

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
PRECISION CLUB
1♣=17+ HCP bal/15+ HCP unbal, mostly NAT responses
1♦=0+♦, 10-15 HCP
5-card M, 10-15 HCP
1NT=14(13)-16 HCP, can be quasi-balanced (SGL honour, 5th M, 6th m, 5422)
2/1=FG, 1♦/M-2♣ can be BAL FG; in comp bidding usually NF if NAT
light openings and overcalls, use of transfers in competitive sequences
generally aggressive style, upgrades by judgement, HCP are only guidelines
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣=17+ HCP bal/15+ HCP unbal
1♦=0+♦, 10-15 HCP
2♣=6+♣/5+♣ 4M, 10-15 HCP
2♦=MULTI, 6(5) M, 3-10 HCP 1st/2nd; 44+ MM, less than 12 HCP 3rd/4th seat
2♥=44+ MM, 3-10 HCP 1st/2nd; 6(5)♥, less than 12 HCP 3rd/4th seat
2♠=5♠ 4+m 3-10 HCP 1st/2nd; 6(5)♠, less than 12 HCP 3rd/4th seat
3X=RANDOM PRE 6+, 3-10 HCP, could be very weak based on VUL
3N=strong 7+ M, 8-8 1/2 tricks 1st/2nd seat; to play 3rd/4th seat
4x=PRE, 7+ cards, vul dependent, usually WK but random 3rd seat
4N=65+ minors, PRE
1♦/M-2♣=2+, FG
SPECIAL FORCING PASS SEQUENCES
In FG and strong sequences: 4- lvl=good hand, 5+ lvl=1st/2nd control
1♣(4x+)-pass is F to DBL; pass/double inversion in some sequences
Pass and pull is strong
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
LEB, 2N usually not NAT in competitive bidding
PSYCHICS: Rare, usually in bids w/o points

[illegible]