

# Precision (hildebrand-2020)

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## Contents

<b>1</b>	<b>Introduction</b>	<b>1</b>
1.1	Balanced Hands . . . . .	3
1.2	Interference . . . . .	3
1.3	Overcalls . . . . .	4
1.3.1	DONT . . . . .	4

## 1 Introduction

This started from notes on “The Precision Bidding System in Bridge” by C.C. Wei (Edited by Alan Truscott), 2nd Edition, 1973. (ISBN 0-486-21171-1)

1♣	16+HCP nothing about clubs		
1♦	one of:		
	a)	Negative 0–7 HCP, nothing about diamonds	
	b)	Impossible Negative 8+ HCP, 4441. Jump in singleton next	
1♥♠	8+ HCP. 5+♥/♠		
2♥♠	raise, asking		
	1step	none of top three honors	
	2step	5♥/♠ one of top three honors	
	3step	5♥/♠ two of top three honors	
	4step	6+♥/♠ one of top three honors	
	5step	6+♥/♠ two of top three honors	
	6step	all three of top honors	
	NewSuit	asking	
		1step	no control (xxx)
		2step	3rd round control (xx or Qxx)
		3step	2nd round control (x or Kx)
		4step	1st round control (void or A)
		5step	AK or AQx
		Rebid	Asking which?
			1step shortness
			2step strength
		NewSuit	asking
1NT	8–10 HCP, balanced		
2♣♦	9+ hcp, 5+♣/♦		
2♥♠	4–7 hcp, 6♥/♠ (like weak 2)		

	2NT	11–13 or 16+ hcp, balanced
	3X	4–7 hcp, 7+ suit (like preempt)
	3NT	14–15, balanced
1♦	11–15, 4♦	
	1♥♠	8+, 4+♥/♠
	1NT	8–10, balanced (often passed!)
	2♣	Unbalanced, not 4♥/♠
	2♦	11+ hcp, forcing to 3D
	2NT	11–12, balanced
	2♥♠	forcing
	2NT	16+ hcp, balanced
	3♣	forcing
	3♦	weak, 5♦
	3♥♠	splinter
	3NT	strong raise 14+ hcp, no singleton/void
	4♣	splinter
1♥	11–15, 5+♥	
	1♠	8+ hcp, 4+♠
	1NT	8–10, balanced, forcing one round, not 4♠
	2♣♦	3+♣/♦ (often 3, sometimes 2)
	2♥	rebid: 6+♥, min
	2♠	reverse: max, 45xx
	2NT	stop
	3♣♦	max, invites
	3♥	max, 6+♥
	2♥	8–10, 3♥
	2NT	16+ hcp, balanced
	3♥	10–11 total points usually 4♥, invites
	3♠	splinter
	3NT	strong raise 14+ hcp, no singleton/void
	4♣♦	splinter
1♠	11–15, 5+♠	
	1NT	8–10, balanced, forcing one round
	2♣♦	3+♣/♦ (often 3, sometimes 2)
	2♥	4+♥
	2♠	rebid: 6+♠, min
	2NT	stop
	3♣♦♥	max, invites
	3♠	max, 6+♠
	2♠	8–10, 3♠
	2NT	16+ hcp, balanced
	3♠	10–11 total points usually 4♠, invite
	3NT	strong raise 14+ hcp, no singleton/voids
	4♣♦♥	splinter
1NT	13–15, balanced	
	2♣	Stayman
	2♦	→2♥
	2♥	→2♠
	2♠	→3♣ (correct to 3♦ to play)
	2NT	10hcp, invite

	3X	4441 short X, forcing (long single minor use MSS)
	3NT	11+ balanced no slam
	4♣	Gerber
	4♦	→4♥ stop
	4♥	→4♠ stop
2♣		11–15 HCP. 6+♣ OR 5+♣ and 4♥/♠
	2♦	11+ hcp, forcing one round
	2♥♠	11–13 hcp, 4♥/♠
	2NT	14–15, 6+♣, two side suits stopped
	3♣	11–13, 6+♣, usually one side suit stopped
	3♦	xx56
	3♥♠	14–15 hcp, 4♥/♠
	3NT	14–15, 6+♣, solid
	2♥♠	Weak, 6+♥/♠ or 5+♥/♠ with no clubs
	3♥♠	15 HCP, 4♥/♠
	2NT	11 hcp, invites 3N
	3♣	8–10 hcp, ♣ support
2♦		11–15 HCP. 4414ish. 3415, 4315, 4405 weak clubs.
	2♥♠	To play
	2NT	Forcing
	3♣	3415 weak clubs (bid 2C with better clubs)
	3♦	4315 weak clubs (bid 2C with better clubs)
	3♥	11–13 HCP. 4414
	3♠	14–15 HCP. 4414
	3NT	14–15 HCP. 4414, A♦ or K♦
	4♣	11–13 HCP, 4405
	4♦	14–15 HCP. 4405
2♥♠		Weak: 6–10 HCP, 6+♥/♠
2NT		22–23 hcp, balanced
	3♣	stayman
	3♦	→3♥
	3♥	→3♠
	3♠	Minor suit stayman
	3NT	stop
	4♣	Gerber (ew. find something else)
	4♦	→4♥ stop
	4♥	→4♠ stop
3NT		Gambling

## 1.1 Balanced Hands

Some of these are duplicates, but it's nice to have them all in one place.

Pass	11–12, <4D. Don't be a hero.
1♦, 1NT	11–12, 4D+
1NT	13–15
1♣, 1NT	16–18
1♣, 2NT	19–21
2NT	22–23
1♣, 3NT	24+ (good luck finding the right slam)

## 1.2 Interference

1♣-(D)	Pass	0-7 hcp, WITH clubs
	1♦	0-7, no clubs
	Rdbl	8+, both majors 44xx other systems on
1NT-(D)	Moscow escapes	
	Rdbl	→2♣ one suited
	2♣	♣ and another
	2♦	♦ and a major
	2♥	♥ and ♠
	2♠	5+♠, invitational
1♣-(1X)	Pass	0-4 hcp
	Dbl	5-8 hcp, no 5 card suit
	Other	5-8 hcp 5+X
	1NT	9+ Unbalanced
	2X	(cuebid) 9+ Balanced
	2NT	9-11 stopper in X
	3X	9+ hcp, 4441 short X
	3NT	12-14 stopper in X

## 1.3 Overcalls

### 1.3.1 DONT

I like bidding over 1N and strong 1♣ systems, at the beginner to intermediate level. Many partnerships at that level haven't discussed what to do over any interference, including a double. At a higher level, there's lots of interference, so everyone has a plan. DONT may or may not be the right choice there, but it's a contender at least. Another choice would be to use a different overall system over weak 1NT.

Over 1♣, shift all of the responses down.

(1NT)-D	single suited, at least KQ109xx	
	Pass	convert to penalty. I have entries and think I know what your suit is.
	2♣	relay
	Pass	♣
	2♦♥	♦/♥
	2♠	♠ (stronger than 2S directly)
	2X	strong 6 card suit of your own
(1NT)-2♣	2-suited ♣-(♦/♥/♠) 5-5+	
	2♦	What's the other suit?
	Pass	♦
	2♥♠	♥, ♠
	2NT	strong game invite in second suit
	2NT	game invite, please name second suit (much more likely over weak NT)
	3♣	support, continued disturbance
(1NT)-2♦	2-suited ♦-(♥/♠) 5-5+	
	2♥	What's the other suit?
	Pass	♥

2♠                      ♠                      2NT                      strong game invite in spades  
 2NT                      game invite, please name second suit (much more likely over weak NT)  
 3♣                      scrambling, long clubs  
 3♦                      support, continued disturbance  
 (1NT)-2♥ 2-suited ♥♠ 5-5+  
 2♠                      preference  
 2NT                      game invite  
                     3♣♦                      void  
                     3♥                      no thank you  
                     3♠                      preference, STOP  
                     3♠                      no thank you and my spade suit is a lot better. STOP.  
 (1NT)-2♠ one-suited in spades, weaker than (1N)-D-2♣-2♠. Think weak 2.  
 (1NT)-2NT [please don't do this for now]  
 (1NT)-3X pre-emptive, 7+X

Over interference:

(1NT)-D-(R)  
     Pass                      feel free to bid your suit next  
     X                      Natural  
 (1NT)-D-(2X)  
     Dbl                      (of a natural bid) bid your other suit  
     Dbl                      (of an artificial bid) lead directing  
     X                      Natural

When used against us:

1NT-(D)  
     Rdbl                      headed for 3N  
     X                      systems on  
 1NT-(2♣)  
     Dbl                      stayman  
     X                      systems on  
 1NT-(2♦♠) treat as single-suit overall  
     Dbl                      penalty  
 1NT-(2♥)  
     X                      [needs work, after adding Lebensohl. Use D for penalty for now]