

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive style 7-15 points. New suit response to overcall is non-forcing. Cue response =11+ F1. 1NT Resp NF 9-12.
Jump resps to 1-level overcalls all show support & various strengths [see Note 13 & 13a]. 1-level overcalls can occasionally be 4-card.
Responsive DBL to an overcall shows interest in unbid suits.
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd position direct 1NT= 15-18 points; responses as per 1NT opening
Re-opening 1NT= 12-15 points; responses as per 1NT opening
Escaping from 1NT doubled [see Note 1]
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak when not vulnerable = typically 5-10 with 6+ suit
/Intermediate when VUL = typically 12-15 with 6+ suit
Jump NT overcall=unusual 5-5 in 2 lowest unbid suits 5-11/16+ pts
Reopening jump overcall: Intermediate at any vulnerability
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels cue bids 1m 2m=♥+♠ 5-5 or longer, 5-11 or 16+ points.
Always shows 2 highest unbid suits.
Jump cue shows highest + lowest unbid suits 5-6 or longer
VS. NT (vs. Strong/Weak; Reopening;PH)
Astpro (in any seat): 2♣/2♦ = ♥+another/♠+another with 9+ cards in the two suits and 8-14 points. If 2♣ has both Majors then it must have 5+♠s, if 2♦ has both Majors then it must have 5+♥s [Note 2]
2♥/♠= single suited typically 6-card suit/ 2NT= minors 5-5 or longer
Jump 3 of a suit = weak NV or intermediate VUL.
(1NT) DBL (P) 2♣= any 0-4 balanced or ♣s
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
2NT overcall=15-18 bal – responses Stayman & transfers
DBL then bid= 16+/ Cue bid= Michaels (Major-oriented)
4NT= 2-suiter/ 2NT=Lebensohl after (weak 2)/ DBL [see Note 3]
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
vs (1♣=16+) or mini (12+) precision DBL= 16+/ 1♦/♥/♠/2♣= nat/
1NT= ♣+♥ OR ♦+♠ 5-4 at least/ 2♦=♦+♥/ 2♥=♥+♠/ 2♠=♠+♣/
2NT= 5-5 in minors, these always 5+ in bid suit plus in lowest rank
OVER OPPONENTS' TAKEOUT DOUBLE
New suit = nonforcing, no fit (occasionally psychic)/ RDBL after
1M (DBL)=10+ or RDBL=8-9+ after 1♣ or 1NT opening
Jump responses after takeout DBL show support [see Note 13]

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th or low from Hxx	4 th or low from Hxx	
NT	4 th or low from Hxx	4 th or low from Hxx	
Subseq	Attitude (low with Hxx)	Attitude (low with Hxx)	
Other: vs NT lead of K or 10 asks unblock or count/ lead of A or Q asks			
attitude/ J denies higher honour. vs suit lead of K+switch implies singleton			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax(+)	AK, AKx(+), Ax(+)	
King	AK, AKx(+), KQ, KQx(+)	AKJ10(+), KQ(J/10)x(+)	
Queen	QJ, QJx(+)	QJ, QJx(+),AQJ(+), KQx(+)	
Jack	J10, J10x(+), KJ10x(+)	J10, J10x(+)	
10	10x, 109x(+), H109(+)	HJ109(+), H109+, AQ109(+)	
9	9x(+), 98(+)	109(+), 9x(+), 98(+)	
Hi-X	Xx(+)	Xx(+)	
Lo-X	HxX, HxxX, singletons	HxX, HxxX, singletons	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi= discourage	Hi/Lo= odd no	Hi= discourage (1 st)
Suit 2	Hi/Lo= odd no	Suit preference	Hi/Lo= odd no or
3	Suit preference (see below)		Suit preference (rare)
1	Hi= discourage	Hi/Lo= odd no	Hi= discourage
NT 2	Suit preference (see below)		Hi/Lo= odd no
3			
Signals (incl. trumps): Trumps Hi-Lo shows odd no. Lavinthal sometimes			
Discouraging: high-even= prefers lower-rank suit/high-odd prefers implies a			
preference to switch to a higher-ranked suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Direct t/o DBL=11+. Cue response= F to suit agreement, NEG DBL implies at least one unbid M, RESP DBL after M denies other M, RESP DBL after m implies both 4-card M. Over their STR RDBL: pass=neutral, bid=4-card M/ or 5-card minor, cue=8+, jumps PRE. Lebensohl after (2x) DBL (p)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG DBL through 4♠/ sometimes 4♥. Lead-directing DBL of artificial bids			
Lead-dir RDBL of PRE or high-level overcall DBL (show A/K)			
Note: After our 1♦ opening DBLs often have specific artificial meanings.			
Penalty DBL applies (a) our NT opening/overcall/resp (b) Our STR RDBL			
(c) Previous penalty DBL/pass (d) 1♣ & positive response (e) whenever we open+resp in 2 different suits.			
After a raise showing support, DBL=a trial-bid, if it is the only call available			

W B F CONVENTION CARD
CATEGORY: Blue
NCBO: New Zealand Contract Bridge Association
PLAYERS: Anthony Ker and Alan Grant
PRECISION
System version 1.19, February 2007
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision - 1♣ opening 16+ points forcing & artificial positive responses (transfer-style) and subsequent asking bids.
1♦ opening = tri-suit; i.e.3-suited & 11-15 points including various 1444, 0445 or 1345 shapes with no 5-card Major.
1 of a Major openings – 2 over 1 responses are game forcing
1M – 1NT response F1, 8-13 points, unless a passed hand
2 of a minor openings are natural 11-15 points
1NT opening 12-15 balanced or 2245 shapes no 5-card Major
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2NT opening = shows both minors 6-10 points 5-5 or longer
Gambling 3NT = solid minor with no outside stops
1♦ tri-suit opening may have any shortage and therefore 0+ ♦s
First DBL by tri-suit opener shows singleton or void (to 4♠)
Competitive cue of opponents' suit = limit raise or better
Escaping from 1NT doubled [– see Supp Note 1]
Transfer responses to strong 1♣ opening
Jump responses to 1 of a Major are all raises showing normally 4 card or longer support & various strengths
DBL by responder to a STR 1♣ opening up to the 4-level shows a general 8+ positive response and may be a wide variety of shapes
After strong 1♣ opening and a positive response (including DBL above) any subsequent DBL is for penalties
SPECIAL FORCING PASS SEQUENCES
Pass is forcing whenever (a) we have announced game-going values (b) when opponents have run from a contract we doubled or redoubled for penalties e.g. 1NT X p p 2any p= forcing
IMPORTANT NOTES
In some circumstances, cue-bids have quite unexpected meanings
PSYCHICS: Rarely as opening bid. Occasionally as responder, and sometimes responding to a pre-empt.

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	YES	0	4♠	16+ strong any shape, can be less with good playing strength	1♦=0-7, 1♥/♠/NT/2♣/♦= ART transfer positives [see 15] 2♥/♠ 4-7 semi, 2NT=14+ bal, 3x=4441s	1♣-1♦-1♥=19+ [see Note 18]	
1♦	YES	0	4♠	11-15 pts & 3- suited (or semi) 4441 4450 3451s etc. no 5+ M	1♥=negative 0-9/ 1♠= game try 7-13/ 1NT=GF 2x= nonforcing opp. shortage/ 2/3/4NT=minors	Typically rebids are artificial – opener bids suit below singleton/void [see Note 22]	
1♥		5	4♠	11-15 points	1NT=forcing 8-12, 2/1 responses FG [see Note 13]		2♣ RESP=ART Drury [note 13b]
1♠		5	4♥	11-15 points	Jump resps all show various supp/ 3N=RKC 1NT=forcing 8-12, 2/1 responses FG [see Note 13]		1NT & other 2-level responses below opening suit non-forcing
1NT		2 ea suit	PEN	12-15 balanced or various 2245	2♣ nonforcing Stayman, 2♦/♥/NT/3♣ all transfers,	Automatic transfer super-accept with 4.	
				shapes with no 5+ Major	2♠ range inquiry, 3♦ hand with M shortage [see 7]	[see Note 16]	
2♣		6	4♠	11-15, may have outside suit	2♦ art. inquiry, 2NT FG raise, 2M natural F1,	[see Note 12]	
					3♦ natural FG, 3♥/♠ splinters agreeing ♣ or 3NT		
2♦		5	4♠	11-15; 6+♦ or 5-5 in minors	2♥ art. inquiry, 2NT FG raise, 2♠ natural F1,		
					3♣/3♥ natural FG, 3♠ splinter [see Note 14]		
2♥		5	PEN	5-10 points, 6+♥ or good 5	2NT response modified OGUST [see Note 9]		
					3♥ pre-emptive raise, 2♠ F1, 3 minor non-forcing		
2♠		5	PEN	5-10 points, 6+♠ or good 5	2NT response modified OGUST [see Note 9]		
					3♠ pre-emptive raise, 3 new suit non-forcing		
2NT	YES	5-5 min	PEN	5-5 or longer in minors 5-10 pts	3♥ artificial inquiry [see Note 24], 4 or 5 of a minor likely to be pre-emptive		
3♣		6	PEN	usually less than 11 points	[see Note 11]		
3♦		6	PEN	usually less than 11 points	[see Note 11]		
3♥		7	PEN	usually less than 11 points	[see Note 11]		
3♠		7	PEN	usually less than 11 points	[see Note 11]		
3NT	YES		PEN	Gambling; solid minor, no outside stoppers usually	[see Note 10]		
4♣		7	PEN	Natural pre-empt [<15 pts]			
4♦		7	PEN	Natural pre-empt [<15 pts]			
4♥		7	PEN	Natural pre-empt [<15 pts]			
4♠		7	PEN	Natural pre-empt [<15 pts]			
4NT	YES		PEN	Big minor 2-suiter 65/56/66		HIGH LEVEL BIDDING	
5♣		7	PEN	Natural pre-empt		Cue bid style: 1st rd control before 2 nd except K in partner's suit	
5♦		7	PEN	Natural pre-empt		Splinters, Fragment bids, Gerber in restricted situations opposite NT	
5♥		7	PEN	Natural pre-empt		RKCB & extensions – including Q-ask, run-ons, and asking for outside honours [see Notes 19, 20 and 27]. Roman POD1 in interference (p=0/3, D=1/4 etc.)	
5♠		7	PEN	Natural pre-empt		Unusual jump to 5 in any unbid suit= exclusion RKCB	
						5NT GSF: if ♣/♠ trumps 6♣=0, 6♦=Q, 6♥=A/K, 6♠=2 of 3, 6NT= all 3, if ♦/♥ are trumps then compress steps 2 & 3.	
						Lightner DBL: Lead dummy's first bid suit/ declarer's side suit/ not our suit	

Supplementary Notes for Precision System v1.20 - Anthony Ker/Alan Grant [Mar 07]

Note...1: Escaping from 1NT doubled

Pass=0-8, XX=9+HCP, 2x=0-8 & 5+suit, 2NT= 5/5 both minors OR both Majors, 3x=PRE. SOS redoubles used
After pass opener is expected to bid a 5-card suit or redouble with any 4432 shape
After 1NT,(X),p,p,XX,p: 2♣=3+♣ =>then opener passes with 4♣/bids 2♦ with 4♦+4M/bids 2♥ with 4♥ in M's
After 1NT,(X),p,p,XX,p: 2♦=4♦&4M or 2♥=4♥ Majors
1NT,p,p,(X),p=MIN/12-13
1NT,p,p,(X),XX=MAX 14-15,p: p=happy/2♣= 4+♣ or 4♦&4M/2♦= 4+♦ or 4♥ both Majors
1NT,p,p,(X),p,p,2H=44 in M's
1NT,p,p,(X),p,p,XX=SOS(=>no 5-card suit, ie 4432 with at least one 4 card minor)

Note...2: ASTRO CONTINUATIONS (MIN=8-11 MAX=12-15)

(1NT)-2♣-P-: 2♦ weak relay denies 4♥ (usually <3)
2♥ 3+♥s no game interest
2♠ To play
2NT ART inquiry: 3♣/♦ = NAT min, 3♥ = max 5♥, 3NT = max 4♥, 3♠ = NAT 8-14, 3♥ PRE 4+♥s
(1NT)-2♣-DBL-P shows willingness to play in 2♣X if ♣ is partner's second suit; -P-P:RDBL says 5♥s/2♦ says 5♦s/2♥ says 4+♥s and 5+♠s. Same principles after (1NT)-P-P-2♣-DBL and similar for below etc.
(1NT)-2♣-DBL-RDBL shows desire to play anything except ♠s; partner rebids their other suit if not the RDBL'd
(1NT)-2♦-P-: 2♥ weak relay denies 4♠ (usually <3)
2♠ 3+♠s no game interest
2NT ART inquiry: 3♣/♦/♥ = NAT min, 3♥ = NAT 8-14, 3♠ = max 5♠ 3NT = max 4♠
3♣ To play, 3♦/♥ NAT INV, 3♠ PRE 4+♠s
(1NT)--2♦-DBL similar principles to (1NT)-2♣-DBL above.

Note...3: LEBENSOHL auctions, note LEB also still applies after 1♠ (2M) — — DBL (adjust ranges)

(2M)-X-2NT-3♣: Pass=0-7 (8), ♣s
via 2NT ... 3♦/♥=NAT 0-7 (8)
via 2NT ... 3M=GF, implies 4 of an outstanding M, denies stopper
via 2NT ... 3NT=implies 4 of a M, promises stopper
(2M)-X-: 3M=asks for stopper
3NT=promises stopper
3x=NAT 8-11

Note...4: 1♣ MINIMUMs, ASKING BIDS and CONTROL ASKS

1♣-TRF positive in a suit – jump into shown suit 2♠/3♣3♦/3♥= minimum 1♣ 16-18 pts; Qxx or better support
1♣-TRF positive-accept TRF is a trump suit asking bid:
1 step=0 of AKQ/ 2 steps=5 to 1 top honour/ 3 steps=5 to 2 top honours
4 steps=6+ to 1 top honour/ 5 steps=6+ to 2 top honours/ 6 steps=AKQxx or better
1♣-TRF positive-non jump 'new' suit is a support asking bid:
1 step= denies support, & 0-3 controls (A=2, K=1)/ 2 steps= denies support, & 4+ controls
3 steps= promises support (Qxx or better), & 0-3 controls/ 4 steps= promises 3-card support, & 4+ controls/ 5 steps (i.e. a raise) = 4+ trump support, & 4+ controls

Note...5: MORE 1♣ ASKING BIDS

1♣-TRF Positive-JUMP new suit is a suit set:
Cue-bid cheapest Ace/otherwise raise with trump A/K/ or 3NT is a negative – it denies any Aces and trump K
After a trump suit is agreed, subsequent new suit bids are control-asking bids
1st step=no control/ 2nd step=3rd round control (doubleton or Q)
3rd step=2nd rnd control (singleton or K)/ 4th step=1st rnd control (void or A)
5th step=1st & 2nd round control (singleton A or AK)
A repeat ask in the suit requests clarification: 1 step=distributional feature 2 steps=high card feature

Note...6: 1♣-1♠ SEQUENCES

1♣-1♠(8-13 BAL)-1NT=Extended Stayman:
2m=NAT no 4-card major 8-10 /... 2M=NAT 8-10
2NT=11-13 no 5-card suit (subseq bidding shows 4-card suits up-the-line)
3x=11-13 poor 5-card suit in 5332 hand
1♣-1♠-2NT=Control Asking Bid (similar also after 1♣-3suit 4441's+cue):
3♣=0 controls (scale A=2, K=1), 3♦=1 controls, 3♥=2 controls etc.
1♣-1♠-2x=support asking bid; x+1= no supp & 0-3 controls etc.
1♣-1♠-3x=suit set; asks for specific A's, subsequent new suit continuations by the 1♣ opener are control ask

Supplementary Notes for Precision System v1.20 - Anthony Ker/Alan Grant [Mar 07]

Note...7: 1NT AUCTIONS

1NT-2♣: Stayman; most continuations after 2♣ Stayman up to 3NT are non-forcing

1NT-2♣-2♥-2♠ => 3suiter with short ♥'s OR 4♣ + 5-card minor ► 2NT continuation prefers ♦/ 3♣ prefers ♣

1NT-2♦/♥: Transfers to ♥/♠, any new suit continuation is forcing for one round

1NT-2♠: Range inquiry:

- Opener rebids 2NT/3♣/3♦ (=5-card suit) which all show 12-13 min; after which:

- 3-suit is 18+ forcing showing a 4+ suit with slam interest, depending on a suit fit

- Opener rebids 3♥/♠ (with max & 5♣/5♦ respectively) – 4 of indicated minor, forcing invites cue/4 of other minor RKC for minor shown by opener

- Opener rebids 3NT with any 14-15, after which:

- 4♣=Baron; 4NT is a non-forcing sign-off

1NT-2NT: Transfer to 3♣ showing 5+♣ (Weak or GF)

1NT-3♣: Transfer to 3♦ showing 5+♦ (Weak or GF)

1NT-3♦: "LEMMING" shows GF with shortage in a major, note responder may subsequently stop in 4 of a minor

1NT-3♦-3NT=both majors stopped

1NT-3♦-3M=shows stopper, worried about other major

1NT-3♦-4m=no major stoppers

1NT-3M= suit set in (6+)M with slam interest, missing one top honour in suit at most:

- Opener rebids cheapest Ace, or raises to 4M with top honour in the M, otherwise bids 3NT to deny any Aces and top honour in M suit. New suit continuations by responder = control asking bids

1NT-4♠= RKCB for ♦

1NT-4♦= RKCB for ♣

1NT-2♣-2M-4♣= splinter agreeing Major

1NT-2♣-2D-4♣/♦ invitational 6/4 ♣/♦ + 4 card M hand

After 1NT-(overcall):

- X=Penalties
- simple suit bid 2 or 3-level=to play
- JUMP suit bid=Invitational
- 2NT= game try or better hand, implies major suit interest (like Stayman)
- CUE=asks for hold

Note...8: NT STRUCTURE for balanced hands

Pass 0-11

1NT= 12-15 & may have 2 doubletons. In fact this is the required bid on 5422 hands that have no 5-card Major.

1♣-1♦-1NT= 16-18: Stayman & transfer responder-rebids up to 3♣. 3♦/3♥/3♠= 6 card suit & 2/3 top honours.

1♣-1♦-1♥-1♠-1NT= 19-20

1♣-1♦-2NT= 21-22

1♣-1♦-1♥-1♠-2NT= 23-24

1♣-1♦-1♥-1♠-2♣ GF, then NT= 25+

Overcalling: Pass 0-14, 1NT= 15-18

X, then cheapest NT= 19-20

X, then jump NT= 21-22

X, then cue, then cheapest NT= 23-24

X, then cue, then jump NT= 25+/9 playing tricks in NT

1NT reopening shows 12-15 and other actions in reopening position such as above are correspondingly weaker

Note...9: "OGUST" Responses to Weak Two

2M-2NT-: (bad suit=0 or 1 of AKQ, good=2 of AKQ)

3♣=MIN, bad suit OR any weak 2 with only 5-card M; 3D further inquiry:

- 3♥ = MIN with only 5 card suit
- 3♠ = MIN POOR 6-card suit
- 3NT= MAX with only 5 card suit

3♦=MIN, good 6+ suit/ ...3♥=MAX, bad 6+ suit/ ...3♠=MAX, good 6+ suit/ ...3NT=AKQxxx, or possibly AKQxx

4x=NAT 55 or 65 shape

OGUST in Competition: Note: 2M-(X)-2NT is still OGUST

2M-2NT-(overcall)-: Pass=MIN, bad suit/ ...3M=MIN, good suit/ ...DBLE=MAX, bad suit/ ... 4M=MAX, good suit/

...CUE=MAX, good suit, singleton or void of their suit

Note...10: GAMBLING 3NT and 4♦ SLAM TRY

3NT-4♦-:

4M=singleton/void/ ... 4NT=7222 shape/ ...5m=singleton/void in the OTHER minor

Note: Continuation after 4♦ by responder of singleton or void suit asks if singleton (1st step) or void (2nd step)

Note...11: Responding to Partner's 3-level PRE

3m-3M: natural, forcing

Rebid 3NT=good suit (2/3 top honours)

4m=poor suit (0/1 top honour)

4M=Qx or better support

4new suit=cue, good support for M

3M-4m: cue-bid, agrees M, slam try

Note: Continuations in a new suit by responder after 3m-3M are forcing & natural.

Note...12: Responses to 2♣ Opening

(a) 2♣-2♦: ARTIFICIAL INQUIRY, game interest (10-12) or better with interest in major(s):

2♣-2♦: 2♥/♠ = 11-15 with 6+♣ and 4M

2NT = 14-15 without 4M

3♣ = 11-13 without 4M

3♦ = 11-15 with 6+♣ and 5+♦

3♥/♠ = 11-15 with 6+♣ and 5+M

4♦ = RKC for ♣'s

(b) 2♣-2♥/♠: 5+ suit F1 with 8+ pts.

2♣-2♥/♠: 2NT= 14-15 with 6+♣'s and denies 3+ ♥/♠ support

3♣ = 11-13 without 3+ ♥/♠ support

3♦/♥/♠ (new suit) = 6+♦'s and 5+ in second suit bid

(c) 2NT= 13+ with 3+♣ support (FG)

2♣-2NT: 3♣ = minimum, no shortage

3♦/♥/♠ = shows singleton or void in suit bid

3NT= maximum, no shortage

4♣ = extra shape/length (7/8 card suit)

- 4♦ = distributional 6+ ♣'s & 5 ♦'s/ - 4♥/♠ = 6+ ♣'s and 5+ in bid major

(d) 3♣ = 6-10 with 3+ ♣ support

(e) 3♦ = natural FG

(f) 3♥/♠ = splinter showing singleton or void in ♥/♠'s

(g) 3NT/4♥/4♠ = to play

(h) 4♦ = RKC for ♣'s

(i) 4♣ = Pre-emptive raise of ♣'s with 4+ support

Note...13: SPINE Jump Responses to 1M

All showing 4+ trump support, including Resps to 1♦/1M overcall (with or w/o opps intervening X, if opps BID AFTER 1♦/1M see 13a):

(a) 1♥-2♠/1♠-2NT = mini-splinter, with a singleton & 7-10 pts (or sometimes with better hands, interested in slam); opener puppet bids next available, and responder bids singleton or 3 of anchor suit if singleton is above the anchor suit.

(b1) 1♥-2NT/1♠-3♣ = GF (unless it's an overcall) with 4+ support; Jacoby-style continuation where new suit shows a singleton, or a void if jump, or 3 rebid of suit=13-15 with 6♥, or 3NT=13-15 and 5332/5422 shape, fast arrival to 4 of suit=11-12. New suit rebids by responder are control-asking bids.

(b2) In the case of SPINE opposite an overcall, the 3M rebid shows a sub-minimum opening not interested in game opposite a typical 13-15 HCP raise. Other responses are similar to those above.

(c) 1♥-3♣/1♠-3♦ = LR - 10-12, with no singleton.

(d) 1♥-3♦/1♠-3♥ = 7-9, with no singleton.

(e) 1♥-3♥/1♠-3♠ = 0-6, any shape.

(f) 1♥-3♣/4♣/4♦/1♠-4♣/4♦ = splinters BUT NOT 1♠-4♥ - this sequence is TO PLAY

(g) 1♥/♠ - Direct 3NT= RKCB for ♥/♠

Note...13a: SPINE Jump Responses to 1M - when OPPS BID AFTER our 1♦/1M

Note: 2NT response is always natural

(a) If 4 steps available between cue - 3 of our suit (inclusive), then:

1st step (cue)= INV 10+ with 4+ support

2nd step (excluding 2NT)= INV 10+ with 3 card support

3rd step= 7-10 with 4+ support

4th step (direct raise)= 0-6 with 4+ support

(b) If 3 steps available between cue - 3 of our suit (inclusive), then:

1st step (cue)= INV 10+ with 3/4+ support

2nd step= 7-10 with 4+ support

3rd step (direct raise)= 0-6 with 4+ support

(c) If 2 steps available, then:

1st step (cue)= INV 10+ with 3/4+ support

2nd step (direct raise)= 0-10 with 4+ support

Note...13b: Passed hand bidding in response to 1M opening

- (a) 1NT response by a passed hand is non-forcing, as is 2 of a new suit (non-jump)
- (b) Some SPINE responses may (rarely) only have 3-card support. Applies mainly to the mini-splinter.
- (c) **DRURY:** 1M - 2♣ by a passed hand is artificial showing around 10-11 pts & 3-card support. Opener rebids 2M with a poor minimum or sub-standard hand.

Note...14: 2♦ Responses:

- (a) 2♥= ARTIFICIAL INQUIRY, game interest (10-12) or better, often with interest in major(s):

2♦-2♥-: 2♠= artificial promises a 4-card major suit, 11-15 points:

2♦-2♥-2♠-2NT= artificial further inquiry re Major & range:

- 3♣= min with ♥
- 3♦= min with ♠
- 3♥= max with ♥
- 3♠= max with ♠

2♦-2♥-: 2NT= maximum with 13-15 points, no 4-card Major and not 5+♣: 3♣ stopper inquiry:

3♦= only 1/ 3♥=♥&♣ stopped/ 3♠=♠&♣ stopped/ 3N= both Maj

2♦-2♥-: 3♣= 5-5 or longer in minors, 11-15 points; 3♥ continuation INQ as note[24]

3♦= 11-13 with 6+ ♦'s, no 4+ Major

3♥= 11-15 with 6♦+ 5♥

3♠= 11-15 with 6♦+ 5♠

3NT= solid ♦, and outside stopper(s)

4♦/♣= distributional hand with longer ♦'s/4♣= longer in both minors

4♥/♠= 6+ ♦'s and 5+ in bid major

2♦-2♥ (X) : RDBL= 4+ ♥'s

2♦-2♥ (X) : 2♠= 4♠

Other responses the same as no interference

(b) 2♠= 5+ suit F1 with 8+ pts.

(i) 2♦-2♠-2NT= 14-15 with 6+ ♦'s and denies 3+♠

(ii) 2♦-2♠-3♦= 11-13 without 3+♠ support

(iii) 2♦-2♠/NT-3♣= 12-15 with 5-5 or longer in minors

(iv) 2♦-2♠-3♥= 6+ ♦'s and 5+♥

(c) 2NT= 13+ with 3+♦ support (FG)

2♦-2NT: 3♣= 5-5 or longer in minors; 3♥ continuation INQ as in note [24]

3♦= minimum, no shortage

3♥/♠/4♣= shows singleton or void in suit bid

3NT= maximum, no shortage

4♦= extra shape/length (7/8 card suit) – e.g. 7411 with 7♦s and two singletons.

4♥/♠= 6+ ♦'s and 5+ in bid major

(d) 3♦= 6-10 with 3+♦ support

(e) 3♣/3♥= natural FG

(f) 3♠= splinter showing singleton or void in ♠'s

(g) 3NT/4♥/4♠= to play

(h) 4♣= RKC for ♦'s

(i) 4♦= Pre-emptive raise of ♦'s with 4+ support

Note...15: 1♣ Transfer positive responses details:

- ~ 1♥=5+♠ 8+HCP
- ~ 1♠=8-13BAL
- ~ 1NT=5+♣ 8+HCP
- ~ 2♣=5+♦ 8+HCP/ 2♦=5+♥, 8+HCP
- ~ 2♥/♠=6-card suit 4-7HCP
- ~ 2NT=14+BAL
- ~ 3x=4441shape with singleton in next suit above x, 8+HCP: 3(x+1) asks controls; 1st step 0 etc.
- ~ 3NT=Any SOLID suit (AKQxxxx or better), with no outside A or K

Note...16: 1NT Super-accept rebid details:

TRF superaccept with 4 trumps: 3M=min, others max showing doubleton in suit bid, 2NT=4333 max.

Note...17: 1NT Interference after transfers:

If TRF doubled, Pass=2-card sup, 2M=3-card sup, RDBL suggests to play

Note...18: 1♣ - other responses and continuations:

Supplementary Notes for Precision System v1.20 - Anthony Ker/Alan Grant [Mar 07]

1♣-1♦-1♥ = 19+ many support asking & control asking bids [see notes [4-6,8]above)
1♣-1♦-1♥-1♠ = 0-4, or 1♣-1♦-1♥-(1N through 2) = 5-7 transfer semi-positives GF + see [4-6]
1♣-1♦-1♥-1♠-2♣ = GF, 1♣-1♦-1♥-1♠-2♣-2♦ = bal 0-4 2NT=both minors 5-5 0-4
1♣-(X)-RDBL = 8+ GF
1♣-(X)-1♦ = 5-7 BAL
1♣-(X)-suit = 5-7 NAT NF
1♣-(X)-1NT = 8-10
1♣-(1/2x)-X = 8+ GF
1♣-(1/2x)-MIN NT=8-10

Note...18a: 1♣ - interference at higher levels:

1♣ (2NT or higher interference): X=8+ and a new suit below game is forcing.

Note...19: 3NT= RKCB 0314, whenever a 9 card suit fit has been agreed, apart from the immediate rebid after the SPINE strong option - when 3NT shows a non-minimum balanced hand with just a 5-card suit.

Note...20: RKCB extensions, when suit agreed

If trump suit explicitly agreed (such as in Note 19, or new suit after 1♣+POS + support shown after support asking bid), then next bid after 03 or 14 responses asks for Q of trumps (as usual), run ons apply from 5NT. New suit bid(s) at/after this stage, or after 5NT, are control asking bids, excluding the key cards already shown. The response are as follows:

- 1st step = no controls in the suit asked for
- 2nd step = Q(+) in the suit, denies K
- 3rd step = K(+) in the suit, denies Q
- 4th step = KQ(+) in the suit
- 5th step, if available shows KQJ(+) in the suit

Note...21: 1M-1NT Distinction Raises - Special Case

After opponents double our 1♥/♠ opening:

- 1NT response = 7-10 HCP with 3 card support
- 2M response after opponents double shows 0-6 HCP with 3 card support for M
- Redouble= 10+, less than 4 card support
- nonjump bids constructive, NF
- jump bids SPINE as in [13]

Note...22: Responses to 1♦ Trisuit [See further supplementary notes in Note 33]

1♦-1♥: 0-9: Not initially interested in game, note that after 1♦-1♥: cannot pass:

1NT/2♣/2♦ = shows singleton or void in next suit up

1♠ = showing singleton or void in bid suit ♠

1♦-1♠: GT - artificial responses | [See further supplementary notes in Note 33]

1NT= GF - artificial responses | [See further supplementary notes in Note 33]

2♣/♦/♥/♠ = sign-off when bid suit is partner's singleton, any continuation implies support

2NT= both minors, no interest in game

3♣/♦/♥/♠ = invitational values with 6+ length in suit bid

Note...23: Responses to 1♦ after interference

1♦ (DBL): pass= 0-7(8) and no 4+ major

1♥ = 0-7 (8) and 4+ ♥'s

1♠ = 0-7 (8) and 4+ ♠'s

REDBL = 8-12 game interest, inquiry asking for singleton or void

1NT = 12+ FG, inquiry asking for singleton or void

1♦ (1/2x bid):

DBL = 8-12 game interest, inquiry asking for singleton or void:

after DBL, opener's rebid of NT implies singleton in the suit that is the most expensive rebid (excluding suit bid), plus unwillingness to pass for penalties

Note: In these and other pass or correct-type situations after a 1♦ opening, when correcting, opener always bids the next step up (suit or NT), OR if they bid anything else, it implies a good hand & a singleton or void bid.

MIN NT = 12+ FG, inquiry asking for singleton or void

If the 1♦ opener chooses to rebid after further interference, DBL always shows singleton or void, and the minimum NT bid implies a good hand with the most expensive singleton or void to show

Note...24: 3♥ Inquiry Response to 2NT Opening (5-5 in minors, 6-11 points)

2NT-3♥: 3♠ = minimum hand

3NT= maximum with 5-5 in minors

Supplementary Notes for Precision System v1.20 - Anthony Ker/Alan Grant [Mar 07]

- 4♣ = 5-6 in minors, average+ hand
- 4♦ = 5-6 in minors, average+ hand
- 4♥/♠ = 0355/3055 shape, good hand – NOTE: Bid fragment not void!

Note...25: Responses after Michaels interference and Unusual NT:

- ~ 1♥/♠ (2♥/♠): DBL= 3 card support
- ~ 2♠/3♥ (whichever is cue bid)= 4-card raise, invitational or better (10+)
- ~ 3♥/3♠= weak or weakish 4-card raise, 0-10
- ~ 2NT= natural NF
- ~ 3♣/3♦= natural F1
- ~ 1♥/♠ (2NT): DBL= negative, showing the other Major
 - o 3♣/♦/♠= SPINE-type raises 10+/7-9/0-6
 - o New suit 3♥/3♠ NAT and GF

Note...26: Michaels overcalls and Unusual 2NT:

Direct cue is Michaels, always showing the 2 highest unbid suits 5-5 (or longer)

Jump 2NT is unusual, always showing the 2 lowest unbid suits 5-5 (or longer). Jump 4NT is also unusual with more distribution (typically 3-4 loser hand)

Direct jump cue shows the remaining combination; showing the highest and lowest unbid suits at least 5-6 (or longer).

(1♥/♠) 2♥/♠ - 2NT= inquiry about strength:

- ~ 3♣= min
- ~ 3♦= max
- ~ other bids= max with extra distribution
- ~ cues and jumps show 16+, if not a passed hand

(1M)2M (X) XX= bid next suit up and pass my subsequent bid

(1M)2M (- or X)3m= correctible

If opponents have bid 2 suits, then a cue of the lowest suit shows 6-4 with the longest suit in the lowest ranking of the outstanding suits. A cue of the highest shows 6-4 with the higher ranking unbid suit longest. 8-15 points.

Note...27: RKCB in minors

Whenever ♣ or ♦ have been explicitly agreed, OR ♣/♦ shown once by either side and 3 of other minor is available & forcing, then 4 of the other minor is RKCB with the shown minor as the anchor suit.

Examples: 1♥-1♠-2♣-4♦/or 1♥-1♠-3♣-4♦/or 2♣-2♦-2♥-4♦ = RKCB for ♣ : 1♥-1♠-2♦-4♣/or 1♠-2♣-2♦-4♣/or 2♦-2♥-2NT-4♣ = RKCB for ♦

Note...28: Trial bids - special situation for doubles etc.

If suit-support has been agreed, and there is limited space available for a trial bid, then (a) if there is only one bid available, then this trial bid is completely artificial (and shows nothing about the suit bid) (b) if there are no bids available, then X (i.e. DBL) is an artificial trial bid.

Note...29: Sign-offs or invitations in 4NT

If ... (any)... 2NT (unlimited) - 3NT has been bid naturally in any auction, then 4NT is non-forcing INV and 4♣ is GERBER. (e.g. in auction after 1♣-2NT)

Note...30: Reopening Takeout Double after 1NT overcall

After 1♥ (1NT) - - DBL = shows 13-15 HCP and 4♠

After 1♠ (1NT) - - DBL = shows 13-15 HCP and 4♥

Note...31: Opener's JumpShift Rebids in GF 2/1 Auctions (splinters)

After 1♥-2♦-; then 3♥/3♠/4♣ = splinters

After 1♥-2♣-; then 3♦/3♠ = splinters

After 1♠-2♦-; then 3♥/4♣ = splinters

After 1♠-2♣-; then 3♦/3♥ = splinters

Note...32: Specialised Stayman/SMOLEN type situations

After 1NT-2♣-2♦-3♥ shows ♥ shortage (singleton or possibly void) INV+ hand

After 1NT-2♣-2♦-3♠ shows ♠ shortage (singleton or possibly void) INV+ hand

Opener rebids 3NT with stop, otherwise:

- 4♣ = minimum with ♣/ - 4♦ = minimum with ♦
- 5♣ = maximum with ♣/ - "cue" of Major shortage shows maximum with ♦
- bid of other Major shows maximum with 4-4 in minors

After 1NT-2♣-2♠-3♥ shows ♥ shortage 1444/0454/0445 forcing to 3NT or 4 of a minor 12+ hcp.

Supplementary Notes for Precision System v1.20 - Anthony Ker/Alan Grant [Mar 07]

Note:..33: Further detail on Trisuit (1♦ opening) auctions:

1D – 1NT (GF usually with 13+, but may be 7-12 on appropriate hands):-

General bidding principles pertaining to this auction situation:

- After the 1N-GF inquiry, always bid the suit below the singleton at the 2-level, unless there is a singleton ♣, in which case all bids from bid 2S onwards show more specific shapes.
- After opener's 2-level rebid up to 2H following the 1N inquiry (pinpointing the singleton), then a bid of the singleton is a relay inquiry asking for specific shape:
 1. Rebidding 2N or 3N shows 4441 shapes.
 2. Rebidding a Major shows 4 in the Major suit bid, and 3 in the other
 3. In a hand with a Major shortage, rebidding a minor shows 5431-type with only 3 cards in the Major.
 4. In a hand with a Minor shortage, rebidding a minor shows a 5440 type.
 5. A cue-bid of the shortage also shows 5440 type.

Opener rebid	Responder rebid	Range/shape shown on Opener's second rebid	Subsequent action
2C (short D)	2D (relay)	2H = 3415 min 2S = 4315min 2N = 4414 min 3C = 4405 min 3D = 4405 max 3H = 3415 max 3S = 4315 max 3N = 4414 max	4D is RKC for ♣. 3D continuation, if available, is an inquiry asking for number of controls (A=2 K=1): 1 st step = 1 control 2 nd step = 2 etc.
2D (short H)	2H (relay)	2S – 4135 or 4153	2N cont'n asks for the 5-cd minor 3H cont'n= asks range (with a 2-step response).
		2N – 4144	3H cont'n= asks range
		3C – 3145 3D – 3154	3H cont'n asks range (with a 2-step response).
		3H – 4045 3S – 4054	After any of these bids, or continuations, 4H = RKC for ♣.
2H (short S)	2S (relay)	2N – 1444 3C – 1345 3D – 1354 3H – 1435 3S – 0454/45 3N – 1453	3S asks whether min(11-13) or max (14-15) (with a 2-step response)
2S (3451 or 4351 min)	2NT/3C (relay)	3D – undefined 3H – 3451 3S – 4351	
2N (4441 min) (ie short-♣ run-on)	3C (relay)	Show controls?	Directly after any of these bids, or continuations, 4C is RKC for ♦ (i.e. lowest/ 3 suits).
3C (4450 min)	4C= RKC/♦		
3D (4450max)	4C= RKC/♦		
3H (3451 max)	4C= RKC/♦		
3S (4351 max)	4C= RKC/♦		
3N(4441 max)	4C= RKC/♦		

Supplementary Notes for Precision System v1.20 - Anthony Ker/Alan Grant [Mar 07]

Note:..33 continued: Further detail on Trisuit (1♦ opening) auctions (continued):

Note: If short in a Major, the range is not shown immediately in response to the 2nd inquiry after 1NT. However, if short in ♣, the range is shown immediately in response to 1NT and, if short in ♦, the range is shown in response to the 2nd inquiry.

1D – 1S (Game Try; normally 10-12/ occasionally 7-9 on some shaped hands):

Opener rebid	Responder rebid	Range/shape shown	Subsequent action
1NT (short-♣) 11-13 pts	2C shape inquiry All continuations non-forcing		
2C (short D) 11-13 pts	2D shape inquiry All continuations non-forcing		
2D (short H) 11-13 pts	2H shape inquiry All continuations non-forcing		
2H (short ♠) 11-13 pts	2S shape inquiry All continuations non-forcing		
2S (short ♠) 14-15 pts	3S shape inquiry (all continuations forcing to game) 2NT	3NT=1444 4C/D= 1345 or 1354 4H=1435 or 1453 Similar	
2NT (short-♣) 14-15 pts	3C shape inquiry (all continuations forcing to game)		
3C (short D) 14-15 pts	3D shape inquiry (all continuations forcing to game)		
3D (short H) 14-15 pts	3H shape inquiry (all continuations forcing to game)	3S= 4135 or 4153 3N= 4144 4C= 3145 4D= 3154	

1D – 1H (= 0-9; any shape - not strongly single-suited, nor a good 2-suited hand 6-9 pts):

General bidding principles pertaining to this auction situation:

- Unless in a contested auction, opener always rebids the suit below the singleton- except for the 1S rebid.

1D – 1H:

- 1S = singleton S; **nonforcing**
- 1NT = singleton C; nonforcing
- 2C = singleton D; nonforcing
- 2D = singleton H; nonforcing

1D – 2C/D/H/S = to play, 6+ card suit. Opener must pass if singleton or void.

1D – 2/3/ or 4NT = weak (when 2N=0-8 pts) or pre-emptive (when 3/4N), with BOTH minors. Opener always bids longest 4+ card minor-to play.

1D – 3C/3D/3H/3S = invitational to game in suit/or NT, if bid is partner's singleton or void. It shows a self-sufficient 6+ cd suit & is forcing opener to bid the singleton if the bid doesn't match their shortage.

Competitive Auctions

In any competitive situation following a 1D opening, if there is any call before opener's rebid after partner's 1-level response (or pass), then:

- DBL= singleton or void
- Nonjump bid = singleton or void
- A minimum NT bid shows the most "expensive" singleton or void

The above actions are expected of opener after any GF (up to the level of 4S) or GT (up to 3S).

Use above only with discretion if responder has shown or implied a weak hand with only 0-9 pts.

1D (X) 1H/1S=4+-card suits/2C=5clubs/RDBL=GT/1NT=GF then subsequently as above.

1D (X) 2/3/4NT= both minors (4-4 or longer for 2NT) pre-emptive

1D (1M) 2/3/4NT= both minors (4-4 or longer for 2NT) pre-emptive.