

MECKWELL LITE PRECISION SYSTEM

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Notes

- ! = alert; F=forcing; #=number of cards;
X=double; Y, Z=wildcard;
M=major; m=minor; NV = not vulnerable;
rebid = rebid own suit; raise = raise partner suit
shift = change suit; j. = jump; 2j. = double jump
- All 11s get opened.
- With limited openings, jump shifts promise max values, and raw playing strength or an implied fit.
- After setting the suit, bid splinter or stopper cue-bids to GF
- Discard: Roman
- Blackwood: RKC (1430)
- 2NT from responder usually is forcing, from opener shows max

Openings

The order presents the bid preference.

- 1♣ !F 17+ bal or 16+ unbal, any distribution
Upgrade 15-point good 6+♠ into 1♣.
- 1NT 13-16 bal
May have 5M if points are evenly distributed and (5332). It will preempt opponent major if 5m. Also is easier to find better match if partner has 5M without good support for our 5M. Example: ♠QT765 ♥KQ3 ♦J2 ♣AKJ.
- 1♥/♠ 11-15, 5+♠
2♣ ! 11-15, 6+♣ or 5♣ & 4M
1♦ 11-15, 4+♦ or 2+♦ 12+HCP & other strong 4♠.
Not suitable for other opening (eg 2♣, 1NT)
2♦ ! 11-15, 1-♦, no 5M
2♥/♠ 8-10, good 6+♠ (or 5-8 7+♠)
2NT ! 6-10, 55 minors
3Y preemptive, good 7♠, 7+ tricks (6+ when NV)
3NT gambling (can have outside stopper)

NT opening schema (for balanced hands)

- 0-10 pass
11-13 1♦, 1NT
13-16 1NT
17-19 1♠, 1NT
20-22 1♠, 2NT (2NT style)
23-25 1♠, 3NT (2NT style)
26+ improvise :)

1NT

- 2♣ F 8+, stayman – asks for 4#M, inv
2♦/2♥/!2NT/3♣ F 5+♠, transfer to ♥/♠/♣/♦
Usually 9- or 12+. Opener must accept the transfer
→ accept
→ pass 9-
→ 2NT/raise inv
→ 3♠/3♦ inv, show shortage
→ 3NT ask for pref of game in 3NT or 4♥
→ j.accept: 15HCP, 4# support
2♠ minor suit stayman, 54m, GF
→ 3♠/♦ 4+♠
→ 2NT otherwise (also when 4m is not solid)
3♦/♥/♠ !GF splinter, 13+, no 5M
3NT sign off
4♣ gerber
4♦/♥ texas transfer to ♥/♠, 6+♠

NT - 2NT style

- 3♣/.. /3♠ alike 2♣/.. /2♠ after 1NT
3NT/.. /4♥ as after 1NT

1♣ not in competition

- 1♦ !F 0-7, any distribution
→ 1NT 17-19 (treat as strong NT style)
→ 2NT 20-22 (or 27+, treat as 2NT)
→ 1♥/1♠/2♠/2♦ non-forcing 5+♠
→ 2♥/2♠/3♠/3♦ !F1, strong, as std 2♣ opener
(raise is the only nonGF)
→ 3♥/3♠/4♠/4♦ !GF, sets trump, demands A or K
cuebid.
- 1♥ !GF 8-11, any distribution ≠ 4441-

- 1♠/2♠/2♦/2♥ !F 12+, 5+♠
1NT !F 12+, bal (treat as strong NT)
2♠ !GF 8-11, any 4441-
→ 2NT ! ask for shortness
2NT !GF 12+, any 4441-
→ 3♠ ! ask for shortness

- 3♣/♦/♥/♠ ! 3-7, 6+♠
4♥/♠ 0-4, 8+♠

1♣ in competition

Kantar Cue Bid (KCB): after opponent overcall, raise their suit shows 444+1-, shortage in the enemy suit and GF.

A jump cuebid of their suit is GF KCB showing 5 in the other M.

- X pass less than GF
XX GF
1NT 5-7, reasonable stopper position
shift non GF 5+♠
j.shift GF 5+♠
2j.shift inv 6+♠ (if below game)
- 1Y X GF, denies shortness
1NT, shift, j.shift, 2j.shift – as above
- 2Y X, shift, j.shift – as above
2NT nat, inv
- 3Y X, 3Z GF
3NT nat
- 1NT X GF, invites doubling
2NT, shift, j.shift, 2j.shift – as above
- 2NT X, 3Y nat, GF

1♦ opening

- 1♥/♠ !F 8+, 4+♠
→ 2♦ (rebid) 13- 6+♠ (or good 5#)
→ 3♦ (j.rebid) 14+ 6+♠ (or good 5#)
→ reverse(1♠) 11+ 4+♠
→ reverse(2♥) 14+ 4+♠
→ raise 4# support
→ 2♣ 4+♠, at least 5-4 in minor.
→ 2NT 14+
→ 1NT 13-
- 2♣ F 11+ 4+♠ (inv. with long ♣ possible)
2♦ !F 11+ 4(5)+♠ (forcing to 3♦)
→ 3♦ sign off
→ 2♥/♠ 13+, 4#, hand desc.
→ 3♥/♠/4♠ splinter
→ 2/3NT nat, no 4M (13-/14+)
- 1NT 7-11, no 4M
2NT 12-13, no 4M
3NT 14+, no 4M
2♥/2♠/3♣ ! 0-9, 6+♠ - week jump shift
3♦ ! 0-9, 5+♦
3♥/3♠/4♠ !F splinter, 13+, 5+♦

1♥/♠ opening

- for 1♥ only
1♠ !F 8+ 4+♠
→ raise 4♥ or 14+ 3♥
→ 1NT 13-
→ other responses as for 1NT
- 2♠ ! 0-9 6+♠, sign-off

- 1NT !F 8-15 HCP, no support, no other bid
→ pass no other 4#
→ reverse(2♠) 14+ 4+♠
→ rebid 13- 6+♠
→ j.rebid 14+ 6+♠
→ shift 13- 4+♠
→ j.shift 14+ good 5+♠
→ 2NT F 14+ 4+♠, Jacoby2NT, inv
→ 3NT 12+ no singleton-
→ raise 14+, max hand, no singleton-
→ j.raise min hand, signoff
→ shift splinter
→ j.shift 12+, 5+♠ (good)
- 2♣/2♦/(2♥) 2-over-1 shift.
GF 2/1 (12+ 4+♠) unless rebid
→ raise 4+♠ or 14+ 3#
→ j.shift 14+ 4+♠, splinter
→ shift 2Y 4+♠ if Y=M, good 3+♠ if Y=m
→ shift 3Y 14+ 4+♠ or 12+ 5+♠
→ 2NT 14+ 5322, stoppers in both unbid suits
→ 3NT 14+ no fast arrival.
→ j.rebid 14+ 6+♠ with excellent quality.
→ rebid 5+♠

2j.shift: splinter, 13+
 raise: 8-10 3#, Kokish two-way game tries:
 → pass: 14- HCP, nothing special.
 → next (2♥/2NT): relay for stopper cue-bid. !F.
 Opener asks responder to bid stopper (1♥-2♥-2♠-2NT = ♠).
 → shift < raise: short-suit game try. Shows short. !F
 1♥-2♥-2NT shows short in ♠ (since 2♠ would be a relay).
 → raise: 6#, no short, inv.
 → j.raise (4♥/♠): good 6#, sign off.
 bergen raises (Constructive-Limit-Preemptive):
 2NT !GF J2NT, 13+ 4+#, no short (otherwise splinter).
 → rebid: no short, max. → j.rebid: no short min.
 → 3NT: 15+, no short. → 3Y: short in Y,
 3♣ !F 8-10 4+# constructive raise
 3♦ !F 10-12 4+# limit raise
 j.raise 3♥/♠ !F 6- preemptive

2♣ opening

2♦ !F 11+, relay asks for 4#M
 → 2♥/♠ 4+#
 → 2NT 6+♣, no 4M, no shortness, min
 → 3♣ 6+♣, no 4M
 → 3♦ relay for shortness
 → 3♥/♠/NT
 2♥/♠ 7-11 5+#
 3♦/♥/♠ !GF 14+ 6+#
 3♣ !GF strong club raise, slam try
 4♣ preemptive
 2NT 10-11, no 4M, inv to 3NT
 3NT sign off

2♦ opening

2♥/2♠/3♣ sign off, weak, may have only 3# support
 3♥/3♠/4♣ !GF slam try 5+#
 2NT !F 8+, ask, inv+
 → 3♣ ! any min
 → 3♦ !F relay
 bid a suit with advantage:
 → 3♥ ! min, short ♥ (3415)
 → 3♠ ! min, short ♠ (4315)
 → 3NT ! min, short ♣ (4414)
 → 4♣ ! min, short ♦ (4405)
 → 3♥/3♠/4♣ inv 5(4)+#
 → 3♦/♥/♠/3NT ! max, short ♣/♠/♥/♦ (as above)

Weak twos

2NT !F, 13+, 2+# support, inv
 → shift !F 9+, stopper cuebid
 → j.shift ! 9+ 5+#
 → 3NT 9+, super opening (AKQXXX)
 → rebid no feature in side suit
 raise preemptive
 shift !F 13+ 5+#, no support, ask for length
 → shift 9+, no support, stopper cuebid
 → raise 3+# or strong 2#
 → NT 9+, good open suit
 → rebid no better option

2NT opening

3♣/♦ sign off
 3♥/♠ GF 6+# (or strong 5+#)
 4♣/♦ GF slam try ♣/♦
 3NT/4♥/4♠/5♠/5♦ sign off

Other conventions

Stayman:

2♦: no 4# major
 2♥: 4♥ and maybe 4♠.
 2♠: 4# ♠
 pass: sign off.
 2♥(2♠): 10+ 5♥&4♠, inv
 3♥/3♠: 10+ HCP 6+#, inv
 3♣/3♦: 10+ HCP 5+#, inv
 2NT: 8+ HCP, nat
 2♠ (shift): 8-11 5+# inv
 3♠ (j shift): 10+ 6# inv
 2NT: 10+ 4# in other M
 raise: 10+ 4# (or 8+ 5#),
 inv.

Stopper cue bidding

When suit has matched and game is certain either partner can start bidding his lowest control (stopper): A or K or singleton or void. If a suit is by passed, it shows no control there unless it is bid next time - it promises first round control in the first suit and second round control in the suit bypassed. Partner must cue bid his lowest control below the same level even if weak. If he by

passes same level & cuebids, he shows a strong hand. If one player has by passed a suit showing no control and his partner still cue bids a new suit, he promises control in the by passed suit.

Blackwood RKC (102 or 1430)

After 4NT we count the # of Aces + trump K. The responses are:
 5♣=1|4, 5♦=0|3, 5♥=2|5 (no trump Q), 5♠=2|5 (with trump Q).
 → After 5♣ or 5♦ the next step (skipping trump suit) ask for [trump Queen](#). If you don't have the queen - sign off (bid our suit at the cheapest level). Otherwise bid your cheapest king (not counting trump one) or 5NT
 → The next step (or next+1 after 5♣ or 5♦) [asks for kings](#) only when Grand Slam can be developed. Response: bid the cheapest king you have.

Roman discard (Odd/Even)

2,4: discourage given and signal the lower suit
 6,8: discourage given and signal the higher suit
 3,5,7: to signal the given suit

Defense against suit opening

Overcall simple suit bid:

→ new suit: 8+ HCP, very good 4+# (or good 5+#). 2over1 5+#. Then: cue-bid (10+) asks overcaller about quality (raise: minimum, shift 11+).
 → jump: 8+ HCP, 6+#
 → cuebid = Michaels, 2NT = unusual 2NT

Overcall weak 2:

→ double: 14+, short in opener's suit.
 → suit: 14+, good 5+#

Michaels Cue Bid

Bid opp. suit just after his opening. Promises 8+ HCP and 5-5 in two higher suits (over opp. minor opening) or 5 in other major and 5 in some minor (over opp. major opening)

Unusuall NT

Similar to Michaels cue bid - immediate overcall of 2NT shows at least 5-5 in two smaller suits (not counting opp. suit).

Meckwell defense against 1NT opening (instead of cappelletti)

→ double: single minor (5+#) or both majors (45#); advancer bids 2♣, after which the intervener corrects to his actual suit if a minor, or ♥ if holding both majors
 → 2♣/♦ the bid suit and a major(45)
 → 2♥/♠ the bid suit (5+#)
 → 2NT both minors

Card distribution

7	6	5	4	3	2
4-3 62%	3-3 36%	3-2 68%	2-2 40%	2-1 78%	1-1 52%
5-2 30%	4-2 48%	4-1 28%	3-1 50%	3-0 22%	2-0 48%
6-1 7%	5-1 15%	5-0 4%	4-0 10%		
7-0 0.5%	6-0 1%				

Approximate CP for game contracts

3NT 25+ when points are evenly distributed. 3Y: 27; 4Y: 30

IMP

The table shows the expected score (divided by 10) based on HCP. Subtract it from your score to get the diff and find IMP value.

HCP	V/NV	HCP	V/NV	HCP	V/NV	HCP	V/NV
21	5/5	25	30/40	29	49/69	33	99/144
22	9/9	26	40/60	30	52/72	34	125/180
23	13/13	27	43/63	31	70/100	35	140/210
24	22/26	28	46/66	32	90/135	36+	150/220

DIFF	IMP	DIFF	IMP	DIFF	IMP	DIFF	IMP
<4	1	<31	7	<89	13	<224	19
<8	2	<26	8	<109	14	<249	20
<12	3	<42	9	<122	15	<299	21
<16	4	<49	10	<149	16	<349	22
<21	5	<59	11	<174	17	<399	23
<26	6	<74	12	<199	18	>400	24