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. The system is mainly based on the 《橋牌中級教程》 book, ISBN: 9787500907534. Tuned by Robert Zaremba based on Władysław Izdebski book: Precision Club. TAB (Trump-Asking Bid, alpha) and CAB (Control-Asking Bid, beta) responses have been replaced by simpler yet powerful *fit-reverse* sequence, keeping the principles and structure of the original system. Other changes: unusual 2NT opener.
This version uses transfers after 1♣ positive reponse (suit bid). This optimize bidding levels and keeps the gameplay on the strong hand (in a similar spirit to Jacoby Transfers after 1NT). A traditional version doesn't use transfers and it's presented at precision_no_transfers (v2).

Check also a more recent, widely played Meckwell Lite Precision.

"Convention card"

rebid = rebid own suit; raise = raise partner suit; shift = change suit. F = forcing 1 round; GF = game forcing; 3+# = min 3 cards in bid suit. M = major, m = minor.
- Discard: Roman
- Blackwood: RKC (1430)
- Double jump shift: splinter (13+) or weak splinter (10+)
- Jump shift: GF, strong 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 other opening above
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	Transfers, 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 with *fit-reverse* sequence.

Bid	Description
1♦	0-7 HCP, weak hand
1♥/1♠/1NT /2♣/2♦	transfers, 8+ HCP, 5+# or bal in case of 1♠ (transfer to 1NT)
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 (after opp. 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♣-1♦ (0-7 HCP, weak)

Bid	Description	
Simple	16-21 HCP, 5+# or (4M and 4-3-5-1)	
	Opener	
	raise: 3+#, 3-4 PC j. raise: 4+#, 4+ PC shift: 5+#, 5+ HPC NT: bal, 5+ HPC	
Jump	22+ HCP, 5+#; 9 winning tricks, 18+ HCP	
2x jump	22+ P, 4-4-4-1/4-4-5-0's shortage suit	
1NT	16-19 HCP, balanced, may have 5# minor	
2NT	20-23 HCP, balanced, may have 5# minor	
3NT	24+ HCP. balanced, may have 5# minor	

1♣-1♥/1♠/1NT/2♣/2♦ (8+ HCP, 5+# / bal for 1♠)

Transfers respectively to 1♠/1NT/2♣/2♦/2♥. Promises a good 5+# hand (no upper limit), transfer to 1NT (1♣→1♠) promises a balanced (NT) hand. With fit you should accept by calling a transferred suit (the next suit), or call NT if combined hands are good for NT.

Responses to suit tranfer (1♣-1♥/1NT/2♣/2♦):

Bid	Description
Jump accept to 4♥/4♠	16 HCP, 4+# support, few controls, sign-off
Accept suit transfer (no 1NT)	F!, usually 3+# support (or 2+# strong), asks for hand quality **Fit reverse (odwrotka)** [instead of gamma] +1: 8-11, 5# +2: 8-11, 6# +3: 12+, 5# +4: 12+, 6# Opener bids after fit-reverse response: • 2NT: F! ask for 4# side suit • 3A: (A=accepted suit) - minimum hand • jump: cue-bid Example: 1♣-2♣ (transfer: 5+♦) - 2♦ (accept, fit-reverse request) - 2♥ (fit reverse response: weak with 5♦) - 2NT (side suit ask) - 3♥ (showing 4♥)- 4♣ (cue-bid showing stopper in ♣ and no stopper in ♠)...
Shift	F!, 5+#, asks for fit **Fit reverse bis (odwrotka bis)** [instead of alpha] +1: 8-11, no fit +2: 12+, no fit +3: 8-11, fit +4: 12+, fit Example: 1♣-2♣ (transfer: 5+♦) - 2♥ (bid own suit) - 2NT (strong, no fit) - 3♠ (nat, show second suit) - 4♣/♥
Jump shift	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 support (2-), no own 5#. →nat
Jump NT	19+ HCP, balanced, no support (2-), no own 5#. →nat
3NT	16-18 HCP, shortage in partner's suit, no other better suit (only apply to 1♥/1♠ response)

Responses to 1NT tranfer (1♣-1♠)

Accept the transfer (1NT), even with 5M, or make a shift according to the table above.

Bid	Description
2♣	8-11 HCP. → 2♦ = Forcing Stayman
2♦	12+ HCP, no 4# major
2♥	12+ HCP, 4#♥ and maybe 4#♠
2♠	12+ HCP, 4#♠ and no 4#♥
4♣	22-25 HCP, Gerber, ask for Aces

Example: 1♣ - 1♠ (transfer) - 1NT (accept) - 2♣ (8-11 HCP) - 2♦ (Stayman) - 2♥ (show 4♥), 4♥ (sign-off).

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♣-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

1♦ (11-15 HCP, usually 4#)

Bid	Description
Pass	0-7 HCP, weak hand
1♥/1♠	8-15 HCP, 4+#, forcing, 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.

Bid	Description
1NT	8-11 HCP, balanced, no 4# major
2♣/2♦	11-15 HCP, 4+#, no 4# major, forcing (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
	Opener: 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, 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, 13+ HCP, 4+# support, bid suit is shortage
shift 1-over-1: 1♥→1♠	8-15 HCP, 4+#, forcing
	Opener (11-13 HCP) / **Opener (14-15 HCP)**
	2♠ (raise): 4+# / 3♠ (j. raise): 4+#
	2♥ (rebid): 6+# / 3♥ (j. rebid): 6+#
	2♣/2♦: 4+# / 3♣/3♦: 4+#
	1NT: else / 2NT: else
shift 2-over-1: 2♣/2♦/2♥	11-15 HCP, 4+# if minor, 5+# if major, forcing
	Opener (11-13 HCP) / **Opener (14-15 HCP)**
	Raise: 3+# / Jump Raise: 3+#
	Rebid (own): 6#+ / Jump Rebid (own): 6+#, GF
	Shift to 2m: 4+# / Shift to other major or 3m: 4+#
	2NT: else / 3NT: else
Jump shift	16+#, good 6+#, GF
1NT	8-15 HCP, no support, no other suitable bid
	Opener (11-13 HCP) / **Opener (14-15 HCP)**
	pass: no other 4# / Jump rebid: 6+#
	Rebid: 6+# / Reverse (2♠): 4+#
	Shift: 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♣-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

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

Bid	Decription
Pass	6+ ♦, no other suit, no chance to make game
3♦	4+♥ & 4+♠, inv.
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, forcing
	Opener
	• 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 details, forcing
	Opener
	• Raise: 3+# or 2 with at least QX
	• Rebid: 6-8 HCP
	• Shift: 9-10 HCP, at least KX, no support
	• Jump shift minor: weak splinter, 9+ HCP, 3+# good support
	• 3NT: 9-10 HCP, open suit at least AKQXXX
Jump shift	splinter, 3#+ support, GF
3NT	sign off

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

Responses are natural

3NT (Solid 7# in minor, side suit has little strength, gambling)

Bid	Description
4♣	Weak, 8-HCP, ask partner to pass or bid 4♦ if longer in ♦
4♦	Ask for singleton **Opener** 4♥ / 4♠ : show singleton 5♣: 7+♣, 1-♦ 5♦: 7+♦, 1-♣ 4NT: no singleton, hand is 7-2-2-2
5♣	8+, same as after 3NT-4♣

4♣/4♦ (10-15 HCP, Transfers, solid 8# in ♥/♠, or solid 7# in ♥/♠ with A or K in side suit)

Bid	Description
"next"	inv to slam. → rebid longer if you want to pass; 4NT: full suit match; other: cue-bids
accept	(call transferred suit), sign-off
4NT	Blackwod
"other"	cue-bid

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, two 5+ suits, 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 / 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♦=week + 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+#

Cappelletti
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 undersocred and each team starts points below the line from 0.

Below the line, only for contract points - for each odd trick bid and made. *Redouble* 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
* bulnerable undertricks (first / subsequents)	100	200 / 300

Bonuses all above the line. Values are not doubled by *Double* or *Redouble*	**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
4-3 62%
5-2 30.5%
6-1 7%
7-0 0.5%

6
3-3 36%
4-2 48%
5-1 15%
6-0 1%

5
3-2 68%
4-1 28%
5-0 4%

3
2-1 78%
3-0 22%

4
2-2 40%
3-1 50%
4-0 10%

2
1-1 52%
2-0 48%