

OTHER OPENING BIDS					
	HCP	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	11 - 19	<input type="checkbox"/> 4 <input type="checkbox"/> 3	Natural	1NT = 6-9, 2NT = 10-12, limit raises <input type="checkbox"/> Splinter Bids ⁴	When 1NT = 12-14, after a 1-level response a rebid of 1NT = 15-16, 2NT = 17-18, 3NT = 19 HCP
1♦	11 - 19	<input type="checkbox"/> 4 <input type="checkbox"/> 3			
1♥	11 - 19	<input type="checkbox"/> 4 <input type="checkbox"/> 5			
1♠	11 - 19	<input type="checkbox"/> 4 <input type="checkbox"/> 5			
3 bids	6-10	7	Pre-emptive		
4 bids	6-10	8	Pre-emptive		

DEFENSIVE METHODS AFTER OPPONENTS OPEN

OPPONENTS OPEN A NATURAL ONE OF A SUIT	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
<i>Simple overcall</i>	Wide range, from 8+ at 1-level		
<i>Jump overcall</i>	Intermediate 11-16, good 6-card suit		
<i>Cue bid</i>	<input type="checkbox"/> Michaels Cue Bid ³ <input type="checkbox"/> Very strong hand, game force		
1NT <i>Direct:</i> <i>Protective:</i>	16-18 11-14	As for 1NT opening	
2NT <i>Direct:</i> <i>Protective</i>	<input type="checkbox"/> 20-22 balanced 20-22 balanced	<input type="checkbox"/> UNT ¹	As for 2NT opening after strong 2NT
OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
<i>Strong 1♣</i>	N/A		
<i>Short 1♣ / 1♦</i>	Natural		
<i>Weak 1NT</i>	Double = penalties; suits natural		
<i>Strong 1NT</i>	Double = penalties; suits natural		
<i>Weak 2</i>	Double = take out <input type="checkbox"/> penalties <input type="checkbox"/>		
<i>Weak 3</i>	Double = take out <input type="checkbox"/> penalties <input type="checkbox"/>		
<i>4 bids</i>	Double = take out <input type="checkbox"/> penalties <input type="checkbox"/>		
<i>Multi 2♦</i>	N/A		

SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference
4NT:	5♣ = 0 or 4 aces; 5♦ = 1 ace	
<input type="checkbox"/> Blackwood	5♥ = 2 aces; 5♠ = 3 aces	
<input type="checkbox"/> RKCB	5♣ = 0 or 3 keycards; 5♦ = 1 or 4 keycards	Note 2
	5♥/♠ = 2 keycards without/with the trump queen	

COMPETITIVE AUCTIONS

<i>Agreements after opening of one of a suit and overcall by opponents</i>		
<i>Level to which negative doubles apply</i>	<input type="checkbox"/> Not played	<input type="checkbox"/> 2♠

<i>Agreements after opponents double for takeout:</i>		
<i>Redouble: 9+ HCP</i>	<i>New suit: forcing</i>	<i>Jump in new suit: Game forcing</i>
<i>Jump raise: pre-emptive</i> <input type="checkbox"/>	<i>2NT: Good raise</i> <input type="checkbox"/>	

OTHER CONVENTIONS

<input type="checkbox"/>	Fourth Suit Forcing: A bid in the fourth suit is artificial, showing no particular holding in that suit but requesting partner to describe his/her hand further. After 1♣ - 1♦ - 1♥, 1♠ is natural and 2♠ is 'fourth suit forcing'.

SUPPLEMENTARY DETAILS

(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).

Note 1: Unusual No Trump (UNT). A direct overcall of 2NT shows at least 5-5 in the lowest two unbid suits.

Note 2: Keycards are the four aces and the king of the agreed trump suit.

Note 3 Michaels Cue Bid. A direct cue bid of the opened suit shows at least
 (1) At least 5 5 in the Majors if the suit opened is a minor
 (2) At least 5-5 in the unbid major and either minor over a 1 on a major opening

Note 4 Splinter Bids – A double jump in a new suit shows a singleton or void in that suit plus at least 4 card trump support.

OPENING LEADS																						
(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).	(Hatch over this box if using non-standard leads).																					
v. suit contracts	<table border="0" style="width: 100%; font-family: monospace;"> <tr><td>A <u>K</u></td><td><u>A</u> K x</td><td><u>K</u> Q 10</td><td><u>K</u> Q x</td><td>K <u>J</u> 10</td><td>K <u>10</u> 9</td><td><u>Q</u> J 10</td></tr> <tr><td><u>Q</u> J x</td><td><u>J</u> 10 x</td><td>10 x <u>x</u></td><td><u>10</u> 9 x</td><td>9 <u>8</u> 7 x</td><td>10 x x <u>x</u></td><td>H x <u>x</u></td></tr> <tr><td>H x x <u>x</u></td><td>H x x <u>x</u> x</td><td>H x x <u>x</u> x x</td><td><u>x</u> x</td><td>x <u>x</u> x</td><td>x <u>x</u> x x</td><td></td></tr> </table>	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	
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SUPPLEMENTARY DETAILS (continued)																						
<div style="border: 1px solid black; padding: 10px;"> <p>This card indicates the complete list of systemic agreements permitted in simple system events. The boxes should be ticked to indicate your partnership agreements.</p> <p>Where two boxes are shown against a bid, one of the two should be chosen. Where only one box is shown, it may be ticked or left blank to indicate whether or not you play the treatment shown. Where there are no boxes, you must play the bid or call as shown on the card.</p> </div>																						



Name	EBU Number
Partner	EBU Number

GENERAL DESCRIPTION OF BIDDING METHODS		
LMBA Simple System Convention card		
(Please tick boxes to indicate chosen options where available)		
1NT OPENINGS AND RESPONSES		
<i>Strength:</i>	12 to 14 <input type="checkbox"/>	15 to 17 <input type="checkbox"/>
<i>Responses:</i>	2♣ <input type="checkbox"/> Stayman <input type="checkbox"/> Weakness take out	
	2♦, 2♥ <input type="checkbox"/> Weakness take outs <input type="checkbox"/> Transfers	
2♠	<input type="checkbox"/> Weakness take out	Natural, invitational: 2NT 11-12 after weak NT or 8-9 after strong NT
	<input type="checkbox"/> Takeout to weak minor	
<i>Others:</i>	3♣/♦ = 5+-card suit, slam interest. 3♥/♠ = 5+-card suit, game force	
<i>Action after opponents double:</i> All bids natural		
<i>Action after other interference:</i>		
	Bid naturally. After a suit overcall: X = <input type="checkbox"/> takeout <input type="checkbox"/> penalty	
TWO-LEVEL OPENINGS AND RESPONSES		
Meaning	Responses	Notes
2♣	Game forcing or 23+ bal	2♦ negative
2♦, 2♥, 2♠	<input type="checkbox"/> Strong two – 8 playing tricks <input type="checkbox"/> Weak two – 6-card suit 5-9 HCP	2NT negative 2NT asks for feature if non-minimum
2NT	20 – 22, bal	3♣ = Stayman <input type="checkbox"/> 3♦, 3♥ = transfers, 3♠ = both minors <input type="checkbox"/>

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