



OPENING LEADS							
For all the card combinations shown, clearly mark the card normally led if different from the underlined card.				Hatch over or shade this box if using non-standard leads.			
v. suit contracts	A <u>K</u>	<u>A</u> K x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7 x	10 x x <u>x</u>	H x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	
v. NT contracts	<u>A</u> K x ( <u>x</u> )	<u>A</u> <u>J</u> 10 x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7 x	10 x x <u>x</u>	H x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	
<b>Other agreements in leading, -</b>							
Basic Method: 4 <sup>th</sup> highest from honour, but 2 <sup>nd</sup> from bad suit							
Top of sequences							
CARDING METHODS							
	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	High – Low = encouragement						
On Declarer's lead	High – Low = even number of cards						
When discarding	High – Low = encouragement						
<i>Other carding agreements, including secondary methods (state when applicable) and exceptions to above</i>							
Suit Preference Signals							
High = higher ranking other suit							
Low = Lower ranking other suit							
SUPPLEMENTARY DETAILS							
LCBA SS RHN 2011.08.22							



Name

EBU No.

Partner

EBU No.

GENERAL DESCRIPTION OF BIDDING METHODS			
LCBA SIMPLE SYSTEM (STANDARD ENGLISH) 2011			
1NT OPENINGS AND RESPONSES			
Strength	12 - 14		<input type="checkbox"/>
Shape constraints	(4333) or	(4432) or <input type="checkbox"/>	(5332)
Responses	2♣ Stayman		
2♦	Hearts	2♥	Spades
2♠		2NT	
Others			
Action after opponents double			
Action after other interference			
TWO-LEVEL OPENINGS AND RESPONSES			
	<b>Meaning</b>	<b>Responses</b>	Notes
2♣	23+ or Game Force	2♦ = Neg and then after 2NT as below	
2♦	)		
2♥	) 8 or more Playing Tricks with	2NT = Neg	
2♠	) 2+ outside defensive tricks		
2NT	20 – 22	3♣ = Stayman	Red Transfers
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
Use Fourth Suit Forcing			

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