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| **BIDDING IN DEFENSE AND COMPETITION** |  | LEADS | | |  | WBF CONVENTION CARD |
| **OVERCALLS** | **FIRST LEAD STYLE** | | | **Milan’s system  2♣2♦5♥5♠**  **Milan Macura (CZE) – Basar Doga Seker (CZE)**  **https://milanbridge.com/competitor/milan-system/** |
| **General style**: Natural, solid on 1st level, can be aggressive on 2nd, 3rd |  | **LEAD** | **In partners suit** |
| **1st level:** 5+card, 9+ HCP, 7-5 L, 4+card w/ 15+ HCP possible  **2nd level**: 5+card, 12+ or ≤6 L  **2nd level jump:** 6+card, preemptive or tactical, 7-8 L  **3rd level:** 5+card, 14+ or ≤6 LOSERS  **3rd level jump:** 6+card, preemptive or tactical 6-7 L | **SUIT** | **Low = even** number  **High = odd** number | |
| **NT** |
| **Broken seq.** | Top from sequence | |
| **Other**: **K** from A**K** with outside singleton or on 5th level = ask for count | | |
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| LEADS | | | SYSTEM OVERVIEW |
| **Responses to overcalls** = **2 over 1** = F1! **2 over 2** = NF! | **LEAD** | **Suit** | **NT** |
| **Cuebid in opener’s suit** = INV+ with fit  **Jump to 2NT** = INV+ with fit after Major, based on distribution  **Jump to 2NT after 1♦** **overcall** = 10-12 HCP no 4M  **NS jump to 2nd level** = INV, 6c **NS jump to 3rd level if 2nd is F1** = PRE, (6)7c.  **NS jump to 4th level** = suit (5+) and fit (3+), NF | **Ace** | **A**Kx(…), **A**x(…) | | **General rules and style** |
| **King** | **K**Q(J)x(…), **K**x, A**K** | **K**Q10(…), **K**x, A**K**Jx(x) | **1♣** = **2+card** – 11+ HCP, 5+♣ or any 12-14 BAL  **1♦** = **2+card** – 11+ HCP, 5+♦ or any 18-20 BAL  **1♥/♠** = **5+card** 11+ HCP, 7-5(4) L  **1NT** = **14-17 HCP**, 5M, 6m possible  **2♣** = **20+ (S)BAL** or 18+ ≤4 L  **2♦ = ♥; 2♥ = ♠; 2♠ = ♣+♦; 2NT = ♥+♠** |
| **Queen** | **Q**Jx(…), **Q**x | **Q**J10/9(…), K**Q**x(…) |
| **Jack** | **J**10(…), **J**x, (A/K) **J**10x | |
| **10** | (A/K/Q)**10**9x, 1**0**9x, **10**x | |
| **9** | **9**xx, H**9**8xx, **9**8xxx | |
| **1NT/2NT overcall** | **High-Low** | **X**xx, (H/x)**XXX**x, H**X**x | |
| **15-18 HCP**, (semi)balanced; **reopen 1NT** = 12-15  Responses same as after opening  Transfer to opener Major is asking for good stopper with minor(s)  **(1♥)-1NT-(pass)-2♦** = 54+♣/♦,0+HCP => 2♥ = show maximum, rest.  shows minimum; **(1m) – 2NT** = 5om5♥, ~6 L or ≤4 L  **(1♥/♠) - 2NT** = 55 minors, ~6 L or ≤4 L | **Low-High** | x**X**, (H/x)xx**X**, (H/x)xxxx**X** | |
| SIGNALS AND CARDING | | | **Transfer Major raise** – not limited 2♣ over 1M is GF and denies 3-card fit **New suit jump** is 9-11 and 6-card  **New suit double jump** is preemptive with 7-card  **Repeating major by responder on second level** = weak Repeating major by responder on third level = GF **Rebidding NT after 1X-1M** denies 3-card fit  **Bidding 2 suits** shows SEB, 1m-1♥-1NT/2NT can have 4♠ |  | Zahájení na 3. stupni = preventivní, (6)8-11 bodů, 7card |
| **LOW = LIKE** (values) or **EVEN** number of cards  **HIGH = HATE** (no or bad values) or **ODD** number of cards  **SUIT PREFERENCE** in clear situations (not if discarding) when both players know the switch is necessary  **STANDARD SMITH ECHO**:  confirming lead in NT. Low-high in first played suit by declarer likes the lead, high-low do not like the lead  (unless count is important) | | |
| **CUEBIDS IN OPPS SUIT** |
| (**1M) – 2M** = 5OM+5m ~6 L OR ≤4 L; **(1M)-3M** = asking for stopper  **(1♣) – 2♣** = 54+ ♥/♠; **(1♦) – 2♦** = 5+♥4+♠; and 7-8 L, 8-14 HCP  **(1m) – 3m** = 55+ ♥/♠ and ~6 L or ≤4 L |
| **DEFENSE against NT** |
| **Double** = 14+, with (S)BAL or ≤5 L  **2♣** = LANDY, 44+ ♥/♠; **2♦** = 5+♥, 8-6 L; **2♥** = 5+♠, 8-6 L;  **2♠** = 4♠+5+m, 7-6 L; **REOPEN only LANDY, rest 5+ NAT** | **New suit forcing after 1 level overcall**  **New suit jump is preemptive after 1 level overcall** |
| **DOUBLES** | | | SPECIAL & SLAM CONVENTIONS |
| **DEFENSE AGAINST PREMPTS** | **TAKEOUT DOUBLES** | | | One-Way-Checkback – 2♣; 2♣/♦ relay = extras, rest min **Transfers to Major after –** 1M-1NT, 1♦-1M, 1♥-1♠  **BW 1430, 5NT after BW** = grand slam try Frequent (mini)Splinters, optional 4m BW, Doroszewicz |
| Natural  **Leaping Michaels**: (2M)-4m = 5OM5m  Special against 2♦ Multi or 2♣/2♦/2♥ on Majors | a) (10)12+ HCP, standard takeout  b) 18+ HCP, (S)BAL  c) ≤4.5 L | | |
| DEFENSE AGAINST STRONG 1♣ = 16+ | **SPECIAL DOUBLES/REDOUBLES** | | | **Defense against 2♦ MULTI and similar after 2♣/♦/♥ = 44+♥♠** |
| **Double/1X** = 3+cards in other suits; **1NT** = 44+ ♥/♠;  **2X** = 5+card; **2NT** = 5+4+ ♣/♦; No strength requirements  **Pass** = can be 15+ HCP | **Negative double** = **1♣**-(1♦)-**double** = 44+ ♥+**♠**, **rest** = natural | | | **Dbl** = 5+M 12+; **2♥** = 15+ (semi)BAL; **2♠** = 15+ on minor;  **2NT** = minors 8-14 or ≤4 L; **3♣/♦** = 8-14 (5)6c; **3♥/♠** = 6c, ~5 L; 4♣/♦ = 5+m5+♥  **Dbl after 2X on Majors** = penalty oriented; |
| 1m-(1♥)-double = 4♠, 1♠ = 5+♠, 2♠ = 6♠ INV **1♦**-(2♣)-**double** = 43+ ♥+**♠**, **2♥/♠** = (4)5+card, F!  **1♣**-(2♦)-**double** = 43+ ♥+**♠**, **2♥/♠** = (4)5+card, F! | | |
| AFTER OPPS TAKEOUT DOUBLE |
| Natural, system on | **Support double** = only in case second defender bids another Major | | |
| **1m**-(pass)-**1M**-(1/2OM)-**double** = 3card M and no extras needed  **1♥-**(pass)**-1♠-**(2m)**-double** = 3card M and no extras needed | | | **PSYCHES** |
| rare |

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| **-OPENING** | **Minimum number of cards** | **HCP**  **A=4, K=3,**  **Q=2, J=1** | BAL = balanced hand (4333, 4432, 5332) – 2 cards in all suits, max 8 cards in 2 suits **SEB= semi-balanced hand** (5422, 5431, 6322, 6331, 4441) – 9 cards in 2 suits (4441 is an exception) or 6card in 1 suit  **UNB = un-balanced hand** (5521, 5440, 5530, 6421, 6430, 7321,7222, 7330) – 10 cards in 2 suits (5440 is an exception) or 7cards in 1 suit  **GUL = goulash hand** (6511, 6520, 7420, 7411, 8card) – 11+ cards in 2 suits or 8+ cards in 1 suit;  **TH = top honor** (A, K, Q); **L = losers** – missing A, K, Q; **SRT = shortness** – mostly singleton or void | | |
| **Opening description** | **Responses** | **Further bidding** |
| **1♣** | **2-5♣ 2-5♦** | **12-14** | 12-14 BAL, ♦ can be longer  OR  11+ 5+♣ (4414) | **1♦/♥** = TRANSFER, 0+ HCP, 4+♥/♠;  **1♠** = 6+ BAL (rarely with 4M) or weak with minor(s) or INV+ both minors, **1NT** = 10-12 HCP; **2NT** = 13-15/18+ HCP, can have 4M; **3NT** = 16-17 HCP; **2♣** = GF, usually no 4M, any minor;  **2♦/♥/♠/3♣** = 9-11 HCP, 6-card; **3♥/♠** = ~5-9 HCP, 7-card | **General style in constructive bidding:**  We give preference to 4+M and the opener distinguish <2, 3c., 4c. fit  **1X-1Y-1NT** = no fit <2  Accepting the transfer or rebidding own suit shows 3c. fit and min;  **2♣ from both sides** shows extra and is asking for partner strength and distribution. Transfer Gazzilli from the opener, 1-way checkback from the responder.  **3rd level jump by opener** shows distributional extra 55 or 7c  **2nd level rebid by responder** is weak (except 2♣), 2NT = ♣ weak or GF+  **3rd level rebid by responder** is GF and unbalanced (55, (6)7+)  **2NT rebid** =   * After 1♣/♦ = 5+m 3+M * After 1♥/♠ = GF with 55, 7c, Major fit   **General style after overcall:**  **Negative double**, **NS** = Natural F1, **2nd level jump** = 6c INV; **3rd level jump** = PRE; **2NT/cuebid** **after 1M** = with fit, lower shows HCP, higher more shape; **2NT/3NT/cuebid after minor** = natural with stopper, INV+ ask |
| **5+♣ (4414)** | **11-19(21)** |
| **1♦** | **2-5♣ 2-5♦** | **18-20** | 18-20 BAL, ♣ can be longer  OR 11+ 5+♦ (4441) | **1♥/♠** = 5+ HCP, 4+card; **2NT** = ~6-12, 5+♠5+♥;  **1NT** = **INV+** relay, usually without 4M; **3NT** = 13-15  **2♣** = **NF,** 5+♣; **3♦** = PRE with 4+♦; **2♦** = **NF**, 6-12 HCP, 3+♦;  **2♥/♠/3♣** = 9-11 HCP, 6-card; **3♥/♠** = ~5-9 HCP, 7-card |
| **5+♦ (4441)** | **11-19(21)** |
| **1♥** | **5+♥** | **11-19(21)**  7-5(4) L | 5+♥, excluding the 2nd level openings | **1♠** = 5+ HCP, 4+card; **2♠/3♣/♦** = 9-11 HCP, 6-card; **3♠** = PRE, 7-card  **1NT** = 5-10, no fit; **2NT** = 11-12 BAL, no fit;  **2♣** = GF+ without fit or 4♠; **2♦ = 3+♥, 9+ HCP or AK+;**  **2♥/3♥/4♥** = 4-9, fit BAL/SEB/UNB; **3NT/4♣/♦** = 11-14, splinter ♠/♣/♦; |
| **1♠** | **5+♠** | **11-19(21)**  7-5(4) L | 5+♠, excluding the 2nd level openings | **1NT** = 5-10, no fit; **2NT** = 11-12 BAL, no fit;  **2♣** = GF+ without fit and 5♥; **2♦** = GF, 5+♥; **2♥ = 3+♠, 9+ HCP or AK+;**  **2♠/3♠/4♠** = 4-9, fit BAL/SEB/UNB; **3NT/4♣/♦** = 11-14, splinter ♥/♣/♦; |
| **1NT** | 2-4(5) ♥/♠  2-5(6) ♣/♦ | **(14)15-17** | (14)15-17 HCP, BAL  **5♥/♠, 6♣/♦ possible** | **2♣** = Stayman; **2♦/♥** = transfer, 5+♥/♠**;** **3♣** = GF+, Puppet Stayman; **2♠** = value ask or 6+♣; **2NT** = weak with 5♣5♦ or 6+♦;  **3♦/♥** = 54+♣+♦, GF+, SRT ♥/♠; **3♠** = Quantitative+, no 4M **4♣/♦** = transfer to 6+♥/♠; **4♥/♠/5♣/♦** = natural, tactical; **4NT** = minors, tactical; | **1NT-2♣-2♦-2♥** = weak 44+♥♠ / **2♠** = INV, 54♥♠; **3♥/3♠** = SMOLEN 4M5OM, GF+; **4♣/♦** = 5♠5♥ 6 L and SRT **1NT-2♣-2♥/♠-OM** = slam try with M fit, **3m** = GF, 4+ in another minor;  **1NT-2♦-2♥-2♠** = GF, 5♠5♥ or SI 6♥ or choice 3NT/4M;  **1NT-2♥-2♠-3♥** = SI 6♠ or choice 3NT/4M; |
| **2♣** | Strong | **20+** | 20+ BAL  18+ UNB 7+card (64) ≤4 L  20+ SEB/UNB | **2♦** = 4-11 HCP – A, K or QQ and better, any distribution  **2♥** = 0-3(5) HCP – max QJ, sometimes QQ or rarely K empty  **2♠** = (10)12+ HCP – AKK/AAQ or better  **2NT** = 54+ ♥♠, 3-8 HCP; or 5♠5♥+, 9-11 HCP  **3♣/♦/♥/♠** = 3-8 HCP, double-transfer with 6+cards ♥/♠/♣/♦ with no better option for other contracts | **2♣-2♦-2♥/♠-4♥/♠** = min, **3♥/♠** = extra, **2NT** = fit, max  Transfers without fit, **2♠/3♣** = can be BAL without fit,  **3♣/♦/♥** = good 5+card ♦/♥/♣ or 6+card  **2♣-2♥-2♠** = asking → **2NT** = nothing useful; **3♣/♦** = (4)5+♥/♠;  **3♥/♠** = (5)6+♣/♦;  **2♣-2♥-2NT/3X** = NF, 5+card; **2♣-2♥-2NT-3NS** = NF, 5+card;  **2♣-2♠-2NT** = (S)BAL, **3X** = 5+card Major, 6+card minor |
| **20+** |
| **18+ (<4L)** |
| **2♦** | 5+♥ | ~7-11 **6c** | 6+M, ~7-11, 7-8 L  5+M 5+m, 9-13 ~6 L  65 M+m / ≤4 L 5M5m 18+ | **2♥** = automatic, can be SRT in ♥; **2♠** = 5+♠, INV+; **2NT** = GF+ ask;  **3♣** = GF+, **♥** fit, ask; **3♦** = INV opposite 6c. with **♥** fit; **3♥/4♥** = PRE/to play  **3♠** = 6+**♠**, 5-6 L, INV; **4♣/♦** = values + fit | **Bidding after overcall**  **Dbl** = Penalty; **NS** = values with (semi)fit;  **NS jump** = suit + fit, **2NT** = INV+ asking |
| ~9-13 **55**  18+ **55** |
| **2♥** | 5+♠ |
| 7+ **65+** |
| **2♠** | 5+♣/5+♦ | ~9-13 or 18+ | 5+♣5+♦, ~9-13 ~6 L or 18+ ≤3 L **OR** any 65+ | **2NT** = INV+, asking; **3**/**4/5♣/♦** = to play. **3♥/**♠ = NAT, NF  **2♠-2NT-3♣** = 9-11, 55, **3♦**/**♥**/**♠**/**NT** = 12-14 single ♠/♥ / void ♠/♥ | **Bidding after overcall**  **Dbl** = Penalty; **REST** = logical bidding |
| **2NT** | 5+♥/5+♠ | 7+ 65+ | 5+♥5+♠, 9-14(16) ~6 L or 18+ ≤3 L **OR** any 65+ | **3♣** = **♥** fit and asking; **3♦** = **♠** fit and asking; **3M/4M/3NT** = to play |
| **3NT** | 7+♥/♠ | ~9-14 | Solid 7+card Major, no outside Ace | **4♣** = slam try with 3 aces; **4♦** = slam try with 2 aces; **4♥/♠** = to play | **1♥-2♦ & 1♠-2♥ – transfer raises with fit** |
| **2M** = minimum, ~7 TL; **2M+3** = 2-suiter (10cards), ~5 TL; **2M+1** = extra, ~6 TL; **2M+4** = 5440/6430, ~5 TL;  **2M+2** = GF, max ≤5 TL; **3M** = 6♥, unbalanced minimum, ~6 TL |
| **3♣/♦/♥/♠** | 6+ | (6)8-11(13) | **PREEMPTIVE**  **3rd seat can be wider range** | Natural, **3♣-3♦** = ask for 3-card Major; **3m-4om** = slam invite, **3m-4m** = PRE |
| **4♣/♦/♥/♠** | 7+ | **(6)8-11(15)** |