

OPENING LEADS							
Summary on right. To clarify for the card combinations shown below, the standard lead is underlined. Clearly mark (e.g. ring in red) any alternatives you use.				From suit with honour: fourth highest, or top of sequence 2 nd best from honourless suit			
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>)	A <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	
Other agreements in leading, e.g. high level contracts, partnership suits:-							
CARDING METHODS							
	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	Attitude: high encouraging, low discouraging						
On Declarer's lead	Count: high-low = even no. of cards; upwards = odd no.						
When discarding	Attitude: high encouraging; low discouraging						
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
Suit preference signals: High = higher ranking other suit Low = lower ranking other suit							
THE USE OF THIS SYSTEM CARD (continued)							
In divisions 1 - 3 (Level 4) there is a wider range of System Cards available.							
In Division 4 either this Simple System Level 1 Card, or for the more experienced possibly the Simple Systems Standard English Card, should be given to pairs not providing their own card, requiring them to play to it. If only issued at the start of a match, pairs must first delete conventions they do not play, noting no alternative/extra conventions may be added or played							



Name

EBU No.

Partner

EBU No.

GENERAL DESCRIPTION OF BIDDING METHODS			
LCBA SIMPLE SYSTEM LEVEL 1 (VERY BASIC ACOL)			
1NT OPENINGS AND RESPONSES			
Strength	12 to 14		<input type="checkbox"/>
Shape constraints	(4333) or (4432) or <input type="checkbox"/> (5332)		
Responses	2♣ Stayman		
2♦	Weakness take-out	2♥	Weakness take-out
2♠	Weakness take out	2NT	11 – 12
Others 3♥/♠ = 5+ suit, game force			
Action after opponents double		All bids including 2♣ natural	
Action after other interference		Bid naturally.	
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	
2♣	Game forcing or 23+ balanced	2♦ negative	
2♦	Natural Strong two	2NT negative	
2♥	Natural Strong two	2NT negative	
2♠	Natural Strong two	2NT negative	
2NT	20 – 22	3♣ = Stayman	
PLEASE NOTE – THE USE OF THIS SYSTEM CARD			
Pairs wishing to play a system much more limited than what is permitted in any Level 2 event may choose to use this card. They can add a few modifications, writing in additions, deleting any they do not wish to play. If they wish to play significantly more Level 2 conventions the Simple Systems Standard English Card would be better.			
Captains of LCBA League Teams have a duty to ensure all pairs comply with the requirement to hand properly completed System Cards to their opponents at the start of each 6 board stanza. (continued at foot of back page)			

Both players of a partnership must have identically completed convention cards. Cards must be exchanged with opponents for each round. RS 2015.09

EBU 20B

OTHER OPENING BIDS				
	HCP		Min length	CONVENTIONAL MEANING SPECIAL RESPONSES
1♣	12*-19		4	For choice of opening see note 1. 1NT response = 6-9
1♦	12*-19		4	Light openings possible 2NT response = 10-12 * see note 2
1♥	12*-19		4	For opener's NT rebids Limit raises see note 3
1♠	12*-19		4	
3	6 – 10		7	Pre-emptive
4	6 – 10		8	Pre-emptive

*(Enter your normal HCP range in the HCP column. If you have special agreements involving different values in particular positions (e.g. light openings in third seat) include further details under Supplementary Details).

DEFENSIVE METHODS AFTER OPPONENTS OPEN			
OPPONENTS OPEN A NATURAL ONE OF A SUIT		CONVENTIONAL MEANING	SPECIAL RESPONSES
Simple overcall		Wide range from 8+ at 1 level, 5+ card suit	
Jump overcall		Intermediate 12-16, good 6 card suit	
Cue bid			
1NT	Direct: Protective:	16 – 18 11 – 14 see note 4	As for 1NT opening
2NT	Direct: Protective:	20 - 22 balanced 20 - 22 balanced	As for 2NT opening
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES
Strong 1♣		Natural	
Short 1♣/1♦		Natural	
Weak 1NT		Double = penalties, suits natural	
Strong 1NT		Double = penalties, suits natural	
Weak 2		Double = take-out	
Weak 3		Double = take-out	
4 bids		Double = take-out	
Multi 2♦			

SLAM CONVENTIONS	
Name	Meaning of Responses
Blackwood 4NT = ace ask	5♣ = 0 or 4 aces; 5♦ = 1 ace 5♥ = 2 aces, 5♠ = 3 aces Kings shown in similar way after subsequent 5NT.

COMPETITIVE AUCTIONS			
Agreements after opening of one of a suit and overcall by opponents			
Level to which negative doubles apply		2♠	
Special meaning of bids			
Exceptions / other agreements			
Agreements after opponents double for takeout			
Redouble	9+ HCP	New	Forcing
Jump raise	Pre-empt	2NT	Good Raise
Jump in new suit: Game Force			
Other agreements concerning doubles and redoubles			

OTHER CONVENTIONS	
Fourth Suit Forcing	
A bid in the fourth suit is artificial, showing no particular holding in that suit but requesting partner to describe his hand further.	

SUPPLEMENTARY DETAILS	
(Please cross-refer where appropriate to relevant part of card, and continue on back if needed).	
1. Balanced hands not 12 to 14: With four hearts and four spades open 1♥, Otherwise open the longest suit or the higher ranking of two 4-card suits. Unbalanced hands: Always open the longest suit. With two 5-card or longer suits always open the higher ranking. Consider Rule of 20 for light openings. 4441 hands: singleton ♣ open 1♥; singleton ♦ open 1♣, singleton ♥ or ♠ open 1♦	
2. Rule of 20: If HCP + length of 2 longest suits is 20+ consider opening with 10 HCP	
3. NT rebids: After 1 level response 1NT = 15-16; 2NT = 17-18; 3NT = 19	
4. Protective 1NT overcall: After an opening bid and 2 passes 1NT shows 11 – 14. With more points, double first and rebid NT over partner's response	