

Precision Club System

Prepared- Oct'20.

Opening Bids

1C- 16 + HCP (Except 2NT opening).

2NT- 22-23 HCP. Balanced.

1NT- 13-15 HCP- Balanced.

1H, 1S- 11-15 HCP- ≥ 5 cards suit.

1D- 11-15 HCP- Min 2 cards D

No ≥ 5 cards Major.

2C- 11-15 HCP – (i) 6 cards C suit

or (ii) 5 cards C suit with a 4 card Major.

2D- 11-15 HCP- Singleton D 4-4-1-4

or 4-3-1-5} weak C suit. Not worth

or 3-4-1-5} opening 2C.

or 4-4-0-5}

2H, 2S- Weak 6-10 HCP. Min 6 cards suit headed by at least Q, 2/3 short. No 2 Aces.

3C,3D,3H,3S- Weak 6-10 HCP. Min 7 cards suit, 2/3 short.

3NT- Gambling – AKQ headed 7 cards minor suit.

Not more than 2 points outside.

Balanced Hand

4-4-3-3

4-4-3-2

5 (Minor only)- 3-3-2.

1st response on IC. (without interference)

2H, 2S- 4-7 HCP [6 cards suit headed with min. Q.

(Constructive response) [7 cards suit headed with min. J.

3C,3D,3H,3S- 4-7-HCP [7 cards suit headed with min. Q.

(Constructive response) [8 cards suit headed with min. J.

ID – (i) 0-7 HCP

or (ii) 4-4-4-1 distribution, 8 + HCP.

In next bid, jump in NT if partner responds in your singleton else jump in singleton.

IH, IS, 2C, 2D- 8 + HCP. Min 5 card suit. With equal length, bid higher ranking suit.

INT- (i) 8-10 HCP or 14 + HCP- Balanced Hand.

2NT – 11-13 HCP, Balanced Hand.

1st response on IC (after double)

Pass - 0-4 HCP.

- Or 5 HCP- Balanced hand.

2H, 2S - Constructive response (as w/o double).

3C, 3D, 3H, 3S - Constructive response (as w/o double).

1D, 1H, 1S, 2C – 5-8 HCP, Min 5 Cards suit.

1NT - 6-8 HCP Balanced.

Redouble – 9 + HCP.

1st response on IC (after overcall through 2S)

Pass - 0-4 HCP.

New suit - 5-8 HCP, 5 card suit (Bid w/o jump)

-5-8 HCP, 6 card suit (Bid with jump)

Lowest level NT - 6-8 pts, Balanced Hand. Opponent suit stopped.

Jump in NT - 9-11 pts, Balanced Hand. Opponent suit stopped.

Cue- bid - 9 + pts- (i) 2/3 suit with singleton/void in opp. Suit,
(ii) Much stronger hands. Any distribution.

Double- Take out (not for penalty)

5-8 pts, no \geq 5 card suit, no stopper in enemy suit– double, then raise partner's suit or bid lowest NT.

9+ points, suit – double, Bid suit.

9+ points, bal-hand, no stop in enemy suit- double, cue bid enemy suit.

1st response on IC (after overall of 2NT or more)

Double- Penalty.

3 NT- Natural. To play (9-12 pts, 1 stop)

New suit- Game force (\geq 5 card), natural

cue bid- strong take out.

after IC- ID (Response)

Opener's rebids

INT – 16-18 HCP, Balanced
(Introducing transfers, as
with strong NT
opening).

2NT- 20-21 HCP, Balanced

3 NT- 24-26 HCP. Balanced

Other calls- Naturals.

Jump suit bid

After IC- Suit response by partner.

Single raise- trump asking
(Gamma). Generally ≥ 22 points,
Normally good support
of partner's suit or else own
self-sufficient suit.

Followed by epsilon (suit bid- asking for control)

Another new suit- Next epsilon.

Rebid or suit- to check length (next step) /strength (next- to- next step).

Responder's Rebids

2C- Stayman (Shows 5-7 HCP)
2D,2H,2S, 3c- Transfer to next higher
suit (≥ 5 card suit) (Shows poor hand,
else bid via 2c).

Jump in new suit – Impossible.

Negative, singleton in suit bid.

2 NT- Invitational- 6-7 HCP,
denies 4 card major.

3C- Stayman, even with
impossible negative, do not
jump in singleton.

3D,3H,3S,4C – Transfer to next higher
suit (≥ 5 card) 3NT – sign off.

Don't jump with impossible negative.

4C- Baron- asking partner to bid his
Lowest 4 card suit.

- 22 + points, min 5 card major, 6 card
minor.

1 step – 50/60

2 steps – 51

3 steps – 52

4 steps - 61

5 steps – 62

6 steps – 53/63

- 5 step control reply-

- No control, 3rd round control,

- 2nd round control,

- 1st round control,

- AK or AQ.

Slam Bidding

4 NT- Ace asking- RKC-5 key cards- 4 Aces+ K of agreed suit. If no agreed suit, K of last bid Suit (even if it is an artificial bid).

Response- 0 or 3, 1 or 4, (2 w/o Q), 2 (with Q).

King asking: - (Trump Queen will be the 4th K)

5NT – 0 or 4, 1, 2, 3
 ↑ ↑ ↑ ↑
 6C, 6D, 6H, 6S

Trump Q asking: -

On 4NT response, ask trump Q by bidding lowest non-trump suit.

NEW addition

Responses to Queen Asking: -

Bid the trump suit	- No trump queen.
5NT	- Trump Q w/o any side suit K.
Bid any non-trump suit	- Trump Q & K of that suit.

Interference by opponents during Ace asking, control asking, Gamma bid: -

Use DOPI/ROPI	- 1 st step- double/redouble
	- 2 nd step – Pass.
	- 3 rd step – Next suit & so -- on -----

Opening bid- 1NT

13-15 HCP. Balance distribution.

Response

2C-8-11 Non -forcing stayman

2D- \geq 12 HCP, forcing stayman

Pass- Sign off.

2H,2S,3C,3D- Sign off.

2NT Invitational – 10-11 HCP.

3NT Sign off- \geq 12 HCP.

4C Gerber- Ace asking- 0,1,2,3.

SC after Gerber – king asking – 0,1,2,3.

Opener's Rebids

2D- No 4-card major.

2H- 4 card H, may have 4 S.

2S – 4 card S, denies 4 H.

2H – 4 card H, may have 4 S.

2S – 4 card S, denies 4 H.

2NT-4 card major.

3C,3D- No 4-card major, 5 card minor.

Major- Min 5 card suit

Minor- Min 6- card suit.

New. 4NT (18 HCP) → Not Ace Asking. Asking to bid 6 NT with 15 HCP or good 14 HCP + Intermediate cards.

5NT (19 HCP) → To start bidding 4 card suit from lowest level, to play at 6 of a suit/6NT,

INT- Double

Pass- Sign off.

Suit bid at 2-level- Sign off.

Redouble- 10 + HCP.

INT-Overall

Double – Penalty

Cue-bid- game forcing stayman, w/o stopper in opponent's suit.

2- level suit bid – weak- non-forcing- 5 + card suit.

Jump in a suit – game force. (say 3S over 2D) else invitational (say 3H or 2S).

2NT- Labenshoul - response 3C, then

Pass, 3D,3H,3S- One suiter hand, to sign off at 3 level, (if responder could not bid suit at 2 level)

3D,3H,3S- One suiter hand- to invite game, if responder could have bid suit at 2 level.

Cue bid in opponent's suit – A stayman type hand. At least one 4 card major, with stopper in opp's suit.

3NT – stopper in opponent's suit & want to sign off in 3NT.

1H, 1S- 11-15 HCP, ≥5 card suit: -

Responses

Pass – 0-7 HCP

Single raise (2H, 2S) – 8-10 points, ≥3 card support.

Jump Raise to game (3H, 3S) - 11-13 points ≥ 3 card support (non- forcing).

Jump Raise to game (4H, 4S) - ≤ 10 HCP, 14-15 points, ≥ 3 Card support.

INT – 8-10 HCP, poor support for partner's suit.

2NT – 11-13 HCP, poor support for partner's suit.

2 over 1 response – 11 + HCP. Minor can be 3 cards also. One round force.

1H, 1S – Double

Bid 1 level more than w/o double with good support for partner's suit.

2H, 2S – weak 5-7 HCP good support.

Redouble - ≥ 11 points – for penalty after opponents bid.

INT - 8-10 HCP. 3 Card Support (equivalent to 1H, 1S-2H, 2S bid w/o double).

2NT - 11-13 HCP. 3 Card Support (equivalent to 1H, 1S-3H, 3S bid w/o double).

Other Suit Bid - < 10 HCP Shying away from double.

1H, 1S – Overall.

Raises - Normal meaning (as w/o overall)

INT - 8-10 HCP, one stop in enemy suit.

2NT - 11-12 HCP, one stop in enemy suit.

Cue bid- in opp. Suit - ≥ 11 HCP. Asking for control in opponent suit.

Double - 8-10 HCP – negative.

Other bids ≥ 11HCP.

1D – 11-15 HCP ≥ 2D, Not ≥ 5 major.

0-7 pts. – pass.

8 Pts. – 4 card suit 1H, 1S, else 1NT.

11 + HCP - 2C, 2D – 4 card suit, usually denies 4 card major, unless bid in next round, 1 round force.

1D – double

11 + HCP – re-double

Less than 4D, < 10 HCP-run away to best suit.

1D- overcall

Double at 1 or 2 level upto 25- negative (8-10 HCP).

Double at 2 NT or above – for penalty.

Cue bid in enemy suit – forcing, min. 11 HCP-

Asking partners to bid 4 card or longer suit or show control in enemy suit.

Suit bid at 1 level- 8 + HCP, 5 card suit.

Suit bid at 2 level – 11 + HCP, 5 card suit

2C – 11-15 HCP- 6 cards C or 5 cards C with 4 Card major.

0-7 HCP- Pass.

2H, 2S- 8-10 HCP, ≥ 5 card suit (non-forcing)

3C – 8-10 HCP - ≥ 3 card support, no ≥ 5 card major

2 NT- 11-12 HCP –No 4 Card major. Balanced Hand.

2D ≥ 11 HCP forcing- Relay- partner to describe.

2C-2D

2H,2S- 4 card suit, min hand.

2 NT- 6 card C, stoppers in 2/3 suit. 11-13 HCP.

3C- 6 card C, stop in 1 suit. 11-13 HCP.

3D – Minor 2 suit (At least 6C, 5D)

3H, 3S – 4 card suit. 14-15 HCP (maxi)

3 NT – 6 card suit. 14-15 HCP.

2C- 2D- 2NT

Responder's rebid

3D (conventional)

to find stopper

2C-2D-3C

3D (conventional)

to find stoppers

opener's rebid

3H- D & H stopped

3S – D & S stopped

3NT – H & S stopped

3H – H stopped

3S- S stopped

3NT – D Stopped

2D- 11-15 HCP. Short diamond

4-4-1- 4, 4-4-0-5

4-3-1-5 or 3-4-1-5 with weak C suit

Pass – 0-10 HCP \geq 6 card D.

2H, 2S, 3C – Sign off -0-7 HCP

3H, 3S – 5-7 HCP. No wasted value in D (invitational)

3D – 11-13 HCP. Semi solid 6 card D suit (non- forcing)

3NT – 11-13 HCP. Solid D suit (Sign off)

2 NT (conventional)- forcing \geq 8HCP.

2D- 2NT

3C- 4-3-1-5 distribution

3D – 3-4-1-5 distribution

3H- 4-4-1-4 distribution- Minimum (11-13 HCP)

3S – 4-4-1-4 distribution- Maximum (14-15 HCP)

3NT – 4-4-1-4 distribution- Maximum (DK or DA)

4C – 4-4-0-5 Minimum

4D – 4-4-0-5 Maximum

2D-2NT-3C

Responder

3D – conventional

Opener's rebid

3H – Min Hand

3S – Max Hand

2D-2NT-3D

Responder

3H- conventional

Opener's rebid

3S- Min hand

3NT- Max hand

2NT- 22-23 HCP balanced Distribution

Pass – 0-3 HCP. Relatively Balanced hand

3C – Stayman. ≥ 3 HCP

3NT – singleton. ≥ 4 HCP Balanced Hand. No 4 Card major

4C - Gerber– Ace asking

4NT – Non forcing 10HCP. Balanced Hand.

No. 4 card major. Invitation to bid 6 NT.

2H, 2S weak

2NT – Asking partner to describe hand.

2H, 2S – 2NT (P-Q response)

3C- 6-8 HCP Poor Suit

3D – 6-8 HCP Good suit (Min 2/3 top Honours)

3H – 9-10 HCP Poor suit

3S – 9-10 HCP Good Suit (Min 2/3 top Honours)

3NT- 9-10 HCP, suit headed by AKQ.

3NT – Gambling

Pass – control in 3 suits. To play

4C – weak response. To play in 4C or 4D.

4D- Conventional. Asking partner to describe

3NT- 4D

4H – H singleton/ Void

4S – S singleton/ Void

4NT -7-2-2-2 distribution

5C – club suit D singleton/ void

5D – Diamond suit. C singleton/void

Opening after opponent's bids

1NT- 15-17 HCP, Control in opponent's suit.

Overcall at 1 level- 8 + points, 5 carder suit.

Overcall at 2 level- 11 + points, 5 carder suit.

2NT- 16-18 HCP, control in opponent's suit, unbid major < 4 card.

Double- Preferably 18 + points including distribution points. Shortness in opponent's suit.

Min. 15 HCP, if no shortness in opponent's suit, Generally tolerance in unbid majors.

Re-opening double will be weaker.

Some additional conventions

1. When opponents are playing Std. American & have bid 1C or 1D.
1C-2C -5/5 in major
9 + HCP in majors (Non vul)
11 + HCP in major (Vul).
1D-2D- Same as above.
2. When opponents bid 1H, 1S
1H- 2NT- 5/5 in both minors.
9 + HCP in minors (Non-Vul)
11 + HCP in minors (Vul)
1S-2NT – Same as above.
3. When opponent's bid 1NT (15-17 HCP)
Dbl – 15-17 HCP.
2C - Both major 5-5 card
9 + HCP. (Non-Vol), 11 + HCP (Vul).
2D – 5 card D, 11 + HCP
2H – 5 Card H, 11 + HCP
2S – 5 card S, 11 + HCP
2NT – Both minor – 5-5 card.
9 + HCP in minors (Non- Vul)
11 + HCP in minors (Vul)
4. Game in sight, slam interest.

1H- 2S or similar calls like 3C, 3D - jump shift (without any interference)
-Indicates good support in trump suit or self-sufficient suit of his own.
-Asks controls (Epsilon) in the bid suit.