

BIDDING IN DEFENSE AND COMPETITION	
OVERCALLS	
<b>General style:</b> Natural, solid on 1 <sup>st</sup> level, can be aggressive on 2 <sup>nd</sup> , 3 <sup>rd</sup>	
<b>1st level:</b> 5+card, 9+ HCP, 7-5 L, 4+card w/ 15+ HCP possible	
<b>2nd level:</b> 5+card, 12+ or ≤6 L	
<b>2nd level jump:</b> 6+card, preemptive or tactical, 7-8 L	
<b>3rd level:</b> 5+card, 14+ or ≤6 LOSERS	
<b>3rd level jump:</b> 6+card, preemptive or tactical 6-7 L	
<b>Responses to overcalls = 2 over 1 = F1! 2 over 2 = NF!</b>	
<b>Cuebid in opener's suit = INV+ with fit</b>	
<b>Jump to 2NT = INV+ with fit after Major, based on distribution</b>	
<b>Jump to 2NT after 1♦ overcall = 10-12 HCP no 4M</b>	
<b>NS jump to 2<sup>nd</sup> level = INV, 6c</b>	
<b>NS jump to 3<sup>rd</sup> level if 2<sup>nd</sup> is F1 = PRE, (6)7c.</b>	
<b>NS jump to 4<sup>th</sup> level = suit (5+) and fit (3+), NF</b>	
1NT/2NT overcall	
<b>15-18 HCP, (semi)balanced; reopen 1NT = 12-15</b>	
Responses same as after opening	
Transfer to opener Major is asking for good stopper with minor(s)	
<b>(1♥)-1NT-(pass)-2♦ = 54+♠/♦, 0+HCP =&gt; 2♥ = show maximum, rest. shows minimum; (1m) - 2NT = 5om5♥, ~6 L or ≤4 L</b>	
<b>(1♥/♠) - 2NT = 55 minors, ~6 L or ≤4 L</b>	
CUEBIDS IN OPPTS SUIT	
<b>(1M) - 2M = 5OM+5m ~6 L OR ≤4 L; (1M)-3M = asking for stopper</b>	
<b>(1♠) - 2♠ = 54+ ♥/♣; (1♦) - 2♦ = 5+♥4+♠; and 7-8 L, 8-14 HCP</b>	
<b>(1m) - 3m = 55+ ♥/♠ and ~6 L or ≤4 L</b>	
DEFENSE against NT	
<b>Double = 14+, with (S)BAL or ≤5 L</b>	
<b>2♣ = LANDY, 44+ ♥/♠; 2♦ = 5+♥, 8-6 L; 2♥ = 5+♠, 8-6 L;</b>	
<b>2♠ = 4♠+5+m, 7-6 L; REOPEN only LANDY, rest 5+ NAT</b>	
DEFENSE AGAINST PREMPTS	
Natural	
<b>Leaping Michaels:</b> (2M)-4m = 5OM5m	
Special against 2♦ Multi or 2♣/2♦/2♥ on Majors	
DEFENSE AGAINST STRONG 1♣ = 16+	
<b>Double/1X = 3+cards in other suits; 1NT = 5+♠ or 44+ ♦&amp;♥;</b>	
<b>2♣ = 5+♦ or 44+ ♥&amp;♠; 2♦ = 5+♥ or 44+ ♠&amp;♣; 2♥ = 44+ ♥&amp;♠ or ♠+♦;</b>	
<b>2♠ = 5+♠; 2NT = 5+4+ ♠/♦; No strength requirements; 3X = 6+ natural</b>	
<b>Pass = can be 15+ HCP</b>	
AFTER OPPTS TAKEOUT DOUBLE	
Natural, system on	

LEADS		
FIRST LEAD STYLE		
LEAD		
SUIT	<b>Low = even</b> number (2/4/6)	
NT	<b>High = negative</b> or <b>odd</b> number	
Broken seq.	<b>Special from broken sequence</b>	
<b>Other: K from AK with outside singleton or on 5th level = ask for count</b>		
<b>Attitude leads in partner's suit against NT</b>		
LEADS		
LEAD	Suit	NT
Ace	AKx(...), Ax(...)	
King	KQ(J)x(...), Kx, AK	KQ10(...), Kx, AKJx(x)
Queen	QJx(...), Qx	QJ10/9(...), KQx(...)
Jack	J is highest from odd, KQJx, HJ10x(xx) from even	
10	10 is highest from even, HJ10(xx), H109(xx) from odd	
9	9xx, H98xx, 98xxx, H109x(xx) from even	
High-Low	Xxx, (H/x)XXXx, HXx	also xXxx as negative
Low-High	xX, (H/x)xxX, (H/x)xxxxX	
SIGNALS AND CARDING		
<b>LOW = LIKE</b> (values) or <b>EVEN</b> number of cards		
<b>HIGH = HATE</b> (no or bad values) or <b>ODD</b> number of cards		
<b>SUIT PREFERENCE</b>		
in clear situations (not if discarding) when both players know the switch is necessary		
<b>REVERSE SMITH ECHO:</b>		
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		
<b>Negative double = 1♣-(1♦)-double = 44+ ♥+♠, rest = natural</b>		
<b>1m-(1♥)-double = 4♠, 1♠ = 5+♠, 2♠ = 6♠ INV</b>		
<b>1♦-(2♣)-double = 43+ ♥+♠, 2♥/♠ = (4)5+card, F!</b>		
<b>1♠-(2♦)-double = 43+ ♥+♠, 2♥/♠ = 5+card, NF!</b>		
<b>Support double = only in case second defender bids another Major</b>		
<b>1m-(pass)-1M-(1/2OM)-double = 3card M and no extras needed</b>		
<b>1♥-(pass)-1♠-(2m)-double = 3card M and no extras needed</b>		

WBF CONVENTION CARD	
<b>Milan's system</b>	
<b>1♣2♦5♥5♠</b>	
<b>Milan Macura (CZE) – Doga Seker (CZE)</b>	
<a href="https://milanbridge.com/competitor/milan-system/">https://milanbridge.com/competitor/milan-system/</a>	
SYSTEM OVERVIEW	
General rules and style	
<b>1♣ = 1+card</b> – 11+ HCP, 5+♣ or any 12-14 BAL (4441)	
<b>1♦ = 2+card</b> – 11+ HCP, 5+♦ or any 18-20 BAL	
<b>1♥/♠ = 5+card</b> 11+ HCP, 7-5(4) L	
<b>1NT = 14-17 HCP</b> , 5M, 6m, singl H possible,	
<b>2♣ = 20+ (S)BAL</b> or 18+ ≤4 L	
<b>2♦ = ♥; 2♥ = ♠; 2♠ = ♣+♦; 2NT = ♥+♠</b>	
<b>Transfer Major raise</b> – not limited	
<b>2♣ over 1M is GF and denies 3-card fit</b>	
<b>New suit jump</b> is 9-11 and 6-card	
<b>New suit double jump</b> is preemptive with 7-card	
<b>Repeating major by responder on second level</b> = weak	
<b>Repeating major by responder on third level</b> = GF	
<b>Rebidding NT after 1X-1M</b> denies 3-card fit	
<b>Bidding 2 suits</b> shows SEB, 1m-1♥-1NT/2NT can have 4♠	
<b>New suit forcing after 1 level overcall</b>	
<b>New suit jump is preemptive after 1 level overcall</b>	
SPECIAL & SLAM CONVENTIONS	
<b>Transfers to Major after</b> – 1M-1NT, 1♥-1♠	
<b>BW 1430, 5NT after BW</b> = grand slam try	
<b>Frequent (mini)Splinters, optional 4m BW, Doroszewicz</b>	
<b>Defense against 2♦ MULTI and similar after 2♣/♦/♥ = 44+♥♠</b>	
<b>Dbl = 5+M 12+; 2♥ = 15+ (semi)BAL; 2♠ = 15+ on minor;</b>	
<b>2NT = minors 8-14 or ≤4 L; 3♣/♦ = 8-14 (5)6c; 3♥/♠ = 6c, ~5 L;</b>	
<b>4♣/♦ = 5+m5+♥</b>	
<b>Dbl after 2X on Majors</b> = penalty oriented;	
PSYCHES	
rare	

-OPENING	Minimum number of cards	HCP A=4, K=3, Q=2, J=1	<b>BAL = balanced hand</b> (4333, 4432, 5332) – 2 cards in all suits, max 8 cards in 2 suits <b>SEB= semi-balanced hand</b> (5422, 5431, 6322, 6331, 4441) – 9 cards in 2 suits (4441 is an exception) or 6card in 1 suit <b>UNB = un-balanced hand</b> (5521, 5440, 5530, 6421, 6430, 7321,7222, 7330) – 10 cards in 2 suits (5440 is an exception) or 7cards in 1 suit <b>GUL = goulash hand</b> (6511, 6520, 7420, 7411, 8card) – 11+ cards in 2 suits or 8+ cards in 1 suit; <b>TH = Top Honor</b> (A, K, Q); <b>L = losers</b> – missing A, K, Q; <b>SRT = shortness</b> – mostly singleton or void; <b>SI = slam invite or better</b>		
			Opening description	Responses	Further bidding
1♣	(1)2-5♣ 2-5♦	12-14	12-14 BAL, ♦ can be longer OR 11+ 5+♣ OR any 4441	1♦/♥ = TRANSFER, 0+ HCP, 4+♥/♠; 2♣ = 54+ ♥&♠, 6-10 HCP; 1♠ = 6+ HCP, no 4M; 1NT = <b>GF!</b> 12+, can have 4M; 3NT = 13-16 HCP; 2♦/♥/♠/NT = Transfers/2-suiters, same as the opening; 3♣/♦/♥/♠ = ~5-9 HCP, (6)7-card	<b>General style in constructive bidding:</b> We give preference to 4+M and the opener distinguish <2, 3c., 4c. fit <b>1♣-1♦-1♥-1♠</b> = 3-card; 1NT = 2-card; 2♣ = 0-1-card; <b>Relay asking after 1NT GF</b> → transferring SRT on 2 <sup>nd</sup> level <b>3<sup>rd</sup> level jump by opener</b> shows distributional extra 55 or (6)7+ <b>2<sup>nd</sup> level M rebid by responder</b> is weak <b>3<sup>rd</sup> level rebid by responder</b> is GF and unbalanced (55, (6)7+) 2NT rebid = <ul style="list-style-type: none"> <li>After 1♣/♦ = 4-card fit, (16)18+</li> <li>After 1♥/♠ = GF with 55, 7c, Major fit</li> </ul> <b>General style after overcall:</b> <b>Negative double, NS = Natural F1, 2<sup>nd</sup> level jump = 6c INV; 3<sup>rd</sup> level jump = PRE; 2NT/cuebid after 1M = INV+ with fit, lower shows defensive tricks, higher more shape; 2NT/3NT/cuebid after minor = natural with stopper, INV+ ask</b> <b>Transfers after 2<sup>nd</sup> level preempts</b>
	5+♣ (any 4441)	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 = IVV, 10-12 HCP, no 4M; 1NT = <b>GF+</b> relay, usually without 4M; 3NT = 13-16 HCP; 2♣ = 6-9 HCP (5)6+♣; 2♦ = <b>NF</b> , 6-9(11) HCP, 3+♦; 3♣ = PRE with 4+♦; 2♥/♠/3♣ = 9-11 HCP, 6-card; 3♥/♠ = ~5-9 HCP, 7-card	2NT rebid = <ul style="list-style-type: none"> <li>After 1♣/♦ = 4-card fit, (16)18+</li> <li>After 1♥/♠ = GF with 55, 7c, Major fit</li> </ul> <b>General style after overcall:</b> <b>Negative double, NS = Natural F1, 2<sup>nd</sup> level jump = 6c INV; 3<sup>rd</sup> level jump = PRE; 2NT/cuebid after 1M = INV+ with fit, lower shows defensive tricks, higher more shape; 2NT/3NT/cuebid after minor = natural with stopper, INV+ ask</b> <b>Transfers after 2<sup>nd</sup> level preempts</b>
	5+♦ (4441)	11-19(21)			
1♥	5+♥	11-19(21) 7-5(4) L	5+♥, excluding the 2 <sup>nd</sup> 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 ♠/♣/♦;	<b>General style after overcall:</b> <b>Negative double, NS = Natural F1, 2<sup>nd</sup> level jump = 6c INV; 3<sup>rd</sup> level jump = PRE; 2NT/cuebid after 1M = INV+ with fit, lower shows defensive tricks, higher more shape; 2NT/3NT/cuebid after minor = natural with stopper, INV+ ask</b> <b>Transfers after 2<sup>nd</sup> level preempts</b>
1♠	5+♠	11-19(21) 7-5(4) L	5+♠, excluding the 2 <sup>nd</sup> 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 NT-oriented 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;	<b>1NT-2♣-2♦-2♥</b> = weak 44+♥♠ / 2♣ = INV, 54 ♥&♠; <b>3♥/3♠</b> = SMOLEN 4M5OM, GF+; 4♣/♦ = 5♣5♥ 6 L and SRT <b>1NT-2♣-2♥/♠-OM</b> = slam try with M fit, 3m = GF, 4+ in another minor; <b>1NT-2♦-2♥-2♠</b> = GF, SI 5♣5♥ or SI 6♥ or choice 3NT/4M; or INV 5♥5m <b>1NT-2♥-2♠-3♥</b> = SI 6♠ or choice 3NT/4M;
2♣	Strong	20+	20+ (6+ TH) any distribution 18+ UNB 7+card (64) ≤4 L	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	<b>2♣-2♦-2♥/♠-4♥/♠</b> = min, 3♥/♠ = extra, 2NT = fit, max Transfers without fit, 2♠/3♣ = can be BAL without fit, 3♣/♦/♥ = good 5+card ♦/♥/♠ or 6+card <b>2♣-2♥-2♠</b> = asking → 2NT = nothing useful; 3♣/♦ = (4)5+♥/♠; 3♥/♠ = (5)6+♣/♦; <b>2♣-2♥-2NT/3X</b> = NF, 5+card; <b>2♣-2♥-2NT-3NS</b> = NF, 5+card; <b>2♣-2♠-2NT</b> = (S)BAL, 3X = 5+card Major, 6+card minor
		18+ (<4L)			
2♦	5+♥	~7-11 6c ~9-13 55 18+ 55	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	<b>Bidding after overcall</b> <b>Dbl</b> = Penalty; <b>NS</b> = values with (semi)fit; <b>NS jump</b> = suit + fit, 2NT = INV+ asking
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 ♠/♥	<b>Bidding after overcall</b> <b>Dbl</b> = Penalty; <b>REST</b> = 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	<b>1♥-2♦ &amp; 1♠-2♥ – transfer raises with fit</b> 2M = minimum, ~7 L; 2M+3 = 2-suiter (10+cards), ~5 L; 2M+1 = extra, ~6 L; 2M+4 = 3-suiter (5440/6430/5530), ~5 L; 2M+2 = GF, max ≤5 L; 3M = 6♥, unbalanced minimum, ~6 L
3♣/♦/♥/♠	6+	(6)8-11(13)	PREEMPTIVE	Natural, 3♣-3♦ = ask for 3-card Major; 3m-4om = slam invite, 3m-4m = PRE	
4♣/♦/♥/♠	7+	(6)8-11(15)	3 <sup>rd</sup> seat can be wider range		