

Precision Bidding System

This note is a summary of the Precision Bidding System that we use at ACBL Online (e-bridge). The 1♣ opening encompasses all 16+ HCP hands, except for the balanced 22-23 HCP hands, 4441 hands, and strong minors hands. The system includes weak 1NT opening (13-15 HCP), five-card majors, natural 2♣, and multi-2♦. All bids marked * are forcing.

Opening Bids

Here is a brief overview of the Precision System's opening bid structure:

- 1♣* - Artificial, 16+ HCP, any distribution except for 22-23 HCP balanced hands, 4441 (any singleton) hands, and strong minors (at least 5-5) hands.
 - 1♦ - 11-15 HCP, 3+ diamonds, no 5-card majors.
 - 1♥/1♠ - 11-15 HCP, 5+ card suit.
 - 1NT - 13-15 HCP, no 5-card majors.
 - 2♣- 11-15 HCP, either 6+ club suit or 5 club suit plus a 4-card major suit.
 - 2♦* - multi-2♦: either weak-2 in a major suit, or 22-23 balanced, or maxi-Roman (4441 shape, any singleton, 16+HCP).
 - 2♥ - 0-11 HCP, ♥ and another suit (any suit), at least 5-5.
 - 2♠ - 0-11 HCP, ♠ and a minor suit, at least 5-5.
 - 2NT – minors, at least 5-5, either weak (0-11 HCP) or strong (less than 5 losers).
 - 3♣/3♦ - 8+ HCP, 7+ semi-solid suit.
 - 3NT - Gambling, one 7+ solid minor suit.
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Responses to 1♣

Strong 1♣ structure is the most important part of the system. The responses can be classified into three categories: (1) Negative, (2) Constructive, and (3) Positive.

(1) Negative: 1♦* - 0-7 HCP

After 1♣ - 1♦:

- 1NT - 16-18 balanced, may have 5-card minor

- Pass - 0-4 HCP, balanced.

- 2♣ - 5-7 HCP, Stayman

- 2♦ - Jacoby transfer to hearts.

- 2♥ - Jacoby transfer to spades.

- 2NT - 7 HCP, inviting 3NT.

- 4♣ - Gerber.

- 4♦/4♥ - Texas transfer to 4♥/4♠.

- 2NT - 19-21 balanced, may have 5-card minor.

- Pass - 0-3 HCP

- 3♣ - 4-7 HCP, Stayman

- 3♦ - transfer to 3♥

3♥ - transfer to 3♠
 3♠ - transfer to minors
 3NT - 4-5 HCP, balanced, sign-off.
 4♣ - Gerber.
 4♦/4♥ - Texas transfer to 4♥/4♠.
 3NT - 24-26 balanced, may have 5-card minor
 Pass - 0-4 HCP
 4♣ - 5-7 HCP, Baron, slam try.
 4♦ - transfer to hearts.
 4♥ - transfer to spades.
 4♠ - transfer to minors.
 4NT - Quantitative.
 1♥/1♠ - maybe 4 card suit.
 Pass - 0-3 HCP.
 Raise to 2♥/2♠ - 2-4 HCP, min 3-card support
 Raise to 3♥/3♠ - 5-7 HCP, 4+ card support.
 Raise to 4♥/4♠ - 8+ HCP, good hand, 4+ card support.
 1♠ - 4-7 HCP, 4+-card suit, does not deny 3-card support.
 1NT - 5-7 HCP, no 5-card suit (after 1♥ denies 4-card spades), doesn't deny 3-card support.
 2♣/2♦ - 5-7 HCP, five card suit, non-forcing.
 2♣/2♦ - 5+ card suit, may have a 4-card major.
 Pass - 0-3 HCP.
 2♥/2♠ - 5+ card suit.
 2NT - 5-7 HCP, scattered values, balanced.
 2♦/3♣ - 5-7 HCP, 6+ card suit.
 Single raise, non-forcing.
 Jump to 2♥/2♠/3♣/3♦ - 22+ HCP. 5+-card suit.
 Minimum NT - 0-3 HCP, minimum and no support.
 Minimum raise - 0-3 HCP, minimum and 3-card support.
 Jump raise – maximum, minimum 3-card support, no specific values in other suits
 New suit* - 4-7 HCP, values in the suit, does not deny support in partner's suit
 Jump NT – maximum, denies 3-card support, spread values

(2) Constructive: 2♥/2♠ - 4-7 HCP, 6-card suit; little strength outside.

Pass - Game unlikely.

Raise to game (including 3NT).

New suit* - forcing one round. Rebids:

Raise - 3+ support (or Qx).

Rebid ♥/♠ - minimum, no support.

Cue-bid under 3NT - singleton or void.

2NT* - support in suit, forcing

Rebid ♥/♠ - minimum

New suit - singleton or void in suit bid

3NT - suit with AQ or KQ

4NT - Blackwood.

(3) Positive: 1♥/1♠/2♣/2♦* - 8+ HCP, 5+ card suit, forcing to game unless both hands are minimum and no fit is found.

New suit* - 5+ card suit, forcing one round. Responder rebids:

New suit - 4-card suit.

Rebid original suit - 6+ card suit, semi-solid for minors.

Raise - 3+ card support.

Minimum no-trump - 5332 distribution, values in unbid suits.

Trump asking* - 2♥/2♠/3♣/3♦* see below for details.

1NT - 8-13 HCP, balanced, no 5-card major suit.

2♣* - relay for further description

2♦ - 8-10 HCP, 4 hearts, may have 4 spades.

2♥ - relay asking for further description (Responds: bid other 4-card suit, otherwise NT)

2♥ - 8-10 HCP, 4 spades, denies 4 hearts.

2♠ - relay asking for further description (Responds: bid the 4-card minor suit, otherwise NT)

2♠ - 8-10 HCP, denies 4-card major suit.

2NT – relay, ask for further description

3♣ - 3334 with 4 clubs

3♦ - 3343 with 4 diamonds

3♥ - 4-4 in minors with 3 hearts

3♠ - 4-4 minors with 3 spades

3NT – 5-card minor suit (4♣ by opener is relay to find out the minor suit)

2NT – 11-13 HCP, 4333-shape

3♣ - relay (Responds: bid the suit, or 3NT for club suit)

3♣ - 11-13 HCP, 4432-shape with 4 clubs

3♦ - relay (Responds: bid the suit, or 3NT for diamond suit)

3♦ - 11-13 HCP, 4432-shape with 4-4 in diamonds and hearts

3♥ - 11-13 HCP, 4432-shape with 4-4 in hearts and spades

3♠ - 11-13 HCP, 4432-shape with 4-4 in spades and diamonds

3NT – 11-13 HCP, 5-card minor suit (4♣ by opener is relay to find out the minor suit)

2♦/2♥/2♠/3♣ - shows a good suit and asks for strength and fit.

Responds:

1 step – no fit, 8-10 HCP

2 steps – 3+-card fit, 8-10 HCP

3 steps – no fit, 11-13 HCP

4 steps – 3+-card fit, 11-13 HCP

Trump asking* - any new suit bid by the 1♣-opener that is not a relay and is under the game level is a trump honor (A, K, or Q) asking. Responds:

1 step – none

2 steps – one honor

3 steps – 2 honors

4 steps – AKQ

2NT – 14+ HCP, balanced

3♣ - Baron: modified Stayman asking responder to start bidding his 4-card suit starting from lowest

3♦/3♥ - Jacoby transfer

3♠ - minor-suit Stayman

3♣ - 8-10 HCP, 4441-shape with a black singleton

3♦ - relay (Responds: 3♥/3♠ with club and spade singleton, respectively.

Control asking if the singleton suit is bid, 0-2,3,4,...)

3♦ - 8-10 HCP, 4441-shape with a red singleton

3♥ - relay (Responds: 3♠/3NT with diamond and heart singleton, respectively. Control asking if the singleton suit is bid, 0-2,3,4,...)

3♥/3♠/4♣/4♦ - 11+ HCP, singleton above the suit bid.

Control asking – bid the singleton suit, 0-3,4,5,...

After interventions

Double -

Pass - 0-4 HCP

1♦ - 5-7 HCP

Redouble - 8+ HCP, 4-4 on majors.

At 1 level -

Pass - 0-4 HCP

Suit - 5-8 HCP, 5+ card suit

Jump in a suit, 8-10 HCP, 6+-card suit

1NT - 9-11 HCP, with a stopper

2NT - 12-14 HCP, with one or two stoppers

Double - 5-8 HCP or 9+ HCP, no 5-card suit, takeout, with 9+ followed with a cue-bid

Cuebid* - 9+ HCP, game-forcing

1NT -

Pass - 0-4 HCP

Suit - 5-8 HCP, 5+ card suit

Double – 5+ HCP

At 2 level -

Pass - 0-4 HCP or 9+ HCP with strength in opponents suit

Suit - 5-8 HCP, 5+ card suit

Double – 5-8 HCP, or 9+ HCP.

At 3 level -

Double – 5+ HCP, takeout

At 4 level –

Double – weak hand

Pass* - forcing pass, ask opener to take actions

After intervention to asking bids (P0D1):

Double - 1 step

Pass - 2 steps

Trump suit asking bids

After a 1♣ opening and positive response in a suit, opener's direct single raise of partner's suit requests responder to define his trump holding. Responder rebids conventionally by steps:

- 1 step - No top honor
- 2 steps - 5 card suit, 1 top honor
- 3 steps - 5 card suit, 2 top honors
- 4 steps - 6 card suit, 1 top honor
- 5 steps - 6 card suit, 2 top honors
- 6 steps - 5+ card suit, 3 top honors

Asking for total controls (A=2 controls, K=1 control)

- 1 step - 0-2 controls
- 2 steps - 3 controls
- 3 steps - 4 controls
- ...

Control asking bids

After trump-asking bids, any new suit bid by opener is asking for holding in that suit.

- 1st step - 3 or more low cards (No control)
- 2nd step - Doubleton or Qxx (3rd round control)
- 3rd step - Singleton or Kx (2nd round control)
- 4th step - void or Ace (1st round control)
- 5th step - AK or AQ (Two top controls)

Any subsequent new-suit bid is also control-asking, the responses are now:

- 1 step - no control
 - 2 steps - Singleton or Kx (2nd round control)
 - 3 steps - void or Ace (1st round control)
 - 4 steps - AK or AQ (Two top controls)
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Responses to 1♦

Open 1♦ with 11-15 HCP, 3+ card diamond suit.

Pass - 0-7 HCP.

1♥/1♠* - 8-15 HCP, 4+ card suit, forcing one round. 1♠ denies 4-card ♥ suit.

11-14 HCP

1♠ over 1♥, 4-card ♠ suit, denies 4-card ♥ suit.

1NT - sign-off

2♣* - fourth-suit forcing, "do something clever!".

1NT - Balanced, denies 4-card support.

2♣* - new-minor forcing, check-back.
 2♦ - 6+ card or good 5-card ♦ suit, no 4-card major.
 2♠ - unbalanced, 5-4 in minors, no 4-card major.
 15+ HCP
 Double raise - 4-card support.
 3♦ - 6+ card ♦ suit, no 4-card major.
 3♣ - unbalanced, at least 5-5 in minors, no 4-card major.
 1NT - 8-10 HCP, balanced, no major.
 2♣/2♦* - Inverted minors, 11-15 HCP, 4+ card suit, forcing, responder denies a 4-card major. Opener rebids:
 11-14 HCP
 2♥ - stopper in ♥, no stopper in ♠.
 2♠ - stopper in ♠, no stopper in ♥.
 2NT - stopper in both majors.
 2♦/3♦ - no stopper in majors
 15+ HCP, forcing to game
 3♥ - stopper in ♥, no stopper in ♠.
 3♠ - stopper in ♠, no stopper in ♥.
 3NT, stopper in both majors.
 3♣ - no stopper in majors
 2♥/2♠ - weak jump shifts. 5+ suit, non-forcing
 2NT - 11-12 HCP, no 4-card major
 3♣ - both minors, asking the responder to decide 3♣/3♦/3NT.
 3♦ - longer diamonds, asking the responder to decide 3♦/3NT.
 3♦ - up to 10 HCP, preemptive; 5+-card support for diamonds
 3NT - 14-15 HCP, balanced.

After intervention

Double (Meka):

Pass – 0-4 HCP or 9-10 HCP

New suit – 5-8 HCP

1NT – 6-8 HCP, balanced.

2-3♦ - less than 8 HCP, preempt, 4+-card support

Redouble - 11+ HCP

Suite call up to 2♠ level:

Double - 8-10 HCP, other 4-card major, negative

Suite call - 5-card suit for major

2♦ - 6-9 HCP, support in ♦

3♦ - 10-11 HCP.

1NT - 8-10 HCP, balanced, stopper in opponent's suit

2NT - 11-13 HCP, balanced, stopper in opponent's suit

Responses to 1♥/1♠

Open 1♥/1♠ with 11-15 HCP, 5+ card suit. Open 1♥ denies 5 card ♠-suit. Responses include Bergen raises, splinter, weak-jump shifts, new-minor forcing, 4th suit forcing. Pass - 0-7 HCP, poor support.

2♥/2♠ - constructive, 7-10 HCP, 3-card support.

3♥/3♠ - 0-6 HCP, 4+-card support, preemptive

3♣ - Bergen raise (constructive), 6-8 HCP, 4-card support.

3♦ - Bergen raise (limit), 9-11 HCP, 4-card support.

4♥/4♠ - 0-7 HCP, 5+card support.

1♠* (over 1♥)- 8-15 HCP, 4+ card suit

1NT - 11-13 HCP, minimum

2♥ - 11-13 HCP, 6-card suit, non-forcing

2♣/2♦ - 11-15 HCP, non-forcing

2♠ - 11-13 HCP, 4-card support

2NT - 14-15 HCP, balanced, stoppers in remaining two suits

New suit at 3 level - 14-15 HCP, semi-forcing

3♥ - good 6-card suit, at least AQJxxx

2♣/2♦/2♥* - 11-15 HCP, maybe 4 card minor suit while 2♥ is a 5+ card suit

Rebid 2♥/2♠ - not necessarily a 6-card suit

Reverse in 2♠ - 14-15 HCP, forcing

New suit at 2 level - may not be suit, 1 round force

2NT - 11-13 HCP, stoppers in remaining two suits

3♣/3♦/3♥ - 11-13 HCP, good support, non-forcing

Jump in a new suit - 14-15 HCP, good support, control in suit

Jump in original suit - 14-15 HCP, very good 6 card suit

3NT - 15 HCP, stoppers in remaining suits

1NT* - 8-15 HCP, balanced hand with mild support for opener's suit or unbalanced hand with insufficient HCP to justify a 2-over-1 response:

11-13 HCP:

2♣/2♦/2♥ - lower ranking 4-card suit, or better 3-card minor.

Rebids 2♥/2♠ - 6 card suit

14-15 HCP:

Jump-rebids 3♥/3♠ - 6 card solid suit (at least AKQxxx)

Reverses in a higher ranking suit

Jumps in second 5-card suit

2NT - 5-3-3-2 distribution.

Should responder then rebid a new suit, opener should pass but may raise with maximum and good 3-card support. If responder has high limit (12-15 HCP), he should bid the final contract directly.

2NT* - Jacoby 2NT, game-forcing 13+ HCP

New suit – singleton or void

Original suit – minimum, no singleton/void

Double Jump Shift* - Splinter, game forcing, singleton or void in suit to be bid, 4+ card support for opener, slam invitation.

4♥/4♠ - to play

New Suit - Cue-bid Ace, slam try.

3NT - 14-15 HCP, usually 4-card support for opener's major, responder lacks a void or singleton in side suit. controls, no singleton or void minimum 4 controls, no singleton or void

After intervention

Double (Meka) –

Pass – 0-4 HCP or 9-10 HCP

Raise – less than 8 HCP, preemptive, 3+-card support, following the Law of Total Tricks

New suit – 5-8 HCP 5+-card suit

1NT – 6-8 HCP balanced

2NT – Jacoby 2NT

Redouble* - 12+ HCP, support in opener's suit

Suit Overcall -

Pass - 0-7 HCP or 8+ HCP and waiting for penalty if opener reopens with a double

Double - 7-9 HCP, 4-card suit in other major

1NT - 8-10 HCP, stopper in opponent's overcall suit

2NT - 11-12 HCP, stopper in opponent's overcall suit

Cue-bid - 15+ HCP, singleton or void in opponent's suit, forcing.

Responses to 1NT Opening

Open 1NT with 13-15 HCP, balanced hands. Only clubs can be 5 cards long.

2♣ - 8-11 HCP, Stayman.

2♦ - denies majors

2♥ - garbage Stayman, 4-4 in majors

2♦ - Jacoby transfer to hearts

2♥ - Jacoby transfer to spades

2♠ - Minor suit Stayman

New suit after transfer* - game forcing

2NT/Raise - invitational

3♣/3♦/3♥/3♠* - game forcing with good suits

4♣ - Gerber. "Aces?"

4♦/♥ - Texas transfer to 4♥/♠.

4NT - 17-18 HCP, balanced, quantitative.

6NT - 19-21 HCP, balanced.

5NT - 22-23 HCP, balanced, "Grand Slam Force".

After intervention

Double

Pass - weak, nowhere to escape; or 6-11 HCP balanced

Redouble – 5 –cards one suit, requesting partner to bid 2♣ (then pass or rectify the suit)

2♣ - 4-card suit (at least three good clubs)

2♦ - short in clubs

2♥ - tolerate for majors (at least 4-3)

2♠ - forcing, 12+ HCP.

3♣/3♦/3♥/3♠ - 6+-card suit, invitational

Suit overcall

Double - Penalty

2NT - Lebensohl; forcing partner to bid 3♣

Suit call at 2 level - 0-6 HCP, sign-off

Suit call at 3 level above the overcalled suit* – game-forcing

3NT - Lebensohl, denies a stopper in opponent's suit; while using Lebensohl 2NT then bid 3NT promises a stopper: “the more you bid no-trump, the more stoppers you have”.

Responses to 2♣

2♣ opener holds 11-15 HCPs and either 5+ clubs with a 4-card major or 6+ clubs.

2♦* - 11+ HCP, conventional and forcing (with ♣ fit, may be made with only 8 HCP).

Opener rebids:

2♥ - 11-13 HCP, 4-card ♥ suit

2♠ - 11-13 HCP, 4-card ♠ suit

2NT - 11-13 HCP, 6322 balanced hand, 6-card ♣ suit, stoppers in two other suits.

3♦* - to request opener to clarify stoppers. Opener's rebids show:

3♥* - ♥ and ♦ suit

3♠* - ♠ and ♦ suit

3NT* - ♥ and ♠ suit

3♣ - 11-13 HCP, 6-card ♣-suit, one other suit stopped.

3♦* - to request opener to clarify stoppers. Opener's rebids show:

3♥* - ♥ suit

3♠* - ♠ suit

3NT* - ♦ suit

3♦* - 5-card ♦ suit (6♣, 5♦), not qualify for 2NT opening hands.

3NT - 14-15 HCP, 6322 balanced hand, 6-card good ♣ suit.

3♥ - 14-15 HCP, 4-card ♥ suit

3♠ - 14-15 HCP, 4-card ♠ suit

3♦/3♥/3♠ - Jump shift, 16+ HCP, good 5-card suit. Opener rebids:

3NT - less than 2-card support

Simple raise - minimum, 3-card support

New suit - maximum, 3+ card support, cue-bid Ace, slam try.

2♥/2♠ - 8-10 HCP, non-forcing, invitational. Opener may pass with minimum and mild support.

2NT - 10-11 HCP, invitation to 3NT.

3♣ - 8-10 HCP, 3+ card ♣ support, non-forcing, denies 5-card majors. Opener may pass with minimum, try 3NT with maximum.

After intervention

Negative doubles through 3♣
Redouble - 10+ HCP
Cuebid - 12+ HCP

Multi 2♦

Open 2♦ with the following three types of hands

1. weak-2 in a major suit
2. 22-23 balanced
3. max-Roman: 4441-shape (any singleton)

Responses are:

2♥ - weak relay, asking for further description

Pass – weak-2 in hearts

2♠ - weak-2 in spades

2NT – 22-23 balanced

3♣* - Stayman

3♦ - Jacoby transfer to hearts.

3♥ - Jacoby transfer to spades.

3♠ - Minor suit sign-off or slam try. Opener rebids:

3NT - ♦-preference or, at least, no distinct ♣-preference

4♣ - ♣-preference

Responder can cuebid a major to try for slam.

4♠ - Gerber. “Aces?”

4NT - Quantitative.

3♣-3♠ - 4441 hand with the suit above the bid suit a singleton (bid 3♠ for club singleton)

Bid the known singleton suit* - game-forcing, with slam ambitions

Other suit – non-forcing

2♠ - inviting hands with hearts

Pass – weak-2 in spades

Raise hearts – weak-2 in hearts

Strong hands – the same as above

2NT – strong relay

3♣ - weak with hearts, good suit and hand

3♦ - weak with spades, good suit and hand

3♥ - weak with hearts, poor suit and hand

3♠ - weak with spades, poor suit and hand

3NT – 22-23 balanced

4♣-4♠ - 4441 hand with the suit above the bid suit a singleton (bid 4♠ for club singleton)

Bid the known singleton suit* - control asking (A=2, K=1)

3♣/3♦ - 13+ HCP, 6+-card suit

3♥ - inviting hand for spades and hearts

Responses to 2♥/2♠/2NT Opening

1. Responses to 2♥:
2♠/3♣/3♦ - 4+-card suit, interception bid
2NT – asking for other suit
Raises in hearts – preemptive
 2. Responses to 2♠:
2NT – strong relay, asking for minor suit
3♣ - weak relay, pass with clubs, bid 3♦ otherwise
Raises in spades - preemptive
 3. Responses to 2NT:
3♣/3♦ - interception bid
3♥/3♠* - strong hands (less than 5 losers) for the opener
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Gambling 3NT

Opener begins with 3NT with a solid 7+ card minor suit. Opener promises one outside stopper only if vulnerable. In first or second seat 3NT opener denies a void but may well have a singleton.

4NT - Quantitative. “8th card in the long minor?”

4♣ - “Pass or bid your suit (if not clubs).”

4♦ - “Short suit?”

If Responder, after asking for a short suit, bids 5NT - a “Grand Slam Force” of sorts - he is, in fact, asking for a 8th card in the long suit. 3NT Opener rebids 6-of-his-suit with 7-card length, 6♥ or higher with 8-card length.

Preemptive Opening Bids

3♣/3♦/3♥/3♠ - 7-11 HCP, 7 card semi-solid suit, Rule of 2 and 3

New Suit - forcing 1 round

Others - Natural

Raises - Pre-emptive

Competitive Bidding

Overcall

1 over 1 - 7+ HCP; 2 over 1 - 9+ HCP - very good suit, watch out the vulnerability!

Raise - 7+ HCP, preemptive

Double Raise - Pre-emptive

Cue-bid - 9+ HCP with support; 11+ HCP if raised next round

Jump in a suit - weak, 6+ card suit

Raise - 7-8 HCP with fit (xxx or doubleton honor)

Cue-bid - 9-11 HCP with support

Michael's Cue-bids

14+ HCP, at least 5-5 in two higher unbid suits

Unusual 2NT

2NT - 11+ HCP, with 5-5 in 2 lowest unbid suits, "LOTUS" (lower of two usually stronger).

Defending 1NT

Double - 16+ HCP for weak 1NT (10-12 HCP, 12-14 HCP, or 13-15 HCP), penalty oriented; 13+ HCP for strong 1NT (15-18 HCP), an unnamed good suit, ask partner to bid 2♣

2♣ - 11+ HCP, 5-card ♣ suit plus a 4+ card major suit

2♦ - 11+ HCP, majors (at least 9 cards, usually 5-5)

2♥/2♠ - 9+ HCP, natural, 6+ card suit or good 5 card suit.

2NT - unusual 2NT (5-5 in both minors), LOTUS is off

Weak 2 of a suit:

Double - 13+ HCP, shortness in opener's suit, 16+ HCP if taken a second bid. Lebensohl is on in the response

2NT - Lebensohl

3♣ - Double was takeout

Suit lower in rank than the preempt suit - 0-6 HCP, signoff

Suit higher in rank than the preempt suit - 7-10 HCP, inviting

3NT - Slow Lebensohl, promise a stopper in opponent's suit, "the more you bid no-trump the more stoppers you have".

Reject the relay, new suit - Double was power double (16+ HCP), 5+ card suit

3NT - to play

3NT - denies a stopper in opponent's suit, "the more you bid no-trump, the more stoppers you have".

Suit - 13+ HCP, good suit

Weak 3 of a suit

3♣/3♦

Double - 16+ HCP, support for both majors

3♥/3♠ - 16+ HCP, maybe 4 card suit with a longer minor

Cue-bid - 10+ HCP, asking for better suit if any

Double - 8+ HCP, moderate support

3♥/3♠

Double - 16+, with second major

Weak 4 of a suit

4♣/4♦ -

Double - 16+ HCP, for penalty with quick tricks

4♥ -

Double - 16+ HCP, tolerance for ♠

Balancing

Over a suit bid at one level -

Minimum suit bid - 8-13 HCP, usually a 5+-card suit (but may be a good 4-card suit at the one-level). The better the suit, the fewer points one need for the bid.

1NT - 11-15 HCP (vulnerable 13-16 HCP), with stoppers (or moderate length) in the opponents' suit.

A jump in a new suit - 13-16 HCP, a strong 6+-card suit.

Double - takeout, 10-14 HCP or 15+ HCP, with shortness in the opponent's suit (with 15+ HCP bid again)

Cuebid - Michael's cuebid, 14+ HCP

2NT - Unusual, showing length in the two lower unbid suits.

Over an opening 1NT - see defending 1NT (the same)

Opponents stop in 1NT - some extra strength to balance over these auctions

Opponents stop in a part score -

Double - takeout

Suit bid - A one-suited hand that doesn't have the right pattern for a takeout double.

2NT - Unusual, showing length in the two lowest unbid suits (usually the minors).

Doubles

Direct double over opponent's opening - either 13-15 HCP (takeout), or power double (16+ HCP).

Takeout - over minor the takeout double usually promises 4 card suit in both majors, over opponent's major opening promises 4+ card in the other major.

Response is requested even with 0 HCP. Pass indicates a long and solid suit the opponent bid.

Freebid after opponents bid

1 level - 5-8 HCP

2 level - 7-11 HCP

3 -level - 9-13 HCP

1NT - 8-10 HCP, a stopper in opponent's suit

Jump - 9+ HCP

Power double - Rebids or raises after the double, 16+ HCP.

Negative double - through 3♣

Double opponent's intervention - 8-15 HCP at 1 level; 11-15 HCP at 2 level. Over opponent's overcall in major promises a 4-card other major (direct suit bid indicates 5+ card suit).

Responsive Double - Double in competitive auctions indicates a 3 card support of partner's suit.

Lightner Double - Requests an unusual opening lead against opponent's slam contract.

Takeout or Penalty? - Double is for penalty if

- Our side has agreed a suit
- Our side has pre-empted
- Our side has bid natural no-trump
- When one partner has defined his shape (e.g., rebid a suit)
- Our side has redoubled

