

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
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)
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
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
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Mainstream, 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 <sup>(7)</sup>
Reopen: 6+crd with min, bid 1N/other if with max
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels(Weak or Strong)
Extend Michaels On
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Strong 1NT=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
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
T/o DbI 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
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
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>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
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			
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)	Lavinthal
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/RDLS			
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.			

W B F CONVENTION CARD
2/1 Almost GF
<b>CATEGORY:</b> Green with a Brown Sticker
<b>NCBO: BBO Intermediate &amp; Advanced Club</b>
EVENT: All (If BS is not allowed, then we use Michaels for minors instead)
<b>PLAYERS: 0 3f (Katherine Lau)&amp; managerBBO (Alice Ding)</b>
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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
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦=6♥/♠ 5-10P, or 22-23 BAL
2♥=5+♥ and 4+♣/♦ 5-11P
2♠=5+♠ and 4+♣/♦ 5-11P
<b>Michaels 5-5weak or 5-5(4)strong only for Major openings</b>
<b>Unusual NT for All Suit openings</b>
<b>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)</b>
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
<b>Special conventions to defence against: FN-style 1 opening<sup>(6)</sup></b>
<b>Weak two known suits pre<sup>(7)</sup> and Multi 2♦/2♣ opening<sup>(8)</sup></b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
After RDBL or Penalty Intend
After fit found+ made penalty yet
After GF/SI/D0P1/R0P1
<b>IMPORTANT NOTES</b>
We don't use Walsh, Bergen complex or XYZ.
<b>PSYCHICS: We may open/overcall very light when p passed</b>

OPENING	TICK IF ARTIFICIAL	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
1NT		2	4♠	15-17bal (can be bad suit 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, 3♣ trans to ♦ first and finally show ♣ p/c, other m transfers promise 6+ Gerber, Texas	1N-2♠-2N=max/good support; 1N-2♠-3♣=min  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♣	A	0	7♥	21+ unbal or 24+ bal; F1	2♦=waiting or bal; 2N=MM or mm or 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♦	A	0	-	1)6+♥/♠ 5-10 2)22-23 bal	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=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♥	A	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♠	A	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	HIGH LEVEL BIDDING	
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	
4♥/♠		8(7)	-	Pre	Nat	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)	
4NT	A		-	Long minors ♣+♦ pre, NF	Nat	Forcing pass when SI+	
5♣/♦		8	-	Pre	Nat	Multi Cue Bid for 1 <sup>st</sup> and 2 <sup>nd</sup> controls. We don't use Turbo.	
5♥/♠	A	7(6)	-	Trump inv to 6	Nat	Others=Need-Help Suit Slam Invite(NHSSI)	
5NT	A			Inv to 7 for one suit(goulash)	P/C		
Higher				Nat, better pass			

# Notes:

For offensive bidding:

## Note 1 Anti DONT and Capp

Anti-DONT: 2N=one suit constructive (♣=competitive), 3x=one suit competitive (♣=constructive); (2m)-x= Stayman; (2M)-x=oM+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

## Note 2 1N responder with MM hands

1N-?	Strength & Shape	4♥4♠	5♥5♠+	4♥5♠	5♥4♠
	Weak, stop	Stayman, pass with 2M. If opener rebids 2♦, then 2♥=P/C MM weak.		Depends on suits' quality. Stayman then P/C if good 4 card / bad 5 card, else Jacoby transfer.	
	Invite	Stayman. If opener 2♦, then 2NT	Stayman. 1N-2♣-2♦-2♠=5♠4♥ or 5♠5♥ inv. After that opener rebids ♥=3+♥, responder rebids ♥=5+♥		Transfer to♥. 1N-2♦-2♥-2♠=5♥4♠ inv, NF
	GF	Stayman. If opener 2♦, then 3NT	Transfer to♠. 1N-2♥-2♠-3♥=GF 5♥5♠+		Stayman first. If opener 2♦, then Smolen: 3♥=4♥5♠ GF; 3♠=5♥4♠ GF

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/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 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:** BBO Intermediate & Advanced Club **Event** 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.

### Responses and Rebids When Responder Passes

#### 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♠/1♥

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)

### Competitive Agreements

#### 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.