Interfering over Precision

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http://watsongallery.ca/bridge/aaBidding/Precision.pdf

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Precision in a Nutshell

Precision ranges from Goren and Wei precision to matchpoint precision and to a transfer precision. There is even a strong club with canapé bids like the Blue Team strong club. Furthermore, there are many homemade versions. The disadvantages of these systems are they are memory intensive and cannot be played with a new partner without lots of discussion. A precision system is often specific to a certain partnership.

The main advantages are its light and limited opening bids (11 to 15). Partscores are by far the most common type of contract in bridge, and Precision gets into an auction quickly and also out of the auction just as quickly.

The limited openings immediately tell partner whether the auction is only a partscore auction if he is looking at 9 points or fewer. Successful bridge players are in every auction, and the light openings help in this regard.

Precision's $2\clubsuit$ opening (11 to 15 with clubs) is the best bid of the whole system. Its preemptive nature makes bidding difficult for the opponents. A Roman bid ($2\spadesuit$) is important in that it describes a hand that sometimes cannot be described properly or as quickly. Precision has a lighter 1NT that may or may not deny a four-card major.

Most importantly, there is a strong 1. bid that gives lots of room if the opponents are silent. The Italian Blue Team thought a strong 1. system was the best in tournament play, and their successes attest to that fact. Another problem with Precision is that the 1. opening can also be interfered with quite easily and only at the one-level. The opponents facing a 15 to 17 Notrump opener or a 2. opener do not have such an easy time making a lead-directive bid.

A Simple Interference System

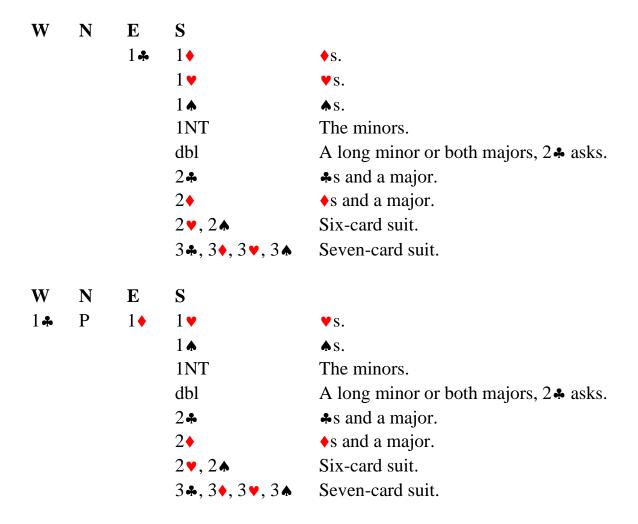
Over a precision system it is always best to compete with a good suit as much as possible. With 15 HCP, a person first passes then competes. Bidding right away shows weakness.

Over $1 \clubsuit$ or $1 \clubsuit$ then $1 \spadesuit$, the simplest interference system is all bids are natural and double is the majors and 1NT is the minors. 2NT is also the minors, but with a better distribution.

An Advanced Interference System

Whenever the opponents have a good opening bid like 1NT or a good system like Precision, the benefits can be negated by interference. Over the 1.4 opening, it is best to come into the bidding as much as possible, and the following is a good system.

The one-level is natural, and the two-level is modified DONT. Some like 1NT to be 15 to 18, but that is too restrictive. With strength, the first bid is a pass. Entering the auction immediately denies a strong hand.



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