BIDDING IN DEFENSE AND COMPETITION

OVERCALLS

General style: Natural, solid on 1st level, can be aggressive on 2nd, 3rd

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

Responses to overcalls = **2 over 1** = F1!   **2 over 2** = NF!

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

1NT/2NT overcall

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

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**

DEFENSE AGAINST PREMPTS

Natural

Leaping Michaels: (2M)-4m = 5OM5m

Special against 2♦ Multi or 2♣/2♦/2♥ on Majors

DEFENSE AGAINST STRONG 1♣ = 16+

Double/1X = 3+cards in other suits; **1NT** = 44+ ♥/♠;

2X = 5+card; **2NT** = 5+4+ ♣/♦; No strength requirements

Pass = can be 15+ HCP

AFTER OPPS TAKEOUT DOUBLE

Natural, system on

LEADS

FIRST LEAD STYLE

	LEAD	In partners suit
SUIT	**Low = even** number	
NT	**High = odd** number	
Broken seq.	Top from sequence	

Other: **K** from A**K** with outside singleton or on 5th level = ask for count

LEADS

LEAD	Suit	NT
Ace	AKx(…), Ax(…)	
King	**KQ**(J)x(…), **K**x, A**K**	**KQ**10(…), **K**x, A**K**Jx(x)
Queen	**QJ**x(…), **Q**x	**QJ**10/9(…), KQx(…)
Jack	**J**10(…), **J**x, (A/K) **J**10x	
10	(A/K/Q)**10**9x, **10**9x, **10**x	
9	**9**xx, H**9**8xx, **9**8xxx	
High-Low	X**x**x, (H/x)**X**XXx, H**X**x	
Low-High	x**X**, (H/x)xx**X**, (H/x)xxxx**X**	

SIGNALS AND CARDING

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)

DOUBLES

TAKEOUT DOUBLES

a) (10)12+ HCP, standard takeout

b) 18+ HCP, (S)BAL

c) ≤4.5 L

SPECIAL DOUBLES/REDOUBLES

Negative double = 1♣-(1♦)-**double** = 44+ ♥+♠, **rest** = natural

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!

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

WBF CONVENTION CARD

Milan's system
2♣2♦5♥5♠

https://milanbridge.com/competitor/milan-system/

SYSTEM OVERVIEW

General rules and style

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 = ♥+♠

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♠

New suit forcing after 1 level overcall

New suit jump is preemptive after 1 level overcall

SPECIAL & SLAM CONVENTIONS

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

Defense against 2♦ MULTI and similar after 2♣/♦/♥ = 44+♥♠

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;

PSYCHES

rare

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	Minimum number of cards	HCP A=4, K=3, Q=2, J=1	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
	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	**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
	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 ♥/♣/♦;	**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
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+** **18+ (<4L)**	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
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
2♥	5+♠	**~9-13 55** **18+ 55** **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;
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	2M+1 = extra, ~6 TL; 2M+4 = 5440/6430, ~5 TL; 2M+2 = GF, max ≤5 TL; 3M = 6♥, unbalanced minimum, ~6 TL
4♣/♦/♥/♠	7+	**(6)8-11(15)**			