

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 2+♦ 12+HCP & 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 12+ 4+ # (inv. with long ♣ possible)
- 2♦ !F 12+ 4(5)+ # (forcing to 3♦)
→ 3♦ sign off
→ 2♥/♠ 13+, 4#, hand desc.
→ 3♥/♠/4♠ splinter
→ 2/3NT nat, no 4M (13-/14+)
- 1NT 7-11, 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+ #, Jacoby 2NT, 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 (12+ 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

Other conventions

Stayman:

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. Subtract 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