MECKWELL LITE PRECISION SYSTEM

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Notes

- ! = alert; F=forcing; #=number of cards;
  X=double; Y, Z=wildcard;
  M=major; m=minor; NV = not vulnerable;
  rebid = rebid own suit; raise = raise partner suit
  shift = change suit; j. = jump; 2j. = double jump
- All 11s get opened.
- With limited openings, jump shifts promise max values, and raw
  playing strength or an implied fit.
- After setting the suit, bid splinter or stopper cue-bids to GF
- Discard: Roman
- Blackwood: RKC (1430)
- 2NT from responder usually is forcing, from opener shows max

Openings
The order presents the bid preference.
```
1♣    !F 17+ bal or 16+ unbal, any distribution
      Upgrade 15-point and good 6+# into 1♣.
1NT   13-16 bal
      May have 5M if points are evenly distributed and (5332). It
      will preempt opponent major if 5m. Also is easier to find
      better match if partner has 5M without good support for our
      5M. Example: ♠QT765 ♥KQ3 ♦J2 ♣AKJ.
1♥/♠  11-15, 5+#
2♣    ! 11-15, 6+♣ or 5♣ & 4M
1♦    11-15, 4+♦ or 12+, 2+♦ & other strong 4#.
      Not suitable for other opening (eg 2♣,1NT)
2♦    ! 11-15, 1-♦, no 5M
2♥/♠  8-10, good 6+# (or 5-8 7+#)
2NT   ! 6-10, 55 minors
3Y    preemptive, good 7#, 7+ tricks (6+ when NV)
3NT   gambling (can have outside stopper)
```

NT opening schema (for balanced hands)
```
0-10    pass
11-13   1♦, 1NT
13-16   1NT
17-19   1♣, 1NT
20-22   1♣, 2NT (2NT style)
23-25   1♣, 3NT (2NT style)
26+     improvise :)
```

1NT
```
2♣    F good 8+, stayman — asks for 4#M, inv
2♦/2♥/!2NT/3♣  F any! 5+#, Jacoby transfer to ♥/♠/♣/♦
  → accept (2♥/2♠/3♣/3♦)
      → pass      8-
      → 2NT/raise  inv
      → 3Y(shift)  inv, show shortage
      → 3NT     ask for pref of game in 3NT or 4♥
  → j.accept: 15+HCP, 4+# support
2♠    !GF minor suit stayman, 54m
  → 3♣/♦   4+#
  → 2NT    otherwise (also when 4m is not solid)
3♦/♥/♠  !GF splinter, 13+, no 5M
3NT   sign off
4♣    gerber
4♦/♥  texas transfer to ♥/♠, 6+#
```

NT: 2NT style
```
3♣/../3♠   alike 2♣/../2♠ after 1NT
3NT/../4♥   as after 1NT
```

1♣ not in competition
```
1♦    !F 0-7, any distribution
  → 1NT    17-19 (treat as strong NT style)
  → 2NT    20-22 (or 27+, treat as 2NT)
  → 1♥/1♠/2♣/2♦   non-forcing 5+#
  → 2♥/2♠/3♣/3♦   !F1, strong, as std 2♣ opener
                  (raise is the only nonGF)
  → 3♥/3♠/4♣/4♦   !GF, sets trump, demands A or K
                  cuebid.
1♥    !GF 8-11, any distribution ≠ 4441-
1♠/2♣/2♦/2♥   !F 12+, 5+#
```

```
1NT   !F 12+, bal (treat as strong NT)
2♠    !GF 8-11, any 4441-
  → 2NT    ! ask for shortness
2NT   !GF 12+, any 4441-
  → 3♣    ! ask for shortness
3♣/♦/♥/♠  ! 3-7, 6+#
4♥/♠      0-4, 8+#
```

1♣ in competition
Kantar Cue Bid (KCB): after opponent overcall, raise their suit
shows 444+1-, shortage in the enemy suit and GF.
A jump cuebid of their suit is GF KCB showing 5 in the other M.

```
opp | responder
  X     pass      less than GF
        XX        GF
        1NT       5-7, reasonable stopper position
        shift     non GF 5+#
        j.shift   GF 5+#
        2j.shift  inv 6+# (if below game)
1Y    X           GF, denies shortness
        1NT, shift, j.shift, 2j.shift  — as above
2Y    X, shift, j.shift  — as above
        2NT       nat, inv
3Y    X, 3Z       GF
        3NT       nat
1NT   X           GF, invites doubling
        2NT, shift, j.shift, 2j.shift  — as above
2NT   X, 3Y       nat, GF
```

1♦ opening
```
1♥/♠  !F 8+, 4+#
  → 2♦ (rebid)    13- 6+# (or good 5#)
  → 3♦ (j.rebid)  14+ 6+# (or good 5#)
  → reverse(1♠)   11+ 4+#
  → reverse(2♥)   14+ 4+#
  → raise         4# support
  → 2♣            4+#, at least 5-4 in minor.
  → 2NT           14+
  → 1NT           13-
2♣    F 11+ 4+# (inv. with long ♣ possible)
2♦    !F 11+ 4(5)+# (forcing to 3♦)
  → 3♦       sign off
  → 2♥/♠     13+, 4#, hand desc.
  → 3♥/♠/4♣  splinter
  → 2/3NT    nat, no 4M (13-/14+)
1NT   8-11,  no 4M
2NT   12-13, no 4M, inv
3NT   14+,   no 4M, GF
2♥/2♠/3♣  ! 0-9, 6+# - week jump shift
3♦       ! 0-9, 5+♦
3♥/3♠/4♣  !F 13+ 5+♦, splinter
```

1♥/♠ opening
```
------- for 1♥ only
1♠      !F 8+ 4+♠
  → raise       4+♥ or 14+ 3♥
  → 1NT         13-
  → other responses as for 1NT
2♠      ! 0-9 6+♠, sign-off
-------
1NT     !F 8-12 HCP, no support
  → pass        no other 4#
  → reverse(2♠)  14+ 4+#
  → rebid       13- 6+#
  → j.rebid     14+ 6+#
  → shift       13- 4+#
  → j.shift     14+ good 5+#
  → 2NT         14+, strong, bal (5332), inv
      → 3NT       11+ no singleton, signoff
      → raise     14+, max hand, no singleton-
      → j.raise   min hand, signoff
      → shift     splinter
      → j.shift   12+, 5+# (good)
2♣/2♦/(2♥) 2-over-1 shift. 13+ 4+# GF unless rebid
  → raise      4+# or 14+ 3#
  → j.shift    14+ 4+#, splinter
  → shift 2Y   4+# if Y is Major, else: good 3+#
  → shift 3Y   14+ 4+# or 12+ 5+#
  → 2NT        14+ 5322, stoppers in both unbid suits
  → 3NT        14+ no fast arrival.
  → j.rebid    14+ 6+# with excellent quality.
  → rebid      5+#
2j.shift: 13+, splinter
```

```
raise:    8-10 3#, Kokish two-way game tries:
  → pass: 14- HCP, nothing special.
  → next (2♠/2NT): relay for stopper cue-bid. !F.
    Opener asks responder to bid stopper (1♥-2♥-2♠-2NT = ♠).
  → shift < raise: short-suit game try. Shows short. !F
    1♥-2♥-2NT shows short in ♠ (since 2♠ would be a relay).
  → raise: 6#, no short, inv.
  → j.raise (4♥/♠): good 6#, sign off.
bergen raises:
  2NT  !GF J2NT, 13+ 4+#, no short (otherwise splinter).
     → rebid: no short, max    → j.rebid: no short, min
     → 3NT: 14+ bal, good hand  → 3Y: short in Y
  3♣   !F  8-10 4+# constructive
  3♦   !F 10-12 4+# inv
  j.raise 3♥/♠  !F 6- preemptive
```

2♣ opening

```
2♦    !F 11+, relay asks for 4#M
  → 2♥/♠   4+#
  → 2NT    6+♣, no 4M, no shortness, min
  → 3♣     6+♣, no 4M
     → 3♦   relay for shortness
        → 3♥/♠/NT
2♥/♠    7-11 5+#
3♦/♥/♠  !GF 14+ 6+#
3♣      !GF strong club raise, slam try
4♣      preemptive
2NT     10-11, no 4M, inv to 3NT
3NT     sign off
```

2♦ opening

```
2♥/2♠/3♣  sign off, weak, may have only 3# support
3♥/3♠/4♣  !GF slam try 5+#
2NT       !F 8+, ask, inv+
  → 3♣    ! any min
     → 3♦   !F relay
        bid a suit with advantage:
        → 3♥    ! min, short ♠ (3415)
        → 3♠    ! min, short ♥ (4315)
        → 3NT   ! min, short ♣ (4414)
        → 4♣    ! min, short ♦ (4405)
     → 3♥/3♠/4♣  inv 5(4)+#
  → 3♦/♥/♠/3NT  ! max, short ♣/♠/♥/♦ (as above)
```

2♥/♠ opening (weak twos)

```
2NT  !F, 13+, 2+# support, inv
  → shift    !F 9+, stopper cuebid
  → j.shift ! 9+ 5+#
  → 3NT      9+, super opening (AKQXXX)
  → rebid   no feature in side suit
raise    preemptive
shift  !F 13+ 5+#, no support, ask for length
  → shift   9+, no support, stopper cuebid
  → raise   3+# or strong 2#
  → NT      9+, good open suit
  → rebid   no better option
```

2NT opening

```
3♣/♦    sign off
3♥/♠    GF 6+# (or strong 5+#)
4♣/♦    GF slam try ♣/♦
3NT/4♥/4♠/5♣/5♦   sign off
```

3NT opening

```
4♣   8-. → pass with long ♣ otherwise bid 4♦
3♦   Ask for singleton
  → 4♥/4♠: show 1-#      → 4NT: hand 7-2-2-2
  → 5♣: 7+♣ & 1-♦        → 5♦: 7+♦ & 1-♣
5♣   8+, same as 3NT-4♣
```

Other conventions

Stayman (1NT-2♣):

| 2♦: no 4# major | 2♥: 4♥ and maybe 4♠. |
| | 2♠: 4# ♠ |

pass: sign off.	pass: sign off.
2♥(2♠): 10+ 5♥&4♠, inv	2♠ (shift): 8-11 5+# inv
3♥/3♠: 10+ HCP 6+#, inv	3♠ (j shift): 10+ 6# inv
3♣/3♦: 10+ HCP 5+#, inv	2NT: 10+ 4# in other M
2NT: 8+ HCP, nat	raise: 10+ 4# (or 8+ 5#) inv

Takeout double
After non-interrupted opp. bid ≤ 3♠. Promises strong one suited

hand (16+ 6# or 19+ 5#) **or** balanced too strong (19+) to overcall 1NT **or** 12+ HCP, short in opp suit, nothing good to open.

Negative double (ND)
After partner opening and opp. overcall ≤ 3♠. Shows 6+ HCP 4+# (in unbid suit) at level 1, and 8+ HCP 5+# at level 2. ND, after 1♥/1♠ opening, usually invites for 3NT. Examples:
→ 1?-(1?)-X: no points to overcall, promises descend rebid and something else (eg 5#)
→ 1♣-(1♦)-X: 4-4 in majors
→ 1♣/1♦-(1♥)-X: 4+♠
→ 1♥-(1♠)-X: 1 minor and descend rebid

Lebensohl
After 1NT interruption (Y or X). Example for: 1NT-(2♥) → X=neg double; 2♠=nat, noF; 2NT=weak with 5#m or F with 4#♠; 3♣♦= nat F; 3♥= 3-#♠ ask for ♥stopper; 3♠= nat F.
→ After 2NT opener must bid 3♣, then: pas/3♦=week + 5♣/♦; 3♥=GF 4+#♠ no ♥stop; 3♠= inv 5#♠; 3NT=nat + ♥♠stoppers.

Stopper cue bidding
After setting the suit S we can start bidding lowest control: A or K or singleton or void, to invite for the game. Partner must cue bid his lowest control (even when weak) or bid S. If one player has by passed a suit showing no control and his partner still cue bids a new suit, he promises control in the by passed suit.

Blackwood RKC (102 = 1430, variant of: 0314)
After 4NT we count the # of Aces + trump K. The responses are: 5♣=1|4, 5♦=0|3, 5♥=2|5 (no trump Q), 5♠=2|5 (with trump Q).
→ After 5♣/5♦ the next step (skipping trump suit) ask for trump Queen. If you don't have the queen - sign off (bid our suit). Otherwise bid your cheapest king (skipping trump one) or 5NT
→ The next step (or next+1 after 5♣/5♦) asks for kings when wanting Grand Slam. Response: bid the cheapest king you have.

Reverse Drury
2♣ artificial response by a passed hand after partner opens 1♥ or 1♠ in 3rd or 4th seat. Shows a limit raise with 10-12 points 3+#. Opener: rebid = no game interest (10-12) and responder is expected to pass. Any other: confirms a full opening hand and game interest. With a good hand, say 15+, opener may jump to game (4M). Other bids tend to be natural and descriptive.

Lavinthal
Discard a suit you don't want. A high card signals your interest in the higher ranking of the remaining suits. A low card for the lower ranking suit, without revolving.

Defense against suit opening
Overcall simple suit bid:
→ new suit: 8+ HCP, very good 4+# (or good 5+#). 2over1 5+#. Then: cue-bid (10+) asks overcaller about quality (raise: minimum, shift 11+).
→ jump: 8+ HCP, 6+#
→ cuebid = Michaels, 2NT = unusual 2NT
Overcall weak 2:
→ double: 14+, short in opener's suit.
→ suit: 14+, good 5+#

Michaels Cue Bid
Bid opp. suit just after his opening. Promises 8+ HCP and 5-5 in two higher suits (over opp. minor opening) or 5 in other major and 5 in some minor (over opp. major opening)

Unusuall NT
Similar to Michaels cue bid - immediate overcall of 2NT shows at least 5-5 in two smaller suits (not counting opp. suit).

Meckwell defense against 1NT opening (instead of cappelletti)
➔ double : single minor (5+#) or both majors (45#); advancer bids 2♣, after which the intervener corrects to his actual suit if a minor, or ♥ if holding both majors
➔ 2♣/♦ the bid suit and a major(45)
➔ 2♥/♠ the bid suit (5+#)
➔ 2NT both minors

Approximate CP for game contracts
3NT 25+ when points are evenly distributed. **3Y: 27**; **4Y: 29**

Card distribution

7	6	5	4	3	2
4-3 62%	3-3 36%	3-2 68%	2-2 40%	2-1 78%	1-1 52%
5-2 30%	4-2 48%	4-1 28%	3-1 50%	3-0 22%	2-0 48%
6-1 7%	5-1 15%	5-0 4%	4-0 10%		
7-0 0.5%	6-0 1%				

IMP

The table shows the expected score (divided by 10) based on HCP. Substract it from your score to get the diff and find IMP value.

HCP	V/NV	HCP	V/NV	HCP	V/NV	HCP	V/NV
21	5/5	25	30/40	29	49/69	33	99/144
22	9/9	26	40/60	30	52/72	34	125/180
23	13/13	27	43/63	31	70/100	35	140/210
24	22/26	28	46/66	32	90/135	36+	150/220

Diff 1...36 = ceil(diff/4), eg: 3→1, 4→1, 5→2, 8→2, 9→3, 36→8

DIFF	IMP	DIFF	IMP	DIFF	IMP	DIFF	IMP
≤ 42	9	≤ 89	13	≤ 174	17	≤ 299	21
≤ 49	10	≤ 109	14	≤ 199	18	≤ 349	22
≤ 59	11	≤ 129	15	≤ 224	19	≤ 399	23
≤ 74	12	≤ 149	16	≤ 249	20	≥ 400	24

Opening Leads

https://www.kwbridge.com/leads.htm

Which suit?
• If partner has bid, lead their suit unless you have a good reason not to
• Can you lead the top of a sequence ♠QJT52, lead ♠Q
• Lead low from an honour in your longest suit ♥QT8, lead ♥8
• Lead trumps if the bidding suggests declarer will cross ruff. You're forcing declarer to play two trumps at once instead of one
• Lead your long suit if you hold four or more trumps. It will often force declarer, and you might take control
• With three small trumps, consider leading a short suit: a singleton or a doubleton, hoping for a ruff
• Lead suits that have not been bid by the declaring side

Which card?
If it's your own suit, lead the
• From AK combinations, lead the King.
• Top card of a sequence or a near sequence of three or more cards. From ♠KQJ52 or ♠KQT54 lead ♠K in both no trumps and suits. However, with ♠KQ432 lead ♠K if defending a suit contract, or lead ♠4 if defending no trumps. Phew!
• Top card of interior sequence, with ♠KJT85 lead ♠J
• Fourth best if no sequence, with ♠K8753 lead ♠5. Use the **Rule of 11:** if the lead is fourth highest, for example if the ♠5 is led, subtract 5 from 11 = 6, to tell you there are 6 cards higher than the ♠5 in the other hands. This can guide the defence to knowing whether to continue or switch, and helps the defender in third seat know how high to play to the first trick.
• Low from three cards to an honour, with ♠Q72 lead the ♠2
• Top card of a doubleton, with ♠T6 lead the ♠T
• Don't lead away from an Ace when defending a suit contract ♠A864. It's better to lead another suit. In NT, lead 4th highest, with ♠A864 lead ♠4
• With three small cards such as ♠973 lead low unless you have raised partner's suit in the bidding, when the 9 would be more helpful.