

PRECISION CLUB - 99

This is a bidding system developed by C.C. Wei in 1963 with assistance from Mr. Alan Truscott. This bidding system was used successfully by the Taiwan team in the 1967, 1968, and 1969 Far East Championships, and attracted international interest when Mr. Patrick Huan, M.F. Tai, C.S. Shen and Frank Hwang lead Taiwan's entrance into the finals. This was actually the closest a non-European non-North-American team had come to capturing the world team title. The Taiwan team reached the final again in 1970.

In the United States a number of top-level teams were sponsored by C.C. Wei to employ and popularize the Precision bidding system. Starting around the year 1972, when the Italian Blue Team emerged from retirement to enter the World Team Olympiad, all three of its pairs were using versions of the Precision bidding system. The version employed by Mr. Giorgio Belladonna and Mr. Benito Garozzo was called Super Precision.

Below is an outline of the Precision Club, and the origin is unknown as is the particular version. Any information would be appreciated as to its origin and the particular designation of this version.

1. 1 \heartsuit - 16 HCP

a. 1 = 0-7 HCP or the Impossible Negative (I.N.) 4-4-4-1,

- 1. 1NT 16-18 HCP, balanced
 - a. 2 \heartsuit Stayman
 - b. 2 /2 Jacoby
 - c. 2 Weak relay to 3 \heartsuit , responder can correct to 3
 - d. Jump in New Suit = Impossible Negative I've singleton

- 2. 2NT 19-21 HCP, balanced
 - a. 3 \heartsuit Stayman, use Stayman with Impossible Negative. NO JUMP
 - b. 3 /3 Jacoby
 - c. 3 Minor suits, shows 5-5 distribution

- 3. 3NT 24-27 HCP, balanced
 - 4 \heartsuit Modified Stayman for any 4 card suit
 - 1. 4 - No 4-card Major , 2-3-4-4 or 3-2-4-4
 - 2. 4 - 4-card Heart suit, may have 4-card Spade suit
 - 3. 4 - 4-card Spade suit, NO 4-card Heart suit
 - 4. 4NT - No 4-card Major , 3-3-4-3 or 3-3-3-4
 - I.N. = DO NOT JUMP with Impossible Negative, use 4 \heartsuit

- 4. Jump in New Suit 22+ HCP or 9+ Playing Tricks
 - a. Non-Jump NT 0-3 HCP, no more than 2 card support
 - b. Single Raise 0-3 HCP, 3+ card support
 - c. JUMP Raise 4-7 HCP, at least Good 3 card support
 - d. Non-Jump New Suit 4-7 HCP, at least 4-card non weak suit
 - e. Jump NT /New Suit Jump is Impossible Negative

5. Simple Suit Rebid 16-21 HCP

- a. Pass Any 0-1 HCP hand
- b. Pass Any 2-4 HCP and at most 2 card support
- c. Single Raise 2-4 HCP, at least 3 card support
- d. Jump Raise 5-7 HCP, 4+ card support
- e. Non Jump Suit 5-7 HCP, 5+ cards in bid suit

Exception: 1 \square -1 -1 -1 good 4 cards.

Show 3 card support for opener suit next turn.

- f. Non Jump NT 5-7 HCP , no 5+ card suit, with 3-card support for opener, show next round
 - g. Jump Raise 4 /4 at least 4 card support, hand now worth more than 7 points.
 - h. Jump NT/New Suit = 8+ HCP I.N.
- b. 1 /1 /2 \square /2 8 or more HCP, at least 5 cards in bid suit, with two 2 \square 2 five-card or six-card suits, responder chooses the higher ranking suit first.
Opener's jump-shift rebid establishes trump suit and is **AAB**.
New suit by opener on second rebid is **CAB**.
1. 1 /2 \square /2 /2H/2 /3 \square 5+ cards, forcing
ONLY Minimum = Any 8-10 Point Hand with 0-3 Controls all forcing
- a. Single raise of openers suit with 3+ support
 - b. New suit with 4+ cards, and denies support for openers suit, and also prefer simple NT if 4-card suit is weak
 - c. Simple NT denies support for openers suit or a good new suit
 - d. Rebid 6+ card suit, prefer rebidding a 6 card Major to bidding or raising a Minor suit
- ABOVE Minimum 11+ points and 4 or more controls, all forcing to game
Similar to minimum bids, but Jump the bidding, HOWEVER, DO NOT PASS the level of 3 NT with a relatively balanced hand
2. Simple NT rebid by opener
ALERT ** Relatively Unlimited , FORCING
Bids with Minimum positive response
- a. Simple \square rebid - Exactly 8 HCP, No unbid 4 card suit, NON-forcing and opener expected to name contract next bid.
 - b. New 4 card suit - 4 cards or longer (except club bid), Forcing
Prefer a simple NT bid if second suit weak
 - c. Rebid 6 cards - rebid 6+ card suit, prefer rebidding a 6 card Major to bidding a 4 card Minor
 - d. Single NT raise - 9+ points, Forcing to game
- Bids with ABOVE Minimum positive response (All Forcing to Game)
Similar to minimum bids, but Jump the bidding, HOWEVER, DO NOT PASS the level of 3 NT with a relatively balanced hand
CLUBS are not special.
3. Single Raise = **TAB**
4. Jump Raise , 19-21 Pts, forcing
- a. Raise - game in agreed suit is signoff
 - b. Cue Bid - Feature Show, Slam Try, with 11+ and 4+ maximum
5. 3NT
New Suit - Responder has at least 5-5 distribution, and asks the opener to pick game in one of responder's suits.

6. 4 /4 over 1 /1 = 16 Pts,
 no good 5+ card suit, at least 3 card support for responders suit
- Pass - with little chance for slam
 - Cue Bid - with excellent hand and good chance for slam

- c. 2 /2 Six-card suit, WJS, 4-7 points mostly in bid suit.
 This is a constructive response.

- Pass = With no chance for game
- Raise = Invitational Raise
- Game Bid = Signoff
- New Suit Bid = Forcing
 - 3+ card support - raise opener's suit
 - poor support,
 max hand - cue bid new suit below 3NT or bid 3NT
 - poor support, weak hand - rebid own suit
- 2NT forcing and agrees on responders suit as the trump suit,
 responder is asked to bid as follows:
 - Cue bid Singleton or VOID
 - Rebid own suit without Singleton or VOID

- d. 3 /3 /3 /3 = Seven-card suit, WJS, 4-7 points mostly in bid suit.

- e. 1NT = 8-10 HCP, balanced suit distribution

- 2 Stayman
- 2 /2 /2 Forcing good 5+ card suit
- 2NT Invite to 3NT, opener has 16 HCP flat
- 3 /3 /3 /3 Establishes trump suit and is **AAB**
- 3NT Signoff
- 4 Gerber
- 4NT Non-Forcing, invite to 6 NT, opener has 23 HCP or 22 HCP and a 5+ card Minor

- f. 2NT Shows 11-13 or 16+ HCP

- 3 is Modified Stayman, Responses by 2NT bidder are :
 - 3 - 11-13, No 4-card Major, 2-3-4-4 or 3-2-4-4
 - 3 - 11-13, 4-card Heart suit, may have 4-card Spade suit
 - 3 - 11-13, 4-card Spade suit, NO 4-card Heart suit
 - 3NT - 11-13, No 4-card Major, 3-3-4-3 or 3-3-3-4
 - 4 - 16+ HCP, 4 card Club suit, may have 4-card suit
 - 4 - 16+ HCP, 4 card suit, NO 4-card suit
 - 4 - 16+ HCP, 4 card Heart suit, may have 4-card Spade suit
 - 4 - 16+ HCP, 4 card Spade suit, NO 4-card Heart suit
- 3 - 5+ card suit, asks for 3+ card support
- 3 - 5+ card suit, asks for 3+ card support
- 3 - 5+ card suit, asks for 3+ card support
- 4 - GERBER
- 4NT - Natural, invites to 6NT

- g. 3NT 14-15 HCP

4 \square is Modified Stayman, Responses by 2NT bidder are :

- a. 4 - No 4-card Major , 2-3-4-4 or 3-2-4-4
- b. 4 - 4-card Heart suit, may have 4-card Spade suit
- c. 4 - 4-card Spade suit, NO 4-card Heart suit
- d. 4NT - No 4-card Major , 3-3-4-3 or 3-3-3-4

After Takeout Double

- a. Pass = 0-4 HCP
- b. Rdbl = 9 or more HCP, could be a 9-10 NT
- c. Other = Other responses are unchanged.
- d. 1 /1 /1 /2 \square = 5-8 HCP , suit 5+ cards
- e. 1NT = 5-8 HCP
- f. 2NT = 11-13 HCP

After interference up to 2

- a. Pass = 0-4 HCP
- b. Non Jump New Suit = 5-8 HCP, five cards in bid suit
- c. Jump in new suit = 5-8 HCP, six cards in bid suit
- d. Double = 5-8 HCP, no five-card or longer suit
- e. Non Jump NT = at least 9 HCP, ****ALERT****
force to game, usually a good five-card or longer suit
- f. Single Jump NT = 9-11 HCP, balanced suit distribution,
at least one stopper in opponents suit
- g. Double Jump 3NT over 1-level = 12-14 HCP balanced suit distribution,
and at least one stopper in their suit.
- h. CUE BID = 9 or more points, no stopper in opponents suit,
and no good 5+ card suit.

After interference at 2NT or greater

Precision suggests that your most important obligation is to inform your partner about your controls so that he can determine slam prospects
Ace=2, King=1, Void in enemy suit=2, Singleton in enemy suit=1

Following guidelines may be helpful:

- 1. Small Slam normally requires 10 controls
- 2. Grand slam normally requires 12 controls
- 3. 1 \square opener normally has at Least 5 controls

Responses are as follows:

- a. PASS - Poor hand with no long suit and 0-2 controls
with maximum of 7 HCP
 - 1. Double - for takeout, forcing
 - 2. Cue Bid - forcing to game, forcing
 - 3. New suit - Natural and invitational to game, forcing
 - 4. Simple NT, not forcing
- b. Cue bid enemy suit
4+ controls with at least 1 control in the enemy suit;
either support for all unbid suits or a good long suit of your own

1. 5 card or longer suit
 2. Cue Bid to ask responder for best suit
 3. NT - balanced - strength is primarily in the enemy suit
game force, slam probable
- c. Bid 3 steps above enemy overcall (not counting NT in steps)
Shows 5+ controls with NO controls in enemy suit, subsequent bidding similar to above in (15.a.), game forcing, slam probable if opener can control enemy suit
- d. Bid 2 steps above enemy overcall (not counting NT in steps)
Shows 4 controls with NO control in enemy suit. Subsequent bidding similar to above in (15.a.), game forcing, slam is still reasonably likely if opener can control enemy suit
- e. Bid 1 steps above enemy overcall (not counting NT in steps)
Shows 3 controls with NO control in enemy suit. Subsequent bidding similar to above in (15.a.), game forcing, slam is still possible if opener is Markedly above minimum, opener should cue bid enemy suit as a slam try with 7+ controls
- f. Bid 4+ steps above enemy overcall (not counting NT in steps)
Natural, shows a Precision constructive response. Not forcing
- g. DOUBLE - for PENALTIES, 4-7 HCP, mostly in the enemy suit and only 0-2 controls.
- h. 3NT - Balanced hand with at least one stopper in the enemy suit 8-10 HCP, and 0-2 controls
- i. 4NT - BLACKWOOD
2. 1 11-15, min. 2 carder diamond. With 11 hcp don't bid with 4-3-3-3 or 4-4-3-2 without a Major, or if strength only in the short suits
- a. Pass with 0-7 (although you might bid with a max and long suit)
- b. 1 /1 8-15 HCP 4c, forcing one round
- 11-13 HCP
1. Raise responders Major with 4+ card support
 2. Bid 1 after 1 with 4+ Spade suit
 3. Rebid a 6+ card diamond suit
 4. Bid 1NT with a balanced hand .
 5. Bid 2 with 4+ clubs and an unbalanced hand (3-1-5-4)
- 14-15 HCP
1. Jump Raise responders Major with 4+ card support
 2. Bid a good New 4+ card suit above the level of 2
 3. Jump rebid a good 6+ card Diamond suit
 4. Jump to 3 with a Minor two-suiter (at least 5-5)
 5. Jump to 2 NT
- c. 1NT 8-10 HCP, denies 4-card Major, non-forcing
1. 2NT - 15 HCP Max, invites 3 NT
 2. New Suit - Distributional, Not suitable for NT play

e. 2 \square 11-15 HCP, usually no four card Major suit
Could be 4-2-1-6, good Clubs, weak Spades **ALERT**

11-13 HCP

- 1. 3 NO Stoppers in Either Major
- 2. 2 Heart stopper, No Spade stopper
- 3. 2 Spade stopper, No Heart stopper
- 4. 2NT Stoppers in both Majors

14-15 HCP

- 1. 3 Heart stopper, No Spade stopper
- 2. 3 Spade stopper, No Heart stopper
- 3. 3NT Stoppers in both Majors
- 4. 3 \square NO Stoppers in Either Major

d. 2 11-15 HCP, asks for Major suit stoppers & pts
no 4-card or longer Major, 4+ support, forcing ***ALERT***

11-13 HCP

- 1. 2 Heart stopper, No Spade stopper
- 2. 2 Spade stopper, No Heart stopper
- 3. 2NT Stoppers in both Majors
- 4. 3 NO Stoppers in either Major

14-15 HCP

- 1. 3 Heart stopper, No Spade stopper
- 2. 3 Spade stopper, No Heart stopper
- 3. 3NT Stoppers in both Majors
- 4. 3 \square NO Stoppers in either Major

e. 2 /2 6 HCP, 4 card Major good suit

- 1. raise min 3 carder support
 - 2. 3NT min balanced, 2 card support
 - 3. New suit or 3 min unbalanced, max doubleton support
 - 4. 2NT maximum balanced
-
- a. 3NT balanced minimum
 - b. 3 \square unbalanced minimum
 - c. 3 balanced maximum
 - d. new suit unbalanced max

f. 2NT 16 HCP balanced

- 1. 3 \square unbalanced min
- 3 asks to show 4c Major
- 2. 3 balanced max
- 3. 3NT balanced min
- 4. new suit unbalanced max

g. 3 \square 16 HCP, unbalanced, no 4 card Major good suit

h. 3 Pre-emptive, 5 card support

i. 3NT 14-15 HCP, balance, 4 card Major

After Takeout Double

Redouble 11 HCP

Other as without intervention

After Interference

Double at 2 level: one 4 card Major

Double at 3 level: for penalties

Cue Bid: min 11, opener bids good 4 card side suit

3. 1 /1 11-15 HCP and 5 card or longer suit

a. Pass: 0-7 pts, no game, poor support

b. Single raise 8-10 pts, 3 card support

1. pass with minimum

2. new suit with max

3. raises to 3 level to ask for max 10 HCP

c. Jump Raise 11-13 pts, 3 carder support

d. Triple Raise max 10 HCP, 14-15 with distribution, 4 carder

e. Double Jump in new suit 11-15 pts,
4 card support void or singleton in suit

f. 1 over 1 8-15 HCP

g. New suit without jump 11 HCP (less with very good suit)

11-13 pts

1. raise 3 card support

2. rebid 6 carder

3. min NT 5-3-3-2

4. bid new suit, 4 carder at 2 level

5. Rebid 5 card suit

After any of the above,

only the following bids by responder are forcing:

a. Jump in new suit

b. new suit at 3 level

c. new suit after 2/1 response

d. Jump raise of opener's suits after 2/1

14-15 pts

1. Jump Responders Major with 3 card support

2. Jump in own good 6 carder

3. new suit (good, at least KQxx) at 3 level

4. Jump to 3NT

5. Raise Responders Minor to 3 level with 3 card support

h. 1NT 8-15 HCP, forcing, no good suit, no support

11-13 HCP

1. Rebid own suit
2. Bid 2nd lower 4 carder
3. 3 carder Minor if necessary

14-15 HCP

1. Bid 2nd higher suit at 2 level
2. raise to 2NT
3. Bid new good suit at 3 level
4. Jump rebid own 6 carder

i. 3NT 14-15 HCP, good 3 card support

j. Jump in new suit 16+ pts with good 5 carder

1. raise with 3 carder
2. poor support min NT
3. show good 4 carder with unbalanced hand
4. rebid 6 carder

k. 2NT 16+ HCP, Artificial

1. 3 \square Unbalanced hand, minimum 11-13 HCP
2. 3NT Balanced hand, minimum 11-13 HCP
3. Rebid Major BALANCED MAXIMUM 13+ - 15 HCP
4. 3 Unbalanced MAXIMUM 's 13+ - 15 HCP
5. 3 other Major, unbalanced MAXIMUM 's 13+ - 15 HCP

After Takeout Double

- a. raise to 2,3,4: max 7 pts, preemptive
- b. 1NT 8-10 HCP, min 3 card support
- c. 2NT 11-13 HCP, min 3 card support
- d. Redouble 11+ pts
- e. Other calls natural as without intervention

After interference

- a. Raises natural as without intervention
- b. 1NT 8-10 HCP, 1 stopper
- c. 2NT 11-12 HCP, 1 stopper
- d. Cuebid 11 pts, good support
- e. Double holding 2nd 4 carder Major
- f. Other calls natural as without intervention

4. 1NT - Opening Bid is 13-15 HCP balanced hand

4-4-3-2, 4-3-3-3, 5-3-3-2 if Minor

a. Pass 0-9 HCP balanced

b. 2 \square non-forcing Stayman 8-11 HCP or weak hand and short in \square .

1. 2 : no Major
2. 2 : Major
3. 2 : Major

c. 2 12+ HCP forcing Stayman

1. show 4 card Major, first.
2NT asks to show 4+ card Minor, or bid 3NT if none
2. 5 card Minor
3. 2NT
3 \heartsuit asks to show shape:
3 \heartsuit = 3-3-4-3, 3 \spadesuit = 2-3-4-4, 3 \clubsuit = 3-2-4-4, 3NT = 3-3-3-4

d. 2 /2 /3 \heartsuit /3 : signoff, long suit no game

e. 3 /3 13+ HCP, 5 carder.

With 17 and Minor suit strength bid 2 first to investigate Minor suit slam if opener has 5 card suit

1. 3NT: max doubleton support
 2. Raise: 3 card support min hand
 3. Cuebid: 3 card support, max hand
- f. 2NT 10-11 HCP, balanced
g. 3NT 12-17 HCP, balanced
h. 4NT 18-19 HCP, balanced, invitational
i. 6NT min 20 HCP, balanced
j. 4 \heartsuit Gerber Ace asking

After a Takeout Double

USE JACOBY TRANSFERS and STAYMAN

- a. 2 \heartsuit Stayman
- b. 2 /2 Jacoby transfer to 2 /2S
- c. 2 Jacoby transfer to 3 \heartsuit
- d. 2NT Invite 3NT with 10-11 HCP, balanced.
- e. RDBL S.O.S. relay to 2 \heartsuit , RDBL'r can correct to 2

Responder is trying to escape to \heartsuit 's or \spadesuit 's

- 1NT-DBL-RDBL-2 -3 \heartsuit I agree partner, let's play 3 of your Minor
1NT-DBL-RDBL-2 -PASS Sorry partner, I hate the Minors your choice
1NT-DBL-RDBL-PASS-2 \heartsuit You forced me to bid 2 \heartsuit , I ALERTED your RDBL
1NT-DBL-RDBL-2 -DBL I've got 5 tricks, do you have 1 trick or more?
They hit my good 4 card Spade suit. Penalties.
The RDBL can pull if no defense at all.

- f. PASS Weak, no 5-card suit for transfer, or waiting
Also no 3 \heartsuit or 3 \spadesuit invitational type hand. **ALERT**
- g. 3 \heartsuit Invitational, 6 card or longer, 2 of top 3 in suit
- h. 3 \spadesuit Invitational, 6 card or longer, 2 of top 3 in suit
- i. 3NT To Play.

After an Overcall

- a. DBL Penalties
- b. Non-Jump New Suit Signoff
- c. Jump in Major below Game, Forcing to Game, 5+ card suit

d. Cue bid - Forcing Stayman

5. 2 \heartsuit 11-15 HCP, at least 5 good clubs, With only 5 cards in clubs, hand must contain a four card Major suit, with no Major suit then there are obviously 6 clubs in the suit
You could also have 6 clubs and 5 diamonds

a. 2 ****ALERT****

Conventional, Forcing, at least 11 HCP, asks 2 \heartsuit opener to describe his hand. With a club fit, 2 \heartsuit can be made on as little as 8 HCP

1. 2 /2 4+ card or longer suit 11-13 HCP
2. 2NT 6-card club suit, stoppers in 2 of 3 side suits, 11-13 HCP

Responder can bid 3 to ask where the stoppers are:

1. 3 's and 's stopped
2. 3 's and 's stopped
3. 3NT 's and 's stopped

3. 3 \heartsuit 6-card club suit, stopper in 1 of 3 side suits, 11-13

Responder can bid 3 to ask where the stopper is:

1. 3 's stopped
2. 3 's stopped
3. 3NT 's stopped

4. 3 Minor two-suiter, at least 5-6
5. 3 4+ card or longer suit 14-15 HCP
6. 3 4+ card or longer suit 14-15 HCP
7. 3NT 6-card Club SOLID suit 14-15 HCP
8. 4 \heartsuit LONG, BROKEN Club suit 14-15 HCP

- b. 2 /2 Attempt to Signoff 9 HCP or less, 6+ suit

1. 3 \heartsuit Signoff
2. 2NT Invite to game, poor support
3. Raise Invite to game, 3+ card support

- c. 2NT 10-11 HCP Invite, balanced, not much in club support

1. 3 \heartsuit Signoff
2. 3NT Maximum and Signoff
3. Suit New suit is Maximum and Forcing

- d. 3 \heartsuit 11+ pts, Game invite with club support

1. 3NT Maximum and Signoff
2. Suit New suit is Maximum and Forcing

- e. 3 /3 /3 14+ HCP

1. PASS Any hand with poor support (0-2 cards) Minimum
2. 3NT MAX hand with poor support (0-2 cards) 14-15
3. Raise Single raise, 3+ card support, MAXimum hand

- 4. Suit New Suit, 3+ support, Max 14-15 HCP, Ace Bid
- f. 3NT 14-16 HCP balanced
- g. 4 /4 /5 /5 JUMP into game is Signoff

After Takeout Double

- a. Redouble 11 pts, penalize later
- b. Other calls as without intervention

After Interference at 2 Level

- a. Double - No penalties, opener to bid Major suit if any
- b. 2NT - conventional, in replacement of original 2 relay

- 1. 11-13 HCP 3
- 2. 14-15 HCP Cuebid in opponents suit, stopper
- 3. second suit - natural

c. After overcall at 3 level:

- 1. Double - for penalties
- 2. Other calls - natural

6. 2 11-15 HCP, with a shortness in Diamonds
4-3-1-5, 3-4-1-5, 4-4-1-4 or 4-4-0-5

- a. PASS 0-10 HCP and at least 6-card diamond suit ****ALERT****
- b. 2 ,2 ,3 Signoff, 0-7 HCP
- c. 2NT Conventional, Forcing, 8 or more HCP, asks opener to describe his hand, REBIDS as follows : ****ALERT****

1. 3 3-4-1-5

Responder Bids 3 to ask point count:

- 1. 3 11-13 HCP
- 2. 3 14-15 HCP

2. 3 4-3-1-5

Responder Bids 3 to ask point count:

- 1. 3 11-13 HCP
- 2. 3NT 14-15 HCP

- 3. 3 4-4-1-4 11-13 HCP
- 4. 3 4-4-1-4 14-15 HCP
- 5. 3NT 4-4-1-4 14-15 HCP with Singleton ACE or KING
- 6. 4 4-4-0-5 11-13 HCP
- 7. 4 4-4-0-5 14-15 HCP

d. 3 11-13 HCP, Semi-Solid 6-card suit, Not Forcing

- 1. PASS 11-13 HCP
- 2. 3NT 14-15 HCP

e. 3 /3 5-7 pts, 5 carder suit, no wasted value in

- 1. Pass - minimum
- 2. 4 /4 - maximum, void in

f. 3NT 11-13 HCP, solid 6-card suit, Signoff

g. game - Signoff

After Major Overcall

Double - Penalty, Opener bids 3NT with 3 cards in suit, else pass

After double showing

Redouble - negative, 11 pts, game forcing

After Overcall

- a. Double - Penalty
- b. New suit not forcing
- c. Cue bid, looking for controls

After double showing values:

- a. Redouble - Long suit
- b. 2 /2 : weak hand, 4+ carder

If responder and RHO passes, opener bids:

- 1. double shows 4-4-1-4
- 2. 2 - 3-4-1-5
- 3. 2S - 4-3-1-5
- 4. 3□ - 4-4-0-5 min
- 5. 3 - 4-4-0-5 max

After pass through 3□ response followed by an overcall, opener must pass since partner's strength is unknown.

After 2NT Response followed by a Major overcall

- 1. Pass with 3c
- 2. Double with 4c

After 2NT Response followed by a overcall

- 1. Pass - 4144
- 2. Double - 4405
- 3. Major shows 4 cards.

7. 2 /2 : 8-10 good 6 carder

- a. Pass - no game, no fit
 - b. Raise to 3 or 4 - sign off
 - c. New suit, forcing
 - 1. Raise 3 card support
 - 2. Rebid own suit, forcing
 - d. 2NT conventional
 - 1. Singleton or void
 - 2. Rebid own suit
8. 2NT 22-23 HCP, balanced
- a. Pass 0-3 balanced
 - b. 3 \square 3 pts, Stayman
 - c. 3 /3 Jacoby transfer to 3 /3 holding minimum 5 carder
After transfer is accepted, responder can then bid:
 - a. 3NT opener chooses between 3NT and 4
 - b. Game in Major
 - c. 6 carder new suit - cuebid and slam try
 - d. 3NT signoff, 4 HCP, no Major, balanced
 - e. 4 \square Gerber Ace asking bid
 - f. 4NT Invitational to 6NT, 10 pts, no Major
9. 3 \square /3 /3 /3 6-10 HCP, little side strength,
penalty not more than 500 if doubled
10. GAMBLING 3NT
USE WITH SIDE ENTRY , USUALLY (99%) A MINOR
- a. 4 \square - Weak Takeout, wants to play 4 \square or 4
 - b. 4 - Slam Try, asking 3 NT opener for short suit
 - 1. 4 - Singleton or Void in
 - 2. 4 - Singleton or Void in
 - 3. 4NT - Singleton or Void in Other Minor
 - 4. 5 \square - NO shortness, clubs is my suit
 - 5. 5 - NO shortness, diamonds is my suit
 - c. 4NT - Ace Ask Blackwood
 - d. 5 \square - Please bid the 5 \square or 5 game partner
 - e. 6 \square - Please bid the 6 \square or 6 SLAM partner

OPENING TRANSFERS FOR MAJORS **ALERT**

EXACTLY one Type of hand Qualifies:

- 1) 7-8 card Major suit
- 2) Exactly ONE side ACE
- 3) Hand worth 8 - 8 1/2 tricks

11. 4 \square - Opening Namyats transfer to 4

- 4 - Where is your side ACE ?
1. 4 \square in Spades
 2. 5 \square in Clubs
 3. 5 \square in Diamonds

12. 4 - Opening Namyats transfer to 4

- 4 - Where is your side ACE ?
1. 5 \square in Clubs
 2. 5 \square in Diamonds
 3. 5 \square in Hearts

OPENING WEAK in MAJOR SUIT

USUAL Type of hand that Qualifies:

- 1) 7-8 card Major suit
- 3) Hand worth 7 to 7 1/2 tricks

13. 4 \square or 4 \square Opening Bids

4NT - Roman Key Card

1. 5 \square 0 or 3 ACES
2. 5 \square 1 or 4 ACES
3. 5 \square 2 or 5 ACES no QUEEN of trumps
4. 5 \square 2 or 5 ACES and QUEEN of trumps

TRUMP ASKING BID Responses

STEP	LENGTH	STRENGTH
a. 1	5+ cards	J-high or worse
b. 2	5 cards	1 of top 3 Honors
c. 3	5 cards	2 of top 3 Honors
d. 4	6+ cards	1 of top 3 Honors
e. 5	6+ cards	2 of top 3 Honors
f. 6	5+ cards	3 of top 3 Honors, ALL 3 = AKQ

ACE ASKING BID

Asks for TOP honors (A,K,or Q) and ACES

a. Cheapest NT	NO top honor in asked suit	NO side ACE
b. Single Raise	TOP honor in asked suit	NO side ACE
c. New Suit	NO top honor in asked suit	ACE in bid suit
d. Jump New Suit	TOP honor in asked suit	ACE in bid suit
e. Jump in NT	NO top honor in asked suit	TWO side ACES
f. Jump Raise	TOP honor in asked suit	TWO side ACES

CONTROL ASKING BID Responses

STEP CONTROLS IN ASKED SUIT

- a. 1 No control 3 or more low cards
- b. 2 Third Round control Doubleton or Queen
- c. 3 Second Round control Singleton or King

- d. 4 First Round control Void or Ace
- e. 5 First & Second Round control AK or AQ

DEFENSIVE BIDDING AFTER SUIT OPENING

1. Simple suit Overcall 11-15 pts, 5 carder, at least KQ
2. Jump suit overcall Preemptive like original
3. 1NT balanced 16-18 HCP At least 1 stopper
 - a. 2 \heartsuit non forcing Stayman
 - b. 2 \heartsuit :/2 /2 signoff
 - c. 2NT/3NT natural
 - d. Jump in new suit below game, natural and forcing
4. Double 13 pts, support in all other suits
 - a. suit: 0-7 pts
 - b. jump suit: 8-10 non forcing
 - c. 1NT: 8-10 balanced, 1 stopper
 - d. Pass: solid 5 carder trump with KQJ10 or better asking partner to lead trumps
5. Cuebid 14 pts, two suiter 5-5
if responder does not bid one of the two suits, again cuebid

DEFENSIVE BIDDING AFTER 1NT OPENING

1. Double: balanced, same strength as openers NT
2. 2 \heartsuit 5-5 Minors
3. 2 5-5 Majors
4. 2 /2 natural, very good 6 carder suit

DEFENSE AGAINST STRONG ARTIFICIAL 1 \heartsuit OPENERS

Usually 5-5 or better distribution.

1. 1 's and 's
2. 1 's and \heartsuit 's
3. 1 's and \heartsuit 's
4. 1NT 's and 's
5. 2 \heartsuit Both MAJORS
6. 2NT Both Minors
7. DBL Equivalent HCP 16+

DEFENSE TO WEAK 2 /2 OPENINGS

1. 3 \heartsuit - 11-15 HCP, Weak takeout, support for unbid, non-force
2. 3 - 16+ HCP, Strong Takeout, Forcing
3. 2NT - Unusual for Minors against 2 or 2
4. 3NT - To Play
5. DBL - PENALTIES against 2 or 2
6. DBL - TAKEOUT against 2

- 7. CUE - 20+ HCP , Strong bid,
- 8. 2 - Natural over 2
- 9. 2 - Natural over 2
- 10. 2 - Natural over 2 12-16 HCP
- 11. 3 - Over weak 2 , Desire for 4 , or 3NT if partner has stopper