DEFENSIVE AND COMETITIVE BIDDING

OVERCALLS(Style; Responses; 1/2level; Reopening)

Aggressive, 8-17 HCP, may be good 4 cards at 1-level

RESP: New suit = F1(1-level), NF(2-level), Jump Shift = Fit Jump

Cue = Limit Raise or good hand, Jump Cue = Mixed Raise

Jump Raise = PRE , Responsive DBL Thru 4♦

Reopening: 8-17HCP, Jump = Intermediate

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

2nd: 15-18 HCP BAL

RESP: 2♣=STAY, 2♦♥=TRF, 2♠=mss, 2NT=PUP 3♣, 4♦♥=TRF

4th: 12-15HCP: RESP = same

Reopening: 1NT = 11-15 HCP, RESP: same, 2NT: 19-20HCP

JUMP OVERCALLS(Style; Responses; Unusual NT)

1-Suit: NAT PRE, Raise = PRE, New suit =F1, 2NT = Ogust

2-Suit: Unusual 2NT = unbid Lower 2-suiter

Reopening: Intermediate

DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)

Direct: Micheals

RESP: Cue = Game try,

After major : 2NT = minor ask,

Jump Cue: Asks stopper

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

Vs 1NT: $\bullet = \bullet$ or $\bullet \& \bullet$, $\bullet = \bullet$ or $\bullet \& \bullet$, $\bullet = \bullet$ or $\bullet \& \bullet$

• = • or • &♥ , NT = • &♥ or • &•

1NT(STR) - DBL = 5+m & 4M ,1NT(Weak) - DBL = PEN (16+HCP)

Vs 2NT : DBL or • = • or • & • . • = • or • & • . • = • or • & • .

♥ = ♠ or ♠&♦ . NT = ♠&♥ or ♦&♠

VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)

T/O DBL through 4♥, CUE = Ask Stopper

LEBENSOLE after Weak 2 - DBL

(WK 2M) -4m = STR 2-suiter w/ OM & m

VS. ARTIFICIAL STRONG OPENINGS

Vs 1♣/2♠: DBL or ♠ = ♦ or ♥&♠, ♦ = ♥ or ♠&♠, ♥ = ♠ or ♠&♦

• = • or • & ♥ . NT = • & ♥ or • & •

OVER OPPONENTS' TAKE OUT DOUBLE

New suit at 1-level = Natural F1, New suit at 2-laval = Natural NF

RDBL = 10+

1M - (DBL) - 2NT = Limit Raise or more

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Lead		In Partner's Suit	
Suit	2nd / 4th	2nd / 4th	
NT	2nd / 4th	2nd / 4th	
Subseq	2nd / 4th	2nd / 4th	

Other:

LEADS			
Lead	Vs.Suit	Vs. NT	
Ace	Ax(+) $AKx(+)$	Ax AKx(+)	
King	Kx KQx(+) AK	Kx KQx(+) AK AKJT(x)	
Queen	Qx QJx(+)	Qx QJx(+) AQJ(+) KQT9(x) Jx JTx(+) HJT(+)	
Jack	Jx JTx(+) HJT(+)		
10	Tx HTx HT9(+)	Tx HTx HT9(+)	
9	H9x T9x(+) J987	H9x T9x(+) J987	
Hi-x	HXx xXx xXx(+)	HXx xXx xXx(+)	
Lo-x XX HxxX(+)		xX HxxX(+)	

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	Suit:1st	Hi = ENCRG	Hi = EVEN	ODDEVDEN
	2nd	Hi = EVEN	S/P	Hi = EVEN
	3rd	S/P		
	NT: 1st	Hi = ENCRG	Smith Echo	ODDEVDEN
	2nd	Hi = EVEN	Hi = EVEN	Hi = EVEN
ſ	3rd	S/P	S/P	

Signals (including Trumps)

Smith Echo.

ODD/EVEN

DOUBLES

TAKEOUT DOUBLES(Style;Responses;Reopening)

GENERAL STYLE: Natural may be light with shape

RESP: Cue = F1, Jump cue = Asks for stopper.

REOPENING: May be light, RESP: Cue = F1

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Negative Free Bid though 4♥

Responsive DBL through 4♥

Maximal overcall DBL through 3♥

Support DBL / RDBL trough 2

Lead directing DBL, Lightner DBL, Roman-DOPI, ROPI, DEPO

SnapDragon DBL

WBF Convention Card



Category :	RED (BROWN)		
Country:	intry: JAPAN		
Event:	2025 Japan League 2nd Fright		
Players:	Jun Yokoyama Yukiko Okano		

SYSTEM SUMMARY			
GENERAL APPROACH AND STYLE			

1 = a)11-14 minor UnBAL, b)15-17 any, c)21-22 BAL, d)18+ (4441)

1 ◆ = 18+HCP any

5-card M very right

1NT = NV (10)11-14HCP BAL , VUL 12-14HCP BAL

1M-2/1 = NAT NF

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

3NT : minor PRE 4♣ / 4♦ = good ♥ / ♠

4174 - good • 7 +

Good Bad 2NT after 1♣ Open

1♠ -1NT = F1

1 **1 -**1 **+** = a) 0-7HCP , b) 10-12HCP 5+ minor w/o 4+card M

1 **1 -**1 **-**2 **-**2 **-**2 **-**2 **NT** = 21 + (4441) / 18 - 20 (4441) / 21 - 22 BAL

11-2**♥**/**2•** = **5**+**•&**4+**♥** ; **6**-**9** / **10**-**12**

1 → -1 ♥ /1 • = 0-6HCP / 7+HCP

(1 - 1)/(1 - 1) - 1 - x -new suit = NAT FG

2NT = 10-14HCP minors

< List D >

1♥-1♠ / 1NT = 0-4♠ / 5+♠

2• = 0-9HCP 5+♥ & 5+minor

< Brown Sticker Opening Bit >

 2^{\bullet} = 0-9HCP; (5)6+ or (4)5+ $\stackrel{\bullet}{\bullet}$ & (4)5+ or (4)5+ $\stackrel{\bullet}{\bullet}$ &5+ $\stackrel{\bullet}{\bullet}$

2♦ = 0-9HCP; (5)6+♥ or 5+♠ & (4)5+♠

2 = 0-9HCP; (5)6+4 or 5+4 & 5+4

SPECIAL FORCING PASS SEQUENCES

1NT - (DBL) - Pass = Force to RDBL

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

1 - (1NT) - same 1NT OVERCALL

Psychics: Rare

9 9	F	O. IDS	٦ ٦				MODIFICATIONS OVER	
OPENING	N H	N. N. CAR	GARI G.DB HRU	G.DB HRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETION AND
Q	ARTFICAL MIN. NO.		Ä	•			WITH PASSED PARTNER	
1♣	~	0	4♥	a) (10)11-14 HCP	1 ◆=0-7HCP or 10-12HCP unBAL w/o 4+M	1 ◆-1M = 11-14 4cards or 15-17 3+cards (N2)	(OC) -DBL = NEG or FG	
				4+minor unBAL	1♥/1♠ = 8+HCP 4+cards (N1)	1 ◆-1NT= 11-14HCP 5+m (N3)	- other = NAT NF	
				b) 15-17HCP any	1NT = 8-10 HCP , 2•/2 • = 13+HCP 5+cards	1♦-2m = 15-17HCP 5+cards	(DBL) - RDBL =10+HCP or FG	
				c) 21-22HCP BAL	2♥/2♠ = 5+♠&4+♥ ; 6-10HCP/11-13 HCP	1 ◆ -2 ♥ /2 ◆ = 22 + (4441)(N4)/18-21(4441)(N5)	- other = NAT NF	
				d) 18+HCP (4441)	2NT/3NT = 11-12/13-15 ; HCP BAL , 3m/3M = INV/PRE	1♦-2NT=21-22BAL(N6) , 2♥/2♠-2NT=ASK(N7)		
1♦	~	0	4♥	18+HCP any	1♥/1♠ = 0-6HCP / 7+HCP	(1♥-1♠)/(1♠-1NT) = TCAB	(OC) -DBL = NEG or FG	
					2♣/2♦/2♥/2♦ = 7+HCP 5+cards	1♥-1NT/2NT = 18-20 BAL(N8)/23-24 BAL(N6)	- other = NAT NF	
					1NT/2NT/3NT = 10-12/13-15/16-18 ; HCP BAL	1•-2NT = 18-20HCP BAL(N6)	(DBL) - RDBL = FG	
					3x = good 6+ cards	(1♥-1♠-x)/(1♠-1NT-x) - 2NT = FG BAL(N6)	- other = NAT NF	
1♥/1♠		5	4♥	(8,9) 10-14HCP 5+ cards	1♥-1♠/1NT=0-4♠/5+♠ , 1♠-1NT = F1	(1♥-1♠-x)/(1♠-1NT-x) -new suit = NAT FG	(OC) - DBL = NEG or FG	
					2/1=10-14HCP 5+cards , 3NT= RKC , SPL=13-15HCP	(1♥-1♠) -1NT = 4♠	(DBL) - RDBL = 10+HCP or FG	
					2M/3M = 10-12HCP 3+SUPP / 0-9HCP 4+SUPP	(1♥-1NT-2m) - other m = FG any	(OC , DBL) - New suit = NAT NF	
					2M;(+1)/(+2)/(+3)/(+4)=3+SUPP INV+ w/ 5+side suit (N9)	2M(+3) - 3NT = S/O	(OC,DBL)-Jump New suit = w/ fit	
					/ 4+SUPP FG w/ S/S (N10) / 4+SUPP INV+ / 3 SUPP FG	2M(+4) - 3NT = RKC	(DBL) – 2NT = 3+SUPP INV+	
1NT			4 •	NV (9,10)11-14HCP BAL	2♣ = PUP 2♦ , 2♦ = STAYMAN (N11) , 2♥/2♠ = S/O	(2♣-2♦) - 2♥/2♠/2NT/3♣/3♦ = NAT INV	(OC) - DBL = NEG or FG	
				VUL (11)12-14 HCP BAL	2NT = 5+♠ S/O or FG , 3♠ = ♠&♦ S/O	(2♣-2♦) - 3♥/3♠/3NT = ♥♠ INV / mss / S/T	(DBL) (N12)	
					3 ♦ /3 ♥ /3 ♠ = ♦ ♥ / ♥ ♠ / ♠ ♦ ; FG	(2NT-3♠) - 3♠/3♥/3♠ = ♦♠ / ♥♠ / ♠♠ ; FG	(OC) - New Suit = NAT NF	
2•	~	0	-	0-9HCP (5)6+♦or5+♦&(4)5+♠	2 ♦ /2 ♥ /2 ♦ /3 ♦ /3 ♥ /3 ♦ /4 ♦ /4 ♥ /4 ● = P/C	2NT- 3•/3 • = • / • & • MIN	(OC) - DBL = PEN	
				or (4)5+♥&(4)5+♠	2NT = ASK	2NT- 3♥/3♠/3NT=♥&♠MIN/♥&♠MAX/♦&♠MAX	(DBL) - RDBL = ASK	
				(9-12HCP good 6+♣ in 4th)		2NT- 3♣-3♦/3♥/3♠ = MIN /3+♥MAX / 3+♠MAX		
2♦	~	0	-	0-9HCP (5)6+♥ or 5+♠ & 4+♠	2♥/2♠/3♠/3♥/3♠/4♠/4♥/4♠ = P/C	2NT- 3♣/3♦/3♥/3♠=♥MIN/♠MIN/♥MAX/♠MAX	(OC) - DBL = PEN	
				(9-12HCP good 6+♦ in 4th)	2NT = ASK		(DBL) - RDBL = ASK	
2♥	~	0	-	0-9HCP (5)+♠ or 5+♠ & 5+♠	2•/3•/3•/3•/4•/4•/4• = P/C	2NT- 3♣/3♦/3♥/3♠ = ♠MIN/♦MIN/♠MAX/♦MAX	(OC) - DBL = PEN	
				(9-12HCP good 6+♥ in 4th)	2NT = ASK		(DBL) - RDBL = ASK	
2•	~	0		0-9HCP 5+♥ & 5+minor	3•/4•/5• = P/C , 3•/3• = NAT INV	2NT- 3♣/3♦/3♥/3♠ = ♠MIN/♦MIN/♠MAX/♦MAX	(OC) - DBL = PEN	
				(9-12HCP good 6+♠ in 4th)	2NT = ASK		(DBL) - RDBL = ASK	
2NT	~		-	10-14HCP 5+♠ & 5+♦	3m/4m/5m/6m/7m=S/O , 3♥=ASK,3♠=PUP 3NT,3NT=INV	3♥-3♠/3NT = 2+♠/2+♥ , 3♠-3NT-4m = RKC	(OC) - DBL = PEN	
3x		6	-	PRE	3♣ - 4♦ = S/T , 3♦/3♥/3♠ -4♠ = S/T	SLAM APPROACH AND CONVENTION (including all slam-interest bids)		
3NT	~			PRE 7+ minor	4•/4•/5•/6•/7• = P/C	GERBER(1430), RKCB(1430), DOPI/DEPO, Exclusion RKCB(0314):		
					4NT = RKCB	4m raise or rebit = RKCB(1430)		
4•/4•	~	0	-	good ♥/♠	(4♠-4♦) / (4♦-4♥) = S/T	Spilal Scan after RKCB (♣<♦<♥<♠)		
4♥/4♠		6	-	PRE		TCAB = Ask Con(Stp res) - 0-1con/2con/3con/4con ; A=2con ; K=1con		
4NT	~		-	Acol 4NT	5♣/5♦/5♥/5♠/5NT/6♣ =noA/♦A/♥A/♠A/♠A/2A			

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1♣-1♥ (8+HCP 4+cards)
N1
                                                                   N2 1 - 1 - 1  (11-17HCP 3+cards)
          1 = 4 + cards may have 5 + m
                                                                             1♠ = 0−7HCP 4+♠
              1NT = 8-11HCP
                                                                             1NT = 0-7HCP
              2 - 2 = PUP 2 / FG
                                                                             2 - 2 = 10 - 12 + CP = 5 + cards
          1NT = 15 + HCP
                                                                             2♥ = 5-7HCP 4+♥
              2. = FG
                                                                         1 - 1 - 1  (11-17HCP 3+cards)
              2♦ = 8-9 HCPwait
                                                                             1NT = 0-7HCP
              2♥ = 8-9HCP 5+♥
                                                                             2 - 2 = 10 - 12 + CP = 5 + cards
              2♠ = 8−9HCP 4♠
                                                                             2♥ = 5-7HCP 5+♥
              2NT = 8-9HCP BAL
                                                                             2♠ = 5-7HCP 4+♠
              3.4/3.4 = 55 \text{ FG}
                                                                       1♣-1♦-1NT(11-14HCP)
              3♥ = 6+♥ INV
                                                                   N3
          2 = P/C
          2♥ = 11-14HCP 4♥
                                                                             2♦ = 10-12HCP 5+♦
          2NT = 4+SUPP S/T
                                                                             2M = 5-7HCP 5+cards
          2 / 3 / 3 = 4 + \forall Help Suit Game Try
                                                                             2NT = 10-12HCP 5+
                                                                             3♣ = 10-12HCP 6+♣
          3♥ = 4+♥ INV
          3NT = RKC
                                                                   N4 1♣-1♦-2♥ (22+HCP (4441))
     1♣-1♠ (8+HCP 4+cards)
          1NT = 15 + HCP
                                                                             2♠ = ASK
              2♣ = FG anv
                                                                                  2NT/3 - 3 = 4441/4414/4144
              2 = 8 - 9 wait
                                                                                      (+1) = ASK
              2♥ = M54 FG
                                                                                           (+1)/(+2)/(+3) = 22-23/24-25/26+
                                                                                  3 \sqrt{3} / 3NT = 1444 : 22 - 23 / 24 - 25 / 26 +
              2 = 8 - 9 + CP 5 + 4
              2NT = 8-9HCP BAL
              3 - 3 / 3 / 3 = 55 \text{ FG}
                                                                   N5
                                                                       1♣-1♦-2♠ (18-21HCP (4441))
              3 = 6 + INV
                                                                             2NT = ASK
          2♣/2♦ =11-14HCP : 4+♣ / 5+♦
                                                                                  3 - 3 / 3 / 3 = 4414/4144/1444
          2♥ = 15-17HCP 5+cards
                                                                                      (+1) = ASK
          2 = 11-14HCP 4
                                                                                           (+1)/(+2) = 18-19 / 20-21
          2NT = 4+SUPP S/T
                                                                                  3 / 3NT = 4441 : 18 - 19 / 20 - 21
          3 4/3 4/3 = 4+4 Help Suit Game Try
                                                                             3x = P/C
          3♠ = 4+♠ INV
          3NT = RKC
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(1 - 1 - 1)/(1 - 1)/(1 - 1)/(1 - 1 - 1)/(1 - 1 - 1)/(1 - 1)
                                                                                     N11 1NT-2♦ (STAYMAN)
N6
             3 4/3 4/3 = STAY / TRF / TRF / mss
                                                                                                   2 \checkmark /2 = 4 \checkmark /4 
             4♣/4♦/4♥ = Garber / TRF / TRF
                                                                                                   2NT = w/o 4+M MIN
       2NT-3 - 3 - 3 - 3 - 3 = smolen M4&OM5+
                                                                                                   3 - \sqrt{3} = MAX 5 + cards
                                                                                                   3 \sqrt{3} / 3 NT = MAX : 2344 / 3244 / 33(43)
      1 - 2 / 2 - 2NT = ASK
Ν7
             3 - 3 / 3 / 3 / 3 = 5413 / 5431 / 5422 MIN / 5422 MAX
                                                                                     N12 1NT-(DBL)
                                                                                                   P = PUP RDBL (4.4 \text{ or } 4.4 \text{ or } 5TR)
      1♦-1♥-1NT (18-20HCP BAL)
                                                                                                   2 / 3  or RDBL = 5 +  or 4 +  &4 + 
N8
             2 / 2 / 2 / 2 = STAY / TRF / TRF / mss
                                                                                                   2 - 3 = 5 + 0 or 4 + 4 + 4 = 4 + 4
             3 \stackrel{\blacktriangle}{\bullet} / 3 \stackrel{\blacktriangledown}{\bullet} / 3 \stackrel{\blacktriangledown}{\bullet} = 6 + \stackrel{\blacktriangle}{\bullet} INV / 6 + \stackrel{\blacktriangledown}{\bullet} INV / 6 + \stackrel{\blacktriangledown}{\bullet} S/T / 6 + \stackrel{\blacktriangledown}{\bullet} S/T
                                                                                                   2 \checkmark / 3 \checkmark = 5 + 4 or 4 + 4 & 4 + 4
             4 - 4 / 4 / 4 = Garber / TRF / TRF
             2NT = PUP 3 \cdot (S/O) \text{ or } S/O)
                                                                                                   2NT = ♣&♥ or ♦&♠
                                                                                                   3NT = S/O
                   3♣ = AUTO
                         P/3 = S/O
                                                                                                   4x / 5x = S/O
        1NT-2 - 2 - 2 = 2  = smolen 4cards & OM5+
                                                                                              1NT-(DBL)-P
N9
       1M-2M(+1) (3+SUPP 13+HCP w/ 5+Side Suit)
                                                                                                   RDBL = AUTO
             (+1) = reray
                                                                                                         (+1)/(+2)/(+3) = 5+(L) / 5+(M) / 5+(H)
                                                                                                   other = NAT good 5+cards
             (+2)/(+3)/(+4) = MAX good5+card w/ ; (L) / (M) / (H)
                   (+1)/(+2)/(+3) = 5+(L) / 5+(M) / 5+(H)
      1M-2M(+2) (4+SUPP 15+HCP w/ S/S)
N10
             (+1) = reray
                   (+1) = void
                         (+1) = reray
                              (+1)/(+2)/(+3) = \text{void w}/:(L)/(M)/(H)
                   (+2)/(+3)/(+4) = S/S w/ : (L) / (M) / (H)
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BROWN STICKER OPENING BID ANNOUNCEMENT FORM

This form is to be completed and sent, by email, to anna@ecats.co.uk in accordance with the Supplemental Conditions of Contest for the event

Names: Yukiko Okano - Jun Yokoyama

Country JAPAN Event 2025 Japan League 2nd Flight

Opening bid of 2C in 1st/2nd/3rd seat at All vulnerability

Shows: 5-9HCP (5)6+Diamond or (4)5+Heart &(4)5+Spade or 5+Diamond & (4)5+Spade

Detailed Description:

5-9HCP (5)6+Diamond or (4)5+Heart &(4)5+Spade or 5+Diamond & (4)5+Spade

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

Weak hand with 5+C

Meanings of other responses and rebids:

2D/2M/3D/3M/4D/4M = P/C

2NT = ASK

2NT - 3C/3D/3H/3S = DMIN / DMAX / H&SMIN / H&SMAX

Competitive Agreements

Responses after opponent's DBL

(including Pass, RDBL and expected follow-ups)

Pass = 5+C, RDBL = ASK, 2D/2M/3D/3M/4D/4M = P/C

Responses after opponent's overcall:

DBL = PEN, 2NT = ASK, 2D/2M/3D/3M/4D/4M = P/C

Rebids after 4th hand DBLs the response:

Same as undisturbed

Rebids after 4th hand overcalls:

Same as undisturbed

Proposed Defence

DBL = Balanced opening value or STR

2D = T/O with Major

2M = NAT

2NT = 15-18HCP BAL

3m = NAT

3M = NAT

4m = 5 + cards & 5 + M

Pass and DBL next round = T/O

WN STICKER OPENING BID ANNOUNCEMENT FORM

This form is to be completed and sent, by email, to anna@ecats.co.uk in accordance the Supplemental Conditions of Contest for the event

Names: Yukiko Okano - Jun Yokoyama

Country JAPAN Event 2025 Japan League 2nd Flight
Opening bid of 2D in 1st/2nd/3rd seat at All vulnerability

Shows: 5-9HCP (5)6+Heart or 5+Spade & 4+Club

Detailed Description:

5-9HCP (5)6+Heart or 5+Spade & 4+Club

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

Weak hand with 5+D

Meanings of other responses and rebids:

2M/3C/3M/4C/4M = P/C

2NT = ASK

2NT - 3C/3D/3H/3S = C&S MIN / H MIN / H MAX / C&S MAX

Competitive Agreements

Responses after opponent's DBL

(including Pass, RDBL and expected follow-ups)

Pass = 5+D, RDBL = ASK, 2M/3C/3M/4C/4H = P/C

Responses after opponent's overcall:

DBL = PEN, 2NT = ASK, 2S/3C/3M/4C/4H = P/C

Rebids after 4th hand DBLs the response:

Same as undisturbed

Rebids after 4th hand overcalls:

Same as undisturbed

Proposed Defence

DBL = Balanced opening value or STR

2M = NAT

2NT = 15-18HCP BAL

3m = NAT

3M = NAT

4m = 5 + cards & 5 + M

Pass and DBL next round = T/O

BROWN STICKER OPENING BID ANNOUNCEMENT FORM

This form is to be completed and sent, by email, to anna@ecats.co.uk in accordance with the Supplemental Conditions of Contest for the event

Names: Yukiko Okano - Jun Yokoyama

Country JAPAN Event 2025 Japan League 2nd Flight
Opening bid of 2H in 1st/2nd/3rd seat at All vulnerability

Shows: 5-9HCP (5)6+Spad or 5+Club & 5+Diamond

Detailed Description:

5-9HCP (5)6+Spade or 5+Club & 5+Diamond

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

Weak hand with 5+C

Meanings of other responses and rebids:

2D/2M/3D/3M/4D/4M = P/C

2NT = ASK

2NT - 3C/3D/3H/3S = D MIN / D MAX / H&S MIN / H&S MAX

Competitive Agreements

Responses after opponent's DBL

(including Pass, RDBL and expected follow-ups)

Pass = 5+C, RDBL = ASK, 2D/2M/3D/3M/4D/4M = P/C

Responses after opponent's overcall:

DBL = PEN, 2NT = ASK, 2D/2M/3D/3M/4D/4M = P/C

Rebids after 4th hand DBLs the response:

Same as undisturbed

Rebids after 4th hand overcalls:

Same as undisturbed

Proposed Defence

DBL = Balanced opening value or STR

2S = NAT

2NT = 15-18HCP BAL

3m = NAT

3M = NAT

4m = 5 + cards & 5 + M

Pass and DBL next round = T/O