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♠    minor suit stayman, 54m, GF
  → 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.
```
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 8-15 HCP, no support, no other bid
  → pass         no other 4#
  → reverse(2♠)  14+ 4+#
  → rebid        13- 6+#
  → j.rebid      14+ 6+#
  → shift        13- 4+#
  → j.shift      14+ good 5+#
  → 2NT          F 14+ 4+# , Jacoby2NT, inv
      → 3NT      12+ no singleton-
      → 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.
  GF 2/1 (11+ 4+#) 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 (Constructive-Limit-Preemptive):
  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 or 1430)
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.

Roman discard (Odd/Even)
2,4: discourage given and signal the lower suit of 2 remaining
6,8: discourage given and signal the higher suit of 2 remaining
3,5,7: to signal the given suit

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

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%				

Approximate CP for game contracts
3NT 25+ when points are evenly distributed. **3Y: 27**; **4Y: 30**

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