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

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS

Neg x stimulate style

Transfer double(Nightmare Style)

Double Trash 1NT=Penalty/One suit/Minors

I T L CONVENTION CARD

Moscito 05+

CATEGORY: Artificial w/ A Restricted Convention

PLAYERS: Lovedancer (Simee Lee) & Dancelover (Pongo Trang)

EVENT: ALL

(When RC is NOT allowed, that bid turns into nat)

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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♦[12] and DOST against

Polish Club style 1♣[13]. Aggressive against trash precision 1♦

Special defence for FN-style 1x opening [14], weak two known suits pre-empt[15] and Multi 2♣/2♦ opening[16]

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 3/4 seat 17+HCP any ~9+QP	GF(9+/7+ ~6+QP): 1♦=other relay, 2N=5440 with void ♥/♠, 3♣=solid 7suit, 3♦=5440♦, 3♥/♠/N=exact 4450/4540/5440♣; 4N=RKCB; 4m=extra QPs of 5440♣; 4M=weak long M's 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♠=4♥55+ 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] Negative: 1♣-1♠-2♣=relay, GF[4]; 1N=15-20; 2N=21-23; 2♦♥♠/3♣=trans; higher=NF 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) 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 If min, promise unbal 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 If min, promise unbal 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
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 DONT/Capp See notes[11] If opps play other conventions, we play nat and system on if logic available We play escape after penalty x
	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

Bid	Seat	√			Description	Responses	Rebids/Asks	Competitive
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 14/03), +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♦			8	-	Pre	Nat	
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 and competitive 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♥
     1N   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♠=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♥ to 2♣	x = GF bal or 4441, no 5M 1N = 6-9 with stop in opps' suit +1 step = takeout, F1 Cue = Extend Michaels, 3 level is GF 2N = Unusual New suit = Nat New suit jump = Nat, inv	x = GF bal or 4441, no 5M 1NT = 6-9 Bal, can have support in shown m +1 step = takeout, GI+ Cue = Extend Michaels, 3 level is GF 2N = Unusual New suit = Nat New suit jump = Nat, inv
2♦ to 2♠	x = 6+P, takeout. **X then show new suit** **= Weak, NF** New suit = Nat GI+ 2N = GF with stop in opps' suit Cue = 2 Suits GF	x = Bal GF New suit = Nat GI+ 2N = Unusual GI+ Cue = Extend Michaels GF
2NT or higher	x = Penalty Other bid=GF	x = Penalty 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.

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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
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.

Note 11 Anti DONT and Capp

Anti-DONT:

2N=one suit constructive (♣=competitive)

3x=one suit competitive (♣=constructive)

(2m)-x=Stayman

(2M)-x=oM+m

(?)-2x=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-DON'T

For defensive bidding

Note 12 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 13 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 14 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 15 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 16 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