

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Sound Overcalls at the 2+ Level
New Suit by Advancer is F1, except 2/1
(1x) - 1M - (P) - 2nt = Nat INV. Otherwise.....
2nt=4+M LR+ opposite a 1M overcall
Cuebid=LR+
Fit Showing Jump Shifts
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Non Vulnerable 14+-18, Vulnerable 15+-19
Transfer Lebensohl
Sandwich by a passed hand only
Balancing 1nt = 10-14 vs 1m, 12-16 vs 1M
Range Asking Stayman over Balancing NT
JUMP OVERCALLS (Style; Responses; Unusual NT)
Intermediate at the 2-level when Vulnerable
Otherwise 1 Suit: sound vul, wide range nv
2 Suits: Unusual 2NT=2 lowest unbid suits
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels Cuebid, Jump cuebid ask for stopper
by Overcaller
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs Weak and any 3rd seat 1nt: Multi-Landy
Vs Weak in Balancing Seat as a PH: Meckwell
Vs Strong in Direct Seat: Woolsey
Vs Strong in Balancing Seat: Meckwell
See Appendix 1
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double is T/O. Lebensohl. Cuebid=Michaels.
2nt/3nt=NAT, 4nt=2 Suits
Creeping Michaels (see Appendix 2)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1C/2C: Double=Majors, NT=Minors
Vs 1D: 2D=Nat, 2H=Mikes NF, 3D=Mikes F
OVER OPPONENTS' TAKEOUT DOUBLE
Fit Jumps, Double Jumps are Splinters
After 1m, 2m=invite+, 2nt=weak, 3m=mixed
After 1M, 2nt=invite+, 3M+1=Amb. Splinter

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/Low	3rd/Low	
NT	2nd/4th	2nd/4th	
Subseq	3rd/Low	3rd/Low	
OtherCoded 10s/9s during the hand when the dummy has the Queen or Jack, or when leading through Declarer			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	King, unless bid+raise	Attitude	
King	Queen	Count/Unblock	
Queen	Jack	King	
Jack	Ten	Queen	
10	Nine	Jack	
9	Shortness	Ten	
Hi-X	Even or bad suit if bid	2, 5+, bad suit	
Lo-X	Odd	3/4	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Attitude
Suit 2	Suit Preference	Suit Preference	Suit Pref.
3	Count		Count
1	Attitude	Rev. Smith Echo	Attitude
NT 2	Count	Suit Preference	Suit Pref.
3	Suit Preference	Count	Count
Signals (including Trumps):			
UDCA, Standard remainder count, Standard Suit Pref., Rev. Smith Echo, Trump Suit Preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Sound when VUL.			
Equal Level Conversion			
Lebensohl in many auctions			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Optional Support Doubles/Redoubles below 1nt when Responder bids 1 of their own suit, not a transfer adv.			
Redoubles of Game Contracts are to play in direct only.			
Game Try Dbls. Anti-Lead Dbls. Action Dbls. Lightner.			
Double shows Spades after some Splinters and Texas Transfer to Hearts			

W B F CONVENTION CARD
Green Card
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO: Canada
PLAYERS: Piotr Klimowicz and Daniel Lavee
EVENT (Open/Women/Senior/Transnational)
Open - Bermuda Bowl 2023
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 Game Forcing. 1M - 2C = 1+ club
Aggressive NV. Sound Vulnerable.
1M/1nt Response could be light
1nt = Good 14 to 17 semi-balanced
Aggressive Preempts when non vulnerable
Aggressive 3rd Seat Openings
Intermediate Jump Overcall at the 2-level when Vulnerable
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1C could be 2 cards if 4=4=3=2
2D = Weak Two in a Major
P - (1y) - 3z NV = preemptive, that suit or the higher ranking suit
3nt = Namyats in 1st and 2nd
3nt = To Play in 3rd and 4th seat
4m = Namyats in 3rd and 4th seat
4nt = Minors Preempt
1m pass 2H = BAL Invite
1m pass 2S = Mixed Raise
SPECIAL FORCING PASS SEQUENCES
After we Double 1nt Opening/Overcall for penalty and then opponents bid, pass is forcing up to and including 2H
IMPORTANT NOTES
PSYCHICS: Infrequent

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2	4H	2+ Clubs, 11-21 points	2C=Limit+, 2D=INV, 2H=BAL INV 2S=5+C con., 2nt=13-15 or 18-19	Rebidding 1M is unbal., 2way NMF	Transfer advances Fit Jumps
1♦		4	4H	4+ Diamonds, 11-21 pts	2D=INV+, 2H=Bal INV, 2S=5+D con 2nt=13-15 or 18-19, 3C=INV	Rebidding 1M is unbal., 2way NMF,	Transfer advances Fit Jumps
1♥		5	4D	5+ Hearts, 11-21 pts	SF 1nt (5-12), 2m=FG, 2M=con. 2S/3m=INV, 2nt=4+M limit+	Transfers after 1M-1nt; 2nt 1M-2M; next step = showing	Drury Transfer advances
1♠		5	4D	5+ Spades, 11-21 pts	3M+1=11-13 amb. splt., 4m = 14-16	shortness somewhere	Fit Jumps
INT		(1)/2	4H	Good 14 to 17 HCP, BAL Singleton Honour Possible	Jacoby/South African Transfers 3C=Pup., 3D=55+m FG, 3M=Splt.	Smolen, Delayed Texas Transfers after Jacoby Transfers	Transfer Lebensohl
2♣	x	0	4H	Strong, Artificial, Forcing 22+ HCP or almost Game	2D=waiting, other bids are Xfers showing 6+ cards & 2 of the top 3	3C=Double Negative or Waiting Double Flip-Flop Kokish Relay	
2♦	x	0	2S	4-9 pts, 6 hearts/spades Could be 5 cards NV	2/3M=p/c, 2nt=ask 3D=To play in Responder's Major		
2♥		6	Pen	6+H, 10-12 points	2nt=ask		
2♠		6	Pen	6+S, 10-12 points	2nt=ask		
2NT		(1)/2	4H	Good 19 to 21 HCP, BAL Singleton Honour Possible	Romex Stayman, Jacoby Transfers		
3♣		6		4-9 pts NV, 5-10 pts Vul	New Suit=F, 4D=01122, 4M=to play		
3♦		6		4-9 pts NV, 5-10 pts Vul	New Suit=F, 4C=01122, 4M=to play		
3♥		6		4-9 pts NV, 5-10 pts Vul	New Suit=F, 4C=01122, 4M=to play		
3♠		6		4-9 pts NV, 5-10 pts Vul	New Suit=F, 4C=01122, 4M=to play		
3NT	x	7		Namyats, 8.5-9 tricks	4C = transfer to, 4D = bid your suit		
3nt is to play in 3rd/4th Seat							
4♣	x	7/0		Nat preempt in 1st/2nd	4D=01122. Namyats in 3rd/4th seat		
4♦	x	7/0		Nat preempt in 1st/2nd	Namyats in 3rd/4th seat		
4♥		6		Preemptive	4S=Nat, 4nt=01122, 5x=asking for cue		
4♠		6		Preemptive	4nt=01122, 5x=asking for cue		
4NT	x	0		65+ in the Minors, Weak			
5♣		8		Preemptive		HIGH LEVEL BIDDING	
5♦		8		Preemptive		Serious 3nt, Last Train, Splinters, Kickback 1430,	
5♥		7		Asks partner to bid 6 with the Ace/King of Hearts, 7 with both		Exclusion 011223, DEPO, D1P2, R1P2	
5♠		7		Asks partner to bid 6 with the Ace/King of Spades, 7 with both		01122 over Preempts	
						4nt is often Quant. 4nt has variable meanings in comp.	
						5nt is usually Pick a Slam. It is GSF in obvious auctions.	

Klimowicz-Lavee Appendix 2023 Bermuda Bowl

Appendix 1

Woolsey

DBL = 4M and 5+m

2C = Majors

2D = H or S

2H = H and m

2S = S and m

2nt = Minors

Multi-Landy

DBL = Penalty

2C = Majors

2D = H or S

2H = H and m

2S = S and m

2nt = Minors

Meckwell

DBL = C or D or Majors

2C = C and M

2D = D and M

2H = H

2S = S

2nt = Minors

Appendix 2

Creeping Michaels

(3M) - 4m = 5+oM and 5+m

(2M) - P - (3M) - 4m = 5+oM and 5+m