

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

### INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> 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

Escape after penalty double

Reopen 1NT=11-14

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

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

2NT=any 5-5 if opp strong opening

2x=6(532)+x or 1-x with 3 suiter to anti strong 1m after Sunken<sup>(7)</sup>

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=CAPP w x=5m4M

Vs Weak 1NT=CAPP w x=penalty

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

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

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

T/o Dbl thru 4♦(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<sup>(4)</sup>

Anti strong 1♣/1♦ opening and 1♣-1♦, see details in Sunken<sup>(4)</sup>

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

Anti Polish Club Style/Nebula 1♣ opening, see details in DOST<sup>(5)</sup>

### OVER OPPONENTS' TAKEOUT DOUBLE

New Suit F1 at 1 level only, Jump raise=Pre;

1x-<x>-2higher/3lower=mid one suit

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

## LEADS AND SIGNALS

### OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3/5	3/5
NT	2/4	2/4
Subseq	Attitude: Lo=positive	Attitude: Lo=positive

Other: These signals may NOT be honest

### 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; HTx	HT; HTxx
9	9x; H9x	H9; H9xx
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.(Od=E)
3	SP		Att.(Od=E)
1	Att.(Lo=E)	Count.(Lo=E)	Laventhal
NT 2	Count.(Lo=E)	SP	Count.(Od=E)
3	SP		Att.(Od=E)

Signals (including Trumps):

High Trump=usually denies ruff/ want to lead trump

Berry 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

Anti strong 1m opening, transfer double is enabled (Sunken<sup>(4)</sup> Style)

Double Trash 1NT=Penalty/One suit/Minors

We use protective doubles at balancing positions

## I T L CONVENTION CARD

### 2/1 Almost GF

### INTERNATIONAL TEAMS LEAGUE



CATEGORY: Natural

w/ A Restricted Convention

PLAYERS: 0 3f(Katherine Lau) & manager BBO

(Alice Ding)

EVENT: ALL

(When RC is NOT allowed, we use standard Michaels for minors instead)

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### SYSTEM SUMMARY

#### GENERAL APPROACH AND STYLE

1m=3+, 1M=5+, 11-20, 3-3m open 1♦ and 4-4m open 1♦

2o1=GI+, 1M-1N=F1 (may support 5-7HCP), 1m-1N=NF

1N=15-17, 2N=20-21, weak 5M possible

Strong 2♣, Multi 2♦ (F1), Muiderberg 2M Opening

Inverted minors, J2NT, Weak jump

#### SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦=6♥/♠ 5-10P, or 22-23 BAL

2♥=5+♥ and 4+♣/♦ 5-11P

2♣=5+♣ and 4+♣/♦ 5-11P

#### Michaels 5-5weak or 5-5(4)strong only for Major openings

#### Unusual NT for All Suit openings

Oppose to Nat 1♣/1♦/2♣/2♦ opening, we use Cobra<sup>(3)</sup> with a Brown Sticker (see Cobra notes first then BS notes)

Fit-QP Double (takeout x promises ~6QP defensive strength

Or 16+FP/9+ offensive QP), QP=A3K2Q1

Mixed Jump in Competition

Weak jump shift and overcall

Special conventions to defence against: Special Defences

Anti FN-style 1 opening<sup>(6)</sup>, Weak two known suits pre<sup>(7)</sup>

And Anti Multi 2♦/2♣ opening<sup>(8)</sup>

#### SPECIAL FORCING PASS SEQUENCES

After RDBL or Penalty Intend

After fit found+ made penalty yet

After GF/SI/D0P1/R0P1

#### IMPORTANT NOTES

We don't use Walsh, Bergen complex or XYZ

PSYCHICS: We may open/overcall very light when p passed

OPENING	TICK IF ART.	MIN. NO. OF CARDS	NEG.DBL THRU	DETAILS			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-20, 3-3m always, 4-4m with 15+	1♦=4+, 6+P, no Walsh; 1M=4+ 6+P; 1N=6-9 fit 2♣=4+♣, inv+ F1; 2N=10-12; 3♣=pre weak jumps	4sf, even in 1♣-1♦-1♥-1♠	Inv minor and new suit will be weaker and NF when minimum In comp: Nat; constructive free-bid; constructive raise; raise 3+
1♦		3	4♥	11-20, 4-4m with min, 5-5m always	2♣=Almost GF; 1M=4+ 6+P; 1N=6-9 fit or ♣; 2♦=4+♦ inv+ F1; 2N=10-12; 3♦=pre weak jumps	4sf	2♣=mid NF; Inv minor and new suit will be weaker, NF In comp: Nat; constructive free-bid; constructive raise; raise 3+
1♥		5	4♦	11-20 5+	1♠=4+, 6+P F1; 1N=F1, 5-7 with fit or 6+ wo fit; 2o1=Almost GF; 2♥=5-9P 4+ or 8-9 3♥ support; J2NT; weak jumps	4sf; after 1N, 2♣=2+♣; 2♦=3+♦	Drury, 2NT will be nat In comp: Nat; constructive free-bid; constructive raise
1♠		5	4♦	11-20 5+, can be light to 8+ when 5+♦-5♥	1N=F1, 5-7 with fit or 6+ wo fit; 2o1= Almost GF; 2♣=5-9P 4+ or 8-9 3♣ support; J2NT; weak jumps	4sf; after 1N, 2♣=3+♣; 2♦=3+♦	Drury, 2NT will be nat In comp: Nat; constructive free-bid; constructive raise
INT		2	4♠	15-17bal (can be bad suit 5M-332)	Stayman (trash <sup>(2)</sup> , 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 m transfers promise 6+ unless 55 Gerber, Texas	1N-2♠-2N=max/upgraded; 1N-2♣-3♣=min For m or mm hand, we use minor transfer <sup>(2)</sup> 1N-2♣-? 2♦=no 4M, 2♥/♦=4M, 2N/3♣=5♥/ ♦max (+1 step=relay, ask doubleton from higher to lower), 3♦=3352max For MM hand, we use Polish style Smolen <sup>(2)</sup>	See notes <sup>(1)</sup> If opps play other conventions, we play nat and system on if logic available
2♣	✓	0	7♥	21+ unbal or 24+ bal; F1	2♦=waiting or bal; 2N=MM/mm/3 suits unbal; 3♥/♦=1 or 2 suiter with m; 3N=any 4333 4-7	2♣-2♦-2N=MM or mm; 3M=M+ unknown m; 3N=24-27; others are nat	Nat, x=multi, forcing pass
2♦	✓	0	-	1)6+♥/♦ 5-10 2)22-23 bal	2/3/4/6/7♥=p/c; 2♣=p♣/1♥; 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=22-23)	2♦-3♣-3N-? 4♣/♦=1-♣/♦ 4♥=1-♦, 4♣=1-♥ 2♦-2♣-? Pass=♦; 3♥=♥min; 3♣/♦/♦=♦max with short ♣/♦/♦; 3N=strong bal; cue=♦max no short	Passed: May be only 5+, asking bid->Nat, 4 <sup>th</sup> seat will be 8-12 In comp: x=bal, others nat
2♥	✓	5	-	5+♥4+m 5-10	2♣=NF, 2N=relay F1, 3♣=p/c, 3♦=inv with ♥ or mm; 3♣=splinter; 3♥=pre	2♥-2N-? 3m=4m, 3-om; 3♥/♦=5+♣/♦; 3N=0544 or 6♥5+m; 4m=6m5♥	Passed: 2N may be weak with m; 3♣/♦=nat
2♠	✓	5	-	5+♦4+m 5-10	2N=relay F1, 3♣=p/c, 3♦=inv with ♦ or mm; 3♥=NF, 3♣=pre	2♣-2N-? 3m=4m, 3-om; 3♥/♦=5+♣/♦; 3N=5044 or 6♦5+m; 4m=6m5♦	Passed: 2N may be weak with m; 3♣/♦=nat
2NT		2	4♠	20-21 bal/semi bal	Puppet Stm, Jacoby, Gerber, Texas, Minor Stm	Nat	In comp: x=semi penalty
3♣/♦		6	-	Pre, Not Solid	Nat	<b>HIGH LEVEL BIDDING</b>	
3♥/♦		7	-	Pre, Not Solid	Nat	4N=RKCB, Gerber, EKCB on, two Suit RKCB; Early RKCB in some sequences	
3NT	A	1	-	Gambling, Solid, 1-stopper	4/5/6/7♣=p/c 4♦=slam try	5♣=1/4(strong 3/0); 5♦=0/3(strong 4/1); 5♥=2/5-Q; 5♣=2/5+ Q+1/3K; 5N=2/5+Q +0/2K+0/3Q; 6♣=2/5+Q+0/2K+1Q; 6♦=2/5+ Q+0/2K+2Q(if trump ok); D/R0P1	
4♣/♦	A		-	Namyats 7+♥/♦ up to 15	4♦/♥=RKCB	Asking bid in 6 level if denies support/length. In opp pre seq. 5N=Void+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)	
4♥/♦		8(7)	-	Pre	Nat		
4NT	A		-	Long minors ♣+♦ pre, NF	Nat		
5♣/♦		8	-	Pre	Nat		
5♥/♦		7(6)	-	Trump inv to 6	Nat	Forcing pass when SI+	
5NT	A			Inv to 7 for one suit(goulash)	P/C	Multi Cue Bid for 1 <sup>st</sup> and 2 <sup>nd</sup> controls. We don't use Turbo.	
Higher				Nat, better pass		Others=Need-Help Suit Slam Invite(NHSSI)	

# Notes:

For offensive bidding:

## Note 1 Anti DONT and Capp

Anti-DONT:

2N=one suit constructive ( $\clubsuit=\text{competitive}$ )

3x=one suit competitive ( $\clubsuit=\text{constructive}$ )

(2m)-x=Stayman

(2M)-x=oM+m

(?)-2x=one or two suiter

Anti-CAPP:

x/xx=penalty

(2 $\clubsuit$ )-x=want to penalty 2suits of  $\diamond\heartsuit\clubsuit$ , semi Stayman

(2 $\diamond$ )-x=a major penalty or  $\clubsuit+\diamond$  competitive

(2M) -x=penalty M, usually with a minor

xx=penalty a minor if x shows  $\clubsuit+\diamond$ , system off

2N/3x is same as anti-DON'T

## Note 2 1N responder with MM, single m or mm hands & Trash Stayman, super accepts and minor response

1N-?

Strength & Shape	4 $\heartsuit$ 4 $\spadesuit$	5 $\heartsuit$ 5 $\spadesuit$ +	4 $\heartsuit$ 5 $\spadesuit$	5 $\heartsuit$ 4 $\spadesuit$	Single $\clubsuit$ suit	Single $\diamond$ suit	5 $\clubsuit$ +5 $\diamond$
Weak, stop	Better pass without 3+ $\diamond$ . It's unsafe to get 2 $\clubsuit$ -2/3 $\diamond$ rebids	Stayman, pass with 2M. If opener rebids 2 $\diamond$ , then 2 $\heartsuit$ =P/C	Depends on suits' quality. Stayman then P/C if good 4 card / bad 5 card, else Jacoby transfer	2 $\spadesuit$ transfer, then 3 $\clubsuit$ if opener rebids 2N	3 $\clubsuit$ transfer, then pass	Pass or use 2 $\spadesuit$ /3 $\clubsuit$ under judgement	
Invite	Stayman. If opener 2 $\diamond$ , then 2NT	Stayman. 1N-2 $\clubsuit$ -2 $\diamond$ -2 $\spadesuit$ =5 $\spadesuit$ 4 $\heartsuit$ or 5 $\spadesuit$ 4 $\heartsuit$ inv. After that opener rebids $\heartsuit$ =3+ $\heartsuit$ , responder rebids $\heartsuit$ =5+ $\heartsuit$	Transfer to $\heartsuit$ . 1N-2 $\diamond$ -2 $\heartsuit$ -2 $\spadesuit$ =5 $\heartsuit$ 4 $\spadesuit$ inv, NF	2 $\spadesuit$ transfer, then pass if opener rebids 3 $\clubsuit$ ; else 3N=TP, 3M/4 $\clubsuit$ =short M/ $\diamond$	3 $\diamond$ , opener with max rebids 3M=ask stop, 4x=good support forces to 5 $\diamond$	2 $\spadesuit$ transfer, then pass if opener rebids 3 $\clubsuit$ ; otherwise rebid 3 $\diamond$	
GF	Stayman. If opener 2 $\diamond$ , then 3NT	Transfer to $\spadesuit$ . 1N-2 $\heartsuit$ -2 $\spadesuit$ -3 $\heartsuit$ =GF 5 $\heartsuit$ 5 $\spadesuit$ +	Stayman first. If opener 2 $\diamond$ , then Smolen: 3 $\heartsuit$ =4 $\heartsuit$ 5 $\spadesuit$ GF; 3 $\spadesuit$ =5 $\heartsuit$ 4 $\spadesuit$ GF	2 $\spadesuit$ transfer, then 3N=TP, 3M/4 $\clubsuit$ =short M/ $\diamond$	3 $\clubsuit$ transfer, then 3N=TP, 3M/4 $\clubsuit$ =short	Direct 3M if void in M; else 2 $\spadesuit$ transfer, then rebid 3 $\diamond$	

Our trash Stayman accepts such weak hands as following:

Shape	3 suits with short $\clubsuit$	$\heartsuit\spadesuit$ 54+/45+	5 $\spadesuit$ 5-6 $\diamond$ , or exactly 5-3-4-1
Strategy after 2 $\clubsuit$	Pass any normal rebids. We use super accepts when opener has 5 card major and max. If so, rebid 3M to signoff.	Pass any major rebids, signoff at 3M after super accepts (2N/3 $\clubsuit$ /3 $\diamond$ ). If opener rebids 2 $\diamond$ , then 2 $\heartsuit$ =P/C. If opener rebids 3 $\diamond$ , then bid 5cards 3M	Pass 2 $\diamond$ or 2 $\spadesuit$ rebids. Correct with 2 $\spadesuit$ after 2 $\heartsuit$ rebids to show $\spadesuit+\diamond$ two suits (opener may change to 3 $\diamond$ with 2 cards $\spadesuit$ and better $\diamond$ ). Signoff at 3 $\spadesuit$ after 3 $\clubsuit$ =5+ $\spadesuit$ rebid. After 2N=5+ $\heartsuit$ rebid, bid 3 $\heartsuit$ with 5341, otherwise 3 $\diamond$ =5 $\spadesuit$ 5+ $\diamond$ . Pass after 3 $\diamond$ =3352 with very weak hand

1N-2 $\clubsuit$ -2 $\spadesuit$ -3 $\heartsuit$  and 1N-2 $\clubsuit$ -2 $\heartsuit$ -3 $\spadesuit$  are splinters.

For defensive bidding:

### Note 3 Cobra

Use case: opps open nat (NF) ♣ or ♦ with no more than 2 level. It includes 5542 1♣, Precision trash 1♦, Precision/Polish 2♣, Moscito 1♠ (=4+♦ unbal) and even FN-style 2♦. Both direct and balance seat applied.

(1♣)-?

2♣=transfer to ♦, weak ♦(then pass) or strong ♦(rebids 2N) or good ♦+♥/♣/♠ (rebids new suit) or mid 4441♣(rebids 3♦)

2♦=multi, single ♥ or ♠ pre-empt, p/c, NF. **It's a Brown Sticker, refers to BS notes.**

2♥=Michaels, weak ♥+♠

2♠=Weak ♠+♦

2N=Weak ♦+♥

3♣=Strong 5440♣

(2♣)-?

3♣=transfer to ♦, weak ♦(then pass) or strong ♦(rebids 3N) or mid+ ♦+♥ (rebids 3♥)

3♦=multi, single ♥ or ♠ pre-empt, p/c, NF. It's NOT a Brown Sticker.

3♥=Michaels, mid+ ♥+♠

3♠=mid+ ♠+♦

3N=Nat

(1♦)-?

2♣=Nat mid ♣

2♦=multi, single ♥ or ♠ pre-empt, p/c, NF. **It's a Brown Sticker, refers to BS notes.**

2♥=Michaels, weak ♥+♠

2♠=Weak ♠+♣

2N=Weak ♣+♥

3♣=Weak ♣

3♦=Strong 5440♦

(2♦=nat♦)-?

3♣=Nat

3♦=multi, single ♥ or ♠ pre-empt, p/c, NF. It's NOT a Brown Sticker.

3♥=Extend Michaels, mid+ ♥+♠ or ♥+♣

3♠=mid+ ♠+♣

3N=Nat

### Note 4 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 suit, 3x are nature pre-empt.

#### Note 5 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/o 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 6 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 7 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 8 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.

## BROWN STICKER OVERCALL ANNOUNCEMENT FORM

**Names:** Katherine Lau & Alice Ding

(Team Xiangya Joy, Flight A)

**NCBO: International Teams League**

ITL Flight A&B, GCM Stage of 32+

**After opponents opening bid of**

1♦/1♦ showing Nature/Semi Nature ♣/♦

**Our overcall of** 2♦

at Any Vulnerability

**Shows:** Single major pre-empt, NF

**Applies:** By unpassed hand to overcall in both seats

### Detailed Description:

Only applied to nat / semi-nat one level opening shows ♣ or ♦ (may also include Moscito 1♠ which shows 4+♦).

Part of Cobra convention. It shows 6+♥/♠ with 4-9, NF.

This is to release some spaces for two suits overcall. Otherwise under opps' 1m opening, only Michaels and Unusual NT cannot cover all two-suit combinations.

The overcall requirement is pretty like Multi 2♦ opening, but slightly weaker because overcall 1♥/1♠ may be lighter than opening.

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### Responses and Rebids When Responder Passes

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#### With what hands will advancer pass the overcall?

She can pass with long♦.

#### Meanings of other advances and follow ups:

It's very close to structure after multi 2♦ opening, with unassuming cue bid available.

2/3/4/6/7♥=p/c

2♠=p♠/I♥

3♠=unknown splinter to 3N

3om=nat F1

Cue 3m=Unassuming cue bid

4♣=let p bid suit via trans

4♦=puppet to 4♥(play a game)

2N=Relay (3♣/♦= max ♥/♠, 3♥/♣=min, 3N=max with AKQ)

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### Competitive Agreements

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#### Responses after opponent's DBL

(including Pass, RDBL and expected follow-ups)

In direct seat: pass=♦ suggest to xx; 2♥/2♠=p/c; 3m=nat; xx=want to play her own major suit

In balance seat: xx=♦; others keeps the same

#### Responses after opponent's bid:

Nat. If opps bid a major suit, opener's x is penalty.

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

The same as direct place double.

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

Nat, we use unassuming cue bid if available.

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

Nat, 2N=inv with better support than direct raise.

**Proposed Defence**

We suggest to use this convention designed by Heskje & Vist from Norway.

X = Good hand, may be balanced or interest in penalty.

2M = Nat, we suggest to define as forcing one round.

2N = Good support with opener's suit.

Pass first then double in the second round = Takeout.