

The Imprecision Bridge Bidding System

Pete Matthews Jr – <https://3nt.xyz> – © December 2, 2019

Overview

The **Imprecision** bidding system is Standard Modern Precision (SMP) with quite a few adaptations, including these major changes:

1. The system after the 1♦ opening is fundamentally different, and the 1♦ opening always provides the values of a standard full opening bid.
2. When not vulnerable, the range for the 1NT opening bid is a good 10 to 13 HCP.

The system features fit together better, if the 1NT opening is always strong. However, the weak 1NT opening produces some fine results and is more fun to play. Your choice.

An outline of Standard Modern Precision is provided here, but for full information, see the “References” in the Appendix. Before you start, you might want to see “Notation and Definitions,” also in the Appendix.

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Author's Note

Andrew Hanes and I worked on and played this system for several years. Stewart Rubenstein joined in for the last year or two. We had lots of fun, which was the main point. However, we had hoped that the system would also produce better results. For us, it became evident that this was not the case. As Andrew said, there are many different, conflicting systems here: what you learn about 1♣ does not transfer well to 1♦, 2♣, 2♦ or to standard partnerships; and these systems differ when the opponents interfere. For me, the decisive issue has been reduced judgment arising from both shallow experience with the system and general brain drain from the focus on the basic system.

By mutual agreement, we have reverted to 2/1 game force, and we seem to be playing better. Of course, we are once again adding gadgets. However, at 71, I need to make sure those gadgets are worth the weight of carrying them.

I hope you find this (sometimes incomplete) mini-book interesting and even useful.

Summary of Opening Bids

1♣	Strong, artificial & forcing: all hands with 16+ HCP, except balanced with 16, 20 or 21. May be light with playing strength.
1♦	2+♦, never light. Either 20+ working Bergen points; or Not-vulnerable: 14-16 HCP balanced. Vulnerable: 12-13 HCP balanced (12-14 3 rd or 4 th seat).
1♥/ 1♠	5+ cards, ~10-15 HCP (19+ working Bergen points), might have a longer, weak minor. 1NT-forcing, 2/1 GF, etc. Serious 3NT. Tucker over 1♥.
1NT	5-4-2-2 or long minor common. Systems on over X or 2♣. Not vulnerable: 10+-13 balanced (10-13 3 rd seat), denies a 5-card major. Vulnerable: 14-16 (15-17 in 3 rd or 4 th seat), 5-card major common if 16.
2♣	6+ clubs, ~10-15 HCP (19+ working Bergen points), side suit OK.
2♦	11-15 HCP, exactly 4=4=1=4, 4=4=0=5, 3=4=1=5, or 4=3=1=5.
2♥/ 2♠	Weak: in first or second seat, promises two of top three honors or AJTxxx; 2NT asks for feature with a max.
2NT	20-21 balanced (may have a 5-card major).
3NT	NAMYATS: preempt to four of unspecified minor. Clubs=pass/correct. 4♦ asks for singleton (4NT=minor).
4♣/ 4♦	NAMYATS: strong distributional preempt to 4♥/4♠ (8.5 to 9 tricks, likely high cards to open 1♥/1♠).

Balanced Hand Ladder

HCP Action

10+-16 Usually open 1♦ or 1NT, according to vulnerability. Don't open 1♦ with a balanced 10-11 HCP vulnerable; pass instead.

With a five card major: open the major suit, except open 1NT when you are vulnerable and have a balanced 16-count. You may choose to treat a balanced 16 HCP with a 5-card major as a balanced 17 HCP.

17-19 Open 1♣ and rebid 1NT. Systems on.

20-21 Open 2NT. Systems on.

22-24 [22+ after a positive response] Open 1♣ and rebid 2NT. Systems on.

25+ Open 1♣, rebid 2♥ [Kokish], and bid 2NT over partner's expected 2♠ bid. Systems on.

Unbalanced Hands

Unbalanced hands of about 10-15 HCP are opened 1♦, 1♥, 1♠, 2♣, 2♦, or NAMYATS 4♣/4♦. For the lower level bids we typically want 11 working HCP or 19 working Bergen points; this is essentially a point light, compared to standard bidding. For 1♦, however, we want a full opener: 12 HCP or 20 working Bergen points. Narrowing the range helps sort out that ambiguous opening.

Unbalanced hands with 16+ working HCP are opened 1♣. Strong playing hands with lesser strength may also be opened 1♣.

Canape

Canape is a bidding method where *the second suit bid is longer* than, or at least as long as, as the first. After our 1♣ and 1♦ openings we show major suits first, so we use canape in these cases:

1♦ – 1♥/1♠. Responder promises four cards. If responder next bids a minor suit, it promises 5+ cards and strongly requests to play right there.

1♦ – 2♦/2♥. These game-forcing jump responses show at least four cards in the major suit above the bid. If responder next bids another suit, it will always be 5+ cards and at least as long as the first major.

1♣ – 1♦; 1x – 1y; 2NT/3♣/3♦. The club-opener's subsequent jump in a minor suit is forcing to game; the major suit is only four cards. 2NT is the same, with a slightly weaker hand.

1♣ – 1♦; 1x – 1y; 2♣ [Bart] – 3♣/3♦. Bart and a minor is yet weaker.

Tools

3-Suiter Game/Slam Continuations

After one partner shows a 3-suiter and answers possible inquiries, these continuations apply over the 3-suited hand’s bid at the 3-level:

	Original SMP Method	Autopilot Method
3NT	To play.	To play.
4♣	Puppet to 4♦; puppeteer will make a natural slam try.	Puppet to 4♦; puppeteer will ask for keycards, low-middle-high.
4♦	Puppet to 4♥; puppeteer will pass, sign off in game, or 4NT = RKB in short suit.	Puppet to 4♥; puppeteer will make a natural slam try (4NT = ♥).
4♥	Roman Key Card Blackwood for the lowest of the three suits.	To play.
4♠	Roman Key Card Blackwood for the middle of the three suits.	To play.
4NT	Roman Key Card Blackwood for the highest of the three suits.	Invitational (quantitative).

If slam is possible in a game-forcing auction, prefer to set trumps at the 3-level, which turns off these continuations.

In practice, asker is generally relieved to have navigated the auction to the point where this table applies. Half the time, asker automatically bids trumps, intending to play right there – OOPS, that’s RKB in some suit. Hence, we have switched to the dumbed down, autopilot method. This method is inferior for a natural slam try in hearts or for RKB in the sort suit, a small price to pay.

Note: The rest of this “Tools” chapter is not part of SMP – use your favorite methods.

Kokish Game Tries

Whenever a major suit is **raised** to the 2-level, an 8-card fit (or compensating distribution) is confirmed, and the auction is not forcing to game, we play Kokish game tries:

1. The next step (2♠ or 2NT) asks partner to bid the cheapest suit in which he would accept a long suit game try. (A return to the trump suit refuses all invitations.) A subsequent new suit by the game trier is a long suit try. This feature, only, also applies after responder's 2♦ fit-Drury above.
2. All higher bids below the trump suit are short suit game tries (singleton or void).
3. A re-raise is a game try asking for trumps and aces.

Alternative: Modified Kokish Game Tries (Preferred)

The short suit game try (SSGT) is the most efficient at discovering the quality of your fit. Unfortunately, it can also tip an effective forcing defense. Don't make a SSGT when holding only five trumps, when partner is likely to have only three. This may be less of a problem in a 4-4 fit, since reversing the dummy becomes an option.

The ***nondescript game try*** (NDGT) is relatively effective, while giving a minimum of information to the defense. Use the next step (2♠ or 2NT) as a NDGT. With distributed values, responder decides the matter immediately, bidding game with a maximum or signing off with a minimum.

Otherwise, responder bids a concentration of values, typically containing a key secondary honor. If a bid remains below 3trump, asker may use it to ask responder for a minimum or maximum. My recommendation is that responder should show a concentration in the suit below trump only with a near maximum (he wants asker to go when he likes those values).

Serious 3NT

TBW.

RKB, Delayed Kickback and Crosswood

1. Basics: When a spade fit is agreed or implied, 4NT is the RKB Ask (1430 responses). With no fit, 4NT is natural. No Gerber. Roman DOPI & ROPI, with plain DEPO if they bid 5trumps or higher. 4NT opening asks for specific aces (5♣=none, 5NT=2, suit=that ace).
2. ~~Delayed Kickback (4♠ asks with hearts trump): applies if the partnership made at least one bid (two bids if either partner showed spades) below 4♠, after the fit has been confirmed; or when hearts becomes trump as a result of a jump or raise to the 4-level. Otherwise, 4♠ means something else. 4NT asks in hearts, even if 4♠ does!~~

3. Crosswood: the RKB Ask, when a minor fit is agreed or implied, is four of the other minor. Exception: If competition prevents asking with the other minor, or if diamonds are set as trump by a 4♦ bid; then the cheaper major that has not been shown by either partner, or 4NT if neither, becomes the RKB ask. Asker's subsequent jump to 5NT is "pick a slam." Asker's simple NT bid is usually natural and to play (see Queen Ask below).
4. Holding a useful void in response to the RKB Ask: with an even number of keycards (seldom 0), bid 5NT, no matter what the RKB ask was. With an odd number of keycards, bid the void suit above the "two with" bid, but below 6 trumps; bid 6trumps with a higher void. For example, if hearts are trump, bid 6♥ to show a spade void.
5. The Queen Ask is the next available non-trump suit bid, but is 4NT when the response was 4♠ with clubs trump. (Otherwise, 4NT is to play.) Select the first applicable response:
 - a. Lacking the trump queen (or extra length), always bid *the cheaper of NT and the trump suit*.
 - b. With a source of tricks (or three side kings and undisclosed extras), jump to 6trump, which demands a grand slam, if all keycards are held.
 - c. Bid the cheapest side king, if any.
 - d. Bid the *higher of NT or trumps*, holding no side king.
6. The King Ask is five of the RKB Ask strain, with cheapest king responses. Between the response and 6NT, any non-trump bid is the Second King Ask: holding that king, bid 7♣; otherwise, bid an intervening king, or sign off in the cheaper of NT and trump. Responder is not required to bid beyond 6trump to show a king.
7. Exclusion KB is a jump above game or the RKB ask into a void, with Roman responses, not counting the ace of the void suit (**3014** responses). The Queen Ask is on, but no King Ask – asker's cheapest intervening bid is a General Slam Try, confirming all keycards are held. EKB applies to the last bid suit, if no suit has been raised.
8. Directly over our preempt, 4♣ [4♦ over 3♣] asks for keycards, with responses: 0, 1, 1+, 2, 2+.
9. **After a 2NT opening** bid or equivalent, responder's 3♠ bid is a relay to 3NT. Responder's 4♣ or 4♦ is then Crosswood, asking about the other minor. Responder's 4♥ and 4♠ promise both minors, with a singleton or

void in the bid suit (opener's 4NT natural), and 4NT is non-forcing with both minors but no singleton.

10. **After a 1NT opening**, responder's 3♦ bid is game forcing, with at least 5-5 minors. Opener often bids a double-stopper, or 3NT to play (responder may remove to a 3-card major). Opener's 4 of a minor is Crosswood for the other minor, and 5 of a minor is a signoff. RKB Options:

Responses: ✓ ~~3014 (03-14)~~ (NO Gerber). 1430 responses, except 3014 to EKB. We do not currently play Super-Gerber.

An undefined bid by asker is: ✓ ***An offer to play; or if that makes no sense, "pick a slam."***

A natural NT bid raises partner's lone minor: ✓ always

When the RKB asker signs off: ✓ ***Responder must pass.*** (Asking with zero is OK.)

The Imprecision One Club Opening

The 1♣ opener could have game in hand, so responder must not pass. The minimum strength is 17 HCP in a balanced hand, or 16 HCP plus distribution.

A responding hand of 8 HCP is enough to commit the partnership to game. Responder immediately indicates his strength, bidding 1♦ with most 0-7 HCP hands, and something else with stronger hands. Here is an overview of the responses:

1♣ Opening: strong, artificial & forcing: all hands with 16+ HCP, except balanced with 16, 20 or 21. May be light with playing strength.					
R1	O2	R2	O3	R3	Description
1♦	0-7 HCP, any distribution. Opener's 1NT=17-19, 2NT=22-24; major suit 4+cards, forcing.				
1♥	8-11 HCP, 0-4 spades, any distribution, GF. If opener unbalanced, bid primary suits, higher of equals first. Later 2NT may be waiting. Responder 2♠ natural, 4 cards; if 1=4=4=4, 2NT. Impossible bid at 4-level is implied cue bid in support of partner. By passed hand: 8-11 HCP, no 5-card suit (could be 4-4-4-1).				
1♠	Natural, 5+ card suit, 8+ HCP, forcing to game.				
1NT	5+ hearts, 12+ HCP [8-11 BPH], forcing to game.				
2♣/2♦	Natural, 5+ card suit, 12+ HCP [8-11 BPH], forcing to game.				
2♥	14+ balanced, GF: 2♠ = 5+ spades, 2NT = 5+ hearts, 3♣ = Stayman. BPH: natural, see 2♠.				
2♠	Natural, 6+ cards, all 2-4 HCP in suit (QT9xxx to KJ9xxx, no ace), treated as weak two bid.				
2NT	12-13 balanced, GF. Natural with 3♣ Stayman when responder bids NT. BPH: minors GF.				
3♣-3♠	4-4-4-1, short in bid suit, 12+ HCP. "3-Suiter Game/Slam Continuations" apply.				

Weak Responses to 1♣

Most weak hands respond 1♦; doing anything else is quite rare. Opener's rebid in a major suit shows an unbalanced hand with four or more cards in the suit, and is forcing. Continuations are quite detailed.

1♣ – 1♦ [0-7 HCP, any distribution]						
O2	R2	O3	R3	Opener Rebids 1♥ or 1♠		
1M	4+ cards, forcing, unbalanced, may have longer side suit (bid longer major first, ♥ if 4-4). With 4-4-4-1 shape, bid a major.					
	1♠	0-7 HCP, 4+ ♠, 0-3 ♥, forcing.		Shaded sections for 1NT apply to 1♠.		
		1NT	Non-forcing, likely singleton spade (esp. 1=4=4=4).			
			2m	4+ cards, better place to play.		
			other	Forward-going.		
	2♠	3-card raise, 16-19, or 4-card raise 16-17.				
	2NT	21-22 HCP, likely singleton or void in spades, 4M & 5+m.				
		3♣	Pass or correct.			
		other	Forward-going.			
	3♠	3-card raise, 20-21 HCP or 4-card raise 18-19 HCP.				
	4♣/4♦	Splinter: 4+ ♠, singleton or void in bid suit, 20+ HCP.				
	1NT	0-5 HCP, 0-3 cards in M (and spades), not forcing.				
		Pass	4-4-4-1 or reluctant to play in a 5-card minor (esp. 3♣).			
		2♣	Bart: [1] 4M & 5+m (plan pass or bid m), [2] 5M & 4♣ (plan to bid M), or [3] 20+ HCP, invitational, 4-4-4-1 or 5M & 4m (denies long minor, plan to bid 2NT: 3C = P/C).			
			Pass	6+ clubs, bad hand.		
			2♦	2+ diamonds, nothing better to bid.		
			2♥	[new suit] 5+ cards.		
			2M	3 cards – <i>top priority</i> .		
			2♠	[repeat] 6+ cards.		
			2NT	3+ cards in each minor, constructive.		
			3♣	6+ clubs, constructive.		
		2♦ /2♥	[new suit] 4+ cards, NF; M is 5+ cards.			
		2M	Non-forcing, 6+ cards (strong 5).			
		2♠	[reverse] 4+ cards, forcing (5+ ♥). 2NT Lebensohl.			
		2NT	Invitational, flexible, 22-23 HCP, 4M & 5+minor.			
			3♣	Pass or correct.		
			other	Forward-going.		
		3m	Game forcing, 5+ cards (canape, only 4 cards in M).			
		3M	Natural, invitational.			
		3NT/4M	To play, not slamming.			
		2♣	Drury, no fit: 6-7 HCP with neither 3+ card support nor 4+ ♠.			
			2♦	Tell me more (e.g. doubleton support).		
	2♥		[new suit] 4+ cards, min.			
	2M		6+ cards, minimum.			
	Higher		Natural and game forcing.			

2♦	Drury, fit: 6-7 HCP with 3-card support, without 4♠.
2♥/2♠	[repeat] signoff, minimum strength.
2M+1	Kokish game try (no short suit tries).
Higher	Natural and game-forcing.
2♥	[over 1♠] 6-7 HCP with 5+ card suit.
2M	(R) → 0-4 HCP with 4-5 card support. Kokish game tries.
2NT	Mini-splinter: 5-7 HCP, 4-card support, unbal, all but 3M GF.
JS	Jump shift shows 4-6 HCP, great 6+ card suit, all HCP in suit, not forcing. Opener's 2NT and new suits are forcing.
3M	5-7 HCP, 4+ trumps, balanced.
DJS	Double jump shift is splinter: 6-7 HCP, 5+ trumps, short in bid suit.

The partnership is on solid ground when responder rebids higher than 1NT. After one of the Drury bids or 2♥ over 1♠, bidding is comfortable, as the partnership has the values to explore safely for game. After a raise, jump raise, mini-splinter or splinter, bidding is similarly comfortable, since the partnership has found an 8-card major suit fit. Opener will usually know what to do over the jump shift; we'll expand on that later.

When responder rebids 1NT, the partnership often needs to stop in the most convenient partscore, and finding a playable strain becomes the priority. The goal is often the same when partner rebids 1♠, but responder's range is still the full 0-7 HCP. Some recommendations, especially when one of your suits is clubs:

- Often treat a 5-4-2-2 hand as balanced: rebid 1NT over the 1♦ response; don't open 1♣ with a balanced 16 HCP.
- Holding 1=4=4=4 or sometimes 1=(5-4-3) shape (singleton spade), bid 1NT over responder's 1♠ rebid.
- Consider rebidding a chunky 5-card major.

Let's explore in more detail:

Pass If chances for game are bleak, opener may pass the 1NT rebid (but not 1♠). It's hard to get overboard, if you stop bidding. After 1♣ – 1♦; 1♠ – 1NT, pass makes sense on these hands:

♠ Q 10 7 2 ♥ K ♦ A K J 4 ♣ A J 4 2

♠ Q 10 7 4 2 ♥ K ♦ A K J 4 ♣ A J 2

1NT Opener likely has a singleton spade. This bid shows a minimum hand, up to 20 HCP. In addition to all 1=4=4=4 hands, 1NT may be preferable on hands with clubs, perhaps:

♠ K ♥ Q 10 7 4 2 ♦ A J 2 ♣ A K J 4

2♣ We play a version of the Bart convention over responder's rebid at the one level. Opener will hold one of these three hand types:

1. A minimum (16-20) hand with four cards in the major and 5+ in a minor. After Bart 2♣, these hands are usually bid by passing or raising responder's (2+ showing) 2♦ bid when holding 5 diamonds; passing partner's major suit rebid; or rebidding the minor at the 3-level. An example of this type:

♠ K Q 10 7 ♥ A J 4 ♦ 7 ♣ A K J 9 2

2. A minimum (16-20) hand with five cards in the major and 4+ clubs. After Bart 2♣, these hands are usually bid by passing partner's rebid of 2♥ or 2♠; or rebidding the major at the 2-level. Responder may convert the 5-card major rebid to 3♣.
3. An invitational hand (20+) with 4-4-4-1 shape, or five cards in the major and four in a minor. After Bart 2♣, these hands are usually bid by passing, raising or re-raising partner's rebid of 2♥ or 2♠ to the appropriate level; or bidding 2NT. Bart should disclose a 5-3 fit in opener's major at the 2-level.

Over Bart 2♣, responder always raises opener's major with 3-card support, but never takes a false preference on a doubleton. With only four spades, opener should usually decide to play right there.

Reluctance to declare a minor at the three level would be a reason for opener to pass 1NT, instead of using Bart.

2♦/2♥ Standard: a new suit is 4+ cards with 5+ in the original major suit.

Alternatives:

SMP plays opener's rebid at two of a minor as natural; the suit may be longer than, equal to, or shorter than the major. This is more flexible, but risks playing a partscore in a 4-2 fit. Wei/Andersen played canape here: two of a minor showed five or more cards in the suit, but only four in the major – fine when you hold that hand, but not so good when you are 5-4 the other way. Our Bart is a heavy tool but can be superior, when it arises, to alternative methods.

2♥/2♠ Rebidding the major suit is usually 6+ cards. However, a 2♠ rebid is recommended after 1♣ – 1♦; 1♠ – 1NT on this hand, reluctant to land in a 3♣ contract:

♠ A Q J 10 7 ♥ 6 ♦ A Q 2 ♣ K 9 6 4

2♠ Opener raises 1♠ to 2♠ with 3-card support and 16-19 HCP, or 4-card
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support and 16-17. (The jump raise to 3♠ shows 20-21, or 18-19 with 4-card support.)

Opener's 2♠ reverse over responder's 1 NT rebid is natural and forcing, 21+ HCP. Lebensohl applies: a direct bid at the 3-level shows values; 2NT requests opener to bid 3♣ for signoff.

2NT Opener's 2NT directly over responder's 1♠ or 1NT shows an invitational hand with a 4-card major and a 5+ card minor, still unbalanced. (Do not bid Bart with this hand.) Responder may pass, or bid 3♣ (pass or correct) to play in the minor, or bid something sensible with 4-5 HCP.

3♣/3♦/3♥/3♠ Opener's jump in his major suit is invitational.

Opener's jump shift is forcing to game. If it's a minor suit, it will be at least five cards, and at least as long as the major. (When the major is longer than the minor, use an immediate jump to 2M over the 1♦ response.)

With both majors, the first major will always be longer. (With equal length, 5-5 or 6-6, use an immediate jump 2♠ rebid over the 1♦ response, then bid hearts.)

1♣ – 1♦ [0-7 HCP, any distribution]				
O2	R2	O3	R3	1♣ Opener's 1NT & Higher Rebids
1NT	17-19 balanced, 5-card major customary. Systems on when opener rebids NT.			
2♣/2♦	Natural, 6+ cards (sometimes 5-4 minors), unbalanced, no 4-card major, 16-21 HCP, non-forcing. Responder may act with 5-7 HCP: bid a 5-card suit, invite in NT, or raise.			
2♥	Kokish: game forcing, either balanced, or 5+♥ without 4+♠. Responder: 2♠ (usual) or 6+ minor, very weak. (Not canape).			
2♠	Game forcing, 5+ cards. Natural continuations; 3♣ is 2 nd negative: opener's 3♥ shows equal length majors, but a minor may be shorter.			
2NT	22-24 balanced. Systems on when opener rebids NT.			
3♣/3♦	Game forcing, 5+ cards, unbalanced, denies a 4-card major. Natural continuations, looking for 5-3, etc.			
3♥/3♠	Natural, sets trump, requires cue bidding.			
3NT	Opener plans nine tricks, based on a running suit and stoppers.			

When opener rebids NT, we have systems on, of course. This also applies after a game-forcing Kokish 1♣ – 1♦; 2♥ – 2♠; 2NT sequence, the point of this method.

After the Kokish 2♥ rebid, any bid by opener other than 2NT promises 5+ hearts. If a minor suit is bid next, either after Kokish 2♥ or 2♠, the minor might be only four cards. Game-forcing hands with both majors are usually bid longer first at the 1-level; with equal length (5-5 or 6-6), rebid 2♠ and then bid 3♥.

1♣ – Other Weak Responses					
R1	O2	R2	O3	R3	Jump 2♠ Response (also 2♥ BPH)
2♥	By passed hand only: natural, see 2♠.				
2♠	Natural, 6+ cards, all 2-4 HCP in suit (QT9xxx to KJ9xxx, no ace), treated as weak two bid.				
	2NT	Forcing, asks for singleton or void (only possible feature).			
	3♥/3♠	[raise] Invitational, asks for good trumps.			
	New suit	Natural, forcing, asks for singleton or void with support. Another new suit by opener is also forcing.			

We use the 2♠ (and 2♥ by passed hand) responses to show a concentrated weak jump shift. This subsystem should allow opener to arrive at the best contract.

Note that responder can make a slightly stronger weak jump shift, after responding 1♦.

Alternative:

SMP instead uses the cheapest available jump shift (2♠, or 2♥ by passed hand) to show any 4-4-4-1 responding hand with 12+ HCP. Opener bids the next step (2NT, or 2♠ BPH) to ask responder to bid his singleton (2NT=♠). If opener bids a new suit, it has at most one loser opposite a small singleton and is trump.

We have chosen instead to respond those hands with an immediate jump to three of the short suit (omitting the asking bid). This frees up the 2♠ (and 2♥ BPH) responses to be used as given above. This approach seems better to us, but is less portable, being incompatible with SMP.

If you use the SMP method, do not use the immediate weak jump shift at all. The 1♣ opener could have a huge hand, so we don't want to use 3-level responses that will get in the way. The jump response to three of a suit could be used to show a solid suit, playable for no losers opposite a void: AKQTxxx, AKQJxx, or better. This is news that should appeal to any club opener.

Pete wants to go back to SMP, with the solid suit response. We have seen no actual advantage to the departure from SMP.

Plans by Strength for Opener after 1♣ – 1♦

Minimum Unbalanced Hands (~16-20) after 1♣ – 1♦	
4-4-4-1	Bid the major suit (♥ if both). Pass responder's 1NT, or bid 1NT over responder's 1♠, with short spades.
4M & 5+m	Bid the major. If the minor suit is weak, pass responder's 1NT, or bid 1NT over responder's 1♠, with short spades. If the minor suit is good, bid 2♣ (Bart), and follow up accordingly, possibly bidding 3m next.
5+M & 4+ lower suit	Rebid 1M; bid the lower suit over 1NT. If the lower suit is clubs, 2♣ is Bart; 2M after 2♣ shows clubs & 5M.
5+♥ & 4♠	Bid 1♥. Over responder's 1NT, either pass or rebid 2♥.
5♠ & 5♥ (or 6-6)	Bid 1♠. Over responder's 1NT, bid 2♥ or 4♥.
6+M	Bid 1M; rebid the major; with 6-4, may bid as 5-4.
6+m or both minors	Rebid 2m.

Medium Unbalanced Hands (~20-23) after 1♣ – 1♦	
4-4-4-1	Bid the major suit (♥ if both). Over responder's 1NT (or over 1♠ with short spades), bid 2NT (responder's 3♣ then means pass or correct).
4M & 5+m	Bid the major. Over responder's 1NT (or over 1♠ with short spades), bid 2NT (could also be 4-4-4-1; responder's 3♣ then means pass or correct).
5+M & 4+ lower suit	Bid the major. Bid 2♣ (Bart) over 1NT (or 1♠). Then bid 2NT (responder's 3♣ then means pass or correct).
5+♥ & 4♠	Bid 1♥. Over responder's 1NT, bid 2♠.
5♠ & 5♥ (or 6-6)	Bid 1♠ (or 2♠). Over responder's 1NT, bid 4♥.
6+M	Bid 1M; rebid 2M (weakish) or 3M; or with 6-4, bid as minimum 5-4 (hoping for another chance).
6+m or both minors	Rebid 2m, hope you get to bid again.

Game Forcing Unbalanced Hands (23+) after 1♣ – 1♦	
4-4-4-1	Bid the major suit (♥ if both). Over responder's 1NT (or over 1♠ with short spades), jump to 3m or 3NT.
4M & 5+m	Bid the major. Over responder's 1NT or 1♠, bid 3m.
5+M & 4+ lower suit	Bid 2M, GF. Bid lower suit next.
5+♥ & 4♠	Bid 1♥. Over responder's 1NT, bid 2♠; keep bidding.
5♠ & 5♥ (or 6-6)	Bid 2♠, GF. Next bid 3♥, promising equal length.
6+M	Bid 2M, or 3M to set trump with 0-1 loser.
6+m or both minors	Rebid 3m, GF.

Plans by Shape for Opener after 1♣ – 1♦

4-4-4-1 Hands after 1♣ – 1♦	
~16-20 HCP	Bid the major suit (♥ if both). Pass responder's 1NT, or bid 1NT over responder's 1♠, with short spades.
~20-23 HCP	Bid the major suit (♥ if both). Over responder's 1NT (or over 1♠ with short spades), bid 2NT (responder's 3♣ then means pass or correct).
Game Force	Bid the major suit (♥ if both). Over responder's 1NT (or over 1♠ with short spades), jump to 3m or 3NT.

4M & 5+m Hands after 1♣ – 1♦	
~16-20 HCP	Bid the major. If the minor suit is weak, pass responder's 1NT, or bid 1NT over responder's 1♠, with short spades. If the minor suit is good, bid 2♣ (Bart), and follow up accordingly, possibly bidding 3m next.
~20-23 HCP	Bid the major. Over responder's 1NT (or over 1♠ with short spades), bid 2NT (could also be 4-4-4-1; responder's 3♣ then means pass or correct).
Game Force	Bid the major. Over responder's 1NT or 1♠, bid 3m.

5M & 4+ Lower Suit Hands after 1♣ – 1♦	
~16-20 HCP	Rebid 1M; bid the lower suit over 1NT. If the lower suit is clubs, 2♣ is Bart; 2M after 2♣ shows clubs & 5M.
~20-23 HCP	Bid the major. Bid 2♣ (Bart) over 1NT (or 1♠). Then bid 2NT (responder's 3♣ then means pass or correct).
Game Force	Bid 2M, GF (not 1M). Bid lower suit next.

5♥ & 4♠ after 1♣ – 1♦	
~16-20 HCP	Bid 1♥. Over responder's 1NT, either pass or rebid 2♥.
~20-23 HCP	Bid 1♥. Over responder's 1NT, bid 2♠.
Game Force	Bid 1♥. Over responder's 1NT, bid 2♠; keep bidding.

5♠ & 5♥ (or 6-6) after 1♣ – 1♦	
~16-20 HCP	Bid 1♠. Over responder's 1NT, bid 2♥ or 4♥.
~20-23 HCP	Bid 1♠. Over responder's 1NT, bid 4♥.
Game Force	Bid 2♠, GF. Next bid 3♥, promising equal length.

6+M after 1♣ – 1♦	
~16-23 HCP	Bid 1M; rebid 2M (weakish) or 3M; or with 6-4, bid as minimum 5-4 (hoping for another chance).
Game Force	Bid 2M, or 3M to set trump with 0-1 loser.

Limited GF Responses to 1♣

Slam is possible after these responses, but often a game contract will be played.

1♥	8-11 HCP, 0-4 spades, game forcing, any distribution. If opener unbalanced, bid primary suits, higher of equals first. Responder 2♠ natural, 4 cards; 2NT may be waiting or 4-4-4-1. Impossible bid at 4-level is implied cue bid in support of partner. By passed hand: → 8-11 HCP, no 5-card suit (could be 4-4-4-1).
1NT	17-19 balanced, 5-card major common. Systems on when opener rebids NT.
2NT	22+ balanced, 5-card major common. Systems on when opener rebids NT.
1♠-2♥	Natural, unbalanced, 5+card primary suit (higher of equals).
2♠	4-4-4-1, any shortness. 2NT asks for bid of short suit; "3-Suiter Game/Slam Continuations" apply. If responder instead bids a new suit, it has 0-1 loser opposite a small singleton and is trump.
3♣-3♠	Natural, sets trump, cue bidding starts; <i>Serious 3NT applies</i> .

Other than 1♥, most positive responses promise 12 or more HCP. (The exception is 1♠, which shows 5+ spades and 8+ HCP.) Bidding continues naturally, looking for a fit.

2NT	12-13 balanced, GF. Natural with 3♣ Stayman when responder bids NT. BPH: 5-5 minors GF.
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With the 2NT response, it will usually take some shape or a good fit to produce a slam. Separating these hands out can clarify the issues.

Unlimited GF Responses to 1♣

1♠	Natural, 5+ card suit, 8+ HCP, forcing to game.
1NT	5+ hearts, 12+ HCP [8-11 BPH], forcing to game.
2♣/2♦	Natural, 5+ card suit, 12+ HCP [8-11 BPH], forcing to game.

Bidding continues naturally after 1♠/1NT/2♣/2♦. Opener and responder continue bidding primary suits, usually raising partner immediately with three or more cards in support. (Opener might prefer to bid a major suit before raising a minor.) It is often sensible to mark time with 2NT, rather than bidding a 4-card or empty 5-card minor suit at the three level.

Cheapening the 1♠ response provides more space when it is made, and it provides more space on the 1♥ response as well: responder's subsequent bid of 2♠ shows a *four* card suit.

2♥	14+ balanced, GF: Opener's suit bid at least five cards. 2NT = balanced or 4-4-4-1 (3♣ = Stayman). BPH: natural & weak, see 2♠.
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Compared to the 2NT response, the 2♥ response excludes the weaker range, while providing two important extra bids. This allows us to better sort out the fit while exploring for the likely slam.

The all-natural rebids for opener are easy to remember and make it easier to explore a club fit. However, it's harder to explore a heart fit, and a notrump contract may be wrong-sided, when opener is 4-4-4-1.

Alternative:

2♥	14+ balanced, GF: 2♠ = 5+ spades, 2NT = 5+ hearts, 3♣ = Stayman. BPH: natural & weak, see 2♠.
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Compared to the 2NT response, the 2♥ response excludes the weaker range, while providing two important extra bids. This allows us to better sort out the fit while exploring for the likely slam. The artificial 2NT bid, showing hearts, is important for these reasons:

Opener's 2NT rebid allows responder to confirm three card heart support at the three level, enabling serious 3NT and effective cue bidding for slam.

Opener may have 4-4-4-1 distribution. 3♣ (Stayman) is available to opener; getting to NT by responder might be possible.

3♣-3♠	4-4-4-1, short in bid suit, 12+ HCP. "3-Suiter Game/Slam Continuations" apply.
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Competition after a 1♣ Opening

If the 1♣ opening is doubled or overcalled at the 1- or 2-level:

- Pass shows a bad hand, 0-5 HCP. Opener proceeds as if the opponent opened the bidding. Doubles are takeout. Cue bid is Michaels. Jump to 2NT is unusual. Responder can bid later with 4-5 HCP or a fit.
- Double or redouble shows any hand with 6-7 HCP, or 8+ with no bid. Responder promises to bid again at least once. Doubles are still for takeout.
- Responder's 2-level cue bid of a known suit, if available, shows a balanced game force without a stopper.
- Responder's 3-level cue bid of a known suit shows game-forcing 3-suiter, short in their suit. "3-Suiter Game/Slam Continuations" apply.
- A new suit (including 1♦) shows 8+ HCP and 5+ cards, forcing to game. When we are forced to game, doubles are penalty.

- 1NT or 2NT by responder is forcing to game and promises a stopper. Stayman is on; other bids natural.
- A jump shift shows a long suit with 5-7 HCP, most of them in the suit.

When 1♣ is overcalled at the 3- or 4-level:

- Double shows enough for game without a primary suit to bid at the 3-level. Opener can bid a primary suit, pass for penalties, or try 3NT.
- Responder may bid a primary suit, forcing to game.
- With 0-6 or a bad 7, responder must pass. Opener bids as after a preempt: bid, takeout double, or pass.

When an opponent bids over 1♣ - 1♦; 1M:

- A cue bid shows 5-7 with 4+ card support. Jump raise is preemptive. Jump (or GF) cue bid is a 5+ card splinter with 6-7 HCP.
- 2M shows 3-card support and 6-7 HCP. X shows 6-7 HCP and no fit. New suit is natural, (5)-6-7.
- If 2M is not available, X shows 6-7 with 3 or fewer cards in support, 3M is invitational.

Ignore 2-suited or random overcalls such as CRASH – our bids are natural.

After interference over a 1♦ response, opener bids as though RHO had opened the bidding (but jumps are strong). Responder should assume 17-19 balanced, if opener passes, so it is only necessary for opener to bid 1NT with a maximum (promote positional values). If LHO's overcall is passed around, considerations are similar, but a minimum opener is also under some pressure to reopen to contest the partscore.

The Imprecision One Diamond Opening

The 1♦ opening is the heart of the Imprecision system. It could be any of these hands:

- An unbalanced hand with at least three diamonds, no more than 15 HCP, and at least 20 working Bergen points. If the hand contains five hearts, five spades or six clubs, it will also contain at least six diamonds.
- A balanced or semi-balanced hand with at least two diamonds and either:
 - 12-13 HCP when vulnerable (12-14 3rd or 4th seat), or
 - 14-16 HCP when not vulnerable.

We do not open “light” at 1♦; the bid promises a hand that most standard players would consider an opening bid.

Responder immediately indicates the chances for game:

- A. Game is unlikely: pass; non-forcing bids of 1♥, 1♠, 2♣; and pre-emptive bids of 3♣, 3♦, 4♣ and 4♦.
- B. Invitational to game: the response of 1NT.
- C. Forcing to game: responses of 2♦, 2♥, 2♠, 2NT, 3♥, 3♠, 3NT, 4♥ and 4♠.

Here is a summary of the responses to the 1♦ opening bid:

1♦ Opening: 2+♦, never light. Either 20+ working Bergen points; or Not-vulnerable: 14-16 HCP balanced. Vulnerable: 12-13 HCP balanced (12-14 3 rd or 4 th seat). Over a Double: XX-2♣ transfer responses, systems on at 2♦ or higher.	
Pass	0 to 10 HCP, usually 4+ diamonds.
1♥/1♠	Natural, 4+ card suit, 0 to a bad 10 HCP, non-forcing, may have a longer minor.
1NT	All invitations: good 10+ NV, good 11+. By passed hand: 8-11 balanced, no major.
2♣	Natural, 5+ card suit (preferably 6), 0-10 HCP, non-forcing, only suit.
2♦/2♥	Canape Transfer: Game-forcing, 4+ cards in suit above, may have a longer side suit. 6+ cards or a second suit, unless 5-3-3-2. With 4-4 majors, bid 2♦ (unbalanced) or 2NT (balanced). BPH: 2♦ = natural, constructive (8-11). 2♥/2♠ = weak.
2♠	Artificial game force, unbalanced hand, denies 4 cards in a major.
2NT	*Balanced game force, unlimited, no 5-card major. Stayman only; responder may be slamming. BPH: 11 HCP, no major.
3♣	Both minors, no major, preemptive, up to a bad 10 HCP (may pass instead with a weak hand).
3♦	Natural, 6+ cards, preemptive.
3♥/3♠	4-4-4-1, short in bid suit, GF. "3-Suiter Game/Slam Continuations" apply.
3NT	Natural, 13-16 HCP, no 4-card major, stoppers in all four suits. (Otherwise, bid 2NT.) Opener's 4♣ natural and forcing.
4♣	5-5 minors, very preemptive.
4♥/4♠	Natural, but may have some strength.

* When 2NT is forcing to game, after the 1♦ opening, all continuations are natural, except 3♣ is Stayman (may be planning to bid clubs next).

Responses to 1♦ When Game Is Unlikely

3♣	Both minors, no major, preemptive but with modest values. (Pass instead with a weak hand).
3♦	Natural, 6+ cards, preemptive.
4♣	5-5 minors or longer, very preemptive.
4♦	Natural, very preemptive.

The preemptive responses need little discussion, but do be sure the values are not invitational.

R1	O2	R2	O3	R3	Description
Pass	0 to a bad 10 HCP, 4+ diamonds (usually).				
1♥/1♠	Natural, 4+ card suit, 0 to 10 HCP, non-forcing, may have longer minor.				
	Pass	3+ card support, no game interest. Later raise or preference promises 4 cards.			
	1♠	[over 1♥] 4+ spades and a reason to bid.			Same Continu-ations
	1NT	Balanced, 2-3 cards in responder's major.			
		1NT	[over 1♠] 0-2 ♠, nothing better to bid.		
		2♣-3♠	Long suit, let's play here! (jump/reverse invitational: in the major = 6+ cards; in a minor = 5+; reverse = 4+).		
		2NT	Game try (usually NV): maximum with a 5-card major.		
	2♣	Unbalanced, 8+ cards in the minors (4-4 or 5-3 either way).			
	2♦	6+ diamonds, not a maximum.			
	2♥/2♠	[raise] (R) → 4 cards (may be 3 good cards unbal), 14-16 support points. Kokish GT.			
	2♥/2♠	[non-raise] Natural reverse/JS, strong but NF, with longer minor: 2NT = bid your minor.			
	2NT	6+ diamonds, 3 card support for responder's major, 14-15 HCP.			
	3♣	5-5 minors, 13-15 HCP, not forcing.			
	3♦	6+ card suit, 0-2 cards in responder's major, 14-15 HCP, not forcing.			
	3♥/3♠	[raise] 4-card support, 17+ support points.			
2♣	Natural, 5+ card suit (prefer 6), 0 to 10 HCP, non-forcing, no other suit.				
	2♦	Natural, to play, singleton (sometimes) or void in clubs.			
	Other	Forward-going: either wild shape or likes clubs.			

When we don't like diamonds, we bail out. We hope to have four diamonds to pass the opening bid, although sometimes passing with three is the least of evils. The natural responses of 1♥, 1♠ and 2♣ all say that game is unlikely. There is no new minor forcing or fourth suit forcing: if responder discovers a chance for game, jump, reverse or bid 2NT.

The response in a major suit shows four or more cards in the suit, and nothing else. *Responder may have no points*, and may have five or more clubs on the side. Responder would only have five diamonds on the side, when there is an

outside chance for game; otherwise the opening bid would be passed. If responder subsequently bids two of a minor, that promises five cards and requests to play right there (the major will usually be only four cards).

Ideally, the response of 2♣ shows six clubs. It denies a 4-card major, and again *promises no points*. With 3=3=2=5 distribution, 2♣ is often best. With

♠ xxx ♥ Kxx ♦ xx ♣ xxxxx

you might try a 1♥ response.

If the immediate opponent is so nice as to double the 1♦ opening, we gain another call: redouble. We use that to play transfer responses, with the redouble showing hearts. This gives us more bids and tends to put doubler on lead.

Opener's Rebids over the 1♥ or 1♠ Response

Opener usually passes with 3- or 4-card support for responder's major suit. A raise of the major shows 14+ support points and either four card support or three and a ruffing value.

Remember that responder may have no points, and be careful. A jump raise is reserved for a long, strong diamond suit and 4-card support. A jump to 2NT shows the same type of hand, but only 3-card support.

Opener's rebid of 1NT shows exactly 2-3 cards in responder's major. With a five card suit, responder *always* rebids it.

Problem Hand: Opener is 1=4=(5-3)

With a singleton spade, four hearts, and 5-3 minors (either way), rebid 2♣ over responder's 1♠. This bid shows at least four cards in each minor, but this 2♣ rebid is the least of evils, over a 1♠ response. (There is no corresponding problem over a 1♥ response, as opener bids 1♠ with four spades and a stiff heart.) This hand will be a problem for standard bidders; and partner does not always respond 1♠, when you open with this shape.

The method above is from SMP. For quite a while, we played: opener's 1NT rebid showed one or two spades, opener always passed or raised with 3 spades, and responder never rebid 2♠ with five cards. Either method is about as effective for finding major suit fits, but having to raise on any three cards, in any maximum hand, does not appeal.

Recommendation: With 1=4=(5-3), do not strain to open the bidding – don't buy a problem. When you do open such a hand, rebid 2♦ when you hold five *strong* diamonds. Otherwise, rebid 2♣ and hope for the best.

When opener rebids 2♣, responder should pick clubs with equal lengths. Opener won't have five good diamonds, and has no other way to bid with clubs. However, with ♠ KQx ♣ xxx, it makes sense to pick diamonds.

Problem Hand: Responder has 9-10 HCP without a Major

9-10 HCP is usually not enough to invite a game, yet there may be a game when opener has a maximum. This is particularly true when not vulnerable, since opener could have 14-16 balanced. When responder has no 4-card major suit, the choices are:

- Pass and hope there is no game. This unilateral decision takes partner out of the picture, unless RHO reopens the bidding, but may be best.
- With 10 HCP, invite with 1NT, and try to backpedal later.
- Bid 2♣ on a 5-card suit. Opener is only likely to move over this with a club fit in a maximum hand, or possibly to bid 2♦ with a misfit.
- Respond in a 3-card major, and take your best shot after that. You have jumps to show your suit and 2NT. This appeals with side shortness, which would help you to survive in a 3-3 fit.
- Bid 3♣ (promising 5-4 minors), possibly even with 4-4.

Game Invitational Response to 1♦

1NT	All invitations: good 10+ NV, good 11+ Vul. By passed hand: 8-11 balanced, no major.
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When deciding to invite game, we take into account what opener's strength will be, with a balanced hand.

Vulnerable, opener will usually be 12-13 balanced, or have equivalent unbalanced strength. In this case, a typical invitation will be about 12 HCP, and opener should almost always move toward game with 13 HCP. Responder should invite a game when 13 random points should deliver one. When responder bids but does not try for game, opener should usually make a move with 14-15 HCP.

Not vulnerable, open will often be 14-16 balanced, or have equivalent unbalanced strength. Opener should usually move toward game with 14 HCP. Responder should invite a game when 14 random points should deliver one. When responder bids but does not try for game, opener should usually make a move with 15-16 HCP. Responder may have to invite with 10 HCP, when passing would be the alternative. Otherwise, an invitation should still be 11+ HCP.

Rebids after 1♦ – 1NT, When Game Is Unlikely

2♣	Artificial, game is unlikely, either four cards in one or both majors, or 4+ clubs (unbalanced NV).	
	Pass	6+ clubs and no further game interest.
	2♦	Asks for a 4-card major; may have 5-4 majors, either way.
	2♥/2♠	Natural, 5+ cards.
	3♥/3♠	Still invitational (3♥ = 5-5 majors, 3♠ = 6♠ & 4♥).
2♦	Game is unlikely, 4+ ♦ (5+ ♦ unbal NV). ♦ at least as long as ♣, usually no 4-card major. Not forcing.	

When opener judges that game is unlikely, the 2♦ rebid denies a 4-card major suit and shows diamonds at least as good as clubs. The auction may well end right here or at 2NT.

When opener judges that game is unlikely, he rebids 2♣ when holding either a four card major or clubs better than diamonds. Responder will only pass this rebid with no further interest in game, when holding at least six clubs. The information about clubs is useless at this point, but becomes important if opener next denies a major suit.

Over opener's 2♣ rebid, responder's 2♦ asks for a 4-card major. After either the 2♣ or 2♦ rebid, the auction may end at any time, subject to the following:

Rule: If either partner discovers an 8-card major suit fit, he must give a bump to three of the major. This merely confirms the fit, without showing extra values. Often game can be bid and made after the bump.

Responder has 5-4 majors : over opener's 2♦ rebid, responder bids the 5-card major; there should be no 4-4 fit. Opener's 2♣ rebid can be problematic. Usually, the best action is to ask for a major with 2♦. Over opener's 2NT, bid the 5-card major if hoping to be raised; pass with marginal values or a weak suit. If opener instead bids a minor, take your best shot.

If the 5-card major is strong, and the 4-card major is weak, just bid the strong major, instead of 2♦.

Rebids after 1♦ – 1NT, Showing Game Values

Not much to say about these detailed game acceptances, except that, after dithering, it is permissible to stop at four of a minor.

2♥/2♠	4+ cards, unbalanced hand, game values. 2NT asks shortness: 3♣=clubs, 3♦=major.
2NT	*Balanced GF (13-16), GF: Stayman only, other bids natural.
3♣	Unbalanced hand or no major suit stopper, game values, at least four cards in each minor, no 4-card major.
3♦	Unbalanced hand, game values, 6+ diamonds, no 4-card major.
3NT	Solid diamonds, in a hand expecting to provide 7-8 tricks.

Game Forcing Responses to 1♦

Unlike a 1♥, 1♠, 2♣ or 2♦ opening, the 1♦ opening promises full standard opening values. Responder usually forces to game with 13 or more HCP.

2♦/2♥	Canape Transfer: Game-forcing, 4+ cards in suit above, may have a longer side suit. With 5-4 majors, always bid 2♦! With 4-4 majors, respond 2♦ (unbalanced) or 2NT (balanced). BPH: 2♦ = natural, constructive (8-11). 2♥/2♠ = weak.			
	2♥/2♠	[target major] all hands not specifically listed to break transfer.		
		2NT	Exactly 5 cards in the major, balanced or unbalanced.	
		New suit	5+ cards in bid suit (canape), may have 5 of original. (With 5♥ & 4♠, bid 2NT instead; there is no spade fit.)	
		3♠	[over 2♥] Exactly 4=4=4=1.	"3-Suiter Game/Slam Continuations" apply.
		3NT	[over 2♥] Exactly 4=4=1=4.	
	2♠	[over 2♦] Natural, 4+ cards, 0-3 ♥. 2NT and new suit as above.		
	2NT	Exactly 4-4-4-1, short in the major. Responder sets trump...		
	3♣	4+ cards in each minor, at most 2 cards in each major.		
		3♦	Picks ♦.	
		3♥/3♠	[original major] 6+ cards.	
		3♥/3♠	[other major] need help here for NT, or 6+ slamming.	
	3♦	6+ diamonds, at most 2 cards in each major. 3♥/3♠ as for 3♣.		
	3♥	5+ ♥, and therefore 6+ ♦.		
	3♥/3♠	[target major] Natural, 4+ cards, sets trump. A top priority.		
	3NT	Not permitted.		
	4♣	Splinter (0-1 cards, 4+ in responder's major). (Also 3♠ or 4♥.)		
	4♦	Strong suit (source of tricks), with 4+ in responder's major.		

The main principle of the canape transfer is for opener to permit responder to describe his hand. Therefore, opener only breaks the transfer with a compelling

message to tell, listed most important first:

1. Four card support for responder's major – bid 3 of the major.
2. Exactly 4-4-4-1, short in responder's major – bid 2NT.
3. With 0-3 hearts and 4+ spades – bid 2♠ over 2♥. This finds either a 4-4 or 5-4 spade fit, if available. It also finds 5-3 hearts on responder's 2NT.
4. At most two cards in each major – bid 3♣ with at least four cards in each minor, or 3♦ with 6+ diamonds.

Otherwise, opener bids the target (next) suit, and awaits developments.

Responder's 2NT shows a fifth card in the major, with either a balanced or unbalanced hand. Opener rebids a 6+ card major. A new suit shows 5+ cards in the suit, and does not deny a fifth card in the original major.

With a balanced hand containing four cards in each major (4-4-3-2), responder uses the 2NT response, not a canape transfer.

With at least five spades and exactly four hearts [5+=4], or at least five hearts and exactly four spades [4=5+], or [4=4=(4-1)] in the majors, responder should transfer to hearts. If opener shows 0-3 spades by completing the transfer, responder should:

- Bid spades with five or more of them.
- Bid 2NT with five hearts, whether balanced or unbalanced.
- Bid hearts with six or more of them
- With 4-4-4-1, the only other possibility, jump to 3♠ or 3NT to show a singleton club or diamond, respectively. (The immediate 3♥ and 3♠ responses to 1♦ show 4-4-4-1 with a singleton in the bid suit.)

If opener breaks the transfer and denies 3 cards in a major, responder usually settles in 3NT. Responder may insist on playing a self-sufficient major suit by bidding it at both the 3- and 4-levels.

With five spades and five or more hearts, or 6-6, responder transfers to spades, and then bids hearts (still a canape).

With five hearts and six or more spades, responder transfers to hearts and bids spades (still a canape), following with 4♥ to show 6-5.

2♠	Artificial game force, unbalanced hand, no 4 card major. BPH: weak.		
	2NT	Natural, a stopper in each major, tell me more.	
		3♣/3♦	Natural, 5+ cards.
		3♥/3♠	Natural, 3-card stopper, singleton other major.
	3♣/3♦	Natural, 4+ cards.	
	3♥/3♠	Six diamonds and five cards in the bid suit.	

While the 2♠ response gets us up there in a hurry, it also tells much about the hand. After a 3-card stopper response to 2NT, opener may raise to game with four cards in the suit. Otherwise, the final strain is expected to be ♣, ♦, or NT.

2NT	✱Balanced game force, unlimited, no 5-card major. Stayman only; responder may be slamming. BPH: 11 HCP, no major.
-----	--

With both minors, opener may use Stayman and then bid clubs.

3♥/3♠	4-4-4-1, short in bid suit, GF. “3-Suiter Game/Slam Continuations” apply.
3NT	Natural, 13-16 HCP, no 4-card major, stoppers in all four suits. (Otherwise, bid 2NT.) Opener’s 4♣ natural and forcing.
4♥/4♠	Natural, but may have some strength.
4NT	Invitational, very maximum hand.

Competition after a One Diamond Opening

Responder assumes opener is 11-13 (and balanced, if possible) unless he hears/knows otherwise.

R1	O2	R2	Transfers over direct double of 1♦ Opening	
Pass	Weak, unlikely to have a major; diamonds unless too weak for 1NT (♣).			
Rdbl	Transfer to hearts: 4+ cards, 0 to invitational.		May have longer minor.	
1♥	Transfer to spades: 4+ cards, 0 to invitational.			
	Same Continuations			
	1♥/1♠	[transfer] would pass a direct 1♥/1♠ response.		
	2♥/2♠	[transfer] would raise a direct 1♥/1♠ response.		
	Other	As over a response in the transfer suit.		
1♠	Transfer to 1NT: balanced hand, no major, 7+ HCP to invitational.			
1NT	Transfer to clubs: 5+ cards, constructive to invitational.			
2♣	Transfer to diamonds: 5+ cards, constructive to invitational.			
Higher	Systems on.			

After an opponent's takeout double, there is no cue bid to show strength. This could be a problem with unbalanced hands, or sorting out stoppers. Therefore, we retain all our usual responses higher than the five transfers.

The 1♦ Opening is Overcalled:

Standard methods apply when the opening is overcalled, adjusted for the 2-card diamond potential. For responder:

- Cue bid shows a limit raise or better, usually six card support.
- A raise to 2♦ is competitive, with at least five card support.
- A major suit at the one level is natural and forcing one round.
- 1NT is natural with a stopper and 8-10 HCP.
- Negative doubles, including after a natural 2♦ overcall.

After a Michaels cue bid of 2♦:

- Double suggests penalties at the 2-level.
- 2♥/2♠ is Unusual over Unusual, cheaper cue has the fourth suit (♣).

After a Michaels cue bid of 2♥:

- Double suggests penalties at the 2-level, with spade length. (?)
- May need to trap pass with hearts. (?)
- 2♥/2♠ is Unusual over Unusual, cheaper cue has the fourth suit (♣).

Interference over the 1NT invitational response:

After 1NT response and interference at the 2-level or 3-level:

- If first action by our side is double, it is takeout, showing shape. All other doubles are penalty.
- Opener's major is 4 cards, unbalanced, reason to bid; 2NT natural & forcing (all bids transfers at natural 2NT in comp); bid their suit asking for stopper; otherwise pass.
- If opener passes, responder's suit is 5+ cards; 2NT natural; pass permitted with 3+ cards in the enemy suit.

Double is penalty at higher levels.

Interference over our game-forcing response:

When we are forced to game, doubles are penalty.

- If 2♠ is doubled, 2NT shows A or K, redouble shows singleton or void.
- If canape transfer is doubled, redouble by either partner offers to play there, transfer shows 3-card support, pass shows 0-2 cards, other bids

unchanged. After pass, responder's bid of target suit shows 5 (instead of 2NT).

Opener's Redouble to run:

Over X (passed around): opener's XX shows \diamond xxx or worse.

Over reopening X: opener's XX shows doubleton \diamond .

Major Suit Openings with Tucker over 1♥

The Tucker system is superior to Flannery and numerous other options, when opener has five hearts and four spades, or six hearts and three spades. The system has two parts, each accounting for about half of the superiority of the Tucker system:

- 1. A 1♠ response to 1♥ usually denies game-forcing values. There is no fourth-suit forcing. Responder must later jump, bid 2NT or bid game with better hands. Opener's 1NT rebid shows exactly 3-card support, and is intended as forcing. Lacking spade support, opener continues as if the 1♠ response were a forcing 1NT.
- 2. A 2♠ response to 1♥ promises a 5-card suit, no minor suit of equal or greater length, and is forcing to game. Lacking spade support, opener bids 2NT on all hands with 0-1 spades. Other bids are descriptive.

Whether or not playing Tucker: Over a 1♥ opening, with four spades and game-going values, responder is expected to bid a minor suit at the two-level (or make a forcing heart raise). When holding four spades, opener must rebid 2♠ over responder's minor suit. This bid does not show extra values; all other rebids deny four spades; responder's subsequent bid of spades does not promise four of them.

1♥/1♠ Opening: 5+ cards, ~10-15 HCP (19+ working Bergen points), might have longer, weak minor. 1NT-forcing, Jacoby 2NT, 4-card limit raise, splinters.					
R1	O2	R2	O3	R3	Description
1♠	[over 1♥] 4+ spades, constructive, seldom game values, no NMF or 4 th suit forcing. <i>Tucker system.</i>				
	1NT	Tucker: <i>semi-forcing</i> with exactly three spades, may have 6 hearts or another suit.			
	Pass	Weak 4=1=4=4 with bad spades.			
	2♣/2♦	Natural, weak, 5+ card suit, four bad spades, singleton or void in hearts			
	2♥	Natural, weak, four spades, doubleton heart			
	2♠	Natural, weak, four good spades or longer			
	2NT	Natural, invitational, only four spades			
	3♣/3♦	Natural, forcing one round, does not promise another bid			
	3♥/3♠	Natural, invitational			
	3NT	Natural, at most 15 HCP, balanced			
	2♣/2♦	May be three cards, as over a forcing 1NT response.			

1NT	Forcing: constructive, or a slow-down raise. By passed hand: semi-forcing.	
2♣/2♦	Game forcing; → opener's repeat of the major is a catch-all. 1♥ opener expected to bid 2♠ with 4. By passed hand: (R) → 2♣ Reverse Drury, Kokish GT. 2♦ natural, 5+ cards, 9-10 HCP, non-forcing.	
2♥	[over 1♠] same as above.	
2♥/2♠	[raise] (R) → semi-constructive raise. Kokish game tries.	
2♠	[over 1♥] Tucker: Forcing to game with five or more spades and no minor of equal or greater length. By passed hand: fit-showing.	
	2NT	All hands with 0-1 spades, tell me more:
	3♣/ 3♦	Natural, 3+ cards, ostensibly aiming at notrump, may be a shorter side suit.
	3♥/ 3♠	Sets trump (3♠: 0-1 loser suit opposite a void). At least some slam interest.
	3♣/3♦	Natural, 3+ cards, exactly 2 spades. Responder's 3♦ is ambiguous, 3♥ or 3♠ sets trump.
	3♥	Natural, 6+ hearts, exactly 2 spades.
	3♠	Natural, 3+ cards, sets trump.
	3NT	Natural, exactly 2=5=3=3, 14+ HCP, 5+ HCP in each minor.
	4♣/4♦	Splinter (0-1 cards, 4+ spades)
	4♥	Picture bid: fine heart suit, doubleton ♠ A/K/Q, no minor suit control
	4♠	Picture bid: great spade support, no minor suit control
2NT	Game forcing raise, 4+ cards, Jacoby: 3-level=short, 4-level=5cards, rebid non-committal, Serious 3NT. By passed hand: same, maximum passed hand.	
3suit	Fit-showing: invitational or slamming.	
4♥/4♠	[raise] May be strong or weak [alert]	

The main problem with Tucker occurs when responder has exactly 4=1=4=4 shape, with bad spades. Since opener's hand is limited, responder is permitted to pass 1NT with this shape.

Alternative Method: A much simpler system is for the response of 1♠ to promise ♠ Q-10-x-x or better, or any five cards. This method produces better results than bidding any 4-card spade suit (without Tucker). Flannery produces better results than this, but Tucker is better still, and no more work.

Neither method is part of SMP.

The Multi-Range 1NT Opening

1NT Opening: 5-4-2-2, long minor common. Systems on over X or 2♣. Not vulnerable: 10+-13 balanced (any 10 3 rd seat), denies a 5-card major. Vulnerable: 14-16 (15-17 in 3 rd or 4 th seat), 5-card major common if 16.					
R1	O2	R2	O3	R3	Description
(X)	If they double, pass forces a redouble, with D.O.N.T. runouts. Redouble relays to 2♣, pass or correct (long minor).				
2♣	Stayman, invitational or better unless short clubs or after a double; subsequent minor suit forcing. Delayed Texas transfer over 2♦ response, when 6-4 or 4-6. → 3 of other major sets trump.				
2♦/2♥	Jacoby transfer. Responder may self-splinter or 4NT natural; 3 of other major sets trump for slam. → Transfer to a major and then bidding a major promises at least 5-5 (use Stayman with 5-4); NO Smolen. 1NT-2♦; 2♥-2♠ is invitational. 1NT-2♥; 2♠-3♥ is GF, possible slam interest.				
2♠	Transfer to ♣ (post-accept = gap denies). Only clubs, or 5-5 minors...				
	2NT	Refuses possible invitation.			
	3♣	Accepts possible invitation.			
2NT	Transfer to ♦ (post-accept). May have only diamonds, or 5-5 minors, weak (pass)...				
	3♣	Refuses possible invitation.			
	3♦	Accepts possible invitation.			
3♣	→ Puppet Stayman with 0 or 1 four card major. These responses only:				
	3♦	Denies a five card major, may or may not have four card major.			
		3♥/3♠	Four cards in the other major.		
		3♥/3♠	Five card major.		
3♦	→ 5-5 minors forcing				
3♥/3♠	→ 3 cards in bid major, 5-4 minors				
3NT	To play				
4♣	Gerber				
4♦/4♥	Texas. 4NT next asks for key cards.				

Competition after a One No Trump Opening

- Systems on over 2♣ or non-penalty double; over penalty double, lower of non-touching suits. Lebensohl, fast denies.
- Redouble forces 2♣ to sign off in a long minor.
- Pass forces a redouble: then responder bids suits up the line, but lower of non-touching suits if double was penalty.

Systems are off when we double their 1NT for penalty or reopen with 1NT.

The Two Club Opening

2♣ Opening: 6+ clubs, ~10-15 HCP (19+ working Bergen points), side suit OK.					
R1	O2	R2	O3	R3	Description
2♦	→ All-purpose artificial inquiry with at least some game interest:				
	2♥	→ Hand contains unspecified 4-card major.			
		2♠	Asks for the major:		
			2NT	Hearts, non max (~10-13). 3♥ invitational, 3♠ forcing raise.	
			3♣	Spades, non max (~10-13). 3♥ forcing raise, 3♠ invitational.	
			3♦	Hearts, maximum (~14-15), game forcing. 3♥ = forcing raise.	
			3♥	Spades, maximum (~14-15), game forcing. 3♠ = forcing raise.	
		2NT/3♣	Natural, invitational, no interest in the major.		
		3♦	Slam try in ♣: opener bids short suit, 3NT = none, 4♣ = ♦.		
	2♠	→ Medium or maximum hand (~12-15), no 4-card major.			
		2NT	→ Asks: 3♣=medium (~12-13); 3NT or stiff/void with maximum (~14-15).		
		3♣	Play here (no game without major suit fit).		
		3♦	Slam try in ♣: opener bids short suit, 3NT = none, 4♣ = ♦.		
		3♥/3♠	5 cards exactly, game force.		
	2NT	→ Maximum hand (~14-15) with both majors stopped.			
		3♦	Slam try in ♣: opener bids short suit, 3NT = none, 4♣ = ♦.		
		3♥/3♠	5 cards exactly, game force.		
	3♣	→ Very minimum hand (~10-11) with a mediocre suit.			
		3♦	Slam try in ♣: opener bids short suit, 3NT = none, 4♣ = ♦.		
		3♥/3♠	5 cards exactly, game force.		
	3♦-3♠	Side 5-card suit (possibly 4 diamonds with a max).			
2♥/ 2♠	Natural, 5+ cards, 8-11 HCP, not forcing (alert). Opener always bids with 0-1 cards in the major.				
2NT	→ Puppet to 3♣ (required).				
		Pass	Preemptive raise - play here.		
		3♦	5-5 majors, game force.		
		3♥/ 3♠	5-5 diamonds and bid major, game force.		
3♣/	→ Transfer invitation or better: 6+ cards in suit above.				

3♦/ 3♥	Opener declines by completing the transfer, or accepts by bidding naturally.
3♠	→ 6 spades and 4 hearts, game force.
4♣	Preemptive, usually 4-card support. Opener may further the preempt with a distributional hand.
4♦	<i>Crosswood (RKC clubs). Also applies after other bidding.</i>
3NT/4♥/4♠/5♣/5♦	To play, may have values.

Competition after a Two Club Opening

- Systems off over a double; redouble is strong and suggests penalties.
- Negative doubles; takeout doubles by opener.
- Responder's new suit at the 2-level is forcing one round.
- Club raises are to play.
- Responder's new suit at the 3-level is forcing to game.

The Two Diamond Opening

2♦ Opening: 11-15 HCP, exactly 4=4=1=4, 4=4=0=5, 3=4=1=5, or 4=3=1=5.					
R1	O2	R2	O3	R3	Description
Pass	[RHO passes or doubles] play here!				
Redouble	Asks for the better major.				
2♥	To play: pass, or (unless 2♦ is doubled) correct to 2♠ with 4=3=1=5.				
2♠/3♣	To play.				
2NT	→ Asks for strength and 3-card major (may pass, if wrong answer, will go if right answer):				
	3♣	→ Minimum.			
		3♦	Asks:		
			3♥	Three hearts (4=3=1=5).	
			3♠	Three spades (3=4=1=5).	
			3NT	Two 4-card majors (4=4=1=4 or 4=4=0=5).	
	3♦	→ Maximum, two 4-card majors (4=4=1=4 or 4=4=0=5).			
	3♥	→ Maximum, three hearts (4=3=1=5).			
	3♠	→ Maximum, three spades (3=4=1=5).			
	(3) → After the 2NT inquiries, “3-Suiter Game/Slam Continuations” apply.				
	3♦/4♣	→ Natural, invitational.			
3♥/3♠	→ Mixed raise, 5 trumps and 7-9 HCP.				
4♥/4♠/5♣	To play.				

Competition after a Two Diamond Opening

- All doubles are penalty.
- 2NT, if available, is the asking bid.
- A simple bid of one of opener’s suits is to play; a jump is a mixed raise.
- Over double of 2♦: redouble for better major; pass to play diamonds!

Higher Opening Bids

O1	R1	Description
2♥/2♠		Weak: in first or second seat, promises two of top three honors or AJTxxx; 2NT asks for feature with a max.
2NT		20-21 balanced (may have a 5-card major).
	3♣	Stayman.
	3♦/3♥	Transfer (3♥/3♠). Responder's new suit shows at least 5-4. 5-5 majors: Transfer to spades and then 4♥ gives choice of games; transfer to hearts and 3♠ shows slam interest.
	3♠	Relay to 3NT: 4♣/4♦ = Crosswood for other minor, 4♥/4♠ = short with 5-5 minors, 4NT = 2=2=5-4.
	3NT	To play.
	4♣	Gerber.
	4♦/4♥	Texas transfer (4♥/4♠). 4NT by either is RKC.
	4NT	Natural slam invitation, accept by bidding suits up the line.
	5NT	Natural, forcing, grand slam invitation, accept by bidding suits up the line, or bid 6NT.
3suit		Weak, rule of 2-3-4.
3NT		NAMYATS: pre-empt to four of unspecified minor. Clubs=pass/correct. 4♦ asks for singleton (4NT=minor).
4♣/4♦		NAMYATS: strong distributional pre-empt to 4♥/4♠ (8.5 to 9 tricks, likely high cards to open 1♥/1♠).

Competition – General

- An immediate cue bid promises support for partner's suit (possibly a major presumed from a negative double), as well as game interest.
- → Jump cue bid at the 3-level is a constructive 4-card raise of partner's major suit (a mixed raise).
- When one suit is in doubt, a bid of that suit asks for a stopper (or a partial stopper, as a last resort).
- When two suits are in doubt, the bid of one shows values in that suit, and asks about the other.
- → A direct overcall in responder's major suit is natural (alert!). If they do this to us, double is negative.
- → A jump overcall in opener's minor suit is natural and pre-emptive. If they do this to us, double is negative.
- → Leaping Michaels over weak $2\Diamond - 3\clubsuit$, Precision $2\clubsuit$, and $1M - 2M$.
- Double of cue bid by bidder of long suit says suit is weak, suggests leading something else. Double of 3NT says to lead, in order, (1) your suit, (2) my suit, (3) dummy's first bid suit, or (4) a \heartsuit over $1NT - 3NT$.

Appendix

Notation and Definitions

- A distribution of suits where a dash (-) separates suit lengths applies to suits in any order, e.g. 4-4-4-1 means any singleton.
- = A distribution of suits where an equal sign (=) separates suit lengths applies to suits in a specific order, e.g. 4=4=4=1 means a singleton *club*, with suits in the order spades, hearts, diamonds, clubs.
- () Parentheses may be used to contain part of a distribution. For example, 1=4=(5-3) means one spade, four hearts and 5-3 in the minors, either way.
- ~ The tilde (~) is used as shorthand for “about.”

Bergen The number of Bergen points in a hand is the number of high card points plus the lengths of the two longest suits. We use *working Bergen Points* to decide whether or not to open the bidding on an unbalanced hand. This method counts mostly HCP in long suits. Examples:

- ♠ A9632 ♥ KQT65 ♦ 82 ♣ 5 [a solid 19 = opening 1♠ bid]
- ♠ T9632 ♥ KQT65 ♦ A2 ♣ 5 [about 17 = Pass]
- ♠ Q9632 ♥ KJT6 ♦ 852 ♣ A [17+ (A = 2-3), pass this stinker]

BPH By passed hand.

GF Game-forcing.

HCP High card points (A=4, K=3, Q=2, J=1).

m The lower case m is used to indicate either minor, or the first minor bid.

M The capital M is used to indicate either major, or the first major bid.

NDGT Nondescript Game Try.

NF Non-forcing

NV Not vulnerable.

oM The other major, an occasionally necessary notation that I dislike.

SMP Standard Modern Precision, as described by Daniel Neill (see below).

SSGT Short Suit Game Try.

Vul Vulnerable.

Use Acrobat Reader for Printing

The default for PDF on Windows 10 is the Edge browser, which cannot print this document correctly. Use Acrobat Reader with Fit or Multiple/2/Horizontal options – see Media J at <http://3nt.xyz/about.htm#PubNotes>.

References

Standard Modern Precision, Second Edition, Daniel Neill, © 2017, an Honors eBook by Masterpoint Press. Includes many descriptions and examples, plus the SMP one diamond system, which is not presented here.

Major Suit Game Tries and Raises at Bridge, Pete Matthews Jr., © September 30, 2017. <http://3nt.xyz/bridge/articles/GameTries.pdf>. This is a draft, with an official edition being developed.

Flannery and Major Nightmare Solutions at Bridge, Pete Matthews Jr, © November 6, 2011. The source for information about **Tucker**.
http://3nt.xyz/bridge/articles/Flannery_Nightmare.pdf

Roman Keycard Blackwood, Delayed Kickback and Crosswood, Pete Matthews Jr, © July 8, 2017. <http://3nt.xyz/bridge/articles/Crosswood.pdf>

Topics for Further Discussion

1. We should switch to modified Kokish game tries (the next step becomes a nondescript game try), as described in the text. Make a game try with six losers & accept with three winners (with five losers, opener jumps to game).
2. Tucker over a 1♥ opening is substantially better than Flannery 2♦, even if we had a 2♦ bid available. However, it does not come up very often, and it may not be worth the effort to play it. See the simple alternative in the text.
3. The 1♦ system is the heart of Imprecision. It is fun to play and not much harder than the SMP 1♦ system. It is not clear that our system 1♦ is better or worse than SMP. Still, it might be better if we reverted to SMP, despite all the work we have put into Imprecision.
4. With 17 balanced, we bid against the field; fixable if 1NT always strong.