

Responses and Rebids When Your Partner Makes a Precision 1♥ or 1♠ Opening Bid

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This is our seventh article on the Precision Club Bidding System. In this article, we will discuss some suggestions for bidding after your partner opens the Precision 1♥ or 1♠. The key thing to remember about partner's opening bid is that it is limited to a maximum of 15 HCP. With this knowledge, you should be able to determine whether, between your two hands, you have sufficient point count to bid a game or slam.

Of course, there will be times when the distribution of cards in your combined hands will yield a game or slam with fewer high card points than many pundits will tell you are needed to insure those contracts. In this article, we will also mention some of the methods you can use to explore for distributional contracts that will make with minimal high card strength.

Your bids when the right hand opponent does not intervene with a bid over partner's 1♥ or 1♠ opening bid

For the first part of this discussion, assume that your *RHO does not intervene over your partner's 1♥ or 1♠*. Here is a summary of *our* basic responding bids [note that if you prefer you can continue to utilize bidding methods that you have already adopted with your current bidding systems]:

Summary of bidding after partner opens with 1♥ or 1♠ and RHO does not intervene		
Your Bid	Your Distribution	Your HCP
1♠ over 1♥	At least 4 spades and probably fewer than 3 hearts	5 to 15 HCP
1NT over either 1♥ or 1♠ [Note: this is a forcing bid and the opener must announce "forcing"]	Any [3 or fewer spades over partner's 1♥, otherwise bid 1♠]	6 to 15 HCP [note: occasionally, you will have more than 15 HCP – see the discussion below]
2♣ or 2♦	At least a 5-card suit	8 to 15 HCP
Single raise of partner's opening bid	At least 3-card support for partner's opening suit	6 HCP to a weak (mostly jacks and queens) 11 HCP
Jump raise of partner's opening bid	At least 3-card support for partner's opening suit	11 to 13 HCP [note: you could count distributional points for this bid where a doubleton = 1 point, a singleton = 2 points, and a void = 3 points; but, don't count distribution points for a doubleton or singleton K, Q, or J]
Jump to 2NT	Balanced hand – at least two	16+ HCP

Summary of bidding after partner opens with 1♥ or 1♠ and RHO does not intervene

Your Bid	Your Distribution	Your HCP
	cards in each suit (opener must alert this bid)	
Jump-shift (e.g., 2♠ over 1♥, 3♥ over 1♠, and so on)	At least a five-card suit of your own	16+ HCP
Jump to 3NT	Balanced hand with 4-card support for opener's suit (or very good 3-card support; i.e., two honors) – (opener must alert this bid)	14 or 15 HCP
Jump to 3♠ over 1♥, 4♥ over 1♠, or 4♣/4♦ over either 1♥ or 1♠	This is a splinter bid promising a singleton or void in the suit you bid and at least 3-card (preferably 4+) support for opener's suit	11-15 HCP

Let's look at each item on the summary table presented above.

Bidding 1♠ over 1♥

The first thing we want to remember is that one of the objectives of Matchpoint Precision is to find at least an 8-card fit in a major suit. So, with four-spades, we will often bid 1♠ over 1♥ hoping that the opener has 4-spades in addition to the 5+ hearts her opening 1♥ announced. Experience shows that oftentimes it is better to play in a 4-4 major card fit rather than playing in a 5-3 major card fit. If you do find a 4-4 major suit fit and there is a 5-3 or 5-2 fit in the other major suit, you can occasionally use the extra cards in the 5-card suit for pitching losers. This is the reason we will bid a 4-card spade suit over partner's 1♥ opening bid [hoping that opener also has a 4-card or longer spade suit].

What opener does after your 1♠ overcall depends upon her hand and your partnership agreements. If opener does not have 4♠, she could rebid her suit with six or more hearts, bid NT to show stoppers in the minor suits (she will assume that you have a spade stopper which may or may not be true), bid her better minor, and so on. Also, there are many “gadgets” that you might have adopted to play in this situation.

Keep in mind that there will be exceptions when the 4-4 fit doesn't do as well as a 5-3 fit – especially when you get a 4-1 or 5-0 break in trumps. But, even a bad break like this can often be overcome with skillful declarer play. [If you haven't done so already, pick-up a book on declarer play – it will be worth the money you invest if you really want to improve your game.¹]

Bidding 1NT over either 1♥ or 1♠

The bid of 1NT after partner opens with 1♥ or 1♠ is forcing to partner (assuming that

¹ Here are a couple of suggested declarer play books. *How to Play a Bridge Hand*, William S. Root and *Watson's Play of the Hand at Bridge*, Louis H. Watson. Both of these books are available at www.amazon.com.

your LHO passes the 1NT bid). As such, it must be announced to the opponents. What we are attempting to do with this forcing bid is to have opener further describe her hand to us. If your LHO passes, partner can make the bids shown below to describe her hand.

Opener's Response to 1NT over her opening 1♥ or 1♠	
Response	Meaning
2♣ or 2♦	Partner is bidding her better minor to show you a minimum 11–13 HCP and only five-cards in her opening major suit. (Note: her better minor could be less than four-cards in length (even as few as two) and she could still have a four-card spade suit if she opened 1♥ – see “2♣ after a 1♥ opening,” below)
2♥ after a 1♥ opening or 2♠ after a 1♠ opening	Partner has at least six-cards in her major suit and a minimum 11-13 HCP.
2♠ after a 1♥ opening	Partner has at least four-spades and 14-15 HCP. (Note: she could have equal length in hearts and spades or could be 6-5, 7-5, or 7-6 in hearts and spades.)
2NT	Opener has 14-15 HCP, five-cards in her original bid suit, and a balanced hand. If she originally opened 1♥, she does not have a four-card spade suit.
3♣ or 3♦	Opener has 14-15 HCP, five-cards in her original bid suit, and an unbalanced hand. If she originally opened 1♥, she does not have a four-card spade suit.
3♥ after a 1♥ opening or 3♠ after a 1♠ opening	Partner has at least six-cards in her major suit and 14-15 HCP.

When you play this forcing NT bid with the 6-15 HCP range, potentially you are going to cause some trouble for opponents who might want to intervene at the two-level. They will be taking a chance and risking the possibility of getting themselves into a doubled contract that goes set and gives you more points than you would have earned by making a part-score or game contract of your own.

Bidding 2♣ or 2♦ over either 1♥ or 1♠

When you bid 2♣ or 2♦ over partner's opening major suit bid, you promise at least 5 cards in your minor suit and 8-15 HCP. After this bid, use your usual bidding methods in an attempt to find the optimum contract.

Single raise over either 1♥ or 1♠

The single raise of partner's opening major bid shows six to a “weak” eleven HCP and at least three-card support for the major suit. Opener must now decide whether to force the bidding in an attempt to reach a marginal game contract, pass your raise, or make some kind of pre-emptive bid to keep the opponents out of the auction. We play 1-2-3 in hearts or spades as non-forcing and pre-emptive [we alert the 3-bid and explain that it is “non-forcing” if the opponents ask for an explanation].

If opener has a strong distributional hand, after your single raise, she could force the bidding to at least the three-level in her suit by bidding another suit. We have chosen to use a

“short-suit game try” in this situation [this bid should be alerted and, if opponents request, described as follows: the new suit bid shows shortness, describes opener's hand as a distributional maximum 14-15 HCP, and she has an interest in game].

As responder, after partner's short suit game try, you need to decide whether you hand is sufficient to bid game or merely rebid three of the major suit. If you have minimum HCP with “flat” distribution, you will probably bid three in partner's major. Also, if your HCP are concentrated in partner's short suit, game is usually “not in the cards” – bid three of partner's suit.

Jump raise of partner's opening bid

A jump raise of partner's opening major-suit bid shows at least three-card support and a good 11 to 13 HCP (counting distributional points). The jump raise invites partner to bid game. She must decide whether to pass, bid game, or even try for a slam² with the knowledge that between your two hands, you only have a maximum of 28 HCP.

Jump to 2NT

After partner opens one of a major, your jump to 2NT shows that you hold a balanced hand with 16+ HCP. This bid is forcing to at least game.

Occasionally, you will have a 16+ HCP hand that contains three 4-card suits and a singleton. Our experience is that this is usually not a good hand with which to make the 2NT bid. And, you don't have a 5+ card suit required to make a jump-shift over partner's opening bid (see below). Instead, I suggest that you consider making a forcing 1NT bid with the intention of taking control of the hand to insure that you reach the optimum final contract. After opener, responds to your 1NT bid, you should have a pretty good picture of what you need to do.

Jump-shift

A jump-shift bid over opener's major-suit bid shows a minimum of 16 HCP and at least five-cards in the suit you bid. This bid is also forcing to at least game.

Jump to 3NT

The 3NT bid after partner opens one of a major shows specifically 14-15 HCP, at least four-card support for her major-suit, and a balanced hand (at least two-cards in each of the other suits). Opener needs to decide whether to pass, bid game in the major-suit, or explore for a slam.

Jump to 3♠ over 1♥, 4♥ over 1♠, or 4♣/4♦ over either 1♥ or 1♠

We use these splinter bids to show partner that we have a void or singleton in the bid

² We use a new suit after the jump bid as a cue-bid showing either an ace or king. This is a form of “Ace-and-King (Italian) Cuebidding” that is useful when you want to explore for a slam without getting beyond the game level. See the book *25 More Bridge Conventions You Should Know*, Barbara Seagram & David Bird, Masterpoint Press, 2003 – [available at www.amazon.com].

suit, 11-13 HCP, and at least three-card support for her major-suit. Opener will either bid game or begin exploring to determine whether a slam should be bid.

Try the following three quizzes using the bids presented above. The answers for each quiz are at the end of this article.

For the first quiz, assume that your partner has opened 1♥ and that the opponents do not bid.

QUIZ #1 *Bidding after partner opens 1♥ (when your RHO does not intervene). What bids should you make with the following hands using the methods described above?*

- 1) ♠ Q 2 ♥ K J 3 2 ♦ J 8 4 ♣ K 9 7 6
- 2) ♠ A 10 8 6 4 ♥ Q J 8 ♦ J 4 ♣ K 10 6
- 3) ♠ Q J 3 2 ♥ K 8 ♦ Q 9 4 ♣ 10 7 6 3
- 4) ♠ 7 4 3 ♥ J 2 ♦ A K 10 6 ♣ Q 10 7 5
- 5) ♠ K 9 8 3 ♥ 4 ♦ J 10 7 5 ♣ K 9 6 2
- 6) ♠ 7 ♥ 7 6 5 4 2 ♦ Q 10 ♣ J 7 6 5 4

For the next quiz, assume that your partner has opened 1♠ and that the opponents do not bid.

QUIZ #2 *Bidding after partner opens 1♠ (when your RHO does not intervene). What bids should you make with the following hands using the methods described above?*

- 1) ♠ Q 2 ♥ K J 3 2 ♦ J 8 4 ♣ K 9 7 6
- 2) ♠ A 10 8 6 4 ♥ Q J 8 ♦ J 4 ♣ K 10 6
- 3) ♠ Q J 3 2 ♥ K 8 ♦ Q 9 4 ♣ 10 7 6 3
- 4) ♠ J 4 ♥ A K Q J 3 2 ♦ 10 6 ♣ 10 7 5
- 5) ♠ K 9 8 3 ♥ 4 ♦ A 10 7 5 ♣ A 9 6 2
- 6) ♠ A J 8 3 ♥ K J 4 ♦ Q 8 ♣ A 7 4

For the next quiz, assume that you have opened 1♠ and that your partner bid 1NT in response. Also assume that the the opponents do not bid.

QUIZ #3 *Bidding after you open 1♠ and partner responds 1NT (your opponents do not intervene). What bids should you make with the following hands?*

- 1) ♠ K Q J 8 2 ♥ Q 3 2 ♦ 4 ♣ K 9 7 6
- 2) ♠ A J 10 8 6 4 ♥ Q J ♦ J 4 ♣ K 10 6
- 3) ♠ Q J 6 3 2 ♥ K 8 ♦ Q 9 4 ♣ A K 3
- 4) ♠ A K Q J 10 4 ♥ J 3 2 ♦ A ♣ 10 7 5
- 5) ♠ K 9 8 3 2 ♥ 4 ♦ A 10 7 5 ♣ A 9 6
- 6) ♠ A Q J 8 3 ♥ K J 9 7 4 ♦ 8 ♣ Q 7

Your bids when the right hand opponent does intervene with a bid over partner's 1♥ or 1♠ opening bid

The great thing about Precision Club bidding, unlike many other bidding systems, is that, after partner's opening 1♥ or 1♠, you know the minimum and maximum HCP held by your partner. So, you should be able to reach some good partnership agreements about how you can handle interference from the opponents.

What I am going to present here is a simple discussion about how my partner and I try to handle RHO's interference. If you and your partner(s) already have agreements about handling interference, determine whether the methods you currently use can be adapted if you choose to play the Precision 1♥ and 1♠ opening bids.

Over RHO's takeout double

Our bidding after RHO makes a takeout double is pretty simple. If we have 10+ HCP, we redouble. A single-raise of partner's opening bid shows at least three-card support and 6-9 HCP.

Depending upon vulnerability, with less than 7 HCP, a distributional hand (at least one or more singletons or doubletons), and at least four to five-card support of partner's opening suit, we make either a double-raise (unfavorable or equal vulnerability) or jump to game (favorable vulnerability – opponents are vulnerable and we are not). The Idea here is to jam to opponents auction and force them to make a decision about whether to compete at the three or four level.

With at least 7 or more cards in our own suit and less than 10 HCP, we make a weak jump-shift. This, of course, depends upon the quality of our suit (must have our HCP concentrated in the suit) and the vulnerability.

After RHO's suit overcall of partner's opening bid with a real suit of her own (i.e., not a conventional bid)

When RHO makes a suit bid over partner's opening 1♥ or 1♠, One of our options is to use a "Hi-Lo" negative double scheme to communicate with partner. We play this negative double up to the level of three spades.

The essence of the "Hi-Lo" negative double is that a double of RHO's bid shows the possibility of two kinds of hands. With an opening hand of your own (11-15 HCP), you can have any type of distribution – this is the "Hi" part of the negative double. With 6-10 HCP, you must have at least 4-4 distribution in the unbid suits – this is the "Lo" part of the negative double.

If we have a distributional hand, 6-10 HCP, and at least a five-card suit of our own, we bid that suit. Note that before making a bid, we do take into consideration the level at which we would need to bid our suit. That is, we would need fewer HCP to bid our suit at the one-level (as low as 6 HCP if the points are concentrated in our long suit).

Our preference is to have at least two more HCP for each higher level where we need to make our bid. For example, if we need to bid at the two-level, we would normally require 7-9 HCP to bid our own long suit and 9-10 HCP at the three-level. These HCP requirements could be shaded when our suit exceeds 6-cards in length and/or with favorable vulnerability.

There are several other possible hands that haven't yet been covered here. When we have a hand that contains at least 16 HCP, we cue bid the suit in which the opponent overcalled. [For example: after 1♥-1♠, our bid is 2♠.]

Then, there are the hands where we have support for partner's opening suit. For these types of hands, we use a structure similar to what was explained above for situations where RHO did not overcall. That is, a single-raise of opener's suit, shows at least three-card support and 6 to a "weak" 11 HCP while a double-raise shows at least three-card support and 11-13 points (counting distribution).

There are two types of hands where we might pass. The most obvious is where we don't have enough HCP or support in partner's suit to make a call. The other is where we have length in RHO's suit, decent HCP and we want to penalize RHO for the overcall – we are making a "trap pass" hoping partner doubles RHO and that we set the contract. Because of the possibility that we have the second type of hand, it almost a requirement of negative double systems that partner reopen the bidding with a double if RHO's bid gets passed to her.

For example, if the bidding goes 1♥-1♠-pass-pass, partner must make the decision whether to double the 1♠ bid. She needs to look at her hand and try to determine whether you have passed with the hope of penalizing your RHO. If she has length in the spade suit, she should find it easy to pass because it is unlikely that we both hold length in RHO's spade suit.

However, with shortness in RHO's bid suit, she needs to consider vulnerability. If we are vulnerable and opponents are not, it is unlikely that our pass is asking her to reopen with

a double. When partner has few of RHO's spades and we have equal or favorable vulnerability, this is the time she should reopen the bidding with a double.

Note that you can always pull the double if you are not making a trap pass. Occasionally, you do get in trouble with the reopening double (i.e., opponents make their contract or we could have bid and made a game). But, more frequently, you get a decent result if the opponents choose to play the doubled contract.

Other RHO overcalls

RHO may make a NT overcall of partner's opening 1♥ or 1♠. What you do will depend upon the meaning of that NT overcall. Usually, a 1NT overcall is strong (in the 15-18 HCP range). Most of the time when this occurs, you are forced to pass because your hand has few values. You should discuss with your partner what to do in the rare cases where you have support and/or values that might help you compete in partner's bid suit or set RHO's 1NT bid.

Other RHO bids may be conventional. Unfortunately, it is beyond the scope of this article to discuss the many conventions opponents might use and the defenses you could employ against them.

If you decide to try some of the bidding methods we have discussed above, here is a quiz to test you on the concepts after RHO overcalls your partner's 1♠ bid.

QUIZ #4 *Bidding after partner opens 1♠ (and your RHO intervenes with a 2♦ bid). What bids should you make with the following hands using the methods described above?*

- 1) ♠ 7 2 ♥ K J 3 2 ♦ Q 8 4 ♣ K 9 7 6
- 2) ♠ Q J 8 ♥ A 10 8 6 4 ♦ K 4 ♣ J 10 6
- 3) ♠ Q J 3 2 ♥ K 8 ♦ Q 9 4 ♣ 10 7 6 3
- 4) ♠ 7 4 3 ♥ J 2 ♦ A K 10 6 ♣ Q 10 7 5
- 5) ♠ K 9 8 7 5 3 ♥ 4 ♦ J 10 ♣ K 9 6 2
- 6) ♠ 7 ♥ 7 6 5 4 2 ♦ Q 10 7 6 5 4 ♣ J

The answers to this article's quizzes begin on the next page.

Answers to Quiz #1:

In this quiz, partner opens 1♥ and RHO passes, what bids do you make with the following hands?

- 1) ♠ Q 2 ♥ K J 3 2 ♦ J 8 4 ♣ K 9 7 6

You have very good support for partner's hearts and 10 HCP. Bid 2♥.

- 2) ♠ A 10 8 6 4 ♥ Q J 8 ♦ J 4 ♣ K 10 6

This hand gives you several interesting choices. First, with a five-card spade suit and 11 HCP, you could bid 1♠. Obviously, with two honors and three-card support for partner's hearts and the 11 HCP, you could jump to 3♥. Finally, you could bid a forcing 1NT to see what kind of distribution and point count partner shows you with her rebid [there are a lot of possible final contracts with this hand]. My choice would be the 1NT bid with the intention to reach a game contract depending upon partner's rebid.

- 3) ♠ Q J 3 2 ♥ K 8 ♦ Q 9 4 ♣ 10 7 6 3

Bid 1♠, you can probably afford to reach the two-heart level with your doubleton king in that suit. And, if partner has a four-card spade suit, 2♠ is a reasonable contract.

- 4) ♠ 7 4 3 ♥ J 2 ♦ A K 10 6 ♣ Q 10 7 5

Bid a forcing 1NT. If partner responds in her better minor at the two-level, you will then need to choose whether to leave her there or to bid 2♥. If she rebids 2♥ over your 1NT showing you at least six-hearts and 11-13 HCP, you have an easy pass. If she bids 2♠ over your 1NT showing at least four-spades and 14-15 HCP, 2NT sounds like a reasonable final contract. She could also bid 2NT showing a balanced hand and 14-15 HCP (this will require you to make a decision whether to pass or bid 3♥ forcing partner to play in a 5-2 fit). If partner bids a minor at the three-level over your 1NT, you are once again faced with the decision whether to leave her there or to place the contract at 3♥. Finally, she could bid 3♥ over your 1NT showing at least six-hearts and 14-15 HCP. Now, you need to decide whether to play there or raise her to 4♥. Most of the decisions you need to make here will depend upon your confidence in partner's declarer play, the skill level of your opponents, and/or the vulnerability.

- 5) ♠ K 9 8 3 ♥ 4 ♦ J 10 7 5 ♣ K 9 6 2

With this hand, your choices are to bid 1♠, bid a forcing 1NT, or pass. This is the type of hand where partner invariably rebids her hearts (it seems to happen all of the time when you have a singleton like this hand). My choice would be to pass and see whether the opponents want to take a chance with one of the other three suits.

- 6) ♠ 7 ♥ 7 6 5 4 2 ♦ Q 10 ♣ J 7 6 5 4

Once again, you seem to have two good choices with this hand. You could bid 4♥, bid

2♥, or pass. The 4♥ bid is pre-emptive and puts pressure on your LHO to bid or double – I prefer this bid with favorable vulnerability. Even though you do not have the requisite 6 to poor 11 HCP, the 2♥ bid is mildly pre-emptive and useful against timid opponents or when you have unfavorable vulnerability. In addition to the 2♥ or 4♥ bids, you could pass – this is a choice for timid players.

Answers to Quiz #2:

In this quiz partner opens 1♠ and RHO passes, what bids do you make with the following hands?

- 1) ♠ Q 2 ♥ K J 3 2 ♦ J 8 4 ♣ K 9 7 6

Make a forcing 1NT bid. If partner bids her better minor at the two-level, you can leave her there or elect to bid 2♠ and put her in a 5-2 fit. If she bids 2♥, you can pass knowing that you have at least a 4-4 fit. If she shows a 14-15 HCP with a 2NT or a three-level bid, you have similar choices.

- 2) ♠ A 10 8 6 4 ♥ Q J 8 ♦ J 4 ♣ K 10 6

A jump raise to 3♠ will tell partner that you have spade support and 11-13 points including distribution.

- 3) ♠ Q J 3 2 ♥ K 8 ♦ Q 9 4 ♣ 10 7 6 3

With this hand, 2♠ tells partner that you have spade support and 6-10 HCP.

- 4) ♠ J 4 ♥ A K Q J 3 2 ♦ 10 6 ♣ 10 7 5

Make a forcing 1NT bid. After partner tells you more about her hand, you will have a good idea where to be with your final contact.

- 5) ♠ K 9 8 3 ♥ 4 ♦ A 10 7 5 ♣ A 9 6 2

Make a splinter bid of 4♥. Alternatively, you could consider a jump to 4♠.

- 6) ♠ A J 8 3 ♥ K J 4 ♦ Q 8 ♣ A 7 4

A bid of 3NT will tell partner about your good spade support and 14-15 HCP.

Answers to Quiz #3:

In this quiz you open 1♠ and partner responds 1NT. Your opponents do not intervene, what bids do you make with the following hands?

- 1) ♠ K Q J 8 2 ♥ Q 3 2 ♦ 4 ♣ K 9 7 6

Bid 2♣ to show partner your better minor suit, that you have only five-spades, and 11-13 HCP.

- 2) ♠ A J 10 8 6 4 ♥ Q J ♦ J 4 ♣ K 10 6

Bid 2♠ to show partner you have at least six-spades and 11-13 HCP.

3) ♠ Q J 6 3 2 ♥ K 8 ♦ Q 9 4 ♣ A K 3

Bid 2NT to show partner you have only five-spades and a balanced (no voids or singletons) 14-15 HCP.

4) ♠ A K Q J 10 4 ♥ J 3 2 ♦ A ♣ 10 7 5

Bid 3♠ to show partner you have at least six-spades and 14-15 HCP.

5) ♠ K 9 8 3 2 ♥ 4 ♦ A 10 7 5 ♣ A 9 6

Bid 2♦ to show partner you have only five-spades, 11-13 HCP, and that this is your better minor suit.

6) ♠ A Q J 8 3 ♥ K J 9 7 4 ♦ 8 ♣ Q 7

Bid 2♥ to show partner that you have only five-spades, at least four-hearts, and 11-13 HCP.

Answers to Quiz #4:

In this quiz, your partner opened 1♠ and RHO overcalled 2♦. What is your bid after the overcall?

1) ♠ 7 2 ♥ K J 3 2 ♦ Q 8 4 ♣ K 9 7 6

Double RHO's bid. This hand qualifies for the "Lo" part of a Hi-Lo negative double – you have 6-10 HCP and at least four cards in the unbid suits (hearts and clubs).

2) ♠ Q J 8 ♥ A 10 8 6 4 ♦ K 4 ♣ J 10 6

You have a choice with this hand. You could bid the "Hi" part of the Hi-Lo negative double with your five-card heart suit and 11-15 HCP. Alternatively, you could bid 3♠ showing partner at least three-spades and 11-13 points (counting distribution).

3) ♠ Q J 3 2 ♥ K 8 ♦ Q 9 4 ♣ 10 7 6 3

Bid 2♠ with this hand to show partner that you have at least three-spades and 6-10 HCP.

4) ♠ 7 4 3 ♥ J 2 ♦ A K 10 6 ♣ Q 10 7 5

Once again, you have a choice. You could bid 2♠ showing at least three-spades and 6-10 HCP. Alternatively, you could pass with the expectation that partner will double RHO's bid. Potentially, you have at least three tricks in diamonds if opponents play in diamonds. What you do should depend upon the vulnerability, quality of opponents, the type of game you are playing (matchpoints or team game), and your partnership's ability to play good defense.

5) ♠ K 9 8 7 5 3 ♥ 4 ♦ J 10 ♣ K 9 6 2

Make a pre-emptive 4♠ bid. With your distribution, there is a good chance your partner can make the bid and you have few defensive values.

6) ♠ 7 ♥ 7 6 5 4 2 ♦ Q 10 7 6 5 4 ♣ J

With this hand, you should pass. If partner reopens the bidding with a double and RHO passes, you have a choice of “sitting” for the doubled contract or bidding 2♥.

Future Articles about Matchpoint Precision

Responding to the opening Precision 2♣ bid

Responding to the opening Precision 2♦ bid

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