

BIDDING IN DEFENSE AND COMPETITION	
OVERCALLS	
General style: Natural, solid on 1 st level, can be aggressive on 2 nd , 3 rd	
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 OPPTS 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 OPPTS 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 AK with outside singleton or on 5th level = ask for count		
LEADS		
LEAD	Suit	NT
Ace	AKx(...), Ax(...)	
King	KQ(J)x(...), Kx, AK	KQ10(...), Kx, AKJx(x)
Queen	QJx(...), Qx	QJ10/9(...), KQx(...)
Jack	J10(...), Jx, (A/K) J10x	
10	(A/K/Q)109x, 109x, 10x	
9	9xx, H98xx, 98xxx	
High-Low	Xxx, (H/x)XXXx, HXx	
Low-High	xX, (H/x)xxX, (H/x)xxxxX	
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		
REVERSE 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♥/♠ = 5+card, NF!		
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	
MM Hybrid system (2)3♣3♦5♥5♠	
Petr Karlík (CZE) – František Kubát (CZE)	
https://milanbridge.com/competitor/milan-system/	
SYSTEM OVERVIEW	
General rules and style	
1♣/♦ = 3+card , natural, 1♣ can be 2 with 18-19 and 4M	
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	
Two-Way-Checkback; 2♣/♦ relay = extras, rest min	
Transfers to Major after – 1M-1NT, 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	

-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♣ 1♦	(2)3+♠/♦	12-14 18-19	(11)12-14, BAL 18-19(20), BAL 1♣ can be 2 only with 18-19 and Major 4card 1♦ with 18-19 BAL should not have Major 4-card	1♥/♠ = 4+ HCP, 4+♥/♠; 2♥/♠ = 9-11 HCP, 7 L, 6c.; 3♥/♠ = 5-9 HCP, ~7L, 7c. 1NT = 6-10 HCP; 2NT = 11-12 HCP; 3NT = 13-16 HCP; 1♦ = 17+ HCP Limited Inverted Minors = 3♣/♦ = 6-9, 5+♣-♦; 2♣/♦ = 9-14 HCP, 3-4 TH, 4+♣-♦; 1♦ followed by 3♣/2♣ followed by 3♦ = 15+ HCP, 5+ TH, 4+♣/♦ 1♣-1♦ = 6+, 5+♦; 2♦/3♣ = 9-11 HCP, 7 L, 6card; 1♦-2♣ = 12+ 4+♣	General style in constructive bidding: 1♣-1M-3♦ = 18-19 BAL with 4-card fit 2-way checkback after 1m-1M-1NT Transfer relay after 1M-1NT & 1♥-1♠ General style after overcall: Natural after standard 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 After 2-level preempt NS on the 2 nd level is NF 2NT conventional 3♣ = transfer or Stayman 3♦ = transfer to Major
	5+♠/♦ (4441)	11-19(21)	5+♠/♦ or 4441 Excluding 55/65 as 2♠ opening	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 2 nd 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 ♥/♠/♦;	
1♠	5+♠	11-19(21) 7-5(4) L	5+♠, excluding the 2 nd 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;	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+ (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	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 ~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	Bidding after overcall Dbl = Penalty; NS = values with (semi)fit; NS jump = 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 ♠/♥	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
3♣/♦/♥/♠	6+	(6)8-11(13)	PREEMPTIVE	Natural, 3♣-3♦ = ask for 3-card Major; 3m-4om = slam invite, 3m-4m = PRE	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
4♣/♦/♥/♠	7+	(6)8-11(15)	3rd seat can be wider range		