

DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS			WBF Convention Card		
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE			 Category: Open Country: Ireland Event: European Championships 2016 Players: John Carroll & Tommy Garvey		
Usually 5 cards: 1 level may be light, up to 18 HCP, 54Ms OK.		Lead	in Partner's Suit			
2 level: usually sound	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(+) KQ		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+5+	Hi-x	xSxx xSx Sx	xSxx xSx		2 OVER 1 Respons Artificial after 1M opening	
	Lo-x	HxxS HxS	HxxS HxS		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Reopening: Intermediate, 2NT = 18(+) - 20	SIGNALS IN ORDER OF PRIORITY			2♦ Opening = 4414 or 4405 or (43)15 10-16		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	2♥/2♠ Opening Weak	
Ghestem	Suit:1st	Hi = DISCRG	Hi/Lo = Odd	E = ENCRG, O = S/P		
Jump cue in M asks stop (1D- 3D is weak)	2nd	Hi/Lo = Odd	S/P	Hi/Lo = Odd		
Cue in 4th is any 2 suits intermediate+	3rd	S/P			3NT = Pre-empt in ♣ or ♦ except 4th in hand	
1M - P - 2M then cue is stop ask and 4m = 5m/5OM	NT: 1st	Hi = DISCRG	Hi/Lo = Odd	E = ENCRG, O = S/P	Transfers when opps double or overcall our one level suit openings	
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	Hi/Lo = Odd	S/P	Hi/Lo = Odd	Transfers after 1NT opening and 2x overcall and 1♣ opening and 2M overcall	
2♣ =♦ or less constructive ♥ + ♠	3rd				2NT usually not natural in competitive auctions	
2♦ = constructive ♥ + ♠	Signals	Smith Signal vs NT (lhigh enc, low disc or neutral)			Artificial responses at 2 level after 1M opening	
2M = Natural		S/P in Trump suit				
2NT = Distributional 2 suit (typically minors or else very good hand)						
X = Penalty (or by passed hand = max pass)						
	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			SPECIAL FORCING PASS SEQUENCES		
4om = 5om + 5M. After 3M: 4m =5m + 5OM and 4NT = minor 2 suiter	Jump over opps redl weak. 1M-X-2M- Lebensohl, 1M-P-2M-X-P- 2NT = lebensohl			(1NT) - DBL - (any) - Pass: forcing except of 2♣		
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 ms	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			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
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 OPPONET'S 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+,	Support DBL and RDBL though 2♣			Psychics: Seldom (more possible green with passed partner)		
then subsequent DBLS takeout forcing to penalty or 2 Opps suit,	Most low level DBLs = Take Out. When we have agreed suit double is penalty unless					
1NT to 2 under = transfers (NF or F1), TRFS to opening suit = 3 card supp inv+	no space when it is game try					

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 puppet to 2♣ 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+

Two suited actions

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♦: 2♦ shows Majors & 3♣ nat, 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

Leads and Signals

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

In partners unsupported suit we lead low from odd and (typically second) high from even

Subsequent leads are typically (but not always) 4th best

Rusinow on opening lead (except in partner or dummys suit).

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.

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

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

1♣- P - 2♥ - 4+/4+ minors GF

2♠ is 17+ artificial then 2nt = 5/5 or 5♣/4♦ with a singleton... 3♣ is shortage ask

then 3♣ = 6♣/4♦ with a singleton... 3♦ is shortage ask

then 3♦ = 4♣/6♦ with a singleton... 3♥ is shortage ask

then 3♥/♠ = 4♣/5♦ with a singleton ♥/♠ is shortage ask

1♣- P - 2♠ - 1 minor GF or strong balanced

2nt is a relay over this

1♣ - 1M

2♣: artificial GF: usually clubs or balanced

Then

2♦: Not 6 Major or good 5+ other

2M: 6 cards

2OM: 5 clubs

2NT: 5 diamonds

3♣/♦: 6 cards

3M: 6 cards semi solid+

3OM: 5/5+

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

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)

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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

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

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

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.