440**
  For 5440, we check void places first (the lowest reply is higher two suit shortage [split next by relay], next is medium shortage, and then other lower suit shortage hands are split directly)
    +1 = 4450 (the lowest non-void suit has 5 cards)
    +2 = 4540
    +3 = 5440
  For 4441, next relay shows the singleton from lower to higher
    +1 = 1444
    +2 = 4414
    +3 = 4144
    +4 = 4441

**0-3. For balance hand, first we need to know whether it's 4432 or 5332. After knowing the long suit and length, then shows the doubleton from higher to lower. Because 4333 is the worst shape, we always show 4333 at the last (highest) place.**
e.g.  1♦    1♥
     1NT    2♣
     2♥*    2♠=relay (*2♥=BAL with 4♥, no 4♠)
     ?
2N=4♥4♦-32 (**higher other suit longer**, then 3♣=relay, 3♦ is 2443[**higher suit shorter**] and 3♥ is 3442)
3♣=2434 (lower other suit longer, with last higher suit shorter)
3♦=3424 (lower other suit longer, with last lower suit shorter)
3♥=3433 (should be by agreement, but due to we tend to open 1NT for 3433 hand, this answer now is usually vacant)

**Note 1 1♣-1♦ GF relay**
1♣-1♦-? And 1♣-1♦-1♥-? Uses the same shape relay structure

**1♠=6+♦ single/6+♥ single/4+♥4x unbal**
=>2♣=6+♦ single/4+♥4+♦
  =>2♥=6+♦
    =>2N=1-♠ or 2362/3262
      =>3♦=2362/3262 (then follow rule 0, next steps are +1=2362, +2=3262)
        3♥=1363

   3♠=1273/1372
   3N=0373
  3♣=1-♥ (then follow rule 0, next steps are 3163, 2173/3172, 3073)
  3♦=2263/2272 (then follow rule 0, next steps are 2263, 2272)
  3♥=3361
  3♠=2371/3271
  3N=3370
  4♣=single 8+♦
 2♠=4♥5+♦
 =>3♣=1-♠ (then follow rule 0, next steps are 1453, 1462, 0463, 0472, 1471)
  3♦=2452
  3♥=3451
  3♠=2461
  3N=3460
  4♣=2470
  4♦=8+♦4♥
 2N=5+♥+5+♦
 =>3♦=1-♠ (then follow rule 0, next steps are 1552, 0553, 0562, 0652, 7+♦5+♥)
  3♥=1561/1651 (then follow rule 0, next steps are 1561, 1651)
  3♠=2551
  3N=3550
  4♣=2560
  4♦=2650
  4♥=6♥6♦ or 7+♥5+♦
 3♣=5+♥4♦, 1-♠ (then follow rule 0, next steps are 1543, 1642, 0643, 0742, 1741)
 3♦=2542
 3♥=3541
 3♥=3541
 3♠=2641
 3N=3640
 4♣=2740
 4♦=8+♥4♦
2♦=♥+♠ 54+
=>2♠=4♠5+♥
 =>3♣=1-♦ (then follow rule 0, next steps are 4513, 4612, 4603, 4702, 4711)
  3♦=4522
  3♥=4531
  3♠=4621
  3N=4630
  4♣=4720
  4♦=8+♥4♠
 2N=5+♠5+♥
 =>3♦=1-♦ (then follow rule 0, next steps are 5512, 5503, 5602, 6502, 7+♥5+♠)
  3♥=5611/6511 (then follow rule 0, next steps are 5611, 6511)
  3♠=5521
  3N=5530

4♣=5620
4♦=6520
4♥=6♥6♠ or 7+♠5+♥
3♣=5+♠4♥, 1-♦ (then follow rule 0, next steps are 5413, 6412, 6403, 7402, 7-4-1-1)
3♦=5-4-2-2
3♥=5-4-3-1
3♠=6-4-2-1
3N=6-4-3-0
4♣=7-4-2-0
4♦=8+♠4♥
2♥=6+♥ single
=>2N=1-♠ or 2632/3622
  =>3♦=2632/3622 (then follow rule 0, next steps are 2632, 3622)
    3♥=1633
    3♠=1723/1732
    3N=0733
  3♣=1-♦ (then follow rule 0, next steps are 3613, 2713/3712, 3703)
  3♦=2722/2623 (then follow rule 0, next steps are 2623, 2722)
  3♥=3631
  3♠=2731/3721
  3N=3730
  4♣=8+♥ single
2♠=4♥+5+♣
=>3♣=1-♠ (then follow rule 0, next steps are 1435, 1426, 0436, 0427, 1417)
  3♦=2425
  3♥=3415
  3♠=2416
  3N=3406
  4♣=2407
  4♦=8+♣4♥
2N=5+♥+5+♣
=>3♦=1-♠ (then follow rule 0, next steps are 1525, 0535, 0526, 0625, 7+♣5+♥)
  3♥=1516/1615 (then follow rule 0, next steps are 1516, 1615)
  3♠=2515
  3N=3505
  4♣=2506
  4♦=2605
  4♥=6♥6♣ or 7+♥5+♣
3♣=5+♥4♣, 1-♠ (then follow rule 0, next steps are 1534, 1624, 0634, 0724, 1714)
3♦=2524
3♥=3514
3♠=2614
3N=3604
4♣=2704
4♦=8+♥ 4♣

**1N=BAL or any 4441**
=>2♦=4+♥ BAL
  =>2♠=4♥4♠ (then follow rule 0, next steps are 4423, 4-4-3-2)
    2N=5♥ or 3433 (then follow rule 0, next steps are 2533, 3523, 3532, 3433)
     3♣=4♥4♦ (then follow rule 0, next steps are 2443, 3442)
      3♦=2434
      3♥=3424
  2♥=4+♠ BAL, 3-♥
  =>2N=5♠ or 4-3-3-3 (then follow rule 0, next steps are 5233, 5323, 5-3-3-2, 4-3-3-3)
    3♣=4♠4♦ (then follow rule 0, next steps are 4243, 4342)
    3♦=4234
    3♥=4324
  2♠=any 4441 (then follow rule 0, next steps are 1444, 4144, 4414, 4-4-4-1)
  2N=5+♦ BAL or 3343 (then follow rule 0, next steps are 2353, 3253, 3352, 3343)
  3♣=4♣4♦ BAL (then follow rule 0, next steps are 2344, 3244)
  3♦=2335
  3♥=3235
  3♠=3325
  3N=3334
**2♣=6+♣ single or 4+♣4+♠ unbal**
=>2♥=6+♣single
  =>2N=1-♠ or 2326/3226
    =>3♦=2326/3226 (then follow rule 0, next steps are 2326, 3226)
      3♥=1336
      3♠=1237/1327
      3N=0337
    3♣=1-♥ (then follow rule 0, next steps are 3136, 2137/3127, 3037)
    3♦=2236/2227 (then follow rule 0, next steps are 2236, 2227)
    3♥=3316
    3♠=2317/3217
    3N=3307
    4♣=8+♣ single
  2♠=4♠5+♣
  =>3♣=1-♥ (then follow rule 0, next steps are 4135, 4126, 4036, 4027, 4117)
    3♦=4225
    3♥=4315
    3♠=4216
    3N=4306
    4♣=4207
    4♦=4♠8+♣
  2N=5+♠5+♣
  =>3♦=1-♥ (then follow rule 0, next steps are 5125, 5035, 5026, 6025, 5+♠7+♣)
    3♥=5116/6115 (then follow rule 0, next steps are 5116, 6115)
    3♠=5215
    3N=5305

    4♣=5206

    4♦=6205

    4♥=6♠6♣ or 7+♠5+♣

  3♣=5+♠4♣, 1-♥ (then follow rule 0, next steps are 5134, 6124, 6034, 7024, 7114)

  3♦=5224

  3♥=5314

  3♠=6214

  3N=6304

  4♣=7204

  4♦=8+♠4♣

**2♦= 4+♦4+♠ unbal**

=>2♠=5+♦4♠

  =>3♣=1-♥ (then follow rule 0, next steps are 4153, 4162, 4063, 4072, 4171)

    3♦=4252

    3♥=4351

    3♠=4261

    3N=4360

    4♣=4270

    4♦=4♠8+♦

  2N=5+♠5+♦

  =>3♦=1-♥ (then follow rule 0, next steps are 5152, 5053, 5062, 6052, 5+♠7+♦)

    3♥=5161/6151 (then follow rule 0, next steps are 5161, 6151)

    3♠=5251

    3N=5350

    4♣=5260

    4♦=6250

    4♥=6♠6♦ or 7+♠5+♦

  3♣=5+♠4♦, 1-♥ (then follow rule 0, next steps are 5143, 6142, 6043, 7042, 7141)

  3♦=5242

  3♥=5341

  3♠=6241

  3N=6340

  4♣=7240

  4♦=8+♠4♦

**2♥=6+♠ single**

=>2N=1-♥ or 6232/6-3-2-2

  =>3♦=6232/6322 (then follow rule 0, next steps are 6232, 6-3-2-2)

    3♥=6133

    3♠=7123/7132

    3N=7033

  3♣=1-♦ (then follow rule 0, next steps are 6313, 7213/7312, 7303)

  3♦=6223/7-2-2-2 (then follow rule 0, next steps are 6223, 7-2-2-2)

  3♥=6-3-3-1

  3♠=7231/7-3-2-1

  3N=7-3-3-0

4♣=8+♠ single
**2♠=4♦5+♣**
=>3♣=1-♠ (then follow rule 0, next steps are 1345, 1246, 0346, 0247, 1147)
　3♦=2245
　3♥=3145
　3♠=2146
　3N=3046
　4♣=2047
　4♦=8+♣4♦
**2N=5+♦5+♣**
=>3♦=1-♠ (then follow rule 0, next steps are 1255, 0355, 0256, 0265, 5+♦7+♣)
　3♥=1156/1165 (then follow rule 0, next steps are 1156, 1165)
　3♠=2155
　3N=3055
　4♣=2056
　4♦=2065
　4♥=6♦6♣ or 7+♦5+♣
**3♣=5+♦4♣, 1-♠**
=>3♥=1354
　3♠=1264
　3N=0364
　4♣=0274
　4♦=1174
**3♦=2254**
**3♥=3154**
**3♠=2164**
**3N=3064**
**4♣=2074**
**4♦=8+♦4♣**


**Note 2 1♣-jump GF relay**

1♣-2N=GF 5440 with void M
3♣-?
**3♦=0♠**
=>3♠=0445
　　3N=0454
　　4♣=0544
**3♥=4045**
**3♠=4054**
**3N=5044**


1♣-3♣=GF any solid suit

3♦-?
**3♥/3♠/3N/4♣=solid ♣/♦/♥/♠**


1♣-3♦=GF 5440♦
3♥-?
**3♠=4405**
**3N=4504**
**4♣=5404**


1♣-3♥/♠/N=GF 4450/4540/5440, no relay


**Note 3 1♣-semi positive relay**
In deeper sequence, +1=shape relay (only if relay not finished, can exit at any time), +2=QP ask, other=nat. The answer should not bid over 3N unless 6+M

1♣-1♥=4441/BAL/unbal no 5M (cannot be one suit♦)
1♠-?
**1N=BAL or 4441**
=>2♦=BAL with 4+♥
  2♥=BAL with 4+♠ 3-♥
  2♠=any 4441 (then follow rule 0, next steps are 1444, 4144, 4414, 4-4-4-1)
  2N=BAL with single ♦ or 3343 (then follow rule 0, next steps are 2353, 3253, 3352, 3343)
  3♣=BAL with 4-4 minors (then follow rule 0, next steps are 2344, 3244)
  3♦/3♥/3♠=2335/3235/3325
  3N=3334
**2♣=6+♣ single or 5♣4M**
=>2♥=5+♣4♥
  =>2N=1-♠ (then follow rule 0, next steps are 1435, 1426, 0436, 0427, 1417)
    3♣=2425
    3♦=3415
    3♥=2416
    3♠=3406
    3N=2407
    4♣=8+♣4♥
  2♠=5+♣4♠
  =>3♣=1-♥ (then follow rule 0, next steps are 4135, 4126, 4036, 4027, 4117)
    3♦=4225
    3♥=4315
    3♠=4216
    3N=4306
    4♣=4207
    4♦=4♠8+♣
  2N=6+♣ single, 1-♠ or 2326/3226

=>3♦=2326/3226 (then follow rule 0, next steps are 2326, 3226)
            3♥=1336
            3♠=1237/1327
            3N=0337
      3♣=6+♣ single, 1-♥ (then follow rule 0, next steps are 3136, 2137/3127, 3037)
      3♦=2236/2227 (then follow rule 0, next steps are 2236, 2227)
      3♥=3316
      3♠=2317/3217
      3N=3307
      4♣=8+♣ single
**2♦=4+♣4+♦ unbal**
=>2♠=4♦5+♣
   =>3♣=1-♠ (then follow rule 0, next steps are 1345, 1246, 0346, 0247, 1147)
         3♦=2245
         3♥=3145
         3♠=2146
         3N=3046
         4♣=2047
         4♦=8+♣4♦
      2N=5+♦5+♣
   =>3♦=1-♠ (then follow rule 0, next steps are 1255, 0355, 0256, 0265, 5+♦7+♣)
         3♥=1156/1165 (then follow rule 0, next steps are 1156, 1165)
         3♠=2155
         3N=3055
         4♣=2056
         4♦=2065
         4♥=6♦6♣ or 7+♦5+♣
      3♣=5+♦4♣, 1-♠
   =>3♥=1354
         3♠=1264
         3N=0364
         4♣=0274
         4♦=1174
      3♦=2254
      3♥=3154
      3♠=2164
      3N=3064
      4♣=2074
      4♦=8+♦4♣
**2♥=4♥5+♦**
=>2N=1-♠ (then follow rule 0, next steps are 1453, 1462, 0463, 0472, 1471)
      3♣=2452
      3♦=3451
      3♥=2461
      3♠=3460

3N =2470
4♣=8+♦4♥
**2♠=4♠ 5+♦**
=>3♣=1-♥ (then follow rule 0, next steps are 4153, 4162, 4063, 4072, 4171)
   3♦=4252
   3♥=4351
   3♠=4261
   3N=4360
   4♣=4270
   4♦=4♠8+♦
**2N=5♣440**
=>3♦=0445
   3♥=4045
   3♠=4405
**3♣=0454**
**3♦=4054**
**3♥=4450**


1♣-1N=5+♥4+m/6+♦ single/5M440
2♣-?
**2♦=5+♥4+♣**
=>2♠=5+♥+5+♣
   =>3♣=1-♠ (then follow rule 0, next steps are 1525, 0535, 0526, 0625, 7+♣5+♥)
     3♦=1516/1615 (then follow rule 0, next steps are 1516, 1615)
     3♥=2515
     3♠=3505
     3N =2506
     4♣=2605
     4♦=6♥6♣ or 7+♥5+♣
  2N=5+♥4♣, 1-♠ (then follow rule 0, next steps are 1534, 1624, 0634, 0724, 1714)
  3♣=2524
  3♦=3514
  3♥=2614
  3♠=3604
  3N =2704
  4♣=8+♥ 4♣
**2♥=5+♥4+♦**
=>2N=5+♥+5+♦
   =>3♦=1-♠ (then follow rule 0, next steps are 1552, 0553, 0562, 0652, 7+♦5+♥)
     3♥=1561/1651 (then follow rule 0, next steps are 1561, 1651)
     3♠=2551
     3N=3550
     4♣=2560
     4♦=2650

4♥=6♥6♦ or 5+♥7+♦

3♣=5+♥4♦, 1-♠ (then follow rule 0, next steps are 1543, 1642, 0643, 0742, 1741)

3♦=2542

3♥=3541

3♠=2641

3N=3640

4♣=2740

4♦=8+♥4♦ or 7+♥5+♦

**2♠=6+♦ single**

=>3♣=1-♠ or 2362/3262

   =>3♥=2362/3262 (then follow rule 0, next steps are +1=2362, +2=3262)

     3♠=1363

     3N=1273/1372

     4♣=0373

   3♦=1-♥ (then follow rule 0, next steps are 3163, 2173/3172, 3073)

   3♥=2263/2272 (then follow rule 0, next steps are 2263, 2272)

   3♠=3361

   3N=2371/3271

   4♣=3370

   4♦=8+♦ single

**2N=5♥440**

=>3♦=0544 (then follow rule 0, next steps are 0544, 4504, 4540)

   3♥=4504

   3♠=4540

**3♣=5044**

**3♦=5404**

**3♥=5440**


1♣-2♣=6+♥ single/5+♠4+m

2♦-?

**2♥=5+♠4+♣**

=>2N=5+♠5+♣

   =>3♦=1-♥ (then follow rule 0, next steps are 5125, 5035, 5026, 6025, 5+♠7+♣)

     3♥=5116/6115 (then follow rule 0, next steps are 5116, 6115)

     3♠=5215

     3N=5305

     4♣=5206

     4♦=6205

     4♥=6♠6♣ or 5+♠7+♣

   3♣=5+♠4♣, 1-♥ (then follow rule 0, next steps are 5134, 6124, 6034, 7024, 7114)

   3♦=5224

   3♥=5314

   3♠=6214

   3N=6304

4♣=7204
4♦=8+♠4♣ or 7+♠5+♣
**2♠=6+♥ single**
=>3♣=1-♠ or 2632/3622
  =>3♥=2632/3622 (then follow rule 0, next steps are 2632, 3622)
    3♠=1633
    3N=1723/1732
    4♣=0733
  3♦=1-♦ (then follow rule 0, next steps are 3613, 2713/3712, 3703)
  3♥=2722/2623 (then follow rule 0, next steps are 2623, 2722)
  3♠=3631
  3N=2731/3721
  4♣=3730
  4♦=8+♥ single
**2N=5+♠5+♦**
=>3♦=1-♥ (then follow rule 0, next steps are 5152, 5053, 5062, 6052, 5+♠7+♦)
  3♥=5161/6151 (then follow rule 0, next steps are 5161, 6151)
  3♠=5251
  3N=5350
  4♣=5260
  4♦=6250
  4♥=6♠6♦ or 7+♠5+♦
**3♣=5+♠4♦, 1-♥**
=>3♥=5143
  3♠=6142
  3N=6043
  4♣=7042
  4♦=7141
**3♦=5242**
**3♥=5341**
**3♠=6241**
**3N=6340**
**4♣=7240**
**4♦=8+♠4♦**


1♣-2♦=6+♠ single/5+♠4♥
2♥-?
**2♠=6+♠ single**
=>3♣=1-♥ or 6232/6-3-2-2
  =>3♥=6232/6322 (then follow rule 0, next steps are 6232, 6-3-2-2)
    3♠=6133
    3N=7123/7132
    4♣=7033
  3♦=1-♦ (then follow rule 0, next steps are 6313, 7213/7312, 7303)

3♥=6223/7-2-2-2 (then follow rule 0, next steps are 6223, 7-2-2-2)
 3♠=6-3-3-1
 3N=7231/7-3-2-1
 4♣=7-3-3-0
 4♦=8+♠ single
**2N =5+♠4♥, 1-♦**
=>3♦=5413
 3♥=6412
 3♠=6403
 3N=7402
 4♣=7-4-1-1
**3♣=5-4-2-2**
**3♦=5-4-3-1**
**3♥=6-4-2-1**
**3♠=6-4-3-0**
**3N =7-4-2-0**
**4♣=8+♠4♥**


1♣-2♥=5+♥4♠
2♠-?
**3♣=1-♦**
=>3♥=4513
 3♠=4612
 3N=4603
 4♣=4702
 4♦=4711
**3♦=4522**
**3♥=4531**
**3♠=4621**
**3N=4630**
**4♣=4720**
**4♦=8+♥4♠**


1♣-2♠=5+♥5+♠
2N-?
**3♣=1-♦**
=>3♥=5512
 3♠=5503
 3N=5602
 4♣=6502
 4♦=7+♥5+♠
**3♦=5611/6511**
=>3♠=5611

3N=6511
**3♥=5521**
**3♠=5530**
**3N =5620**
**4♣=6520**
**4♦=6♥6♠ or 7+♠5+♥**


**Note 4 1♣-1♠(negative)-2♣=GF**
In this case, we don't use full shape relay
2♦=BAL or any 4441 (then nat, rebid 2N=23-24 may have 4441 system on, 2♥/♠ and 3♣/♦ are nat 5+, 3♥/♠=nat 6+, 4♣/♦=nat good 6+, 3N=25-29, 4N=30-31)
2♥/♠=nat 5+ BAL, or 5+ unbal with 4+x, relay ask 4 side suit
2N=5+-5+, not both majors
=>3♦=♠+m
    =>3♠=♠+♣
        3N=♠+♦
    3♥=♥+♣
    3♠=♥+♦
    3N=♣+♦
3♣/♦=nat 5+ unbal with 4+x or 6+, relay ask 4 side suit
3♥/♠=nat 6+
3N=5♥+5♠+
Other continues are nat

Due to negative denies more than 1K value, the RKCB is then adjusted
+1=Trump Q
+2=no K nor Trump Q
+3=Side K
+4=Trump K  (If space not available, then combined the response with side K)
The streamlined ask for +1 and +2 response will be side Q

**Note 5 1♣ after opps' interference**
**5-1.If we bid nat 1N**
If opps already showed a suit: new suit=GF, cue=Stayman, jump=Forcing; if not show a suit then system on. 1N denies 5M in competition.

**5-2.If opps overcall before relay start and the space is not enough for relay**

| Overcall | Opps already showed a suit | Opps haven't shown a suit |
|---|---|---|
| 1♥<br>to<br>2♣ | x = GF bal or 4441, no 5M<br>1N = 6-9 with stop in opps' suit<br>+1 step = takeout, F1<br>Cue = Extend Michaels, 3 level is GF<br>2N = Unusual<br>New suit = Nat<br>New suit jump = Nat, inv | x = GF bal or 4441, no 5M<br>1NT = 6-9 Bal, can have support in shown m<br>+1 step = takeout, GI+<br>Cue = Extend Michaels, 3 level is GF<br>2N = Unusual<br>New suit = Nat<br>New suit jump = Nat, inv |
| 2♦<br>to | x = 6+P, takeout. **X then show new suit**<br>**= Weak, NF** | x = Bal GF<br>New suit = Nat GI+ |

| 2♠ | New suit = Nat GI+<br>2N = GF with stop in opps' suit<br>Cue = 2 Suits GF | 2N = Unusual GI+<br>Cue = Extend Michaels GF |
|---|---|---|
| 2NT or higher | x = Penalty<br>Other bid=GF | x = Penalty<br>Other bid=GF |

**5-3.If opps overcall after our semi-positive**
Opener side 2N=nat NF, other=GF
Responder side x=penalty, 6-8 should pass, others GF


**5-4.If opps overcall during our relay**
If opps x our relay/QP-Ask/S-Scan, then xx is to play. Pass=relay (for R side) or +1 reply (for RR side), then space will be zipped by 1 step.
If opps overcall by 1 step, then x is penalty. Pass=relay (for R side) or +1 reply (for RR side), system on.
If opps overcall more than 1 step, then new suit=GF. If we are in GF situation, x is penalty, otherwise x is takeout.
If we are doing QP-Ask or S-Scan, pass=+1 reply, x =+2 reply (if available), next step=+3 reply (if x is unavailable then +2 reply), and so on.



**Note 6 1♥/1♠ Major Relay after transfer opening**
**Rule: The first relay is GI, the second relay is GF**
1♦-1♥
?
**1♠=4+♠, 2 or 3 suits**
=>2♣=3 suit with 1-m
   =>2♥=1-♦
      =>2N=4414
        3♣=4405
        3♦=4504
     2♠=4-4-4-1
     2N=4450
     3♣=4540
  2♦=4♠4♥BAL (then follow rule 0, next steps are 4423, 4-4-3-2)
  2♥=5♠6♥+
  =>2N=5620
    3♣=5611
    3♦=5602
    3♥=5♠7+♥
  2♠=4♠5+♥ 1-♦
  =>3♣=4513
    3♦=4612
    3♥=4603
    3♠=4702
    3N=8+♥
  3♣=4531
  3♦=4621
  3♥=4630

3♠=4711
3N=4720

## 1N=BAL no 4♠ or 4♥5♦ or 3 suits 1-♠

=>2♦=4♥5♦ (no 6♦ otherwise should open 1♠)
  =>2♠=1453
    2N=2452
    3♣=3451
  2♥=BAL 4♥
  =>2N=4♥4♦
    =>3♦=2443
      3♥=3442
    3♣=2434
    3♦=3424 (no 3433, should open 1N)
  2♠=BAL 5♥ (then follow rule 0, next steps are 2533, 3523, 3532)
  2N=1444
  3♣=0445
  3♦=0454
  3♥=0544

## 2♣=4+♣ unbal (at least 54 hand)

=>2♥=4♥5♣ (then follow rule 0, due to no 6♣ [otherwise open 2♣] when only have 4♥, next steps are 1435, 2425, 3415)
  2♠=5+♥5+♣
  =>3♣=1-♠ (then follow rule 0, next steps are 1525, 0535, 0526, 0625, 7+♣5+♥)
    3♦=1516/1615 (then follow rule 0, next steps are 1516, 1615)
    3♥=2515
    3♠=3505
    3N =2506
    4♣=2605
    4♦=6♥6♣ or 7+♥5+♣
  2N=5+♥4♣, 1-♠ (then follow rule 0, next steps are 1534, 1624, 0634, 0724, 1714)
  3♣=2524
  3♦=3514
  3♥=2614
  3♠=3604
  3N=2704
  4♣=8+♥4♣

## 2♦=5+♥4+♦ 2 suits

=>2♠=5+♥4♦ 1-♠ (then follow rule 0, due to no 6♦ or 4♣, next steps are 1543, 1642, 0643, 0742, 1741)
  2N=5+♥5+♦
  =>3♦=1-♠ (then follow rule 0, next steps are 1552, 0553, 0562, 0652, 7+♦5+♥)
    3♥=1561/1651 (then follow rule 0, next steps are 1561, 1651)
    3♠=2551
    3N=3550
    4♣=2560
    4♦=2650

4♥=6♥6♦ or 7+♥5+♦

  3♣=2542

  3♦=3541

  3♥=2641

  3♠=3640

  3N=2740

  4♣=8+♥4♦

**2♥=6+♥ min**

=>2N=1-♠ or 2632/3622

  =>3♦=2632/3622 (next steps are 2632, 3622)

    3♥=1633

    3♠=1723/1732

    3N=0733

  3♣=1-♦ (next steps are 3613, 2713/3712, 3703)

  3♦=2722/2623 (next steps are 2623, 2722)

  3♥=3631

  3♠=2731/3721

  3N=3730

  4♣=8+♥ single suit

**2♠=6+♥ single suit max, 1-♠ or 2632/3622**

=>3♣=2632/3622 (next steps are 2632, 3622)

  3♦=1633

  3♥=1723/1732

  3♠=0733

**2N=6+♥ single suit max, 1-♦**

=>3♦=3613

  3♥=2713/3712

  3♠=3703

**3♣=2722/2623 max**

=>3♥=2623

  3♠=2722

**3♦=3631 max**

**3♥=2731/3721 max**

**3♠=3730 max**

**3N=8+♥ single suit**


1♥-1♠

?

**1N=BAL or 4♠5♦ or 3 suits with 1-♥ or 5-4-4-0/5404**

=>2♦=4♠5♦ (then follow rule 0, next steps are 4153, 4252, 4351)

  2♥= BAL 4♠

  =>2N=4♠4♦ (then follow rule 0, next steps are 4243, 4342)

    3♣=4234

3♦=4324 (no 4-3-3-3, should open 1N)
2♠=BAL 5♠ (then follow rule 0, next steps are 5233, 5323, 5-3-3-2)
2N=1-♥ 3 suits (then follow rule 0, next steps are 4144, 4045, 4054, 5044)
3♣=5404
3♦=5-4-4-0
**2♣=4+♣ unbal (at least 54 hand) 2 suits**
=>2♥=4♠5♣ (then follow rule 0, due to no 6[otherwise open 2♣], next steps are 4135, 4225, 4315)
2♠=5+♠5+♣
=>3♣=1-♥ (then follow rule 0, next steps are 5125, 5035, 5026, 6025, 5+♠7+♣)
3♦=5116/6115 (then follow rule 0, next steps are 5116, 6115)
3♥=5215
3♠=5305
3N =5206
4♣=6205
4♦=6♠6♣ or 7+♠5+♣
2N=5+♠4♣ 1-♥ (then follow rule 0, next steps are 5134, 6124, 6034, 7024)
3♣=5224
3♦=5314
3♥=6214
3♠=6304
3N=7114
4♣=7204
4♦=8+♠4♣
**2♦=5+♠4+♦ 2 suits**
=>2♠=5+♠4♦ 1-♥ (then follow rule 0, due to no 6♦ or 4♣, next steps are 5143, 6142, 6043, 7042)
2N=5+♠5+♦ (then follow rule 0)
3♣=2542
3♦=3541
3♥=2641
3♠=3640
3N=1741
4♣=2740
4♦=1840/0841/0940
**2♥=5+♠4+♥ 2 suits**
=>2N=5+♠5+♥ (then follow rule 0)
3♣=5+♠4♥ 1-♦ (then follow rule 0, next steps are 5413, 6412, 6403, 7402)
3♦=5-4-2-2
3♥=5-4-3-1
3♠=6-4-2-1
3N=6-4-3-0
4♣=7-4-1-1
4♦=7-4-2-0
4♥=8-4-1-0/8401/9-4-0-0
**2♠=6+♠ min**

=>3♣=1-♥ or 6232/6-3-2-2
  =>3♥=6232/6-3-2-2 (next steps are 6232, 6-3-2-2)
    3♠=6133
    3N=7123/7132
    4♣=7033
  3♦=1-♦ (next steps are 6313, 7213/7312, 7303)
  3♥=7-2-2-2/6223 (next steps are 6223, 7-2-2-2)
  3♠=6-3-3-1
  3N=7231/7-3-2-1
  4♣=7-3-3-0
  4♦=8+♠ single suit

**2N=6+♠ single suit max, 1-♥ or 6232/6-3-2-2**
=>3♦=6232/6-3-2-2 (next steps are 6232, 6-3-2-2)
  3♥=6133
   3♠=7123/7132
   3N=7033

**3♣=6+♠ single suit max, 1-♦**
=>3♥=6313
   3♠=7213/7312
   3N=7303

**3♦=7-2-2-2/6223 max**
=>3♠=6223
  3N=7-2-2-2

**3♥=6-3-3-1 max**
**3♠=7231/7-3-2-1 max**
**3N =7-3-3-0 max**
**4♣=8+♠ single suit**


**Note 7 1♠-1N minor Relay**
**Rule: The first relay may be WEAK if can handle or correct any response, the second relay is GF. This is because relay 1N occupied natural place.**
1♠-1N
?
**2♣=4+♣ unbal (at least 54 hand two suits),** *then 2♦=weak to play, 2♥ is GF relay*
=>2♠=4♦5+♣
  =>3♣=1-♠ (then follow rule 0, next steps are 1345 1246 0346 0247)
    3♦=2245
    3♥=3145
    3♠=2146
    3N=3046
    4♣=1147
    4♦=2047
    4♥=8+♣4♦
  2N=5+♦5+♣
  =>3♦=1-♠ (then follow rule 0, next steps are 1255, 0355, 0256, 0265, 5+♦7+♣)

3♥=1156/1165 (then follow rule 0, next steps are 1156, 1165)
3♠=2155
3N=3055
4♣=2056
4♦=2065
4♥=6♦6♣ or 7+♦5+♣
3♣=5+♦4♣ 1-♠ (then follow rule 0, next steps are 1354 1264 0364 0274)
3♦=2254
3♥=3154
3♠=2164
3N=3064
4♣=1174
4♦=2074
4♥=8+♦4♣

**2♦=6+♦ single**
=>2♠=1-♠ or 2362/3262
=>3♣=2362/3262 (then next steps are 2362, 3262)
3♦=1363
3♥=1273/1372
3♠=0373
2N=1-♥ (then next steps are 3163, 2173/3172, 3073)
3♣=2263/2272 (then next steps are 2263, 2272)
3♦=3361
3♥=2371/3271
3♠=3370
3N=8+♦ single

**2♥=6+♦4♥, then R's 3♦=weak to play**
=>2N=1-♠ (then next steps are 1462, 0463, 0472)
3♣=2461
3♦=3460
3♥=1471
3♠=2470
3N=8+♦4♥

**2♠=6+♦4♠, then R's 3♦=weak to play**
=>3♣=1-♥ (then next steps are 4162, 4063, 4072)
3♦=4261
3♥=4360
3♠=4171
3N =4270
4♣=8+♦4♠


**Note 8 1N-2♣ BAL Relay**
1N-2♣=Stayman

2♦-2♠=relay
?
**2N=only♣ (then next steps are 2335, 3235, 3325, 3334)**
**3♣=4♣4♦ (then next steps are 2344, 3244)**
**3♦=2353**
**3♥=3253**
**3♠=3352**
**3N=3343**


1N-2♣=Stayman
2♥-2♠=relay
?
**2N=4♥4♠ (then next steps are 4423, 4-4-3-2)**
**3♣=2434**
**3♦=3424**
**3♥=2443**
**3♥=3442**
**3♠=3442**
**3N=3433**

1N-2♣
2♠-3♣=relay
?
**3♦=4♠4♣ (then next steps are 4234, 4324)**
**3♥=4243**
**3♠=4342**
**3N=4-3-3-3**


**Note 9 2♣-2♦ Relay**
2♣-2♦
?
**2♥=6+♣ 4♥**
=>2N=1-♠ (then next steps are 1426, 0436, 0427)
   3♣=2416
   3♦=3406
   3♥=2407
   3♠=1417
**2♠=6+♣ 4♠**
=>3♣=1-♥ (then next steps are 4126, 4036, 4027)
   3♦=4216
   3♥=4306
   3♥=4207
   3N=4117
**2N=6♣322/7♣222**

=>3♦=2236
   3♥=2326
   3♠=3226
   3N=2227
**3♣=single♣ 1-♠**
=>3♥=1336
   3♠=1237/1327
   3N=0337
**3♦=single♣ 1-♥**
=>3♠=3136
   3N=2137/3127
   4♣=3037
**3♥=3316**
**3♠=2317/3217**
**3N=3307**


**Note 10 Slam bidding: QP-Ask, Stop Signal, RKCB/EKCB, Side suit asking, Trump asking, Turbo and S-Scan**
**10-1.QP-Ask**
After shape is shown, if it's wide range (>=4HCP margin), the next step relay not above 4♠(for one suit/bal) or 4♥(for more than one suit), but other than 3N/4♦ is QP-Ask
Answer: +1=Base or Base-; +2=Base+1; +3=Base +2; +4=Base+3 or more. If QP Ask is used, then next relay will be **S-Scan** (3NT is always to play and will be skipped when calculate relay), the higher will be stop bid. If 4♦ is still available, use 4♦ as slam invite (for extra trump quality & side J in long suit); else if 4N is still available, use 4N as slam invite.
If no enough space for QP-Ask, then the next step relay will be RKCB instead.

**10-2.RKCB & EKCB**
After shape is shown, the next step above QP-Ask is RKCB. For fit not found, the +1 step will be the longest suit, then second, then the third, then the shortest. Void suit is skipped due to no use. For equal length, the lower suit asks first.
      E.g. 3-4-2-4 hand, +1 relay=RKCB (♣), +2=RKCB (♥), +3=RKCB (♠), +4= RKCB (♦)
After trump is fit (in non-relay progress), the next step of jump cue bid or 4NT (which is lower), is RKCB. Above it is EKCB.
After RKCB, any jump to 6/7 is to play, not confined by trump suit if it's logical.

The answer will be
+1=14
+2=03
+3=25, no Trump Q
+4=25+Trump Q 1/3K (If S-Scan is enabled, then skipped this & higher bid, changed meaning to S-Scan)
+5=25+Trump Q 0/2K+0/3Q
+6=25+Trump Q 0/2K+1Q
+7=25+Trump Q 0/2K+2Q
If space allowed (normally not over 6♣). If asking a hand with 9+QP then swap 03 and 14. If found 9+ fit or 6+ card suit, then swap no Trump Q & have Trump Q if it's space safe.
After RKCB shows 0314, the streamlined ask (not trump suit) is ask Trump Q, and next step is ask K, and next further step is side suit ask/trump ask. If found 10+ fit yet then ask TQ is skipped.
Other bid above 5N is stop unless this suit impossible [then will be last train]. Other short 5x is last train. The last train here uses side ask and trump ask, but confined by space.
If two suit fit was found in previous flow, we use two-suit RKCB, which has 6 KCs as total and origin 03 becomes 036.
Note: If Q-Ask is emitted due to space, the next relay after trump Q confirmed/ skipped will be S-Scan instead of side suit ask.

## 10-3.Stop Signal

When the shape is shown, **the R's bid 3NT is always to play**.

If R wants to stop at a suit game, **then R will bid 4♦ first, puppet partner to 4♥**, then pass 4♥ or change to 4♠/5♣/5♦.

Note exception: 4♦-4♥-? 4N rebid is Gerber (for NT) and 5♥/♠ is slam invite by case.

## 10-4.S-Scan (Spiral Scan) and Turbo

After Q-Ask used or emit with RKCB, the S-Scan is used to check the side K&Q&J even 10/9's place.

e.g. 5-1-4-3 suit with ♠ as trump, when shows 25+Trump Q, this stage will be 25+♠Q, no ♦K; +1=25+♠Q, ♦K, no ♣K; +2=25+♠Q, ♦K, ♣K no ♦Q, … when space allows.

The rule is side K first then side Q then trump/side J, the longest suit first show, equal length then lower suit has priority. 5-1-4-3 with ♠ trump, check sequence will then be ♠Q-♦K-♣K-♦Q-♣Q-♠J-♦J-♣J-♦10-♦9 etc… Trump to J is enough, void or singleton suit skips, doubleton suit to K&Q, 3 card suit check J and 4+ card check all.

In S-Scan when the R skipped some stages means jumping over these cards, check whether RR has the next card(s).

Turbo: During the S-Scan, if we haven't do RKCB yet, then RR step at 4NT will be even KC's and go over 4NT will be odd KC's, then 5NT will show K's. The R side step = ask if RR has matched KC's, if not, RR will return to trump. If trump is major and we have 3NT, then 3NT is turbo for KC's and 4NT is for K's.

## 10-5.Last train, side suit ask, trump ask

In last train, side suit has un-shown value then bid over trump.

In side suit ask, ask is from long to short (equal low to high), each suit only ask once and if skipped, cannot be ask in future.

The answer:

    +1 = A or KQ    +2 = Q or AK

    +3 = K or AQ    +4 = AKQ

The last stage will be trump ask when TQ is shown.

The answer:

    +1 = A or KJ    +2 = J or AK

    +3 = K or AJ    +4 = AKJ

We only use it as an alternative.

## For defensive bidding

### Note 11 Sunken

Anti Precision 1♣ opening and 1♣-1♦ response, we use sunken

(1♣)-?

x=♦ or ♥+♠

1♦=♥ or ♣+♠

1♥=♠ or ♣+♦

1♠=♣+♥ or ♦+♠

1N=♣ or ♦+♥

(1♣)-P - (1♦)-?

x=♥ or ♣+♠

1♥=♠ or ♣+♦

1♠=♣+♥ or ♦+♠

1N=♣ or ♦+♥

2♣=♦ or ♥+♠

**Note 12 DOST**

Anti Polish Club / nebula 1♣ opening:

We use DOST convention to replace normal 1NT, other overcalls keep like normal 5542 1♣.

(1♣)-1N and (1♣)-p - (1♦)-1N can be

1. Very strong NT (19-20) [with 15-18 and 21+ BAL, then x instead]

2. Good single suit ♦/♥/♠, middle range (too strong for weak jumps but not good for 1x overcall)

3. (When opps use precision 2♣ opening) Weak 3 suit with 4+♣ (When opps use 1♣ for 11-14 nat♣'s) Weak 3 suit with 5+♣

Partner follows with:

2♣ non-forcing relay (then pass for weak, 2♦/♥/♠ for suit middle, 2N for strong)

2♦ supports in ♦+M, pre-empt. Then rebid 3♣ for a major asking (3♣-3♦=both majors), 2N=strong without 4 major can be check-back, others are nature

2♥ supports in majors, pre-empt. Then 2N=strong without 4 major

2♠ forcing relay. Then 2N=mid (then 3♣ to ask suit), 3♣=weak (then 3♦=ask short, others nat), 3♦=strong both M, 3♥/♠=strong with M, 3N=strong no M

2N inv to 3N/4M for middle range ~ 12-14FP with ♣ supports (stops). Then 3♣=weak 3 suit, 3♥/♠=mid 1 suit and min, 3N=mid 1 suite ♦ and max, 4♥/♠= mid 1 suit and max; 4♣/♦=strong BAL w/wo 5+suit followed with suit asking and slam bidding sequence, forcing to 4N

Higher = nat

**Note 13 Anti FN system 1x opening**

(1♣)-?

x=♦ or ♥+♠ (weak) or very strong NT

1♦=♥ or ♦+♠ (weak)

1♥=♠ or ♦+♥ (weak)

1♠=weak or mid 3 suiter

1N=BAL or 3 suiter (strong)

2♣=mid or strong Michaels

(1♦)-?

x=♥ or ♣+♠ (weak) or very strong NT

1♥=♠ or ♥+♣ (weak)

1♠=♣ (weak or mid) or ♥+♠ (weak)

1N=BAL or 3 suiter (strong)

2♣=weak or mid 3 suiter

2♦=mid or strong Extend Michaels

(1♥)-?

x=♠ or ♦+♣ (weak) or very strong NT

1♠=♣ (weak or mid) or ♦+♠ (weak)

1N=BAL (strong) or 3 suiter (mid-strong)

2♣=♦ or ♥+♣ (weak)

2♦=mid ♦

2♥=mid or strong Michaels

(1♠)-?
x=♣ (weak or mid) or ♦+♥ (weak) or very strong NT
1N=BAL (strong) or 3 suiter (mid-strong)
2♣=♦ (weak or mid) or ♥+♣ (weak)
2♦=♥ or ♦+♠ (weak)
2♥=mid ♥
2♠=mid or strong Michaels


**Note 14 Anti 2 specific suiter** (polish club 2N, or MM Michaels, etc.)
If partner has shown one suit, then double is intend to penalty one of two suites, cue is for stop showing.
If partner hasn't shown any suit, then double is penalty suggestion (if opps' bid is not real suit, then can also be equal length two suit takeout), cue is for two suits showing with lower suit better or higher suit better.


**Note 15 Anti multi 2♦ opening**
We use two-way double (x=takeout or bal 12-14 or 19+) and 15-18 2NT, 3♥/♠ is for good 6+ suit with upper-mid range, others are nat.

# BROWN STICKER OVERCALL ANNOUNCEMENT FORM

**Names:**    Simee Lee & Pongo Trang          (Team Xiangya Joy, Flight A)
**NCBO:** BBO Intermediate & Advanced Club       **Event**                    ITL Flight A&B, GCM Stage of 32+
**After opponents opening bid of**          1♣/1♦    **showing**   Nature ♣/♦
**Our overcall of**    1NT                                          **at**    Any Vulnerability
**Shows:**    **Nature NT overcall 15-17(direct)/11-14(balancing)** (not promise stopper)   OR   **5+♠ with 5+another minor**
**Applies:**    By unpassed hand to overcall in both seats
## Detailed Description:
Misty convention.

This is to solve the problem that when opps make nat 1m opening, with Michaels & Unusual NT structure in our side, the ♠+om two suiter doesn't have a proper overcall. So we added it into 1NT overcall as an alternative.

**(1♣)-1N\*=15-17 BAL or ♠+♦ 5-5 pre-empt**          **(1♣)-p-(p)-1N\*=11-14 BAL or ♠+♦ 5-5 pre-empt**
**(1♦)-1N\*=15-17 BAL or ♠+♣ 5-5 pre-empt**          **(1♦)-p-(p)-1N\*=11-14 BAL or ♠+♣ 5-5 pre-empt**

The pre-empt suit requires 5+-5+ and quality is like Michaels cue bid. NV about 5-11HCP with at least Kxxxx.QTxxx suit, V about 8-11HCP with at least KJxxx.KJTxx. When 65 can be a little lighter. 12+HCP we may overcall suit-by-suit. If partner has a passed hand, then the two suit option range may be wider.

---

## Responses and Rebids When Responder Passes
### With what hands will advancer pass the overcall?
1) Weak and balanced, because of shape alike, 1NT seems to be strong NT.
2) Unbalanced, with some stopper in opps' suit and some fit in partner's suit, which makes 1NT easier to make.
3) Having opps' suit or single heart suit, unbalanced, some HCP value, risk of unable to find a fit.
4) With some support for partner's suit, no own suit to help NT, not enough for playing 2N/3m

### Meanings of other advances and follow ups:
Usually it's not hard for partner to judge which type of NT overcall is, but this design also provides some insurance.
(1♣) -1N\*- (p) -?
2♣=♠ support better or any 4+♠, F1, likely 7+P for strong 1N, or at least okay to play 3♠ if partner has 4♠.
   (If strong 1N, answer is 2♦=no M, 2♥=4♥, 2N=4♠ no♥; else 2♠=weak 2 suit to play)
2♦=♦ support better and 3-♣, NF
   (If strong 1N, answer 2♥=4♥, 2♠=no 4♥ min, 2N=no 4♥ max; else pass=weak 2 suit)
2♥/♠=5+ nat NF
2N=bal inv, have some support if partner is weak
3♣=strong, if partner is weak then ask for shortage (3♦=strong 1N, 3♥=short opps' minor, 3♠=short ♥, 3N=6151/5161)

(1♦) -1N\*- (p) -?
2♣=♣ support better or any 4+♥, NF
   (If strong 1N, answer 2♦=no M, 2♥=4♥, 2♠=4♠ no♥ min, 2N=4♠ no♥ max; else pass=weak 2 suit)
2♦=♠ support better and 3-♥, F1
   (If strong 1N, answer 2♥=4♠, 2N=no 4♠; else 2♠=weak 2 suit)
2♥/2♠/2N/3♣ response keeps the same structure as above in (1♣) -1N\*- (p) - ? sequence

---

**Responses after opponent's DBL**     (including Pass, RDBL and expected follow-ups)

Responder's pass is forcing, for strong 1N, the overcall player rebids xx (then system on, 2♣=Stayman and 2♦/♥/♠/3♣=transfer); for weak two suits, the overcall player rebids another minor.

Responder's xx is penalty, may have some value but no good fit.

Others keeps the same, but responder should make sure that it's better to bid than forcing pass.

**Responses after opponent's bid:**

If bid is real suit or NT, X is strong NT or penalty.

If bid is artificial and not suit, X is lead directive / that suit.

2N is still strong, asking. Others return to Nat

**Rebids after opener DBLs  the overcall (1X)-2Y-(P)-P-(DBL)-?**

The same as direct place double.

**Rebids after opener DBLs advancer's bid:**

Passing is non-forcing and xx is to play, penalty. Other system on. If opps' x is lead directive, then cue bid=unassuming.

**Rebids after opener's suit rebid:**

If opener shows weak, then advancer's all other bids are NF except 3 (opps') minor is strong GF.

If opener shows strong, advancer will do the same as strong NT overcall.

## Proposed Defence

This defence method was inspired by proposed defence of BS `Comic` multi 1N overcall, designed by Michael Ware & Malcolm Mayer from NZ.

Pass = Nat

X = Takeout for major, can easily converted into Penalty, typically balanced or short in partner's suit (means major suit may have supports)

2 new suit = Nat, forcing

Support 2m = pre-empt or nat, NF

2N=Good support with opener's suit