



BIDDING IN DEFENSE AND COMPETITION
OVERCALLS
General style: Natural, solid
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 = natural, force to 2M/3m
Cuebid in opener's suit = INV+ with fit (3+ UH)
Jump to 2NT INV+ with fit after Major, based more on distribution
Jump to 2NT after 1♦ overcall = 10-12 HCP no 4M
3M jump - preemptive
New suit jump = suit (5+) and fit (3+), NF
1NT/2NT overcall
15-18 HCP , (semi)balanced
Responses same as after opening
Transfer to opener Major is asking for good stopper minor(s)
(1♥)-1NT-(pass)-2♦ = 54+♣/♦, 0+HCP => 2♥ = show maximum, rest.
shows minimum; (1m) - 2NT = 50m5♥, 6 L or ≤4 L
(1♥/♠) - 2NT = 55 minors, expecting 6 L or ≤4 L
CUEBIDS IN OPPTS SUIT
(1M) - 2M = 50M+5m 6 L OR ≤4 L; (1M)-3M = asking for stopper
(1m) - 2m = 54+ ♥/♠ 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 LOS.; 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 = 50M5m
DEFENSE AGAINST STRONG 1♣ = 16+
Double/1X = 3cards in other suits; 1NT = 44+ ♥/♠;
2X = 5+card; 2NT = both minors
Pass = can be 15+ HCP
AFTER OPPTS TAKEOUT DOUBLE
Natural, system on

LEADS AND CARDING			
FIRST LEAD STYLE			
	LEAD	In partners suit	
SUIT	1./2./4.	1./2./4.	
NT	1./2./4.	1./2./4.	
Broken seq.	10/9 is 0 or 2 higher	10/9 is 0 or 2 higher	
Other: Highest from sequence, low from honor			
From Hxx = we can choose any card depending on situation			
LEADS			
	LEAD	Suit	NT
Ace	AKx(...), Ax	AK(...), Ax	
King	KQ(J)x(...), Kx	KQ10(...), Kx, AKJx(x)	
Queen	QJx(...), Qx	AQJ(...), QJ(...), KQxx(...)	
Jack	J10(...), Jx	AJ10(...), KJ10(...), J10(...)	
10	KJ10(...), 10x(...)	KJ10(...), 10x(...)	
9	Q109(...), 9xx(...)	Q109(...), 9xx(...)	
High-Low	Xxx, xXxx	Xx, xXx, xXxx	
Low-High	xX, HxxX(x)	HxxX(x)	
SIGNALS AND CARDING			
	Partner's lead	Declarer lead	Discards
Suit	1. Low = positive	Low = even	1. Low = positive
	2. Low = even	High = odd	2. Low = even
	3. suit preference		
NT	1. Low = positive	Low = even	1. Low = positive
	2. Low = even	High = odd	2. Low = even
	3. suit preference		
Signals (including trumps):			
Suit preference if playing to ruff or in a situation when attitude or count does			
Not make sense			
DOUBLES			
TAKEOUT DOUBLES			
a) 12+ HCP, 3+cards in other suit			
b) 18+ HCP, with SBAL or UNBAL ≤4 LOSERS			
SPECIAL DOUBLES/REDOUBLES			
Negative double = 1♣-(1♦)-double = 4♥, 1♥ = 5+♥, 1♠ = 4+♠, 2♥ = 6♥ INV			
1m-(1♥)-double = 4♠, 1♠ = 5+♠, 2♠ = 6♠ INV			
Support double = onlŷ in case second defender bids other Major			
1m-(pass)-1M-(1/2OM)- double = 3card M and no extras needed			

WBF CONVENTION CARD	
	Czech Standard (Natural, longer minor) WEAK 2♦/♥/♠ Marek Pilát – Jonáš Drozd
	
SYSTEM OVERVIEW	
General rules and style	
1♣/♦ promise 3+card 11+ HCP, 7-5(4) L	
1♥/♠ promise 5+card 11+ HCP, 7-5(4) L	
1NT promise 15-17 HCP, balanced	
Strong bids: 2♣/2NT	
Natural preempts	
Bidding 2 suits shows SBAL, 1m-1♥-1NT/2NT can have 4♣	
Inverted minors: limited, but forsing 9-14	
Major raises based on tricks, not strictly HCP	
2X over 1M is GF	
New suit jump is 9-11 and 6card	
New suit jump double jump is preemptive with 7card	
Repeating major by responder on second level = weak	
Repeating major by responder on third level = GF	
Showing Major fit immediately has preference from new suit	
Strongest minor raise via other minor and jump to 3/4m	
Strongest Major raise via 2♣	
New suit forsing after overcall	
New suit jump is preemptive after overcall	
SPECIAL CONVENTIONS	
Limited Inverted Minors, Structured revers,	
Two-Way-Checkback,	
Unusual 2NT, Michaels Cuebids	
GAZZILLI - 1M-1NT	
Splinter, Exclusion BW	
BW 1430, 5NT after BW = grand slam try	
1M - 2M	
2NT = INV+ ask for values, NS = shortness, INV+ 3M = INV, need primary values	
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 SBAL = semibalanced hand (5422, 5431, 6322, 6331, 4441) – 9 cards in 2 suits (4441 is an exception) or 6card in 1 suit UNBAL = unbalanced 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; UH = useful honor – A, K, Q in trumps or partners long suit; SRT = shortness – mostly singleton or void								
			Opening description	Responses	Further bidding						
1♣/♦	PR 3-5♣/♦	12-14 18-19	(11)12-14, BAL 18-19(20), BAL	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♣ followeb by 3♦ = 15+ HCP, 5+ TH, 4+♣/♦ 1♣-1♦ = 6+, 5+♦; 2♦/3♣ = 9-11 HCP, 7 L, 6card; 1♦-2♣ = 12+ 4+♣	after 1M: 1NT = 12-14 PR; 2NT = 18-19 PR; 3♥/♠ = ~6 L 54; 4m = 6+m4M, 4 L; 4♥/♠ = 5 L, 6+m4M; REVERS = 15+, S/UNBAL NS = S/UNBAL, FI, 2♣/♦ = 11-15 = SBAL, 3♣/♦ = 14-17, 6card 1♣-1♦-2♥/♠ = 18-20, 5♣4♥/♠; 1♣/♦-1♥-2♣ = 18-20, 5m4♣; 1♦-2♣-2♦ = 12-14, 2NT = 18-19, 2♥/♠ = 4card, 15+, 3♣ = 14+, 4+♣, 3♦ = 14+, 6+card 1♣/♦-1M-3NT = 18-19 BAL with 4card fit Structured revers, Two-Way-Checkback						
	SR/NR (4)5+♣	11-19(21) 7-5(4) L	SBAL = 5♣4x or 6♣ or 4♣4♥4♠1♦ UNBAL = 6♣4x, 7♣								
1♥	5+♥	11-19(21) 7-5(4) L	mostly SBAL: 5422, 5431, 6322, 6331 BAL only with 5♥332 UNBAL with 6♥4x or 5♥5♣/♦	1♠ = 4+ HCP, 4+♠; 2♠ = 9-11 HCP, 7 L, 6♠; 3♠ = 5-9 HCP, ~7 L, 7♠ 1NT = 6-11 HCP, no fit → GAZZILLI 2♠ = 12+, GF, BAL/with fit/5+♠; 2♦ = 12+, GF, 5+card 2♥ = 3+card, 1-2 UH; 3♥ = 1-2 UH, 4+card; 2NT = INV+, 2-4 UH, 3+fit; 2♣ a pak 3♥ = 5+ UH, 3+fit; 3NT = Splinter in ♠, 3 UH, 11-14; 4♣/♦ = Splinter, 3 UH, 11-14; 3♣/♦ = 9-11 HCP, ~7 L, 6card	<table border="1"> <tr> <th>GAZZILLI, 1♥/♠-1NT</th> <th>1♥/♠ - 2♣</th> <th>1♥/♠ - 2NT</th> </tr> <tr> <td> 2♠ = 15+ BAL or SBAL 11-14 5M4♣ 2♦ = 11-14 5M4♦ 2♥ = 11-14 6♥ / 5♣4♥ 2♠ = 18-20 5♥4♠ / 11-14 6♠ 2NT = GF, 17+ HCP, UNBAL, 55, 4 L, or 7♥/♠ 4-5 L 3♣/♦/♥ = 14-17, 55, ~5 L 3♥/♠ = 12-14, 7♥/♠, 5-6 L 3NT = solid 7♥/♠ + honor outside 1M-1NT-2♣-2♦ = (8)9-11, rest = natural 5-7(8) </td> <td> 2♦ = 16+ BAL or SBAL 2M = 11-15 waiting 2OM = 11-14 54 ♥+♠ 2NT = 13-15, (S)BAL 3♣/♦/♥ = 55/64, 5 L 3M = solid 6M / 7M, 6 L 3NT = 16-17, (S)BAL 3♠/4♣/♦/♥ = 7M, void, 5L 4M = 7card 6 L 1♥/♠-2♣-2♦ 2M = Hx 2OM = 4card 2NT = 15+, waiting 3♣/♦ = 6+card 3NT = 12-14, (S)BAL </td> <td> 3♠ = 15+, asking 3♦ = 5 L, any 64/55 3♥/♠/4♣/♦ = 5 L and void 3M = minimum, 7 L 3NT = 15-17, PR, optional 4♥/♠ = 6 L 1M-2NT-3♣ 3♦ = 4 UH no SRT 3M = 3 UH 4+ fit no SRT NS = SRT and 2 UH 3NT = 13-14, 2 UH 4M = 9-12, 2 UH 1M-2NT-3♣ 3M = asks 2nd suit other = cuebid </td> </tr> </table>	GAZZILLI, 1♥/♠-1NT	1♥/♠ - 2♣	1♥/♠ - 2NT	2♠ = 15+ BAL or SBAL 11-14 5M4♣ 2♦ = 11-14 5M4♦ 2♥ = 11-14 6♥ / 5♣4♥ 2♠ = 18-20 5♥4♠ / 11-14 6♠ 2NT = GF, 17+ HCP, UNBAL, 55, 4 L, or 7♥/♠ 4-5 L 3♣/♦/♥ = 14-17, 55, ~5 L 3♥/♠ = 12-14, 7♥/♠, 5-6 L 3NT = solid 7♥/♠ + honor outside 1M-1NT-2♣-2♦ = (8)9-11, rest = natural 5-7(8)	2♦ = 16+ BAL or SBAL 2M = 11-15 waiting 2OM = 11-14 54 ♥+♠ 2NT = 13-15, (S)BAL 3♣/♦/♥ = 55/64, 5 L 3M = solid 6M / 7M, 6 L 3NT = 16-17, (S)BAL 3♠/4♣/♦/♥ = 7M, void, 5L 4M = 7card 6 L 1♥/♠-2♣-2♦ 2M = Hx 2OM = 4card 2NT = 15+, waiting 3♣/♦ = 6+card 3NT = 12-14, (S)BAL	3♠ = 15+, asking 3♦ = 5 L, any 64/55 3♥/♠/4♣/♦ = 5 L and void 3M = minimum, 7 L 3NT = 15-17, PR, optional 4♥/♠ = 6 L 1M-2NT-3♣ 3♦ = 4 UH no SRT 3M = 3 UH 4+ fit no SRT NS = SRT and 2 UH 3NT = 13-14, 2 UH 4M = 9-12, 2 UH 1M-2NT-3♣ 3M = asks 2nd suit other = cuebid
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1NT	2-4(5) ♥/♠ 2-5♣/♦	15-17	(14)15-17 HCP, BAL 5♥/♠, 6♣/♦ possible	2♣ = stayman, INV+; 2♦/♥ = transfer, 5+♥/♠; 2♣/3♣ = transfer, 6+♣/♦; 2NT = INV no 4M; 3♣ = INV, 6♦; 3♥/♠ = 54+♣+♦, GF+, SRT; 4♣/♦ = transfer to ♥/♠ s 6+cards; 4♥/♠/5♣/♦ = natural, tactical; 4NT = quantitative;	1NT-2♣-2♦-2♥/♠ = INV, 54♥♠; 2NT = INV; 3♣/♦ = GF, 4+♣/♦; 3♥ = 5♠5♥ 7 L; 3♠ = 5♠5♥ ≤5 L; 4♣/♦ = 5♠5♥ 6 L and SRT						
2♣	-	22+ 18+ (<4L)	22+ BAL 18+ UNBAL 1suit ≤4 L (20)22+ SBAL/UBAL	2♦ = 0-7 HCP 2♥ = 8+ HCP 5+ hearts 2♠ = 8+ HCP 5+ spades 2NT = 8+ HCP no 5 major 3♣/♦ = 8+ HCP 5+							
2NT	2-4♥/♠ 2-5♣/♦	20-22	20-22 HCP, (S)BAL	3♣ = stayman; 3♥/♠ = GF transfer s 5♥/♠; 3♠ = slam try with ♣/♦; 3NT = to play; 4♣/♦/♥/♠ = transfers to ♥/♠/♣/♦ without slam interest	2NT-3♥/♠-3NT = no fit, 3♥/♠ = 3+fit → SRT naturally or 3NT no SRT 2NT-3♣-3NT-4♣/♦ = slam try with 6+♣/♦, 6 L, 4♥/♠ = 6 L, 54+ ♣/♦, M SRT						
2♦	6	(6)8-11	PREEMPTIVE, mostly 6322, 6331 or 6421	2♥/♠ = 5+card NF; 2NT = asking for SRT, INV+; 3♣ = GF with ♦ fit, slam try; 3♦ = PRE, 3♥/♠ = 6♥/♠, INV, 6 L; 3NT/4♥/♠ = to play	2X-2NT-3X = min, 8 L, 3NB = SRT, max, 7L, 3NT = ma, no SRT, 9-11 HCP 2X-3♣-3X = min, 8 L, 3NB = SRT, max, 7 L, 3NT = max no SRT, 9-11 HCP After overall: double = penalty, 2NT = asking, INV+, NB = values + tolerance/fit. 4♣/♦ jump = suit+fit						
2♥/♠	6	(6)8-11	PREEMPTIVE, mostly 6322, 6331 or 6421	2♠/3♥ = 6♠/♥, INV, 6 L; 2NT = asking for SRT without 3+fit, INV+; 3♠ = slam try with fit; 3♦ = INV with fit; 3♥/♠ = PRE; 3NT/4♥/♠ = to play; 4♣/♦ = suit+fit, can be tactical							
3♣/♦/♥/♠	7	(6)8-11	PREEMPTIVE	Natural							
4♣/♦/♥/♠	8	(6)8-11									