

Opening	Meaning: 1 st /2 nd position	3 rd /4 th	Response	Neg X	Subsequent auction
Pass	√ 0-8 pts	0-12 if flat			
1 ♣	13+ any shape	16+	NB: 1♦ = 0-10 or 16+ with any 5 card suit 1NT = 11-15 No 5 card suit 1♥/♠ or 2♣/♦ = 11-15, 5 card suit 2♥/♠ = 8-10, 6 card suit 3♣/♦ = 4441 Black/Red singleton 3♥/♠ 4♣/♦ = 4441 shows singleton in next suit - 16+ pts/4 or more controls	3♣	Over 1♦: 1♥ = 16+ then 1♠ is 2 nd negative Over 1♠: 2♣ = 19+ Suit or NT = 13-15
1♦	9-12 can be a void 2 or 3 suited hand	11-15	1♥/♠ = 4 card suit 8+ pts 1NT = 10-12 2♣ = 13+ 2♦ = shows 4♦ and asks about stoppers 2NT = Both minors any point count 2♥/♠ = 13-14, 6 card suit - invitational	3♦	Over 2♦: 2♥/♠ = minimum - stop in that suit, no stop in other major 2NT = minimum - both majors 3♥/♠ = maximum - stop in that suit 3NT = maximum - both majors
1♥	√ 9-12, 5+ cards. Haven't got 4♠ unless holding 7♥	11-15	1♠/2♣ = Enquiry. 1NT = 10-12 NF 2NT = Natural 3 raise Splinters Any other suit bid = Non forcing 3♥/♠ = weak raise	2♣	Over 1♠ show shape plus max or min
1♠	√ 9-12, 5+ cards.			3♦	Over 2♣ show shape plus max or min
1NT	11-12	13-15	2♣ = Stayman Transfers 2♠ = transfer to weak minor. 3 rd or 4 th could also be a rangefinder 2NT = 5/5 in minors weak or strong	3♦	Long suit tries
2♣	√ 9-12, 6 card suit, no major	11-15	2♦ = Enquiry 2♥/♠ = Non force 2NT = 13-14 Suit at the 3 level = forcing	Penalty Doubles	Over 2♦: 2♥ = Minimum Other = Maximum and stoppers
2♦	√ 9-12, 6 card suit, no major	11-15	2♥ = Enquiry 2♠ = Non force 2NT = 13-14 Suit at the 3 level = forcing		Over 2♥: 2♠ = Minimum Other = Maximum and stoppers
2♥	√ 9-12, 5/6 card suit & 4♠	11-15	2NT = Shape enquiry		Over 2NT: 3♣/♦ = 3 clubs/diamonds Ask about the others
2♠	√ 9-12 Vul 6-10 Non Vul 5/5 Black suits	11-15	2NT = Enquiry Change of suit at the 3 level = forcing		Ogust responses
2NT	√ Both minors pts depend on Vul		3♥/♠ = Forcing		
3 any suit	√ Pre-empt		New suit = Forcing		
3NT	Gambling (no outside A or K)		4♣ or 5♣ convertible if at least 2 of other 3 suits not stopped		
4♣	Solid 7♥ with outside A or K or solid 8♥		4♦ = asking for A or K		
4♦	Solid 7♠ with outside A or K or solid 8♠		4♥ = asking for A or K		
4♥/♠	Broken suits				
4NT	Specific Ace ask		5♣ = 0 5♦ = A♦ etc (5NT = A♣) 6♣/♦/♥ = CRO		

√ = Natural

Slam Conventions	Modifications to the above, over competition
CRO & Splinters	Over an overcall of our opening 1♦/♥/♠: X or 2NT = forcing. Anything else non forcing Negative doubles could apply up to the 3♠ level
Defence	
When playing small trumps: High-Low = Even number in the highest suit outside the one led Low-High = Odd number in the highest suit outside the one led	

DEFENSE AND COMPETITIVE BIDDING

Overall: 10 to 16 HCP (4 card suit rarely used)

Responses: Cue

Change of suit in 1st round = force if not a passed hand

Takeout Double: 12+ HCP or has shape

Responses: 1NT = 8-10 Cue = Game Force.

Jump = 5 card suit 8-10 pts

Jump Overcalls: Weak

2NT Overcall: Both minors 5/5

Direct Cue Bids: Michaels (weak or Strong)

1NT Overall: 15-17 HCP

Responses: Same as 1NT opening

Defence to weak NT: Cansino X = 15+

Defence to strong NT: X = Majors 2NT = Any two other

Defence to Pre-empts: X = Optional takeout

Defence to artificial strong openings:

X = Majors NT = Minors

Opening leads: *Highlighted v NT contracts / Underlined v suit (if different)*

xx	xxx	xxx	xxx	AK	AKx	10xx	Jxx
Qxx	KQx	QJx	J10x	109x	Qxxx	K10xx	Jxxx
Q109x	K1098	J109x	1098x	KJ10x	J10xx	AKJx	AQJx
KQJx	KQ109x	AKJ10x	AJ109x	Kxxxx	Kxxxx		

File Name: Bridge/Systems/BruceMerle

Sketti Press

27/06/2006

SYSTEM CARD



Merle & Bruce Marr

Mini Precision

1st & 2nd position

Precision

3rd & 4th position

Strong Opening: 1♣

Opening 1NT: 1st & 2nd position: 11-12 pts
(Vul and Non Vul) 3rd & 4th position: 13-15 pts

SPECIAL CALLS THAT MAY REQUIRE DEFENCES

1♣

2♥

1♦

2♠

2NT

Cansino
Michaels Cue

Leads v Suit and NT: 4ths MUD

Subsequent Leads: Optional

SIGNALS:

		High	Low
Suit	On Partner's Lead	D	E
	Discarding	D	E
NT	On Partner's Lead	D	E
	Discarding	D	E

D = Discouraging E = Encouraging

Ask about small trump plays