

PRECISION SYSTEM

1. Signals

On our leads – reverse attitude

On their leads – natural count

Discards: Small = reverse attitude (small = I like the suit)

Note: The lead of the K demands count, any other card demands attitude

2. Interventions

- One over one (1D opponents - 1H) 8 -14 5 card suit
- Two over one (1S opponents – 2H) 11-15 5 card suit
- Double = takeout (could have as low as 9 PO if non vul. & the shape is ok)
- With 16 + PO there are 2 options: a) double first then bid a new suit
Or double and NT with 19-20PO
b) bid 1NT with 16 -18 PO
- After 1NT we play “Super 2” – with 10 – 14 PO
2C = 4 of a major and 5 of a minor (2NT is forcing;
2D is pass or correct and 2H is pass or correct like 2D with
the difference that I can tolerate both majors)
2D = 5 – 5 except minors (2NT is forcing)
2H / 2S = 6 card suit or 5 card suit unbalanced (5-4-2-2 at least)
2NT = 5 – 5 in the minors
3C/3D = 10-14 6 card suit
- After 1NT, double shows at minimum the upper range of the opener
- A direct cue bid is Michaels (could be below 10 or 16+)
- Intermediate overcalls

Are better than a normal overcall (usually a six card suit and very close to double first then bid the suit)

An intermediate overcall is a jump overcall. It is valid only when the partner has passed ! Otherwise the jump overcall is weak

Examples : Pass – 1H (opps) – 2S/3C/3D are intermediate overcalls
1C (opps) – pass – 1H – 2S/3D are intermediate overcalls
1H(opps) – pass – 2H – 3S is very strong , asks partner for 1
and 1/2 tricks to bid 4
1H (opps) – 2S/3C/3D is weak (partner didn't pass !)

3. Responses after opponents intervention

- Negative free bids (1D – 1S opponent – any suit at the second level shows 7-11 PO and 5+ card suit. The opener can not pass this bid with 13+ PO as the bid may contain 11PO ! Even with 12PO and 4 card support do not pass ; with 12+ PO double first or bid 2NT forcing or make a jump overcall at third level only with a 6 card suit).
- Any jump overcall is forcing after opponents intervention (1H – 1S opponents – 3C/3D is forcing with good 6 card suit. Note 3H in this position is weak as you can cue raise or use 2NT = forcing to game)
- After 1NT – intervention – any 2 level is non forcing any 3 level is forcing and 2NT is Lebensohl (bid 3C automatic)
- 1S – 2H opponents – 3S is weak; 1S – 2H opponents – 3H (cue raise); 1S – 2H opponents – 2NT (forcing to game). Rule 2NT by responder at any time is forcing to game
- PODI = First step pass ; Second step Double (or redouble after a double) and so on

4. General Rules

- The principle of fast arrival (ex : 1S – 4S with a hand that has no interest in slam ; ex : 1C – 1S – 4S show a balanced hand with 16-17 PO and fit and no slam interest ; if your hand is good you can still go for the slam)
- Whenever I am using relays and keep the bidding open , I have a slam interest
- With 24 PO we should be in game
- 2NT by responder is always forcing (ex: 1D - 2C - 2H - 2NT forcing)
Exceptions: 1NT - 2NT (transfer to diamonds)
Note that this 2NT rule does not apply for the opener.
1D-1S-1NT-2H is NOT forcing ! You can always bid 2NT. Opener will say 3S with 3 cards support, else further describe the hand.
After a 2NT was employed we do not stop till we reach game
- Any 3 level call is forcing (no negative free bids at the 3 level)
Exceptions : 1S - Pass – 3C/3D/3H (weak jump if opponents pass)
Examples: 1D - 1S - 3H (forcing for 1 round , usually 6 card)
1H - 2S – 3C/3D (forcing for 1 round)
- We play cue raises (ie 1S – 2H opponents – 3S is weak, but 3H is fit showing invitational at least).

5. Asking Bids

Alpha - Ask for support in a suit and controls

First step = No primary support (less than QXX) & less than 4 controls

NOTE: xxxx = primary support ; K = 1 control ; A = 2controls

Second step = No primary support but 4 or more controls

Third step = Primary support and less than 4 controls

Fourth step = Primary support and 4 or more controls

Fifth step = Excellent support (Kxxx or better) and 4 or more controls

Beta – Control ask

First step = 0 -2 controls

Second step = 3 controls

Fourth step = 4 controls and so on

Gamma – Quality and length of a suit asking bid

First step = 5 cards / 6 cards without an honor (Q ; K or A)

Second step = 5 cards and 1 honor

Third step = 5 cards and 2 honors

Fourth step = 6 cards and 1 honor

Fifth step = 6 cards and 2 honors

Sixth step = 7 card and 1 honour

Seventh step = 7 card and 2 honours

Eight step = AKQ in the suit (could be 5 or 6 or 7 card suit)

Epsilon – Level of control in a suit

First step = No control (xxx)

Second step = Third round control (Qxx or xx)

Third step = Second round control (K or singleton)

Fourth step = First round control (A or void)

Fifth step = AK or AQ

Meredith – asking bid. Specific ask for the strength of a 4 card suit

First step = xxxx

Second step = Honour xxx (Honour = A,K or Q)

Third step = Honour Jack xx

Fourth step = Hon ; Hon xx

Fifth step = AKQx

6. The System

Opening Bids

1C = 16 + or any 4 loser hand (ex: AKxxx ; AKxxx ; xxx)

1D = 11-15 may have zero diamonds and no 5 card major. You open 1D with any unbalanced hand or a balanced hand containing a 4 card major

1H / 1S = 11-15 and a 5 card major or better

1NT = 12-15 and no 4 card major

2C = 11-15 any 4-4-4-1 hand

2D = Multi – weak in a major or 21-23 - (after 2D , 2NT is forcing and then

3C/3D = max ; 3H/3S = min)

NOTE: When the opening is a weak 2 in the majors, the suit will contain at least the A or the K

2H = 5H and 5 of another (6 – 9 PO) 2NT = forcing relay

2S = 5S and 5 of a minor

2NT = 5-5 in the minors

3C/3D/3H/3S = preemptive

3NT = 26-28 PO!!

Responses to 1C opening

1D	= 0 -7 PO
1H /1S/2C/2D	= 8+ 5 card suit or better
1NT	= 8+ balanced
2H/2S	= 4-7 and 6 card suit
2NT/3C/3D/3H	= 8+ 4-4-4-1 with the singleton in the suit above (2NT=singleton club)

Continuations after 1C responses

After 1C – 1D ; any jump is forcing (20+) Ex 1C-1D-2H forcing - 3H (0-3)
4H (4-7)

2NT =19-20 PO may have a 5 card minor ; 3NT = 24-25

After 1C – positive response New suit from the 1C opener = ALPHA

After 1C – 1NT 2C = extended Stayman (2D=both maj 8-11 ; 2H/2S
8-11; 2NT = no major 8-11; 3C = no major 12+ ; 3D =
both majors 12+ ; 3H/3S 12+)
2D/2H/2S/3C = ALPHA

After 1C – 1H/1S -1NT from the 1C opener = BETA

After 1C – 1H/1S/2C/2D at any time I bid your suit below game = GAMMA

After 1C – 2C/2D – 2NT from the 1C opener = BETA

After 1C – 2NT/3C/3D/3H (the 4-4-4-1) the bid of your singleton = BETA
and thereafter any of your suits below game or in between game
and slam is = MEREDITH ask

Rules: 1) After an ALPHA negative response (first or second step) the
bidding becomes natural (only if I bid your suit is GAMMA)

2) After 1C – positive response and you have a 5 card suit bid it
(ALPHA)

3) After an ALPHA positive response (third step or better) any new
suit = EPSILON. If I come back to my suit again below game =
EXTENDED BETA (clarification of exact number of controls)

For example: 1C – 1H – 1S – 2D (support and 0-3 ctr.) – 2S =
extended BETA (1st step = 0 ctr., second step = 1 ctr. Etc)

Continuations after 1C opening and intervention

Ex : 1C – 1H opponents

PASS = 0-4 PO
Double = 5-7 PO
Suit = 5 card 8+
NT = 8+ balanced and stopper
Cue bid = 8+ balanced and no stopper

After 1C – Double by opponents

PASS = 0-4 PO
XX = 5-7 PO
1D = 8+ and 5 card diamond suit !
The rest is as if the double didn't happen

After 1C – Jump overcall opponents

X = penalty
Pass = 0 – 7 PO
Rest natural and positive

After 1C – intervention opponents – positive response from me and the opponents reach 3rd level , X = penalty
Example 1C – 1S opp – 2C positive from me – 2S opp – 3D (alpha) – 3S opps – X = penalty. Until now was the second step for PODI

Responses to 1D opening bid

1H / 1S = 6+ PO and 4+ cards

1NT = 6-9 PO no 4 card major

2C / 2D = forcing for 1 round, usually 5 card suit. 2C could be 4

Jump overcall = weak if the opponent passed (because it is in direct position). Otherwise forcing.

NOTE: If you have a 4 card major and a 5 card minor bid the 4 card major if you are weak (less than 10 PO) and bid your 5 card minor if strong

Some rules after 1D opening bid and response

1) After 1D – 1H/1S – 1NT the forcing bid is 2NT asking for 3 card support. A jump to 3 level is invitational, forcing for 1 round. Ex: 1D-1S-1NT-3C/3D/3H/3S is forcing.

Note that 1d-1h/1s-1NT-2C/2D shows weak with longer minor. If you have 5maj and 4 minor and weak, re-bid the major !

NOTE: 1D -1H -1NT (must be exactly 11 po and no 4 card major. You didn't open 1NT because you were not 12-15)

2) After 1D – 1S

1NT is 11-14

2H = 15 balanced with 4H

3) After 1D-1H-2H or 1D-1S-2S

Answers: 2NT = forcing as per general rule, but in this case should be BETA

Note that the only non forcing bids are 3H/3S or 4H/4S or a jump to 3NT indicating a probable 4-3-3-3.

2S/3C/3D (after 1d-1h-2h)and 3C/3D/3H (after 1d-1s-2s) are CUE's

4) After 1D – 2C

Answers : 2D / 2H / 2S / 3C = minimum hand (bid 3C with minimum and 4 card support even if you have a major. The major can still be discovered)

3D / 3H / 3S / = maximum (14-15) and no 4 card support in clubs

2NT = maximum with 4 card support in clubs. **Continuation of 3C = BETTA, any other suit = CUE**

5) After 1D - 2D

Answers : 2H / 2S / 3C / 3D = minimum hand (bid 3D with minimum and 4 card support even if you have a major. The major can still be discovered)

3H / 3S / = maximum (14-15) and no 4 card support in diamonds

2NT = maximum with 4 card support in diamonds **Continuation of 3D = BETTA, any other suit = CUE**

3NT = maximum with 6 clubs (if you think about it ,it is quite logical)

Responses to 1H/1S opening bid

2H/2S = 9 loser hand

3H/3S = 8 loser hand invitational

Change of suit = forcing for 1 round 10+

1NT = 6-9

2NT = forcing ,better than game and slam interest with fit

Answers:

3C = min hand → 3H = Gamma ; 3NT = Betta ; **Else = CUE**

3D = 5-4-2-2 shape → 3H = Gamma ; 3NT = Betta ; **Else = CUE**

3H / 3S = 6 card with shortage → 3NT = Betta ; **Else=CUE**

3S / 4C / 4D (after 1H) ; 3H / 4C / 4D (after 1S) = 5-4-3-1 . The bid shows the singleton → 3NT = betta if possible

3NT = 5-3-3-2 shape → **only CUE's after this**

4H/4S = 6-3-3-2 → **only CUE's**

Jump bid = weak

After 1H - 2C

2D / 2H / 2S / 3C = minimum hand (bid 3C with minimum and 4 card support)

2NT = maximal (14-15) with club support (4 card) **Continuation of 3C = BETTA, any other suit = CUE**

Any jump = maximal and no primary club support

After 1H - 2D

/ 2H / 2S / 3C / 3D = minimum hand (bid 3D with minimum and good 3 card support at least)

2NT = maximal (14-15) with diamond support (QXX at least)
Continuation of 3D = BETTA, any other suit = CUE

Any jump = maximal and no primary diamond support

After 1S - 2C

2D / 2H / 2S / 3C = minimum hand (bid 3C with minimum and 4 card support)

2NT = maximal (14-15) with club support (4 card) **Continuation of 3C = BETTA, any other suit = CUE**

Any jump = maximal and no primary club support

After 1S - 2D

/ 2H / 2S / 3C / 3D = minimum hand (bid 3D with minimum and good 3 card support at least)

2NT = maximal (14-15) with diamond support (QXX at least)
Continuation of 3D = BETTA, any other suit = CUE

Any jump = maximal and no primary diamond support

Responses to 1NT opening bid

2C = strength enquiry Resp: 2D = min; 2H/2S = max with stopper in the suit ; 2NT = max both majors stopped ; 3C/3D = max with 5 card suit

Note : You would use this bid mainly with 9-11PO or sometimes with a strong hand and interest in slam.

For example if you have 10PO and 5 card spade suit the bidding should go 1NT-2C-2Dmin – 2S – PASS.

So after 1NT-2C-2D-2H/2S/2NT/3C is non forcing

2D/2H/2S/2NT = transfer; any bid after transfer is game force

3C = game forcing, interest in slam

Responses:

3D = min (12-13) and 5 diamonds

3H = min with 3-2-4-4 exactly (bid the doubleton rule)

3S = min with 2-3-4-4

3NT = min with 4-3-3-3 (4 in a minor of course as 1NT denies a 4 card major)

4C = min with 5 clubs

4D = max (14-15) with 5 diamonds

4H = max 3-2-4-4

4S = max 2-3-4-4

4NT= max 4-3-3-3

5C = max with 5 clubs

Note: after this, the first step (except 3NT and 4NT which are the only stops) the immediate step = BETA and subsequent suits = EPSILON. 4NT is no ace ask in this sequence as you have BETA at your disposal

Examples: 1NT-3C-3H – 3S(BETA) – 4C(3controls)-4D(EPSILON)

1NT-3C-3S – 3NT (stop)

1NT-3C-3D-3H(BETA)-4C(4 controls)-4D(GAMMA)-4S

(1 honour 5 times)-5C(EPSILON)-5H(Qxx or xx)

3D/3H/3S/4C = strong 6 card suit slam interest (the suit is already set by this bid). Any of this bids is a straight BETA ask. Any subsequent other suit bid is EPSILON

Responses to 2C opening bid (4-4-4-1)

2D = enquiry Resp: 2H = singleton spade; 2S = sg.club; 2NT=sg.diamond;
3C = sg.heart.

After this, the bid of the singleton = BETA. Only after BETA ! any other suit below game = MEREDITH bid (ex: 2C-2D-2S(sg club)-3H or 3D is stop, 3S is invitational and only 3C is forcing (BETA))

2H/2S/3C = pass or correct

Responses to 2D opening bid

2H = pass or correct (bid 2NT with 21-23 !!)

2S = pass or correct (interest to play game in hearts) With max bid straight 4H

2NT = relay Responses: 3C = max with hearts ; 3D = max with spades ; 3H / 3S min

After 2D – 2H – 2NT transfers and extended Stayman (3D both; 3H/3S ; 3NT no major)

Responses to 2H/2S opening bid

2NT = relay

2S after 2H is pass or correct

3C after 2S is pass or correct

Responses to 2NT opening bid

3C / 3D = to play

3H = forcing asking for singleton (3S = sing sp ; 3Nt = sing H)

7. Additional Stuff

- Roman Key Card Blackwood (0-3 ; 1-4 ; 2 without Q ; 2 with Q)
- A jump to 5NT = Josephine (bid 7 with 2 of the top 3 honors)
- Opening leads:
 - K from AK or KQ asks for count
 - A asks for attitude
 - J denies a higher honor
 - From KJ10 or AJ10 lead 10
 - From Q109 or K109 lead the 9 (Rusinow leads)