OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES		
1♣	12-20	4				
1♦	12-20	4	Simple Raise 6 to 9, 3 level raise 10-12, 1NT 6 to 9			
1♥	12-20	4	New suit at 1 level 6+ pts, New suit at 2 Level 9+ pts 2NT 11-12, Splinters			
1♠	12-20	4				
1NT	12-14		2♣=Stayman, 2♦/2♥=transfers, 3♣/3♦/3♥ 1-suited slam try, 4♣=Gerber			
2♣	23+		23-24 BAL or any game forcing hand	2 = weak or waiting; 2NT=10+ BAL new suit=good 5-card suit		
2♦	6-10	6	2NT asks for feature. No	n-minimum hand shows high card		
2♥	6-10	6	feature, otherwise rebid suit opened  New suit forcing for one round			
2♠	6-10	6				
2NT	20-22		Balanced 3♣=Stayman, 3♦/3♥=transfers, 4♣=Gerber			
3 bids	5-10	(6)7	Pre-emptive	New suit is F1		
4 bids		7	Pre-emptive	!		

DEFENSIVE BIDS				
OVER- CALLS	Meaning	OPPONENTS OPEN	Defensive Methods	
Simple	Natural, wide-ranging, new suit F1	Strong 1♣	not required	
Jump	Weak	Weak 1NT	Double=PEN; 2◆/2▼/2◆ natural 2♣=majors (2◆ asks better major)	
Cue Bid	(1m) 2m=5♥, 5♠; (1♥)-2♥=5♠,5m; (1♠)-2♠=5♥,5m	Strong 1NT	not required	
1NT	Direct   Protective   15-17   11-14	Weak 2	Double=takeout	
IINI	Responses As over 1NT	Weak 3	Double=takeout	
21.5	Direct Protective 5-5 lowest unbid suits 19-21	4 bids	Optional double	
2NT	Responses	MULTI	not required	

	ACTION AFTER OPPONENTS INTERVENE WITH						
Simple Overcall		vercall	Double	Takeout through 3♠	Bids N		ew suit F1
	Jump Overcall		Double Takeout through 3♠		Bids	Raises PRE	
	Double	Redoubl	e New suit	Jump in new suit	Jump raise		2NT
I		10+ mist	it natural, F1	5+ suit with fit	PRE		Sound raise

### **SPECIAL USES OF DOUBLES:**Double of suit is take-out

Double of 1NT is 16+

If your 1NT is doubled all bids are natural and redouble is to play

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name:		
Blackwood	$5 \clubsuit = \text{no aces}, 5 \spadesuit = 1, 5 \heartsuit = 2, 5 \clubsuit = 3$	D0P1, R0P1
	(5NT then asks for kings)	
Gerber	4 ♦ = 0 aces, $4 ♥ = 1$ , $4 ♠ = 2$ , $4NT = 3$	
	(5♣ then asks for kings)	i

#### Other Conventions:

In competition, UCB is the only strong raise

Fourth Suit Forcing to game except at the one level Unusual 2NT at least 5/5 in two lowest unbid suits (usually the minors),

OPENING LEADS	v suit contracts	4th	i !	2nd from bad sui	t, MUD
Attach Red Spot, or hatch over, if using non- standard leads	A <u>K</u> K <u>10</u> 9 <u>10</u> 9x Hxx <u>x</u>	<u>A</u> Kx QJ10 9 <u>8</u> 7x Hx <u>x</u>	<u>K</u> Q10 QJx 10xx <u>x</u> <u>x</u> x	<u>K</u> Qx <u>J</u> 10x Hxx <u>x</u> x x <u>x</u> x	K <u>J</u> 10 10x <u>x</u> Hxx <u>x</u> xx x <u>x</u> xx
Other leads:	v NT contracts	4th	!	2nd from bad su	it, MUD
	<u>A</u> Kx <u>(x)</u> K <u>10</u> 9 10xx <u>x</u> Hxx <u>x</u> x	A <u>J</u> 10x QJ10 <u>10</u> 9x Hxx <u>x</u>	<u>K</u> Q10 <u>Q</u> Jx 9 <u>8</u> 7x <u>x</u> x	<u>J</u> 10x	K <u>J</u> 10 10x <u>x</u> Hxx <u>x</u> xx x <u>x</u> xx

(In all the card combinations shown, circle the card normally lead if different from standard i.e. underlined card)

CARDING METHODS	Describe Primary method. State alternative in brackets.
On Partner's lead	High card=encouraging or even number
On Declarer's lead	High card=even count, low card=odd
When Discarding	High card=encouraging, low card=discouraging
Exceptions to above	

# SUPPLEMENTARY DETAILS (Please cross reference to appropriate part of card)

#### **Abbreviations**

F1 forcing for one round (partner may not pass it but you do not guarantee another bid)

PRE pre-emptive

UCB unassuming cue bid (a cue bid of the opponent's suit to ask for more

information)

m minor suit M major suit

DOP1 Double=no aces, pass=1 ace ROP1 Redouble=no aces, pass=1 ace



Name: BERWICK INDIVIDUAL

Partner:

S.B.U. NO.

#### **GENERAL DESCRIPTION OF SYSTEM**

Bidding Methods:- Acol, 4-card majors, 12-14 1NT, three weak twos Landy defence to 1NT

Style of leads, signals, discards:- 4th highest leads, 2nd from bad suit High=encouraging

## ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

Because this convention card is also your opponents' convention card it may be freely consulted during the auction and play.

Partnerships may not have any specific understandings outwith this system card.

However, players may experiment with bids that they feel their partner may understand without specific agreement

STRENGTH OF 1NT OPENERS: 12-14

2♣ RESPONSE TO 1NT OPENER IS: Stayman

Both players of a partnership must have identically completed convention cards. Cards must be exchanged with opponents for each round.