



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 RS 2015-09							



Name

EBU No.

Partner

EBU No.

GENERAL DESCRIPTION OF BIDDING METHODS			
LCBA SIMPLE SYSTEM STANDARD ENGLISH - 2015			
1NT OPENINGS AND RESPONSES			
<b>Strength</b>	12 - 14		<input type="checkbox"/>
<b>Shape constraints</b>	(4333) or	(4432) or <input type="checkbox"/>	(5332)
<b>Responses</b>	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.