

Bridge - precision system

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Cheat sheet of the bidding system developed by C.C. Wei in 1963 with assistance from Mr. Alan Truscott and Italian champions - the Blue Team. TAB (Trump-Asking Bid, alpha) and CAB (Control-Asking Bid, beta) responses has been updated to simpler yet powerful *fit-reverse* sequence, keeping the principles and structure of the original system.

Check also more recent, widely played Precision version: [Meckwell Lite](#).

"Convention card"

rebid = rebid own suit; raise = raise partner suit; shift = change suit.

- Discard: Roman
- Blackwood: RKC (1430)
- Double jump shift: splinter (13+) + weak splinter (10+)
- Strong jump shift: GF, single suited hand (usually no support for partner)
- 2NT over 1x opening is strong and GF. Over 2x opening is invitational
- Accepting suit. Raises, depends on the context: weak, invite, preemptive. Double jump shift: splinter + GF. Jump shift by responder in the second round: stopper cuebid + GF.
- After accepting the suit cue bid is a stopper exploration

Opening

Bid	HCP	Description
1♣	16+	Strong hand, each distribution
1♥/1♠	11-15	5+#
1NT	13-15	Balance hand, no 5# major
2♣	11-15	6+♣ or 5♣ with 4# major
1♦	11-15	4+♦ OR 2+♦ 12+HCP and other strong 4# and not suitable for any opening above (eg 2♣ or 1NT)
2♦	11-15	4-4-1-4 or 4-4-0-5 distribution, at most 1# ♦, no 5# major
2NT	6-12	5-5 in minors, limited strength, (8-12 HCP if vul.)
2♥/2♠	8-10	Good 6#
3♣/3♦	8-10	Semi-solid 7#, has side entry, invite to 3NT
3♥/3♠	8-10	Good 7#, preemptive, 6 tricks for non-vul. (7 for vul.)
3NT	~10	Solid 7# in minor, side suit has little strength, gambling
4♣/4♦	10-15	Solid 8# in ♥/♠, or solid 7# in ♥/♠ with A or K in side suit
4♥/4♠	8-10	non-solid 8#, preemptive

Responses

1♣ (16+ solid HCP)

This version is featured by *fit-reverse* sequence. If you will like to play transfers, please check the Precision Mackwell version of 1♣ responses.

Bid	Description
1♦	0-7 HCP, weak hand
1♥/1♠/2♣/2♦	8+ HCP, 5+#
1NT	8-10 HCP, balanced, no 5# major
2NT	11-13 or 16+ HCP, balanced, no 5# major
3NT	14-15 HCP, balanced, no 5# major
2♥/2♠/3♣/3♦	8+ HCP, 4-4-4-1 or 5-4-4-0, bid suit is shortage
3♥/3♠	4-7 HCP, good 7#
4♥/4♠	4-7 HCP, good 8#

1♣-X Intervention

Bid	Description
Pass	0-4 HCP
1♦	5-7 HCP
double	5-7 HCP, no #5 suit
X (cuebid)	8+ HCP with 4-4 major

1♦ (11-15 HCP, usually 4#)

Bid	Description
Pass	0-7 HCP, weak hand
1♥/1♠	8-15 HCP, 4+#, force, search for 4# major matching

	Opener (11-13 HCP)	Opener (14-15 HCP)
	raise: 4# 1♠: 4#. 2♣: 4+#, at least 5-4 in minor. 2♦: 6+# or good 5#. 1NT: else.	Jump raise: 4+# support. Reverse (2♥/2♠): 4+#. 3♣: 4+#, at least 5-4 in minor. 3♦: 6+# or good 5#. 2NT: else.
1NT	8-10 HCP, balanced, no 4# major	
2♣/2♦	11-15 HCP, 4+#, no 4# major, force (opener should either support or show 4# ♥/♠)	
3♦	8-10 HCP, 5+#, preemptive	
3NT	13-15 HCP, balanced, no 4# major	
Jump shift	16+ HCP, good 6+# or solid 5#, GF, slam interest	
2NT	16+ HCP, normally balanced, GF	

1♥/1♠ (11-15 HCP, 5#)

Bid	Description
Pass	0-7 HCP, weak hand
Raise (2♥/2♠)	8-10 HCP, 3+# support <u>Opener rebid</u> - Kokish two-way Game Tries <ul style="list-style-type: none"> • 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, invit. • jump raise (to game): good 6#, sign off.
Jump raise	11-13 HCP, 4+# or 3# (at least QXX) support, invit.
2x jump raise	8-10 HCP, 4+#, good distribution, sign off
3NT	13-15 HCP, 4+# support, no singleton or void, GF
2x jump shift	Splinter, 11-15 HCP, 4+# support, bid suit is shortage
shift 1-over-1: 1♠	8-15 HCP, 4+#, force <u>Opener (11-13 HCP)</u> 2♣: 4+# 2♥: 6+# 2♠/2♦: 4+# 1NT: else <u>Opener (14-15 HCP)</u> 3♣: 4+# 3♥: 6+# 3♠/3♦: 4+# 2NT: else
shift 2-over-1: 2♣/2♦/2♥	11-15 HCP, 4+# if minor, 5+# if major, force <u>Opener (11-13 HCP)</u> Raise: 3+# Rebid (own): 6+# Shift to 2m: 4+# 2NT: else <u>Opener (14-15 HCP)</u> Jump Raise: 3+# Jump Rebid (own): 6+# Shift to other major or 3m: 4+# 3NT: else
Jump shift	16+#, good 6+#, GF
1NT	8-15 HCP, no support, no other suitable bid <u>Opener (11-13 HCP)</u> pass: no other 4# Rebid: 6+# Shift: 4+# <u>Opener (14-15 HCP)</u> Jump rebid: 6+# Reverse (2♠): 4+# Jump shift: good 5+# 2NT: else
2NT	16+#, waiting, GF

1NT (13-15 HCP, balanced, no 5# major)

Bid	Description
Pass	0-9 HCP, balanced
2♣	8-11 HCP, Stayman, ask for 4# major. If 8-11 HCP and 5+major or 6+minor, use this as relay.
2♦	12+ HCP, Forcing Stayman, ask for 4# major. If 12+ HCP and 5+major or 6+minor use this as relay.
2♥/2♠	7- HCP, good 5+#, sign off
3♣/3♦	7- HCP, good 6+#, sign off
3♥/3♠	11+ HCP, good 6+#, single suiter, GF
4♥/4♠	11+ HCP, Texas transfer (request opener to bid 4♥/4♠)
4♣	Gerber
2NT	10-11 HCP, no 4# major, invite to 3NT
3NT	12-17 HCP, no 4# major, sign off
4NT	18-21 HCP, balanced, invite to slam. → blackwood
5NT	22+ HCP, balanced, invite to slam. → blackwood

2♣ (11-15 HCP, 6+♠ or 5♠+ 4# major)

Bid	Description
Pass	0-7 HCP, weak hand
2♦	11+ HCP, ask for card shape (2♥/♠=4+♠; 2NT=6♣)
2♥/2♠	8-10 HCP, 5+♠
2NT	10-11 HCP, balanced, no 4# major, invite to 3NT
3♣	8-10 HCP, 4 or good 3# support, normally no 4# major
Jump shift	14+ HCP, good 5+♠
4♣	Under 7 HCP, 4+♠ support, preemptive

2♦ (11-15 HCP, 4-4-1-4 or 4-4-0-5 distribution)

Bid	Description
Pass	6+ ♦, no other suit, no chance to make game
2♥/2♠/3♣	Weak hand, sign off, may have only 3# support
3♥/3♠/4♣	5-7 HCP, 4+♠, invit
4♥/4♠/5♣	5+♠, good shape and strength to game, sign off
3NT	Good ♦, has side suit entry, sign off
2NT	8+ HCP, ask for details, GF.

2♥/2♠ (8-10 HCP, good 6#)

The bidding class shares the same handler with SAYC/ACOL

Bid	Description
Pass	Negative
Raise and Jump raise	Preemptive, sign off
2NT	13+ HCP, 2+♠, ask to show feature, force Opener <ul style="list-style-type: none"> • Rebid: 6-8 HCP, no feature in side suit • Shift: 9+ HCP, show singleton- or A/K • Jump shift minor: 9+ HCP, at least QXXXXX • 3NT: 9+ HCP, open suit at least AKQXXX
Shift	13+ HCP, good 5+♠, ask for detail, force Opener <ul style="list-style-type: none"> • Raise: 3+♠ or 2 with at least QX • Rebid: 6-8 HCP • Shift: 9-10 HCP, at least KX • Jump shift minor: 9+ HCP, at least QXXXXX • 3NT: 9-10 HCP, open suit at least AKQXXX
3NT	sign off

2NT (6-12 HCP, min 5-5 in minors)

Responses are natural

Opener rebid

1♣-1♦ (0-7 HCP, weak)

Bid	Description
Simple	16-21 HCP, 5+♠ or 4-4-4-1's 4# major
Jump	22+ HCP, 5+♠; 9 winning tricks, 18+ HCP
2x jump	22+ HCP, 4-4-4-1/4-4-5-0's shortage suit
1NT	16-18 HCP, balanced, may have 5# minor
2NT	19-23 HCP, balanced, may have 5# minor
3NT	24+ HCP, balanced, may have 5# minor

1♣-1♥/1♠/2♣/2♦ (8+ HCP, 5+♠)

Bid	Description
Jump raise to 4♥/4♠	16 HCP, 4+♠ support, few controls, sign-off
Jump raise	16-18 HCP, 4+♠ support, no better bid. → fit reverse
Raise	19+ HCP, usually 4+♠ support, ask trump control, slam Fit reverse (odwrotka) [instead of gamma] +1: 8-11, 5# +2: 12+, 5# +3: 8-11, 6# +4: 12+, 6#

Shift	16+ HCP, 5+♠
	Fit reverse bis (odwrotka bis) [instead of alpha]
	+1: 8-11, no fit
	+2: 12+, no fit
Jump shift	+3: 8-11, fit
	+4: 12+, fit
	19+ HCP, good 6+♠ or 9+ tricks, slam. → fit reverse bis
2x jump shift	17-19 HCP, Splinter, 4+♠ support, slam. → fit reverse
Simple NT	16-18 HCP, balanced, no 5#, usually 2-3# support. → nat
Jump NT	19+ HCP, balanced, no 5#, usually 2# support.
3NT	16-18 HCP, shortage in partner's suit, no other better suit (only apply to 1♥/1♠ response)

1♣-2♥/2♠/3♣/3♦ (8+ HCP, 4-4-4-1 or 5-4-4-0, bid suit is shortage)

Bid	Description
Jump to suit game	16-18 HCP, 4+♠ (sometimes good 3#)
NT	16-18 HCP, balanced, invit
Simple	19+ HCP, 4+♠, good shape, slam trial, → fit reverse bis

1♣-3♥/3♠ (4-7 HCP, good 7#)

Bid	Description
Pass	Lower bound, not support, no other better suit
Jump to game	sign-off
shift	Slam interest, ask for control
	Control Reply
	+1: no control
	+2: K or singleton
	+3: A or void

1♣-4♥/4♠ (4-7 HCP, good 8#)

Bid	Description
Pass	Lower bound, not support, no other better suit
Blackwood	Slam trial

1♣-1NT (8-10 HCP, balanced, no 5# major)

Bid	Description
2♦/2♥/2♠/3♣	16+ HCP, 5+♠, forcing
2♣	16+ HCP, Stayman
2NT	16 HCP, balanced, no 5+♠, invite to 3NT
3NT	17-21 HCP, balanced, sign off
4NT	26+ HCP, balanced
4♣	22-25 HCP, Gerber, ask for Aces

1♣-2NT (11-13 or 16+ HCP, balanced, no 5# major)

Bid	Description
3♦/3♥/3♠	16+ HCP, 5+♠, forcing
3♣	16+ HCP, Stayman
3NT	16-19 HCP, balanced, sign off
4NT	24+ HCP, balanced. → blackwood
4♣	20-23 HCP, Gerber, ask for Aces

1♣-3NT (14-15 HCP, balanced, no 5# major)

Bid	Description
Pass	16 HCP, balanced, sign off
4♣	16-19 HCP, Gerber, ask for Aces
4♦	16+ HCP, 5# ♣ or ♦, slam trial
	Responder Rebid
	4♥: ♣ support
	4♠: ♦ support
	4NT: Nil
	If support both, reply as 4NT Blackwood
4♥/4♠	16 HCP, 5#, sign off
4NT	20+ HCP, balanced

2♣-2♦

Bid	Description
2♥/2♠	4# (♥/♠)
2NT	6+# in ♣, has stopper in 2 outside suits
3♣	6+#, has stopper in 1 outside suit
3♦	5/6# in ♦/♠
3NT	6+ solid ♣, no 4# major

Conventions

Stayman 1NT-2♣ (<http://www.bridgebum.com/stayman.php>)

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

Forcing Stayman (1NT-2♦)

2NT: no 4# major and no 5# minor	2♥: 4♥ and maybe 4♠. 2♠: 4# ♠	3♣/3♦: 5#
shift: 5# 3NT: 14+, balanced.	shift: 5# 2NT: balanced.	natural

Wilkosz (2♦), might be used in defense (eg overcall 1♣)

6-12 HCP, 5+5+, at least one 5+# in major.

2♥/♠	11+ HCP, 3+♥/♠
2NT	14+ HCP, ask for card shape: • 3♣: 5+♣ & 5+ major • 3♦: 5+♥ & 5+♠ • 3♥: 5+♦ & 5+♠ • 3♠: 5+♦ & 5+♠
3♣	14+ HCP, strong 6♣
3♦	14+ HCP, invit, ask for major 5#
3♥	8-10 HCP, 3♥&♠, preemptive.

Stopper cue bidding

After setting the suit S we can start bidding lowest control: A or K or singleton or void, to invite for the game. Partner must cue bid his lowest control (even when weak) or bid S. 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 (without 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.

Overcall, defense

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)

Unusual NT

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

Lebensohl

After 1NT interruption (Y or *). Example for: 1NT-(2♥):

→ *=neg double; 2♣=nat, noF; 2NT=weak with 5#m or F with 4#♠; 3♣♦=nat F; 3♥=3-#♠ ask for ♥stopper; 3♠=nat F.

Bidding 2NT is the Lebensohl. Opener must relay 3♣. Then: → pas/3♦=weak + 5♣♦; 3♥=GF 4+#♠ no ♥stop; 3♠=inv 5#♠; 3NT=nat + ♥♠stoppers.

Defense against suit opening

Overcall simple suit bid:

- shift: 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+, shor in opener's suit.
- suit: 14+, good 5+#

Defense against 1NT opening

Bid	Meaning
Double	Shows an equivalent hand as 1NT open bid.
2♣	Unknown one suited hand,
2♦	Both major suits (min 4-5).
2♥/♠	♥/♠ and a minor suit.
2NT	Both minor suits (min 4-5)
Overall	Natural

Negative double

After partner opening and opp. overcall ≤ 3♠. Requires 6+ HCP 4+# at level 1, and 8+ HCP 5+# at level 2. After 1♥/1♠ opening it usually invites for 3NT.

Examples:

- 1?-(1?)-*: no points to overcall, promises descend rebid and something else (eg 5#)
- 1♣-(1♦)-*: 4-4 in majors
- 1♣/1♦-(1♥)-*: 4# ♠
- ♥-(1♠)-*: 1 minor and descend rebid

Takeout double

After non-interrupted opp. bid ≤ 3♠. Promises: strong one suited hand (16+HCP 6# or 19+ HCP 5#) **or** balanced too strong (19+ HCP) to overcall 1NT **or** (std) 12+ HCP, short in opp suit, nothing good to open.

Roman discard (Odd/Even)

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

Suit Preference

When doing the first discard, put:

- * 2-5: to signal the lower suit (out of lead and discarded suit)
- * 6-9: to signal the higher suit

A1. Rubber scoring

Rubber consist of two games. To make a first game (**be vulnerable**) you need 100 points below the line. After that all points in that sector are underscored and each team starts points below the line from 0.

Below the line, only for contract points - for each odd trick bid and made. <i>Redouble</i> doubles all doubled values.	Undoubled	Doubled
♣, ♦ / ♥, ♠	20 / 30	40 / 60
no trump (first / subsequents)	40 / 30	80 / 60
Above the line		
Overtricks not vul. (before having first game)	as for tricks	100
Overtricks vul.	as for tricks	200
Penalties: (awarded by defending side)		
* not vul. undertricks (first / subsequents)	50	100 / 200
* vulnerable undertricks (first / subsequents)	100	200 / 300
Bonuses all above the line. Values are not doubled by <i>Double</i> or <i>Redouble</i>		Score
award for a doubled / redoubled contract made		50 / 100
successful small slam - contract to win 12 tricks (not vul. / vul.)		500 / 750
successful grand slam - contract to win 13 tricks (not vul. / vul.)		1000 / 1500
Rubber (opponents have / doesn't have a game)		300 / 500
For a non-sport game		
Rubber (opponents have / doesn't have a game)		500 / 700
one hand holding any 4 of the 5 trump suit honors		100
one hand holding all 5 trump suit honors, or all 4 aces in a notrump contract		150

A2. Card distributions

7	6	5	4
4-3 62%	3-3 36%	3-2 68%	2-2 40%
5-2 30.5%	4-2 48%	4-1 28%	3-1 50%
6-1 7%	5-1 15%	5-0 4%	4-0 10%
7-0 0.5%	6-0 1%	3	2
		2-1 78%	1-1 52%
		3-0 22%	2-0 48%

Notes: The system is mainly based on the book 《橋牌中級教程》 ISBN: 9787500907534. Worked by WeWeWeb, tuned by Robert Zaremba (added: fit

reverse, unusual 2NT opener, convention notes, convention list, rubber scoring, probabilities).