


DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS			WBF Convention Card
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE			 Category: Open Country: Ireland Event: Beijing 2008 Players: Tommy Garvey & John Carroll
Usually 5 cards: 1 level may be light, up to 18 HCP, 54Ms OK.	Lead	in Partner's Suit		
2 level: usually sound in major and very sound in minor	Suit	4th, 2nd from bad suits	Low from odd if unsupported	
New suit: F1	NT	4th, 2nd from bad suits	Low from odd if unsupported	
UCB usually promises 3 card support	Subseq	same/attitude		
After 1M overcalls: 2NT = 4+ support and jump fits	Other:	RUSINOW. Ace asks attitude, King count (unblock v NT)		
Jump raises pre -emptive				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
15 - 18 HCP in 2nd: Responses as for 1NT opening	Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE
10 - 14 in 4th. Stop in opened suit not necessary 2♠ ask range and majors	Ace	Akx(+) Ax(+)	Akx(+) Ax(+)	1♠ = 11 - 13 Balanced or 17+ any
Negative doubles and some transfers in competition	King	AKQx(+) KQ(J/T)x(+) KQ	KQJ(+) KQT9(+)	1♦ Opening may have longer clubs and is usually unbalanced
	Queen	KQx(+)	KQx(+)	5 card Majors, 1NT response semi-F. Light initial action
	Jack	QJx(+) QJ	QJx(+) QJ	Canape responses after 1♠ opening
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	JTx(+) HJTx(+) JT Tx	JTx(+) HJTx(+)	
1-Suit: Weak, 2NT = Ask	9	T9x(+) HT9x(+) 9x	T9x(+) HT9x(+)	1NT Openings: 14 - 16
2-Suit: Ghestem 5+15+ [note 10]	Hi-x	xSxx xSx Sx	xSxx xSx	2 OVER 1 Responses: Artificial after 1M opening
	Lo-x	HxxS HxS	HxxS HxS	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopening: Intermediate, 2NT = 20 - 22	SIGNALS IN ORDER OF PRIORITY			2♦ Opening = Weak with ♥ or ♠, or 20/22 Bal
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	2♥ Opening = (4=4=1=4) or (4=4=0=5). 11 - 16
Ghestem [note 10]	Suit:1st	Hi = DISCRG	Hi/Lo = Odd	E = ENCRG, O = S/P
Jump cue asks stop	2nd	Hi/Lo = Odd	S/P	Hi/Lo = Odd
Cue in 4th is any 2 suits intermediate+	3rd	S/P		
1M - P - 2M then cue is stop ask and 4m = 5m/5OM	NT: 1st	Hi = DISCRG	Hi/Lo = Odd	E = ENCRG, O = S/P
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	Hi/Lo = Odd	S/P	Hi/Lo = Odd
2♣ = ♦ or destructive ♥ + ♠	3rd			
2♠ = constructive ♥ + ♠	Signals	Smith Signal vs NT (lhigh enc, low disc or neutral)		
2M = Natural	Remainder Count : Hi/Lo = odd			
2NT = Distributional 2 suit (minor orientated)	S/P in Trump suit			
X = Penalty, or by passed hand = ♣	DOUBLES			
	TAKEOUT DOUBLES(Style;Responses;Reopening)			
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	May be light with perfect shape, May have 2 cards in unbid minor			
Double take out. Lebensohl v weak 2M or 2 suiter with known anchor	Cue bid F to suit agreement. Jump 4 cards with 9 - 11 or 5 cards with 7 - 9			
(WK 2M): 4♣/♦ = 5OM + 5♣/♦. Cue Bid asks stop. After 3 minor: cue = 5/5 Majors	Jumps to 3M weak. Raise in comp auction shows slightly better than minimum			
4om = 6(5)om + 4M. After 3M: 4m =6(5) m + 4OM and 4NT = minor 2 suiter	Jump over opps redl weak. 1M-X-2M- Lebensohl, 1M-P-2M-X-P- 2NT = lebensohl			
VS. ARTIFICIAL STRONG OPENINGS	Double in re-opening position may be weak			
Against 1♣/2♣: X (2♣) = ♣/♥ or ♠/♠, 1♦ (2♦ over 2♣) = ♥/♦ or ♣/♠, 1/2/3NT = Ms or m's	SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
All 4+/3+ 0 - 12 hcp. Jumps are weak	Negative DBL through 3♣ (4♣ after 1♦ opening) Higher X = cards, co-op T/O			
Responses are random until doubled. NT is game try	Responsive DBL through 4♥. Often game try when no UCB available			
	Higher doubles card showing (Transferable values)			
OVER OPPONETS TAKE OUT DOUBLE	1♣ - 1M - 3♣ then double shows OM and 3♦ game try			
After 1♣: 2NT = 5/5 minors, RDBL = 12+ HCP. After 1♥/M opening: RDBL = 10+, then subsequent DBLS takeout forcing to penalty or 2 Opps suit.	Support DBL and RDBL though 2♣			
1NT to 2 under = transfers (NF or F1), TRFS to opening suit = 3 card supp inv+	Most low level DBLS = Take Out. When we have agreed suit double is penalty unless			
	no space when it is game try			
	Psychics: Seldom			

OPENING BID DESCRIPTIONS					Responses	Subsequent Auction	Competitive and Passed Hand Bidding
Open	Artificial	Min	Neg	Description	Responses	Subsequent Auction	Competitive and Passed Hand Bidding
1♣	Yes	0	3♣	11 - 13 BAL or any 17+	1♦ = 0 - 7 or GF no Major, 1NT = 8 - 11, 2NT = 12/13, 3NT = 14 - 18 1♥/♠ = 8+ hcp (may have minor suit canape) 2♣/♦ = minors NF 2♥ = semi-invitational both minors [note 1] 2♠ = semi-invite 1 minor GF [note 2] 3♣/♦ non invite (6+), 3♥ and higher as opening	After 1♦: 1M = 11 - 13, 3+ cards or 17+, 4+ cards 1NT = 17 - 19, 2♥ - 3♦ = Game Forcing, 2NT = 23/24 3♥ - 4♦ = Natural and Control Ask, 3NT = 25+ After 1M: 1NT = 11 - 13, 2♠ = Artificial GF [note 3]	2♥/♠ Weak (< 2♦ opening) 3♣/♦ Pre - emptive
1♦	No	4	4♣	10 - 16 Unbalanced May have longer ♣	1NT = 6 - 10, 2NT = 11 - 12, 3NT to play, Inverted Raises, 2M = weak Splinters, 3♣ any void splinter	1♦ - 1M [note 4] 1♦ - 1NT: 2NT = 14 - 16 5♥/4♠ or 1=4=4=4 After 1♦ - 1NT - 2NT: 3♥ = GF ask, then 3♠/3NT = shortage in ♥/♠	2♥/♠/3♣ = Jump Fit
1♥	No	5	3♣	10 - 16,	1NT 6 - 12 semi-F, 2♣ = art GF[note 5], 2♦ = 3 card supp 1nv+, 2M = 5-9 2♠ = weak, 2NT/3♣/♦ = 4 card support 3♣ = void spl, 3NT = ♣ spl [note 7]	After 1NT rebid 2♣ is ask, inv+ with spades or any GF hand After 1♥ - 2♦ and 1♠ - 2♥: [note 6]	2♣ = 3 card Drury Jump fits, 2 Natural NF
1♠	No	5	3♥	10 - 16,	2♦ = ♥s 9+hcp, 2♥ = 3 card supp inv+ 3♥/NT = void splinters 10 - 14/14+, 4♣/♦/♥ = Splinters	After 1♠ - 2♦: [note 8] After 1M - 2NT: 3♣ = min, 3♦ = 14 - 16 no sho, 3♥/♠/NT = Singleton, 4X = Void	2♥ Natural NF 2NT = 4 card support INV
1NT	No	2	3♣	14 - 16 5M, 6m or 5/4 minors possible	2♣ = stayman, 2♥/♥/♠/NT = Transfers 3♣ = 5+ ♣/4+ ♦ GF, 3♦ = 5+ ♥/4♠ GF, 3M slam try 4♣ = Gerber 4♥/♥ = Transfers (texas), 4♠ = 4 - 4 minors inv+	After 2♣ - 2♦: 2M weak 5/4, After 2♥/♥: 2NT /3M = max/min with 4 trumps After 2♠/NT: 2 steps = Accept, After 3♣/♦ Next = ask After Texas, then 4NT = RKCB, New = ERKB	
2♣	No	5	3♣	10 - 16, 6 or 5+♣ & 4 Major	2♦ = Ask. 2M natural F1, 2NT F with support or balanced, 3 new = GF	After 2♦: 2M natural, 3♣ minimum, 2NT max, 3NT good suit [note 9]	
2♦	Yes	2♣		Multi, Weak in ♥ or ♠ 20/22 bal Weak 2 NV may be 5 and very weak	2♥/♠ = Relay, 2NT = ask, 3♣/♦ NF, 3M/4♥ for correction 4♣/♦ = TRFs to resp Major	After 2NT: 3♥/♠ = Max, new suit is cue; 3♣/♦ = Min, 3♥/♥ = Ask and new = Natural F after 2nt rebid: Puppet Stayman, 3♥/♥:TRF, 3♠=m's, 4♠:1 minor, 4♥/♥:Texas, 4♠:4-4 m's	
2♥	Yes			(4 - 4 - 1 - 4) or (4 - 4 - 0 - 5) short ♦	Raises invitational. 2NT = ask GF	After 2NT: 3♣ = Min, 3♦ = Medium, 3♥ = Max, 3♥/NT med with 5♣/♦H	
2♠	No	5,4		Spades + other, 5/5(4) 3 - 9 HCP	2NT=Ask 2nd suit, 3♣ correction, inv if ♥, 3♦ = inv in ♠, 3♥ NF constructive		
2NT	Yes	2(1)		<11 hcp 5+/5+ minors	3 minor to play, 3 major forcing		
3♣		6		Pre - empt, Good suit in 1/2 seat	New suit nat F1, 4♣ = Trump ask, CABS		
3♦		6		As 3♣	As above		
3♥		6		Pre - empt (fairly classic in 2nd)	As above		
3♠		6		As 3♥	As above		
3NT		6		Pre - empt in ♣ or ♦	4+♣/♦ for correction, 4♥ and 4♠ to play		
4♣		7		Strong 4♥ opening	4♦ = Ask	After Ask 4M = Minimum, 4NT = 3 key cards, 5M = Extras	
4♦		7		Strong 4♠ opening	4♥ = Ask	After 4M response, next step is shortage ask	
4♥		6		Pre - empt	CABS		
4♠		6		Pre - empt	CABS		
4NT				Specific ace Ask			
					HIGH LEVEL BIDDING		
					CUE: 1st + 2nd round equally. Positive and Negative cue bids		
					3NT after 1NT 3M and when we have a 4 - 4 M fit is serious slam try (stronger than cue)		
					RKCB: 1430, Exclusion RKCB, then 5NT asks specific kings and 5/6 above trumps may be 3rd round control ask.		
					Control asks after PRE Openings: 1 step = 0, 2 step = 2nd, 3 step = 1st		
					Response to RKCB after 1♣ 1♦: 5♣ = 0, 5♦ = 0 + TQ, 5♥ = 1, 5♠ = 1 + TQ		
					JOSEPHINE		
					In forcing pass auctions pass then pull is slam try		

Note # Description: Garvey / Carroll Supplementary Notes Page 1

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Bids that may Require Defense

After 1♦ and 1M and opponents double:

1NT to 2 under are transfers. Transfer to a new suit shows 6 cards NF or 5+ cards F1.

Transfer to the opened suit shows support 4 if diamonds, 3 cards if 1M invitational strength

After 1♦ and 1♥ opening and opponents overcall at the 1 level:

1NT to 2 under are transfers. Transfer to a new suit shows 5+ cards 10+ HCP and transfer to opened suit is support invitational strength

In response to new suit transfer 2NT by opener is fit with 14-16. In response to transfer showing support 2NT is 14-16 and new suits are natural game tries

After 1♣ opening and 2M overcall:

2NT to 3♥ are transfers. Transfer to a minor opposite 11-13 is to play or GF and transfer to a Major is invitational+ (opposite 11-13)

After 1NT opening and opponents intervene:

After double by LHO: Redouble is one suiter, puppet to 2♣. 2X shows X and higher suit

After double by RHO: Redouble is penalty, 2♣/♦ natural, 2♥ shows 4-4 Majors

Artificial double: Redouble penalty and bids as if undisturbed

After 2 level overcall: 2NT to 3♥ are transfers. Transfer to opps suit is staymanic.

Transfer to a minor is NF or GF. Transfer to a Major is Inv+

2 Two suited actions

Ghestem.[note 10] 5+/5+. Non vul usually (but not always) weak or strong.

Vul intermediate +, but may be weaker with both Majors

2NT = lowest suits

Cue = Extreme suits, except 1♣ - 2♣ is natural and 3♣ is ♠ + ♦

After 1♦: 3♣ shows Majors, after 1♥: 3♣ shows diamonds and spades, after 1♠: 3♣ shows diamonds and hearts. After 1♣: 2♦ shows both M

1m -P- 1NT-2m shows 5/4 + in Majors

3 Leads and Signals

We lead 4th best Vs NT and suit contracts with second highest from poor suits.

Subsequent leads are Attitude, often but not always 4th best

Rusinow on opening lead (except in partner or dummies suit) and subsequent leads.

Honour thru decaler suggests a higher honour (not necessary touching) or shortage.

On opening leads our primary method is attitude (low= enc)
Otherwise our primary signal is Count- High = Odd.

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On the first discard we use Even/Odd, Even = Enc and Odd = Disc with SP

Subsequent discards are remaining count (Hi = odd), S/P or random.

SP: high = high suit, low = low suit. Middle suit encourages suit lead.

2nd highest if applicable is SP for trumps.

We use smith Vs NT. A high card from both sides encourages, while a low card suggests a switch or is neutral.

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Others

[Note 1]

1♣-2♥ - 5+/4+ minors 10 - 13 semi-invitational opposite 11-13 bal

2♣ is 11-13 with 3♣ or 17+, 2NT is 11-13 without 3♣, 3♣/♦ are 11-13 4 cards, 3♥/♠ nat F

3NT to play - max fitting 11-13 or 17+ no slam interest

[Note 2]

1♣-2♠ - 6+ minor semi-invitational opposite 11-13 bal

2nt = 17+ ask, 3♥/♠ nat F (other major good hand, control not necessary)

3♣ = to play opposite ♣, 3♦ to play 3♦ opposite ♦ or 3NT opposite ♣

[Note 3]

1♣ - 1M

2♣: artificial GF: usually clubs or balanced

Then

2♦: Not 6 Major or good 5+ other

2 M: 6 cards

2 OM: 5 clubs

2 NT: 5 diamonds

3♣/♦: 6 cards

3 M: 6 cards semi solid+

3 OM: 5/5+

[Note 4]

1♦ -1♥

1NT shows clubs 5/4 either way, 2♣=diamonds, 2♦=6 diamonds with 3 hearts

1♦ -1♠

1NT shows clubs, 2♣ = diamonds, 2♥ shows 4+ diamonds and 4 hearts 10-14

1♦ - 1M

2NT: Diamonds 14-16 or diamonds+4M with shortage

3♦: Diamonds with 3 card M support 14-16

3M: No shortage

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[Note 5]

1♥-2♣ Artificial GF (1♠-2♣ similar)

2♦: 11-13 Balanced or 5+ ♥ with 4+♣/4+♦. Then 2♥ starts relay

2♥: 6+ Nat 10-16

2♠: 5+ ♥/4+♠ 10-16, then 2NT starts relay

2NT: 5/4/4/0

3♣/♦: 5+/5+ 14-16,

3♥ Semisolid+

3♠ 5+/5+ 14-16

When we are above 3M after relay 4♦ is puppet to 4♥ while bids are natural
invitational (slam try type)

[Note 6]

1♥-2♦: 3 card support invitational + (1♠-2♥ auctions similar)

2♥: 11-13 balanced or very minimum opening

2♠: 14-16 (any)

2NT: 6-3-2-2 or 7-2-2-2 <14 hcp

3X: singleton in X (3♥ = singleton ♠) <14 hcp

3♠ / 4m : void in X <14 hcp

[Note 7]

Responding to 1 Major with 4 card support

1M – 2NT: 4 card support GF

1M - 3♣: 4 card support 10-12 hcp

1M- 3♦: 4 card support 7-9 hcp

1♥-3NT/4♣/♦ is a splinter in ♠/♠/♦ with 10-14 HCP. 1♥ - 3♠ = any void

1♠-4♣/♦/♥ are splinters 10-14 HCP. 1♠ -3♥ = any void 10-14 HCP. 1♠-3NT = any void 14+

1M-4M: very wide ranging, may be 3 card support

[Note 8]

1♠-2♦: shows 6+ hearts 9+, 5+ hearts 10-12 or 5+ hearts GF

Then 2♥: 0-2 hearts 10-14. 2♠: natural. 2NT: 3 + support 14-16, then 3♣ asks shape

[Note 9]

2♣-2♦: 2M natural, then 2NT GF ask: 3♣/♦=5-4 min/max and 3♥/♠=6-4 min/max

After 2♦ ask and M or 3♣ rebid then 3♦ asks opener to bid non stops

2♣-2NT: 3♣ min, 3X max with shortage, 3NT max no shortage. After 3♣: 3♦ asks shortage and 3M is cue.



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