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(Polish Style), Cue=Constructive Raise, xx=Penalty Intend(for takeout) or other fits(for penalty)

After opps' overcall, use negative free bid

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

Casual 1NT overcalls, esp. pd passed or balancing(12-17 points, 4441 5M 6m 5422 ok, 12-14 with a suit, can be Major)

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

After opps overcall, we system off. Escape after penalty double

Reopen 1NT=11-14(normal opening) 18-20(1♣-1♦)

2NT=6crd/4sup with stop/short(normal opening) 21-23(1♣-1♦)

JUMP OVERCALLS (Style; Responses; Unusual NT)

PREE, Unusual NT (response NAT, 2N relay)

2NT=any 5-5 if opp strong opening

2x=6(5332)+x or 1-x with 3 suiter to anti strong 1m after Sunken[10]

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

Unassuming Cue Bids enabled

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

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

Vs Strong 1NT=CAPP w x=5m4M

Vs Weak 1NT=CAPP w x=penalty

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

Vs Reopening: NAT, Dbl=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=>Dbl 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[10]

Anti strong 1♣/1♦ opening and 1♣-1♦, see details in Sunken[10]

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

Anti Polish Club Style/Nebula 1♣ opening, see details in DOST[11]

OVER OPPONENTS' TAKEOUT DOUBLE

New Suit F1 at 1 level only(1♣-<x>-1♦=NF), Jump raise=Pre;

1x-<x>-2higher/3lower=weak suit+ support or strong one suit(GF)

1x-<x>-2lower=weak one suit or invite(inv can with support)

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: False cards often appear, don't trust too much☺

LEADS STYLE

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
	1	Att.(Hi=E)	Count.(Hi=E)	SP
Suit	2	Count.(Hi=E)	SP	Count.(Lo=E)
	3	SP		Att.(Lo=E)
	1	Att.(Hi=E)	Count.(Hi=E)	Lavinthal
NT	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

Rovacco 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+)

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

Res Double, Supp Double, Comp Double, LD Double, Multi Penalty Style

After p inv/GF opp 2NT/p penalized, x is penalty

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS

Neg x stimulate style. Due to negative free bid style, strong hands also start with double or redouble

Anti strong 1m opening, transfer double is enabled (Sunken[10] Style)

Double Trash 1NT=Penalty/One suit/Minors

We use protective doubles at balancing positions

I T L CONVENTION CARD

WJ 05+ (Polish Club Pro)

CATEGORY: Artificial w/ A Restricted Convention

PLAYERS: Xuanyi (Vera Diamond) & Rainy11 (Rainy Chan)

EVENT: ALL

(When RC is NOT allowed, we use alternative bids instead, see the details)

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SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Three-Way 1♣ opening: NAT/PREPARE/STRONG(18)

1♦=4+♦ 11(10)-17P 6+QP

1M=5+M 11(10)-17P 6+QP

1NT=15(14)-17(18)P may 5M usually denies 6m/5422

2♣=11(10)-14P 5♣4M or 6-14P 6+♣, 6+QP if not pre-empt

2NT=minors pre-empt; 2♦=other two suits pre-empt(Wilcotza)

*QP:A=3 K=2 Q=1

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Wilcotza 2♦ Opening when Allowed (See Brown Sticker);

Alternative 2 Level Openings when BS NOT Available:

2♦=mini-multi 6+♥/♠ 5-10P NF; 2♥=5♥+5♠/♣/♦ 5-10P;

2♠=2♥=5♠+5♣/♦ 5-10P

Weak Minors Opening: 2N=♣+♦ 5-5+ 5-11P NF

Galberi Michaels: 5-5weak or 5-5(4)strong

(1♣)-2♣/2N: 2♣=♥+♠ or ♠+♦; 2N=♦+♥

(1♦)-2♦/2N: 2♦=♠+♥ or ♠+♣; 2N=♣+♥

Two-Way 1NT Overcall(Medium Bal/w 5minor or Strong Bal)

Fit-QP Double (takeout x promises ~6QP defensive strength Or 16+FP/9+ offensive QP)

Mixed Jump in Competition

We use weak jump response in limited openings. 1♣-1♦ response is 0-6 any/7-8 no 4M/9-11 no 4M unbal/12-15 bal

Special conventions to defence against: Anti FN 1-opening[12]

Anti Weak 2 known suits pre[13] and Anti Multi 2m opening[14]

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

e.g. Opps' Overcall Style or Vul/Non-Vul or Seat or If P Passed

PSYCHICS: Rarely, but possible

OPENING	TICK IF ART.	MIN. NO. OF CARDS	NEG.DBL THRU	DETAILS			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	√	0	7♥	(a)11-14 bal(no 4♦ unless 3-3-4-3) (b)15-17 5+♣(6♣ or 5♣+4x) (c)11-17 4-4-1-4 (d)18+ any(incl. 17 5M-332 or 16+ one suit for Acol strong 2) *For 5-5+ GF hands, only ♣+♦ and ♥+♠ included	1♦=0-6 any/7-8 no 4M any/9-11 no 4M unbal/12-15bal with single or without 4M 1M=7+ 4+M Walsh, 1N=9-11 no 4M bal 2♣/♦=5+GF (1♣-2♣ may be only GI with good ♣) or 7+Gambling 3N shape but too strong for 3N 2♥/♠=weak(2-7) 6+♠/♥; 2N=16+bal without 4M/5m; 3♣/♦=6+ ♣/♦ 9-11 NF; 3♥/♠=GI 6+♥/♠ semi bal; 3N=long minor(s), to play	1♣-1♦-1M=3+ 11-17(up to 21 for hands hard to describe) [5]; 1♣-1♦-2♦=GF, no 5-5[6]; 1♣-1♦-2M/3m=5+/6+ 18+; 1♣-1♦-1N=18-20; 1♣-1♦-2N=21-23 may 4441; 1♣-1♦-2♣= ♣ 15+(no 4M when 15-17); 1♣-1♦-3♥/♠= GF ♣55+/♥♠55+, then 2 suits cue; 1♣-1M-2♦=GF 3+♠/♥ Budrotka[4]; 1♣-1M-2N=GF no support; 1♣-1M-1N-2♣=Magister[2]; 1♣-1♥-1♠-2♣=Extend Magister[3]	Passed: 2♣/♦ 5+GI 2♥/♠=weak ♥/♠ 2N=GI any 4441(3♣=ask) Comp: Depend on opps' sys 1♣-(1♥)-? 1♠=4+♠ x=3-♠(7+) 1♣-(1♦/♥/♠)-? 2♣=pre-empt 2♦=7-11 NAT
1♦		4	4♥	(a)11-14 4+♦(bal or unbal, 5♣ok) (b)15-17 5+♦ unbal or 4-4-4-1	2♣=Almost GF 2♦=Invite+& ♦ support no 4M 3♦=Pre-empt 2♥/♠=weak 6+ 3♣=weak 6+, may have ♦ sup, 2N=nat inv no 4M 1N=7-11(9-11 no support)	1♦-1♥/♠-1N-2♣=Magister[2] 1♦-1♥/♠-2x(raise, 4+x or 3x with 5♦ and 3-♣)-2N=Relay (3C/3D=3 card min/max, 3H/3S=4+ card min/max) 1♦-1M-2N=good 6+♦ without 3M support 1♦-1M-3♦= good 6+♦ with 3M support	2♣=7-11 nat(7-8 with 6♣) 2♦=6-9 1N=7-11(10-11 with support ok)
1♥		5	4♦	11-17 5+	1N=7-11(can 5-7 with 3♥) 2m=GI+,F1 2N=inv& support, 2♠=weak 6+, 3♣/♦=weak 6+ no support, 3♥=pre-empt(same as 1♠-3♠)	1♥-1♠-1N-2♣=Magister[2]	Drury
1♠		5	4♦	11-17 5+	1N=7-11(can 5-7 with 3♠) 2m=GI+,F1, 2N=inv+♠ 3♣/♦/♥=weak 6+ no support	NAT	Drury
INT		2	3♠	15-17bal (can be 14-16 with 5M-332)	Stayman (trash, with GF Smolen), Jacoby, 2♠=trans to ♣, 2N=inv, 3♣=trans to ♦ (weak or strong), 3♦=nat invite 3♥=3145/3154/3055GF 3♠=1345/1354/0355GF For 2155 and 1255 GF, 2♠ transfer then rebid 3♦, other m transfers promise 6+ Gerber, Texas	1N-2♠-2N=max(good support can upgrade); 1N-2♠-3♣=min. 1N-2♠-2♦-? 3M=Smolen; 2♥=weak MM, 2♠=5+♠4+♥ inv 1N-2♣-? 2♦=no 4M, 2♥/♠=4M, 2N/3♣=5♥/♠max (+1 step=relay, ask doubleton from higher to lower), 3♦=3352max 1N-2♣-2♠-3♥ and 1N-2♣-2♥-3♠=spl	See notes[15] If opps play other conventions, we play nat and system on if logic available
2♣	√	5	3♠	(a)6-14 6+♣ (6+QP when 11-14, 11-14 only at 4th seat) (b)10-14 5♣+4M 6+QP(6♣5x ok)	2♦=relay(2N=6+normal, 3♣=weak, 3♦/♥/♠=13-14 6♣5♦/♥/♠, not suitable for opening 1♥/♠) 2♥/♠ 5+ weak-mid NF, 3♣=I, 3M=I, nat 2N=Vantania[7] Good 5-5, GF+, or 4+♣ pre-empt with M support	2♣-2♦-2♥/♠-2♠/2NT=Relay Lovaska[8]	Passed: 2N=I 3♣=pre-empt
2♦*	√	0	-	Wilcotza 5-10HCP any two suiter 5-5(but cannot be ♣+♦), norm 4-QP outside. NF	**See details in Brown Sticker notes**	**See details in Brown Sticker notes**	Passed: Keeps the same but all asking bids -> nature
2♥*		5	-	5+♥ 5-10, norm 4-QP outside	2♠=relay[1], 2N=nat ♠'s F1, 3♥=pre, 3♠=splinter	Other continues are Nat	Passed: nat, NF
2♠*		5	-	5+♠ 5-10, norm 4-QP outside	2N=relay[1], 3♠=pre	Other continues are Nat	Passed: nat, NF
2NT	√	0	-	(a)5♣5♦+, 5-10 (b)5♦5♥+ or 5♦5♠+, GF	3♥=GF for Pre(3♠=max wo 65 or void, 3N=min then 4m=cue, 4♣/♦=6♣/♦-5om, 4♥/♠=void ♠/♥) 3♠=RKCB(2 suit) 4♥/♠=Nat NF	2N-3♣-3♦=6♣5M, 3M=5♦5+M GF 2N-3♣-3M=5+♦ 5+M GF 2 suits cue after GF	2N-(x)-? p=please bid longer m(equal bid xx), xx=penalty
3♣	√	0	-	(a)Pre-empt, 6+♦, Not Solid (b)5♣5♥+ or 5♣5♠+, GF	Nat, 3N=TP; 3♥/3♠=F1(then 4♣=♣+oM strong, other cue=agree M)	3♣-3♦-3M=5+♣5+M GF, with 2 suits cue 3♣-3N-4♣/♦=5+♣5+♥/♠, GF	

Bid	√	#	-	Meaning	Responses	Continuations	Competition
3♦	√	0	-	(a)Pre-empt, 7+♥, Not Solid (b)Namyats 7+♠ w/AK, 15-P	Nat. It's NF if can exclude Namyats possibility. 3♦-3♥-3♠=Namyats for ♠; 3♦-4♥=Add pre(♥)	After Namyats, 3N=To play, 4♣=Ask PT and void[9], 4♦/♥=cue, 4N=RKCB(♠) 3041	In competition, X=penalty when showing Namyats, new suit=cue. If xx cannot be penalty, then it's the lowest asking bid or answer
3♥	√	0	-	(a)Pre-empt, 7+♠, Not Solid (b)Namyats 7+♥ w/AK, 15-P	Nat. It's NF if can exclude Namyats possibility. 3♥-3♠-3N=Namyats for ♥; 3♥-4♦/♥=Add pre(♠)	After Namyats, 4♣=Ask PT and void[9], 4♦/♠=cue, 4N=RKCB(♥) 3041	
3♠	√	1	-	Gambling, any solid 7+ suit with 0.5- stop outside	Nat, 3N to accept transfer, 4/5/6/7♣=p/c 4♦=slam try		
3NT	√	1	-	Gambling, Solid/Nearly Solid 7+m with 1~1.5 stops outside	4/5/6/7♣=p/c 4♦=slam try		
4♣		7	-	Pre-empt, semi-constructive	Nat, 4♦=cue bid		
4♦		7	-	Pre-empt, semi-constructive	Nat, 4♥=cue bid		
4♥		7	-	Pre-empt, destructive	Nat	**HIGH LEVEL BIDDING**	
4♠		7	-	Pre-empt, destructive	Nat	4N=RKCB, Gerber, EKCB on, two Suit RKCB; Early RKCB in some sequences	
4NT	√	0	-	Long ♣+♦ pre-empt, NF	Nat	5♣=1/4(strong 3/0) 5♦=0/3(strong 4/1) 5♥=2/5 no Trump Q(extra trump=Q, if splinter 5♥<->5♠) 5♠=2/5+Trump Q+1/3K(if points special then 5♠<->5N)	
5♣		8	-	Pre-empt	Nat	5N=2/5+Trump Q+0/2K+0/3Q 6♣=2/5+Trump Q+0/2K+1Q (if trump allowed then) 6♦=2/5+Trump Q+0/2K+2Q 6♥=+ex trump/J 6♠=+extra shape. D0P1/R0P1	
5♦		8	-	Pre-empt	Nat		
5♥		7(6)	-	Trump inv to 6	Nat	Asking bid in 6 level if denies support/length. In opp pre-empt seq. 5N=Void+	
5♠		7(6)	-	Trump inv to 6	Nat	1/3/5 6♣=Void+0/2/4 Gerber: 4♦=30 4♥=41(if 14-HCP shown 4♦<->4♥) 4♠=2 and max 4N=2 and min(if wide) or 4♠=2+1/3 K 4N=2+0/2/4K(if narrow)	
5NT	√	0	-	Inv to 7 for one suit(goulash)	6♣=not accept ♣ inv, 6♦=accept ♣ inv but not ♦, 6♥=accept m but not ♥, 6♠=accept ♣♦♥ but not ♠, 6N=accept all	Asking bid for Trump Q/Side Kings, 6♣ (♦/♥ if necessary)=Trump invite In relay situation and cue bid was enabled, the reporter's bid 4N/5N is turbo (even KC/K, then p +1=cue, +2=ask trump Q, +3=ask k), but inquirer's 4N keeps RKC	
Higher				Nat, better pass		Others=Need-Help Suit Slam Invite(NHSSI); 18P+ hands use denies cue-bid	

* If Brown Sticker is NOT allowed in some games, we use these following 2♦ 2♥ 2♠ openings as an alternative instead.

Bid	√	#	-	Meaning	Responses	Continuations	Competition
2♦	√	0	-	Mini-multi 6(5) + ♥/♠ 5-10, norm 4-QP outside. Other Pre-empt openings are the same style. NF, intend more to open with ♦ support	2/3/4/6/7♥=p/c; 2♠=p♠/I♥; 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, 3N=max with AKQ); Pass=♦	2♦-3♠-3N-? 4♣/♦=1-♣/♦ 4♥=1-♠, 4♠=1-♥, SI 2♦-2♠-? Pass=♠ 3♥=♥min 3♣/♦/♠=♥max with short ♣/♦/♠, 3N=♥max semi-bal	3♣/♦=NF 2N=♣+♦ asking for minor support
2♥	√	5	-	5+♥5+x 5-10	2♠=p/c 2N=ask (F to 3)	2♥-2N-? 3♣/♦/=5♥+5♣/♦(then 3♦/♥=relay, 3♠=inv) 3♥=5-5♥♦ min 3♠=5-5♥♠max	Passed: 3m=inv for that fit 3♥=inv for ♥+♠
2♠	√	5	-	5+♠5+m 5-10	3♣=p/c 2N=ask	2♠-2N-? 3♣=♣♠ min or no ♥ stop(3♦=relay, then 3♥=max wo stop, 3♠=min wo stop, 3N=min with stop) 3♦=♦♠max(3♥=ask for stop), 3♥=♦♠ min with stop, 3♠=♦♠min w/o stop, 3N=♣♠ max with stop	

Notes:

For offensive bidding:

Note 1 Majors pre-empt relay (only enabled when Brown Sticker is allowed)

2♥-2♠

?

2N=♣ singleton max bad suit, or ♦ singleton, min good or max bad suit

=>3♦=♦ singleton (then 3♥=signoff and 3♠=ask, answer 3N=max bad and 4♣=min good)

    3♥=♣ singleton max bad

3♣=♠ singleton, min good or max bad suit

=>3♥=min good

    3♠=max bad

    3N=max bad but longer suit

3♦=♣ singleton, min good suit (then 3♥=signoff and others are GF)

3♥=min bad suit

3♠=max good suit, unknown singleton (then 3N=ask singleton and answer 4♥=singleton♠; 4♣=cue bid, 4♦=RKCB)

3N=max good suit, no singleton

2♠-2N

?

3♣=♦ singleton max bad suit, or ♥ singleton, min good or max bad suit (note: if partner don't want ♥ singleton to overbid than 3♠, then must use 3♥ relay instead of 3♦, thus makes 3♠=♥ singleton and 3N=♦ singleton)

=>3♥=♥ singleton min good

    3♠=♦ singleton max bad

    3N=♥ singleton max bad

3♦=♣ singleton, min good or max bad suit

=>3♠=min good

    3N=max bad

3♥=♦ singleton, min good suit

3♠=min bad suit

3N=max good suit, no singleton

4♣=max good suit, with ♣/♥ singleton (then 4♦=ask singleton and answer 4♠=singleton♣; 4♥=RKCB)

4♦=max good suit, ♦ singleton (then 4♥=RKCB)

Note 2 Magister (disabled for passed hand)

Use cases: Nat ♣ weak/Bal with 5M inv+/ Fit partner's suit GF/ Another lower suit GF. This can be used to find 5M-3M fit for responder's suit.

1x-1M

1N-2♣=Magister

?

2♦=min no M support

2M=min M support

2oM=max M support

2N=max no M support

Note 3 Extend Magister (the same in passed hand)

1♣-1♥

1♠-2♣

?

2♦=min no ♥ support

2♥=min ♥ support

2♠=max ♥ support (NF)

2N=max no ♥ support

3♣=5+♣ 15+

3♦=5+♦ 18+

3♥=3+♥, 5+♠ 18+

3♠=5+♠, unbal 18+

3N=4-5♠, 1-2♥ bal/semibal 18+

Note 4 Budrotka

1♣-1M

2♦-?

2M=4M 7-10

2oM=4M 11+

2N=5M 11+

3♣/♦=4M5m 7-10

3♥=5M 7-10 unbal

3♠=5M 7-10 BAL

3N=6M 7-10 semibal

4x=Auto splinter 6M (4♥=short ♠ when ♥ is trump)

Note 5 Semi-Nat 1M rebids after 1♦ response

1♣-1♦

1♥*-? (*11-14 BAL with 4♥ or 3♥ and ♥>=♠, or 15-17 4♥5♣, or 11-20 4-4-1-4, or 18-21 4♥ 4-♠ 4-♣ 5-♦ unbal, or 18-21 1-3-5-4)

Pass=Very weak (0-3) any or not strong with support or no other good suit

1♠=4-6 5+♠, or 4♠ with 2-♥

1N=5-8 no 4M

2♣=5-11, 5+♣ no 4M, ♣>=♦, 3-♦ when 9-11

2♦=5-11, 5+♦ no 4M, ♣<♦, 3-♣ when 9-11

2♥=5-6 4♥, or 4-6 5♥, or 2-5 6♥ (we tend to response 1♥ when holding 6+♥ with 6p or 5p with good ♥ quality)

2♠*=9-11 with ♣+♦ 54+ or 45+ or 12-15 BAL with 4♠, F1 (then 2N=min, 3♣/♦=NF, rebids 3N after opener shows negative=BAL with 4♠)

2N=12-13 BAL 4-M (then 3♣=5+♣ SI, 3♦=5+♦ SI, 3♥=4+♣4+♦ SI, 3♠=asking stopper, 3N=to play)

3♣=9-11 6+♣, 3-♥ (then 3♠=asking stopper, 3♦=nat strong, 3♥=slam interest, minor support or strong major)

3♦=9-11 6+♦, 3-♥ (then 3♠=asking stopper, 3♥=slam interest, minor support or strong major)

3♥=12-15 BAL 4♥, GF (then 3N=3♥ BAL, 3♠=3♥ and asking stopper, 4♥=4♥ min, 4♣=4♥5♣ 15-17, others=15+ 4♥ slam interest)

3♠=asking stopper for 3NT, 4-♥

3N=14-15 BAL 4-M

1♣-1♦

1♠*-? (*11-14 BAL with 4♠ or 3-2-4-4, or 15-17 4♠5♣ 3-♥, or 18-21 4♠ 3-♥ 4-♣ 5-♦ unbal, or 18-21 3-1-5-4)
Pass=Very weak (0-3) any or not strong with support or no other good suit
1N=5-8 no 4♠
2♣=5-11, 5+♣ no 4♠, ♣>=♦
2♦=5-11, 5+♦ no 4♠, ♣<♦
2♥=5-6 5♥, or 3-6 6+♥, no or bad support for ♠
2♠=4-6 4♠, or 2-6 5♠, or 2-5 6♠ (we tend to response 1♠ when holding 6+♠ with 6p or 5p with good ♠ quality)
2N=12-13 BAL 4-♠ (then 3♣=5+♣ SI, 3♦=5+♦ SI, 3♥=asking stopper, 3♠=4+♣4+♦ SI)
3♣=9-11 6+♣, 3-♠ (then 3♥=asking stopper, 3♦=nat strong, 3♠=slam interest, minor support or strong major)
3♦=9-11 6+♦, 3-♠ (then 3♥=asking stopper, 3♠=slam interest, minor support or strong major)
3♥*=12-15 BAL 4♠, GF (then 3N=3♠ BAL, 3♠=3 card ♠ and asking ♥ stopper, 4♠=4♠ min, 4♣=4♠5♣ 15-17, others=15+ 4♠ slam interest)
3♠*=asking ♥ stopper for 3NT, 4-♣
3N=14-15 BAL 4-♠

Note 6 GF 2♦ rebid after 1♦ response
The 2♦ rebid is about 22+ unbal or 24+ BAL, GF, denies 5-5 suit. Note that we also have 2M/3m strong rebids besides 2♦, the strength of these rebids is like strong 2 level opening (5+ in major and 6+ in minor) in Acol.
1♣-1♦
2♦-?
2♥=relay, weak or BAL or 4441 or mid with bad hearts (will rebid 3♥ later)
2♠=5-8, no 4M or 5m
2N=2-6 5♥, or 1-6 6+♥
3♣/♦=3-6 5♣/♦, or 1-5 6+♣/♦
3♥=3-6 5♠, or 1-6 6+♠
3♠=6-8 mm 54+
3N=2-6 MM 55+
4♣/♦=6-8 6+♣/♦

1♣-1♦
2♦-2♥
?
2♠=5+♠, can be very strong
2N=24-26 BAL or 4441 or 2-2-4-5/2-2-5-4
3♣/♦/♥=5+♣/♦/♥, can be very strong
3♠=any 5m440, or 27+ any 4441 (then 3N=weak want to signoff, 4♣=ask shortage semi-positive+ then 4♦=short minor and 4♥/♠=short ♠/♥, others=find fit, promise 2 suits support)
3N=27-29 BAL
4x=7+ (or solid 6+) nat, limited, 4m forcing to 5m
4N=30-31 BAL (no Stayman/transfer)
5N=inv to 7N

1♣-1♦
2♦-2♥

3♠-4♣
4♦-?
4M=to play if no extra
4N=ask shortage again (then 5♣/♦=shortage in ♦/♣, higher=extra force to 6)
5/6/7♣=p/c
5M=inv to 7M

Note 7 Vantania
2♣-2N
?
3♣=weak
3♦=6+♣, 3+M or 4+♦, F
3♥=5+♣, 4+♥, F, then cue for♥, 3N=5♠+5♦, 4♣/4♥=pre-empt
3♠=5+♣, 4+♠, F, then cue for♠, 3N=5♥+5♦, 4♣/4♠=pre-empt
3N=6+♣, no 3M support strong, then 4♣=pre-empt, 4♦=♦ slam try, 4M=cue for ♣

2♣-2N
3♣-?
Pass=Signoff
3♦=GF 5♦+5♥
3♥=GF 5♥+5♠
3♠=GF 5♠+5♦
3N=want to try 3N, usually ♣ support
4♣=RKCB for ♣

2♣-2N
3♦-?
3♥=GF 5♥+5♠, then 3♠=cue for♥, 3N=4+♦, higher cue is for ♠
3♠=GF 5♠+5♦, then 3N=no 3♠, 4♦=4+♦, cue is for ♠
3N=5♦+5♥, then 4♣=agree♥, 4♦=4+♦, other=cue for ♦
4♣=weak 4+♣ pre-empt

Note 8 Lovaska
2♣-2♦
2♥-2♠
?
2N=6-7♣+4♥
=>3♦=1-4-2-6/7♣+4♥(3♠=7♣4+♥, 3N=1-4-2-6)
  3♥=2-4-1-6
  3♠=0-4-3-6
  3N=3-4-0-6
3♣=5♣4♥40/5♣4♥22

=>3♥=4-4-0-5
  3♠=0-4-4-5
  3N=2-4-2-5
3♦=6♣+5♥-20
=>3♠=0-5-2-6
  3N=2-5-0-6
3♥=3-4-1-5
3♠=1-4-3-5
3N=1-5-1-6

2♣-2♦
2♠-2N
?
3♣=4306/4216/4126/7♣+4♠
=>3♥=4-3-0-6
  3♠=7♣+4♠
  3N=4-1-2-6/4-2-1-6
3♦=4-0-4-5/4-0-3-6
=>3♠=4-0-4-5
  3N=4-0-3-6
3♥=4-1-3-5
3♠=4-3-1-5
3N=4-2-2-5

Note 9 Namyats with asking bid
Namyats of♠:
3♦-3♥
3♠-4♣=Asking playing tricks
?
4♦=8 playing tricks, but void or good side suit (4♥=relay, then 4♠=side suit, 4N/5♣/5♦=void ♥/♣/♦, further relay=EKCB)
4♥=9 playing tricks, no void
4♠=8 playing tricks, no void / good side suit
4N/5♣/5♦=9 playing tricks, void ♥/♣/♦, relay=EKCB

Namyats of♥:
3♥-3♠
3N-4♣=Asking playing tricks
?
4♦=8 playing tricks, but void or good side suit (4♠=relay, then 4N=side suit, 5♣/5♦/5♥=void ♣/♦/♠, further relay=EKCB)
4♥=8 playing tricks, no void / good side suit
4♠=9 playing tricks, no void
4N/5♣/5♦=9 playing tricks, void ♠/♣/♦, relay=EKCB

For defensive bidding

Note 10 Sunken
Use case: Anti Precision 1♣ opening and 1♣-1♦ response (strong 1♦ opening, non-GF strong 2♣ opening may also be used)
(1♣)-?
x=♦ or ♥+♠
1♦=♥ or ♣+♠
1♥=♠ or ♣+♦
1♠=♣+♥ or ♦+♠
1N=♣ or ♦+♥

(1♣)-p -(1♦)-? Or (1♦)-?
x=♥ or ♣+♠
1♥=♠ or ♣+♦
1♠=♣+♥ or ♦+♠
1N=♣ or ♦+♥
2♣=♦ or ♥+♠

We also use transfer weak jump for strong 1♣ opening but not for 1♣-1♦ sequence. If it's strong 1♦ opening, the 2♣ is unavailable due to Sunken, others keep same.
2♣=♦ (long single or short 3 suit), 2♦=♥, 2♥=♠, 2♠=♣, 2N=any 2 suits 55+, 3x are nature pre-empt.

Note 11 DOST (comes from Farsi, pronouncing like /dus:t/)
Use case: Anti Polish Club style (nebula) 1♣ opening:
We use this 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+♣

(1♣)-1N-(p) -? Or (1♣)-p - (1♦)-1N-(p) -?
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

If opp doubles 1N, pass is forcing to xx if not 19-20 BAL, and then rebid is escape; xx is want to play own suit (will puppet to 2♣ if not 19-20 bal, otherwise pass).
If opps overcalls 1N, then x is for cooperation (bid if weak, else penalty), 2N is support all unbid suits and some strength to support 3N if partner is strong NT, others are nature.

Note 12 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 13 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 opp 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 14 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.
If it's multi 2♣, then 2♦/♥ is transfer to ♥/♠, 2♠ is both minors.

For competitive bidding

Note 15 Anti DONT and Capp
Anti-DONT:
2N=one suit constructive (♣=competitive)
3x=one suit competitive (♣=constructive)
(2m)-x=Stayman
(2♥)-x=♣+♦
(2♠)-x=♥+m
2x shows one or two suiter

Anti-CAPP:
X/xx=penalty
(2♣)-x=want to penalty 2suits of♦ ♥ ♠, semi Stayman
(2♦)-x=a major penalty or ♣+♦competitive
(2M)-x=penalty M, usually with a minor
xx=penalty a minor if x shows ♣+♦; system off
2N/3x is same as anti-DONT

Names: Vera Diamond & Rainy Chan (Team Xiangya Joy, Flight A)
NCBO: BBO Intermediate & Advanced Club **Event** ITL Flight A&B, GCM Stage of 32+
Opening bid of 2♦ **in** any **seat at** Any Vulnerability
Shows: 5-5 two suit preempt 5-10 (in 4th is constructive with 9-14), promise at least one major suit (can be both majors), NF
Detailed Description:
Wilcotza convention.
We use this convention combined with 2NT=5-5 weak both minors, to accomplish all two suits preempt opening structure.
The main following is p/c, for safe reason, we ensure one major, intend to stop at 2♥/♠ (it's non-forcing, so 2♦ is also possible).
The maximum hand is like KQJxx.KJxxx.-.xxx, it's 5QP since we often make 1 level open with 6+QP.
The minimum hand in non-vul is like xx.KJxxx.Jxxxx.x, and in vul is like KJTxx.x.KJxxx.xx.

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?
1) R has own ♦ suit
2) R hopes the opener has ♦ suit, e.g. xxxxx.-.xxx.Qxxxx. With this hand, the opener looks like ♥+♦ two suits, 2♦ will be the best fit.
3) Tactical, don't want to risk in non-fit hand. E.g. x.Kxxxxx.xx.xxxx. The opener may have ♠+♦, however 2♥ is p/c (pass or correct) and partner will eventually covert to 2♠, which is worse than 5-2 fit 2♦.
However, if opp doubled in 4th seat, the opener can only pass with real ♦ suit.

Meanings of other responses and rebids:
2♥=p/c, responder may have ♥+♠ support or ♥+both minors support in weak hand; or case to have inv strength only if opener has ♠+minor.
   Opener rebids 2♠ if no ♥ suit else pass. After 2♠ rebid, the responder's 3♣ is p/c; 2NT is asking minor suit to decide further action; 3♠ is invite to 4♠; 3♥ is asking for stopper to try 3NT, likely there's a minor fit or 5-2♠ fit; any other new suit rebid is nat.
2♠=p/c, responder may have ♠+both minors support without ♥ support; or case to have inv strength only if opener has ♥+minor.
   Opener rebids 3 minor if no ♠ suit else pass. After 3m rebid, the responder's 3♥ is invite to 4♥; 3♠ is asking for stopper to try 3NT, likely there's a minor fit; any other new suit rebid is nat.
2N=strong relay (then 3♣=♣+M, 3♦=♦+♥, 3♥=♥+♠, 3=♠+♦). After 2♦-2N-3♣, the responder's 3♦ rebid is asking major, 3♥/♠ rebid is p/c.
3♣=single suit, nat, NF
3♦=let opener show best major, inv+ hand with both majors support
4♦=let opener show best major, possibly preempt
3♥=p/c, preempt, support for both majors
3♠=p/c, preempt, support for ♠ and both minors
3N=nat

Competitive Agreements

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

Pass=♦ has value, or very strong hand (due to no other methods to show good strength). After opps' double, responder's double is likely penalty.

    If it's 2♦-(x)-p-p-?, then opener will pass with ♦, xx with both majors, bid 2M when M+♣

xx=puppet opener to 2♥, then pass if responder has single ♥ suit; responder bids 2♠ means p/c, opener will then pass 2♠ or bid 3 minor

2♥=p/c, opener passes or bids 2♠

2♠=Nat, single ♠, NF. Opener shouldn't try 3 minor

2N=good 3 suits or bal hands, want to compete to 3 level

Responses after opponent's overcall:

If opps make 2♥/♠ overcall:

   X is competition, support in another major (can be converted when opener has length in opps' bid). 2N is negative, should bid minor first, if no, then bid another major.

   Uses 2♠ to cover opps' 2♥ is nature, not p/c. Responder's 3 minor is nat and NF too. Unassuming cue bid is enabled in this situation.

If opps make nat 2N overcall:

   X is penalty, 3♣/3N=pass or correct, want to play a suit of opener. 3♦/4♦=want to play a major. Others are nat.

If opps make 3♣/♦ overcall:

   X is penalty, 3♥=p/c, 4♦=want to play a major. 3♦ over 3♣ is nature (inv with♦). 4 minor is cue bid for both majors.

Rebids after 4th hand DBLs the response:

For 2♦-p-p-(x)-? , the same as 2♦-(x)-p-p-? Opener will pass with♦, xx with both majors, bid 2M when M+♣.

Rebids after 4th hand overcalls:

X is penalty. Normally the opener cannot make other rebid unless 6-5 and max.

Proposed Defence

We suggest to use this Kokish convention,

2♦-(?)

X=12-15 bal or 19+any (bid again to show strength)

2♥/♠=nat

2NT=16-18 bal, system on

3♣/♦ =nat

3♥/♠=mid-strong 6+ suit, about 13-17p

3N=gambling for one solid suit. We suggest normally for minors.

4♣/♦=this minor with an unknown major. 5-5+

4♥/♠=nat, stronger than 3M