Force Point (Fp) Counting

Your Base Number (B#) is the strength of your hand in contract tricks (the tricks above the first 6 tricks, which are not counted in the game of bridge)

B# = all tricks minus 2

<u>NOTE</u>: **Learn to count visually**: Find an **Ace + a Queen or 2 Kings and do not count them** (so, you will not need to subtract 2 on the end). **Count only the rest**.
.

The game's Play Level (PL) is the sum of both partners' Base Numbers (B#)

The Control Points (CP) are the values of Controls you have. The values of the real Controls are: K = 4 CP, Ace = 6 CP. The values of the pseudo Controls are: Singleton = 4 CP, Void = 6 CP (10 CP when you do not have any TOP Honor opposite in the same suit)

Equivalent Queens (EQ) are all values that count for 0.5. Too many EQ may make your eventual answer for Controls (CP) wrong !

♠ ♥ ♦ ♣

Force Point Explicit Counting

Singleton Ace = 2 contract tricks (1.5 for the Ace + 0.5 for the Singleton)

.

Ace = 1.5

.

King = 1.0

.

Singleton King = 0.5 !!

.

<u>NOTE</u>: If you discover an Ace opposite the Singleton King, raise it to 1.0

.

Queen = 0.5

.

Any Singleton = 0.5 (except Singleton Ace).

.

<u>NOTE</u>: Do not duplicate the count of the Singleton Queen. **Fp do NOT scan the Singleton Queens at all !!**

.

Void = 0.5 !!

.

Ax + Ax = 0.5 (in one or both hands, count the Aces separately)

.

For any 7222 add 0.5 for the 3 doubletons (without any TOP Honors only) in addition to **0.5** for the 7 card suit

.

For 7 card mono suit (with at least one Honor), **add 0.5, for 8 card suit add 1.0 and so on** …

     <u>The Formula is:</u> **0.5*(n - 6)**, where 'n' is the sum of the cards in the long suit

For 6/5 bi-color add 0.5, for 6/6 bi-color add 1.0, for 7/6 bi-color add 1.5 and so on … Do not duplicate the count of the 7 card suit by counting it separately from the bi-color !

The Formula is: **0.5*(m - 10)**, where '**m**' is the sum of the cards in both long suits.

Subtract 0.5 when you have max 1 TOP Honors in your 5 card suit or no TOP Honor in your 6+ card suit. Do NOT do that when you any 6+/5+ bi-color !

♠ ♥ ♦ ♣

Adjustments

Do not make any Positive Adjustment for 8+ by 1 Trump !

The Positive Adjustments

.
Add 0.25* (force*point) **for 4 Aces** (in one or both hands)
.
Add 0.25* (force*point) **for AQJT+**
.
Add 0.25* (force*point) **for 6 by 1 or 5 by 2 Misfits**
.
Add 0.5 for your 9 card Super FIT or for 9 card Super FIT in your Opponents' hands !
Do not duplicate this Adjustment by upgrading your Singleton or Void suit after Opponent's used to announce the suit.

.

Add 0.5 for 10 card Super FIT if you do NOT have an Honor in the <u>short</u> suit or when your Super FIT consists of 5 by 5 cards !

.

Add 1.0 for your 10 card Super FIT if you have an Honor in the <u>short</u> suit or for 10 card Super FIT in your Opponents' hands !

Do not duplicate this Adjustment by upgrading your Singleton or Void suit after Opponent's used to announce the suit.

.

Add 1.0 for any 11+ card Super FIT (in one or in both hands, in any suit)

.

Add 1.5 for any 11+ card Super FIT (in both hands) **if you have a 6+/5+ bi-color**

.

Immediately add 0.5 to your B# on the fly by the time of the Bidding, when any of the opponents bid your Singleton or Void (do not duplicate it later if you discover that this is a "good" Singleton or a "good" Void)

.

Add 0.5 for any Singleton opposite Axxx+ (no other TOP Honors)

.

Add 1.0 pt for <u>any Singleton</u> opposite Ax(x) !! (no other TOP Honors)

.

Add 0.5 for a **Singleton x opposite xx(x)** empty suit (up to J, including)

.

Add 0.5 for a **Void opposite xx(xx)** empty suit (up to J, including)

.

Add 0.5 for all **3 TOP Honors in 2 by 3+ card side suit** (not in the Trump, in both hands)
.
Add 0.5 for 6 by 2 FIT in a side suit with the **2 Controls** (not in the Trump, in one or both hands)
.
Add 0.5 for the 3 TOP Honors (AKQ) in a side 5 by 2 or 4 by 3 Misfits (even in 4 by 2) suits (not in the Trump, in both hands)
.
Add 0.5 for KQJx+ in a side suit (not in the Trump)
.
Add 1.0 for KQJTx+ in a side suit (not in the Trump)
.
Add 1.0 for AKQxx(x) in a side suit (not in the Trump, in both hands)
.
Add 1.5 for 5 card AKQJT side suit (not in the Trump, in one hand)
.
Add 1.5 for a **Singleton King opposite AQx+** (0.5 for the King +1.0 for the 3 TOP Honors). Do not add anything for a Singleton x opposite AQx+
.
Add 1.5 for 6+ card AKQxxx(x) side suit (not in the Trump, in one hand)

♠ ♥ ♦ ♣

The Negative Adjustments

For NT contracts:

Subtract 0.5 if you do NOT have 5 by 3 or better FIT
.

NOTE: **Never play 3 NT contract with 2 by 2 in a suit with only 1 TOP Honor !!**

For suit contracts:

If you have chosen a Misfit for a Trump, your PL with Majors will go 0.5 down (except with 5 by 2 Misfit with at least 1 TOP Honor between the 2 cards), but with Minors your PL will go 1 Down.

For any 6 card suit opposite a Void, your PL will go 1 Down.

For any 7 card suit opposite a Void, your PL will go 0.5 Down.
.

Subtract 1.0 for any King opposite a Void (“bad” Void) except in the Trump suit.
.

Subtract 1.0 for any King (no Ace) **opposite a Singleton** (except for Singleton Ace; "bad" Singleton) except in the Trump suit.
.

Subtract 0.5 for any King + Ace opposite a Singleton ("semi-bad" Singleton) except in the Trump suit.

Subtract 0.5 when you have a Singleton or **a Void opposite a Singleton** or **a Void.** For an Ace opposite a Singleton do not make any Adjustments !

.
      Your Trump Play Level is equal to your NT Play Level, but only if you have any 5 by 3 or better FIT (4 by 4 FIT will not help you !). If you do not have such FIT, your NT PL will be 1 below your suit PL.
.

Subtract 0.5 for any Ace + Queen opposite a Void ("semi-bad" Void)
.

Subtract 0.5 for any 2 Mirror suits (especially when you have only one FIT) **if there are not 2 TOP Honors in the suit !!**
.

NOTE: Mirror suits are 2 by 2, 2 by 3, 3 by 3, 3 by 4 **!!**
.

Subtract 1.0 for full Mirror hands despite the TOP Honors in the suits **!**

For any contract:

.

Subtract 0.5 when the difference of partners' Base Numbers is >= 5.5 (it works with Negative Bases too)
.

Subtract 0.5 when the Aces are mote than the Kings and no Queen.
Do not do that if you have only 1 Ace

More Negative Adjustments

    1. For **5 by 2 Trump Misfit in Minors downgrade your PL with 1.0**

    2. For **5 by 2 Trump Misfit in Majors**, if you do not

have a TOP Honor in the 2 card Trump suit, **downgrade your PL by 1.0**

    3**.** For **5 by 2 Trump Misfit in Majors,** if you do have a TOP Honor in the 2 card Trump suit, **downgrade your PL by 0.5**

    4. Be aware to apply the **Negative MIRROR Adjustments** with 2 balanced or **ambiguously** balanced hands (**hands that consist of 5+ card suit but no V / S**)

    Some ambitious bridge players, mostly mathematicians, have made **Bridge Hand Evaluators**, some of them very good, but **a few** of them have **connected it to a newly created Bidding System, because it is hugely time-consuming !**

  It is not easy to create a successful Bidding !

    Fortunately, you already have both the **Fp Explicit Hand Evaluation Counting** and the **Fp Bidding System**, but do not forget:

    The Playing is your own responsibility!

♠ ♥ ♦ ♣

The Simple Theory

The Bidding space is divided by Bases. Each Base consists of 0.5 points and has a number, so the B# shows the hand's strength.

The sum of both partners B# will supply the game's Play Level (PL) before the Adjustments (if any).

Find Your Base Number (B#, the contract tricks, your exact strength)

B# = the sum of all Honor & Distributional points minus 2.0
To find your PL (Play Level) for the FIT suit, use the sum of both partners' B#s.

Your NT PL = your suit PL if you have a 5 by 3 (or better length) FIT (**4 by 4 won't help!**), if you do not have a Void or a Singleton. In any other cases your NT's **PL** is lower (usually by 1) than your suit's **PL**.

When your partner discovers your exact distribution using the **SCOR - SCOR** convention (which simultaneously shows the exact length of your Basic suit along with your side suits) and on the next **Relay** your exact shape, your partner may ask you for your exact **B#**. Answer by steps. Your 1st step answer must show your initial B# shown by the Opening bid. For any of the next steps you must show a higher B# with 0.5 increments.

♠ ♥ ♦ ♣

Control Points (CP, the Controls)

Ace = Void = 6 CP
King = Singleton = 4 CP

NOTE: The Void must be count for 10 CP (when you are sure that it is opposite an empty of TOP Honors suit).
Also, when asked for **CP**, show only your **real CP**, if your partner is aware of your exact distribution.

To discover the 1st step **CP** correct answer, both partners must use the main Formula, when the Responder have a balanced hand or an unbalanced hand with 5 or 6 card Basic suit or 5/5 bi-color
CP = 4*B# along with **4 EQ** (Equivalent Queens)

For a hand with a 7 card suit or 6/5 bi-color, the Formula for the 1st step **CP** answer changes to:
CP = 4*B# - 2, along with 5 **EQ**

For a hand with a 8 card suit or a 7 card suit + a Void or 2 Singletons, the Formula for the 1st step **CP** answer changes to:
CP = 4*B# - 2, along with 6 **EQ**

In all cases, for any of the next steps answers raise the CP by 2 and lower the EQ by 1.

That way, you will discover the exact number of all partner's TOP Honors with only 1 question - 1 answer !

No other bridge system in the world can do it !

With a balanced hand or with 5-6 card Basic suit or 5/5 bi-color, before you answer for CP, <u>discard CP = 4*B# - 2,</u> then divide the rest of your CP by 2, and the result will directly show you how many steps to make for the answer:

The 1st step answer will show CP = 4*B# along with 4EQ
The 2nd step answer will show CP = 4*B# + 2 along with 3 EQ
The 3rd step answer will show CP = 4*B# + 4 along with 2 EQ
The 4th step answer will show CP = 4*B# + 6 along with 1 EQ
The 5th step answer will show CP = 4*B# + 8, no EQ, no S / V
.

If you cannot ask your partner for CP, **with 5-6 card Basic suit or 5/5 bi-color (in both cases without a Void)**, **but you know the partner's B#**, you may expect your partner to have **CP** equal to the 2nd step answer, i.e.,

CP = 4*B# + 2 along with 3 EQ

With 7 card Basic suit or 6/5 bi-color, before you answer for CP, <u>discard CP = 4*B# - 4,</u> then divide the rest of your CP by 2, and the result will directly show you how many steps to make for the answer:

The 1st step answer will show CP = 4*B# - 2 along with 5 EQ
The 2nd step answer will show CP = 4*B# along with 4 EQ
The 3rd step answer will show CP = 4*B# + 2 along with 3 EQ
The 4th step answer will show CP = 4*B# + 4 along with 2 EQ
The 5th step answer will show CP = 4*B# + 6 along with 1 EQ
.

If you cannot ask your partner for CP, **with 7 card Basic suit or 6/5 bi-color, but you know the partner's B#**, you may expect your partner to have **CP** equal to the 2nd step answer, i.e.,

CP = 4*B# + 4 along with 4 EQ

With 8 card Basic suit or 6/6 or 7/5 bi-colors, before you answer for CP, <u>discard CP = 4*B# - 6,</u> then divide the rest of your CP by 2, and the result will directly show you how many steps to make for the answer:

The 1st step answer will show CP = 4*B# - 4 along with 6 EQ
The 2nd step answer will show CP = 4*B# - 2 along with 5 EQ
The 3rd step answer will show CP = 4*B# along with 4 EQ
The 4th step answer will show CP = 4*B# + 2 along with 3 EQ

If you cannot ask your partner for CP **with 8 card Basic suit or 6/6 or 7/5 bi-colors**, **but you know the partner's B#**, you may expect your partner <u>also</u> to have **CP** equal to the 1st step answer, i.e.,

CP = 4*B# - 4 along with 6 EQ

With 9 card Basic suit or 7/6 or 8/5 bi-colors, before you answer for CP you must <u>discard CP = 4*B# - 8</u>

The 1st step answer will show CP = 4*B# - 6 along with 7 EQ
The 2nd step answer will show CP = 4*B# - 4 along with 6 EQ
The 3rd step answer will show CP = 4*B# - 2 along with 5 EQ
The 4th step answer will show CP = 4*B# along with 4 EQ

If you cannot ask your partner for CP, **with 9 card Basic suit or 7/6 or 8/5 bi-colors**, **but you know the partner's B#**, you may expect your partner <u>also</u> to have **CP** equal to the 1st step answer, i.e.,

CP = 4*B# along with 4 EQ

♠ ♥ ♦ ♣

After discovering the exact number and kind of partner's **CP** and **EQ**, the **Quest** may <u>ask for the colors of the TOP Honors</u>. The answers are by **SCOR** and will show the "**2 of a kind**" by **priority:**

2 Kings
K + Q
K + A
A + K + Q (1st show **K + Q**, then show **K + A**)

2 Queens

1 King

3 Kings (show naturally the omitted suit, the suit where you do not have a King)
3 Queens (show naturally the omitted suit, the suit where you do not have a Queen)

2 Aces
3 Aces

<div align="center">♠ ♥ ♦ ♣</div>

To make 3 NT you will need PL >= 4.0+ & 22+ CP
.
To make 4 HE or 4 SP you will need PL = 3.5 or PL >= 4.5 & 22+ CP
.
<u>**NOTE**</u>**: NEVER play 4 HE or 4 SP with an exact Play Level (PL) = 4.0 if you do not have a Singleton or a Void, play 3NT instead !**

That area is the Fp Bermuda Triangle and your contract will be sink !!

To make 5 CL or 5 DI you will need PL >= 5.0 & <u>28+ CP</u> !

To make a small SLAM in a suit, you must have PL >= 6.0 & 32+ CP

To make a small SLAM in NT, you must have PL >= 5.5 ! & 34+ CP

  <u>NOTE</u>: Never play a **SLAM** with **PL= 6 & 30 CP** only! A small SLAM is possible even with 30 CP when you have a side card suit with all 3 TOP Honors or **2 good FITs or if you have 1 good FIT + 1 Super Fit of 10+ Trumps with both Controls.**

To make a GRAND SLAM you must strictly have PL >= 7.5 & 36 or 40 CP (not 38 which are physically impossible and must be lowered immediately to 34 CP !)

  <u>NOTE:</u> A **GRAND SLAM** is possible with 36 CP (all 4 Aces) **2 good FITs** (with all TOP Honors) **or 1 good FIT + 1 Super Fit of 10+ Trumps with both Controls.**

  <u>**If your partner asks you directly for your Controls (before asking you for your exact B#) use the Formula to calculate it:**</u>

  B# = any CP / 4 − 1, where any CP = real + pseudo CP

<div align="center">♠ ♥ ♦ ♣</div>

The Table below shows the **approximation between HCP and the Fp B#s** (courtesy of **Mr. Aleksander Dulevski**).

It is useful only when you plan to play NT Contract !

Notice the arithmetical HCP progression by rising with 3 HCP for any 1.0 Fp count up for easier remembering !

B# .... HCP	B# ... HCP	B# ... HCP
-1.5 = ~ 2	1.5 = ~12..............	4.5 = ~21
-1.0 = ~ 4	2.0 = ~13	5.0 = ~22
-0.5 = ~ 5	2.5 = ~15	5.5 = ~24
+0.0 = ~ 6	3.0 = ~16	6.0 = ~25
+0.5 = ~ 8	3.5 = ~18	6.5 = ~27
1.0 = ~ 10	4.0 = ~19	7.0 = ~28

NOTE: **The table's HCP shown are for balanced hands** (no 5 card suit, no Singleton by Fp requirements).

If you persist in knowing your HCP for mild to ambiguous unbalanced hands, **expect 1 HCP less than the shown HCP**. With more unbalanced hands, expect 2-3 HCP less than the shown HCP.

Remember that B# = 1.0 ~ 10 HCP for balanced hands (no 5 card suit, no Singleton by Fp requirements) **& B# = 1.0 ~ 9 HCP for unbalanced hands to be able to find the HCP very fast for any B#.**

No license is needed for domestic Pair or Team Tournaments:

A license is necessary ONLY for the right of the bridge players for using **Force Point** bridge system **on International Pair or Team Tournaments**:
$26.10 for a **pair license** (respectively x2, x3 or x4 for a Teams of 4, 6 or 8 players) at http://force-point **via PayPal** (tax included, no hidden fees)

      The pair license comes with 2 e-Books for the Fp Bidding System - the latest 7th corrected edition of **'Slam after Slam with Force Point'**, its digital version - the Sysnotes computer program for use by the time you play on the Internet, along with a folder of all Fp files - no installation necessary & lifetime free upgrade from Google drive of the Sysnotes data file which consists of almost all possible Fp bidding sequences.

      Mr. Pawell Boiew
The Force Point Bidding Developer

https://www.facebook.com/groups/1133524473730926

http://force-point.com

Search by Google: force-point-system@force-point-bridge.com

♠ ♥ ♦ ♣

Slam after Slam with Force Point

The corrected 7th final edition of **'Slam after Slam with Force Point'** – the book will be ready by the end of May 2025 in 2 formats: PDF & DOCX, along with the Sysnotes computer program (the digital book of the Force Point Bridge Bidding System for the Windows operating system). By the end of the year, the color paperback book will be published & you will be able to find the digital version of the Fp system on a flash drive in the pocket of the published book.

After that date, send an **SMS** to a New York- based phone number:

+1 (718) 66 FIT IN   or   +1 - (718) - 663 - 4846 to obtain more information on how to arrange a free consultation in BBO.

Around the world, use easy for remembering TOLL – FREE phone number: +1 - (844) JIDAI 2B   or   +1 - (844) - 543 – 2422

♠ ♥ ♦ ♣