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System: Precision

- 1C: artificial 16+ HCP
1D: artificial 11-15 HCP catch all, D 0+, no 5c-Major
1H: 11-15 HCP 5+H
1S: 11-15 HCP 5+S
1N: 16-17 HCP may have 5c-Major
2C: 1st/2nd/3rd seat: 9-15 HCP 6+C no 4 card major
4th seat: 14-15 HCP 6+C no 4 card major
2D: 1st/2nd/3rd seat: multi
Either 6-10 HCP weak one Major 6+M
Or various strong hands:
a) 55+ Ms 4-5 LTC (Losing Trick Count)
b) 6+M 3-5 LTC
c) 6+m 3-4 LTC
4th seat: 14-15 HCP 6+D no 4 card Major
2H: 1st/2nd/3rd seat: If vul. 55+ M+m 4-5 LTC, else weak <=10 HCP 5+/4+ Ms or 5+H/5+m
4th seat: 14-15 HCP 6+H no 4S
2S: 1st/2nd/3rd seat: If vul. 55+ ms 4-5 LTC, else weak <=10 HCP 5+S/5+m
4th seat: 14-15 HCP 6+S no 4H
2N: 1st/2nd/3rd seat: If vul. 18-19 HCP 54 minors 2245/2254, else weak <=10 HCP 7+m
4th seat: 14-15 HCP 55+ms
3C: 1st/2nd/3rd seat: weak diamond suit usually with 7+D
4th seat: 14-15 HCP 5+H/5+C
3D: 1st/2nd/3rd seat: weak heart suit usually with 7+H
4th seat: 14-15 HCP 5+H/5+D
3H: 1st/2nd/3rd seat: weak spade suit usually with 7+S
4th seat: 14-15 HCP 7+H good suit
3S: 1st/2nd/3rd seat: gambling 3N, solid 7+m
4th seat: 14-15 HCP 7+S good suit
3N: weak minor (club or diamond)
4C: 8+ H weaker than bid 4H
4D: 8+ S weaker than bid 4S
4H: 8+H good hand to play
4S: 8+S good hand to play
4N: both minors

NOTRUMP overcalls:

Over 1C/D: 9-16 HCP 5+ other minor and one 4-card major

Over 1H/S: 9-16 HCP 4-card other major and one 5+ minor

Against suit contract:

1. uda
2. udc up to 4S, stdc for 5L and above
3. odd-even for first discard
4. rusinow convention up to 4S
5. attitude lead

Against NT contract:

1. uda
2. udc up to 4N, stdc for 5L and above
3. reverse smith echo for leader, smith echo for partner
4. attitude lead

SUGGESTED DEFENSES TO SPECIAL OPENING BIDS ARE INCLUDED

2D Opening Showing a Weak Two in a Major, may have additional Strong Meanings

2H Opening Showing Hearts and another suit, weak

2S Opening Showing 5+ Spades and a 5+ card minor, weak

2NT Opening Showing a Weak Minor Suit

Versus transfer preempts (3 Level 3C/D/H showing D/H/S preempt)

3 Level Opening Bid Showing a Solid Suit (3S showing a solid minor suit)

3NT Opening Showing a Broken Minor Suit

2♦ Opening Showing a Weak Two in a Major, may have additional Strong Meanings

Rating: Minimum 6 boards per segment/round

Note: Players must have both options available for their opponents.

Defense Option One :

2♦ -

Double = Takeout of spades. Respond as you would to a double of a weak 2-bid, including Lebensohl, if used.
2♥ = Takeout of hearts. Respond as to a double of a weak 2-bid, including Lebensohl, if used.
2♠, 3♥ = Natural. A response in other major is a cue bid, jumps natural.
2NT = 16-18. Respond as to a 2NT opening.
3♣/3♦ = Natural
3♠ = Strong and natural, 4♥ response is a cue bid.
4♣/4♦ = 5+/5+ in the suit bid and a major.
4♦ over 4♣ asks for the major
4♥ over 4♦ = pass if hearts or correct to spades.

2♦ - P - 2♥/2♠ - P - P - Double

Double = Light takeout of suit doubled. Lebensohl applies if used.

2♦ - P - 2♥ - P - 2♠ - Double

Double = Light takeout of spades

After 2♦ - P - 2♥/2♠

Double = Takeout
2NT = 15-18HCP. Respond as to 2N opening.
3M/4M = Natural
4m = 5+/5+ in that minor and a major
4♦ over 4♣ = asks for the major
4♥ over 4♦ = pass or correct major

After 2♦ - P - 2♥ - Double - 2♠

Double = Penalty opposite takeout of hearts.
3♥ = Natural assuming doubler is short in hearts.
3♠ = Cue bid asking for spade stopper.

After 2♦ - P - 2♥ - P - 2♠ - P - P -

Double = takeout of spades (same responses as 2♠ -P-P-DBL)

After 2♦ - P - P

same as after a weak 2-bid in Diamonds

After 2♦ - P - 3X

Double = Takeout
Four of Responder's bid suit shows a two suited hand.
Other suit bids are Natural

2♦ Opening Showing a Weak Two in a Major, may have additional Strong Meanings

Defense Option Two:

2♦ -

Double =	13-15 HCP balanced or any strong hand <i>Note: with a Takeout Double of a major, Pass planning to Double on the next round; with a strong hand, Double directly since 2♦ may be passed.</i>
2♥/2♠ =	Natural. Response in other major is cuebid, jump other M is NAT.
2N =	16-18 HCP. Respond as to a 2NT opening bid.
3♣/3♦ =	Natural.
3♥/3♠ =	Strong (other major is a cuebid).
4♣/4♦ =	5 ⁺ -5 ⁺ in suit bid and a major.
4♦ over 4♣ =	asks major
4♥ over 4♦ =	pass or correct

After 2♦ - Pass - 2♥/2♠ - Pass - Pass
Double = Takeout of bid Major

After 2♦ - Pass - 2♥ - Pass - 2♠
Double = Takeout of Spades

Note: Responses to all these doubles are the same as after a double of a weak 2-bid. Lebensohl applies if you normally play it after 2M - Double - Pass.

After 2♦ - Pass - 2♥/2♠
Double = Takeout of suit bid
2 NT = 15-18 HCP, respond as to 2NT opening
3♥/3♠ = Natural
4♣/4♦ = 5⁺-5⁺ that minor + a major.
4♦ over 4♣ = asks for Major
4♥ over 4♦ = Pass or Correct
4♥/4♠ = Natural

After 2♦ - Pass - 2♥ - Double - 2♠
Double = Penalty opposite takeout of hearts
3♥ = Natural, assuming that doubler is short in hearts
3♠ = Cue bid, asking for stopper

After 2♦ - Pass - 2♥ - Pass - 2♠ - Pass - Pass
Double = Takeout of spades (respond as to opening 2♠ - Pass - Pass - Double)

After 2♦ - Double - 2♥/2♠ (Pass or Correct)
Double = Balanced, at least Invitational values;
If Game Forcing, shows stopper only in bid major.
Does not deny a 4-card major.
2♠ = Natural
2NT = Puppet to 3♣ ; signoff or Game Forcing with minor.
3♣ = Stayman, Game Forcing, continuations as after 2NT-3♣
3♦/3♥ = Transfers, at least Invitational

2♦ Opening Showing a Weak Two in a Major, may have additional Strong Meanings

3♠ = Both minors, Game Forcing.
3NT = 11-15 HCP, stopper in both majors.
4♣/4♦ = Strong invitation.
4♥/4♠ = Natural.
4NT = Blackwood.

After 2♦ - Double - 2♥/2♠ - 2NT - Pass

3♣ = 13-15 HCP Balanced
3♦ = to play
3♥ = clubs, game-forcing
3♠ = diamonds, game-forcing
3NT = BAL with stopper only in major opponent did not bid

3♦/3♥/3♠ = 18+ HCP, Natural, Game Forcing
3NT = 18-23 HCP, Natural

After 2♦ - Double - Pass/Redouble (where Pass/Redouble tends to show diamonds):

2♥/2♠ = To play
2NT = Puppet to 3♣ with 13-15 HCP
3♦ = forcing, club 1-suiter
Other bids = Natural, with clubs as second suit

3♣ = Stayman, game-forcing, continuations as after 2NT – 3♣
3♦/3♥ = Transfers, at least invitational
3♠ = Game forcing, no ♦ stopper.
3NT = 11-15, stoppers in both majors, natural
4♣/4♦ = Strong invitation.
4♥/4♠ = Natural
4NT = Blackwood

After 2♦ - Double - 2♥/2♠ - Pass – Pass

Double = 18+ HCP

After 2♦ - Double - 3X

Double = Responsive/"Cards"
Suit bid = One round force
4X = Cuebid

After 2♦ - P - 3X

Double = Takeout
Four of Responder's bid suit shows a two suited hand.
Other suit bids are Natural

After 2♦ - Pass - 4♥/4♠

Double = Takeout of suit bid
Other suit bids are Natural

After 2♦ - Pass - Pass

Bid as over a weak 2♦.

2♥ Opening showing Hearts and another suit, weak

Rating: Minimum 2 boards per segment/round

Defense:

In direct seat, treat the opening bid exactly as a regular weak 2♥ opening. Following an initial Pass in direct seat, later Doubles are for takeout.

After 2♥ - Pass - Pass

Bid as over a weak 2♥ opening

After 2♥ - Pass - 2♠ (pass or correct)

Double =	Take out of Hearts (shows some Spades)
2NT/3♣/3♦ =	Natural, as over a weak 2♥ opening
3♥ =	Cue bid asking for a stopper
3♠ =	Natural, non-forcing
3NT =	Natural
4♣/4♦ =	As over a weak 2♥ opening
4♥ =	Both minors

After 2♥ - Pass - 2♠ - Pass - Pass

Double =	Takeout, reasonable values but short in Spades
2NT =	Minors, shaped
Other bids =	Natural, but limited by failure to act immediately

After 2♥ - Pass - 2NT (asks for description of opener's hand)

Double =	Takeout of Hearts. Double should be similar to a hand that would double an Ougust response of a weak 2: 15+ balanced or a classic take out of the major (4-4-4-1 with the singleton heart).
3♥ =	Michaels (spades and a minor)

After 2♥ - Pass - 3♣/3♦ (pass or correct)

Double =	Takeout of Hearts
3♥ =	Cue bid asking for a stopper
3NT =	Natural

After 2♥ - Pass - 3♣ - Pass - Pass/3♦

Double = Takeout

Other Bids = Natural, but limited by failure to act in immediate position

After 2♥ - Double - 2♠ (pass or correct)

Double = Responsive, values with no clear direction

3♥ = Cue bid; asking for a stopper in Hearts or strength in a suit

3♠ = Natural

3NT = Natural

After 2♥ - Double - 3♣/3♦ (pass or correct)

Double = Responsive, values and no clear direction

3♥ = Cue bid; asking for a stopper in Hearts or strength in a suit

3♠ = Natural

3NT = Natural

2♠ Opening showing 5+ Spades and a 5+ card minor, weak

Rating: Minimum 2 boards per segment/round

Defense:

In direct seat, treat the opening bid exactly as a regular weak 2♠ opening.

After 2♠ - Pass - 3♣/3♦ (pass or correct for the minor)

Double = Take out of Spades
3♠ = Cue bid asking for a stopper
3NT = Natural

After 2♠ - Pass - 2NT (asks for further inquiry)

Double = Take out of Spades. Double should be similar to a hand that would double an Ougust response of a weak 2: 15+ balanced or a classic take out of the major (4-4-4-1 with the singleton spade).
3♠ = Michaels (hearts and a minor)

After 2♠ - Double - 3♣/3♦ (pass or correct)

Double = Responsive - values and no clear direction,
3♠ = Asking for a stopper for NT
3NT = Natural

After 2♠ - Pass - 3♣/3♦ - Pass - Pass

Double = Takeout

After 2♠ - Pass - 3♣ - Pass - 3♦

Double = Takeout

2NT opening showing a weak minor suit preempt

Rating: Minimum 6 boards per segment/round

Defense:

Note: To pass and then double is takeout.

Double = Balanced 14+ HCP

3♣ = Majors. 3♦ now asks shape of 3♣ bidder; rebids are:

3♥ = 5-5 or 4-5

3♠ = 5-4

4♣, 4♦ = 5-5 with singleton in suit bid and extras.

3♦, 3♥ = Transfer to next higher suit.
Accept if willing to play there; 4♣ = cuebid.

3♠ = Shaped hand with minor.

3NT = To play

4♣ = To play 4♣ or 4♦; 4♦ = Asks for minor.

4♥ = Clubs.

4♠ = Diamonds.

3NT = To play with minor (6-3-2-2 or 7-2-2-2).

After 2NT - Double - 3X:

Pass = Non-forcing.

Double = Responsive.

Suit = Natural, non-forcing.

4X = Cue bid.

After 2NT - Double - bid - Pass - Pass (e.g., 2NT - Double - 3♣ - Pass - Pass):

Double = 17+ HCP, balanced.

Suit = Natural, 17+ HCP.

Cue bid = 3-suiter, short in their suit, 18+ HCP.

After 2NT - Double - Pass - Pass -bid:

Pass = 14-17 HCP, balanced.

Double = 18+ HCP.

Suit = Natural, 17+ HCP.

Cuebid = 4-4-4-1, 18+ HCP.

After 2NT - Double - Pass or Redouble:

Over whichever asks for suit, bid as in response to a 2NT opening.

Over whichever is to play:

Pass = balanced or strong,
Suit = running.

2NT - Pass - Natural suit: Bid as over an opening 3-bid.

2NT - Pass - suit that asks for correction: Double = Takeout.

Versus transfer preempts (whether 1 or 2 under the suit bid)

Rating: 2 boards per segment/round

Note: Direct bids are sound. Delayed bids are lighter.

After a 2-level transfer preempt:

Double = 13-15 balanced or strong.

2NT = 16-18, Respond as after a 2NT overcall of a weak 2-bid.

Cuebid = Takeout of suit shown.

3NT = Tricks.

Others = As over an opening preempt in suit shown.

AFTER:

2X - Double - bid: Double = Responsive.

2X - Pass - 2 or 3 of suit: As over an opening preempt.

2X - Pass - 2 or 3 of suit - Pass - Pass: Double = Penalty

After a 3- or 4-level transfer preempt:

Double = 14 +.

Cuebid = Takeout of suit shown.

3NT = Tricks.

Others = As over an opening preempt in suit shown.

AFTER:

3X - Double - bid: Double = Responsive.

3X - Pass - 3 or 4 of suit: As over an opening preempt.

3X - Pass - 3 or 4 of suit - Pass - Pass: Double = Penalty.

3 Level Opening Bid Showing a Solid Suit (usually a minor)

Rating: Minimum 2 boards per segment/round

Defense:

Double = Strong NT or better.

3NT = Majors.

Other bids are Natural.

Later double of 4 of a minor by either hand is Takeout.

Double of 3NT is Penalty.

3N Opening Showing a Broken Minor Suit

Defense:

X = strong and balanced

4♣ = both majors

4♦ = one major (6+)

4M = 5-card major and a 5+ card minor

4NT = slam-interested hand with a long minor

5m = to play, with a long minor

Pass, then double when opponents run = 3-suited, short in their minor

Follow-up Auctions

When overcaller has both majors, Advancer's responses:

4♦ = pick your best major (advancer is normally 2-2 or 3-3 in the majors)

4M = *my* longest major (advancer has a preference for the bid suit)

When overcaller has both a major and a minor, Advancer's responses:

4♠ = to play

4NT = RKC

5♣ = pass-or-correct

When overcaller has a single long major, Advancer's responses:

4♥ = pass-or-correct

4♠ = short spades and longer hearts. Pass if your suit is spades. Explore slam if it is hearts.

4NT = slam try in either major. Overcaller responds by showing key cards.

5m = to play