

1 THE NEW PRECISION BIDDING SYSTEM AS IMPLEMENTED BY BENAMATI/BORTINS
 NEGATIVE RESPONSES * = ALERTABLE BID, SP: SUPPORT POINTS, CONTROL COUNT: A=2, K=1

OPENER	RESPONSE	OPENER REBID	RESPONDER REBID
*1C:	*1D: 0-7 HCP	1H*: HEARTS OR BALANCED	1S*: ACCEPT RELAY OTHER: REJECT RELAY
16+ HCP EXTRA VALUES	EXCEPTIONS: 1) LONG MAJOR WITH CONCENTRATED HCP, 2) ACE AND KING IN LONG SUITS OR SAME SUIT	1S, 2C, 2D: 5+ SUIT, 16-21 HCP, NON FORCING.	PASS: SHOWS 0-4 HCP WITHOUT ACE. NEW SUIT: SHOWS 5-7 HCP, 5+ LENGTH AND NO FIT 1S: 4+ LENGTH AND NO FIT NT: AVOID THIS STRAIN RAISE MAJOR: 4-5 SP JUMP RAISE MAJOR: 6-7 SP SPLINTER: PERFECT HAND MINISPLINTER: 4-CARD SUPPORT
		*3C, 3D: VERY STRONG, UNBALANCED, WITH LONG MINOR SUIT.	SECOND NEGATIVE?
		*3H, 3S: SOLID SUIT, EXTREME STRENGTH, STAND-ALONE TRUMPS.	CUEBID: ACE OR VOID 3NT: KING OR SINGLETON GAME: NONE OF THE ABOVE
		*4H, 4S: STRONGER THAN NAMYATS.	
		1NT: BALANCED, 16-19, 1ST/2ND, 18-19, 3RD/4TH.	2C: SHOWS 6-7 HCP, (16-19) 2D: 16-17 NO MAJOR 2H: 16-17 HEARTS 2S: 16-17 SPADES 2NT: 18 NO MAJOR 3C: 18-19 WITH MAJOR 3D: 19 NO MAJOR
			2D, 2H TRANSFER: 5+ MAJOR 0-6 HCP TRANSFER THEN PASS 7 HCP TRANSFER THEN INVITE
			SUPERACCEPT BIDS SHOW 18-19 HCP, 4-CARD MAJOR AND SHORTNESS 2S: SPADE SHORTNESS 2NT: 4=3=3=3 OR 3=4=3=3 3C: CLUB SHORTNESS 3D: DIAMOND SHORTNESS 3H: HEART SHORTNESS
		2NT: 20-21 BALANCED, MAY HAVE 5-CARD MAJOR	PUPPET STAYMAN?
		3NT: 24-26 BALANCED, MAY HAVE 5-CARD MAJOR	5-CARD STAYMAN?
	*2H, 2S: 6-CARD SUIT ROBUST 4-6 HCP	2NT: ASKS SHORTNESS, SINGLETON OR VOID	

BIDDING WITH INTERFERENCE BIDS FROM THE OPPONENTS

OPENER	OVERCALL	RESPONDER
*1C: 16+ HCP	DOUBLE, NATURAL, ASPECIFIC	PASS: 0-4 HCP WITH NO ACE. 1D: (4 WITH ACE)5-7 HCP, ARTIFICIAL. REDOUBLE: 8+ HCP, GENERALLY BALANCED. OTHER: FRONT OF CARD.
	DOUBLE, CONVENTIONAL	PASS: 0-4 HCP WITH NO ACE. 1D: (4 WITH ACE)5-7 HCP, ARTIFICIAL. 1NT: STOP BOTH MAJORS, WHEN DOUBLE SHOWS MAJORS. REDOUBLE: 8+ HCP, GENERALLY BALANCED. OTHER: FRONT OF CARD.
	SUIT, NATURAL	PASS: 0-4 HCP WITH NO ACE OR TRAP PASS. NEW SUIT: NATURAL, 5+ CARD SUIT, GAME FORCING. CUEBID: BALANCED, NO STOPPER, GAME FORCING. OTHER: FRONT OF CARD.
		*DOUBLE: 5+ HCP BALANCED OR 5-8 HCP UNBALANCED
		SUBSEQUENT REBID: LONG SUIT, UNBALANCED

INTERFERING CONVENTION REFERENCE - TYPICAL STRUCTURES

MATHE CONVENTION	DOUBLE: 4-4 OR BETTER MAJORS. 1NT: 4-4 OR BETTER MINORS.
TRUSCOTT CONVENTION	1D: 4-4 OR BETTER DIAMONDS AND HEARTS. 1H: 4-4 OR BETTER HEARTS AND SPADES. 1S: 4-4 OR BETTER SPADES AND CLUBS. 2C: 4-4 OR BETTER CLUBS AND DIAMONDS. DIRECT DOUBLE: 4-4 OR BETTER ROUNDED. H+C DIRECT 1NT: 4-4 OR BETTER POINTED. S+D 1C-(P)-1D DOUBLE: 4-4 OR BETTER POINTED. S+D 1C-(P)-1D 1NT: 4-4 OR BETTER ROUNDED. H+C
CRASH CONVENTION (COLOR, RANK, SHAPE)	DIRECT DOUBLE: 4-4 OR BETTER SAME COLOR. S+C OR H+D 1D: 4-4 OR BETTER SAME RANK. S+H OR D+C DIRECT 1NT: 4-4 OR BETTER SAME SHAPE. S+D OR H+C 1H: SINGLE-SUITED. 1S: SINGLE-SUITED. 2C: SINGLE-SUITED. 2D: SINGLE-SUITED. 1C-(P)-1D DOUBLE: 4-4 OR BETTER SAME COLOR. S+C OR H+D 1C-(P)-1D 1NT: 4-4 OR BETTER SAME RANK. S+H OR D+C 1C-(P)-1D 2C: 4-4 OR BETTER SAME SHAPE. S+D OR H+C

3 THE NEW PRECISION BIDDING SYSTEM AS IMPLEMENTED BY BENAMATI/BORTINS
 POSITIVE RESPONSES * = ALERTABLE BID, SP: SUPPORT POINTS, CONTROL COUNT: A=2, K=1

OPENER	RESPONSE	OPENER REBID	RESPONDER REBID
*1C			
16+ HCP	*1NT: 8-13 HCP, BALANCED, POSSIBLE POOR 5-3-3-2 MINOR	*2C: STAYMAN (TRANSFER STAYMAN WITH 8-10)	*2D: 8-10 HCP, 4 HEARTS *2H: 8-10 HCP, 4 SPADES *2S: 8-10 HCP, NO 4-CARD MAJOR SHOW 11-13 HCP AND *2NT: ANY 4-3-3-3 SHAPE *3C: 4-4 CLUBS AND HIGHER *3D: 4-4 DIAMONDS AND HEARTS *3H: 4-4 HEARTS AND SPADES *3S: 4-4 SPADES AND DIAMONDS *3NT: POOR 5-3-3-2 MINOR
		*2D, *2H, *2S, *2NT(C): 5+ SUIT, SUPPORT ASKING BIDS	*1STEP: 0-3, POOR SUPPORT *2STEP: 4+, POOR SUPPORT *3STEP: 0-3, GOOD SUPPORT *4STEP: 4+, 4-CARD SUPPORT
		3D, 3H, 3S, 3C: VERY STRONG SUIT AND SLAM INTEREST	NATURAL OR ASKING BIDS?
		3NT: TO PLAY	
	*2NT: 14+ HCP, BALANCED, NO 5-CARD SUIT, FORCING TO 4NT	3D, 3H, 3S, 3NT(C): SHOW 5-CARD SUIT *3C: BARON ASKING PARTNER TO BID 4-CARD SUITS UP THE LINE	3D: 4-CARD DIAMONDS 3H: 4-CARD HEARTS 3S: 4-CARD SPADES 3NT: 4-CARD CLUBS
		*3NT: ASKING RANGE	*4C: 14-15 HCP *4D: 16-17 HCP *4H: 18-19 HCP *4S: 20-21 HCP *4NT: 22-23 HCP *5C: 24-25 HCP

4 THE NEW PRECISION BIDDING SYSTEM AS IMPLEMENTED BY BENAMATI/BORTINS
 POSITIVE RESPONSES * = ALERTABLE BID, SP: SUPPORT POINTS, CONTROL COUNT: A=2, K=1

*1C:	*3C, 3D: SINGLETON, SAME COLOR BID, USUALLY 8-13 HCP	*3D ASKING OVER 3C	*3H: CLUB SINGLETON *3S: SPADE SINGLETON
16+ HCP	HANDS NOT GOOD ENOUGH FOR THE BIDS BELOW UNUSUAL POSITIVE	*3H ASKING OVER 3D	*3S: DIAMOND SINGLETON *3NT: HEART SINGLETON
		*OPENER BIDS SINGLETON SUIT TO ASK FOR CONTROL COUNT: -->	*1STEP: 0-2 (A, K, NIL) *2STEP: 3 (AK, KKK) *3STEP: 4 (AA, AKK, KKKK) *4STEP: 5 (AAK, AKKK)
	*3H, 3NT, 4C, 4D: 4-4-4-1 WITH SINGLETON ABOVE, 4+ CONTROL COUNT, USUALLY 12+ HCP	*BID SINGLETON SUIT TO ASK FOR CONTROL COUNT	*1STEP: 4 (AA, AKK, KKKK) *2STEP: 5 (AAK, AKKK) *3STEP: 6 (AAA, AAKK) *4STEP: 7 (AAAK, AAKKK) *5STEP: 8 (AAAA, AAAKK)
*1C:	*3S: SOLID 7- OR 8-CARD SUIT, AKQJXXX OR AKQXXXXX	OPENER INFERS SUIT, *4C: ASKING OUTSIDE CONTROL COUNT	*4D: 0 *4H: 1 (K) *4S: 2 (A OR KK) *4NT: 3 (AK OR KKK)

5 THE NEW PRECISION BIDDING SYSTEM AS IMPLEMENTED BY BENAMATI/BORTINS
 POSITIVE RESPONSES * = ALERTABLE BID SP: SUPPORT POINTS CONTROL COUNT: A=2, K=1

OPENER	RESPONSE	OPENER REBID	RESPONDER REBID
*1C:	1H, 1S, 2C, 2D: 8+ HCP, 5+ SUIT	BALANCED 16-19 HCP (DOES NOT DENY SUPPORT)	
16+ HCP		*1NT- (OVER 1H, 1S) *2NT- (OVER 2C, 2S) BALANCED 20-21 HCP (DOES NOT DENY SUPPORT) *2NT- (OVER 1H, 1S) *3NT- (OVER 2C, 2S)	
		NEW SUIT	ASKING BIDS OFF
		*SGL RAISE OF PARTNER ASKS FOR NO. OF TOP HONORS HELD, TRUMP ASKING BID.	*1STEP: 0, 5+ SUIT *2STEP: 1, 5 " *3STEP: 2, 5 " *4STEP: 1, 6+ " *5STEP: 2, 6+ " *6STEP: 3, 5+ SUIT
		*REPEAT TAB WITH 0/3 TOP HONORS - SHOW LENGTH	*1STEP: 7-CARD SUIT *2STEP: 6-CARD SUIT *3STEP: 5-CARD SUIT
		*REPEAT TAB WITH 1 TOP HONOR - SHOW THE HONOR	*1STEP: ACE *2STEP: KING *3STEP: QUEEN
		*REPEAT TAB WITH 2 TOP HONORS - SHOW BOTH HONORS	*1STEP: ACE KING *2STEP: ACE QUEEN *3STEP: KING QUEEN
			OVER INTEFERENCE BIDS: DBL=1STEP, PASS=2STEP, STEP BIDDING GOES ON FROM THERE.

6 THE NEW PRECISION BIDDING SYSTEM AS IMPLEMENTED BY BENAMATI/BORTINS
 RESPONSES TO 1D * = ALERTABLE BID SP: SUPPORT POINTS CONTROL COUNT: A=2, K=1

OPENER	RESPONSE	OPENER REBID	RESPONDER REBID
1D: 11-16 HCP	1H, 1S: 4+ SUIT, USUALLY 6+ HCP		
*MAY BE AS FEW AS TWO	1NT: 8-10 HCP, TENDS TO DENY (TTD) 4-CARD MAJOR		
	2C: 5+ SUIT, GF		
	2D: LIMIT RAISE OR BETTER		
	2H, 2S: STRONG JUMP SHIFT		
	2H, 2S: WEAK JUMP SHIFT		
	2H: 4+ HEARTS, 5+ SPADES, TO PLAY		
	2S: 4+ HEARTS, 5+ SPADES, GI		
	2NT: 11-12 HCP, TTD 4-CARD MAJOR		
	3C: STRONG JUMP SHIFT		
	3C: WEAK JUMP SHIFT		
	3C: INVITATIONAL		
	3D: PREEMPTIVE, 5+ LENGTH, USUALLY SINGLETON OR VOID		
	3H, 3S: SPLINTER		
	3NT: 13-15 HCP, TENDS TO DENY 4-CARD MAJOR		
	4C: SPLINTER		
	4D: WEAK, MORE SHAPE AND LENGTH		
	4H, 4S: SINGLE SUIT NO SLAM INTEREST		

7 THE NEW PRECISION BIDDING SYSTEM AS IMPLEMENTED BY BENAMATI/BORTINS
 RESPONSES TO 1H * = ALERTABLE BID SP: SUPPORT POINTS CONTROL COUNT: A=2, K=1

OPENER	RESPONSE	OPENER REBID	RESPONDER REBID
1H: 11-15 HCP	1S: 4+ SUIT, USUALLY 6+ HCP		
	1NT: 8-10 HCP, TTD 4-CARD MAJOR		
	2C, 2D: 5+ SUIT, GF		
	2H: RAISE 6-9 HCP		
	2S: 4+ HEARTS, 5+ SPADES, GI		
	2NT: 11-12 HCP, TTD 4-CARD MAJOR		
	3C, 3D: WEAK JUMP SHIFT		
	3H: GOOD 9-11 WITH 4 HEARTS, GI		
	3S, 4C, 4D: SPLINTER 4+ HEARTS, SI		
	3NT: STOPPERS, ANY 4-3-3-3 (3 HEARTS)		
	4H: TO PLAY NO SLAM INTEREST		

8 THE NEW PRECISION BIDDING SYSTEM AS IMPLEMENTED BY BENAMATI/BORTINS
 RESPONSES TO 1S * = ALERTABLE BID SP: SUPPORT POINTS CONTROL COUNT: A=2, K=1

1S:	1NT: 8-10 HCP		
11-15 HCP	2C, 2D, 2H: 5+ SUIT, GF		
	2S: RAISE 6-9 HCP		
	2NT: 11-12 HCP		
	3C, 3D, 3H: WEAK JUMP SHIFT		
	3S: GOOD 9-11 WITH 4 SPADES, GI		
	3NT: STOPPERS, ANY 4-3-3-3 (3 SPADES)		
	4C, 4D, 4H: SPLINTER 4+ SPADES, SI		
	4S: TO PLAY NO SLAM INTEREST		

Opener shows 11-15 HCP with 6+ clubs

OPENER	RESPONSE	OPENER REBID	RESPONDER REBID
2C: 11-15 HCP	2D: 4+ SUIT, USUALLY 6+ HCP		
	2H: 8-10 HCP, TTD 4-CARD MAJOR		
	2S: 5+ SUIT, GF		
	2NT: 11-12 HCP, TTD 4-CARD MAJOR		
	3C: WEAK JUMP SHIFT		
	3D: STRONG, 6+ SUIT 12+ HCP		
	3H: STRONG, 6+ SUIT 12+ HCP		
	3S: STRONG, 6+ SUIT 12+ HCP		
	3NT: STOPPERS, ANY 4-3-3-3 (3 HEARTS)		
	4C: WEAK JUMP SHIFT		
	4D: ACE ASKING BID		

10 THE NEW PRECISION BIDDING SYSTEM AS IMPLEMENTED BY BENAMATI/BORTINS
 NO TRUMP PROTOCOL * = ALERTABLE BID SP: SUPPORT POINTS CONTROL COUNT: A=2,K=1

AUCTION	RESPONDER REBID	OPENER REBID
2NT*: 6-11 HCP 5-5 MINORS	3C/3D: TO PLAY 3H*: CLUBS 3S*: DIAMONDS 4C/4D: PRE-EMPTIVE	
1NT: 11-13 HCP 1ST/2ND		
1D-1H/1S; 1NT*: 14-16 HCP 1ST/2ND		
1NT: 15-17 HCP 3RD/4TH		

AUCTION	OPENER REBID	RESPONDER REBID	OPENER REBID
1C* -1D*	1NT: 17-19 1ST/2ND 18-19 3RD/4TH		
	1H*: FORCING, HEARTS OR 20-21 HCP 24-25 HCP BALANCED	1S*: FORCED, ARTIFICIAL, ACCEPT KOKISH STYLE RELAY	1NT: 20-21 HCP
	KOKISH STYLE	REFUSING THE 1H* RELAY 1NT*: 5-5 MAJORS, VERY WEAK (0-4) 2C* : 6-CARD SUIT, VERY WEAK (0-4) 2D* : 6-CARD SUIT, VERY WEAK (0-4) 2H* : 6-CARD SUIT, VERY WEAK (0-4) 2S* : 6-CARD SUIT, VERY WEAK (0-4) 2NT*: 5-5 MINORS, WEAK 3C* : 7-CARD SUIT, VERY WEAK (0-4) 3D* : 7-CARD SUIT, VERY WEAK (0-4) 3H* : 7-CARD SUIT, VERY WEAK (0-4) 3S* : 7-CARD SUIT, VERY WEAK (0-4)	2NT: 24-25 HCP
	2NT: 22-23 HCP BALANCED		
	2H*: GAME FORCING, HEARTS OR NT 26-27 HCP BALANCED	2S*: FORCED, ARTIFICIAL	2NT: 26-27 HCP

11 THE NEW PRECISION BIDDING SYSTEM AS IMPLEMENTED BY BENAMATI/BORTINS
 RESPONSES TO *2D * = ALERTABLE BID SP: SUPPORT POINTS CONTROL COUNT: A=2,K=1

Opener shows 11--15 HCP and a singleton or void in the Diamond suit.
 Possible holdings then are 4=4=1=4, 4=4=0=5, 3=4=1=5 or 4=3=1=5.

Response	Opener Rebid	Responder Rebid
2H,2S,3C: to play no game interest	Pass	
*3D: asking bid control count slam invite	*1 step: 0-2 (A, K, nil) *2 step: 3 (AK, KKK) *3 step: 4 (AA, AKK, KKKK) *4 step: 5 (AAK, AKKK) *and so on	
3H,3S: 4+ suit, GI		
3NT,4H,4S,5C: good hand, to play		
*2NT: 8+ HCP, asking bid	*3C: 11-15 HCP 3=4=1=5 *3D: 11-15 HCP 4=3=1=5 *3H: 11-13 HCP 4=4=1=4 *3S: 14-15 HCP 4=4=1=4 *4C: 11-13 HCP 4=4=0=5 *4D: 14-15 HCP 4=4=0=5 *3NT: 14-15 HCP singleton A/K	*3D and *4D: asking bid for control count, slam invite

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Helen's Tips

1. No hand makes 2NT. Either it plays 1NT or 3NT.
2. Do not make a takeout double with 3-small or Qxx of RHO's bid suit. A takeout double shows the other 3 suits.
3. Do not open the bidding on a bad hand with a bad suit.
4. Do not place cards in your partner's hand. They are not there.
5. Do not lead the 2 from 4-small. Guarantee an honor when you lead a low card.

6. Do not abuse or misuse systems. If you forget or do not understand a system, strike it off your card.
7. Do not rescue the opponents. Why do you have to bid when you have their suit?
8. Do not preempt. If you can't make it, why bid it?
9. Do not make frivolous cue bids. Cue bid aces, not deuces.
10. Do not claim the remainder of the tricks. Play out to the end. You cannot win by claiming. You either lose or break even.

11. Do not try to copy someone's style. You can't. Play your own game and use your own good judgment.
12. I bid the suits I have, not the suits I don't have.
13. When I have good cards, I bid a lot. When I have bad cards, I pass.
14. I never take the push to 3 of a major. I double the opponents or I bid 4 of my major.
15. I lead the Q from dummy. If they don't cover, they don't have the K.

16. The lead of the J from Jx is the worst lead in bridge, even in partner's bid suit. If you must lead this suit, lead the small card.
17. If I want to be saved (from a doubled contract), I'll go to church!

Other Agreements Of Our System

1. A voluntary bid of 5H or 5S invites slam:
 - * 1S-3S; 5S -- how good are your trumps partner?
 - * 1D-1H; 1S-3S; 5S -- do you have 1st or 2nd round control of unbid suit?
 - * 1S-(3H)-5S -- do you have 1st or 2nd round control of opps suit?
2. Opening 5S or 5H -- have the A or K of trumps?
3. Unusual jump to 5NT -- got 2 of the 3 top honors bid 7, else bid 6.
4. A lead of against NT asks partner for highest card.
5. Q lead against NT asks partner to unblock the J.

6. Double of a strongly bid 3NT asks for an unusual lead, e.g., lead a short suit in which you have no honors.
7. Nonstandard agreements apply only to the opening lead -- in the middle of a hand revert to standard, e.g., lead K from AK.
8. Although we never lead away from an A on the opening lead (in a suit contract), we may well do so in the middle of a hand.
9. When partner passes your takeout double, converting to penalty, you are expected to lead a trump.
10. New suits by partner of a preemptor are forcing, including weak twos.

11. To sign off at 5NT after a Blackwood sequence, bid a new suit after the ace-showing response, asking partner to bid 5NT.
12. Both sides do not preempt on the same hand. A jump overcall of a preemptive bid is strong with about 20 HCP and 6 length.
13. A 2NT overcall of a weak-two bid is not the unusual Notrump nor is a jump to 3NT.
14. To show a void in standard Blackwood, make your response at the six-level, rather than the five-level. Show only useful voids in unbid or enemy suits.
15. 5NT following Blackwood 4NT guarantees possession of all four aces; partner may bid a grand slam on his own armed with that knowledge.

16. If in doubt whether 4C is Gerber or Stayman, it is Stayman.
17. All bids, jump or not, by responder are non-forcing after partner opens and RHO doubles. Responder is limited -- he did not redouble or use Jordan 2NT.
18. When your side voluntarily bid game and opps bid over you, pass by either you or partner is forcing, either double or bid.
19. All doubles of slams are lead-directing.
20. If partner leads the K and you follow with the Q, you promise you can win the next trick.

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