

Defending Against the Precision 1♣* bid Or After the 1♦* Response to 1♣*

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Playing Precision, a common opening bidding structure announced with a pre-alert: “We play Precisions and the bid of 1♦* may be as short as two” follows.

1♣* 16+ HCP any distribution and artificial

1♦* 11/12-15 HCP with at least 2+♦

1♥ 11/12-15 HCP 5+♥

1♠ 11/12-15 HCP 5+♠

1NT 12-14/13-15/14-16/15-17 HCP with Balanced Hand (Range by Agreement – Announced)

2♣* 11/12-15 HCP 6+♣ may have a 4-card major (or 5♣ and a 4-card major by Agreement)

2♦* 11/12-15 HCP 0-1♦ and 3 suited (4-4-1-4, 4-3-1-5, 3-4-1-5, 4-4-0-5)

Note that the opening non-club bids are limited to 15HCP and a weak response to 1♣* is most often 1♦*= 0-7HCP which is artificial (* denotes an alert).

How should one interfere against the Precision 1♣* or the 1♦* response?

This is the topic of this bridge tip.

Before we discuss conventions on how to interfere, we need to discuss when to interfere. The Rules are called the Rule of 8 in the direct seat and the Rule of 2 in the balancing seat.

Direct Seat - You need at least 6HCP and the sum of the two longest suits minus your LTC for the hand must be 2 or more where LTC is the Losing Trick Count.

Balance Seat – You only need at least 2 shortness points, at least a singleton or a void.

The most common response interference convention used in the direct seat is called the **Mathe Convention** where the bid of 1NT*=5-5 in the minors, a X*=4-4/5-5 in the majors, and all other bids are naturals with a 5+card suit. The convention has limited utility since a X* provides no interference and 1NT* provides too much information.

Follow the link for a review of other defensive methods.

<https://www.bridgewebs.com/ocala/Defending%20Against%20the%20Precision%20Club.pdf>

Interfering over the 1♣* Bid

Reviewing hand patterns, a 6-card suit occurs about 17% of the time and the success of a 2-level contract is between 56% and 75%. While two 5-card suits occur about 34% of the time where the success rate of a 2-level contract is only about 54% when the opponents makes a strong club bid.

Transfers to 6-card suits versus using a 5-card suit based upon a simulation show that it gains 5.9% of the time and cost one 2.6% of the time. See the link:

<https://www.bridgebase.com/forums/topic/85526-does-transfer-to-the-stronger-hand-gain-tricks/>

A simple yet effective alternative used in the direct seat is the 1-level **Modified Blooman Transfer Convention** where bids are transfer bids with a 6-card suit.

1♦* = 6+hearts; partner bids 2♥

1♥* = 6+spades; partner bid 2♠

1♠* = 6+diamonds; partner bids 2♦

1NT* = 5-5 in the minors; partner bids 2m

X* = Partner next bids 2♣* as a relay which partner may pass with 6-clubs

or applies the Cappelletti bids if 5-5 in the majors (bid 2♦*)

or bids 2M with a major + a minor (5-5).

Not liking the major partner may next bid 2NT* to ask for the minor suit 2♣ = weak 7-card suit or very strong 6-card suit with 2 of top 3 honors.

Over the 1-level bids or the X*, partner bids 2♥/2♠/2♦/2♣, putting the strong hand on lead.

In the balancing seat with a singleton or a void, all bids are natural showing a 6-card suit when both partner and the opponents have passed.

Over the 1♦* Response without a 6-card suit and partner has passed

After the bid of 1♣* the opponent's response of 1♦* shows a weak hand with 0-4 or 0-7 points. What is one to do in the balancing seat over the artificial 1♦* bid and partner has passed. Option 1

With a 6-card suit bid it at the 2-level.

Option 2

With 5-5-2-1 or 5-5-3-0 distribution, one may employ the Truscott Convention since both the club bid and the diamond bids are artificial.

X* = ♦ + ♠ the doubled suit and next non-touching suit

- 1♥* = ♥ + ♠ hearts and next suit
- 1♠* = ♠ + ♣ spades and next suit
- 1NT* = ♣ + ♥ clubs and next non-touching suit
- 2♣* = ♣ + ♦ clubs and next suit
- 2♦* = ♦ + ♥ diamonds and suit

Remember that over X* and 1NT*, the non-natural bids, implies a minor with a non-touching suit or non-touching pairs where the anchor suit is a minor, diamonds, or clubs. One may also invoke the Convention when the opponents bid a strong 1NT=15-17.

Blooman Modified – Direct SEAT ONLY – Balance SEAT: Natural/X=Capp

- 2♣* = transfer to Diamonds 6+ card suit**
- 2♦* = transfer to Hearts 6+ card suit**
- 2♥* = transfer to Spades 6+ card suit**
- 2♠* = transfer to clubs with a good hand 6+ clubs**
- 2NT* = 5-5 in the Minors**
- X* = Responder bids 2♣ -- May Pass with a weak hand and 6+ clubs or bid Capp (5-5) and over weak NT the X is for penalty**

Or some may employ a Modified Truscott Convention with 5-5 distribution in the direct seat:

- X* = ♦ + ♠ the doubled suit and next non-touching suit
- 2♥* = ♥ + ♠ the bid suit and next suit
- 2♠* = ♠ + ♣ the bid suit and next suit
- 2NT* = ♣ + ♥ clubs and next non-touching suit
- 3♣* = ♣ + ♦ clubs and next suit
- 3♦* = ♦ + ♥ diamonds and next suit

However, the more common conventions used in club games are the Meckwell, DONT and Cappelletti conventions.