DEFENSIVE AND COMETITIVE BIDDING	LEADS	AND SIGNALS					
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE					WBF Convention Card	
Ist LEVEL = light 8-16 HCP,usually 5(4)+				in Partne	er's Suit		
2nd level = VUL-SOUND	Suit	3rd/5th from Q+, 2nd	from J-	same		Category:	Blue
	NT same		same		Country:	Croatia	
Reopening: 8-13	Subseq same		same		Event:	All Events	
	Other: low ENC when obvious ATT (high ENC		VC vs suit) /	lavinthal when obvious SP	Players:	Branko Špiljak & Davor Raše	
advance = new suit F		- H		,			
INT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					SYSTEM SUMMA	RY
Direct seat = 15-17(18) BAL with stopper	Lead Vs. Suit		Vs. NT		GENERAL APPRO	DACH AND STYLE	
	Ace	A,Ax,AKx(+)	(+)			I♣ = I+, natural or d	enying 5c in other suit
ball seat = (10-14) HCP, jump to 2NT (18-20) HCP, system on	King K, Kx, KQx(+), AKQ(+), AKJ(+)		same		♦/♥/♠ = 5+		
		Queen Q, Qx, QJx(+), KQJ(+), KQT(+)		same		2 ♣ = strong; 2♦ = bo	th majors, weak; 2♥/♠ = weak, can be 5
resp: system on	Jack	J, Jx, JTx(+), QJT(+), Q	J9(+)	same			
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	T, JT9(+), JT8(+)		same			
2M = intermediate, all else weak	9	2nd best from J-		same		INT Opening:	15-17
balancing seat = Intermediate	Hi-x	3rd/5th from Q+, 2nd	from J-	same		2 OVER 1 Responses	s: GF
Responses natural, jump is pree, CUE is F, new is FI	Lo-x	Lo-x 3rd/5th from Q+, 2nd from J-		same		SPECIAL BIDS TH	HAT MAY REQUIRE DEFENCE
jump to 2NT or 4NT is two suiter - 2 lowest unbid suits	SIGNA	LS IN ORDER OF PR	IORITY				
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's	Lead	Discarding		
Im - 2 = Michaels (NAT over IC strong)	Suit: I st	CNT	CNT		SP		
Ix-3x = asking stopper, solid suit (NAT over IC strong)	2nd	ATT	SP		CNT		
IM - 2M = oM+m	3rd SP						
	NT: Ist	CNT	CNT		SP		
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	ATT	SP		CNT		
DONT (dbl = 1suit; rest = that suit + higher)		SP					
	Signals (including Trumps):						
reopening: same	CNT on	honour leads					
		CNT = HI = even; SP = HI = high suit; ATT = low ENC vs NT, high ENC vs suit					
	DOUBLES						
	TAKEO	OUT DOUBLES(Style	;Responses;R	eopening)			
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	10+ HC	10+ HCP & support for unbid suits (especially Ms)					
DBLs T/O through 4♥, Leaping Michaels	16+ any	16+ any shape T/O thru 4♥					
LEB 2NT RESP, over 4♥-4NT = 2 places; 3m-4m=MM; 2M-3M = stop ask	reopenir	reopening can be lighter					IG PASS SEQUENCES
NT bids =natural, jump to 4nt is 2 suiter-2 lowest unbid suits							
VS.ARTIFICIAL STRONG OPENINGS	SPECI/	AL, ARTIFICIAL AND	COMPETITI	VE DOUB	LES / REDOUBLES		
X majors							
						IMPORTANT NOT	TES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE	_						
TRF over 1x (dbl), 5+ suit, including RDBL; pass can be strong						Psychics: rare	
						Possible bluff position	n: 3rd

OPEN	IF	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
.		1	4♥	NAT or denying 5c other suit	NAT; 2♠ = INV+ fit; single jump = NAT INV	NAT	same
♦		5	4♥	NAT	NAT; 2♠ = NAT GF; 2♦ = INV fit; 2M/3C = NAT INV	NAT; I ♦ - I ♠ - INT = 4♥, II-I5	same
♥		5	4♦	NAT	NAT; INT = forcing; 2♥ = 6-9; 2♠/3m = NAT INV; 2NT = 3+♥ INV	2♣ = semi-nat, Ird force 2♥ can be 5	same
≜		5	4♥	NAT	NAT; INT = forcing; 2♠ = 6-9; 3m/♥ = NAT INV; 2NT = 3+♠ INV	2♣ = semi-nat, Ird force	same
INT			4♥	15-17 BAL, no 5M	2€ = stayman; 2R = TRF; 2€ = C; 2NT = D; 3€ = 44+mm slammish; 3♦ = 55+MM 4/7 losers; 3M = 4oM, bal, GF; 4€ =	2 e can be 5 std	same
2♣	yes	0	4♥	23+BAL or GF	55+MM 5 losers; 4R = texas	NAT	
2♦	yes	0		both majors weak	2NT asks shape/strenght; any M bid = to play	NAT	
2♥ 2♠		5 5		weak weak	new suit = NAT F, 2NT = ask for SHR		
2NT			4♥	20-22 BAL	3€ = stayman; 3R = TRF; 3€ = minors		
					High Level Bide RKCB for M = 4NT;0314	ling	
3X		6		weak	natural, new suit is FI	-RKCB for m = 4m (if bid by unlimited hand) or 4m	+1 (if 4m bid by limited hand);0314
3NT 4♣	yes	7		gambling random preempt	natural, 4NT=RKCB		
4♦		7		random preempt	natural, 4NT=RKCB		
4 ∀ 4 ♦		7		random preempt	natural, 4NT=RKCB natural, 4NT=RKCB		
4∙ 4NT	yes	/		random preempt minor 2 suiter 6+5+			