


| DEFENSIVE AND COMETITIVE BIDDING  | LEADS AND SIGNALS   |   |                             | WBF Convention Card   |
|---|---|---|-----------------------------|---|
| <b>OVERCALLS(Style; Responses; 1/2level; Reopening)</b>                               | <b>OPENING LEADS STYLE</b>  |   |                             | <br><b>Category:</b> Open<br><b>Country:</b> Ireland<br><b>Event:</b> All<br><b>Players:</b> John Carroll & Tommy Garvey |
| Usually 5 cards: 1 level may be light, up to 18 HCP, 54Ms OK.                         |   | <b>Lead</b>   | <b>in Partner's Suit</b>    |   |
| 2 level: usually sound in major and very sound in minor                               | <b>Suit</b>   | 4th, 2nd from bad suits                               | Low from odd if unsupported |   |
| New suit: F1  | <b>NT</b>   | 4th, 2nd from bad suits                               | Low from odd if unsupported |   |
| UCB usually promises 3 card support   | <b>Subseq</b>   | same/attitude   |                             |   |
| After 1M overcalls: 2NT = 4+ support and jump fits                                    | <b>Other:</b>   | RUSINOW. Ace asks attitude, King count (unblock v NT) |                             |   |
| Jump raises pre -emptive  |   |   |                             |   |
| <b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>                              | <b>LEADS</b>  |   |                             | <b>SYSTEM SUMMARY</b>   |
| 15 - 18 HCP in 2nd: Responses as for 1NT opening                                      | <b>Lead</b>   | <b>Vs.Suit</b>  | <b>Vs. NT</b>               | <b>GENERAL APPROACH AND STYLE</b>   |
| 10 - 14 in 4th. Stop in opened suit not necessary 2♣ ask range and majors             | <b>Ace</b>  | Akx(+) Ax(+)  | Akx(+) Ax(+)                | 1♣ = 11 - 13 Balanced or 17+ any  |
| Negative doubles and some transfers in competition                                    | <b>King</b>   | AKQx(+) KQ(J/T)x(+) KQ                                | KQJ(+) KQT9(+) KQ           | 1♦ Opening may have longer clubs and is usually unbalanced  |
|   | <b>Queen</b>  | KQx(+)  | KQx(+)                      | 5 card Majors, 1NT response semi-F. Light initial action  |
|   | <b>Jack</b>   | QJx(+) QJ   | QJx(+) QJ                   | Canape responses after 1♣ opening   |
| <b>JUMP OVERCALLS(Style; Responses; Unusual NT)</b>                                   | <b>10</b>   | JTx(+) HJTxx(+) JT Tx                                 | JTx(+) HJTxx(+)             |   |
| 1-Suit: Weak , 2NT = Ask  | <b>9</b>  | T9x(+) HT9x(+) 9x                                     | T9x(+) HT9x(+)              | <b>1NT Openings:</b> 14 - 16  |
| 2-Suit: Ghestem 5+15+ [note 10]   | <b>Hi-x</b>   | xSxx xSx Sx   | xSxx xSx                    | <b>2 OVER 1 Responses:</b> Artificial after 1M opening  |
|   | <b>Lo-x</b>   | HxxS HxS  | HxxS HxS                    | <b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>  |
| Reopening: Intermediate, 2NT = 20 - 22  | <b>SIGNALS IN ORDER OF PRIORITY</b>   |   |                             | 2♦ Opening = 4414 or 4405 10-16   |
| <b>DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)</b>                        |   | <b>Partner's Lead</b>                                 | <b>Declarer's Lead</b>      | <b>Discarding</b>   |
| Ghestem [note 10]   | <b>Suit:1st</b>   | Hi = DISCRG   | Hi/Lo = Odd                 | E = ENCRG, O = S/P  |
| Jump cue asks stop  | <b>2nd</b>  | Hi/Lo = Odd   | S/P                         | Hi/Lo = Odd   |
| Cue in 4th is any 2 suits intermediate+   | <b>3rd</b>  | S/P   |                             |   |
| 1M - P - 2M then cue is stop ask and 4m = 5m/5OM                                      | <b>NT: 1st</b>  | Hi = DISCRG   | Hi/Lo = Odd                 | E = ENCRG, O = S/P  |
| <b>VS. NT(vs. Strong/Weak; Reopening;PH)</b>  | <b>2nd</b>  | Hi/Lo = Odd   | S/P                         | Hi/Lo = Odd   |
| 2♣ =♦ or destructive ♥ + ♠  | <b>3rd</b>  |   |                             |   |
| 2♦ = constructive ♥ + ♠   | <b>Signals</b>  | Smith Signal vs NT (Ihigh 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 = ♣  | <b>DOUBLES</b>  |   |                             |   |
|   | <b>TAKEOUT DOUBLES(Style;Responses;Reopening)</b>                                 |   |                             |   |
| <b>VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)</b>                                | 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        |   |                             |   |
| <b>VS. ARTIFICIAL STRONG OPENINGS</b>   | 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 | <b>SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>                       |   |                             |   |
| All 4+/3+ 0 - 12 hcp. Jumps are weak in suit, suit above or 3 suited without bid suit | 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)                                 |   |                             |   |
| <b>OVER OPPONET'S TAKE OUT DOUBLE</b>   | 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♣  |   |                             |   |
| 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  |   |                             |   |
|   | <b>Psychics:</b> Seldom   |   |                             |   |

| OPENING BID DESCRIPTIONS |        |     |     |  |   |  | Competitive and Passed Hand Bidding            |
|--------------------------|--------|-----|-----|--|---|--|--|
| Open                     | Artifl | Min | Neg | Description  | Responses   | Subsequent Auction   |  |
| 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<br>1♥/♠ = 8+ hcp (may have minor suit canape) 2♣/♦ = minors NF<br>2♥ = semi-invitational both minors [note 1]<br>2♠ = semi-invite 1 minor GF [note 2]<br>3♣/♦ non invite (6+), 3♥ and higher as opening | After 1♣: 1M = 11 - 13, 3+ cards or 17+, 4+ cards<br>1NT = 17 - 19, 2♥ - 3♦ = Game Forcing, 2NT = 23/24<br>3♥ - 4♦ = Natural and Control Ask, 3NT = 25+<br>After 1M: 1NT = 11 - 13, 2♣ = Artificial GF [note 3]  | 2♥/♠ Weak (< 2♦ opening)<br>3♣/♦ Pre - emptive |
| 1♦                       | No     | 4   | 4♣  | 10 - 16 Unbalanced<br>May have longer ♣  | 1NT = 6 - 10, 2NT = 11 - 12, 3NT to play, Inverted Raises, 2M = weak<br>Splinters, 3♣ any void splinter   | 1♦ - 1M [note 4] 1♦ - 1NT: 2NT = 14 - 16 5♦/4♣ or 1=4=4=4<br>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<br>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   | 2♣ = 3 card Drury                              |
| 1♠                       | No     | 5   | 3♥  | 10 - 16,   | 2♦ = ♥s 9+ hcp, 2♥ = 3 card supp inv+<br>3♥/NT = void splinters 10 - 14/14+, 4♣/♦/♥ = Splinters   | After 1♥ - 2♦ and 1♠ - 2♥: [note 6]<br>After 1♠ - 2♦: [note 8]   | Jump fits, 2 Natural NF<br>2♥ Natural NF       |
| 1NT                      | No     | 2   | 3♣  | 14 - 16<br>5M, 6m or 5/4 minors possible                                       | 2♣ = stayman, 2♦/♥/♠/NT = Transfers<br>3♣ = 5+ ♣/4+ ♦ GF, 3♦ = 5+ ♦/4♣ GF, 3M slam try<br>4♣ = Gerber 4♦/♥ = Transfers (texas), 4♠ = 4 - 4 minors inv+  | After 1M - 2NT: 3♣ = min, 3♦ = 14 - 16 no sho, 3♥/♠/NT = Singleton, 4X = Void<br>After 2♣ - 2♦: 2M weak 5/4, After 2♦/♥: 2NT /3M = max/min with 4 trumps<br>After 2♠/NT: 2 steps = Accept, After 3♣/♦ Next = ask<br>After Texas, then 4NT = RKCB, New = ERKB | 2NT = 4 card support INV                       |
| 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♣  | (4 - 4 - 1 - 4) or (4 - 4 - 0 - 5) short ♦<br>Weak 2 NV may be 5 and very weak | Raises invitational. 2NT = ask GF<br>4♣/♦ = TRFs to resp Major  | After 2NT: 3♣ = Min, 3♦ = Medium, 3♥ = Max, 3♠/NT med with 5♣/♦H   |  |
| 2♥                       | No     | 5   |     | 4-9 5+ cards   | 2NT = Ask, new suit F1, 4c = rkcb   |  |  |
| 2♠                       | No     | 5   |     | 4-9 5+ cards   | 2NT = Ask, 3c = Hearts, 3h = Clubs, 4c = rkcb   |  |  |
| 2NT                      | No     |     |     | 20-22 bal 5M, 6m or 5/4 minors possible  | 3c asks 5M, 3r = xfer, 3s = m/m st 4c = single suited minor   |  |  |
| 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   |   |  |  |
|                          |        |     |     |  | <b>HIGH LEVEL BIDDING</b>   |  |  |
|                          |        |     |     |  | 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 when we have a fit pass then pull is slam try otherwise flexible about strain  |  |  |

## 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♦: 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

## 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 dummys 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.

## Garvey / Carroll Supplementary Notes Page 2

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.

4

## 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

## Garvey / Carroll Supplementary Notes Page 3

### [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.

**[Note 10] - see two suited actions on page one of notes**