SLAM after SLAM

with FORCE POINT

Pawell Boiew, Svilen Boeff, Aleksander Dulevski, Milen Markov

THE BOLGAR FORCE POINT CLUB

SLAM AFTER SLAM WITH FORCE POINT

With Force Point Bidding you will see the length of the suits and the partner‘s TOP Honors transparently through the back of the closed hand.

You will like this 36 years research of that Double Dummy Bidding and will allow you to play constantly with the best bridge players!

START CLIMBING !

NOTE: I strongly suggest reading the e-Book by viewing simultaneously 2 pages on one screen, otherwise you won’t be able to check the game’s diagram & the bids’ explanation simultaneously !

The book is dedicated to Alex

SLAM AFTER SLAM WITH FORCE POINT

The New Explicit Bridge Bidding

What the Force Point bridge system is all about

1. The **Force Points Counting** is fast, easy, explicit and very accurate.

2. Using the **SCOR - SCOR Convention** and the **special Bidding Mechanisms** will allow you to discover the exact distribution with balanced, mono-color or any 5+/5+ bi-color are original and effective.

3. Checking for the exact game's Play Level (PL) insuring all contracts.

4. Finding the exact number of all TOP Honors with one questions - one answer saves a huge bidding space.

5. Discovering the exact shape & the colors of the important TOP Honors (the Kings, the Queens and the Aces, especially if you have a Void) will allow you to discover all Small & Grand Slams even with 18 HCP in both hands !

What more will you need before placing the final contract by 'seeing' through the back of the partner's cards the length of all suits and where are the TOP

Honors?

Be sincere at least to yourself, nothing else! It's like a **Double Dummy Bidding**, and that's why it is almost perfect. To destroy it, the Opponents must jump to the 4th Level in minors immediately. Here is coming the **"Penalty Rule of 13"**, an original count for the Opponents' down tricks.

Just learn how to do that. **You will need around 3 months to become a Bidding Expert for playing live** or **3 days to start playing the Force Point Bridge System on the Internet by using** the separate **Sysnotes** (System Notes) computer program for fast visual checking of the flowing **Fp** and most of the Opponents' bids or disturbing Overcall.

That program will free up hours of time for you to spend learning the system by reading the book only !

Whether it's a copy, research or a personalized offer for a product, you'll have the ability to receive unique, highly impact full content allowing you to differentiate this bridge system from the competition.

♠ ♥ ♦ ♣

The Bridge Tournaments are generally lost, not won!

The great mathematician, high class
bridge player and editor of

'The Bridge World' magazine
Mr. Jeff Rubens

In all you do, practice the art of Bidding, and remember that this is a learning process.

Mr. Pawell Boiew

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of any format or this PDF file may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, source codes, computer programs, recording, or by any information storage and retrieval system without permission in writing from the copyright owner by obtaining a specific license.

If you want to learn **Fp** faster and start playing on the Internet immediately, you will need the **System Notes** (**Sysnotes**) computer program.
To obtain a copy of it go to:
http://bull-bridge.com

It is like a book with the most bidding situations of **Fp** and Opponents' bids, allowing you to go through them by using your mouse. The **Sysnotes** program will help you when playing on the Internet to choose the bids very fast and error free from the start of using **the Force Point Bridge System**.

For help find Boeff or Pavell in BBO, send SMS to (718) 66 FIT IN or write to:
pboev777@gmail.com

With the Force Point System, you will be able to discover the number of all of the partner's Aces + Kings + Queens with one question - one answer only!

No other bridge system is capable of doing that !

Fp Bidding Developer **Mr. Pavel Boev** with the help for practice use of the system by Fp Team players **Mr. Svilen Boev, Mr. Alexander Dulevski, Mr. Milen Markov**.

Force Point (Fp) Counting will help you to count your hand directly in contract tricks (the tricks that are above the initial 6 tricks, which are not counted in the game of bridge). The **Fp Counting** itself is a new Low of the Total Tricks, much better than the old one. The sum of both hands contract tricks will give you the game's **Play Level** (**PL**) with exceptional accuracy.

No need evaluations by the time of the initial count, but one of the players, the **Quest** (the player who will ask his partner to reveal his/her exact distribution) will need to apply some Adjustments (if any), when new distribution changes are discovered

by the time of the Bidding.

When the **Quest** is you and already you have discovered the partner's exact shape, you may ask for the exact number of the partner's contract tricks (B#).

The sum of both partners **B#**s will supply to you the exact **game 's PL**. If the **PL < 5.5** you must decide on the **final contract**, but if the **PL >= 5.5 (PL>= 5 with 2 FITs)** you **must use the CPA** (Control Points Asking) to discover your partner's **TOP Honors** by number and by kind, and later eventually for their colors, securing all Slams !

Before you use **CPA**, do one very important thing: Calculate the expected partner's **CP** (Control Points, the Controls) using the simple Formula:

CP = 4*B# + 4

Add them to your CP, and **if the Total CP in both hands are less than 32, NEVER use CPA!**

NOTE: There is one exception: When you have 2 FITs or a Super FIT along with 5 by 2 Misfit with 2 or 3 TOP Honors in a side suit, you may use **CPA** with Play Level (**PL**) = 5.

The calculations are for a 7 grader, so the Fp Bidding proved to be simple arithmetic, not even math!

Using **SCOR - SCOR Convention** (along with the classical Stayman and Jacoby Transfers, of course) for all your **Distributional and Control needs** will allow you to imagine the exact lengths of

your partner's suits.

The Control Points Asking (**CPA**) will allow you to discover all of your partner's TOP Honors (by numbers and by kind) with one question - one answer and the most of the TOP Honors' places before you decide on the final contract.

It is like seeing transparently through the back of your partner's cards! You know what Double Dummy Playing is, now you will have a Double Dummy Bidding in your weapon arsenal !

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Summarizing of **Fp** Bridge System

1. Use **Fp Counting** to find your **B#** (hand strength, contract tricks)
2. If your partner opened (overcalled), and you have enough strength, use the **SCOR - SCOR** convention to discover the exact partner's shape
3. Ask your partner for the exact **Base Number** (**B#**)
4. Use the sum of both **B#**s and apply any distributional Adjustments you have discovered (if any) to find the exact game's **Play Level (PL)**

5. Depending on your game's **PL**, place the final contract or use **CPA** to ask your partner for Controls and eventually for their colors

Fp can assist you explicitly about the Bidding, but do not forget, the Playing is your own responsibility!

On Bidding Contests with 12 TOP Match-point scoring, Fp will provide to you no less than 70% (usually around 80%), but pay attention that the Games are not easy, on such Contests you will have to bid most difficult distributional Games collected around the world !

Force Point Bidding Developer:
Mr. Pawell Boiew

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Use it or guard against it, it is your own decision!

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Visit: http://force-point.com or send an email to: pboev777@gmail.com if you have any questions

INTRODUCTION

The purpose of this book is to teach you how to find all possible Slams despite the HCP and the distributions. It is easier to reach a Slam with 28+ HCP, but how many times have you played Slams with 19 to 27 HCP in both hands ?

Force Point system will show you how to do that all the time, when the distributions allow that. Nothing almost perfect is easy. The **Fp** system is not quite easy although I have tried to make it logical and easier at max.

The book is for Bridge Bidding only and it was written by an immigrant without fluently English thinking and no help, but Google & Microsoft Word. The material inside it is **priceless**, so curb your discontent if you find something strange (I mean illiterately) and read it. In a week (a month with the practice), you will be able to feel the full power of this new bridge system! I'll be satisfied if you can evaluate the new bridge discoveries I have made through my 36 years of research.

When you are looking for a Slam, if you wish to discover your entire partner's TOP Honors with one

question – one answer only, and then eventually where they are, you must become acquainted with the Force **Point** system and penetrate deep into it. If you are unable to concentrate throughout a Tournament, better totally skip **Control Points Asking (CPA,** asking for the Controls) and rely only on the game's **Play Level** which still will be enough for good results.

You can even calculate partner's Controls without asking for them using Fp Formulas, i.e. by the info for the partner's contract tricks (the B#, the strength).

Here are shown mainly Slam Games, not only to be presented the best part of **Fp**, but also to be seen the whole **Fp Bidding Mechanisms & Asking**.

You do not need to remember the Bidding sequences, instead remember the **Fp Bidding Mechanisms** that follow every Opening or Overcall.

That's much easier !

When you discover that the game's **Play Level** (**PL**) **< 5.5** (11.5 total tricks - 6 initial tricks which are not counted in the game of bridge = 5.5), it is forbidden to look for a Slam if you do not hold 2 FITs or a Super FIT & a 5 by 2 Misfit. Your final contract depends mostly on the PL which you will recalculate by the time your turn comes, if some new distribution revelations appear.

In parallel with creating **Fp**, I started to write down all bids in a **Sysnotes** (System Notes), a separate computer program. It is like a book, so a bridge player can go forward, backward, up and down through it to see all possible **Fp** system's & Opponents' bids very fast by using the mouse.

Sysnotes uses a data file **1NT_over_1.nsf** which grew over 87 MB through the years. It is a data bank of repeated sequences. The players can see the **Bidding Mechanisms** & the **Asking** which **Fp** uses, but the most important thing is, that **Sysnotes** can be used on Internet by the time of playing, allowing fast learning of **Fp** system in a month of practice.

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The Abbreviation Fp uses

B# (Base Number) is the sum of the contract tricks (the tricks over initial 6 tricks which are not counted in the game of bridge).
The B# is the sum of your Honors and Distributional holding values minus 2 tricks !

Both players remove by 2 initial tricks. It is proved that 1 trick arises from nowhere (it looks like 1 trick coming from the air, you always will make at least one trick even when you have absolutely nothing in both hands, probably because of your FIT possession). So, 5 tricks are removed, but the 6th one is not, and that makes **Fp Counting** very aggressive.

The Basic suit is your long 5+card suit. The Basic suit is used with SCOR - SCOR Convention to distinguish the length of it along with the lengths of your side suits, thus discovering the exact distribution.

If you have a balanced hand (no 5+ card suit, no Void) or a bi-color, you do not have a Basic suit and SCOR - SCOR cannot be used.

B(2.5)+ means Base Number (the hand's strength) of 2.5 contract tricks or more, B3+ means Base Number of 3 contract tricks or more

PL (Play Level) is the level on which you will intend to play (after the Adjustments), which depend on Distribution and Honor holding in both hands

Initial PL = sum of both partners' B# (before the Adjustments, if any). The minimum **Play Level** is the **PL** you discover when your partner reveals his minimum B# by the Opening or the Overcall bid. You have to adjust it when new information about Distribution and Honor holdings appears.

CPA (Control Points Asking) is a unique asking for TOP Honors showing simultaneously all of partner's **TOP Honors** (A + K + Q) by number and by kind by using 1 question – 1 answer only. **CP (Control Points)** are the value of your Controls: **Ace = 6 CP, King = 4 CP, Singleton = 4 CP, Void = 6 or 10 CP** (10 when the **Quest** is absolutely sure that there is not an opposite duplication with a real Control in the same suit)

Equivalent Queens (EQ) – all that counts for 0.5 contract tricks are **EQ**: a real Queen, a Void, a Singleton,, any 7th and upper cards in a long suit and so on ...

The sign '!' – indicate **Forcing Relay** by the Interrogator (**the Quest**) For example: **1♥! , RF!** , **GF!** bids. It can be any bounding bid used by **Quest** (even **Pass – Relay!**) after opponents interfere if at least one active **Relay** by **the Quest** appeared before it!

Ex Relay! – **Exceptional Relay** in the Opponents' suits (4♥ /4♠ bids & any bid on 6th Level are Absolute Signoff, but you could use them like Relays if the Opponents used any of them to bid the suit naturally). **3NT** bid is an Absolute Signoff also, but the **Quest** can use it for an **Ex-Relay** when both partners are absolutely sure that the **PL > 5**

V / 2S = Void or 2 Singletons, **S / V** = Singleton or Void

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BASIC INFORMATION

Fp uses contract tricks in both hands (the tricks over the initial 6 tricks which are not count in game of bridge) to find the game's **Play Level (PL)** with high accuracy. We call the player's contract tricks **Base Number (B#).** The sum of both hands' B#s supply the game's **Play Level (PL)** for the **FIT** suit after **no more than 2 Negative & 2 Positive Adjustments** (if any at all). You will find some repeated explanations which are made intentionally for easier memorizing.

The usual Fp Bidding Mechanism is:

Use the Opening bid to show the range of your B# (contract trick) and the overall shape (balanced or pseudo balanced, 5+ card suit or bi – color).

When you have any 5+ card Basic suit and your partner uses a bounding bid for a **RF** (Round Forcing) **Relay!** (**including DBL / RDBL**) thus becoming the **Quest** & asking for **answers by SCOR – SCOR Convention**:

The first 3 steps answers are for 5 or 7 cards Basic suit with SHAPE, COLOR or RANK side suits respectively (on the next **Relay** you will be able to show the exact length of your Basic suit along with your 2nd longest suit, which will reveal your exact distribution except if you use the 1st step answer, which is reserved for 7 card suit).

The next 3 steps are for 6 or 8 cards Basic suit with SHAPE, COLOR or RANK side suits respectively (on the next **Relay** you will be able to show the exact length of your Basic suit along with your 2nd longest suit, which will reveal your exact distribution to your partner except if you use the 1st step answer, which is reserved for 6 or 8 card suit with a Void or S+V).

Pay attention that with any 6, 7 or 8 card Basic suits, after you have showed your SHAPE or COLOR side suits (and the **Quest** uses a new **Relay**), the 1st step answer is ALWAYS reserved for a Void or S+V, so one more **Relay** must be used for revealing the exact distribution (shape).

With RANK side suits **using exactly the 6th step of SCOR-SCOR shows directly that you have a Void or S+V** (Singleton + Void) **suit(s)**. If a new **Relay** appears, then you may show your 2nd longest suit (the exact shape) naturally or semi-naturally.

NOTE: When you are not strong (B# < 3.5) and do not know if the **Quest is** strong, on the ask for the overall shape (the SCOR - SCOR Relay), use the 7th step answer for **6 or 8 card Basic suit + RANK side suits, no Void**. On the next Relay show

your 2nd longest suit (the exact shape) except when you use the 1st step answer, which is reserved for 6 or 8 card suit with a Void or S+V.

NOTE: When you have **6 or 8 card Basic suit + RANK** side suits, no Void and you are strong (B# = 3.5 - 4) or the Quest proved strong, on the SCOR – SCOR Relay, **JUMP** (over the 6th steps) directly in your 2nd longest suit thus showing immediately your exact shape.

After the **Quest** has **already discovered your exact distribution** and a new **Relay** appears:

It will ask for the exact B#

The answers are by steps:

The 1st step answer confirms your minimum B# already shown by the Opening, and any of the next steps increases it with 0.5 for a step.

After that if a new Relay appears by the Quest, it is Control Points Asking (CPA).

Before you answer, use the appropriate Formula in dependence of your distribution to discard a certain

number of CP:

1. When you have 5-6 card Basic suit, no Void or 5/5 bi- color, no Void :

CP = 4*B#

then divide the rest of your CP by 2 to find exactly how many steps you must make for answering or use **the main Formula** for the 1st step answer:

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

****

2. When you have 5-6 card Basic suit + Void or 5/5 bi-color + Void or 7 card Basic suit, no Void:

CP = 4*B# - 2

then divide the rest of your CP by 2 to find exactly how many steps you must make for answering or use the Formula for the 1st step answer:

CP = 4*B# along with 4 EQ (because of the 7-card suit or the Void)

****

3. When you have 7 card Basic suit + V / 2S or 8 card Basic suit, no V / 2S :

CP = 4*B# - 4

then divide the rest of your CP by 2 to find exactly how many steps you must make for answering or use the Formula for the 1st step answer:

CP = 4*B# - 2 along with **5 EQ** (because of the 7-card suit + the Void or the 8-card suit)

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Showing low B(2 – 2.5) or high B(3 - 4) ranges after Opponent's Overcall only

When the Opponent interfere after your Opening, **the Quest** will use **DBL/ RDBL for a Relay**, and despite of the 2nd Opponent bid:

You (the Opener) must show either the **lower B# strength range of B(2 – 2.5) only**, by using the **bonding bid** (the 1st bid next over the last bid)

or

use the next bids to show the higher B# strength range of **B(3 – 4),** along with the side suits and the length of your Basic suit by using the **SCOR - SCOR** Convention.

After showing your side suits with 5 or 7 card Basic suit:

If the partner uses a **GF** (Game Forcing) **Relay!** (which can be the bounding bid or the bid of **Pass for a Relay** used in the cases when opponents interfere) asking you to show your 2nd longest suit naturally thus revealing your exact distribution.

DO NOT forget that the 1st step answer is ALWAYS reserved for a 7 card Basic suit (the next **5 steps answers** will show your exact shape of any 5134, 5143, 5233, 5422 or 5044)

If you have used the 1st step answer for **7** card Basic suit, on a new Relay, the 1st step answer is again reserved, this time for any 7042 or 7024 shapes.

The next step answers will show your exact distributions of any 7123, 7132, 7411 shapes by showing your 2nd longest suit or 7222 shape (always use the bid in the Basic suit for it) or 7033, shape (use NT bid for it).

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After showing your side suits with 6 or 8 card Basic suit:

Your partner may use a **GF** (Game Forcing) **Relay** asking you to show your 2nd longest suit naturally thus revealing your exact distribution, DO NOT forget that the **1st step answer is ALWAYS reserved for a 6 or 8 card Basic suit with a Void or S+V**. The next steps answers will be for any 6241, 6421, 6223, 6331, 8113 or 8221 shapes showing your 2nd longest suit.

If you have used the 1st step answer for **6 or 8** card Basic suit, on a new Relay show your exact distributions of any 6043 / 6034 / 8032 / 8023 / 8014 / 8041 shapes.

NOTE: **With 5 card Basic suit when you do not have 2nd longest suit** (for example with any **5**332 distributions), you **must bid your Basic suit or use NT bid** (which appears earlier and when it is possible) for showing exactly **3 by 3 in the side suits** !

With 6 or 7 card Basic suit when you do not have 2nd longest suit (for example any 3**6**32 or any 33**7**0 shapes) **ALWAYS use NT bid** for showing exactly **3 by 3 in the side suits**

3NT bid by the **Quest** (Interrogator) usually is

an **Absolute Sign Off**, but it can be used like a **Relay** in the cases when both partners are absolute sure that the minimum game's **Play Level (PL) > 5** (which is easy to know with **Fp**) or after Opening on 3rd level with 6+/5+ bi-colors.

4♥ and 4♠ bids usually are **Absolute Sign Off** bids also, but they can be used like **Relays** if the Opponent(s) used them naturally or when you are absolute sure that your partner has a Void or a Singleton in that suit.

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If the Quest had discovered PL >= 5.5, the Control Point Asking (**CPA**) is **mandatory asking for CP** (Control Points, Controls).

Before using the **CPA**, the **Quest must** calculate partner's expected **CP** using the Formula: **CP = 4*B#+4** and will find the **total expected CP in both hands**.

If they are **= 30**, the **Quest** will not use **CPA** if there are not 2 FITs (or a Super FIT + a Misfit). With calculated CP >= 32 , the **Quest** must use **CPA !**

With a **PL < 5.5** or **CP < 30**, the **Quest** must use a Signoff bid for the Final contract.

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The simple trick of using 2NT bid in Modified Stayman clarify the Opening range with a balanced hand

After **1NT weak** Opening in 1st sit (with B# from 2.0 to 2.5, no 5+ card suit, balanced, no S / V)

or after 1♣ Opening in the 1st sit – 1♥**!** (**Relay**) - 1**NT strong** (with B# from 3.0 to 4.5, balanced, no 5+ card suit, no S / V)

or after 1♣ Opening in 3rd/4th sit, when the partner responds by showing a balanced hand (with B# from 1.0 to 1.5, no 5+ card suit, no S / V),

the Bidding Mechanism always will allow the **Quest** to discover the exact partner's shape and strength up to **3NT** level with a clever trick by using **2NT** bid (**Modified Stayman**) for:

eliminating the minimum **B#** of 2.0 (after **1NT weak** Opening)

or for eliminating the minimum **B#** of 3.0 (after1♣ – 1♥**!** (**Relay**) - 1**NT strong, balanced**

or for eliminating he minimum **B#** of 1.0 (after responding with **1NT** bid to 1♣ partner's Opening in 3rd or 4th sit).

In this cases **Fp** uses the conjunction between **HCP** and **B#** to secure **3NT** contract. You can find **the important chart** of the connection between HCP & the B#s in **"No Trump Contracts - The most profitable"** chapter in this e-Book.

With 5 to 7 card Basic suit, after partner's Relay, remember that **the 1st step answer** (the bounding bid) **is reserved for 7 card Basic suit**. Use the next 5 steps to show your 2nd longest suit (the exact shape) with 5 card Basic suit. Use the **NT bid to show any 5332 or any 5440 distributions** (which come earlier, see Sysnotes).

With 6 or 8 card suits, after a Relay, with SHAPE or COLOR side suits **the 1st step answer** (the bounding bid) **is reserved for** a Void or Singleton + Void (S+V). Use the next 5 steps to show your 2nd longest suit (the exact shape) with 6 card Basic suit (use **NT bid to show** an ambiguous balance of **any 6223** shape).

In both cases, if you used the 1st step answer showing 7 card Basic suit, respectively 6 or 8 card Basic suit, on the next Relay show your 2nd longest suit (the exact shape) naturally or semi-naturally.

Your partner (the Quest), who knows your exact B# and your exact distribution, will know and how

many CP you have discarded and will multiply the number of your steps by 2, thus discovering the rest of your CP, then will add the discarded and showed CP to find the Total of your CP.

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Find your partner's Queens without asking for them

Paying attention how many steps you have used to answer for CP, the Quest also will find the number of your Queens without asking for them:

With 5 or 6 card Basic suit, no Void or with 5/5 bi- color, no Void, the 1st step answer will show 3 EQ, the 2nd step answer will show 2 EQ and so on …

When the Opponents do not interfere, by using **Fp SCOR Convention**, an elegant & easy way to show your **exact distribution up to 3NT with any 5- 6 card Basic** suit and **up to 4th Level with any appropriate 7-8 card Basic suit**, which will provide more than enough of free bidding space for the **Quest** to ask for partner's exact **B#**, thus discovering the exact Game's **Play Level** (**PL**) On a new **Relay**, the **Quest** will discover partner's **CP** (Control Points) along

with the number of the **Queens** (without asking for them, because there is a strong conjunction between the **B#, Controls and the number of the Queens**). After that the Quest may ask for the suits of the **TOP Honors** !

This will allow you to imagine the exact partner's distribution and where the TOP Honors are like you see through the back of your partner's card

(something like a **Double Dummy Bidding**) before you decide on final contract !

The Fp Bidding Mechanism may look difficult before you become familiar with SCOR – SCOR Convention, so it is very important to understand it well !

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The SCOR – SCOR answers are by steps

After 1♣ Opening & 1♥ Relay!

1♠ = strong B(4.5)+, any shape

1NT = strong B(3 – 4.5), balance

NOTE: **The above 2 bids for a strong hands (any shape or balanced) are used only after 1♣ Opening !**

2♣ = the 1st step answer by **SCOR - SCOR** with **B(2 - 4)** which will show **5 or 7 card Basic suit + SHAPE side suits** or any 2227 shape. A new **Relay** will ask **for 7 cards in the Basic suit or for the exact shape with 5 card Basic suit + SHAPE side suits**.

2♦ = the 2nd step answer will show **5 or 7 card Basic suit + COLOR side suits.** A new Relay will be needed for showing **7 cards in the Basic suit or for the exact shape with 5 card Basic suit + COLOR side suits**

2♥ = the 3rd step answer will show **5 or 7 card Basic suit + RANK side suits** and the next Relays will be for **7 cards in the Basic suit or for exact shape with 5 card Basic suit + RANK side suits**

The next 4th & 5th steps answers will show 6 or 8 card Basic suit with **SHAPE or COLOR** side suits respectively (on a new **Relay** the 1st step answer is reserved for 6 or 8 card Basic suit with a Void or S+V and the next steps are for the 2nd longest suit thus revealing the exact distribution. After the 1st step one more **Relay** will be needed to show your exact shape.

The 6th step answer will also show **6 or 8**

card Basic suit, but this time with **RANK** side suits + **Void or S+V** (on a new **Relay** the Opener will show the 2nd longest suit thus revealing the exact distribution).

NOTE: If the strength of the Opener is not clarified yet B(2 – 4), the 7th step answer will also

show 6 or 8 card Basic suit + RANK side suits, **but no Void** !

On a new **Relay** the Opener will show the 2nd longest suit thus revealing the exact shape (except for the 1st step which will show **6 or 8 card Basic suit** + **RANK** + **Void or S+V**).

If the Opener already proved **strong B(3 – 4)** from **the 7th step and up the Opener will enter the Extended SCOR by a JUMP answer** showing directly the 2nd longest suit (the exact shape) with **6 or 8 card Basic suit + RANK, no Void**.

The last steps of the answers will show always 8 card Basic suit with any 8221, but with all different B# corresponding to the strength of the Opener.

For example: If you are in the range from B3 to B4 there will be 3 last step answers. The 1st one will show B# = 3, the 2nd one will show B# = 3.5 and the 3rd one will show B# = 4, all of them with

the same distribution of the appropriate 2218 shape.

After 1♦ Opening & 1♥ Relay, the 1st step answer by SCOR - SCOR Convention showing 5 or 7 cards in the Basic suit will be 1♠. Respectively, after 1♥ Opening & 1♠ Relay it will be 1NT and after 1♠ Opening & 1NT Relay it will be 2♣.

After your exact shape is revealed, the Quest may ask you for your exact strength (B#), then for the CP, thus discovering simultaneously your exact number & kind of the TOP Honors (A + K + Q) with one question – one answer only !

To find how to discover the exact number of your partner's Queens without asking for them, you must read 3 short Chapters:

1. **What are the Equivalent Queens (EQ) and where are they hidden?**
2. **How to find the partner's real Queens without asking for them?**
3. **How to calculate the number of partner's CP and EQ ?**

For most of the players it will be enough to find the game's Play Level by calculating the sum of both partners' B#s (contract tricks) based on the

knowledge of partner's **B#**.

By applying the Distributional and Honors' Adjustments (if any) you will be able to choose the Final Contract with very high accuracy.

Those of you who want statistically to assure the percentage of any Slam (mostly with special distributions and 19+ HCP in both hands & especially for all of the Grand Slams) will need to penetrate deeper into the **Fp** system.

In such cases **CPA**, **the unique Fp Asking for Controls** must be used (which, by the way, is better than **RKCB**, because the **Quest will discover simultaneously** all of partner's TOP Honors (A + K + Q) by number and by kind with one question – one answer only !

It's easy now, but 36 years of simple arithmetic, now surprise even me. Looks like the educated people become blind for the simplest things !

Everything finished successfully when I have discovered the strong conjunction **between the hand distribution, the B#, the CP and the EQ**.

When you know the first 3 of them, there is no need to ask for the 4th one.

You will need to discover the exact partner's distribution by using **SCOR- SCOR** Convention to be able to apply the Adjustments (if any) for the **PL on** the fly by the time of the Bidding.

You will need to find the partner's **B#** to be able to secure the game's **PL**. When you find a **PL >= 5.5**, it is mandatory to ask for the partner's **CP**. When you do that, you may discover how many Queens your partner has without asking for them and to be able to check if all available **TOP Honors** and their colors are in possessions for a **SLAM**.

Usually, after Opponents' barrage, you will calculate the partner's **CP** without asking for them, receiving very good results statistically.

When you plan to go for a **GRAND SLAM**, asking for the suits of the partner's Kings & Queens will help you to secure your contract.

By the way, **Fp** uses only elementary calculations for a **7-grade student**. Any **15-years-old** boy or girl who has a gift for Playing, by learning **Fp bridge system** can become a **high-class Bridge Bidding Expert** in 3 months instead in 3 or more years!

♠ ♥ ♦ ♣

CPA (CONTROL POINTS ASKING)

The values of your **Control Points (CP)** are:
Ace = Void = 6 CP, King = Singleton = 4CP

The **distributional Controls (pseudo-Controls)** are not shown when you answer for CP, but their values are: **Singleton = 4 CP, Void = 6 or 10 CP** (10 when you are absolutely sure that there is not an opposite duplication with a real Control in the same suit).

In general

With 32 to 36 CP in both hands (including the pseudo CP without duplication with real Controls) & a PL = 6 to 7 you will have a Small SLAM

With 36 or 40 CP in both hands (including the pseudo CP without duplication with real Controls) & a PL >= 7.5 you will have a GRAND SLAM

The missing 38 CP from the chart come from the fact that 38 CP are not physically available combination between Aces + Kings when you count them by Fp Requirements, and if you discover 38 CP in both hands, it is a strong signal that you have a duplication count of a real Control opposite a pseudo (S / V) Control.

When you find you have 38 CP in both hands, you actually have 34 or 36 CP, so lower them immediately.

To make **3NT** you will need **PL >= 3** with any 5 by 3 **FIT** (4 by 4 FIT won't help you) or two 5 by 2 Misfit, along with **CP >= 22. If you have only 4 by 4 FIT(s), you will need PL >= 4.5** to make **3NT**

NOTE: **For 3NT contracts you must use also the chart for balanced hands in the 'NT Contracts – The most profitable chapter which is even better than the explanations above**

(thanks to Mr. Alexander Dulevsky) **!**

With a balanced hands (by Fp Requirements: no 5+ card suit, no Void) to transfer partner's **B# to HCP** just remember always to **associate the B1 with 10 HCP** and **B(1.5) with 12 HCP** and **add/subtract by 3 HCP** for **any change of the B# with 1.0 up or down** respectively !

For example : Your partner showed you a balanced hand with minimum B# = 2.5. When you know that B(1.5) ~ 12 HCP, to find partner's minimum HCP, you will need to add 3 HCP for the increase of 1.0, from B(1.5) to B(2.5), So, your partner has 15 HCP.

With an unbalanced hands associate the B1

with 8 HCP and **B(1.5) with 10 HCP** and **add/subtract by 3 HCP** for **any change of the B# with 1.0 up or down** respectively !

To make **4 in Major** you will need a FIT and a **PL >= 3.5 with CP >= 24** (including the pseudo CP)

To make **5 in Minor** you will need a FIT and **PL >= 5 with CP >= 28** (including the pseudo CP)

NOTE: **For making 5 in Minor, it is exceptionally critical you to have a minimum of 28 CP** (including the pseudo CP)**, even the PL is not important!**

Remember that very well !!

To make a **Small SLAM** you will need **PL >= 6 and CP >= 32** (30 if you have 2 very good FITs or a Super FIT + 5 by 2 Misfit, both with the 2 Controls)

To make a **Grand SLAM** you will need **PL >= 7.5 and 36+ CP**

♠ ♥ ♦ ♣

CONTROL POINTS ASKING (CPA) STEP ANSWERS

With a balanced hand or with 5-6 card Basic suit or 5/5 bi-color (in all cases without a Void), before you answer for **CP**, **discard CP = 4*B#**, then ***divide*** the rest of your ***CP by 2***, and the result directly will show to you how many steps to make for the answer.

NOTE: **To find how many CP to discard in dependency of your distribution before you answer for CP, pay attention to the following things:**

1. One Singleton (if any) doesn't change anything, so the main Formula for the 1st step Control Points (CP) answer stay intact **CP = 4*B# + 2**, so

the 1st step answer will show **CP = 4*B# + 2** along with **3 EQ**

the 2nd step answer will show **CP = 4*B# + 4** along with **2 EQ**

the 3rd step answer will show **CP = 4*B# + 6** along with **1 EQ**

the 4th step answer will show **CP = 4*B# + 8, no EQ** (no real Queens, no S / V)

3. **The 2nd Singleton or a Void (if any) or with a 7 card suit lower your CP by 2, so before you show your Controls you must discard:**

CP = 4*B# - 2

and **the 1st step** answer will show **CP = 4*B# +- 0 along with 4 EQ**

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**

3. With 7 card Basic suit + Void or 2 Singletons or with 8 card Basic suit, no V / 2S lower your CP by 4, so before you show your Controls you must discard

CP = 4*B# - 4, so

the 1st step answer will show **CP = 4*B# - 2** along with **5 EQ**

the 2nd step answer will show **CP = 4*B# +- 0** 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**

4. **With 8 card Basic suit + V / 2S**, before you answer for **CP**, you must discard:
CP = 4*B# - 6, so

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 3**rd step** answer will show **CP = 4*B# +- 0** along with **4 EQ**

the **4th step** answer will show **CP = 4*B# + 2** along with **3 EQ**

♠ ♥ ♦ ♣

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

High priority: 2 Kings, 2 mixed Honors or 2 Queens (exception for 1 King!)

Middle priority: 3 Kings or 3 Queens

Low priority: 1 Honor or 2 / 3 Aces

2 Kings → show them by **SCOR**

K + Q → show them by **SCOR**

K + A → show them by **SCOR**

A + K + Q → 1st show K + Q, then K + A (use **SCOR**)

2 Queens → show them by **SCOR**

3 Kings → show naturally **the omit** King's suit

3 Queens → show naturally **the omit** Queen's suit

1 King → show naturally the King's suit

1 Queen → show naturally the Queen's suit

2 Aces → show them by **SCOR**

3 Aces → show naturally **the omit** Ace's suit

1 Ace → show naturally the Ace's suit

NOTE: When **2 different Honors** are **in the same suit,** use the **4th step answer** over the 3 SCOR answers **!**

♠ ♥ ♦ ♣

- Remembering at least all of the 1st steps for the different distributions, the **Quest** will know how many **CP** you mandatory discarded (because the Quest already had discovered your exact distribution) and will add to them 2 times the number of the steps you have made, thus discovering your Total **CP**.

- Paying **attention to the steps you made**, the **Quest** will discover all real Queens you have by subtracting your **hidden EQ** from all **EQ**.

- When Quest knows your exact distribution, it will be easy to **discover the**

number of your real Queens without asking for the m because of the strong conjunction between the **B#**, the **CP** and the **EQ**.

That's the main idea !

♠ ♥ ♦ ♣

Find out where are the hidden EQ

♠AKQxx ♥KQx ♦xx ♣Qxx → **3 EQ**, no hidden **EQ**, so **3 real Queens** (**B# = 3**)

♠AKxxxxx ♥KQx ♦Qx ♣x → **4 EQ**, 1 hidden **EQ** in the 7th card of the long suit + 1 hidden **EQ** in the Singleton + **2 real Queens** (**B# = 3.5**)

♠AKQxxxxx ♥Kxx ♦Qx ♣ → **6 EQ**, 2 hidden **EQ in the** 7th & the 8th card of the long suit + 2 hidden **EQ** in the Void + **2 real Queen** (**B# = 4.5**)

♠ ♥ ♦ ♣

Pay Attention: When you have **B(0)** or **B(0.5)** and your partner used **CPA,** asking you for the **CP**, the 1st step answers in both cases are equal and will show **4 CP = 1 King,** 2nd step answer will show **6 CP = 1 Ace** , 3rd step answer will show **8 CP = 2 Kings**.

The difference will be in the number of the EQ:

With **B(0)** your **1st step** answer for **CP** will show **1 King + 2 EQ**, **2nd step** will show **1 Ace + 1 EQ**, **3rd step** will show **2 Kings, no EQ**

With **B(0.5)** your **1st step** answer for **CP** will show **1 King + 3 EQ**, **2nd step** will show **1 Ace** + **2 EQ**, **3rd step** will show **2 Kings + 1 EQ**

NOTE: With **B(-)** your **1st step** will show **0 King**, maybe **2 EQ**, **2nd step** will show **1 King**, maybe **1 EQ**, **3rd step** will show **1 Ace, no EQ**

If there is still a free Bidding space after the **Quest** had discovered all **CP**, **EQ,** the colors of all **'2 of a kind'** & the single TOP Honors, the **Quest** may use one last **Relay** asking you for the combination of (**J + T**) in your longest suit (consult with your partner).

The answers are by steps:

- the 1st step answer is Negative
- the 2nd step = **Jack** in the longest suit
- the 3rd step = **Jack + Ten** in the longest suit

♠ ♥ ♦ ♣

FORCE POINT (Fp) COUNTING

Negative counts

NOTE: Only up to 3 Negative & up to 3 Positive Adjustments are allowed !

-1.0 Contract Trick Count

1. Subtract 1.0 for full MIRROR balanced hands despite of the TOP Honors in the suits !

2. Subtract 1.0 for any King opposite a Void (**"bad"** Void)

3. Subtract 1.0 for an Ace + Queen opposite a Void (**"bad"** Void)

-0.5 Contract Trick Count

For NT contracts (with unbalanced hands only):

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

For suit contracts:

1. Subtract 0.5 for 4 or more Equivalent Queens (**EQ**), in one hand (even with 4 real Queens) !

2. Subtract 0.5 for missing Controls in all suits

3. Subtract 0.5 for any King opposite a Singleton ("bad" Singleton)

4. Subtract 0.5 for more than 3 Positive Adjustments

5. Subtract 0.5 for more Aces than Kings in both hands

Subtract 0.5 when you have a Singleton or a Void opposite a Void or a Singleton (which is not an Ace)

Subtract 0.5 when you have a 5 or 6 card suit without any Honor in it. Do NOT do that when you have any 7+ card suit or 6+/5+ bi-color !

Subtract 0.5 for an Ace + King opposite a Void ("semi-bad" Void)

Subtract 0.5 for 6 by 2 Trumps when you do not have any Trump Honor (including the **Ten**) in the side with the short Trumps

Subtract 0.5 for any 2 Mirror suits in a balanced hands (no 5+ card suit by Fp definition) if there are not by 2

TOP Honors in any of the suits !!

Subtract 0.5 for AKQ when you have 11+ Trumps in both hands

NOTE**: The mirror suits are:** 2 by 3 / 2 by 3 / 3 by 3

♠ ♥ ♦ ♣

Positive Counts

0.25* Trick Count

is named **force*point (*)** where the name of the system came from. Use the combinations below only when the **PL = 7.0** to upgrade it up!

Pay Attention: **Only the Quest can apply them !**

4 Aces (Tempo Adjustment)
AKQJT in the Trump suit (Tempo Adjustment)
AKJTx+ or AQJTx+ (in one hand, in a side suit, not in the Trump) !
QJT9 (in a side suit, not in the Trump suit) !

0.5 Trick Count

also named Equivalent Queens (EQ)

Singleton King !

Queen

Any Singleton (except Singleton Ace)

Void (actually, it is 0.75 Trick Count, but ONLY for computer's source code use!)

Ax + Ax or **Ax + xx,** where 'x' is below TOP Honor, (count the Aces separately)

3 Doubletons **xx + xx + xx** (with no more than 1 Ace)

6/5 bi-color

2+ covered Jacks in a balanced hand, but only when your **CP > 4*B# !**

KQJ (in a side suit, not in the Trump suit) !

Two 4 by 4 FITs (both with all of the 3 TOP Honors !)

7 card suit (in one hand)

9 Trumps (in both hands), Adjustment

1.0 Trick Count

King (except the Singleton King), also **4 CP**

A+K+Q in a side **5+ by 2+** suit (not in the Trump suit, in one or both hands)

8 card suit (in one hand)

10 Trumps (in both hands), Adjustment

1.5 Tricks Count

Ace (except a Singleton Ace)

9 card suit (in one hand), but only when your CP > 4*B# !

11+ Trumps (in both hands, but only when one of them is a bi-color hand)

2.0 Trick Count

Singleton Ace(s)

♠ ♥ ♦ ♣

Positive Adjustments

(some of them are for computer source code)

For **9 Trumps** (in both hands) **add 0.5**

For **10 Trumps (**in both hands, no bi-colors) add **1.0**

For **11+ Trump** (in both hands) **add 1.5** but do that **only with a bi-colors !**

'Good' Singleton: For **xx**+ or A**x**+ opposite a Singleton add **0.5**, when none of '**x**' is a TOP Honor (for Q**x**+ opposite a Singleton do not add anything !)

'Good' Void: For **xx**+ opposite a Void add **1.0**, when none of '**x**' is a TOP Honor (for Q**x**+ opposite a Void add **0.5** ! For A**x**+ opposite a Void do not add anything !)

IMPORTANT NOTE: **If at least one of the opponents bid your Singleton or Void suit, immediately upgrade your B# on the fly with 1.0 !**

For a side 5 by 2 Misfits with 2 Controls add 0.5

For a side Misfit (5 by 2) **with all 3 TOP Honors** (in both hands) **add 1.0**

For a side FIT of 5 by 3 with al 3 TOP Honors (in both hands) **add 1.0**

For a side FIT of 6 by 2 cards with 2 Controls (in both hands) **add 1.0**

♠ ♥ ♦ ♣

Force Point(Fp) Formulas

Formulas for upgrading the B# for a long 7+ card suit or for 6+/5+ bi-color

For 7+ cards (in one hand) upgrade your B# by **using the Formula:**

0.5 * (n - 6),

where 'n' is the number of the cards in the long suit (how you may see, for 6 cards you add nothing)

For any 5+/5+ bi-color upgrade your B# by **using the Formula:**

0.5 * (m - 10),

where **'m'** is the sum of the cards in both bi-color suits (how you may see, for 5/5 bi- color you add nothing)

♠ ♥ ♦ ♣

Formula for discovering the max number of Equivalent Queens (EQ) for the 1st step CP answer with bi-colors

NOTE: **EQ = everything that counts by 0.5**

The max number of EQ for the 1st step answer for CP is: n - 6, where 'n' is the sum of the cards in both bi-color suits (important to remember).

For example: Suppose you hold **6/5 bi-color** and the **Quest** ask you for **CP**. **Your 1st step answer for CP = 4*B# - 2** along with (11 - 6) = **5 EQ**.

If you have 6/6 bi-color your 1st step answer for CP = 4*B# - 4 along with 6 EQ.

♠ ♥ ♦ ♣

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 with 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 with 0.5**

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

Some ambitious bridge players, mostly **mathematicians, made Bridge Hand Evaluators**, some of them very good, but **a few** of them **connected it to a new created Bidding System**.

It is not easy to create a successful Bidding !

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

The Playing is your own responsibility!

Before we prepare for the Bidding

Board 1
Dealer North. Neither Vulnerable

WEST	**EAST**
♠1095	♠J8432
♥K65	♥AQ3
♦Q109	♦2
♣9763	♣AKQ4

1♦ = North's Opening bid
DBL = **B2+,** balance or **B(3.5)+,** any shape
PASS = South's bid
1NT = B(-), **Negative**, any shape / **B(-0.5 - 0),** any balance

NOTE: 1♥ bid will be **a Relay** asking for the strength & overall shape)
PASS = North's bid
2♣ = B(3.5)+, Relay! Ask for the overall shape
PASS = South's bid
2♦ **= B(-1) or less**, any shape / **B(-0.5 to 0)**, any balance including pseudo (no 5+ card suit, no S / V)

PASS = North's bid
2♠ = B(3.5), 5+♠, free bid
All Pass

Although the min **PL may be** = B(3.5) + B(-0.5) = **3.0** do not raise the game to the max Level when your partner have **B(-)**, **Negative**. You may have difficulties with making the contract on calculated **PL** because of miscommunication problems.

Board 2

WEST	**EAST**
♠5	♠QJ3
♥AQ65	♥KJ3
♦J643	♦KQ98
♣A652	♣KQ7

Dealer West, Neither Vulnerable

North bids 1♠ if possible, South raises to 2♠ if possible

2♦ = **B2+,** any 4441 pseudo balance, 12+ HCP
Pass = North's bid
2♥ = **B(1.5)+, RF Relay!**
Pass = South's bid
2♠ = 1st step answer for **B(2 - 2.5), no VUL / B(2.5)+, VUL ,** any 4441, weak

2NT = Attention! B2+ !! Ask for the exact shape

After that bid the Opponents Pass throughout

3♥ = B(2 - 2.5), no VUL / B(2.5)+, VUL , 1444 exact shape

Thinking !

The min PL = B2+ B(2.5) + 0.5 (for the 'semi-good' ♠ Singleton because of the opposite ♠ Q) **= 4.5 for statistically no game in Minor .**

But for a game in Minors the important thing is the number of the CP in both hands. If they are 28 or more, you have an assurance of 100% for 5 in Minor contract despite the lower than 5.5 calculated Play Level (PL)

3♠ = **CPA Relay!** Before answering by CPA discard CP = 4*B# & show the rest of the CP by 2 CP for any step **!**

The 1st step CP answer by the **Main Formula** will be: **CP = 4*B# + 2 along with 3 EQ**
4♣ = 2nd step answer for CP = 4*2 + **4** = 12 real CP (2 Aces or 3 Kings) along with **2** EQ (1 real + 1 EQ for ♠ Singleton)

NOTE: **You must use the lower B# of 2.0 if answering for Controls (CP) and no need to ask for the exact B# when you have the minimum range of 2 to 2.5 contract tricks (B#)**

NOTE: **The actual PL = 5.5** because of the 3 TOP Honors in any of the ♣ **&** ♥ 4 by 3 suits)

CP = 12 (East's **CP)** + 12 (West's **CP**) + 4 (pseudo **CP** for ♠ Singleton) = **28 for statistically 100% game in Minor**

5♦ = Sign off

♠ ♥ ♦ ♣

What you should do if you have a Void in the opponents' suit and latter discover that your partner has a Singleton Control in that same suit

Your partner opened 1♣**,** the opponent overcalled 3♦, you have a Void ♦ and you immediately upgraded your B# with 1.0. Later, asking your partner for the exact shape and the **CP**, you have discovered that your partner has a Singleton ♦ TOP Honor. Now you should downgrade your B# with 1.0

If you don't do that your Final Contract will be doomed !

Did you understand the bids of the previous 2 games? If you had difficulties with understanding, check the Counting again.

♠ ♥ ♦ ♣

Let's try to count a couple of hands now

Before you start counting, remove visually 2.0 initial contract tricks. Your partner will do the same.

You hold: **♠Ax ♥Kxxx ♦AQxxxx ♣x**

Find you **B# (contract tricks)**. Do not count ♦AQ combination, it has value of 2.0, count the rest only. You know, you must learn to count **'visually'** !

B# (contract tricks) = ♠A + ♥K + Singleton ♣ = 1.5 + 1 + 0.5 = 3

Your partner hold **♠Kx ♥Qxxx ♦Jxx ♣QJxx**

After discarding 2 initial contract tricks visually:

♠K + ♥Q + ♣Q = 1 + 0.5 + 0.5 = 2.0

Your partner's B# = 0

When you discovered partner's exact B# and distribution (shape) and found 2 FITs (♥ & ♦ suits)

♥ **PL = B3 + B(0) + 0.5** (Adjustment for 9 ♦Trumps) = **3.5**

♦ **PL = B3 + B(0) + 0.5** (Adjustment for 9 ♦Trumps) = **3.5**

How you may see, they are the same. And the logic says they must be the same!

♠ ♥ ♦ ♣

Let me show one tricky game from the Bidding Contest:

Board 3

WEST	EAST
♠J872	♠A53
♥J2	♥Q10
♦K7	♦AQ7532
♣AKJ32	♣108

EAST	SOUTH	WEST	NORTH
1♦	1♥	DBL!	Pass
2♥	Pass	3♦	All Pass

1♦ = B(2 - 4), 5♦ to 8♦ / B(2 - 2.5), 9+ ♦

1♥ = South's bid

After that bid the Opponents Pass Throughout

DBL = B(0)+, 6+♠ / B(0.5)+, 2+♦/ B2+, any, **RF!**

2♥ = 6♦ or 8♦, SHAPE side suits

3♦ = Sign Off

The **min PL** = **2** (East B#) + **1.5** (West B#) = **3.5**

If East has B4, she/he will raise to 5♦

See what will happen if you do NOT be extremely careful about the minimum **PL**

♠ ♥ ♦ ♣

Board 3 repeated

WEST	EAST
♠J872	♠A53
♥J2	♥Q10
♦K7	♦AQ7532
♣AKJ32	♣108

EAST	SOUTH	WEST	NORTH
1♦	1♥	DBL!	Pass
2♥	Pass	2♠!	Pass
3NT	Pass	4♦	All Pass

1♦ = B(2 - 4), 5♦ to 8♦ / B(2 - 2.5), 9+ ♦

1♥ = South's bid

After that bid the Opponents Pass Throughout

DBL = B(0)+, 6+♠ / B(0.5)+, 2+♦/ B2+, any, **RF!**

2♥ = 6♦ or 8♦, SHAPE side suits

2♠! = B2+, 1st step answer is for Void or S+V

3NT = 3262 exact shape (ambiguous balance, 6♦ + SHAPE, no S / V)

Pass or 4♦ = Sign Off

Congratulation! One down!

Will you be able to stop on 2♦ for 12 **MP** or at least on 3♦ for 10 **MP** ?

ADITIONAL NOTES FORMOTIVATED PLAYERS ABOUT COMPUTER SOURCE CODE

1. If at least one of the opponents bid your Singleton or Void suit immediately raise your B# with 1.0, but only if your CP > 4*B#^ (the upgraded B#^) to be able to give a correct answer to eventual CPA

NOTE: Pay attention if you have any S / V, you cannot use the CP value for that pseudo suit before using the Formula !

2. If the requirement CP > 4*B#^ is not fulfilled after the upgrade with 1.0, try to upgrade your B# with 0.5 only

3. If the Formula is not fulfilled again, forget for the upgrade !

NOTE: Be aware to upgrade your B# for a Singleton or a Void even if the Opponents didn't make any Overcalls after investigating partner's hand, when you have found, that in both hands you have max of 4 cards in some suit, thus discovering that the Opponents have a Super FIT in that suit !

Attention: Do not upgrade your B# if your Singleton in the Opponent's suit is a Control !

Remember that a Singleton Control is not a 'good' Singleton !

Also: **Do not upgrade your Play Level (PL) for 9+ Trumps if you have to play with a Single ton Trump in partner ’s hand !**

For 2 or more **combinations of 5+ card suits without Aces** in any of the long suits **opposite a Singleton / Void** downgrade your B#:

For 2 combinations subtract 0.5 (with 1 Ace do not apply this Adjustment)

For 3 combinations subtract 1.0 (with 1 Ace subtract 0.5, with 2 Aces do not apply this Adjustment)

For 4 combinations subtract 1.5 (with 1 Ace subtract 1.0, with 2 Aces subtract 0.5, with 3 Aces do not apply this Adjustment)

Congratulations!
You just have read the best Hand Evaluator The Fp Counting

♠ ♥ ♦ ♣

SOME IMPORTANT DISCOVERS THAT ARE BETTER TO KNOW

Usually CPA (Control Points Asking) doesn't include answering for any Voids or Singletons (except Singleton Ace or King), but there are 2 important exceptions:

When an Opponent Opens or Overcalls over 3NT bid, and the Quest immediately asks for CP, the partner must include in the answer for the CP the value of the Void = 6 CP (if any).

When the Opponent(s) bid your Void or Singleton, before you upgrade your B#, you must check if the Fp Requirement:

CP > 4*B#^ is fulfilled, where B#^ is your upgraded B#.

When the Fp Requirement is not fulfilled, do not upgrade your B#. If you do not follow that Rule, you will not be able to show your CP correctly.

Fp never asks for the exact B# with 6+/5+ bi-color in partner's hand (but **do ask for the exact B#** with any 5/5 bi-colors), **so the Quest must assume that with 6/5 bi- color the partner's B3** (despite that in reality it can be 2.5), **respectively B(3.5) when the partner has a 6/6 or 7/5 bi-color, B4 when the partner has a 7/6 or 8/5 bi-color**.

Not asking for the exact B# will prevent the **Quest** to discover the partner's real Queens, but when the Bidding space for using **CPA** is not enough, the **Quest** may calculate the partner's **CP** by using the **Formulas** in dependence of the kind of the partner's bi-color:

CP = 4*B# with any 6/5 bi-color

CP = 4*B# - 2 with any 6/6 bi-color

CP = 4*B# - 4 with any 7/6 bi-color and so on …

1. With a PL = 6 and 30 CP always check for the MIRROR suits which will lower your PL

2. Singleton King is NOT an Equivalent Queen (EQ)

3. With a PL = x.5 (where x is from 1 to 3) you can play in Majors on Level = x + 1, but you can NOT play in Minors on that Level !

I'm unable to give to you a proper explanation about that phenomenon !

It is a hard conclusion from the practice !

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Rules for the right to use Relays

1. On 1st level you need B(0.5)+ to start the Relays

2. On 2nd Level you need B(1.5)+, non-Vulnerable or B2, Vulnerable to continue to ask

3. On 3rd Level you need B2, non-Vulnerable or B(2.5)+, Vulnerable to continue to ask

NOTE: **If your B# = 0.5 only, and your partner didn't show strong B(3.5)+, you must make a free bid immediately after the 1st Relay in your best suit or simply raise your partner s suit.**

if you have a FIT. If you showed a FIT, your partner may continue with a Relay for direct CPA !

The Formula for the right to use a Relay on the 1st Level despite the Vulnerability, is:

your B# >= asking Level / 2

So, to use a **Relay**: on **1st Level** you will need: **B# >= 0.5**

The universal Formula for the right to use a Relays **(**if your partner didn't show B# >= 3.5) **over the 1st Level in dependence of the Level you intend to ask,** despite the Vulnerability, is**:**

your B# >= asking Level / 2 + 1

So, if your partner didn't show strong B(3.5)+:

- on **2nd Level** you will need: **B# >= 2**
- on **3rd Level** you will need: **B# >= 2.5**
- on **4th Level** you will need: **B# >= 3**
- **on 5th Level you will need: B#>=3.5**

Rule for using DBL in 2nd sit with 5+ card suit

- **On 1st or 2nd Level you need B# >= 2.5** (with a balanced hand) **or B# >= 3.5** (with an unbalanced hand) **to use DBL**

- **On 3rd Level you need B# >= 2.5** (with 5+ card Major suit) **or B# >= 3** (with 5+ card Minor suit) **to use DBL**
- **On 4th Level you need B# >= 4** (with 5+ card Minor suit) **or B# >= 3.5 (**with 5+ card Major suit) **to use DBL**

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Rules for making Overcalls in a suit with unbalanced hand in 2nd sit

On 1st or 2nd Level (for a natural Overcall in a suit) you will need:

B(2 - 3) with 5+ cards in a Major suit or **B(2.5 - 3)** with 5+ cards in a Minor suit or with a balance hand.

- **on 3rd or higher Level** (for a natural Overcall in a suit):

With 5+ card Major suit you will need:

1. Vulnerable: **B#** >= the Level on which the Opponent bid minus 0.5
2. Non-Vulnerable: **B#** >= the Level on which the Opponent bid minus 1

With 5+ card Minor suit or with a balanced hand you will need:

1. Vulnerable: B# >= the Level on which the Opponent bi
2. Non-Vulnerable: B# >= the Level on which the Opponent bid minus 0.5

NOTE: **Pay attention that if your partner already Passed, the Rules for the Overcalls are with 0.5 lower despite the Vulnerability:**

On 1st Level you will need B(1.5)+ to make an Overcall

On 2nd Level you will need B2+ to make an Overcall

On 3rd Level you will need B(2.5)+ to make an Overcall …

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HOW TO FIND PARTNER'S SINGLETON KING WITHOUT ASKING FOR IT

If your partner has a Singleton, and you have asked for CP, always check-back partner's previously shown B# for equality by using the information for partner's Aces, Kings and Queens you have obtained after the CPA.

Do it without any compromise, because an unsuspected Singleton King will blow your contract !

In general, if you find any difference between the previously shown B# and the B# you have recalculated by the check-back, your partner has a Singleton King !

A Singleton King counts for 0.5, but you must show it like 4 Controls when the Quest asks you for CP !

Such an approach will lower partner's B# automatically, so you will not be in jeopardy of overbidding and later using the check-back of your partner's previously shown B#, you will discover when your partner has a Singleton King.

After your partner has shown his/her **B#** and **CP** (respectively you have discovered and his/her **EQ** by the steps your partner used for showing his **CP**), you may calculate partner's **B#** using the info you have obtained.

If there is a **difference** between the previously shown by your partner B# and the calculate d B# by the check-back, **your partner has a Singleton King and the partner's EQ actually are 1 more than you have discovered before** (by the steps your partner made for showing the CP) **!**

If there is **no difference** between the previously shown by your partner B# and the calculate d B# by the check-back, **your partner doesn't have a Singleton King and the EQ will be the same you have discovered before** (by the steps your partner made for showing the CP) **!**

Sometimes, when you **partner has a Singleton or Void**, the **partner's CP may show** to you that s/he **doesn't have any EQ**, which will be **an obvious signal that** your partner **has a Singleton King,** because how you know, **with a Singleton / Void,** the partner has **at least 1 hidden EQ exactly in that Singleton / Void**, so you do not need to use the check-back B#'s recalculation**!**

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WHAT ARE THE EQUIVALENT QUEENS (EQ) AND WHERE ARE THEY HIDDEN ?

Any possession you have with the value of the real Queen which is 0.5 is an Equivalent Queen

- **a Queen= 1 EQ = 0.5 trick count**
- **a Singleton** (except a Singleton King) **consists of 1 EQ**
- **a Void consists of 1 EQ**
- **2+ covered Jacks in a balanced hand = 1 EQ = 0.5**
- **a Singleton Ace consists of 1 EQ = 0.5**
- **Ax + Ax / Ax + xx combinations consist of 1 EQ = 0.5 each**
- **3 Doubletons** (with max 1 Ace and no other TOP Honors in them) **consist of 1 EQ = 0.5**

NOTE: With a bi-color, to calculate the **EQ**, use the Formula: **n – 10**, where '**n**' is the sum of the cards in both bi-color suits

6/5 bi-color consists of 1 EQ = 11 – 10 = 1 EQ *** 0.5**
6/6 bi-color consists of 2 EQ = 12 - 10 = 2 EQ *** 0.5**
7/5 bi-color consists of 2 EQ = 12 - 10 = 2 EQ *** 0.5**
7/6 bi-color consists of 3 EQ = 13 - 10 = 3 EQ *** 0.5**
8/5 bi-color consists of 3 EQ = **13 - 10 = 3** EQ *** 0.5**

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Let's Exercise

Your partner hold: ♠Kx
♥Qxxx ♦Jxx ♣QJxx How
many **EQ** your partner has?

Answer: **2 EQ**, and they are 2 real Queens, because your partner has a balanced hand (no Singleton, no Void)

Your partner hold: ♠AQJxxxx ♥KQxxx ♦J ♣
How many **EQ does** your partner has?

Answer: **6 EQ** (2 in ♠ suit: 1 real Queen + 1 for the 7th card; 1 real Queen in ♥ suit; 1 in the Singleton ♦ suit; 2 in the Void ♣ suit, total of 6)

Your partner hold:
♠AKJxxxxx ♥Qxx ♦x ♣Q
How many **EQ** your partner
has?

Answer: **5 EQ** (2 for the 7th & 8th cards in ♠ suit; 1 real Queen in ♥ suit; 1 in the Singleton ♦ suit, 1 in the Singleton ♣ suit, total of 5)

NOTE: **Fp** doesn't scan Singleton Queen, count just the Singleton for 0.5!

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How To Find the Partner's Real Queens Without Asking for Them

The count of the Equivalent Queens (EQ) depends on the exact distribution and can be discovered by the steps your partner has taken when answering for CP.

When you know partner's exact shape, it is easy to discover the exact number of partner's real Queens by subtracting all distributional points which counts for 0.5 from the number of discovered EQ's:

The number of real Q = the number of EQ minus distributional values which counts for 0.5

With bi-colors, to discover the number of EQ which go along with the 1st step answer for CP, use the Formula: n- 6,where **'n'** is the number of the cards in both bi-color suits (how you may know, any of the next steps answers raises the **CP** by 2 and lower the **EQ** by 1)

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Let's check if you know already how to count very fast

Learn to count visually !

Before you start to count, find 2 TOP Honors with combined value of 2.0, and DO NOT count them! Count only the rest !

Suppose your hand is: ♠xxx ♥K ♦AKJxx ♣Qxxx

Can you find your B#, aka your contract tricks?

Let's start counting: You have A + Q with value of 1.5 + 0.5 = 2.0, so we won't count them, we will discard them. We will count the rest:
Singleton ♥King + ♦King = 0.5 + 1.0 = 1.5 contract tricks, so your B# = 1.5

NOTE: Y**ou may count your hand using a different way:**

You have an Ace + a Singleton King with value of 2.0, which we will NOT count. The result for your B# will be the same.

If you have 2 Kings and no one of them is a Singleton King, you may discard them, and count the rest, which will be easy like it was when we have discarded the A + Q.

In the cases when you have 2 Aces, each of them with value of 1.5, you may count them for 1.0, thus discarding (subtracting) 2.0 initial tricks visually and then counting the rest

HOW TO CALCULATE THE NUMBER OF PARTNER'S CONTROL POINTS (CP) OR EQUIVALENT QUEENS (EQ)

For balanced hands or hands with 5-6 card Basic suit (no Void) **or** 5/5 bi-color (no Void)

The Control Points (**CP**) for the 1st step answer:

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

The Control Points **(CP)** for the 2nd step answer:

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

The Control Points (CP) for the 3rd step answer:

CP = 4*B# + 6 along with 1 EQ

The Control Points (**CP**) for the 4th step answer:

CP = 4*B# + 8, no EQ

For hands with 5-6 card Basic suit + Void **or** 5/5bi-color + Void **or** with 7 card Basic suit, no V / 2S

The Control Points **(CP)** for the 1st step answer:

CP = 4*B# along with 4 EQ

The Control Points (**CP**) for the 2nd step answer:

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

The Control Points (**CP**) for the 3rd step answer:

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

For hands with 7 card Basic suit + V / 2 S **or** 8 card Basic suit, no V / 2S

The Control Points **(CP)** for the 1st step answer:

CP = 4*B# - 2 along with 5 EQ

The Control Points (**CP**) for the 2nd step answer:

CP = 4*B# along with 4 EQ

The Control Points (**CP**) for the 3rd step answer:

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

For hands with 8 card Basic suit + V / 2S

The Control Points **(CP)** for the 1st step answer:

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

The Control Points (**CP**) for the 2nd step answer:

CP = 4*B# - 2 along with 5 EQ

The Control Points (**CP**) for the 3rd step answer:

CP = 4*B# along with 4 EQ

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BACKWARD CHECK OF PARTNER'S PREVIOUSLY DECLERED BASE NUMBER (B#)

In the cases when your partner has showed a Singleton, always spend a few seconds for backward check of your partner's previously declared B# using the Fp Counting.

When you discover your partner's exact shape, the Base Number (**B#**) and the Control Points (**CP**), you will know the exact number and kind of all partner's TOP Honors (Aces + King + Queens).

Suppose your partner has shown exact shape 1534, exact B# = 3.0 along with 2A + 2K.

Pay attention that your partner, when answering for **CP**, will use 4th step to show 20 CP with B# = 3 (4*B# = 4*3 =12 **CP** mandatory removed, the rest of 8 CP will be shown by 4 step answers, which also shows no **EQ**).

But you know your partner has a Singleton, i.e. at least 1 **EQ** !

That means your partner has a Singleton King. Backward calculated partner's B# will show:

B# = -2 (mandatory removed initial contract tricks) + **3** (for 2 Aces) + **2** (for 2 Kings) + **0.5** (for the Singleton) = **3.5**

But your partner showed B# = 3, so **the difference shows that your partner has a Singleton King + 1 more**

real Queen than you discovered by the partner's answer for the **CP** !

Examples with & without Singleton King:

1. ♠K ♥AQxxx ♦AKx ♣Jxxx shown exact B# = 3.0
2. ♠x ♥Axxxx ♦AKx ♣KJxx shown exact B# = 3.5

If you find a difference between the previously declared by your partner B# and the B# calculated by you, pay attention that this means your partner has a Singleton King along with 1 more real Queen!

Additional considerations to pay attention

When you think that you will be **1 down**, because of the aggressive **Fp** Counting, you will be **at least 2 down** (except when you have 10+ card Trump Super FIT). So, **NEVER** overbid even in equal Vulnerability (not to speak for non-favorable Vulnerability) and pay attention about that, even in favorable Vulnerability!

When the sum of both pairs **Play Levels** is 6+, always use **Penalty Rule of 13**, but if you think that the hands are strongly unbalanced, be aware **that** the **Penalty Rule of 13 becomes Penalty Rule of 16** !

The sum of both sides **Play Levels** (**PL**) is **usually 5**, but with strongly unbalanced hands, the sum

may go from 8 to 11.

This is another way to clarify a successful Penalty Double!

Let's Check Your Counting!

If you ask me why I'm doing this frequently, my answer will be:

Because the **explicit Fp Counting** with the auto hand evaluation is the core of the **Fp** system and will guarantee your success of over 70% with very crazy hands (usually over 80%).

One small count mistake and your contract may be doomed !

You hold: ♠A ♥Kxxx ♦AKQxxxx ♣x Find you B#

You know, you must count visually to eliminate any mistakes !

Do not count the Singleton ♠A, it has a value of 2.0, count the rest only! 1(♥K) + 1.5(♦A) + 1(♦K) + 0.5(♦Q) + 0.5(for 7 card suit) + 0.5 (♣ Singleton) = 5, your B# = 5, i.e., you have 5 contract tricks

Suppose our partner hold:

♠Qxx ♥QJx ♦xx ♣Axxxx

Your partner will not count ♠Q + ♣A which have the value of 1.5 + 0.5 = 2, but will count the rest: ♥Q = 0.5, i.e. your partner's B# = 0.5

Suppose your partner has discovered your exact shape and B# and calculated the game's **PL** = B# + B# + Adjustments (if any) = 5 + 0.5 + 0.5 (Adjustment for the **'good'** ♣ Singleton) + 0.5 (Adjustment for 9 Trumps) = **6.5** which showed 100% ♦ small Slam.

Even if your partner is unable to discover your exact number and kind of your TOP Honors, because of the opponents' barrage, the info for the Play Level (PL) your partner had received, will be enough for a decision to bid or not to bid a Slam!

Just remember that Fp always play small Slams with PL >= 6.0 & CP >= 32 (with exact PL = 6.0, the Slams are 50%), but Grand Slams must be always played with PL >= 7.5 (min 7.25* with 2 good FITs and min 36 Control points, CP) !

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THE CONJUNCTION BETWEEN THE BASE NUMBER (B#) AND THE CONTROL POINTS (CP)

Find the approximate CP or B# when you know one of them:

1. With 5-6 card suit **or** with balanced hands when the Aces are equal or less than the Kings **or** with 5/5 bi-color:
   B# = (CP - 4)/4 or CP = 4*B# + 4
2. With 7-8 card suit
   B # = (CP - 2)/4 or CP = 4*B# + 2
3. With balanced hands when the Aces are more than the Kings:
   B# = (CP - 6)/4 or CP = 4*B# + 6
4. With 6+/5+ two-suitor (bi-color):
   ~ B# = CP/4 or CP ~ 4*B# (with a Void or 2 Singletons)
   ~ B# = CP/4 - 0.5 or CP ~ 4*B# + 2 (without any Void or 2 Singletons, may have 1 Singleton)

Attention: **To make Force Point Counting very fast and error free, learn to count your hand in contract tricks visually !**

To find your Contract Tricks (a.k.a. your Base Number, B#), 1st find visually Honor(s) with a value of 2.0 and DO NOT COUNT THEM !

Count only the rest of your Honors and Distributions points (instead of counting all of them and subtract 2 by the end, because if you forget to subtract 2 by the end of the Counting, your pair will be in a fire & all Kibitzers will laugh loudly !).

To assure an error free count you must subtract visually 2 contract tricks at start and count only the rest, which will be your B#. Your partner will do the same.

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

For example**:** If your hand is:

♠x ♥KQx ♦Axx ♣AKQxxx

DO NOT count A♦ + Q♥ (with value 1.5 + 0.5 = 2), count the rest of your Distributional and Honors points: 0.5 (Singleton ♠) + 1 (K♥) + 1.5 (A♣) + 1 (K♣) + 0.5 (Q♣) = 4.5 and that will be your B# **or**

DO NOT count K♥ + K♣ (with value 1 + 1 = 2), count the rest of your Distributional and Honors points: **0.5** (Singleton ♠) + **0.5** (Q♥) + **1.5** (A♦) +**1.5** (A♣) + **0.5** (Q♣) = **4.5** and that will be your **B#**

COUNT A♦ + A♣ (with value 1.5 + 1.5 = 3) for 1.0 only (thus subtracting 2 contract tricks in front) along with the rest of your Distributional & Honors points: 1.0 (for the 2 Aces after removing 2.0) + **0.5** \(Singleton ♠) + **1.0** (K♥) + **0.5** (Q♥) + **1.0** (K♣) + **0.5** (Q♣) = **4.5** and that will be your **B#**

Of course, when you do not have any Honors with value of 2, you must count what you have and then subtract 2 by the end, thus receiving your **Negative** B#

You hold: **♠Kx ♥Qx ♦Axxx ♣AQxxx**
Do not count **♣AQ**, count the rest & find your **B#**. Is it **3.0** or ?
If you are the Dealer, will you open **1NT?**

You hold: **♠Ax ♥K ♦AQxxxxxx ♣Ax**
Do not count **♦AQ**, count the rest & find your **B#**. Is it **5.0** or ?
If you are the Dealer, will you open **1♣** ?

You hold: **♠xx ♥Jx ♦Axxxxxx ♣xx**
Find your **B#**. Is it **0.5** or ?

You hold: **♠Jxxx ♥xx ♦QJxx ♣xxx**
Hint: It is a balanced hand. Find your **B#**. Is it **-1** or ?

You hold: **♠xx ♥Jx ♦Qxxxx ♣Jxxx**
Hint: That hand is not balanced by Fp requirements.
Find your **B#**. Is it **-1.5** or

You hold: **♠Kxxxx ♥Qx ♦A ♣QJxxx**
Find your **B#**. Is it **2.0** or ?
If you are the Dealer, will you open 2♠ ?

You hold: **♠J ♥AQxxxx ♦K ♣AKQxx**
Do not count ♥AQ, count the rest & find your **B#**. Is it **4.5** or ?
If you are the Dealer will you open 1♣ ?

You hold: **♠AKxxxxxx ♥Q ♦Ax ♣Ax**
Find your **B#**. Is it **5.5** or ? If you are the Dealer will you open 1♣ ?

Pay attention that every B# which I have suggested is true! If you couldn't prove that for all of the hands, you are not ready for Force Point! Go back, find Fp Counting and read it again.

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Fp Requirements for Making a SLAM

With Fp you have a 100% assurance for any game with PL at least x.5 or a finesse game with PL = x.0 (exception only for 4 in Major games which can be made with PL = 3.5 if you visualize any Singleton in any one of both hands)

For example: When you discover a PL = 6.5 you have a 100% small Slam and you even do not need to check your Control Points (CP), aka the Controls. When you discover a PL = 6.0 you have to know that you will need a finesse, a favorable attack, a suit breaking 3 by 3, dropping a Honor, a squeeze, end-playing the opponents or so on ... to reach such small Slams (calling all of them 'finesse Slams' for short explanation) **!**

By principle, you will need 32 to 36 CP to make a Small Slam, but even with 30 CP you still can make a small Slam when:

1. **you have 2 very good FITs, both with all 3 TOP Honors**
2. **a Trump FIT along with two 5 by 2 Misfits, even with 7 by 1 side FIT**
3. **a Super FIT of 9+ Trumps & one 5 by 2 Misfit with all 3 TOP honors**

NOTE: **38 CP are physically impossible combination between Aces and Kings, so if you discover 38 CP because of some duplication of a King opposite a Singleton or a Void opposite an Ace counted improperly (lower them immediately to 34 - 36 CP)**

Important NOTE: **Surprisingly, 6NT may be done easy with PL >= 6.0, so with PL = 5.5 you may have a finesse 6NT Slam, of course, but pay attention that in both cases you will need CP >= 34**

It is not the same with the Grand Slams. To make a 100% Grand Slam in a suit you will need PL >= 7.5 and for 7NT you will need PL >= 8.0 always with all 40 CP!

There are some slight exceptions, but you must play with a great caution:

NT GRAND SLAM can be made with PL = 7.75* and 40 CP

GRAND SLAMS in suit can be made with 7.25*, 2 good FITs and 36+ CP

Never afraid to bid on a GRAND SLAM with Fp. That system was created for SLAMS. Use it to the full power. The Slam Bidding is the strongest part of Force Point. The SLAMS are dialed 10% – 15%, and if you miss even one, you will not be able to win any Tournament.

Do not give up on SLAMS !

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FORCE POINT DYNAMIC BIDDING MECHANISM

By using the **Force Point's Counting** you will find immediately your contract's tricks, which we call the **Base Number**, **B#** (the length of the suits and the possession of the Honors are included in the count) and more important, there are not any additional consideration about the evaluation of your hand in dependence of Opponents bids except for their eventual Jumps!

1. By the Opening 1 in a suit (except 1♣ Opening with B# >= 4.5 which is multi for strength and shapes), you will show to your partner your 5+ card Basic suit with at least 2 contract's tricks, **B(2 - 4)**.

2. Your partner with **at least 0.5** contract trick will use the bounding bid (except 1♦) for a Round Forcing (**RF**) **Relay** starting the **SCOR - SCOR Convention**.

3. Your answer will show the length of your Basic suit, sometimes simultaneously with 2 of your side suits using SCOR - SCOR Convention, then on Game Forcing (GF) Relay, the 2nd longest suit, thus revealing your exact distribution (exact shape).

4. Your partner may continue with the **next Relay** asking you for **your exact Base Number** (B#, the contract tricks). Answer by steps, using the 1st step for confirmation of your already shown minimum B# by the Opening (raise your B# with 0.5 for any of the next step answers).

Now your partner may use **Control Points Asking** (CPA) **Relay** asking for your **CP** (Control Points, Controls).

Before you answer, it is mandatory to

remove (discard) CP = 4*B# minus the appropriate coefficient in dependence of your shape,

then *divide* the rest you your *CP by 2* to find the number of the steps you must use after the CPA Relay (IE show the rest of your CP by 2 CP for a step).

Remember: The number of the steps you use to show your CP also shows the number of your **Equivalent Queens** (**EQ**). With up to 6 card Basic suit, the **1st step** answer shows **3 EQ**, the **2nd step** answer shows **2 EQ,** the **3rd step a**nswer shows **1 EQ** and the **4th or higher steps** answers show **Zero EQ**

In general, if your long suit has 1 more card in length, the number of **EQ** will go up by 1 for any of the step answer respectively. If your long suit has 2 more cards in length, the number of **EQ** respectively will go up by 2 for any of the step answer and so on ...

The last thing your partner may do is to ask you for the colors of your TOP Honors (for **'2 of a kind'**). The priority answers are by SCOR.

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THE SCOR – SCOR CONVENTION

Force Point ® (Fp) system uses only one Convention **SCOR - SCOR** for discovering the exact partner's shape, Control Points (**CP**) along with the Queens, and their suits. The Basic suit is expected to be any 5+ card suit in which you opened or overcalled.

When your Basic suit is already shown, you may start answering by **SCOR - SCOR** showing your side suits, then your 2nd longest suit which will reveal your exact shape. In the cases when you have 2 more cards in length than previously expected (7 cards instead of 5 cards Basic suit) after showing your side suits, you must use **the 1st step answer before** you show your 2nd longest suit !

The acronym **SCOR - SCOR** stands for "**SHAPE, COLOR and RANK**", in reference to the types of two side suit shown:

"**S**" stands for 2 suits of the same **SHAPE** (the rounded suit; every other suits). They are the side suits which surround your Basic suit.

"**CO**" stands for 2 suits of the same **COLOR** (red or black) side suits always excluding the color of your Basic suit.

"**R**" stands for 2 suits of the same **RANK** (Minors or Majors) side suits always excluding the rank of your Basic suit.

NOTE: The abbreviations are equal for both part of

the Convention, but if your partner thinks you have odd number (5 or 7) card suit, by using the 2nd part of it will show to him that you actually have an even number of cards (6 or 8 cards) in the Basic suit.

The side suits can be (shown by priority): **1 by 1** (with 7 card Basic suit), **2 by 2** or **3 by 3** (both with 5 or 6 card Basic suit), **4 by 4 or 3 by 4** (both with 5 cards Basic suit), **2 by 4** (with 6 card Basic), **2 by 3** (with 7 card Basic suit)

The important thing to remember is:

Between the side suits never can be only 1 Singleton

except when you have 8 card Basic suit + Void (**1 by 4**) or 9 card Basic suit + Void (1 by 3)

The Convention is universal, **the 2nd part of the Convention uses the same meanings, but it shows that your Basic suit's length has 1 more**

card in length than was previously expected.

When you Open or Overcall with 5+ card suit, and then use **the 2nd part of SCOR – SCOR Convention**, your partner will discover that you

actually have 6 cards in your Basic suit.

The same when you Overcall with a 6+ card suit, and then use the 2nd part of **SCOR – SCOR** Convention, your partner will discover that you actually have 7 cards in your Basic suit.

In general, when you have odd number card suit (5 or 7), you show your 5+ card Basic suit, then you show your side suits by the 1st part of **SCOR - SCOR** Convention, then if you have 7 card suit you will use the 1st step answer, thus **postponing the answer for the 2nd longest suit,** but if you have a 5 card suit, you will show directly your 2nd longest suit naturally, revealing your exact shape.

When you have even number card suit (6 or 8), after showing your Basic suit, you must show your side suits by 2nd part of **SCOR - SCOR**, thus informing your partner that you have longer 6 or 8 card Basic suit.

On a new Relay, you will show directly your 2nd longest suit naturally, revealing your exact shape

BUT if your partner already PROVED STRONG (B3+) & your side suits are RANK, instead of using the 7th waiting step (which is for the cases when your partner didn't proved strong yet), you must **JUMP** immediately in your 2nd longest suit over the 6th step of the **SCOR - SCOR** Convention,

thus entering the **Extended SCOR** !

In this case, from 7th step and up, you will use the **EXTENDED SCOR showing immediately your 2nd longest suit by JUMP, thus revealing immediately your exact shape**. You will read about it below.

For now, just **REMEMBER**:

The 6th step of SCOR - SCOR is usually used to **show 6 or 8 card Basic suit** with **RANK** side suits + **a Void or S+V**

When you do not know if your partner is strong (B3+) or not, the 6th step of SCOR - SCOR is used to **show only 6 or 8 card Basic suit** with **RANK** side suits or **you may calm the Bidding by using the 7th step** (if it is not over the 3rd Level of the opening suit) **which is also for 6 or 8 card Basic suit** with **RANK** side suits, but no Void.

On a new **Relay** you will show your 2nd longest suit (the exact shape).

When you <u>do</u> know that your partner is strong (B3+), you must use the Extended SCOR (from 7th step & up by showing immediately your 2nd longest suit by JUMP, thus revealing your exact shape of 6 or 8 card Basic suit + RANK, no Void !

The bids are always by JUMP, no need to count the steps, just JUMP in your 2nd longest suit !

SCOR-SCOR is an innovative Convention allowing you to reveal your exact shape usually up to **3NT** (if no Opponents' Jumps).

When you are the **QUEST** (The **Interrogator who is** asking the partner) the important thing is to **pay attention to** where your partner's 2nd longest suit is**.**

Remember that when the partner's 2nd longest suit is one of the previously shown side suits, the 4th not shown till that time suit is ALWAYS a Singleton, but when the 2nd longest suit is NOT one of the previously shown side suits, your partner doesn't have any Singleton !

This is THE KEY for igniting your Imagination for the partner's distribution & understanding how SCOR - SCOR Convention works!

The material below is only for the record, there is no need to remember it !

The number of possible answering bids depends

on the length of the Basic suit (despite the side suits).

With 5 or 7 card Basic suit:

5 bids with 5 card Basic suit

5 cards, no S / V: 2 by 2 **or** 3 by 3 side suits
5 cards + Singleton: 4(3) **or** 3(4) side suits
5 cards + Void: 4 by 4 side suits

7 bids with 7 card Basic suit

7 cards + Singleton: 2 by 3 **or** 3 by 2 side suits
7 cards + Void: 3 by 3 or 4(2) / 2(4) in the side suits
7 cards + 2 Singletons: 1 by 1 side suits

With 6 or 8 card Basic suit:

The 1st step is reserved for 6 or 8 cards + Void / S+V

On a new Relay:

With 6 card Basic suit:

6 cards + Void: 4(3) / 3(4) in the side suits (2 bids)

With 8 card Basic suit:

8 cards + Void: 2(3) / 3(2) in the side suits (2 bids)
8 cards + S+V: 4(1) / 1(4) in the side suits (2 bids)

From the 2nd step show your for 6 or 8 cards, no Void:

With 6 card Basic suit:

6 cards, no S / V: 2 by 2 side suits (1 bid, always use NT bid)

6 cards + Singleton: 4(2) / 2(4) **or** 3 by 3 side suits (3 bids)

6 cards + 2 Singletons: 1 by 1 side suits (1 bid)

Total of 5 bids

With 8 card Basic suit:

8 cards + 1 Singleton: 2 by 2 side suits (min B#)

.

to

8 cards + 1 Singleton: 2 by 2 side suits (max B#)

The number of the bids depend on the B# range

Basic Things about the CPA you must remember

The minimum **CP Requirements** for a **Small Slam** are **32 - 36 CP** (30 CP but only with 2 good FITs). Discovering the physically impossible 38 CP, when some duplication of a pseudo and a real Controls persist, be aware the CP are actually 34 – 36.

1. [illegible]h 5-6 c[illegible]as
bo[illegible]ases):
[illegible]ou mus[illegible]
fo[illegible]= 4*B[illegible]Q
[illegible]ny [illegible]
lo[illegible]the EQ [illegible]w[illegible]r 2 Sing[illegible]s, your CP[illegible]2
les[illegible]nd your [illegible]re 1 [illegible]anyone [illegible]step an[illegible]s)

2[illegible]h 7card [illegible]/5 bi-color ([illegible]
both cases):

The 1st step answer is for C&P3= 4*B# along with 4 EQ.

Any of the next steps' answers raise the CP

The meaning of the Extended SCOR - SCOR Convention

When you have a Basic suit with **6 cards** length along **with RANK side suits** & after an Opponent's Overcall you were able to show stronger B# of 3 to 4, your answer for the 2nd longest suit will be a JUMP entering the zone of the **Extended SCOR**.

Remember: That happens **ONLY** with these **3 conditions**: strength of **B(3 - 4), 6 card Basic suit + RANK side suits!**

In such cases, you will show your 2nd longest suit immediately by natural JUMPING in the suit.

By bidding your 2nd longest suit immediately on the 1st **Relay** (thus saving the need of using a 2nd **Relay** for that), you will save a very valuable bidding space.

Just remember that in any cases with a 6 card Basic suit when you have RANK side suits, when asked for your side suits, to make a JUMP directly in your 2nd longest suit, thus entering the Extended SCOR (which starts with the 7th step of SCOR - SCOR answers)

NOTE: It will be difficult for you to start with the explanations after1♣Opening, so we will start with the easier explanations after 1♦, 1♥ & 1♠

Openings and by the end when you become accustomed with the basic system's principles, we will explain the 1♣ Opening.

You can find **Fp bids** by running the **Sysnotes** computer program for assisting the players. You can use the program to play bridge on Internet by **Fp Rules** even if you know almost nothing about **Fp** bridge system.

We will start with the easiest Openings to make your learning of **Fp** more comfortable. You must understand that you do not need to remember the Bidding sequences. Instead, you must remember the Bidding Mechanism that goes with any Opening. That is much easier than memorizing tens of sequences. The main things you must memorize are the ranges of the Opening bids (elementary) and **SCOR - SCOR** (including **Extended SCOR**) Convention (15 to 30 hours, depending on your imagination capabilities).

It is new and some players may find it difficult on 1st sight, but the Convention will show to you the exact partner's distribution of any shapes which is the important thing!

Along with the CPA you will be able to project transparently the partner's card through the back of them!

That is like **Double Dummy Bidding**.
No one bridge system is capable of such bidding !

Watch carefully the picture of the game on the cover of the book to find what you can discover about your partner's hand before the Final Contract !

The approximate time you should spend to learn Fp

The Openings from 1♣ to **4NT** are 20, but that doesn't mean you will need to remember 20 Bidding Mechanisms.

So, you will need to learn **10 Bidding Mechanisms** corresponding to the different Opening bids, **1 Convention (SCOR - SCOR)** and **3 very simple Asking** (for the exact partner's **B#**, **CPA** for the partner's Controls, **SCOR** for the colors of the partner's TOP Honors). Anyone can do that for 2 days (3 - 4 hours a day) depending on their free time and intentions.

I recommend to start learning the system from **SCOR – SCOR, then** 1♦, 1♥, 1♠ Openings (which use identical Bidding Mechanisms) and then to continue with 1♣ Opening (20 to 25 hours to learn it)

1♣ → The Bidding Mechanisms of 1♣ Opening

p - p - (p) - 1♣ → The Bidding Mechanism in 3rd / 4th sit is the most effective and not difficult (10 - 15 hours to learn it)

1♦, 1♥, 1♠ → The Bidding Mechanisms with 5+ card Basic suit are equal and not difficult when you become accustomed with **SCOR - SCOR** (5 to 10 hours to learn them)

1NT, 2NT → The Bidding Mechanisms after weak **1NT** and very strong **2NT** Openings with balanced hands are equal and easy when you learn the clever tricks for showing your exact shape and strength (up to 3NT after 1NT Opening), 10 to 15 hours to learn them.

2♦ → The Bidding Mechanism after 2♦ is the easier (5 hours to learn it)

2♣ (for weak bi-colors), 2♥, 2♠ (for strong bi-colors) → The Bidding Mechanisms with the bi-color Openings are equal (5 hours to learn them)

3♣, 3♦, 3♥, 3♠ → The Bidding Mechanisms after very strong 6+/5+ bi-colors Openings are equal and easy (5 to 10 hours to learn them)

3NT → The Bidding Mechanisms after **jump to or** opening of **4NT (direct CPA)** is easy, but statistically almost never will happen, just remember that the answers start from 8 CP or less (1 to 2 hours to learn it)

4♣, 4♦ → The Bidding Mechanisms are equal & elementary, you seldom will use them (10 hours to

learn them)

4♥, 4♠ → The Bidding Mechanisms are equal & elementary, you seldom will use SCOR (5 hours to learn them) **SCOR - SCOR** Convention including **Extended SCOR** part.

The learning depends of your **imagination capability** and is rated from fair to difficult (15 to 30 hours to learn it)

Asking for the exact B# → elementary (1 hour to learn it)

Control Points Asking (CPA) → revolutionary, but a simple arithmetic for a 7 grader (1 year to discover it, but less than 5 hours to learn it)

The asking for the suits of your TOP Honors is elementary and uses 3 steps by the 1st part of SCOR for showing **'2 of a kind'** + the 4th step for showing K + Q, K + A or Q + A in one suit (1 hour to learn it)

You will need around 100 hours (no more than 160 hours if you are a slow learner), approximately 30 days (respectively 2 to 4 hours a day) to learn Fp theoretically, and you will need 30 more days to use it practically.

In 3 to 4 months, you will be ready for Bermuda Bowl, no kidding!

♠ ♥ ♦ ♣

Did you learn **Fp Counting** well? Let me give to you some special distribution:

You hold: ♠x ♥KJxxx ♦Axxxxxx ♣
Find your **B#**. Is it **3.5** or ?
How many CP you have? Are they 10 real + 10 pseudo ?
If you are the Dealer, will you open 3 ♦ ?
Is the Fp Requirements **CP >= 4*3.5 - 4** for that special hand fulfilled ?
Can you upgrade your B#^ if the Opponents bid ♠ and / or ♣ suit(s) ?
How many EQ you have ? Are they 5 or ?

You hold: ♠Jxxx ♥x ♦QJxx ♣xxxx
Hint: It is a pseudo balanced hand. Find your **B#**.
Is it **-1** or **-0.5** ?

You hold: ♠Jxx ♥Jx ♦Qxxxx ♣KJx
Find your **B#**. Is it **0** or ?

You hold: ♠Kxxxxx ♥Q ♦A ♣QJxxx
Find your **B#**. Is it **2.5** or ?
If you are the Dealer, will you open 3♠ ?
How many **CP** do you have? Are they 10 real + (4 or 8) pseudo ?
Is the Fp Requirements **CP >= 4*3 - 2** for that special hand fulfilled?

Can you upgrade your B#^ if the Opponents bid
♥ and / or ♦ suit(s)?
How many EQ do you have ? Are they 4 or ?

You hold: ♠ ♥AQxxxxx ♦K ♣AKQxx
Do not count ♥AQ, count the rest & find
your **B#**. Is it **5.5** or ?
If you are the Dealer, will you open 1♣ or 3♥ ?
How many **CP** do you have? Are they 20 real + 4 pseudo ?
Is the Fp Requirements **CP >= 4*3 - 4** for that
special hand fulfilled ?
Can you upgrade your B#^ if the Opponents
bid ♠ and / or ♦ suit(s)?
How many EQ do you have ? Are they 6 or ?

You hold: ♠AKxxxx ♥AQxxxx ♦x ♣
Find your **B#**. Is it **5.0** or ? If you are the Dealer, will you
open 1♣, 3♠ or 3♥ ?

You hold: ♠AQxxxx ♥QJxxxxx ♦ ♣
Find your **B#**. Is it **4.5** or ?
If you are the Dealer, will you open 1♣, 3♠ or 3♥ ?
Hint:
Fp Requirements for that hand is **CP >= 4*3 – 6**

NOTE: Answer all of the above questions for the
last 2 hands !

SCOR ASKING FOR THE COLORS OF THE TOP HONORS

A Reminder: Priority answers for Honors Combinations of '2 of a kind' or '3 of a kind'

2 Kings - show them by **SCOR**

King + Queen - show them by **SCOR**, but when they are in the same suit, use the 4th step of scor – **S**cor

King + Ace - show them by **SCOR**, but when they are in the same suit, use the 4th step of scor – **S**cor

Ace + Queen - show them by **SCOR**, but when they are in the same suit, use the 4th step of scor– **S**cor

King + Queen + Ace – 1st show **King + Queen by SCOR**, then show **King + Ace** by **SCOR**

2 Queens - show them by SCOR

3 Kings - bid naturally the omit King's suit

3 Queens - bid naturally the omit Queens' suit

1 King – show it naturally

1 Queen – show it naturally

2 Aces - show them by SCOR

3 Aces - show them by bidding naturally the omit Aces' suit

1Ace – show it naturally

NOTE: **Do not show the color of the Singleton King if you have only that King!** Your partner already knows where it is!

If you have 3 Kings (1 of them a Singleton King) use the '2 of a kind' answer to show the colors of the 2 non-Singleton Kings by **SCOR**

Let's practice

Suppose, your hand is: ♠AKxxx ♥xxx ♦Axxx ♣x

B# = 2.5 with 5 card Basic suit with a Singleton. There are **'2 of a kind',** the 2 Aces, but because of the lowest priority **Fp** eventually, but not mandatory (talk to your partner) will ask for their colors after checking the color of the King (the answer may be natural or semi-natural (in **NT** if the **Relay** is in the same suit where is your King)

After 5♣ Relay bid 5♠ showing you have King of ♠ and if a new **5NT Relay** appear, bid 6♣ = 1st step answer for SHAPE Aces

Suppose, your hand is: ♠AQx ♥AKxxx ♦xx ♣xxx

B(2.5), ambiguous balance (5 card suit, no S, no V). The **'2 of a kind'** are K♥ + Q♠. They are RANK. After 5♣ Relay use the 3rd step answer 5♠ to show you have Major or Minor

K + Q.

Watching his cards, the Quest in most cases will be able to discover their colors.

Suppose your hand is: ♠x ♥Qxxxx ♦AKQx ♣AQx

Be careful, you have 4 EQ (3 real Queens) !! Your B# = 3.5 (not B4) with 5 card Basic suit + a Singleton. 1st show your King naturally, then the omit suit (♠ suit), where you do not have Queen).

If your hand is: ♠Q ♥Qxxxx ♦AKQx ♣Axx

Your B# = 3.5 with 5 card Basic suit + a Singleton. 1st show your King naturally, then the **'2 of a kind'** are ♥ + ♦. They are COLOR, so use the 2nd step by SCOR. **Fp** never shows the color of the Singleton !!

Now suppose, your hand is: ♠KQx ♥AQx ♦AQxxx ♣xx

B# = 3.5, ambiguous balance (5 card suit, no Singleton, no Void).

1st show your King naturally, then the omit suit (♣ suit), where you do not have Queen) and there is a new Relay, show the **'2 of a kind' Aces by SCOR.**

When you have 2K + 2Q, 1st show by **SCOR** the colors of the Kings and on a new Relay (if any) show the colors of the Queens again by **SCOR (except when you have 2 RANK Kings + 2 Queens).** The exception is explained below:

When you have 2 RANK Kings + 2 Queens they

must be shown simultaneously:

The 3rd step by SCOR, which normally is for 2 RANK Kings, will show also 2 SHAPE Queens

The 4th step by SCOR will show again 2 RANK Kings, but now with 2 COLOR Queens

The 5th step by SCOR will show again 2 RANK Kings, but now with 2 RANK Queens

When you have 2K + Q, the 1st step by **SCOR** will show the colors of the Kings, and on a new Relay (if any) show the color of the Queen naturally

When you have K + 2Q, the 1st step by **SCOR** will show the color of the King naturally (by exemption!) and on a **new Relay** (if any)show the colors of the 2 Queens

When you have K + Q, show by **SCOR** the colors of the King + the color of the Queen, but use 4th step if they are in one suit

When you have A + K, show the color of the King + the color of the Ace by **SCOR**, but use 4th step if they are in one suit

When you have A + Q, show the colors of the Ace + the color of the Queen by **SCOR**, but use 4th step if they are in one suit.

Never doubt whether your partner will understand your answer or not. Just follow the Fp requirements when answering !

The rest is your partner's responsibility !

Some Opinions about Fp

Here are some responses about Force Point system posted on BBO Forum: http://www.bridgebase.com/forums/topic/52679-force-point-system/

by **BumJr** from April 19, 2012

“I have studied the system. The developer is from Bulgaria (and many of the people who play the system on BBO are from Bulgaria). Suffice it to say that English is not his first language. There are actually many good ideas in the system. Perhaps the biggest complaint would be that on many relay auctions, the declarer ends up describing his hand so that makes defense a lot easier.

I have been in contact with the developer and negotiated to help him write up his system in good English so that it will be comprehensible (it is very difficult to understand at the moment, unless you read Bulgarian! At this point, he seems only mildly interested in my proposal. If he decides to go ahead with the idea, then he will have a much better product and people will be able to evaluate it fairly. In my opinion, without a re-write of the English description, it is too hard understanding his concepts.

As to the crux of the system 1NT was the forcing response to all 1 bids (by the influence of ACBL) and if the responder was strong it started a series of relays where opener describes his distribution, strength (based on the proprietary Fp counting algorithm) and specific high cards.

The system was designed for Teams / IMPs. He is working on a simplification that will be better for Pairs / MP "

NOTE by the Developer:

When I started the creation of the system, 1NT bid by the Quest was the forcing Relay to all bids on 1st Level (by the influence of ACBL) asking the Opener to start describing his distribution, strength, controls and where they are. Later I have discovered that the big players do not follow the ACBL rules at all and I changed the 1st Relay to be the bounding bid thus saving a valuable space (except after 1♣ Opening where the bounding bid of 1♦ is a weak bid and the 1st Relay is 1♥ bid).

And some short:

by **mgoetze**: "My theory here is that if it was really that good, a bunch of experts would already be playing it"

One guy almost got the Fp Counting:

by **jtfanclub**: Let me see if I can simplify it

NOTE: The bold is Counting in the early 2004

Ace = 1.5 winners, K = 1, Q = 0.5 (**right!**
Add Singleton Ace = 2), **Void = 1 winner**,
Singleton = 0.5 (**right!**)
7 card trump fit= -1 winner, 9 card fit +1 (**almost right!**)

(**correction: 9 cards fit: + 0.5; 10 cards fit: +1**)
Singleton honors (except aces) count for only the singleton (**right!**)

-1 for poor shape outside the trump suit (like 3 card minors)
(**no such things, totally wrong!)**

Positive adjustments: Void: +0.5, Singleton: +0.5, balanced hand with 3 Jacks: +0.5 (**right!**)

Negative adjustments: 3-5 card suits without honors, 3-5 card suits without controls (so suits headed by the ten are two negative adjustments). (**totally wrong!)**

(**Negative Adjustments: 5 or more EQ = -0.5; A singleton opposite 2 TOP Honors = -0.5**)

If you're at 3 or more adjustments, discard one (**right!**)

Take the number of tricks you and your partner have, and add 2. The result is the expected number of tricks.

(**Totally wrong! Do not add 2**)
Or subtract 5, if you know the level of the bid

(**Almost right! Correction: Subtract 4, actually each player subtracts by 2**)

There's additional details, but that's the gist of it.
Am I wrong? (**60% right, 40% wrong. You managed to simplify the Force Point Counting!**)

Note by the Developer:
5 years later, when I have published the system, things look much better: not only is my writing better (especially at 2nd corrected edition), but the system becomes stronger.

♠ ♥ ♦ ♣

1♦ Opening

We intentionally start with 1♦ Opening, because 1♣ Opening may be difficult for you on this stage. Open 1♦ with strength of **B(2 - 4)**, 11-18 HCP with **5 to 7 card Basic suit** or **B(2 - 3), 8 card Basic suit** or **B(3 - 4), 9+ card Basic suit**.

Developing the announces after 1♦ Opening

1♦ → 1♥! = **Relay! B(0.5)+**, 2+ ♦ **or**
B(1.5)+, any shape except bi-colors
1♦ → 1♠ = B(0), any 5 cards / B(0.5) any 5+/5+bi-color, no 5+ ♥ → (here and below free bids)
1♦ → 1NT = B(0 - 0.5), balance or any 4441
1♦ → 2♣ = B(0), 7♣ or 6♣ / 8♣
1♦ → 2♦ = B(0), 3+♦ / 2♦ + TOP Honor(s)
1♦ → 2♥ = B(0), 7♥ or 6♥ / 8♥
1♦ → 2♠ = B(0), 7♠ or 6♠ / 8♠
1♦ → **2NT** = B(1 - 1.5), 5+ ♦/5+ any bi-color
1♦ → 3♣ = B(1 - 1.5), 5+ ♣/5+ ♥ / 5+ ♣/5+ ♠ bi-color
1♦ → 3♦ = B(1 - 1.5), 5521 → 5♠ /5♥ bi-color
1♦ → 3♥ = 5512 exact shape
1♦ → 3♠ = 5503
1♦ → 3NT = 5530 and so on … (See Sysnotes)

Development of announces after 1♦ → 1♥ (RF!) →

- 1♠ = **B(2 - 4)**, 5♦ or 7♦, **SHAPE** / B2, 2272 → **new Relay**
- **1NT** = 5♦ or 7♦, **COLOR** / B(2.5), 2272 → **new Relay!**
- 2♣ = 5♦ or 7♦, **RANK** / B(3 - 4), 2272 → **new Relay!**
- 2♦ = 6♦ or 8♦, **SHAPE**→ **new Relay!**
- 2♥ = 6♦ or 8♦, **COLOR**→ **new Relay!**
- 2♠ = 6♦ or 8♦, **RANK** (waiting bid) → **new Relay!**

  → **2NT**= **Relay**! The 1st step answer is for Void or S+V
  - → 3♣ = 6♦ or 8♦, **RANK + V / S+V → new Relay!**
  - → 3♦ = 3361 → 6♦ + **RANK**
  - → 3♥ = 2461
  - → 3♠ = **4**261
  - → **3NT** = 2263 → 6♦ + **RANK, no S / V**
  - → 4♣ = 1183 → 8♦ + **RANK + 2 Singletons**
  - → 4♦ = B2, 2281 → 8♦ + **RANK, no Void**
  - → 4♥ = B(2.5), 2281 → 8♦ + **RANK, no Void**
  - → 4♠ = B3, 2281 → 8♦ + **RANK, no Void**
  - → **4NT** = B(3.5), 2281 → 8♦ + **RANK, no Void**
  - → 4♣ = B4, 2281 → 8♦ + **RANK, no Void**

- **2NT** = **B(3 - 4),** 9+ ♦
- **3♣ = B(3 - 4),** 10 ♦ **+ SHAPE**
- **3♦ = B(3 - 4),** 10 ♦ **+ COLOR**
- **3♥ = B(3 - 4),** 1-2-10-0 → 10 ♦ **+ RANK**
- **3♠** = 2-1-10-0
- **3NT** = empty
- **4♣** = 0-0-10-3

Development of announces after 1♦ → 1♠ = (B(0.5 - 1) any 5+ / **B(0.5)**, any 5+/5+ bi-color) →

→ 1NT! = B(3.5)+, Ask for 5 card suit / bi-color, RF!

→ 2♣ = **B(0), 5♣ →**

→ if 2♦ (**RF!**) **Relay** appears for the side suits, the answers are:

→ 2♥ = 5♣ + **SHAPE** → new **Relay!**
→ 2♠ = 5♣ + **COLOR** → new **Relay!**
→ **2NT** = **4405** → 5♣ + **RANK + Void**
→ 3♣ = 3325
→ 3♦ = 2245
→ 3♥ = 3415
→ 3♠ = **4**315

→ 2♦ = **B(0), 5♦ →**

→ if 2♥ (**RF!**) **Relay** appears for the side suits, the answers are:

→ 2♠ = 5♦ + **SHAPE** → new **Relay!**
→ **2NT** = 5♦ + **COLOR** → new **Relay!**
→ 3♣ = 2254 → 5♦ + **RANK**
→ 3♦ = **33**52
→ 3♥ = 3451
→ 3♠ = **4**351
→ **2NT** = **4450** → 5♦ + **RANK + Void**

→ 2♥ = **B(0), 5♥ →**

→ if 2♠ (**RF!**) **Relay** appears for the side suits, the answers are:

→ **2NT** = 5♥ + **SHAPE** → new **Relay!**
→ 3♣ = 5♥ + **COLOR** → new **Relay!**
→ 3♦ = 1543 → 5♥ + **RANK**
→ 3♥ = 25**33**
→ 3♠ = **4**522
→ **3NT** = **0**544 → 5♥ + **RANK + Void**
→ 4♣ = 1534

→ 2♠ = **B(0),** 5♠→
→ if **2NT (RF!) Relay** appears for the side suits, the answers are:
→ 3♣ = 5♠ + **SHAPE** → new **Relay!**
→ 3♦ = 5♠ + **COLOR** → new **Relay!**
→ 3♥ = 5422 → 5♠ + **RANK**
→ 3♠ = 52**33**
→ **3NT** = 5**044** → 5♠ + **RANK + Void**
→ 4♣ = 5134
→ 4♦ = 5143

With **SHAPE** or **COLOR** side suits, if a new Relays appear, show your 2nd longest suit thus revealing your exact shape.

→ **2NT** = **B(0),** 5+ ♦/5+ any bi-color
→ 3♣ = **B(0),** 5+ ♣/5+ ♥ or 5+ ♣/5+ ♠ bi-color

→ 3♦ = **B(0),** 5521 → 5+ ♠/5+ ♥ bi-color
→ 3♥ = 5512

→ 3♠ = 5503
→ **3NT** = 5530
→ 4♣ = 5♠/6♥
→ 4♦ = 6♠/5♥
→ 4♥ = 6601 or 6610
→ 4♠ = 7♠/5♥
→ **4NT** = 5♠/7♥
→ 5♣ = 6700
→ 5♦ = 7600
→ 5♥ = 5800
→ 5♠ = 8500

For more information after **2NT** bid & up see Sysnotes.

Development of announces after
1♦ → **1NT** = B(0 - 0.5), balance or any 4441

The Opener may make a free Signoff bid, but if a new **2♣! Relay!** appears, the Responder begins describing the hand by using the **Modified Stayman**.

Development of announces after
1♦ → 2♣ / 2♦ / 2♥ / 2♠:

Except for 2♦ bid, after all other answers the Opener may make a free Signoff bid If a new

Relays appear, the Responder begins describing the hand by using **SCOR - SCOR** Convention.

After * 1♦ - 2♦, a new Relay is directly for CP:

→ the 1st step answer (the bonding bid) = **4 CP = 1 King + 2 EQ**

→ the 2nd step = **6 CP = 1 Ace + 1 EQ**

→ the 3rd step = **8 CP = 2 Kings, no EQ**

Development of announces after 2nd sit opponent's Overcalls: 1♦ (DBL) RDBL! = RF Relay! →

→ B(0.5)+, 6+M / 2+♦ / B(1.5)+, any shape

→ **Pass** = **B(0) or less**, any shape

→ 1♥ = **B(0)**, 4+ ♥

→ 1♠ = **B(0),** 4+ ♠

→ **1NT** = **B1+,** Ask for B# or 5+ card suit, **RF !**

→ 2♣ = **B(0.5)**, 5+ ♣

→ 2♦ = **B(0.5)**, 5+ ♦/5+♠ **SHAPE** bi-color, + ♦

→ 2♥ = 5+ ♦/5+♥ **COLOR** bi-color, + ♦

→ 2♠ = 5+ ♦/5+ ♣ **RANK** bi-color, + ♦

→ **2NT** = 5+ ♥/5+ ♣ **SHAPE** bi-color, no ♦

→ 3♣ = 5+ ♠/5+ ♣ **COLOR** bi-color, no ♦
→ 3♦ = 5+ ♠/5+ ♥ **RANK** bi-color, no ♦
→ 3♥ = **B(0.5),** 7+ ♥
→ 3♠ = **B (0.5),** 7+ ♠
→ **3NT** = To Play

After 2♣ & up**,** the **Quest** (the Interrogator), with only **B(0.5) will make a free bid**, but with **B1+** will continue with 2♦ **GF Relay!** (if 2nd sit opponent overcall now, **the Quest** will use **Pass - Relay like a GF Relay!** (for space saving, because there already was one active **RF Relay of 1NT**)

The Opener begins with the description of his hand by using SCOR - SCOR Convention

For example, after 1♦ (**DBL**) **RDBL!** (2♣ **& up**) the 1st step answer of **Pass** (the bonding bid) =

B(2 - 2.5), 5+♦, weak

→ the 2nd step answer of **DBL = B(3 - 4),** 5♦ or 7♦, **SHAPE (♣ + ♥)** side suits (excluding the other SHAPE combination of ♦ / ♠ because one of the suits is the Basic ♦ suit) / **B3**, 2272

→ the 3rd step answer of 2♦ = **B(3 - 4),** 5♦ or 7♦, **COLOR (♣ + ♠)** side suits excluding the **red** Basic ♦ suit / **B(3.5),** 2272
→ the 4th step answer of 2♥ = **B(3 - 4),** 5♦ or 7♦, **RANK (♠ + ♥)** side suits / **B4,** 2272

→ the 5th step answer of 2♠ = 6♦ or 8♦, **SHAPE**

→ the 6th step answer **2NT** = 6♦ or 8♦, **COLOR**

→ the 7th step answer of 3♣ = 6♦ or 8♦, **RANK + Void or S+V**

→ the 8th step answer of 3♦ = 3361 → 6♦ + **RANK**

→ the 9th step answer of 3♥ = 2461

→ the 10th step answer of 3♠ = 4261

→ the 11th step answer of **3NT** = 2263 → **no S/V**

→ the 12th step answer of 4♣ = 1183 → 8♦ + **RANK + 2 Singletons**

→ the 13th step answer of 4♦ = **B3, 2281** → 8♦ + **RANK no Void**

→ the 14th step answer of 4♥ = B**(3.5), 2281** → 8♦ + **RANK no Void**

→ the 15th step answer of 4♠ = B**4**, 2281 → 8♦ + **RANK no Void**

→ the 16th step answer of 5♦ = B**(2 - 2.5),** 9+ ♦

How you may see, **after the Opponents' interference**, the 1st bid **ALWAYS** is for a weak hand. From 2nd to 7th steps are the answers by **SCOR – SCOR** Convention. From 8th step & up are the answer by **EXTENDED SCOR**.

→ **Without an interference** the 1st, the 2nd & the 3rd steps will be respectively for **SHAPE, COLOR and RANK** side suits, with 5♦ or 7♦ cards in the Basic suit.

→ The 4th, the 5th, the 6th steps will be respectively for **SHAPE, COLOR and RANK** side suits again, but with 6♦ or 8♦ cards in the Basic suit.

→ From 7th step & up are the answer by **EXTENDED SCOR always with** 6♦ or 8♦ **+ RANK**

Pay attention when the Opponent Overcall in 2nd sit, your **RF Relay!** must be **DBL** instead of 1♥ **Relay** (1♥ will be a free bid).

If a **GF Relay** appears, you must show your 2nd longest suit (if you have 7 card Basic suit, you must

postpone the showing of your 2nd longest suit and use the bounding bid to show 7 card Basic suit, then if a **new Relay** appears, **show your 2nd longest suit** thus revealing your exact distribution.

On a new **Relay** show your exact **strength (B#)**

If the **Quest** continues to ask, show your exact numbers of **Controls (CP)** revealing your exact number of EQ, respectively your exact number of real Queens without directly asking for them !

If the **Quest decides to investigate a GRAND SLAM s/he will ask for the suits of your TOP Honors. Show them by priority using the SCOR.**

If the Opponent Overcall in 4th sit:

→ **your 1st step** answer (**the bounding bid of Pass)** will show a weak hand with **B(2 - 2.5),** 5+ cards in your Basic suit

→ **your 2nd step** answer **DBL** will show **B(3 - 4),** 5♦ or 7♦, **SHAPE** side suits

→ **your 3rd step** answer will show **B(3 - 4),** 5♦ or 7♦, **COLOR** side suits

→ **your 4th step** answer will show **B(3 - 4), 5**♦ or 7♦,

RANK side suits

→ **your 5th step** answer will show **B(3 - 4),** 6♦ or 8♦, **RANK** side suits

→ **your 6th step** answer will show **B(3 - 4),** 6♦ or 8♦, **RANK** side suits

→ **your 7th step** answer will show **B(3 - 4),** 6♦ or 8♦, **RANK + Void or S+V**

After an Overcall, if your partner proved strong with B(3 – 4) use the EXTENDED SCOR bids.

→ **NT** bid = 2263 → 6♦ + **RANK, no S / V,**

→ ♣ = 1183 → 8♦ + **RANK + 2 Singletons**

→ ♦ = 3361→ 6♦ + **RANK**

→ ♥ = 2461

→ ♠ = 4261

→ **NT** bid = **B3**, 2281 → 8♦ + **RANK no Void**
→ **♣ = B (3.5),** 2281 → 8♦ + **RANK no Void**
→ **♦ = B4,** 2281 → 8♦ + **RANK no Void**

Remember: You must start counting the **SCOR - SCOR** steps after skipping (bypassing) **the 1st (bounding) bid,** which is only **for showing a low range opening** with **B(2 - 2.5), 5**+ cards of your Basic suit and nothing else! On a new **Relay** you will start answering by **SCOR - SCOR** from the 1st step.

Remember: If the opponents interfere, show your strength range, instead of starting immediately **SCOR - SCOR** answers including the bids of **Pass and DBL** for the first 2 steps, thus using the opponent bid to save a huge Bidding space !

After discovering your exact distribution (shape), your partner (the **Quest**) may ask you for your **exact B#** (answer by steps) then may continue with **CPA**, asking you for your Controls.

After CPA Relay mandatory discard the appropriate CP in dependence of your distribution, then divide the rest of your CP by 2 to receive the steps you must use to show the rest of your CP (2 CP for each step answer).

♠ ♥ ♦ ♣

Let me explain one thing I'm sure you will have difficulties with !

Despite if you are the Respondent or the **Quest**, after a **CPA Relay**, sometimes it will be difficult for you to decide what was the Formula for the 1st step **CP** answer in dependence of your exact shape !

I'm sure, you have remembered **the main Formula for the 1st step CP answer with 5-6 card Basic suit, no Void (may have a Singleton)**:

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

But what will be the Formula for the 1st step CP answer with 7+ card Basic suit + Void or 6/6 bi-color or when you have 8 card suit + a Singleton ?

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

In general, for a Void, for any card over the 6th one in mono-color suit, for any card over the 10th one in a bi-color subtract 2 CP & add 1 EQ

In details:

<u>It will be easy to discover it if you use the main Formula following the Rules:</u>

Do not pay attention to only 1 Singleton

For every **Void** or **2 Singletons** or **7 card suit** or **6/5 bi-color lower** the **CP by 2** and **raise** the **EQ by 1**

The Formula for the 1st step CP answer will become:

CP = 4*B# + 2 - 2 along with 3 + 1 EQ, i.e.
CP = 4*B# along with 4 EQ

For **8 card suit** or **6/6** or **5/7 bi-color lower** the **CP by 4** and **raise** the **EQ by 2**

The Formula for the 1st step CP answer will become:

CP = 4*B# + 2 - 4 along with 3 + 2 EQ, i.e.
CP = 4*B# - 2 along with 5 EQ

I hope, you remember that **for any of the next step answers you add 2 CP and subtract 1 EQ**.

Both partners must use the **above Rules**, the **Respondent** to be able to give a **proper CP answers** and the **Quest** to be able **to distinguish** the partner's **CPA** answers.

♠ ♥ ♦ ♣

Development of announces after 1♦ - 1♥! -

1♠ = B(2 - 4), 5♦ or 7♦, **SHAPE / B2,** 2272 →

→ **1NT! = Relay!** Ask for 7♦ or 5♦ + shape →

→ **2♣ = B(2 - 4), 7♦ + SHAPE / B2,** 2272

→ **2♦! = Relay!** 1st step answer for any 0274 →

→ **2♥** = 0472 or 0274 → **7♦ + SHAPE + Void**

→ **2♠! = Relay!** Ask for the exact shape

→ 2NT = 0472 → **NT** for 4♥, 7♦ + **SHAPE + Void**

→ 3♣ = 0274 → **7♦** + **SHAPE + Void**

→ **2♠ = 4171**→ **7♦ + SHAPE**

→ 2NT = 0373 → 7♦ + **SHAPE + Void**

→ 3♣ = 1273 → 7♦ + **SHAPE**

→ 3♦ = 2272 → **B2, 8 CP, 4 EQ**

→ 3♥ = 1372 → 7♦ + **SHAPE**

→ 2♦ = 2353→ 5♦ + SHAPE

→ 2♥ = 1453

→ 2♠ = 4252

→ **2NT** = 0454 → 5♦ + SHAPE + Void

→ 3♣ = 1354

Development of announces after 1♦ - 1♥! →

→ 1NT = B(2 - 4), 5♦ or 7♦, COLOR / B(2.5), 2272 →

→ 2♣! = Relay! Ask for 7♦ or 5♦ + shape →

→ 2♦ = B(2 - 4), 7♦ + COLOR / B(2.5), 2272 →

→ 2♥ = **Relay!** The 1st step answer is for any 2074 →

→ 2♠ = 2074 or 4072 → 7♦ + **COLOR + V**

→ 2**NT** = B2+, Ask for the exact shape

→ 3♣ = 207**4** → **7♦** + C**OLOR + Void**

→ 3♦ = **4**072 → ♦ for 4♠, **7♦** + **COLOR + Void**

→ 2**NT** = 3073 --> **7♦** + **COLOR + Void**

→ 3♣ = 217**3** → 7♦ + **COLOR**

→ 3♦ = 22**7**2 → **B(2.5), 10 CP, 4 EQ**

→ 3♥ = 1**4**71→ 7♦ + **COLOR**

→ 3♠ = **3**172

→ 2♥ = 2452 → 5♦ + COLOR

→ 2♠ = 4153

→ **2NT** = 3253 → no S / V

→ 3♣ = 3154

→ 3♦ = 4054 → 5♦ + COLOR + Void

Development of announces after 1♦ - 1♥! →
2♣ = B(2 - 4), 5♦ or 7♦, RANK / B(3 - 4), 2272
→ **2♦! = Relay!** Ask for 5♦ or 7♦ + shape
→ 2♥ = **B(2 - 4),** 7♦ + **RANK** / **B(3 - 4),** 2272
→ 2♠ = **Relay!** The 1st step answer is for any 4270
→ **2NT** = 2470 or 4270 → 7♦ + **RANK + Void**
→ 3♣ = Ask for the exact shape
→ 3♦ = **4**270 → ♦ for 4♠, 7♦ + **RANK + V**
→ 3♥ = 2470 → 7♦ + **RANK + V**

→ 3♣ = 1174 → 7♦ + **RANK**
→ 3♦ = 2272→ **B(3 - 4), 12-16 CP, 4 EQ**
→ 3♥ = 2**3**71
→ 3♠ = **3**271
→ **3NT** = **33**70 → 7♦ + **RANK + Void**

→ 2♠ = **4**351 → 5♦ + **RANK**
→ **2NT** = **33**52 → **no S / V**
→ 3♣ = 2254
→ 3♦ = 4450 → 5♦ + **COLOR + Void**
→ 3♥ = 3451

♠ ♥ ♦ ♣

Development of announces after 1♦ - 1♥! - 2♦ =

B(2 - 4), 6♦ or 8♦, SHAPE → 2♥! = GF! B2+, 1st step answer is for Void / S+V →

→ 2♠ = 6♦ or 8♦, **SHAPE + Void or S+V →**

→ **2NT**! Ask for the exact shape

→ 3♣ = 0364 → 6♦ + **SHAPE** + Void

→ 3♦ = 0463 → unusual, 6♦ + **SHAPE + Void**

→ 3♥ = 0382 → 8♦ + **SHAPE + Void**

→ 3♠ = 0283 → ♠ for 3♣, 8♦ + **SHAPE + Void**

→ 3**NT** =B3, 0481→ **NT** for 4♥, 8♦ + **SHAPE + S+V**

→ 4♣ = B3, 0184 → 8♦ + **SHAPE + S+V**

→ 2**NT** = 3262 → 6♦ + **SHAPE, no S / V**

→ 3♣ = 1264 → 6♦ + **SHAPE**

→ 3♦ = 1363

→ 3♥ = 1462

→ 3♠ = 3181 → 8♦ + **SHAPE + 2 Singletons**

→ **3NT = B2,** 1282 → 8♦ + **SHAPE, no Void**

→ **4♣ = B(2.5),** 1282 → 8♦ + **SHAPE, no Void**

→ 4♦ = **B3**, 1282 → 8♦ + **SHAPE, no Void**

→ 4♥ = **B(2.5),** 1282 → 8♦ + **SHAPE, no Void**

→ 4♠ = **B4,** 1282 → 8♦ + **SHAPE, no Void**

♠ ♥ ♦ ♣

Development of announces after 1♦ - 1♥! →

→ **2♥ = B(2 - 4), 6♦ or 8♦, COLOR** →

→ **2♠! = GF Relay! B2+**, the 1st step answer is for V / S+V

→ **2NT** = 6♦ or 8♦, **COLOR + Void or S+V** →

→ 3♣! = Ask for the exact shape

→ 3♦ = **4**06**3** → ♦ for 4♠, 6♦ + **COLOR + V**

→ 3♥ = **3**06**4** → ♥ for 4♣, 6♦ + **COLOR + V**

→ 3♠ = **3**082 → 8♦ + **COLOR + Void**

→ **3NT** = 2083 → unusual, 8♦ + **COLOR + V**

→ 4♣ = 108**4** → 8♦ + **COLOR + S+V**

→ 4♦ = **4**081 → ♦ for 4♠, 8♦ + **COLOR + S+V**

→ 3♣ = **2**16**4** → 6♦ + **COLOR**

→ 3♦ = **3**1**6**3

→ 3♥ = **1**3**8**1 → 8♦ + **COLOR + 2 Singletons**

→ 3♠ = **4**162 → 8♦ + **COLOR**

→ **3NT** = **2**3**6**2 → 6♦ + **COLOR, no S / V**

→ 4♣ = **B2**, 2182 → 8♦ + **COLOR, no Void**

→ 4♦ = **B(2.5), 3**1**6**3 → 6♦ + **COLOR, no Void**

→ 4♥ = **B3,** 2182 → 8♦ + **COLOR, no Void**

→ 4♠ = **B(2.5),** 4162 → 8♦ + **COLOR, no Void**

→ **4NT** = **B4,** 2182 → 8♦ + **COLOR, no Void**

♠ ♥ ♦ ♣

Development of announces after 1♦ - 1♥! →

→ 2♠ = B(2 - 4), 6♦ or 8♦, **RANK** (waiting)

→ **2NT! = GF!** The 1st step answer is for Void or S+V

→ **3♣** = 6♦ or 8♦, **RANK + V or S+V**

→ **3♦! = GF!** Ask for the exact shape

→ **3♥** = **3**460 → ♣ for 4♥, 6♦ + **RANK + V**

→ **3♠** = **4**360 → ♦ for 4♠, 6♦ + **RANK + V**

→ **3NT** = **2**380 → 8♦ + **RANK + Void**

→ 4♣ = **3**280 → 8♦ + **RANK + Void**

→ **4♦** = **B(2 - 3),** **4**180 → ♦ for 4♠, 8♦ + **RANK + S+V**

→ 4♥ = **B(2 - 3),** 1480→ 8♦ + **RANK + S+V**

→ 3♦ = **33**61 → 6♦ + **RANK**

→ 3♥ = 2461

→ 3♠ = **4**261

→ 3NT = 2263 → 6♦ + **RANK, no S / V**

→ 4♣ = 1183 → 8♦ + **RANK + 2 Singletons**

→ 4♦ = **B2,** 2281 → 8♦ + **RANK, no Void**

→ 4♥ = **B(2.5),** 2281 → 8♦ + **RANK, no Void**

→ 4♠ = **B3,** 2281 → 8♦ + **RANK, no Void**

→ **4NT = B(3.5),** 2281 → 8♦ + **RANK, no Void**

→ 5♣ = **B4**, 2281 → 8♦ + **RANK, no Void**

Development of announces after 1♦ - 1♥ →

Overcall → 1st step answer (the bounding bid) **= B(2 - 2.5),** 5+♦, weak

From 2nd step with B(3 - 4) starts **SCOR – SCOR** in 6 steps

→ **2nd step = B(3 - 4),** 5♦ or **7♦, SHAPE / B3,** 2272
→ **3rd step =** 5♦ or **7♦, COLOR / B(3.5),** 2272
→ **4th step** = 5♦ or **7♦, RANK / B4, 2272**
→ **5th step** = 6♦ or 8♦, **SHAPE**
→ **6th step** = 6♦ or 8♦, **COLOR**
→ **7th step** = 6♦ or 8♦, **RANK + Void or S+V**

From 8th step with a **JUMP** starts **EXTENDED SCOR**

→ **NT** bid **= 22**63 → 6♦ + **RANK, no S / V**
→ ♣ bid = 118**3** → 8♦ + **RANK + 2 Singletons**
→ ♦ bid = **33**61 → 6♦ + **RANK**

→ ♥ bid = 2**4**61
→ 3♠ bid = **4**261
→ **NT** bid = **B3,** 2281 → 8♦ + **RANK, no Void**
→ ♣ bid = **B(3.5),** 2281 → 8♦ + **RANK, no Void**
→ ♦ bid = **B4,** 2281 → 8♦ + **RANK, no Void**

♠ ♥ ♦ ♣

DISTRIBUTIONS AND SIDE SUITS

To ignite your imagination when using **SCOR - SCOR** Convention pay attention to the possible card distributions and to the **side suits** (**marked bold**)!

The examples below are with 5+ card ♦ **Basic suit + SHAPE** side suits. The idea is the same with any other 5+ card Basic and any of **SHAPE, COLOR or RANK** side suits. The answers are natural, semi- natural using **Fp** trick (the conjuring gag) for showing 1 suit by announcement of its rounded suit (including NT like it is a suit) or special (for the shapes with Voids only). With any 5 to 8 card suit you may have any one of about 120 possible distributions for any of the **SHAPE, COLOR** and **RANK** side suits.

1. With 5 or 7 card Basic ♦ suit + **SHAPE** side suits: the combinations are 5 for a 5 card Basic suit

2353, 1354, 1453, 4252, 0454

1.1. To show the Void with any 5 card suit your partner must use **NT** bid or use the Basic suit bid (which comes first).

the combinations are 7 for a 7 card Basic suit (6 + 1 extra, any 7222, which is not SHAPE), i.e.:

0472, 0274, 0373, 1372, 1273, 4171 (+ 2272)

1.2. To show the Void with 7 card suit Fp always uses the 1st step answer after the side suits are already shown!

NOTE: **Fp** put any 2272 shape with different B# along with the first 3 answers by SCOR-SCOR & distinguishes them on the next **Relays!**

2. With 6 or 8 card Basic ♦ suit + **SHAPE** side suits:

the combinations are by 6 a 6 card Basic suit

0364, 0463, 3262, 1363, 1462, 1264

0283, 0382, 0481, 0184, 1282, 3181

2.1. To show a Void with any 6 or 8 card Basic suit after showing **SHAPE or COLOR** side suits, **Fp always uses 1st step for answer on the next Relay.**

It is different with **RANK** side suits:

2.2. To show a Void with any 6 or 8 card Basic suit + RANK side suits, Fp uses directly the 6th step for answer after the 1st Relay, showing directly RANK side suits + Void or S+V, and on the next Relay, distinguish the exact shapes !

3. For example with 9 card Basic ♦ suit + **SHAPE** side suits the combinations are 5:

4090, 2191, 0292, 0391, 0193

How CP & EQ changes in dependence of your shape

Pay attention that the Formula is the same:

1. For a Void / 2 Singletons
2. For 7+ card suit
3. For a 6+/5+ bi-color

1. For a Void or 2 Singletons:

CP = **4*B# - 2** (for V / 2S) **along with 3+1** (for V / 2S) = **4 EQ**

The Formula becomes: **CP = (4*B# - 2**) + 2 **along with 3+1** EQ →

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

2. For 7 card suit:

CP = **4*B# - 2** (for the 7th card) **along with** 3+**1** EQ (for the 7th card)

The same **Formula**: **CP = 4*B# along with 4 EQ**

3. For a 6/5 bi-color:

CP = 4***B# - 2** (for the 11th card) **along with** 3+**1** EQ (for the 11th card)

The same **Formula**: **CP = 4*B#** along with **4 EQ**

4. For 8 card suit:

CP = **4*B# - 2** (for the 7th card) **- 2** (for the 8th card) **along with 3 + 1** EQ (for the 7th card) **+ 1** (for the 8th card)

The Formula becomes: **CP = (4*B# - 4**) + 2 **along with** 3+**2 EQ →**

CP = 4*B# - 2 along with 5 EQ

5. For a 6/6 bi-color or a 7/5 bi-color:

CP = **4*B# - 2** (for the 11th card) **- 2** (for the 12th card) **along with 3 + 1** EQ (for the 11th card) **+ 1** EQ (for the 12th card)

The same **Formula**: **CP = 4*B# - 2**, **5 EQ**

6. For 9 card suit:

CP = **4*B# - 2** (for the 7th card) **- 2** (for the 8th card) **- 2** (for the 9th card) **along with 3 + 1** EQ (for the 7th card) **+ 1** EQ (for the 8th card) **+ 1** EQ (for the 9th card)

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

7. For a 7/6 bi-color:

CP = **4*B# - 2** (for the 11th card) **- 2** (for the 12th

card) **- 2** (for the 13th card) **along with 3 + 1** EQ (for the 11th card) **+ 1** EQ (for the 12th card) **+ 1** EQ (for the 13th card)

The same **Formula**: **CP = 4*B# - 4 along with 6 EQ**

♠ ♥ ♦ ♣

Now the Formulas with shape combinations:

1. For 7 card suit + a Void / 2 Singletons :

CP = **4*B# - 2** (for the 7th card) **- 2** (for the V / 2 S) **along with 3+1** EQ (for the 7th card) **+1** EQ (for the V / 2 S)

The Formula becomes: (the same as with 8 card suit)**:**

CP = (4*B# - 4) + 2 along with 3+**2** EQ →

CP = **4*B# - 2** along with **5 EQ**

2. For a 6/5 bi-color + a Void / 2 Singletons:

CP = **4*B# - 2** (for the 11th card) **- 2** (for the V / 2 S) **along with 3+1** EQ (for the 11th card) **+ 1** EQ (for the V / 2 S)

The same **Formula**:

CP = (4*B# - 4) + 2 along with 3+**2** EQ →

CP = **4*B# - 2** along with **5 EQ**

3. For 8 card suit + a Void / 2 Singletons:

CP = **4*B# - 2** (for the 7th card) **- 2** (for the 8th card) **- 2** (for the V / 2 S) along **with 3 + 1** EQ (for the 7th card) **+ 1** EQ (for the 8th card) **+ 1** EQ (for the Void / 2 Singletons)

The Formula becomes: **CP = 4*B# - 4 along with 6 EQ**

4. For a 6/6 bi-color + a Void:

CP = **4*B# - 2** (for the 11th card) **- 2** (for the 12th card) **- 2** (for the Void) along **with 3 + 1** EQ (for the 11th card) **+ 1** EQ (for the 12th card) **+ 1** EQ (for the Void)

The same **Formula**: **CP** = **4*B# - 4** along with **6 EQ**

It is obviously that it is difficult to remember the above Formulas. And the good thing is that it is not necessary at all !

♠ ♥ ♦ ♣

If you can remember only the Main Formula:

CP = 4*B# + 2

for the 1st step CP answer, I will give one more time the keys for discovering how many CP your partner will show in dependence of his distribution:

1. The 1st Singleton doesn't make any changes to the main Formula

2. The 2nd Singleton or a Void or a 7 card suit changed the Formula for the 1st step CP answer from

CP = 4*B# + 2 to CP = 4*B#

NOTE: How you can see, any of them lower the CP by 2, so if you hold a hand with a long 7 card suit + a Void, the Formula for the 1st step CP answer will become:

CP = 4*B# - 2

3. One long 8 card suit will change the Formula also to:

CP = 4*B# - 2

by lowering the CP by 2 + 2 = 4 for the 7th & for the 8th cards) & if you have a Void or 2 Singletons the Formula will become:

CP = 4*B# - 4

Board 4

NORTH
♠QJ2
♥AK3
♦KQT74
♣A9

WEST
♠K98
♥QT965
♦J832
♣J

EAST
♠T753
♥J742
♦A96
♣Q3

SOUTH
♠A64
♥8
♦5
♣KT876542

Both Vulnerable, Opponents Pass throughout

NORTH	EAST	SOUTH	WEST
1♦	Pass	1♥!	Pass
2♣	Pass	2♦!	Pass
2NT	Pass	3♣!	Pass
4♣	Pass	4♦!	Pass
4♠	Pass	4NT!	Pass
5♦	Pass	5♥!	Pass
5♠	Pass	6♣	All Pass

1♦ = **B(2 – 4),** 5+ ♦ Basic suit

1♥! = **RF!** Ask for the overall shape

2♣ = 3rd step answer by **SCOR-SCOR** for **RANK** side suits

2♦! = **GF!** Ask for the 2nd longest suit (exact shape)

2NT = **3352, no** S / V

3♣! = PL+, Ask for the exact **B#**

4♣ - 5th step answer for exactly **B4**

4♦! = **CPA Relay! Before answering by CPA discard CP = 4*B# & show the rest of the CP by 2 CP for every step**. The 1st step = 4*4 + 2 = 18 CP, 3 EQ

4♠ = 2nd step answer for exactly **20 CP** (2A + 2K) along with **2 Queens** (because of the 2nd step answer for **CP**)

4NT! = **Relay!** Ask for the Kings' suits by **SCOR**

5♦ = 2nd step answer for 2 **COLOR Kings** (**red or black**)

5♥! = **Relay!** Ask for the Queens' suits by **SCOR**

5♠ = 1st step answer for **2 SHAPE Queens**

6♣ **= Final Contract**

PL = 4 (North's B#) **+ 2.5** (South's B#) **+ 1** (for 10 ♣ Trumps) **– 0.5** (for **'bad'** Singleton in ♦) **– 0.5** (for **'bad'** Singleton in ♥) **= 6.5 for statistically 100 %**

Small SLAM

CP = 20 + 10 = 30 for statistically 30 %

Small SLAM (except with 2 FITs / Super FIT + Misfit)

The Bidding in BBO was: 1♦ Pass 3♣ pass **3NT** All Pass

Board 5

NORTH
♠J2
♥AK
♦K85
♣KT9842

WEST
♠QT5
♥T9872
♦Q
♣AQJ6

EAST
♠8763
♥J643
♦63
♣753

SOUTH
♠AK94
♥Q5
♦AJT9742
♣

The dealer was Santa Claus ! NS Vulnerable

SOUTH	WEST	NORTH	EAST
1♦	1♥	DBL!	2♥
2NT	Pass	3♣!	Pass
3♦	Pass	3♥!	Pass
3♠	Pass	4♣!	Pass
4♦	Pass	4♥!	Pass
4NT	Pass	5♣!	Pass
5♠	Pass	6♦	All Pass

1♦ = **B(2 to 4),** 5+ ♦, actually B(3.5),

1♥ = West's bid

DBL! = **B(0.5)+, RF!** Ask for the side suits.
Initial min PL = B2 + B(2.5) = **5**
2♥ = East's bid

After that bid, the Opponents Pass Throughout

2NT = 4th step answer for **B(3 - 4),** 5♦ or 7♦ + **Void + RANK** (♥ + ♠) side suits / B4, 2272
3♣! = **Relay!** Ask for 7♦ or 5♦ + shape
3♦ = 1st step answer for 7♦ + **RANK** / B4, 2272
3♥! = **Relay!** The1st step answer is for any 4270
3♠ = 2470 or 4270 →7♦ + **RANK + Void**
4♣! = **Relay!** Ask for the exact shape (**3NT** = Signoff)
4♦ = ♦ for 4♠, 4270 exact shape (**Fp gag** for space saving)
4♥!= **Ex Relay!** Ask for the exact **B#**
4NT = 2nd step answer for exact B# = **3.5**
5♣! = **CPA Relay!**

NOTE: The 1st step CP answer for **5-6 card suit, no Void = 4*B# + 2,** 3 EQ (**The Main Formula**)

For **7 card suit + RANK + Void** you **must** subtract 2 CP for the Void + 2 more CP for the 7 card suit & raise the EQ by 2

So. **the 1st** step answer for **7 card suit + RANK + Void =** 4*B# - 2 = 4*3.5 - 2 = **12 CP** along with 5 EQ

5♠ = 3rd step answer for **16 CP, 3 EQ** (1 real + 1 EQ for the Void + 1 EQ for the 7 card suit)

The **min PL** = B(3.5) + B(2.5) + 1 (for 10 ♦ Trumps) – 1 (for K opposite the Void) + **0.25*** (force*point for ♠ AK opposite xx) = **6.25*** for statistically 75% small SLAM

South has **16 real CP + 6 pseudo CP** (for ♣ Void) = **22 CP**, so the **Total CP in both hands** are **22 + 18 = 40 CP for statistically 100% GRAND SLAM**

6♦ = Final Contract

In BBO the Bidding went:

1♦ p 2♣ p 2♠ p 2**NT** p 4♦ p 4♥ p 6♦ All Pass

♠ ♥ ♦ ♣

A REMINDER

NOTE: **The Main Formula** (which you must remember) **for the 1st step CP answer with 5-6 card suit, no Void is:**

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

The CPA answers with 5-6 cards + Void or 7 cards, no Void:

The 1st step answer ALWAYS shows **CP = 4*B# along with 4 EQ**

The CPA answers with 7 card Basic suit + Void or 8 cards, no Void:

The 1st step answer ALWAYS shows **CP = 4*B# - 2 along with 5 EQ**

For the **2nd step** CP answer with **7 card suit + V** add 2 CP and lower the EQ with 1:

CP = 4*B# - 2 + 2 **along with** 5 - 1 EQ = 4* B#, 4 EQ

♠ ♥ ♦ ♣

Board 6

NORTH
♠Q8
♥953
♦J96532
♣Q7

WEST
♠AT
♥K76
♦7
♣AKT9853

EAST
♠72
♥AQJ4
♦AKT4
♣J62

SOUTH
♠KJ96543
♥T82
♦Q8
♣4

E-W vulnerable, Only EW play **Fp**

SOUTH	WEST	NORTH	EAST
3♠	4♣	Pass	4♦!
Pass	5♥	Pass	5♠!
Pass	5NT	Pass	7♣
Pass	Pass	Pass	

3♠ = 7-11 HCP, 7♠ (most systems' casual barrage bid **for killing eventual SLAMS)**

4♣ = **B4+** (4th Level natural Over-call in Minor suit, Game after Game with Force Point

Vulnerable), 7+ ♣ Basic suit

From that point, the opponents Pass throughout

4♦! = **B1+, Ask** for the overall / exact shape

Min PL = B4 + B(2.5) + 1 (for 10 ♣ Trumps) = **7.5 for statistically 100 % GRAND SLAM**

5♥ = 2317 exact shape

5♠! = **Direct CPA Relay!** (because the partner's Overcall was **over 3NT!)** Ask for **CP.** The 1st step **CP** answer = 4*B# (with 7 cards) = 4*4 = 16 CP

6♦ = 3rd step answer for **20 CP** (2A + 2K)

7♣ = Final Contract

PL = 4 + 2.5 + 1 (for 10 ♣ Trumps) = **7.5 for statistically 100 % GRAND SLAM**

CP = **20** + 16 = **36 CP for statistically 100 % GRAND SLAM**

In BBO the Bidding went:

3♠ **3NT** p **4NT** p 6♣ All Pass making 6♣ + 1

Never give up with Fp !

♠ ♥ ♦ ♣

Board 7

NORTH
♠52
♥963
♦AKT32
♣A76

WEST
♠KQJT8
♥J8
♦97
♣T54

EAST
♠97643
♥T54
♦Q86
♣J83

SOUTH
♠A
♥AKQ72
♦J54
♣KQ9

N-S Vulnerable, only N-S play **Fp**

WEST	NORTH	EAST	SOUTH
2♠	3♦	3♠	DBL!
Pass	3NT	Pass	4♣!
Pass	4♦	Pass	4♠!
Pass	4NT	Pass	5♣!
Pass	5NT	Pass	6♥
Pass	Pass	Pass	

2♠ = West's casual preemptive bid (info for you: statistically such bids are made with B(0), no VUL, B(0.5), VUL , usually 6 card suit)
3♦ = **B2+,** 5+ ♦
3♠ = East's barrage (info for you: statistically B0), so max expected **EW PL = 0** for 3 down, no VUL)
DBL! = **Relay!** Ask for the overall shape

From that point opponents Pass throughout

3NT = 1st step answer for 5♦ **or 7♦, SHAPE / B2,** 2272

4♣! = **B1+, Relay!** Ask for **7♦** or 5♦ + shape
4♦ = **2353** exact shape

Min PL = B2 + B(4.5) = **6.5**
4♠! = **Ex Relay!** Ask for the exact **B#**
4NT = 1st step answer for exactly **B2**
5♣**! = CPA Relay!** Before answering by CPA **discard CP = 4*B#** & show the rest of your CP by 2 CP for every step. The 1st step CP answer = 4*2 + 2 = 10 CP, 3 EQ
5NT = 4th step answer for **16 CP, no Queens**
Thinking!
PL = B2 + B(4.5) = 6.5 for statistically 100% small SLAM
CP in both hands = 16 + 20 = **36 for statistically 100% GRAND SLAM**

6♥ = Sign Off

Board 8

NORTH
♠AKT983
♥832
♦
♣K652

WEST
♠Q52
♥QJT976
♦Q7
♣83

EAST
♠J6
♥K54
♦AJ642
♣JT9

SOUTH
♠74
♥A
♦KT9853
♣AQ74

Dealer East, Neither Vulnerable, only

EAST	SOUTH	WEST	NORTH
1♦	1NT	2♥	DBL!
3♥	4♣	Pass	4♦!
Pass	5♣	Pass	5♦!
Pass	5NT	Pass	6♣

1♦ = East's (opponent's) Opening
1NT = B(2.5 - 3.0), 5+ ♦. With B(3.5)+ you

have to bid **DBL** !

2♥ = West's natural bid

DBL! = B(0.5)+, **RF Relay!** Ask for the side suits.

North's actual B# = 3.0 after upgrading with 0.5 for opponent's ♦ bid, min **PL** = B(2.5) + B3 = 5.5

3♥ = East's bid

4♣ = 5th step answer (including the steps of **Pass** and **DBL**) for 6 card ♦ suit + COLOR (obviously black) side suits

From that point, Opponents Pass Throughout

4♦! = **GF Relay!** Ask for the 2nd longest suit

5♣ = **2**164 exact shape, natural bid showing the 2nd longest ♣ suit, **COLOR** side suits

5♦**! = Relay!** Ask for the exact B#

5NT = 3rd step answer for **B3**

Thinking!

♠ **PL** = **B3 + B3 = 6** (maybe **5** if ♦ Void is a **"bad"** Void)

♣**PL = B3+ B3 + 0.5** (for 2nd FIT in ♠ with 2 Controls) = **6.5** (maybe **5.5** if ♦ Void is a **"bad"** Void)

NOTE: **South's** has statistically **16 CP** (calculated by the Formula: **CP** = 4*B# + 4 = 4*3 + 4 = **16**.

North has **20 CP** (14 real + 6 pseudo in ♦ suit).

The **Total CP in both hands** = **36 for statistically 100% GRAND SLAM**

6♣ = Sign Off

In BBO the Bidding went: 1♣ 1♦ 2♥ 3♠ p 4♠ All Pass

1♥/1♠ Openings

The explanation after 1♥ and 1♠ Openings are absolutely the same as after 1♦ Opening.

Open 1♥ or 1♠ with strength of **B(2 - 4)**, 11-18 HCP with **5 to 7 card Basic suit** or **B(2 - 3), 8 card Basic suit** or **B(3 - 4), 9+ card Basic suit**.

NOTE: With **B(3.5 - 4)** and 8 card Major suit **Fp** opens 4 in Major

Board 9

NORTH
♠AKQ862
♥843
♦Q4
♣A6

WEST
♠543
♥65
♦KJT872
♣42

EAST
♠97
♥K92
♦95
♣KJT873

SOUTH
♠**JT**
♥AQJT7
♦A63
♣Q95

E-W vulnerable, Opponents Pass throughout

NORTH	EAST	SOUTH	WEST
1♠	Pass	1NT!	Pass
3♦	Pass	3♥!	Pass
3NT	Pass	4♣!	Pass
4♠	Pass	4NT!	Pass
5♦	Pass	5♥!	Pass
5♠	Pass	7♠	All Pass

1♠ = **B(2 – 4),** 5+ ♠

1NT! = B(0.5)+, **RF!** Ask for the side suits

3♦ = **B(2 – 4),** 6♠ or 8♠, **RANK**, no Void

3♥! = **Relay!** PL+, Ask for the exact shape

3NT = 6322 exact shape (ambiguous balance)

4♣! = Ask for the exact **B#**

4♠ = the 3rd step answer for exactly **B3**

Min PL = 3 + 2 = **5**

4**NT** = **CPA** Relay! **Before answering by CPA discard 4*B# = 4*3 = 12 CP & show the rest of your CP by 2 CP for every step**.

5♦ = 2nd step answer for **4 CP** along with 2 EQ + previously mandatory removed 4* B# = 4*3 = **12 CP**, for a Total of **16 CP** = 2A + K along with 2 real Queens (because North doesn't have S / V)

5♥! = Relay! Ask for the Queens' suits by SCOR

5♠ = 1st step answer for 2 SHAPE Queens

Thinking!

Can I play 6♠ or 6♥ with total of 28 CP only? Where is the North's King?

If North doesn't have if ♥ K & it is onside, South's ♥ suit will become very good side FIT like with all 3 TOP Honors and the **PL** will go 1 up!

5NT! = Relay! Ask for the King's suit

6♠ = King ♠ (natural answer because the King is alone)

Because South knows where all North's TOP Honors are:

♥ **PL = 3 + 2 + 0.25*** (**force*point**, Tempo Adjustment for 4 Aces) + 1 (for ♠ FIT with all 3 TOP Honors) = **6.25* for statistically 75 % small Slam (7.25* if ♥** K is onside**).**

♠ **PL = 3 + 2 + 0.25*** (**force*point**, Tempo Adjustment for 4 Aces) + **0.25*** (**force *point**, for QJT in ♥ or for good side FIT with AQJTx+) = **5.5 for statistically 25 % small Slam in a suit, but 100 % small Slam in NT !!**

In both cases the Small Slam may go down if ♥ K is offside !

Everyone will bid 6, would you bid 7? There is no sense to play only a Small Slam when it may go

down anyway !

7♥ = Final Contract (**VA-Bank Grand Slam**) !

In the BBO the Bidding went:

1♣ 2♣ 2♥ p 3♥ 4♦ 6♥ All Pass

I still keep the Sysnotes program unlocked. Until when, I really do not know. My intention always has been to popularize a very strong bidding for all bridge players who want to overpower every Expert.

If you want to start playing Force Point on Internet immediately and learn it faster for live playing, you may contact the author by writing to: pboev777@gmail.com
To use **Sysnotes** on **International Tournaments** you have to pay $26.10 (tax included) through **Pay Pal** for pair license (2 or 3 times by $26.10 for 4 or 6 players Team license).

The Force Point Bridge System (no installation needed) & the e-Book "Slam after Slam with Force Point" are free for any players with a license.

You will receive also links to **Google Drive** to be able to update all of the Fp files anytime (the program, the **'Slam after Slam with Force Point'** e-Books & the **' 1NT_over_1.snf '** data file.

♠ ♥ ♦ ♣

Board 10

NORTH
♠Q64
♥8
♦Q8742
♣Q983

WEST
♠A72
♥AQJ74
♦KJ65
♣T

EAST
♠KJ83
♥K652
♦AT3
♣65

SOUTH
♠T95
♥T93
♦9
♣AKJ742

Neither vulnerable, only EW play **Fp** system

SOUTH	WEST	NORTH	EAST
---	1♥	Pass	1♠!
3♣	DBL	4♣	Pass!
Pass	4♦	Pass	4NT!
Pass	5♣	Pass	5♦!
All Pass	5♠	Pass	6♥

1♥ = **B(2 – 4),** 5+ ♥
Pass = North's bid

1♠! = B(0.5)+, RF! Ask for the side suits

3♣ = South's barrage Overcall

DBL = 2nd step answer for **B(3 – 4), SHAPE** (♠ + ♦) side suits (after an opponent overcall, **the 1st step** answer of **PASS** will show the strength of **B(2 – 2.5),** weak, so start answering by **SCOR- SCOR** from the 2nd step showing strength of **B(3 – 4)** by using **DBL** / **RDBL** for space saving

4♣ = North's bid rising the barrage

Pass! = Pass-Relay! GF! Ask for the 2nd longest suit. East already had used 1 active **RF Relay!**, so using **Pass - Relays** after it can save a huge Bidding space!

From that point, the Opponents Pass Throughout

4♦ = 3541 exact shape, natural bid for the 2nd longest suit

4NT! = Relay! Ask for the exact **B#**

5♣**=** 1st step answer for exactly **B3**

5♦**!** = CPA **Relay!** Before answering by CPA **discard CP = 4*B#** & show the rest of your CP by 2 CP for every step. The 1st step answer for CP = 4*B# + 2 = 4*3 + 2 = 14, 3 EQ, 2nd step = 16 CP, 2 EQ, 3rd step = 18 CP, 1EQ

5♠ = 2nd step answer for 16 CP (2A+K) along with 2 EQ (1 real + 1 EQ for ♣ Singleton)

Thinking!

PL = B3 + B(1.5) + 1 (for 'good' ♣ Singleton) **+ 0.5** (for 9 ♥ Trumps) = **6 for statistically 50% small SLAM**

CP = 16 (West) **+ 14** (East) + **4** (pseudo for ♣ Singleton) = **34 for statistically 100% small SLAM**

6♥ = Sign Off

Board 11

NORTH
♠AT
♥A3
♦AQJT5
♣8754

WEST
♠5
♥KQT9864
♦K8
♣KJ6

EAST
♠KQJ876432
♥75
♦3
♣9

SOUTH
♠9
♥J2
♦97642
♣AQT32

NS Vulnerable, both sides use **Fp**

WEST	**NORTH**	**EAST**	**SOUTH**
1♥	DBL	RDBL!	1NT!
Pass	2♦	Pass!	2♥!
2♠	2NT	Pass!	3♣!
Pass	4♣	Pass!	4♦!
4♥	Pass	4♠	Pass!
Pass	**4NT**	5♥	DBL
Pass	Pass	Pass	

W: 1♥ = **B(2 - 4),** 5+ ♥
N: DBL = **B(2 – 3),** balance or **B(3.5)+,** any shape
E: RDBL! = B(0.5)+, RF! Ask for the side suits
S: 1NT! = **B(0.5)+, RF!** Ask for the overall shape

W: Pass = **B(2 – 2.5),** weak
N: 2♦ = **B(3.5)+,** 5+ ♦
E: Pass! = **Pass-Relay! GF!** Ask for the length of the Basic ♥ suit along with the 2nd longest suit, i.e. for the exact shape (**Pass-Relay** for space saving)
S: 2♥! **= GF!** Ask for the side suit

W: 2♠ = 3rd step answer by **SCOR – SCOR** (counting **Pass** and **DBL** bids) for 5♥ or 7♥ card Basic suit + **RANK** side suits (♣ + ♦)
N: 2NT = 3rd step answer (counting **Pass** & **DBL** bids) for 5♦ or 7♦ cards Basic suit + **RANK** side suits (♥ + ♠) / B(4.5), 2272
E: Pass! = **Pass-Relay!** Ask for 7♥ or 5♥ + shape
S: 3♣! = **Relay!** Ask for 7♦ or 5♦ + shape

W: Pass = 1st step answer (the bounding bid) for 7 card ♥ suit, postponing the answer for the 2nd longest suit

N: 4♣ **=** 2nd longest suit, which is **NOT** one of the previously shown **RANK** suit, so **North** DOES NOT HAVE a Singleton, **2254** exact shape

E: Pass! = **Pass-Relay!** The 1st step answer is for any 0742

S: 4♦! = **Relay!** Ask for the exact **B#**

W: 4♥ = 172**3** exact shape → ♥ for 3♣ **(Fp gag for space saving!),** 2nd longest suit, which is one of the previously shown **RANK** suit, so **West** DOES HAVE a Singleton in the 4th, not mention ♠ suit !

N: Pass = 1st step answer for exact **B(3.5)**
E: 4♠ = Absolute Signoff

S: Pass! = **Pass-Relay! CPA,** Ask for **CP,** 1st step answer = 4*3.5 + 2 = 16 CP, 3 EQ, 2nd step = 18 CP, 2 EQ, 3rd step = 18 CP, 1 EQ

W: Pass

N: 4NT = 2nd step answer for **4 CP +** previously mandatory removed 4*3.5 = 14 CP for a **Total of 18 CP along with 2 EQ**
E: 5♥ = Free bid. To Play

EW **Play Level** (**PL**) = West's **B(2 to 2.5) +** East's **B2 + 0.5** (for 9 ♥ Trumps) **= 4.5 to 5**

NOTE: East's 5♥ bid is a barrage, non-Vulnerable for 1 or 2 down

S: DBL = Penalty!

All Pass

NOTE: By South, the min **PL** = B(2.5) + B(0.5) + 1.0 (upgrading for ♠ Singleton) = **4**. If the partner has more than B3, s/he will bid either DBL **for Penalty** or **4NT** showing 5+/5+ bi-color in Minors.

Board 11 repeated

NORTH
♠AT
♥A3
♦AQJT5
♣8754

WEST
♠5
♥KQT9864
♦K8
♣KJ6

EAST
♠KQJ876432
♥75
♦3
♣9

SOUTH
♠9
♥J2
♦97642
♣AQT32

In the case if only NS play **Fp**, the Bidding will be:

WEST	**NORTH**	**EAST**	**SOUTH**
1♥	DBL	4♠	Pass
Pass	5♦	5♥	Pass
Pass	DBL	All Pass	

1♥ = West's Opening
DBL = B(2.5)+, balance or
B(3.5)+, any 5+ card suit
4♠ = East's bid
Pass = less than **B(3.5)** for a Vulnerable Overcall

Pass = West's bid
5♦ = North's bid
5♥ = East's bid
Pass = South's bid

Pass = West's bid
DBL = **B(3.5)+**, Penalty. Even if South has B(-0.5), the 'Penalty Rule of 13' will show:
4 (Opponents' **PL**) + **3** (NS **PL**) + **6** (for 3 Aces) + **1** (for 1 small Trump) – **1** (for the Opponents' Jump) = **13** for at least 1 down !

All Pass

♠ ♥ ♦ ♣

FORCE POINT Bridge Bidding System is a Relay system created for over 36 years by the research of the bridge bidding in the spare author's time. It uses one only Convention SCOR - SCOR for all your Distributional & Control needs (along with the classical Stayman & Jacoby Transfers, of course) and the most rational Bidding Mechanisms to discover the EXACT partner's DISTRIBUTION with up to 8 card suits or with any bi-color, the EXACT STRENGTH, THE EXACT not only NUMBER, but also the KIND of all TOP HONORS & if you think about a GRAND SLAM, even their colors. The system is capable of discovering the number of the partner's Queens and their colors (when you need that) without asking for them, because of the strong conjunction between the strength of the hand, its shape and Controls.

The system also will allow you to discover a Singleton King in partner's possession without asking or it !

It will provide you with a "Penalty Rule of 13" allowing you to decide either to play or penalize your opponents.

To present and immediately use the system for playing on the Internet, the author created a specialized computer program Sysnotes which is like a book. You may go forward, backward, up & down and choose the most appropriate bids for explanation of your hand depending on your partner & opponents' bids or overcalls.

FP PENALTY RULE OF 13

Fp can calculate Opponents' Penalty tricks by the **Rules** below and if the **sum** reaches **13**, you can use the **Penalty DBL** with the assurance that the opponents will be **at least 1 down** !

Make the sum of:

1. Your own Play Level (PL) you wanted to play
2. The Play Level (PL) on which the Opponents intend to play
3. If you have Aces or the King of Opponents' Trump suit, count each of them by 2
4. If you have any other Kings or other Opponents' Trumps,, count each of them by 1
5. If you have 4 of Opponents' Trumps with an Honor (including TEN), add extra 1, for 5 of Opponents' Trumps, add extra 2

♠ ♥ ♦ ♣

How many down will be the opponents depend on the sum you reached:

If the sum is 13 - 14, the opponents will be at least 1 down
If the sum is 14 - 15, the opponents will be at least 2 down

If the sum is 15 - 16, the opponents will be at least 3 down
If the sum is 16-17, the opponents will be at least 4 down

Be aware, that if the Opponents have long suits (crazy distribution), this is not true !

In such cases use that **PL** to calculate the **Penalty rule of 13**. You will be able to sense that because of the opponents' Jumps. In the 2nd case, **the Penalty Rule of 13 becomes a Penalty Rule of 16**, so it is better to use it with exceptional caution. In such cases, it is better not to use it !

The Penalty Rule is a very good weapon for catching opponents with at least of 1 down and DBL them, instead you to go 1 down!

NOTE: **Penalty Rule of 13 becomes Penalty Rule of 16 when the Opponents possess very long suit(s) !**

♠ ♥ ♦ ♣

Board 11 again

NORTH
♠AT
♥A3
♦AQJT5
♣8754

WEST
♠5
♥KQT9864
♦K8
♣KJ6

EAST
♠KQJ876432
♥75
♦3
♣9

SOUTH
♠9
♥J2
♦97642
♣AQT32

Let check the Penalty Rule of 16

(with long Opponents' suits)

Suppose the EW Opponents want to play on 5th Level, we (NS) have a game on 5th Level in ♦ too.

The sum is 10. North proved to have CP = 4*B# + 4 = 4*3.5 + 4 = 18 CP (Formula for CP with 5 card Basic suit), which will be 3A or A + 3K. Counting every A = 2 & every K = 1, let's add only 5 for the later and along with 1 small Trump, the sum grows to 16. South has 1 Ace + 1 small Trump, so the sum become 19 ! (for 16-17: 1 down, for 18-19: 2 down)

The Opponents will be at least 2 down for sure !

Let check **NS PL** and Total **CP** (pay attention that both sides play FP, so all of them understand Opponents' bid perfectly:

North showed 18 CP, South has 6 real + 4 pseudo (in ♠ suit) = 10 CP, so **NS Total CP = 28**, exactly for a game in Minors !

NS **PL** = North's **B(3.5)** + South's **B(0.5) + 1** (for a **'good'** Singleton in opponents' ♠ suit) **+ 1** (for 10 ♦ Trump cards) **- 1** (downgrading by 0.5 for the Opponent's each Super FIT in ♥ & ♠ suits) = **5**, for 50% Game in ♦, so **DBL** is the best option.

NOTE: 5♦ can be made with master play by putting West 'in hand' preventing him of making 2 ♣ tricks !

BBO Bidding:

1♥ 2♦ 4♠ 5♦ p p 5♠ p p 6♦ All Pass

♠ ♥ ♦ ♣

Board 12

NORTH
♠
♥AJT972
♦Q
♣Q98742

WEST
♠AK7432
♥4
♦JT54
♣KJ

EAST
♠QT95
♥Q3
♦AK2
♣T653

SOUTH
♠J86
♥K865
♦98763
♣A

NS Vulnerable, all use **Fp** system

WEST	**NORTH**	**EAST**	**SOUTH**
1♠	2♠	DBL!	RDBL!
4♦	5♦	Pass!	5♥!
5♠	6♦	Pass	**6♥**
Pass	Pass	6♠	All Pass

W: 1♠ = B2+, 5+♠
N: 2♠ = B2+, 5+/5+ SHAPE bi-color excluding ♠ suit
E: DBL! = **RF Relay!** Ask for the side suits / exact

shape. Min **PL** = 2 + 1.5 + 0.5 (for 9 ♠ cards) = 4
S: RDBL! = **RF Relay!** Ask for the 2/3/6+ card suit
W: 4♦ = 6142 exact shape, Extended **SCOR bid**
(1st step answer is for B(2 – 2.5) only, weak hand)
N: 5♦ = 7th step answer for 6♥ + 6♠
E: Pass! = Pass-Relay, GF! Ask for the exact **B#**
S: 5♥! **= Relay!** Ask for the Singleton
Min **PL** = **2 + 1 + 1** (for 10 ♥ Trumps) + **1** (for 'good' ♠ S / V) + **1** (for 'good' ♦ S / V) = **6**
W: 5♠ = 3rd step answer for exactly **B3**
N: 6♦ = 0616 exact shape
E: Pass on 6th Level **= Passing the DBL to his partner**
NS PL = **B(3.5) + B1 + 0.5** (Adjustment for the **'good'** ♦ Singleton) + **1.0** (Adjustments for the **'good'** Void in ♠) + **1.0** (Adjustment for 10 ♥ Trumps) - 0.5 (for more than 2 Adjustments) = **6.5 for statistically 100% small Slam!**
S: 6♥ = Sign Off on 6th Level
W: Pass
N: Pass
PL = **B3 + B(1.5) + 1** (for 10 ♠ Trumps) + **0.5** (for the **'good'** ♥ Singleton, but 0.5 only because of the opposite ♥ Q) **= 6 for statistically 50% small SLAM**
CP = (14 or 16) + 4 (pseudo) + 10 (East) = **28 or 30 for probably 1 down !**
E: 6♠ = Sign off
S: DBL = **Penalty**, Vulnerable, with **'Penalty Rule of 13'** (16 with crazy distributions) showing 17 for at least 1 sure down!

Board 13

NORTH
♠K642
♥6542
♦AK94
♣7

WEST
♠T5
♥QT73
♦6532
♣A85

EAST
♠9873
♥KJ98
♦T87
♣K6

SOUTH
♠AQJ
♥A
♦QJ
♣QJT9432

NS vulnerable & use **Fp Bidding**

SOUTH	WEST	NORTH	EAST
1♣	Pass	1♥!	Pass
2♣	Pass	2♦!	Pass
2♥	Pass	2♠!	Pass
3♠	Pass	**4♣!**	Pass
4NT	Pass	5♣	All Pass

1♣ = B2+, any shape, artificial bid (or natural with 5+ ♣)

1♥**! = RF! Relay**! Ask for the length of the Basic suit or / and side suits

2♣ = 5 or 7 card Basic ♣ suit + **SHAPE** or 2227

2♦! = **GF! Relay!** Ask for 7 or 5 card suit + shape

Minimum **PL = B2 + B2 = 4**

2♥ = 1st step answer for 7♣

2♠! = Relay**!** Ask for the 2nd longest suit

3♠ = **3**127 exact shape (the 1st step answer will be for 4027 or 2047, **SHAPE + Void**)

4♣! = Relay! Ask for the exact **B#** (3**NT** bid will be Absolute Signoff)

4♠ = 3rd step answer for exact **B# = 3 (not 3.5 because of the 4 EQ) !**

PL = B3+ B2 + 0.5 (for the **'good' ♥** Singleton) **– 0.5** (for probably **'bad' ♣** Singleton) = 5 **for 50% Game in Minors.**

The expected South's CP = 4*B# = 4*3 = **12, so the Total CP** in both hands = 12 +14 + 4

(pseudo for ♥ Singleton) = 30 **CP** (**28 CP** will be enough for game in Minors).

5♣ = Obviously Sign off.

All Pass

NOTE: North doesn't know that the Singleton ♥ is **not** a **"good"** Singleton, because it is a **Control, so the CP** in both hands are **26 only** & South will need a finesse to make 5♣

Let me show the Bidding Mechanism after 1 in suit Opening, for example, after:

1♥ - 1♠! = B(0.5)+, RF! → No Overcalls

- **1NT** = **B(2 - 4)**, 5♥ or 7♥, **SHAPE / B2,** 2722 (1st step answer) → **Find the 1st continuation !**
- 2♣ = 5♥ or 7♥, **COLOR / B(2.5)**, 2722 (2nd step answer) → **Find the 2nd continuation !**
- 2♦ = 5♥ or 7♥, **RANK / B(3 – 4)**, 2722 (3rd step answer) → **Find the 3rd continuation !**
- 2♥ = 6♥ or 8♥, **SHAPE** (4th step answer) → **Find the 4th continuation !**
- 2♠ = 6♥ or 8♥, **COLOR** (5th step answer) → **Find the 5th continuation !**
- 2NT = 6♥ or 8♥, **RANK + Void or S+V** (6th step answer) → **Find the 6th continuation !**
- 3♣ = 6♥ or 8♥, **RANK, no Void** (7th step answer) → **Find the 7th continuation !**

♠ ♥ ♦ ♣

Let me show the Bidding Mechanism after the same 1 in suit Opening, for example:

1♥ - 1♠! = B(0.5)+, RF! →With overcall(s)

If there **isn't** Opponent's Overcall, the SCOR – SCOR Convention will start from the 1st step:

If there **is** an Opponent's Overcall, the 1st step will be for a weak hand, so the SCOR – SCOR Convention will start from the 2nd step:

1st step answer is reserved for a weak hand: B(2 – 2.5), 5+ ♥ only

2nd step answer = B(3 - 4), 5♥ or 7♥, SHAPE / B2, 2722 (1st step answer) → **the same like after 1st continuation, but with B(3 - 4),** stronger

3rd step answer = B(3 - 4), 5♥ or 7♥, COLOR / B(2.5), 2722 (1st step answer) → **the same like after 2nd continuation, but with B(3 - 4),** stronger

4th step answer = B(3 - 4), 5♥ or 7♥, RANK / B(3 – 4), 2722 (1st step answer) → **the same like after 3rd continuation, but with B(3 - 4),** stronger

5th step answer = B(3 - 4), 5♥ or 7♥, SHAPE → the same like after 4th continuation, but with B(3 - 4), stronger

6th step answer = B(3 - 4), 5♥ or 7♥, COLOR → the same like after 5th continuation, but with B(3 - 4), stronger

7th step answer = B(3 - 4), 5♥ or 7♥, RANK +

Void or S+V → the same like after 6th continuation, but with B(3 - 4), stronger

♠ ♥ ♦ ♣

With an Opponent's Overcall the answers by EXTENDED SCOR start from the 8th step are:

8th step answer = 3♣ = 1624 → 6♥ + **RANK** (natural bid for the 2nd longest suit)

9th step answer = 3♦ = 1642→ 6♥ + **RANK** (natural bid for the 2nd longest suit)

10th step answer = 3♥ = 1633 → 6♥ + **RANK** (natural bid in the Basic suit for 3 by 3 side suits)

11th step answer = 3♠ = 3811 → 8♥ + **RANK + 2 Singletons** (natural bid for the suit which is outside the side suits !)

12th step answer = 3NT = 3622 → 6♥ + **RANK, no S / V** (special bid for the suit which is outside the side suits. **ALWAYS use 3NT bid**)

13th step answer = 4♣ = **B3**, 1822 → 8♥ + **RANK, no Void**

14th step answer = 4♦ = **B(3.5)**, 1822 → 8♥ + **RANK, no Void**

15th step answer = 4♥ = **B4,** 1822 → 8♥ + **RANK, no Void**

For Example:

After: 1♥ - (Pass) - 1♠! – (2♠ for example) – DBL = B1+, RF! →

→ **PASS = B(2 – 2.5),** 5+ ♥ 2722 (1st step answer) → after a Relay the continuations are by **SCOR - SCOR !**

→ **DBL = B(3 - 4),** 5♥ or 7♥, **SHAPE** (2nd step answer)

→ **2NT = B(3 - 4),** 5♥ or 7♥, **COLOR** (3rd step answer)

→3♣ **= B(3 - 4),** 5♥ or 7♥, **RANK** (4th step answer)

→ 3♦ = **B(3 - 4),** 6♥ or 8♥, **SHAPE** (5th step answer)

→ 3♥ = **B(3 - 4),** 6♥ or 8♥, **COLOR** (6th step answer)

→ 3♠ = **B(3 - 4),** 6♥ or 8♥, **RANK + Void or S+V** (7th step answer)

→ **3NT** = 3622 → 6♥ + **RANK, no S / V** (special bid for the suit which is outside the side suits. **For any 6 + 2 + 2 + 3 ALWAYS** use **3NT** bid)

→ 4♣ = 1624 (natural bid for the 2nd longest suit)

→ 4♦ = 1642 (natural bid for the 2nd longest suit)

→ **4♥** = 1633 (natural bid in the Basic suit for 3 by 3 side suits)

→ 4♠ = 3811 (natural bid for the suit which is outside the side suits !)

→ **4NT = B3,** 1822 → 8♥ + **RANK, no Void**

→ 5♣ **= B(3.5),** 1822 → 8♥ + **RANK, no Void**

→- 5♦ = **B4,** 1822 → 8♥ + **RANK, no Void**

→ 5♥ = **B(2 - 2.5),** 9♥

The 1st continuation !

Development of the bids after 1♥ - 1♠! →

→ **1NT** = **B(2 - 4),** 5♥ or 7♥, **SHAPE** / B**2**, 2722 (1st step answer) →

→ 2♣ (**GF!**) → Ask for 7♥ or 5♥ + shape

→ 2♦ → B(2 - 4), 7♥ + **SHAPE / B2**, 2722 → **find the 1.1 continuation !**

→ 2♥ → 3532 → 5♥ + **SHAPE**

→ 2♠ → **4**531

→ 2**NT** → 454**0** → 5♥ + **SHAPE** + **Void**

→ 3♣ → 252**4**

→ 3♦ → 354**1**

Development of the bids after 1♥ - 1♠! - 1NT →

→ **2♣! (GF!)** → PL+, Ask for **7♥** or **5♥** + shape →

→ 2♦ = B(2 - 4) , 7♥ + **SHAPE** → **The 1.1 continuation !**

→ 2♥(**F**) = PL+, 1st step answer is for any 4720

→ 2♠ = **27**40 or **47**20 → 7♥ + **SHAPE + V**

→ 2**NT**! Ask for the exact shape

→ 3♣ = ♣ for 4♠, **47**20 → 7♥ +

SHAPE + Void

→ 3♦ = 2740 → 7♥+ **SHAPE** + V

→ 2**NT** = 3730 → 7♥ + **SHAPE + Void** (use **NT bid for 3 by 3** in the side suits with 7 card Basic suit)

→3♣ = 1714 → 7♥ + **SHAPE** (natural bid for the 2nd longest suit)

→ 3♦ = **2731** → **NT** for 3♦, 7♥ + **SHAPE**, (**Fp gag** bid)

→ 3♥ = **2722 --> B2, 8 CP, 4 EQ** (natural bid with 3 Doubletons)

→ 3♠ = **3**721, natural for the 2nd longest

Development of the bids after 1♥ - 1♠! →

→ 2♣ = **B(2 - 4)**, 5♥ or 7♥, **COLOR / B2**, 2722 (2nd step answer) → **find the 2.2 continuation !** →

→ 2♦ (**GF!**) =Ask for 7♥ or 5♥ + shape

→ 2♥ = B(2 - 4), 7♥ + **COLOR / B(2.5)**, 2722

→ 2♠ = **4**513 → 5♥ + **COLOR**

→ 2**NT** = **3523** → no S / V

→ 3♣ = 3514

→ 3♦ = 2542

→ 3♥ = 4504 → 5\h + **COLOR** + Void

Development the bids after 1♥ - 1♠! - 2♣ →

2♦(GF!) → PL+, Ask for 7♥ or 5♥ + shape →

→ 2♥ = B(2- 4), 7♥ + COLOR → The 2.2 continuation !

→ 2♠! (GF!) → PL+, 1st step answer is for any 2704

→ 2NT = 2704 or 4702 → 7♥+ COLOR + V

→ 3♣! = PL+, Ask for the exact shape

→ 3♦ = 4702 → ♦ for 4♠, 7♥ + COLOR + V

→ 3♥ = 2704 → ♥ for 4♣. 7♥ + COLOR +V

→ 3♣ = 2713→ 7♥ + COLOR (natural bid for the 2nd longest suit)

→ 3♦ = 1741

→ 3♥ = 2722 --> B(2.5), 10 CP, 4 EQ (natural bid with 3 equal length suits)

→ 3♠ = 3712

→ 2NT = 3703 → 7♥ + COLOR (use NT for 3 by 3 in the side suits with 7 card Basic suit)

♠ ♥ ♦ ♣

Development the bids after 1♥ - 1♠! →

→ 2♦ = B(2 - 4), 5♥ or 7♥, RANK / B(3 – 4), B2, 2722 (3rd step answer by SCOR - SCOR)

→ 2♥ (GF!) = Ask for 7♥ or 5♥ + shape

→ 2♠ = **B(2 - 4),** 7♥ + **RANK** / **B(3 – 4),** 2722 →

Find the 3.3 continuation of 2NT! = Forcing Relay!

→ 2**NT** = 25**33** → 5♥ + **RANK, no S / V** (for any **5 – 3 – 3 – 2** shape use NT or the Basic suit bid which came 1st, except with ♣ Basic suit)

→ 3♣ = 153**4**

→ 3♦ = 154**3**

→ 3♥ = **0**544 → 5♥ + **RANK + Void** (but for any **5 – 0 – 4 – 4** shape use NT or the Basic suit bid which came 1st, except with ♣ Basic suit)

→ **3♠** = **4**522

♠ ♥ ♦ ♣

Development the bids after 1♥ - 1♠! →

→ 2♦ = **B(2 - 4),** 5♥ or 7♥, **RANK** / B(3 – 4), 2722 (3rd step answer)

→ 2♥ (**GF!**) = Ask for 7♥ or 5♥ + shape

→ 2♠ = **B(2 - 4),** 7♥ + **RANK** / **B(3 – 4),** 2722

→ **The 3.3 continuation !**

→ 2**NT**! (**Forcing Relay**!) → The 1st step answer is for any 0742

→ 3♣ = 07**24** or 07**42** → 7♥ + **RANK + V**

→ 3♦**!** = Ask for the exact shape

→ 3♥! = 0724 → ♥ for 4♣, 7♥ + **RANK + Void (Fp gag)**

→ 3♠ = 0742 → ♠ for 4♦, 7♥ + **RANK + Void** (Fp gag)

→ 3♦ = 1732 → 7♥ + **RANK**

→ 3♥ = 2722 → **B(3 - 4), 12 - 16 CP, 4 EQ**

→ 3♠ = 4711 → 7♥ + **RANK**, natural bid for the 2nd longest suit

→ 3**NT** = 0733 → 7♥ + **RANK**, bid Basic suit for 3 by 3 in the side suits

→ 4♣ = 1723 → 7♥ + **RANK**, natural bid for the 2nd longest suit

♠ ♥ ♦ ♣

Development the bids after 1♥ - 1♠! →

→ 2♥ = **B(2 - 4),** 6♥ or 8♥, **SHAPE / B2,** 2722 → **The 4th continuation:**

→ 2♠ (**GF!**) = PL+, 1st step answer for **Void / S+V**

→ **2NT** = 6♥ or 8♥, **SHAPE + Void or S+V**

→ 3♣ = **PL+,** Ask for the exact shape

→ 3♦ = 3640 → 6♥ + **SHAPE + Void** (natural bid for the 2nd longest suit)

→ 3♥ = 4630 → unusual, 6♥ + **SHAPE + V**

→ 3♠ = **3**820 → 8♥ + **SHAPE + Void** (natural bid for the 2nd longest suit)

→ 3**NT** = 2830 → NT for 3♦, 8 ♥ + **SHAPE + Void** (Fp gag)

→ 4♣ = B3, 4810 → ♣ for 4♠, 8♥ + **SHAPE + S+V** (Fp gag)

→ 4♦ = B3, 1840 → 8♥ + **SHAPE + S+V** (natural bid for the 2nd longest suit)

→ 3♣ = 1813→ 8♥ + **SHAPE, no Void**

→ **3**♦ = 26**4**1 → 6♥ + **SHAPE**

→ **3**♥ = 3**6**31

→ 3♠ = **4**621

→ **3 NT** = 2623 → **no S / V**

→ 4♣ = **B2**, **2821** → 8♥ + **SHAPE, no Void**

→ 4♦ = **B(2.5), 2821** → 8♥ + **SHAPE, no Void**

→ 4♥ = **B(3 - 4), 2821** → 8♥+ **SHAPE, no Void**

♠ ♥ ♦ ♣

Development the bids after 1♥ - 1♠! →

→ 2♠ = **B(2 - 4),** 6♥ or 8♥, **COLOR**

→ 2**NT** (**GF**!) → The 1st step answer for **Void / S+V**

→ 3♣ = 6♥ or 8♥, **COLOR + Void or S+V**

→ 3♦**!** = PL+, Ask for the exact shape

→ 3♥ = 3604 → ♥ for 4♣, 6♥ + **COLOR + Void (Fp gag)**

→ 3♠ = **4**603 → 6♥ + **COLOR** + V

→ 3**NT** = 3802 → unusual, 8♥ + **COLOR** + Void

→ 4♣ = 2803 → 8♥ + **COLOR + Void**

→ 4♦ = B3, **4**801 → ♦ for 4♠, 8♥ + **COLOR + S+V**

→ 4♥ = B3, 1804 → ♥ for 4♣, 8♥ + **COLOR + S+V**

→ 3♦ = 1831 → 8♥ + **COLOR, no Void**

→ 3♥ = 3613 → 6♥ + **COLOR**

→ 3♠ = **4**612

→ 3**NT** = **2**632 → **no S / V**

→ 4♣ → 2614

→ 4♦ = **B2**, **2**812 → 8♥ + **COLOR, no Void**

→ 4♥ = **B(2.5)**, **2**812 → 8♥ + **COLOR, no Void**

→ 4♠ = **B3** **2**812 → 8♥ + **COLOR, no Void**

→ 4**NT** = **B(3.5)**, **2**812 → 8♥+ **COLOR, no Void**

→ 5♣ = **B4** **2**812 → 8♥ + **COLOR, no Void**

Development the bids after 1♥ - 1♠! →

→ 2**NT** = **B(2 - 4)**, 6♥ or 8♥, **RANK / B(3 – 4),** 2722 (the last 6th step of the SCOR – SCOR Convention) →

→ **The 6th continuation (direct bids with Void) :**

→ 3♣ (**GF!**) → PL+, Ask for the exact shape

→ 3♦ = 0643 → 6♥ + **RANK + Void**

→ 3♥ = 0634 → ♥ for 4♣, 6♥ + **RANK + Void**

→ 3♠ = 0823 → ♠ for ♣, 8♥ + **RANK + Void**

→ **3NT** = 0832 → **NT** for 3♦, 8♥ + **RANK + V**

→ 4♣ = B3, 0814 → 8♥ + **RANK + S+V**

→ **4**♦ =B3, 0841 → 8♥ + **RANK + S+V**

♠ ♦ ♥ ♣

Let me show the Bidding Mechanism after 1 in suit Opening, in this case, after:

1♠ - 1NT! → B(0.5)+, RF! → No Overcall(s)

NOTE: If there was no Overcall(s) and **the Quest** was unable to clarify your strength, use the next bid of

→ 3♦ = **B(2- 4),** 6♠ or 8♠, **RANK** → and on a new Relay show your exact shape

If there was Overcall(s) and **the Quest** was able to clarify your strength, use directly the **EXTENDED SCOR** starting immediately after last **SCOR – SCOR** bid of 6♠ or 8♠, **RANK + Void or S+V**

The Bidding Mechanism after the same 1 in suit Opening, in this case with Overcall(s)

1♠ - 1NT! → B(0.5)+, RF! → With Overcall(s)

→ 1st step answer = B(3- 4), 5♠ or 7♠, SHAPE → Find the 1st continuation !

→ 2nd step answer = B(3- 4), 5♠ or 7♠, COLOR → Find the 2nd continuation !

→ rd step answer = B(3- 4), 6♠ or 8♠, RANK → Find the 3rd continuation !

→ **4th step answer = B(3- 4), 6♠ or 8♠,**
SHAPE → Find the 4th continuation !

→ **5th step answer = B(3- 4), 6♠ or 8♠,**
COLOR → Find the 5th continuation !

→ **6th step answer = B(3- 4), 6♠ or 8♠,**
RANK + Void or S+V → Find the 6th continuation

From the 7th step answer starts EXTENDED SCOR

7th step answer → **B(3- 4),** 3♦ = 6142 → 6♠ + **RANK**
8th step answer → 3♥ = 8311 → 8♠ + **RANK + 2 Singles**
9th step answer → 3♠ = **6**133 → 6♠ + **RANK**
10th step answer → 3**NT** = 6322 → **no S / V**
11th step answer → 4♣ **=** 6124
12th step answer → 4♦ = **B3**, 8122 → 8♠ + **RANK, no V**
13th step answer → 4♥ = **B(3.5)**, 8122 → 8♠ + **RANK, no Void**
14th step answer → 4♠ = **B3**, 8122 → 8♠ + **RANK, no V**

♠ ♥ ♦ ♣

1♠ Opening

Development the bids after 1♠ - **1NT! → B(0.5)+, RF!** → 2♣ = **B(2- 4),** 5♠ or 7♠, **SHAPE**→ 2♦ = Ask for 7♠ or 5♠ + shape → **The 1st continuation :**

→ 2♥ = 7♠ + **SHAPE / B2,** 7222

→ 2♠ = **Relay!** The 1st step answer is for any 7204

→ **2NT** = 7**4**02 or 7**2**04 → 7♠ + **SHAPE + V**

→ 3♣ = PL+, Ask for the exact shape

→ 3♦ = 7204 → unusual, 7♠ + **SHAPE + Void**

→ 3♥ = 7402 → 7♠ + **SHAPE + V**

→ 3♣ = 72**1**3 → 7♠ + SHAPE

→ 3♦ = 71**4**1

→ 3♥ = 7**3**12

→ 3♠ = 7222 → **B2, 8 CP, 4 EQ**

→ 3**NT** = 70**33** → 7♠ + SHAPE + Void

→ 2♠ = 5323 → 5♠ + **SHAPE**

→ 2**NT** = 5404 → 5♠ + **SHAPE + Void**

→ 3♣ = 531**4**

→ 3♦ = 5**24**2

→ 3♥ = 5**4**13

♠ ♥ ♦ ♣

Development the bids after 1♠ - 1NT! → B(0.5)+, RF! → 2♦ = B(2- 4), 5♠ or 7♠, COLOR→

2♥ = PL+, Ask for 7♠ or 5♠ + shape → The 2nd continuation :

→ 2♠ = 7♠ + **COLOR / B(2.5),** 7222

→ **2NT!** = PL+, 1st step answer is for any 7240

→ 3♣ = 7402 or 7240 → 7♠ + **COLOR + V**

→ 3♦ = PL+, Ask for the exact shape

→ 3♥ = 7420 → 7♠ + **COLOR + V**

→ 3♠ = 7240 → ♠ for 4♦, 7♠ + **COLOR + Void**

→ 3♦ = 7231 → 7♠ + **COLOR**

→ 3♥ = 7321

→ 3♠ = 7222 → **B(2.5), 10 CP, 4 EQ**

→ **3NT** = 7330→ 7♠ + **COLOR + Void**

→ 4♣ = 7114

→ **2NT** = 5332 → 5♠ + **COLOR**

→ 3♣ = 5224 → 5♠ + **COLOR**

→ 3♦ = 5341 → 5♠ + **COLOR**

→ 3♥ = 5431 → 5♠ + **COLOR**

→ 3♠ = 5440 → 5♠ + **COLOR + Void**

♣ ♦ ♥ ♠

Development the bids after 1♠ - 1NT! → B(0.5)+, RF! → 2♥ = B(2- 4), 5♠ or 7♠, RANK →

2♠**!** = Ask for 7♠ or 5♠ + shape → **The 3rd continuation :**

→ **2NT** = 7♠ + **RANK** / B(2.5), 7222
→ 3♣**!** → The 1st step answer is for any 7024
→ 3♦ = 70**2**4 or 70**4**2 → 7♠ + 4 card suit, **RANK + Void**
→ 3♥ **!** = PL+, Ask for the exact shape
→ 3♠ = 702**4** → ♠ for 4♣, 7♠ + **RANK + V**
→ 3**NT** = 704**2** → **NT** for 4♦, 7♠ + **RANK + Void (Fp gag)**

→ 3♥ = 7**4**11 → 7♠ + **RANK**
→ 3♠ = 71**3**2 → ♠ for 3♦, 7♠ + **RANK**
→ 3**NT** = 70**3**3 → 7♠ + **RANK**
→ 4♣ = 712**3** → 7♠ + **RANK**
→ 4♦ = 713**2**

→ 3♣ = 513**4** → 5♠ + **RANK**
→ 3♦ = 514**3** → 5♠ + **RANK**
→ 3♥ = 5**4**22 → 5♠ + **RANK**
→ 3♠ = 52**3**3 → 5♠ + **RANK**
→ 3**NT** = 50**4**4 → 5♠ + **RANK+ Void**

♣ ♦ ♥ ♠

Development the bids after 1♠ - 1NT! - 2♠ = B(2 - 4), 6♠ or 8♠, SHAPE → 2NT! (GF!) = PL+, 1st step answer is for Void or S+V → **The 4th continuation :**

→ 3♣ = 6♠ or 8♠, **SHAPE + Void or (S + V)**

→ 3♦**!** = Ask for the exact shape

→ 3♥ = 6304 → 6♠ + **SHAPE** + Void

→ 3♦ = 6403 → unusual, 6♠ + **SHAPE + Void**

→ 3♥ = 8302 → 8♠ + **SHAPE + Void**

→ 3♠ = 8203 → ♠ for 3♣, 8♠ + **SHAPE + Void**

→ 3**NT** = 8401→ **NT** for 4♥, 8♠ + **SHAPE + S+V**

→ 4♣ = 8104 → 8♠ + **SHAPE + S+V**

→ 3♦ = 8131 → 8♠ + **SHAPE, no Void**

→ 3♥ = 6412 → 6♠ + **SHAPE**

→ 3♠ = 6313 → 6♠ + **SHAPE**

→ 3**NT** = 6232 → **no S / V**

→ 4♣ = 6214

→ 4♦ = **B2**, 8212 → 8♠ + **SHAPE, no Void**

→ 4♥ = **B(2.5)**, 8212 → 8♠ + **SHAPE, no Void**

→ 4♠ = **B(3 – 4)**, 8212 → 8♠ + **SHAPE, no Void**

♣ ♦ ♥ ♠

Development the bids after 1♠ - **1NT!** → **2NT = B(2 - 4),** 6♠ or 8♠, **COLOR** →3♣! = **GF!** PL+, 1st step answer is for **Void or S+V** → The 5th continuation :

→ 3♦ = 6♠ or 8♠, COLOR + Void or S+V
→ 3♥! = Ask for the exact shape
→ 3♠ = 6340 → 6♠ + **COLOR + Void**
→ **3NT** = 6430 → 6♠ + **COLOR + Void**
→ 4♣ = 8230 → ♠ for 3♦, 8♠ + **COLOR + Void**
→ 4♦ = 8320 → **NT** for 3♥, 8♠ + **COLOR + Void**
→ 4♥ = 8410→ ♣ for 4♥, 8♠ + **COLOR + S+V**
→ 4♠ = 8140 → 8♠ + **COLOR + S+V**

→ 3♥ = 6421 → 6♠ + **COLOR, no S / V**
→ 3♠ = 6331
→ 3**NT** = 6223 → **no S / V**
→ 4♣ = 8113 → 8♠ + **COLOR + 2 Singletons**
→ 4♦ = 6241 → 6♠ + **COLOR**
→ 4♥ = **B2**, 8221 → 8♠ + **COLOR, no V**
→ 4♠ = **B(2.5), 8221 --> 8\s + COLOR, no Void**
→ 4♥ = **B3**, 8221 → 8♠ + **COLOR, no V**
→ **3NT = B(3.5), 8221 --> 8\s + COLOR, no Void**
→ 4♣ = **B4**, 8221 → 8♠ + **COLOR, no V**

♣ ♦ ♥ ♠

Development the bids after 1♠ - 1NT! →

→3♣ = B(2 - 4), 6♠ or 8♠, RANK + Void or S+V →

→3♦ = **(GF!) =** PL+, Ask for the exact shape → **The 6th continuation:**

→ 3♥ = 60**3**4 → ♥ for 4♣, 6♠ + **RANK + Void**

→ 3♠ = 60**4**3 → ♠ for 4♦, 6♠ + **RANK + Void**

→ 3**NT** = 80**32** → NT for 3♦, 8♠ + **RANK + V**

→ 4♣ = 802**3** → 8♠ + **RANK + Void**

→ 4♦ = **B3**, 804**1** → 8♠ + **RANK+ S+V**

→ 4♥ = **B3**, 801**4** → ♥ for 4♣, 8♠ + **RANK+ S+V**

→ 3♦ = 61**4**2 → 6♠ + **RANK**

→ 3♥ = 8**3**11 → 8♠ + **RANK, no Void**

→ 3♠ = **6**133

→ **3NT** = 6322 → **no S / V**

→ 4♣ = 6124 → 6♠ + **RANK**

→ 4♦ = **B2**, 8122 → 8♠ + **RANK, no Void**

→ 4♥ = **B(2.5),** 8122 → 8♠ + **RANK, no Void**

→ 4♠ = **B(3 - 4)**, 8122 → 8♠ + **RANK, no Void**

♣ ♦ ♥ ♠

1♣ OPENING - THE MOST AMBITIOUS FORCE POINT OPENING EVER

1♣ Opening in the 1st and 2nd positions

1♣ - PASS → strictly prohibited !!
DO NOT DO THAT !!

Under the Fp system's requirements without opponents' interference using PASS after 1♣ Opening in any positions is strictly prohibited !!

Force Point's 1♣ Opening is used with **4 meanings** in 1st and 2nd sit and has one more meaning in 3rd or 4th sit:

1♣ → B(2 – 4), natural announcement with 5♣ to 8♣**,** 12+ HCP

1♣ → B(3 - 4.5), strong NT, balance (no 5+ cards, no Singleton, no Void) 19 - 22 HCP

1♣ → B(4.5)+, any 5+ card suit, 20+ HCP

1♣ → **B(4.5 - 5), any 5/5 only bi-color**, 20 – 22 HCP

♣ ♦ ♥ ♠

Developing the bids after 1♣ Opening in 1st / 2nd sit

1♣ - Pass → Forbidden ! Not a Fp bid

1♣ - 1♦ → **B(-0.5)**, unbalance / **B(-0.5 - 0),** any balance, **Negative**, artificial, any distribution, 0-6 HCP, NF, use **Pass** if opponents interfere

1♣ - 1♥ → **B(0.5)+, RF!** (Round Forcing), 2+♣ / B(1.5)+, any shape, no bi-color, artificial, ask for clarification of the opening hand, 7+HCP

1♣ - 1♠ → **B(0),** any 5 card suit or bi-color, artificial, unbalanced distribution,, 6-10 HCP, NF

1♣ - **1NT** → **B(0 - 0.5),** balance or any 4441, no 5+ card suit, no Singleton or Void suits except in hands with any 4441 distribution, 6-10 HCP, NF

1♣ - 2♣ → B(0), 6♣ to 8♣ / 3-4♣ / 2♣ + TOP Honor, NF

1♣ - 2♦ → B(0), 6♦ to 8♦, NF

1♣ - 2♥ → B(0), 6♥ to 8♥, NF

1♣ - 2♠ → B(0), 6♠ to 8♠, NF

1♣ - **2NT** → B(1 - 1.5), 5+\d/5+ any bi-color, NF

1♣ - 3♣ → B(1 - 1.5), 5+♣/5+♥ / 5+♣/5+♠ bi-color, NF

1♣ - 3♦ → B(1 - 1.5), 5521 --> 5♠/5♥ bi-color, NF

1♣ - 3♥ → 5512

1♣ - 3♠ → 5503

1♣ - **3NT** → 5530

1♣ - 4♣ → 5♠/6♥

1♣ - 4♦ → 6♠/5♥

1♣ - 4♥ → 6601 or 6610

Developing the bids after 1♣ → 1♦ (NF) →

→ **B(-0.5)**, unbalance / **B(-0.5 - 0),** any balance, **Negative**, artificial, any distribution, 0-6 HCP - 1♥! **RF! = B(3.5)+,** any shape, **Forcing for one round (RF)!** Ask for explanation of the Responder's strength and overall distribution, then the Opener may use **GF!** Ask for exact shape (use **PASS** or **DBL** if opponents interfere)

1♣ - 1♦ - 1♥! → 1♠ = **B(-1)** or less, Very Weak! Deep Negative! After **1NT!** (**GF**) with very strong hand, B(4.5)+, show naturally your suit, and on a new **Relay!** Answer by **SCOR - SCOR** convention.

Use **2NT answer** for any 5+♦/5+ any bi-color. Use 3♣ **answer** for 5+♣/5+♥ or 5+♣/5+♠ bi-color. Use from 3♦ to 3NT to show the exact shape of 5♠/5♥ bi-color, the from 4♣ **& up** show 5+♠/5+♥ shapes. On a new **Relay** show the exact bi-colors, then the exact distribution.

1♣ - 1♦- 1♥! → **1NT** = **B(-0.5 - 0)**, balance or any 4441, 0-6 HCP. A balanced hand (including any 4441 pseudo-balanced hands, without any 5+ card suit, no S / V)

1♣ - 1♦ - 1♥! → 2♣ ~ **B(-0.5)**, 5+ ♣ or 2227.

On a new **Relay** show the side suits by **SCOR - SCOR**, then the exact shape, ~ 3-6 HCP

1♣ - 1 ♦ - 1♥! → 2 ♦ ~ **B(-0.5)**, 5+ ♦ or 2272

On a new **Relay** show the side suits by **SCOR - SCOR**, then the exact shape, ~ 3-6 HCP

1♣ - 1♦ - 1♥! → 2♥ ~ **B(-0.5),** 5+ ♥ or 2722

On a new **Relay** show the side suits by **SCOR - SCOR**, then the exact shape, ~ 3-6 HCP

1♣ - 1♦ - 1♥! → 2♠ ~ **B(-0.5),** 5+ ♠ or 7222

On a new Relay show the side suits by SCOR-SCOR, then the exact shape, ~ 3-6 HCP

1♣ - 1♦ - 1♥! → **2NT** → **B(0)**, 5+♦/5+ any bi-color.

On a new Relay show the bi-color suits, then show the exact shape, ~ 7-8 HCP

1♣ - 1♦ - 1♥! - 3♣ → **B(0)**, 5+♣/5+♥ or 5+♣/5+♠ bi-color → **GF! B3+,** Ask for the other bi-color suit

1♣ - 1♦ - 1♥! - 3♦ → **B(0)**, 5521 → 5♠/5♥ bi-color
1♣ - 1♦ - 1♥! - 3♥ → 5512
1♣ - 1♦ - 1♥! - 3♠ → 5503
1♣ - 1♦ - 1♥! – **3NT** → 5530
1♣ - 1♦ - 1♥! - 4♣ → 5♠/6♥
1♣ - 1♦ - 1♥! - 4♦ → 6♠/5♥
1♣ - 1♦ - 1♥! - 4♥ → 6601 or 6610
1♣ - 1♦ - 1♥! - 4♠ → 7♠/5♥
1♣ - 1♦ - 1♥! – **4NT** → 5♠/7♥

1♣ - 1♦ - 1♠ → free bid, B(2 - 3), 5♣ + (4♠ / 4♥ / 4405), 11- 15 HCP, Non Forcing (NF)

1♣ - 1♦ - **1NT** → free bid, B(3 - 4.5), strong NT, 16-20 HCP, balance, NF

1♣ - 1♦ - 2♣ → free bid, B(2 - 3), 5♣, no 4+ cards in Major, 11- 15 HCP, NF

♠ ♥ ♦ ♣

Developing the bids after 1♣ → 1♥! (RF!)

1♣ - **1♥! (RF!)** - 1♠ (strong, **B(4.5)+**, 20+ HCP, any shape) – **1NT! (GF!)** →

→ 2♣ = **B(4.5)+,** 5+♣

→ 2♦ = **Relay!** Ask for the side suit by SCOR - SCOR

→ 2♦ = **B(4.5)+,** 5+♦

→ 2♥ = **Relay!** Ask for the side suit by SCOR - SCOR

→ 2♥ = **B(4.5)+**, 5+ ♥

→ 2♠ = **Relay!** Ask for the side suit by SCOR - SCOR

→ 2♠ = **B(4.5)+,** 5+ ♠

→ **2NT = Relay!** Ask for the side sui

→ **2NT = B(4.5)+,** any 4441 / 5♦/5+ any bi-color

→ 3♣ = **Relay!** Ask for shape / bi-color

→ 3♣ = **B(4.5)+,** 5+♣/5+♥ or 5+♣/5+♠ bi-color

→ 3♦ = **Relay!** Ask for the exact bi-color / shape

→ 3♦ = **B(4.5)+,** 5521 → 5♠/5♥ bi-color

→ 3♥ = **Relay!** Here & below: Ask for the B# then CPA

→ 3♥ = 5512

→ 3♠ = 5503

→ 3**NT** = 5530

→ 4♣ = **B(4.5 - 5),** 5♠/6♥ (Here & below: Direct ask for CP)

→ 4♦ = 6♠/5♥

→ 4♥ = 6601 or 6610

→ 4♠ = 7♠/5♥

→ 4**NT** = 5♠/7♥
→ 5♣ = 6700
→ 5♦ = 7600
→ 5♥ = 5800
→ 5♠ = 8500

♠ ♥ ♦ ♣

Developing the bids after 1♣ → 1♥ (RF!) →

1♣ - **1♥! (RF!)** - **1NT** (strong, **B(3 - 4.5)+**, balanced, **16-21 (22) HCP** – **2♣! (GF!)** → **B1+, Stayman Modification** →

→ 2♦ = **B(3 - 4.5),** xx44, 3334, 3343, no 4M
→ 2♥ = **Relay! B1+,** Ask for the minimum / exact shape
→ 2♥ = **B(3 - 4.5),** 4♥ , 4♥ + 4♣ /4♦, no 4♠
→ 2♠ = **Relay!** Ask for other 4 card suit / exact shape
→ 2♠ = **B3,** 4♠, 4♠+ (4♣, / 4♦ / 4♥)
→ **2NT** = **Relay!** Ask for other 4 card suit / shape
→ **2NT** = **B(3.5 - 4.5),** 4♠, 4♠+ (4♣ /4♦), no 4♥
→ 3♣ = **Relay!** Ask for other 4 card suit / shape
→ 3♣ = **B(3.5 - 4.5),** 4423, 18 - 21 HCP
→ 3♦ = **Relay!** Ask for the exact B#
→ 3♦ = **B(3.5),** 4432, 18 HCP
→ 3♥ = **Relay! CPA**, 1st step answer = 4*4 + 2 = 18 CP, 3 Q
→ 3♥ = **B4,** 4432, 19 HCP

→ 3♠ = **Relay! CPA**, 1st step answer = 4*4 + 2 = 18 CP, 3 Q

→ 3♠ = **B4,** 4432, 21 HCP

→ **3NT** = **Ex Relay! CPA**, 1st step answer = 4*4 + 2 = 18 CP, 3 Q

NOTE: Find all the bids in **Sysnotes** computer program for playing on the Internet.

♠ ♥ ♦ ♣

Developing the bids after 1♣ → 1♥ (RF!) →

→ 2♣ = **B(2 - 4),** 5♣ or 7♣, , **SHAPE / B2,** 2227

→ **2♦ = GF!** Ask for 7♣ or 5♣ + shape

→ 2♥ = **B(2 - 4),** 7♣ + **SHAPE / B2,** 2227

→ 2♠! = **Relay!** Ask for exact shape → **Find A:**

→ 2♠ = 4135 → 5♣ + **SHAPE**
→ 2**NT** = **3**404 → 5♣ + **SHAPE**
→ 3♣ = 5235 → 5♣ + **SHAPE**
→ 3♦ = **3**145 → 5♣ + **SHAPE**
→ 3♥ = **2**425 → 5♣ + **SHAPE**

→ 2♦ = **B(2 - 4),** 5♣ or 7♣, **COLOR / B(2.5),** 2227

→ **2♥ = GF Relay!** Ask for 7♣ or 5♣ + shape

→ 2♠ = **B(2 - 4),** 7♣ + **COLOR / B(2.5),** 2227

→**2NT**! = **Relay!** Ask for exact shape → **Find B:**

→ **2NT** = 0445 → 5♣ + **COLOR**
→ 3♣ = 2335 → 5♣ + **COLOR**
→ 3♦ = 1345 → 5♣ + **COLOR**
→ 3♥ = 1435 → 5♣ + COLOR
→ 3♠ = 4225 → 5♣ + **COLOR**

→ 2♥ = **B(2 - 4),** 5♣ or 7♣, **RANK / B(3 - 4),** 2227
→ 2♠ = **GF Relay!** Ask for 7♣ or 5♣ + exact shape
→ **2NT** = **B(2 - 4),** 7♣ + **RANK / B(3 - 4),** 222
→ 3♣ = **Relay!** Ask for exact shape → **Find C:**

→ 3♣ = 3325 → 5♣ + **RANK** (direct answers for RANK side suits)
→ 3♦ = 2245 → 5♣ + RANK
→ 3♥ = 3415 → 5♣ + RANK
→ 3♠ = 4315 → 5♣ + RANK
→ 3NT = 4405 → 5♣ + RANK

→ 2♠ = 6♣ or 8♣, **SHAPE**
→ **2NT** = 1st step answer for Void / S+V→ **Find D:**

→ **2NT** = 6♣ or 8♣, **COLOR**
→ **3♣** = 1st step answer for Void / S+V→ **Find E:**

→ **3♣** = 6♣ or 8♣, **RANK**
→ 3♦ = 1st step answer for Void / S+V→ **Find F:**

→ 3♥ = **6♣ or 8♣, RANK + Void or S+V**

→ 3♠ = 4216 → 6♣ + **RANK**

→ **3NT** = 2236 → 6♣ + **RANK, no S / V**

→ 4♣ = 3316

→ 4♦ = 1138 → 8♣ + **RANK + 2 Singleton**

→ 4♥ = 2416 → 6♣ + **RANK**

→ 4♠ = B2, 2218 → 8♣+ **RANK, no Void**

→ **4NT** = B(2.5) → 2218 → 8♣ + **RANK, no Void**

→ 5♣ = B3, 2218 → 8♣ + **RANK, no Void**

♣ ♦ ♥ ♠

Developing the bids after 1♣ - 1♥ **(RF!)** - 2♣ - 2♦! →
→ 2♥ = **B(2 - 4),** 7♣ + **SHAPE / B2,** 2227

→ 2♠! = **Relay!** → The 1st step answer is for any 2047
→**A:** → **2NT** = 2047 or 4027 → 7♣ + **SHAPE + Void**
→ 3♣! = PL+, Ask for the exact shape

→ 3♦ = 2047 → 7♣ + **SHAPE + Void**
→ 3♥ = 4027 → unusual, 7♣ + **SHAPE + Void**

→ 3♣ = **2227**→ **B2, 8 CP, 4 EQ**
→ 3♦ = 2137 → 7♣ + **SHAPE**
→ 3♥ = 1417
→ 3♠ = 3127

→ **3NT** = 3037 → 7♣ + **SHAPE + V**

→ 2♠ = **4**135 → 5♣ + **SHAPE**
→ **2NT** = 4045 → 5♣ + **SHAPE + Void**
→ 3♣ = **3**23**3**5
→ 3♦ = 3145
→ 3♥ = 2425

♣ ♦ ♥ ♠

Developing the bids after 1♣ - 1♥ **(RF!)** - 2♣ - 2♥! →
→ 2♠ = **B(2 - 4),** 7♣ + **COLOR / B (2.5),** 2227
→ **2NT! = Relay!** → The 1st step answer is for any 0247
→**B:** → 3♣ = 0247 or 0427→ 7♣ + **COLOR + V**
→ 3♦! = PL+, Ask for the exact shape
→ 3♥ = 0427 → 7♣ + **COLOR + V**
→ 3♠ = 0247 → ♠ for 4♦, 7♣ + **COLOR + Void**

→ 3♦ = 1237 → 7♣ + **COLOR**
→ 3♥ = 1327 → 7♣ + **COLOR**
→ 3♠ = 4117
→ **3NT** = 0337 → 7♣ + **COLOR + V**
→ 4♣ = **2227**→ **B(2.5), 10 CP, 4 EQ**

→ **2NT** = 0445→ 5♣ + **COLOR + Void**
→ 3♣ = 2**3**35 → 5♣ + **COLOR**

→3♦ = 1345
→ 3♥ = 1435
→ 3♠ = 4225

Developing the bids after 1♣ - 1♥ (RF!) - 2♣ - 2♠! →
→ **2NT = B(2 - 4), 7♣ + RANK / B3,** 2227

→ 3♣! = **Relay!** → The 1st step answer is for any 2047
→ **C:** → 3♦ = 2407 or 4207 → 7♣ + **RANK + Void**
→ 3♥! = PL+, Ask for the exact shape
→ 3♠ = 4207 → 7♣ **+ RANK + Void**
→ **3NT** = 2407 --> NT for 4♥, 7♣ + **RANK + Void**

→ 3♥ = 2317 → 7♣ **+ RANK**
→ 3♠ = 3217
→ **3NT** = 3307 → 7♣ + **RANK + V**
→ 4♣ = **2227**→ **B(3 - 4), 12 - 16 CP, 4 EQ**
→ 4♦ = 1147

→ 3♣ = 3325 → 5♣ + **RANK**
→ 3♦ = 2245
→ 3♥ = 3415
→ 3♠ = 4315
→ **3NT = 4405** → 5♣ + **RANK + Void**

♣ ♦ ♥ ♠

Developing the bids after 1♣ → 1♥ (RF!) → 2♠ → **2NT**! → 3♣ = 6♣ or 8♣, **SHAPE + Void or S+V**

D: → 3♦! →Ask for the exact shape

→ 3♥ = 3046 → unusual, 6♣ + **SHAPE + Void**
→ 3♠ = 4036 → 6♣ + **SHAPE + Void**
→ 3**NT** = 2038 → NT for 3♦, 8♣ + **SHAPE + V**
→ 4♣ = 3028 → ♣ for 3♠, 8♣ + **SHAPE + V**
→ 4♦ = **B3**, 1048 → 8♣ + **SHAPE + S+V**
→ 4♥ = **B3**, 4018 → 8♣ + **SHAPE + S+V**

→ 3♦ = 2146 → 6♣ + **SHAPE**
→ 3♥! = 1318 → 8♣ + **SHAPE + 2 Singletons**
→ 3♠ = 4126 → 6♣ + **SHAPE**
→ 3**NT** = 2326 → **no S / V**
→ 4♣ = 3136
→ 4♦ = **B2,** 2128→ 8♣ + **SHAPE, no Void**
→ 4♥ = **B(2.5),** 2128 → 8♣ + **SHAPE, no Void**
→ 4♠ = **B3**, 2128 → 8♣ + **SHAPE, no Void**
→ 4**NT** = **B(3.5),** 2128 → 8♣ + **SHAPE, no Void**
→ 5♣ = **B4**, 2128 → 8♣ + **SHAPE, no Void**

♣ ♦ ♥ ♠

Developing the bids after 1♣ - 1♥ **(RF!)** - 2♠ - 3♣! →
→ 3♦ = 6♣ or 8♣, **COLOR + Void or S+V**

E: → 3♥! →Ask for the exact shape
→ 3♠ = 0346 → ♠ for 4♦, 6♣ + **COLOR + Void**
→ **3NT** = 0436 → NT for 4♥, 6♣ + **COLOR + V**
→ 4♣ = 0328 → ♣ for 3♥, 8♣ + **COLOR + V**
→ 4♦ = 0238 → 8♣ + **COLOR + V**
→ 4♥ = **B3**, 0418 → 8♣ + **COLOR + S+V**
→ 4♠ = **B3**, 0148 → ♠ for 4♦, 8♣ + **COLOR + S+V**

→ 3♥ = 1426 → 6♣ + **COLOR**
→ 3♠ = **3**118 → 8♣ + **COLOR + 2 Singletons**
→ **3NT** = 3226 → 6♣ + **COLOR, no S / V**
→ 4♣ = 1336
→ 4♦ = 1246
→ 4♥ = **B2,** 1228→ 8♣ + **COLOR, no Void**
→ 4♠ = **B(2.5),** 1228 → 8♣ + **COLOR, no Void**
→ **4NT** = **B3**, 12128 → 8♣ + **COLOR, no Void**
→ 5♣ = **B(3.5),** 1228 → 8♣ + **COLOR, no Void**
→ 5♦ = **B4**, 1228 → 8♣ + **COLOR, no Void**

♣ ♦ ♥ ♠

Developing the bids after 1♣ → 1♥ (RF!) → 2♠ →
→ 3♦! → 3♥ = 6♣ or 8♣, RANK+ Void or S+V

F: → 3♠! = PL+, Ask for the exact shape
→ **3NT** = 3**4**06 → NT for 4♥, 6♣ + **RANK + Void**
→ 4♣ = **4**306 → ♣ for 4♠, 6♣ + **RANK + Void**
→ 4♦ = **3**208 → ♦ for 3♠, 8♣ + **RANK + Void**
→ 4♥ = 2**3**08 → 8♣ + **RANK + Void**
→ 4♠ = **B3**, **4**108 → 8♣ + **RANK + S+V**
→ **4NT** = **B3**, 1**4**08 → NT for 4♥, 8♣ + **RANK+ S+V**

→ 3♠ = **4**216 → 6♣ + **RANK**
→ **3NT** = **22**36 → **no S / V**
→ 4♣ = **33**16
→ 4♦ = 11**3**8 → 8♣ + **RANK+ 2 Singletons**
→ 4♥ = 2**4**16 → 6♣ + **RANK**
→ 4♠ = **B2**, 2218→ 8♣ + **RANK, no Void**
→ **4NT** = **B(2.5)**, 2218 → 8♣ + **RANK, no Void**
→ 5♣ = **B3**, 2218 → 8♣ + **RANK, no Void**
→ 5♦ = **B(3.5)**, 2218 → 8♣ + **RANK, no Void**
→ 5♥ = **B4**, 2218 → 8♣ + **RANK, no Void**

♣ ♦ ♥ ♠

Developing the bids after 1♣ - 1♥! - 1♠ - 1NT! →

→ **2NT = B(4.5)+,** any 4441 / 5+♦ / 5+ any bi-color

→ **3♣! = Relay!** Ask for the overall / exact shape

→ 3♦ = **B(4.5)+,** any 4441

→ 3♥! → Ask for the exact shape

→ 3♠ = **B(4.5)+, 4**144

→ **3NT = 1444**

→ 4♣ = 4414

→ 4♦ = 4441

→ 3♥ = B(4.5)+, 5+♥/5+♦ bi-color

→ 3♠! → Ask for the exact shape

→ **3NT =B(4.5)+,** 2551, 5+♥/5+♦ bi-color

→ 4♣ = 1552

→ 4♦ = 3550

→ 4♥ = 0553

→ 4♠ = **B(4.5 - 5),** 6♦/5♥

→ **4NT** = 5♦/6♥

→ 5♣ = 0661 or 1660

→ 5♦ = 7♦/5♥

→ 5♥ = 7♥/5♦

→ 5♠ = 0670

→ **5NT** = 0760

→ 6♣ = 0850, 10+ CP, 8- EQ

→ 6♦ = 0580, 10+ CP, 8- EQ

→ 3♠ = B (4.5)+, 5+♠/5+♦bi-color

→ **3NT!** → Ex Relay for the exact shape

→ 4♣ =**B(4.5)+,** 5152 --> 5♠/5♦ bi-color

→ 4♦ = 525, unusual

→ 4♥ = 5350

→ 4♠ = 5053

→ **4NT** = **B(4.5 - 5),** 6♦/5♠

→ 5♣ = 5♦/6♠

→ 5♦ = 6061 or 6160

→ 5♥ = 7♦/5♠

→ 5♠ = 7♠/5♦

→ **5NT** = 6070

→ 6♣ = 7060, 10+ CP, 8- EQ

→ 6♦ = 5080, 10+ CP, 8- EQ

→ 6♥ = 8050, 10+ CP, 8- EQ

→ 6♠ = 8050, 10+ CP, 8- EQ

→ **3NT** = B(4.5)+, 1255 → 5♦/5♣ bi-color

→ 4♣ = **2**155

→ 4♦ = **3**055

→ 4♥ = 0355

→ 4♠ = **B(4.5 - 5),** 5♦/6♣

→ **4NT** = 6♦/5♣

→ 5♣ = 0166 or 1066

→ 5♦ = 7♦/5♣

→ 5♥ = 7♣/5♦

→ 5♠ = 0067

→ **5NT** = 0076, 10+ CP, 8- EQ
→ 6♣ = 0058, 10+ CP, 8- EQ
→ 6♦ = 0085, 10+ CP, 8- EQ

→ **3♣ = B(4.5)+,** 5+♣/5+♥ / 5+♣/5+♠ bi-color

→ 3♦**!** = **Relay!** Ask for the overall / exact shape

→ 3♥ = **B(4.5)+,** 5+♥/5+♣ bi-color
→ 3♠**!** → Ask for the exact shape
→ **3NT** = **B(4.5)+,** 1525 → 5+♥/5+♣ bi-color
→ 4♣ = 2515
→ 4♦ = 0535
→ 4♥ = 3505, unusual
→ 4♠ = B(4.5-5), 5♥/6♣
→ **4NT** = 6♥/5♣
→ 5♣ = 0616 or 1606
→ 5♦ = 7♣/5♥, unusual
→ 5♥ = 7♥/5♣
→ 5♠ = 0607
→ **5NT** = 0706, 10+ CP, 8- EQ
→ 6♣ = 0508, 10+ CP, 8- EQ
→ 4♦ = 0805, 10+ CP, 8- EQ
→ 4♥ = 0805, 10+CP, 8-EQ

→ 3♠ = B(4.5)+, 5125 → 5♠\s/5♣ bi-color
→ **3NT** = 5215
→ 4♣ = 5305
→ 4♦ = 5035

→ 4♥ = **B(4.5 - 5),** 5♠/6♣ bi-color
→ 4♠ = 5♣/6♠
→ **4NT** = 6016 or 6106
→ 5♣ = 7♣/5♠
→ 5♦ = 7♠/5♣
→ 5♥ = 6007
→ 5♠ = 7006
→ **5NT** = 8005, unusual, **10+ CP, 8- EQ**
→ 6♣ = 5008, **10+ CP, 8- EQ**

→ **3♦ = B(4.5)+,** 5521 → 5♠/5♥ bi-color
→ 3♥ = 5512
→ 3♠ = 5503
→ **3NT** = 5530
→ 4♣ = **B(4.5 - 5), 5♠/6♥**
→ 4♦ = 6♠/5\h♥
→ 4♥ = 6601 or 6610
→ 4♠ = 7♠/5♥
→ **4NT** = **5♠/7♥**
→ 5♣ = 6700
→ 5♦ = 7600
→ 5♥ = 5800
→ 5♠ = 8500

♠ ♥ ♦ ♣

Fp frequently uses a **JIG** with dynamic bids to show the 2nd longest suit (with 5+ card Basic suit) or the short suits (with bi-colors).

Explanation of Fp jig

If you have mentioned, sometimes Fp uses bids that are not natural (Fp gag for saving space). The principle for connection between non-natural and the true (natural) meaning is both bids to be in **SHAPE**. Actually both bids must be "every other" which is more precise said, because the bids of **NT is included** (although **NT** is not a suit).

For example: ♣ suit may be used to show ♥ or ♠ suits (but never ♦ suit or **NT**, which are neighbors to ♣ suit. The ♦ suit may be used to show ♠ suit or **NT** (Although NT is not a suit), but never ♣ or ♥ suits, which are neighbors suits to ♦ suit).

The ♥ suit may be used to show ♣ suit or NT (but never ♦ or ♥ suits, which are neighbors suits to ♥ suit).

The ♠ suit may be used to show ♣ or ♦ suits (but never ♥ suit or **NT**, which are neighbors suits to ♠ suit.

NT may be used to show ♥ or ♦ suits, but also 3 by 3 cards in the side suits or ambiguous balances of

any 5332, any 6322 any 2722 shapes or any 7330 shapes, or any 2218 shape (but normally never ♣ or ♠ suits, which are neighbors suits to **NT**.

Let me show how to show the short suits with 6/5 bi -color using the conjunction trick (Fp gag)

Suppose you have showed a bi-color of **56xx exact shape** and the **Quest** asked you to show your exact shape with 4♦ **Relay** bid:

NOTE; Before you use the 4♥ bid for the **5611** shape, check all 3 bids after the **Relay** to be sure there is not **NT** bid to use

→ 4♥ = 5602 → ♥ for 2 , **Fp gag**

→ 4♠ = 5620 → ♠ for 2♦, **Fp gag**

→ 4**NT** = 5611 (use **NT** bid to show 1 by 1 in the short suits)

Suppose you have a bi-color of **x5x6** exact shape and the **Quest** asked you to show your exact shape with 4♣ **Relay** bid:

→ 4♦ = 0526 → natural bid

→ 4♥ = 1516 → bid in one of the bi-color suits to show 1 by 1 in the short suits if you can not use **NT** bid

→ 4♠ = 2506 → natural bid

Let's use 4♠ **Ex Relay** bid:

→ **4NT** = 1516 (use **NT** bid to show 1 by 1)

→ 4♣ = **2**506 → ♣ for 2♠ → conjunction trick (**Fp gag**)

→ 4♦ = 0526 → natural bid

Let's change the bi-color **x65x** and use 4♦ **Relay** bid:

NOTE; Before you use the 4♦ bid for **1516** shape, check all 3 bids after the **Relay** to be sure there is not **NT** bid to use

→ 4♥ = 0526, unusual bid not in conjunction with the ♦ short suit

→ 4♠ = 2506 → natural bid

→ 4**NT** = 1516

♠ ♥ ♦ ♣

Marketing Bridge

Well, we had our second meeting with the marketing consultants. The conversation went something like this:

Me: So, how are we gonna sell bridge and make a profit?

Consultant: Well, I see that you have a number of serious problems here. Let's start with the name, "Contract Bridge." First of all, nobody likes contracts, it makes them nervous and they start thinking about getting a lawyer. Second, the focus groups told us that they didn't understand what this game had to do with bridges. They didn't see a bridge in sight, not even of a metaphoric nature. The combination of "bridge" and "contract" particularly disturbed the all-important mafioso demographic, who immediately envisioned cement shoes and a long drop.

Me: I wasn't aware there were a lot of bridge players in that demographic.

Consultant: There aren't, but it's generally wise not to offend them.

Me: I see.

Consultant: Our focus groups also wanted to know why there had to be so many cards. People were having a

hard time counting up to thirteen. Some of the superstitious objected to thirteen on principal. We concluded that nine would be a better number, because the average person has at least nine fingers. Any more than ten, though, and we've lost a lot of potential customers.

They also thought the cards were boring. Which led us to think, because if we change the cards properly, we can rake in a lot of money off the side. Instead of clubs, diamonds, hearts, and spades, we could have Cokes, Dodges, Huggies, and Speedos.

Me: Wow. We're gonna be rich. We discussed some advertising concepts last time you were here. What did you find out from the focus groups?

Consultant: The "This is not your grandmother's contract bridge!" campaign didn't fly. Far more successful were the ads that made fun of chess weenies. This scored particularly well among bright high-schoolers who didn't want to be seen as too anti-social. We also tried to get some famous people to do ads, but they didn't work out.

Me: Oh, what was the problem?

Consultant: Well, Bill Gates and Warren Buffett wouldn't do it, unless they were given a 99% interest in our company. Omar Sharif did not score well - none of the young people knew who he was.

Me: None?

Consultant: Well, one remembered the name, then realized that he once heard his grandmother say the name over and over again when he found her asleep in her chair.

Me: So, anything else?

Consultant: Well, there was one disturbing development. Some members of one focus group got indigestion, and a few fainted.

Me: My god, what did you feed them!

Consultant: Oh, it wasn't the food. At one point, a member of the group asked, "How does one go about learning to play this game?" The focus group leader mentioned two methods: taking classes or reading a 300 page book. At this point, most of the younger members of the group exhibited the previously described symptoms.

NOTE: I can not remember where on the Internet I found this bridge jokes. By the way this e-Book is over 600 pages … Are you about to faint?

♠ ♥ ♦ ♣

Board 14. The Book cover's Game

NORTH
♠75432
♥Q4
♦K963
♣72

WEST
♠AQ
♥A7532
♦T872
♣Q9

EAST
♠K86
♥K
♦AQ54
♣AJT43

SOUTH
♠JT9
♥JT986
♦J
♣K865

Dealer East, All Vulnerable, Opponents **Pass** Throughout

EAST	SOUTH	WEST	NORTH
1♣	Pass	1♥!	Pass
2♣	Pass	2♦!	Pass
3♦	Pass	3♥!	Pass
4♣	Pass	4♦!	Pass
5♣	Pass	5♦!	Pass
5NT	Pass	Pass	Pass

1♣ = **B2+, 5+♣ or B(4.5))+,** any shape **(**actually **B3)**
1♥!= **B(0.5)+, RF!** Ask for the meaning of the Opening

2♣ = 1st step answer for 5♣ or 7♣ Basic suit + **SHAPE**

side suits ♦ + ♠ suits, excluding the Basic ♣ suit after bypassing 1♠ bid (for strong B(4.5)+, any shape) & **1NT bid** (for strong, 16-21 (22) HCP, balanced hand)
2♦**!** = **B1+, GF!** Ask for the side suits,
min **PL** = B2 + B2 = **4**

3♦ = 3145 exact shape (natural bid for 2nd longest suit)

3♥! = **Relay!** Ask for the exact B#
4♣ = 3rd step answer for exact **B# = 3**
PL = **B3 + B2 + 0.5 (**for the "**good**" ♥ Singleton) = **5.5** (and if you remember, the **CPA** is mandatory with **PL >= 5.5**)

4♦! = **CPA!** Ask for CP. Before answering by CPA **discard CP = 4*B#** & show the rest of your CP by 2 CP for every step. The 1st step CP answer = 4*B# + 2 = 4*3 + 2 = 14 CP, 3 EQ, 2nd step = 16 CP, 2 EQ & so on...

5♣ = 4th step answer for **8 CP** + previously mandatory removed 4*B# = 4*3 = 12 CP, for **Total of 20 CP** = 2A + 2K and Zero **EQ**, **which is not possible, because East has a Singleton!**

That shows directly that East has a Singleton ♥ King and 1 more real Queen, obviously in ♦ suit!
5♦! = Ask for the Kings' suits by **SCOR**
5NT = 3rd step answer for **2 RANK Kings**

All Pass

PL = B3 + B2 = 5 only

NOTE: **The ♥ Singleton is not "good" Singleton because it is a Control ! 5NT is the lowest best contract !**

NOTE: **With a Singleton, it is mandatory to use backward check of the partner's B#, when you intend to play a Slam.**

In that case it is not necessary, but let's do it for the practice:

The partner showed 2A + 2K + Singleton, so East's B# must be:

-2 (mandatory removed 2 initial contract tricks) + 3.0 (for the 2 Aces) + 2 (for the 2 Kings) + 0.5 (for the Singleton) = 3.5, but East had showed exact B# = 3.0 only, so the partner has a Single ton ♥ K along with 1 real Queen!

Obviously, the Queen can be only ♦Q because of West's possessions.

There won't be any Slam because the **'good'** Singleton ♥ disappeared, so the **PL = B3 + B2 = 5**, which is not enough for a Small Slam and although the Total **CP** in both hands are: 2 + 12 = 32 (for a Small Slam), statistically any Slam will be impossible.

For a successful Slam both requirements, the PL and the CP, must be fulfilled (if you are not a Master of squeeze, which may not be possible at all, so better follow the Fp Rules **!**)

All Pass

In BBO the Bidding went:

1♣ p 1♥ p 2♦ p 3♦ p 3♠ p 4♦ p **4NT** p 5♥ p 6♦ All Pass finishing 1 down

Check your Counting

You hold: ♠x ♥Kxx ♦AKQJxxxxx ♣
Prove that your **B# = 4.5**

You hold: ♠x ♥K ♦AKQxx ♣KQxxxx
Prove that your B# = 4.0

You hold: ♠K ♥Kxxxxx ♦AQ ♣Qxxx
Prove that your B# = 2.0

You hold: ♠AQ ♥KQx ♦Q ♣AQJ10xxx
Prove that your B# = 5.0 (Hint: QJ10 = ?)

You hold: ♠KQxx ♥Kxxx ♦AJxxx ♣
Prove that your **B# = 3.0**

You hold: ♠xx ♥K ♦AKQxx ♣KQxxx
Prove that your **B# = 3.0**

You hold: ♠KJ109 ♥KQJ10 ♦AQ ♣Qxx
Prove that your **B# = 3.5** (Hints: J109 = ? QJ10 = ?)

♠ ♥ ♦ ♣

Summarizing the conjunction tricks (jig) use which Fp frequently uses to save the valuable Bidding space

Fp frequently uses that gag (conjunction trick) to save Bidding space. The principle is both suits to be of **'every other'** kind (in SHAPE), including **NT by an exception** as if it is a suit), i.e. both suits to be in SHAPE (not neighbors):

→ a bid in ♣ suit may show ♥ suit or ♠ suit and vice versa
→ a bid in ♦ suit may show ♠ suit and vice versa
→ a bid in ♥ suit may show ♣ suit and vice versa
→ a bid in ♠ suit may show ♣ suit or ♦ suit and vice versa
→ a bid in **NT** 'suit' may show ♥ suit or ♦ suit and vice versa

♠ ♥ ♦ ♣

1♣ OPENING IN 3rd & 4th POSITIONS

(Pass) Pass Pass 1♣! - PASS → strictly prohibited !!
DO NOT DO THAT !!

Artificial unspecified shape and strength (allowed on any tournament because the bid of 1♣ is in 3rd / 4th sit)! The Opening bid of 1♣**!** in 3/4 sit is a Forcing for 1 round (**RF!**), the Opener may be weak, but may be very strong, the strength is not specified (except like 'infinity').

♠ ♥ ♦ ♣

Developing the bids after 1♣! Opening in 3rd or 4th position (RF!)

→ 1♦ = **max B(-0.5),** balance / **max B(0),** unbalance
→ 1♥ = **B(0 - 0.5),** balance / **B(0.5)**, unbalance / any 4441
→ 1♠ = **B1,** any 5+card suit / **B(1 - 1.5),** any 5+/5+ bi-color
→ **1NT** = **B(1 - 1.5),** bal / any 4441, no 5+ cards, no S / V
→ 2♣ = **B(1.5),** 5+ ♣
→ 2♦ = **B(1.5),** 5+♦
→ 2♥ = **B(1.5),** 5+♥
→ 2♠ = **B(1.5),** 5♠ or 7♠, **SHAPE** side suits / 7222
→ 2**NT** = 5♠ or 7♠, **COLOR** side suits

→ 3♣ = 5♠ or 7♠, **RANK** side suits
→ **3♦** ~ 6♠ or 6♠, **SHAPE** side suits
→ 3♥ = 6♠ or 8♠, COLOR side suits
→ 3♠ = 6♠ or 8♠, RANK side suits + Void or S+V
→ 3**NT** = 6322 → 6♠ + RANK side suits
→ 4♣ = 6124
→ 4♦ = 6142
→ 4♥ = 8311 → 8♠, + RANK, no Void
→ 4♠ = 6133 or 8122 → 8♠, + RANK, no Void

♠ ♥ ♦ ♣

Developing the bids after:

(Pass) Pass Pass 1♣! - Pass - 1♦ - Pass - 1♥ → B(3.5)+, RF!

→ 1♠ = **B(-1) or less**, any shape, VERY WEAK !
→ 1**NT** = **B(-0.5 - 0),** balance /. any 4441
→ 2♣ = B**(-0.5 - 0),** 5+ ♣
→ 2♦ = **B(-0.5 - 0),** 5+ ♦
→ 2♥ = B**(-0.5 - 0),** 5+ ♥
→ 2♠ = **B(-0.5 - 0),** 5+ ♠
→ 2**NT** = **B(0),** 5+♦/5+ any bi-color
→ 3♣ = **B(0),** 5♣/5+♥ / 5+♣/5+♠ bi-color
→ 3♦ = **B(0),** 5521 → 6♠/5♥ bi-color
→ 3♥ = 5512
→ 3♠ =5503

→ **3NT** = 5530
→ 4♣ = 5♠/6♥
→ 4♦ = 6♠/5♥
→ 4♥ = 6601 or 6610

♠ ♥ ♦ ♣

Developing the bids after: (Pass) - Pass - Pass - 1♣! - Pass - 1♥ - Pass - 1♠! = B(2.5)+, RF!

→ **1NT** = **B(0 - 0.5),** any bal / **B(0.5),** any 4441

→ 2♣ = **B(0.5),** 5+ ♣ → **GF! Relay** will ask for the side suits / exact shape

→ 2♦ = **B(0.5),** 5+ ♦ → **GF! Relay** will ask for the side suits / exact shape

→ 2♥ = **B(0.5),** 5+ ♥ → **GF! Relay** will ask for the side suits / exact shape

→ 2♠ = **B(0.5),** 5+ ♠ → **GF! Relay** will ask for the side suits / exact shape

→ 2NT = **B(0.5),** 5+♦/5+ any bi-color → **GF! Relay** will ask for the exact shape

→ 3♣ = **B(0.5),** 5+♣/5+♥/ 5+♣/5+♠ bi-color → **GF! Relay** will ask for the exact bi-color / shape

→ 3♦ = **B(0.5),** 5521 → 5♦/5♥ bi-color → **GF! Relay** will ask for the CPA

→ 3♥ = 5512

→ 3♠ =5503
→ **3NT** = 5530
→ 4♣ = 5♠/6♥
→ 4♦ = 6♠/5♥
→ 4♥ = 6601 or 6610

♠ ♥ ♦ ♣

Developing the bids after: (Pass) -Pass – Pass - 1♣! - Pass - 1♠ - Pass -

1NT! = B(2.5)+, RF!

→ 2♣ = **B1,** 5+ ♣ → **GF! Relay** will ask for the side suits / exact shape
→ 2♦ = **B1,** 5+ ♦ → **GF! Relay** will ask for the side suits / exact shape
→ 2♥ = **B1,** 5+ ♥ → **GF! Relay** will ask for the side suits / exact shape
→ 2♠ = **B1**, 5+ ♠ → **GF! Relay** will ask for the side suits / exact shape
→ **2NT** = **B(1 - 1.5),** 5+♦/5+ any bi-color → **GF! Relay** will ask for the exact shape
→ 3♣ = **B(1 - 1.5),** 5+♣/5+♥/ 5+♣/5+♠ bi--color → **GF! Relay** will ask for the exact shape
→ 3♦ = **B(1 - 1.5),** 5521 → 5♦/5♥ bi-color → **GF! Relay** will ask for the exact shape
→ 3♥ = 5512

→ 3♠ = 5503
→ **3NT** = 5530
→ 4♣ = 5♠/6♥
→ 4♦ = 6♠/5♥
→ 4♥ = 6601 or 6610

♠ ♥ ♦ ♣

Developing the bids after:
(Pass) - Pass - Pass - 1♣! - 1NT - 2♣! (B2+, 12+ HCP, RF!) → Modified Stayman!)

→ 2♦ = **B(1 - 1.5),** xx44, 3334, 3343 / **B1,** any 4441
→ 2♥ = **B(1 - 1.5),** 4♥ may have 4♣ or 4♦, no 4♠
→ 2♠ = **B1**, 4♠, may have 4♣ or 4♦ or 4♥, 10-11 HCP, **weak ! strong !**
→ 2**NT** = **B(1.5)**, 4♠, may have 4♣ or 4♦) no 4♥, 12 HCP, **strong !**
→ 3♣ = **B(1.5)**, 4423 / 4414, 12 HCP, **strong!**
→ 3♦ = **B(1.5)**, 4432 / 4441, 12 HCP, **strong!**
→ 3♥ = **B(1.5),** 1444, 12 HCP
→ 3♠ = **B(1.5),** 4144, 12 HCP

NOTE: If a new **Relays** appears, the answers are for the exact **B#**, then **CPA** (3**NT** bid by the **Quest** is an **Absolute Sign Off** !)

Developing the bids after:

(Pass) **- Pass - Pass - 1♣! - Pass - 2♣ - Pass - 2♦! → B(2.5)+, RF!**

→ 2♥ = **B(1.5),** exactly 5♣ **or 7♣, SHAPE** / 2227 → **GF! Relay** will ask for 7♣ or 5♣ + shape

→ 2♠ = **B(1.5), 5♣ or 7♣, COLOR → GF! Relay** will ask for 7♣ or 5♣ + shape

→ 2NT = **B(1.5), 5♣ or 7♣, RANK → GF! Relay** will ask for 7♣ or 5♣ + shape

→ 3♣ = **B(1.5),** 6♣ or 8♣, **SHAPE → GF! Relay,** the 1st step answer is for Void / S+V

→ 3♦ = **B(1.5),** 6♣ or 8♣, **COLOR → GF! Relay,** the 1st step answer is for Void / S+V

→ 3♥ = **B(1.5),** 6♣ or 8♣, **RANK + Void or S+V → GF! Relay** will ask for the exact shape

NOTE: Entering **EXTENDED SCOR**

→ 3♠ = 4216 → 6♣ + **RANK** (**GF Relay** will ask for **CP**)
→ **3NT** = 2236 → **no S / V**
→ 4♣ = 3316
→ 4♦ = 1138 → 8\c + **RANK + 2 Singletons**
→ 4♥ = 2416
→ 4♠ = 2218 → unusual, 8\c + **RANK, no Void**

♠ ♥ ♦ ♣

Developing the bids after:

(Pass) - **Pass - Pass - 1♣! - Pass - 2♦ - Pass - 2♥! → B(2.5)+, RF!**

→ 2♠ = **B(1.5), 5♦ or 7♦, SHAPE** / 2272 → **GF! Relay** will ask for the side suits / shape

→ 2NT = **B(1.5), 5♦ or 7♦, COLOR → GF! Relay** will ask for the side suits / exact shape

→ 3♣ = **B(1.5), 5♦ or 7♦, RANK → GF! Relay** will ask for the side suits / exact shape

→ 3♦ = **B(1.5), 6♦** or 8♦, **SHAPE → GF! Relay,** the 1st step answer is for Void / S+V

→ 3♥ = **B(1.5), 6♦** or 8♦, **COLOR → GF! Relay,** the 1st step answer is for Void / S+V

→ **3♠ = B(1.5), 6♦** or 8♦, **RANK + Void or S+V → GF! Relay** will ask for the exact shape

NOTE: Entering **EXTENDED SCOR**

→ 3♠ = 4216 → 6♣ + **RANK** (**GF Relay** will ask for **CP**)

→ **3NT** = 2236 → **no S / V**

→ 4♣ = 3316

→ 4♦ = 1138 → 8\c + **RANK + 2 Singletons**

→ 4♥ = 2416

→ 4♠ = 2218 → unusual, 8\c + **RANK, no Void**

♠ ♥ ♦ ♣

Developing the bids after:

(Pass) - **Pass -Pass - 1♣! - Pass - 2♥ - Pass - 2♠! → B(2.5)+, RF!**

→ **2NT = B(1.5), 5♥ or 7♥, SHAPE** / 2722 → **GF! Relay** will ask for the side suits / shape

→ 3♣ = **B(1.5), 5♥ or 7♥, COLOR → GF! Relay** will ask for the side suits / exact shape

→ 3♦ = **B(1.5), 5♥ or 7♥, RANK → GF! Relay** will ask for the side suits / exact shape

→ 3♥ = **B(1.5), 6♥** or 8♥, **RANK → GF! Relay,** the 1st step answer is for Void / S+V

→ 3♠ = **B(1.5), 6♥** or 8♥, **RANK → GF! Relay,** the 1st step answer is for Void / S+V

→ 3**NT** = **B(1.5), 6♥** or 8♥, **RANK + Void or S+V → GF! Relay** will ask for the exact shape

NOTE: Entering **EXTENDED SCOR**

→ 4♣ = B(1.5), 0742 or 0724 → 7♥ + 4 card suit, RANK + Void

→ 4♦ = B(1.5), 1732 → 7♥ + RANK

→ 4♥ = B(1.5), 0733 → 7♥ + RANK

→ 4♠ = B(1.5), 4711 → 7♥ + RANK (4**NT** = empty)

→ 5♣ = B(1.5), 1723 → 7♥ + RANK

Developing the bids after:

(Pass) **- Pass - Pass - 1♣! → B(2.5)+, RF!**

Attention: **Direct Answers by SCOR - SCOR only for ♠ suit!**

→ 2♠ = **B(1.5), 5♠ or 7♠, SHAPE** / 7222 → **GF! Relay** will ask for the side suits / shape

→ **2NT = B(1.5), 5♠ or 7♠, COLOR → GF! Relay** will ask for the side suits / exact shape

→ 3♣ = **B(1.5), 5♠ or 7♠, RANK → GF! Relay** will ask for the side suits / exact shape

→ 3♦ = **B(1.5), 6♠** or **8♠, SHAPE → GF! Relay** will ask for the side suits / exact shape

→ 3♥ = **B(1.5), 6♠** or **8♠, COLOR → GF! Relay** will ask for the exact shape

→ 3♠ = **B(1.5), 6♠** or **8♠, RANK + Void or S+V → GF! Relay** will ask for the exact shape

→ **3NT =** 6322 → 6♠ **+ RANK, no S / V**

→ 4♣ = 6124

→ 4♦ = 6142

→ 4♥ = 8311 → 8♠ + **RANK + 2 Singletons**

→ 4♠ = 6133 or 8122 → 8♠ + **RANK, no Void**

♠ ♥ ♦ ♣

Let's Exercise

Find your B# and decide which Opening (Overcalling) bid you will use:

You hold: ♠AQxxxxxxx ♥K ♦Qxx ♣
Prove that your **B# = 4.0** and explain to yourself why you must open **3♠**

You are South and hold: **♠A ♥Kxxxxx ♦Qx ♣Qxxx** East opened 1♠ Prove that your **B# = 2.0** and explain to yourself why you must overcall **1♥**

You are South and hold:

♠Qxx ♥AQxxx ♦AQxx ♣

East opened 1♣ Prove that your **B# = 3.5** and explain to yourself why you must bid DBL

You hold: **♠AQxxx ♥KQ ♦AQxx ♣**
Prove that your **B# = 4.5** and explain to yourself why you must open 1♣

You hold: **♠Qxx ♥AKxxx ♦AQxx ♣**
Prove that your **B# = 4.0** and explain to yourself why you must open 1♥

You are South and hold: **♠A ♥Kxxxx ♦Qx ♣Kxxxx** East opened 1♠ Prove that your **B# = 2.5** and explain to why you must overcall 2♠

You are South and hold:

♠K ♥x ♦xxxx ♣AQxxxxx

East opened 1♥ Prove that your **B# = 2.5** and

explain why you must overcall 2♣

You are South and hold:

♠Qxxx ♥ ♦Kxxx ♣KQxxx

East opened 1♥. Prove that your **B# = 2.5** and explain why you must open 1♣

You are South and hold:

♠xx ♥Kxxx ♦ ♣Axxxxxx

East opened 1♦ Prove that your **B# = 2.5** and explain why you must overcall 2♣

You are Vulnerable and hold:

♠AQxx ♥xxxx ♦AQxx ♣x

Prove that your **B# = 2.5** and explain to why you must open **PASS**

You are Not Vulnerable and hold:

♠x ♥KQxx ♦KQxx ♣Axxx

Prove that your **B# = 2.5** and explain to why you must open 2♦

You are West and hold:

♠Kxxx ♥xxxx ♦Axx ♣Qx

North opened Pass, East & South bid Pass too

Prove that your B# = 1.0 and explain to yourself why you must open 1♣

Board 15

NORTH
♠J73
♥ KT96
♦J2
♣Q964

WEST
♠985
♥ 852
♦AQ987
♣AJ

EAST
♠AQ4
♥AJ7
♦KT653
♣K3

SOUTH
♠KT62
♥Q43
♦4
♣T8752

E-W vulnerable, Opponents Pass throughout

WEST	NORTH	EAST	SOUTH
Pass	Pass	1♣!	Pass
2♦	Pass	2♥!	Pass
3♣	Pass	**3**♦!	Pass
3NT	Pass	Pass	Pass

Pass = Not enough strength to Open (B2+ only, 5+

Minor suit).

The game cannot be missed because if the partner has min B1, he will open 1♣ in 3rd or 4th sit.

1♣**!** = B1+, **Initial Forcing**, any in 3rd or 4th sit

2♦ = exactly B(1.5), 5+♦

2♥! = **RF!** Ask for the side suits

3♣ **=** 3rd step answer for RANK side suits

3♦! = **GF! Relay!** Ask for the 2nd longest suit

3**NT** = 3352 exact shape, **NT** bid for 3 by 3, no 2nd longest suit

NT PL = **B(1.5) + B(3.5) + 1** (for 10 Trumps in ♦) **- 1** (for **full** **MIRROR** EW hands) **- 1** (for 2 by 2 in ♣ suit) = **4**

♦**PL** = **B(1.5) + B(3.5) + 1** (for 10 Trumps in ♦) - 1 (for **full** **MIRROR** EW hands) = **5** for a 50% finesse game

All Pass

♠ ♥ ♦ ♣

Board 16

NORTH
♠AQJT73
♥87
♦865
♣98

WEST
♠
♥A2
♦AQT3
♣AKQT754

EAST
♠54
♥KT9543
♦K972
♣3

SOUTH
♠K9862
♥QJ6
♦J4
♣J62

E-W vulnerable, only EW play **Fp**

SOUTH	WEST	NORTH	EAST	
Pass	1♣	2♠	4♣	
4♠	DBL!	Pass	5♦	
Pass	5♥!	Pass	6♦	
Pass	6♠!	Pass	7♦	All Pass

Pass = South's bid
1♣**!** = B2+, artificial multi bid, may be natural with

5+ ♣ (actual B# = 5.5)

2♠ = North's weak Jump with 6♠, statistically for **Fp**, North has **B(0)** = (7 HCP) or **B(0.5)** = (8 HCP) 4♣ = **B(0.5),** 6♥ or 8♥, **SHAPE** (the **SCOR-SCOR** bids start from 3♥, the last 5+ card suit to show)

By Fp Requirements, East needs B# >= 1.0 for the right to use DBL = RF Relay on 2nd Level

4♠ = 2nd Jump by other Opponent, probably **B(0)** = (7 HCP) or **B(0.5)** = (8 HCP) with 4+ card ♠ suit, so **NS** try to play 4♠ with max **PL = 0 + 0 + 1** (for 10 Trumps) **= 1 for 3 down, non-Vulnerable.**

DBL! = Relay! The 1st step answer is for **Void or S+V** (the **DBL** obviously is not for penalty after both opponents bid the same suit).

The **PL = B(0 – 0.5) + B(5.5) + 0.5** (upgrading for the Void in the Opponents' ♠ suit) + **0.5 = 7**

From that point NS Pass throughout

5♦ = 2641 exact shape (natural bid for 2nd longest suit)

Explanation of expected CP when you have B(0)

When you have to answer for CP and your B# = 0, think of it like it is 0.5 → B(0) = B(0.5). If you do not do that, removing 4*B# = 4*0 = 0 CP,

your 1st step answer will show 2 CP for a Total of 0 + 2 = 2 CP, but there is not a Control with such a value ! So, the 1st step answer = 4 CP = 1 King!

5♥! = CPA **Relay!** Before answering by CPA discard CP = 4*0.5 & show the rest of your CP by 2 CP at every step. 1st step CP = 4*0.5 + 2 = 4 CP, 3 EQ, 2nd = 6 CP, 2 EQ

6♣ = 3rd step answer = 8 **CP** = 2 Kings + 1 EQ

7♦ = Final Contract
All Pass

NOTE: Statistically, East's Kings are in ♥ & ♦ suits (King ♠ is statistically discarded)

East has 2 Kings + 1 EQ (in the Singleton ♣**,** so no real Queen)

The ♦ **PL = B(0) + B6 + 1** (for **3 TOP Honors** in ♣ suit) **+ 0.5** (upgrading for the Void in the Opponents' ♠ suit) = **7.5 for statistically 100% GRAND SLAM.**

East's **CP** = **8**, West's **CP** = **22 + 10 = 32** (usually for a Void **Fp** adds 6 **CP**, but in the cases of Opponents' Super FIT, **Fp** adds 10 **CP** for missing AK in the Void in the Opponents' suit, in this case, for ♠ Void suit), so the Total **CP** in both hands = **40 for statistically 100% GRAND SLAM.**

Pay Attention: When you have B(0) or B(0.5) and your partner used CPA, asking you for the CP, the 1st step answers in both cases are equal and will show 4 CP = 1 King, 2nd step answer will show 6 CP = 1 Ace , 3rd step answer will show 8 CP = 2 Kings.

The difference will be in the number of the EQ: With B(0) your 1st step answer for CP will show 1 King + 2 EQ, 2nd step will show 1 Ace + 1 EQ, 3rd step will show 2 Kings, no EQ

With B(0.5) your 1st step answer for CP will show 1 King + 3 EQ, 2nd step will show 1 Ace + 2 EQ, 3rd step will show 2 Kings + 1 EQ

NOTE: With B(-) your 1st step will show 0 King, maybe 2 EQ, 2nd step will show 1 King, maybe 1 EQ, 3rd step will show 1 Ace, no EQ

Our goal at **'Bidding Expert'** is to encourage and help the bridge Players around the world to try **Force Point** bridge system.

If you need additional information, send an email or a **SMS** to US based phone:

+1 (718) 66 FIT IN +1 (718) 663 4846

♠ ♥ ♦ ♣

1 NT weak OPENING → B(2 - 2.5), BALANCE

(by Fp requirements: no 5+ card suit, no Singleton)

Use the chart below to find how the B#s correspond to HCP when the hands are balanced (by Fp requirements: no 5+ card suit, no Singleton)

B#	0	0.5	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6
HCP	6-7	8-9	10	12	13	15	16	18	19	21	22	24	25

The chart was made by **Mr. Alexander Dulevski**

1 NT opening in **Fp system** is a standard announcement with **B(2 - 2.5), 12-15 HCP (weak NT)**, which prevents Opening with 5+ cards in a suit, Singleton or Void.

With up to 11 HCP and a balanced hand, Fp system uses PASS for opening bid relying on the reduced opening in 3rd or 4th position with B1+, 8+ HCP), any shape , by the other player.

Fp uses a quite clever trick to distinguish the strength of the balanced hands in both cases of **1NT** Opening:

- with **strong 1NT (**after 1♣ Opening – 1♥ **(RF Relay!)** – **1NT → B(3 – 4.5) &** direct **1NT weak**

Opening → **B(2 – 2.5)**

-

Let's clarify the 1NT bids

1. After showing strong **1NT → B(3 – 4.5)** with low range of exactly **B3 strength, 16-17 HCP** or high range **B(3.5 – 4.5) strength, 18-21 HCP:**

After 2♣ (**Modified Stayman!**) and showing no 4 card Major or clarifying the presence of 4 card Major ♥ suit, on a new Relay, if you use **2NT** bid, you will show **high range of B(3.5 - 4.5) strength**, but if you bid over it in the same or some other suit, you will show the low range of B3 strength.

Bidding **2NT** immediately after 2♣ (**Modified Stayman**) shows **high range of B(3.5 - 4) strength** with 4 card ♠ suit, but bidding 2♠ after 2♣ (**Modified Stayman**) shows **low range B3 strength** with 4 card ♠ suit.

On a new Relay show your other 4 card suit or if you are any 3334 repeat your 4 card suit.

2. After a **weak 1NT → B(2 – 2.5)** Opening with low range of exactly **B2 strength, 12-14 HCP** or higher range **B(2.5) strength, 15 HCP:**

If 2♣ (**Modified Stayman!**) appears the Opener may use 2♦ bid = no 4 card Major or clarifying the presence of 4 card Major suit.

After 2♦ or 2♥ bids, on a new Relay, if you use **2NT** bid, you will show **high range B(2.5) Opening**, but if you bid over it in the same or some other suit, you will show the low range of B2 Opening.

Bidding 2♠ after 2♣ (**Modified Stayman**) shows low range of B2 Opening with 4 card ♠ suit, but bidding **2NT** immediately after 2♣ (**Modified Stayman**) shows high range of B(2.5) Opening with 4 card ♠ suit !

On a new Relay show your other 4 card suit or if you are any 3334 repeat your 4 card suit.

♠ ♥ ♦ ♣

Developing the bids after 1NT Opening

*** 1NT → B(2 - 2.5), 12-15 HCP**

→ **Pass** = a balanced hand, max B# = 0, (max 6 HCP), no 6+ card suit

→ 2♣ **Relay! Modified Stayman**, B1+, 10+ HCP or a hand with B(0)+, 7+ HCP, containing 4+/4+ in Majors or any bi-color, ask for 4 card Major suit, **RF!**

→ 2♦ = B(0.5), transfer to 5♥ or 5♠, 9 HCP

→ 2♥ = B(0.5), 6♥, 9 HCP
→ 2♠ = B(0.5), 6♠, 9 HCP
→ **2NT** = B(0.5), balanced, 9 HCP
→ 3♣ = B(0.5), 6+ ♣ + 2 TOP Honors + Singleton
→ 3♦ = B(0.5), 6+ ♦, + 2 TOP Honors + Singleton

→ 3♥ = B(0.5), 6 + ♥ + 2 TOP Honors + Singleton
→ 3♠ = B(0.5), 6+ ♠ + 2 TOP Honors + Singleton

♠ ♥ ♦ ♣

Developing the bids after 1NT → 2♣ → (Modified Stayman)

2♦ → B(2 - 2.5), **xx44**, **3343** or **3334** shapes, denies 4 card Major suit, 13-15 HCP
2♥ → B(2 - 2.5), 4♥, can have 4♣ or 4♦, but denies 4♠, 13-15 HCP
2♠ → B2, 4♠, can have 4♣ or 4♦ or 4♥, showing the low range opening, (12-13 HCP)
2NT → B(2.5), high range opening with 4♠, can have 4♣ or 4♦, but denies 4♥ (14-15 HCP)
3♣ → B(2.5), high range opening with 4/4 in Majors and **4423** exact shape, (14-15 HCP)
3♦ → B(2.5), high range opening with 4/4 in Majors and **443**2 exact shape, (14-15 HCP),

Developing the bids after: 1NT - 2♣! (Modified Stayman) - 2♦ - 2♥! (RF!) →

→ 2♠ = **B2,** 3244 exact shape with **low** opening (showing 3 card ♠ suit (because after 2♣ the opener denied 4 card Major suit), 12-13 HCP

→ **2NT** = **B(2.5),** xx44, 3334 or 3343 distributions with **high** Opening only, 14-15 HCP

→ 3♣! **Relay!** Ask for the exact distribution

→ 3♦ = **B(2.5),** 3343 → absolute balance with 4 card ♦ suit

→ 3♥ = **B(2.5),** 2344 → partial balance with 3 card Major ♥ suit

→ 3♠ = **B(2.5),** 3244 → partial balance with 3 card Major ♥ suit

→ **3NT = B(2.5), 3334 → absolute balance with 4 card ♣ suit**

→ 3♣ = **B2,** 3334 exact shape with **low** high opening, 12-13 HCP

→ 3♦ = **B2,** 3343 exact shape with **low** opening, 12-13 HCP

→ 3♥ = **B2,** 2344 exact shape with **low** opening, 12-13 HCP

After clarifying the exact distribution and the hand strength, the CPA Relay may follow asking for the exact number of CP (Control Points)

Entering 2NT bid - The most important thing to remember after the sequences of:

1NT - 2♣**! (Modified Stayman!)** - 2♦ - 2♥**! (GF!)** - **2NT** = **B(2.5),** xx44, 3334, 3343, 15 HCP → **high** Opening

1NT - 2♣**! (Stayman!)** - 2♥ - 2♠! **(GF!)** - **2NT** = **B(2.5),** 4♥, 4♥ + 4♦/4♣, 15 HCP → **high** Opening

1NT - 2♣**! (Stayman!)** - **2NT** = **B(2.5),** 4♠, 4♠ + (4♣/4♦), no 4♥ → **high** Opening

1NT - 2♣**! (Stayman!)** - 3♣ = **B(2.5),** 4423, **high** Opening

1NT - 2♣**! (Stayman!)** - 3♦ = B(2.5), 4432, **high** Opening

In all other cases when the Opener bid over 2NT after the GF Relay or used the sequence:

1NT – 2♣! (Stayman!) - 2♠ → that bid automatically shows low Opening with **B2,** 4♠, 4♠ + (4♣/ 4♦ / 4♥)

The Fp requirements for playing 3NT contracts:

PL >=3 if you have 5 by 3/4 or 6 by 2/3 FIT

With PL = 4.5 you will have super minimum of 25 HCP (usually 26), so you can play **3NT** without 5 by 3 or better FIT.

Board 17

NORTH
♠AKQJ
♥KQ98
♦K5
♣T52

WEST
♠T52
♥AJ76
♦QJ98
♣87

EAST
♠9643
♥542
♦T74
♣J93

SOUTH
♠87
♥T3
♦A632
♣AKQ64

N-S vulnerable, Opponents Pass throughout

WEST	NORTH	EAST	SOUTH
Pass	1♣	Pass	1♥!
Pass	1NT	Pass	2♣!
Pass	3♣	Pass	3♦!
Pass	3♥	Pass	3♠!
Pass	4♣	Pass	4♦!
Pass	5NT	Pass	5♦!
Pass	5NT	Pass	6NT
Pass	Pass	Pass	

1♣ = **B2+,** 5+♣ / **B(3 - 4.5),** balance (no 5+ card suit, no S / V / **B(4.5)+,** any shape (artificial multi bid, may be natural with 5+ ♣**,** actual B# = 3.5)

1♥**! = B(0.5)+ (RF!), 2+♣ / B(1.5)+,** any shape, except bi-color

1NT = B(3 - 4.5), strong, 16-21 (22), balanced (by **Fp requirements**, no 5+ card suit, no Singleton, no Void)

2♣! = **B1+,** 9+ HCP, **RF! Stayman Modification**
min PL = B(3.5) + 3 = 6.5

3♣ = **B(3.5 - 4.5)**, 4423 exact shape (**higher min B#)**

3♦! = **Relay!** Ask for the exact **B#**

3♥ = 1st step answer for exactly **B(3.5)**

3♠! = **CPA Relay!** Before answering by CPA **discard CP = 4*B#** & show the rest of your CP by 2 CP for every step. The 1st step CP answer = 4*3.5 + 2 = 16 CP, 3 Q, the 2nd step CP answer = 18 CP, 2 Q, the 3rd step CP answer = 20 CP, 1 Q, the 4th step CP answer = 22 CP, no Queens

4♣ = 2nd step answer for **18 CP** = 3 Aces or Ace + 3 Kings along with 2 **EQ** = 2 real Queens (no S / V in North hand, balance)

4♦! = **Relay!** Ask for the Queens' suit by **SCOR**

4NT = 3rd step answer for **2 RANK Queens**
♣ PL = 3.5 + 3 = 6.5 &
NT PL = 3.5 + 2.5 = 6, both for statistically 100% small SLAM (not counting the 2 Doubletons)

NOTE: **Suit game slams with PL = 6 are 50% finesse slams, but NT slams with PL = 6**

are 100%! With PL = 5.5 there are not suit slams, but NT slams with PL = 5.5 are 50% !

CP = 18 + 16 = 34 for statistically 100% small SLAM

Board 18

WEST	EAST
♠9	♠AJ8
♥Q92	♥AKJ754
♦T543	♦A
♣KQ642	♣AJ5

Dealer West, NS Vul, Opponents Pass Throughout

WEST	NORTH	EAST	SOUTH
Pass	Pass	1♣!	Pass
1♥	Pass	1♠!	Pass
2♣	Pass	2♦!	Pass
2♠	Pass	2NT	Pass
3♦	Pass	3♥!	Pass
3♠	Pass	4♣!	Pass
4NT	Pass	5♣!	Pass
5♦	Pass	7NT	All Pass

Pass - Pass - 1♣**!** = B1+, any in 3rd or 4th sit (actual East's B# = 5.5)

1♥ = B(0 - 0.5) balance / B(0.5) unbalance or any 4441

1♠! = **RF!** Ask for the overall shape, min **PL** = B(0.5) + B(5.5) = 6.0
2♣ = 5+ card ♣ suit
2♦! = **GF!** Ask for the side suits and / or the exact shape (2nd longest suit)
2♠ = 2nd step answer for COLOR side suits
2**NT!** = **Relay!** Ask for the exact shape
3♦ = 1345 exact shape
3♥! = **CPA Relay!** With B(0) the 1st step answer = 4 CP
3♠= 1st step answer for **4 CP** (1 King), obviously with 2 Queens or 3 Jacks
4♣**!** = **Relay!** Ask for the Queens' suits by **SCOR**
4♦ = 1st step answer for **2 SHAPE Queens**, obviously ♣ + ♥ Queens, because the ♠ is a Singleton **(Fp never scan the Singleton Queens !)**
4♠! = **Relay!** Ask for the King's suit
5♣ = ♣ King

PL = **B(0.5) + B(5.5) + 1** (for **'good'** ♠ Singleton) **– 0.5** (because the Aces are more than the Kings in both hands !) **+ 0.5** (for 9 cards in ♥ suit) + **0.25*** (force*point, for 4 Aces) = **7.25* for statistically 100% GRAND SLAM**

CP in both hands = 32 real + 8 pseudo (for the Singletons in ♠ + ♥) **= 40 for statistically 100% GRAND SLAM**

7NT = Final contract. There are 13 visual tricks also !

NO TRUMP CONTRACTS – THE MOST PROFITABLE

Fp doesn't use classical HCP except when attempts to play **NT** contracts. Use the chart below to find how the B#s correspond to HCP when the hands are balanced (by Fp requirements: no 5+ card suit, no Singleton)

B#	**0**	**0.5**	**1**	**1.5**	**2**	**2.5**	**3**	**3.5**	**4**	**4.5**	**5**	**5.5**	**6**
HCP	**6-7**	**8-9**	**10**	**12**	**13**	**15**	**16**	**18**	**19**	**21**	**22**	**24**	**25**

The chart was made by **Mr. Alexander Dulevski (all_out_)** in BBO, who is the most prominent **Fp** player.

The chart is based on balanced hands (by **Fp** requirements, no 5+ card suit, no Singleton / Void).

It helps the **Quest** to discover the total **HCP** in both hands with approximate accuracy **of ~ 1 HCP**, based on the knowledge of partner's B#. For unbalanced hands with a Singleton, the HCP are ~ 1 point below the points for balanced hands & with a Void, the HCP are ~ 2 points below the points for balanced hands.

For easy remembering pay attention of the simple arithmetical progression

B# **0 1 2 3 4 5 6** correspond to
HCP 6 9 12 15 18 21 24

The Formula with the whole B# is:
HCP = 3*(B# - 1) + 9 B#

B#: **0.5 1.5 2.5 3.5 4.5 5.5 6.5** correspond to
HCP: **8 11 14 17 20 23 26**

Just remember that B1 correspond to 9 HCP, and B(1.5) correspond to 11 HCP and add by 3 HCP for any (whole or a half)) upper B# !

That may be easy for you than to use the additional explanation below: B#s which are with 0.5 less than the whole B#s have HCP = upper whole B# - 1

B#s which are with 0.5 more than the whole B#s have HCP = lower whole B# + 2

NOTE: Actually, I have been discovered that for unbalanced hands in comparison with balanced hands, the HCP must be lowered with 1 or 2 HCP for:

- any card over the 4th one in any long suit (lower with 1 HCP)
- any Singleton (lower with 1 HCP)
- any Void (lower with 2 HCP)
- any Ax + Ax or xx + xx + xx (lower with 1 HCP)

That will provide precise transferring of B#s to HCP when you need that.

1NT Opening with Distribution Asking Bid (DAB)

The below version of **1NT** Opening was developed by a friend of mine **Mr. Zoran Sibinovic** to help players to use only HCP in contrary to **Fp** which uses both **B#**s and **HCP** (corrected and published here with his permission).

I corrected it slightly to use **Fp gag** making them more logical and added some bids. It missed the shapes with 4/4 in Minors & 4/4 with Majors, both with 14-16 HCP. After I have corrected all of that, the method is better than the simple **Stayman**, although it missed an explanation with how many HCP to use the **1st DAB** on any sequence. I'm leaving that to you to decide.

By **his** opinion, it is easier than the original **Fp 1NT Opening**. The Bidding Mechanism uses **Fp** elements with different low and high ranges with HCP only, and a different use of 2♦ bid for distinguishing them.

By **my** opinion, the use of HCP only, when looking for Slams, will be like in any other bridge systems and the risk of missing the Grand Slams will be inevitable. You may decide which is better for you.

1 NT Opening based on HCP & Distribution Asking Bid (DAB)

First opener's response	Second respondent's question	Second opener's response
1NT - 2♣! → **2♦ =** **14 - 16 HCP !!** **All bids below are for max hand with 17 - 19 HCP**	**→ 2♥! → DAB →** Other suit bids over 2♥ are **Sign off**, **2NT** is invitational	**2♠** = 4♠, no 4♥ **→2NT! DAB →** → 3♣ = 4234 → 3♦ = 4243 → 3♥ = 4324 → 3♠ = 4342 → **3NT** = 4333 **2NT** = 4♥, no 4♠ **→3♣! DAB →** → 3♦ = 2443 → 3♥ = 2434 → 3♠ = 3442 → **3NT** = 3433 → 4♣ = xx44 **→** 3♥! **DAB →** → 3♠ = 3244 → **3NT** =2344 → 3♦ = 4432 → 3♥ = 4423

1NT - 2♣ → **2♥** = 4**♥**, no 4**♠**	→ **2♠! → DAB →** Other suit bids over 2**♠** are **Sign off**, **2NT** is invitational	→ **2NT** = **3433** → **3♣** = 2434 → **3♦** = 2443 → **3♥** = 3424 → **♥** for 4♣ → **3♠** = 3442 → **♠** for 4♦
1NT- 2♣! → **2♠** = 4**♠**, no 4**♥**	→**2NT!→DAB →** All other bids over **2NT** are **Sign off**	→3♣ = 4234 → 3♦ = 4243 → 3♥ = 4324 → **♥** for 4♣ → 3♠ = 4342 → **♠** for 4♦
1NT-2♣ -2NT→ = 4/4 in Minors	3♣, 3♦ **= Sign off** → 3**♥! DAB →**	→ 3♠ = 3244 → **3NT** = 2344
1NT - 2♣ → 3♣ → 4/4 in Majors	→ 3**♦! DAB →** → 3**♥** → **Sign off** → 3**♠** → **Sign off**	→ 3**♥** = 4423 → **♥** for 3♣ → 3**♠** = 4432 → **♠** for 3♦

With the **Force Point Counting**, a player may use the **chart created by Mr. Alexcander Dulevski to transfer B# to HCP** and has statistically Rules with the game's **PL** which will help him to know exactly when to play **part - score** or **3NT** contracts.

Additional to that, **Fp** also transfers both players **B#** to **HCP** to be double assured about any **NT** contract. That way, a **Fp** player will know exactly when not to bid and play **3NT** because it be statistically impossible, and may gain over the casual systems' players.

You know very well by practice that with 24 HCP in both hands you will have problems playing 3**NT** and that the situation is quite different with 25+ HCP in both hands. **Fp** players knows where can be that border, and will play **3NT** with 24 HCP in both hands only if the **Fp Requirements** are fulfilled.

With the casual system the slams are a hope, with **Fp they are sure**, because all is checked.

Anyway, for some player will be difficult to start counting the **Ace for 1.5** contract tricks, the **King for 1** & the **Queen for 0.5**, or to transfer the **PL of 4** to 24 or to 25 HCP. **The casual players who use 1NT Opening with 15-17 HCP are more committed to fail on 3NT contract than the players who use lower range 1NT Opening.**

Look at the chart on the top of the Chapter again trying to remember that **B1 = 10 HCP**.

♠ ♥ ♦ ♣

Pay attention to the clever Fp Bidding Mechanism after 1NT - 2♣! (Modified Stayman!)

If the Opener bid 2♦ (no 4 card Major suit) or 2♥ (no 4 card ♠ suit), and on the next Relay bid **2NT**, your partner shows the maximum opening strength of **B(2.5) only!** Any other bid shows the minimum opening strength of **B2**.

If the Opener bid **2♠** immediately after 2♣ your partner has a minimum opening strength of **B2** and may have any other4 card suit.

If the Opener bid **2NT** immediately after 2♣ your partner has a maximum opening strength of **B(2.5)** along with 4 card ♠ suit (no 4♥ card suit)!

If the Opener bid 3♣ or 3♦ immediately after 2♣, your partner has a maximum opening strength of B**(2.5)** along with exact shape of 4423 **or** 4432 respectively!

♠ ♥ ♦ ♣

STRONG NT

1♣ → (Pass or Overcall) → 1♥ or DBL (respectively) → (Pass or Overcall) → 1NT (or 2NT or 3NT respectively)

1♣ Pass **1♥** Pass **1NT = (B(3 - 4.5), strong, 16-21 (22) HCP, balanced, no 5+ cards, no S / V)**

After 2♣ the bid of 2♠ by your partner will show exactly **B3 strength** along with 4 card ♠ suit!

After 2♣ the bid of **2NT** will show a higher opening range of **B(3.5 to 4.0) also** along with 4 card ♠ suit

The main idea of Modified Stayman

The answers by Modified Stayman after a strong NT are the same like after a weak NT, but simply show different (higher) strength. You may choose different diapason of strength for showing a low, middle or high strength inside the range of the strong NT, even after super strong 2NT Opening B5+ strength you may attach 2♠ bid with exactly B5 and the immediate or later 3NT with B(5.5)+ (like it is in Fp) or to attach 2♠ bid with B(5 – 5.5) and immediate or later 3NT bid with B6+

♠ ♥ ♦ ♣

Board 19

NORTH
♠K7
♥AQ83
♦AT5
♣KQJT

WEST
♠JT843
♥J7654
♦9
♣82

EAST
♠AQ92
♥9
♦Q8642
♣764

SOUTH
♠65
♥KT2
♦KJ73
♣A953

E-W vulnerable, Opponents Pass throughout

NORTH	EAST	SOUTH	WEST
1♣	Pass	1♥!	Pass
1NT	Pass	2♣!	Pass
2♥	Pass	2♠!	Pass
2NT	Pass	3♣!	Pass
3NT	Pass	4♣!	Pass
4♥	Pass	4NT!	Pass
5♦	Pass	5♥!	Pass
5NT	Pass	**6NT**	All Pass

1♣! = artificial multi bid, **B2+, 5+ ♣ or B(3 - 4.5),** balance (by Fp requirements, no 5+ card suit, no Singleton / Void) or **B(4.5)+,** any 5+ cards or any 5/5 bi-color 1♥ = **B(0.5)+ (RF!**), 2+ ♣ or **B(1.5)+,** any, no bi-color

1NT = **B(3 - 4.5), strong,** 16-21 (22), a balanced hand
2♣! **= B1+,** 9+ HCP, **Stayman!** Min PL = 3 + 1.5 = 4.5

2♥ = **B(3 – 4.5),** 4♥, no 4♠, may have any other 4 card suit
2♠! = **RF Relay!** Ask for other 4 card suit

2NT = **B(3.5 - 4.5), stronger**. Postponing the answer for other 4 card suit (may have 4 card Minor suit, but no 4 card ♠ suit)
3♣**!** = Ask for 4 card Minor suit / exact shape

3NT = 4 card ♣ suit, 2434 exact shape
4♣! = **Relay!** Ask for the exact **B#**

4♥ = 2nd step answer for exactly **B4** (the 1st step will be for 3.5)
4NT! = **CPA Relay!** Ask for CP. **Before answering by CPA discard CP = 4*B# & show the rest of your CP by 2 CP for every step.**
NOTE: By principle, with **strong B(3 - 4.5) NT**

strength (contract tricks), the 1st step CP answer = 4*B# + 2, 3 Q = 4*3.5 + 2 = 16 CP, 3 Queens, the 2nd step CP answer = 4*B# + 2, 3 Q = 4*4 + 2 = 18 CP, 2 Queens, the 3rd step CP answer = 4*B# + 2, 3 Q = 4*4.5 + 2 = 20 CP, 1 Queen, the 4th step CP answer = 4*B# + 2, 3 Q = 4*5 + 2 = 22 CP, no Queens

5♦ = 2nd step answer for 4 CP along with previously mandatory removed 4*B# = 4*4 = 16 CP for a Total of 20 CP = 2A+2K along with 2 real Queens
5♥! = **Relay!** Ask for the Kings' suits by **SCOR**

5NT = 2nd step answer for **2 COLOR Kings**
6NT = Sign Off.

NT PL = 4 + 1.5 + 0.5 (for 3 TOP Honors in 4 by 3 ♥ suit) **– 2*0.25** (for 2 MIRROR suits) **= 5.5 for statistically 50% NT only small SLAM**

CP in the both hands = 34 for 100% small SLAM

The BBO Bidding: **2NT** p 3♣ p 3♦ p **4NT** All Pass

♠ ♥ ♦ ♣

Let's practice

You have **3 Kings**, K♠ + K♥ + K♦, but do not have **2 Queens** and your partner asks you to show their colors with 5♣ **Relay**!. What you will answer?

Your King's omit suit is ♣, so use 5NT bid to show you do not have K♣

You have **3 Queens**, Q♠ + Q♦ + Q♣, but do not have **2 Kings**, and your partner asks you to show their colors with 5♦ **Relay!**. What you will answer?

Your Queen's omit suit is ♥, so use 5♥ bid to show you do not have Q♥

You have A♠ + K♥, but do not have **2 Queens** and your partner asks you to show their colors with 5♣ Relay. What you will answer?

Your A + K are RANK, so use 3rd step by SCOR to show A♠ + K♥ or K♠ + A♥ or A♦ + K♣ or K♦ + A♣ (your partner will find out where are they in more than 95% of the cases, do not worry about). **Bid 5♠ = 3rd step answer.**

You have **4 Queens**, but do not have 2 to 4 Kings, and your partner asks you to show their colors with 5♣ Relay. What you will answer?

Use 4th step of scor - **SCOR to show that you have 4 Queens. Bid 5NT**

You have **2 Kings** (K♠ + K♥) + **2 Queens** (Q♣ + Q♦) and your partner asks you to show their colors with 5♣ **Relay**. What you will answer?

Your Kings are RANK which means you can show simultaneously all of your Kings + Queens!

The **3rd step** answer, which is for **RANK**, will show 2 **RANK Kings** + 2 **SHAPE Queens**

The **4th step** answer will show 2 **RANK Kings** + 2 **COLOR Queens**.

Use the **5th step** of **SCOR - SCOR** to show that you have 2 **RANK Kings** + 2 **RANK Queens**.

Bid 6♣ = 5th step answer!

You have 4 Kings, but do not have **2 Queens**, and your partner asks you to show their colors with 5♦ **Relay**!. What you will answer?

Use 4th step of **SCOR - SCOR** to show that you have **4 Kings**.

Bid 6♣

2 NT OPENING → B5+, BALANCE, (21+ HCP)

(by Fp requirements: no 5+ card suit, no Singleton)

2**NT** - 3♣**!** → **B(0.5)+,** 8+ HCP, any distribution, **RF!** (Round Forcing),
2**NT** - 3♦ → **B (-),** 0-4 HCP, transfer to 5♥ or 5♠
3♥ → **B5**, 21 - 22 HCP, Play or Correct
3**NT** → **B(5.5)+,** 24+ HCP, Absolute Signoff
4♥ → **B(5.5)+,** 24+ HCP, Play or Correct
2**NT** - 3♥ → **B (-),** 0-4 HCP, 6+♥, may have 4♠
2**NT** - 3♠ → **B(-),** 0-4 HCP, 6+ ♠, may have 4♥
2**NT** - 3**NT** → **B(0)+,** 5-6 HCP with 5+ cards in Minor suit
2**NT** - 4♥ → **B(0),** 5-6 HCP, 6+ ♥, no 4♠

♠ ♥ ♦ ♣

Developing the bids after opening 2NT - 3♣! (RF Relay)

→ 3♦ = **B5+,** 21+ HCP, xx44, 3334 or 3343 distributions
→ 3♥ = B**5+,** 21+ HCP, 4♥, no 4♠, can have 4 cards in Minor suit
→ 3♠ = **exactly B5**, 21 - 22 HCP, 4♠, may have other 4 card suit
→ **3NT = B(5.5)+,** 23+ HCP, 4♠, no 4♥, have 4 cards in

Minor suit

→ 4♣ = **B(5.5)+**, 4423, 23+ HCP
→ 4♦ = **B(5.5)+**, 4432, 23+ HCP
→ 4♥ = **B6,** 4432 (the same shape), 24 HCP
→ 4♠ = **B(6.5)**, 4432 (the same shape), 26 HCP
→ **4NT** = **B7**, 4432 (the same shape), 27 HCP
→ 5♣ = **B(7.5)**, 4432 (the same shape), 29 HCP
→ 4♦ = **B8,** 4432 (the same shape), 30 HCP and so on ...

♠ ♥ ♦ ♣

Developing the bids after 2NT - 3♣! - 3♦ - 3♥! (GF Relay)

→ 3♠ = **exactly B5**3244, 21-22 HCP
→ **3NT** = **B(5.5)+**, xx44, 3334 or 3343 shapes, 23+ HCP
→ 4♣ = **exactly B5,** 3334, 21-22 HCP
→ 4♦ = **exactly B5** , 3343, 21-22 HCP
→ 4♥ = **exactly B5**, 2344, 21-22 HCP

♠ ♥ ♦ ♣

Developing the bids after 2NT - 3♣! - 3♥ - 3♠! (GF Relay!)

→ **3NT** = **B(5.5)+**, 4♥, no 4♠, can have 4 card Minor suit, 23+ HCP
→ 4♣ = **exactly B5**, x4x4, 21-22 HCP → 4♦! **Relay!**

Ask for 3 card suit
→ 4♦ = **exactly B5**, x44x, 21-22 HCP → 4**NT**! **Relay!**
Ask for 3 card suit
→ 4♥ = **exactly B5**, 3433, 21-22 HCP

♠ ♥ ♦ ♣

Developing the bids after 2NT - 3♣! - 3♠ - 4♣! = Relay! B(0)+, Ask for other 4 card suit

→ 4♦ = **B5,** 4x4x, 23+ HCP
→ 4♥! = Absolute Signoff
→ 4♠ = Absolute Signoff
→ **4NT** = **Relay!** Ask for 3 card suit
→ 5♣ = **B5,** 4243
→ 5♦ = **B5**, 4342, unusual
→ 4♥ = B(5.5)+, 44xx → ♥ for 4♥ + 3♣, 23+ HCP
→ 4♠ = Absolute Signoff
→ **4NT** = **Relay!** Ask for 3 card suit
→ 5♣ = **B5,** 4423
→ 5♦ = **B5**, 4432, 22 CP, 3 Q
→ 4♥! = **B5**, 4432, 24 CP, 2 Q
→ 4♠ = **B5**, 4432, 26 CP, 1 Q
→ **4NT** = **B5**, 4432, 28 CP, no Q

→ 4♠ = **B5,** 4333 → absolute balance
→ **4NT** = **B5,** 4234 → NT for 3♦ **(Fp gag)**

→ 5♣ = **B5,** 4324 → ♣ for 3♥ + 3♦,

♠ ♥ ♦ ♣

Developing the bids after 2NT - 3♣! - 3NT - 4♣!

GF Relay! Ask for 4 card Minor suit

→ 4♦ → **B(5.5)+,** 4x4x, 23+ HCP

→ 4♥ = Absolute Signoff
→ 4♠ = Absolute Signoff

→ **4NT**! = **Relay!** Ask for 3 card suit

→ 5♣ = **B(5.5)+,** 4243, 23+ HCP

→ 5♦ = **B(5.5)+,** 4342, unusual

→ 4♥ = **B(5.5)+,** 4324 → ♥ for 4♣ + 3♥
→ 4♠ = **B(5.5)+,** 4333, absolute balance , 23+ HCP
→ **4NT** = **B(5.5)+,** 4234 → ♠ for 4♣ + 3♦, 23+ HCP

Board 20
East holds: ♠AQxxx ♥Q ♦KQxxx ♣xx **B# = 2, CP = 10**

SOUTH	WEST		NORTH	EAST
Pass	1♣		Pass	1♥!
Pass	2♣		Pass	2♦!
Pass	2♥	-	Pass	2♠!
Pass	3♥		Pass	3♠!
Pass	**4♥**		Pass	5♣

Dealer West, EW Vulnerable.

1♣ = B2+, 5+ ♣ or B(4.5)+, any shape
1♥! = B(0.5)+, **RF!** Ask for the overall shape
2♣ = 1st step answer by **SCOR - SCOR, B(2 – 4),** 5+ ♣ + **SHAPE** side suits

NOTE: First 2 steps answers (1♠ & 1**NT**) are reserved for **strong 1♣ Opening B(4.5)+,** any shape & **strong NT, B(3 – 4.5),** balanced respectively. After them start answers by SCOR – SCOR
2♦! = **GF!** Ask for the 2nd longest suit
2♥ = 7 card ♣ suit, postponing the answer for the 2nd longest suit
2♠! = **Relay!** Repeated ask for the 2nd longest suit
3♥ = 4 card suit, which is not one of the previously mentioned **SHAPE** side suits, so the hand consists a Singleton (with 7 card Basic suit, 2 Singletons), and the exact shape can be only **1417**
3♠! = **Relay!** Ask for the exact B#
4♥ = 4th step answer for exact **B(3.5)**

PL = **B(3.5)** + B2 + **0.5** (for 9 ♣ Trumps) – **1** (for ♦ K opposite a Singleton) = **5**

NOTE: ♠AQ opposite a Singleton is neutral
5♣ = Sign off
All Pass

♠ ♥ ♦ ♣

Board 21

NORTH
♠T7
♥T86
♦KQJ84
♣643

WEST
♠J986
♥J943
♦2
♣K975

EAST
♠5432
♥A75
♦T76
♣T82

SOUTH
♠AKQ
♥KQ2
♦A953
♣AQJ

NS vulnerable, Opponents Pass throughout

SOUTH	WEST	NORTH	EAST
2NT	Pass	3♣!	Pass
3♦	Pass	3♥!	Pass
4♦	Pass	4NT!	Pass
5♥	Pass	5♠!	Pass
5NT	All Pass		

2**NT** = B5+ (actually 6.0), balance
3♣**!** = B(-1)+, **RF!** Ask for 4 card Major suit
(the same as **Modified Stayman!)**

3♦ = no 4 card Major suit
3♥! = B(-0.5)+, **GF!** Ask for 3 card Major suit

4♦ = Repeating the ♦ suit, 3343 exact shape
4NT! = B(0)+, Relay! Ask for the exact **B#**

5♥ = 3rd step answer for exact **B6**
5**NT** = Sign Off
PL = **B6 + B(– 0.5) + 0.5** (for 9 Trumps in ♦) **– 1** (for **3 MIRROR** suits) = **5**

The difference between the strength of the 2 hands = 6 – (-0.5) = 6.5 > 6, so the **PL** will go with 0.5 more down, so South will need a finesse to make **5NT** !

♠ ♥ ♦ ♣

2♦ OPENING
Fp PSEUDO BALANCED CONVENTION

Opening 2♦ is stored in the Force Point system structure, which formulated the so-called **'pseudo-balance '** hands, or more precisely, 4441, 4414, 4144 or 1444 distributions.

The attention should be heightened to the fact that the 'pseudo-balance ' hands are tricky and this require the bid 2♦ to be used with B# >= 2.5+, (12+ HCP), no Vulnerable and B3+, (14+ HCP), Vulnerable and properly alerted !!

Developing the bids after 2♦ Opening

2♦ - 2♥! → Forcing for one round (RF)! Requires **B# = 0.5+**, (8 + HCP) and shows a desire to obtain additional information regarding the content of the opening hand
2♦ - 2♠ → B# =< 0, (0-7 HCP), 4+ ♠, free bid
2♦ - **2NT** → B# =< 0, (0-7 HCP), balanced hand, no 4♠, NF free bid 2♦ - 3♣ → B# =< 0, (0-7 HCP), 4+ ♣, no 4♠, NF free bid
2♦ - 3♦ → B# =< 0, (0-7 HCP), 4+ ♦, no 4♠, no 4♣, NF free bid
2♦ - 3♥ → B# =< 0, (0-7 HCP), 4+ ♥, no 4♠, no 4♣, no 4♦, NF free bid

Developing the bids after 2♦ - 2♥!

(Forcing for one round) **RF!**

→ **2♠** = **B2, no VUL / B(2.5)+, VUL** . any 4441

→ **2NT** = **B(3.5)+, no VUL / B4+, VUL** , any 4441

NOTE: It should be remembered that all other bids of the Bidding Mechanism after 2♦ Opening clarify both the strength and the distribution of the Opening. It uses step answers and is very accurate and consistent despite the tricky strength of any 4441 pseudo balanced hand!

Remember: The first 2 step answers 2♠ and **2NT show only the strength!**

2♦ - 2♥ → 2♠ = shows **minimum** opening hand in any 4441, 4414, 4144 or 1444 distributions. **The exact strength depends on the Vulnerability:**

No Vulnerable the exact **B# = 2**, (12-13 HCP)
Vulnerable the exact **B# = 2.5**, (14 HCP)

2♦ - 2♥ → **2NT** = shows **Maximum** opening hand with 4441, 4414, 4144 or 1444 distributions.

The exact strength depends on the Vulnerability:

No Vulnerable, the exact B# = 3.5, 17 HCP
Vulnerable, the exact B# = 4+, 18+ HCP

The next 4 steps answers show the exact shape and **semi-strong Opening**:

no Vulnerable, exact B# = 3 (15-16 HCP),
Vulnerable, exact B# = 3.5 (17 HCP)

2♦ - 2♥! → 3♣ = bid which is next over ♠ Singleton with exact 1444 shape 2♦ - 2♥! → 3♦ = bid which is next over ♣ Singleton with exact 4441 shape 2♦ - 2♥! → 3♥ = bid which is next over ♦ Singleton with exact 4414 shape 2♦ - 2♥! → 3♠ = bid which is next over ♥ Singleton with exact 4144 shape

♠ ♥ ♦ ♣

Developing the bids after 2♦ - 2♥! - 2♠ → B(2 - 2.5), no Vulnerable, B(2.5)+, Vulnerable, any 4441

→ **2NT!** (**GF!**), **B1+**, 9+ HCP →
→ 3♣ = **B2, no VUL / B(2.5)+, VUL** . 4414
→ 3♦ = **B2, no VUL / B(2.5)+, VUL** , 4441
→ **3♥ = B2, no VUL / B(2.5)+, VUL** . 1444
→ **3♠ = B2, no VUL / B(2.5)+, VUL** , 4144

Developing the bids after 2♦ - 2♥ (RF)! → 2NT = strong

2♦ - 2♥**!** - **2NT** → 3♣! = **GF!** B# >= 0.5+, (7+ HCP), →
→ Ask for the exact shape

→ 3♦ = **B(3.5)+, no VUL / B4+, VUL** , 4441
→ 3♥ → **B(3.5)+, no VUL / B4+, VUL** , 1444
→ 3♠ → **B(3.5)+, no VUL / B4+, VUL** , 4144
→ **3NT** → **B(3.5)+, no VUL / B4+, VUL** , 4414

_ NOTE: The **Quest**, who now knows the partner's exact shape, may continue with a new **Relay!** asking for the exact B#, then eventually with **CPA** (asking for **CP**).

♠ ♥ ♦ ♣

Let's exercise:

2♦ Opening - 2♥! = RF Relay! →

→ 2♠ = weaker B2, no VUL / B(2.5)+, VUL , any 4441
→ 2NT = GF Relay! → B2+, Ask for the exact shape
→ 3♣ = B2, no VUL / B(2.5)+, VUL . 4414
→ 3♦ = B2, no VUL / B(2.5)+, VUL . 4441
→ 3♥ = B2, no VUL / B(2.5)+, VUL . 1444
→ 3♠ = B2, no VUL / B(2.5)+, VUL . 4144

→ 2NT = stronger B(3.5)+, no VUL / B4+, VUL , any 4441
→ 3♣ = **GF Relay!** → B1+, Ask for the exact shape
→ 3♦ = B(3.5)+, no VUL / B4+, VUL , 4441
→ 3♥ = B(3.5)+, no VUL / B4+, VUL , 4441
→ 3♠ = B(3.5)+, no VUL / B4+, VUL , 4441
→ 3NT = B(3.5)+, no VUL / B4+, VUL , 4441

→ 3♣ = middle strength **B3, no VUL / B(3.5)+, VUL .** 4414
→ 3♦ = middle strength **B3, no VUL / B(3.5)+, VUL** . 4441
→ 3♥ = middle strength **B3, no VUL / B(3.5)+, VUL** . 1444
→ 3♠ = middle strength **B3, no VUL / B(3.5)+, VUL** . 4144

♠ ♥ ♦ ♣

Fp OVERCALLS IN ANY POSITION

On 1st & 2nd Levels: Use **DBL** with B(2.5)+, balanced or B(3.5)+, any 5+ card suit. On any of the next Levels raise the necessary B# for **DBL** with 1.5 for every Level

For example: On 3rd Level use **DBL** with B3+, balanced or B4+, any 5+ card suit. On 4th Level use **DBL** with B(3.5)+, balanced or B(4.5)+, any 5+ card suit and so on…

On 1st & 2nd Levels: Make the natural Overcalls in a suit with: B(2 – 3), 5+ Major suit **or** B(2.5 to 3.0), 5+ Minor suit

On 3rd and higher Levels: The Overcall's strength depends on Vulnerability and on the rank of the suit (Major or Minor):

Vulnerable Overcalls in Minor suits:

On 3rd or higher Level you will need **min B# = Level** you intend to bid

For example: On 3rd Level you will need B3+, on 4th Level you will need B4+ and so on…. **After the Overcall, when the RF! is over 3NT, the Relay is for CP, not for the side suits!!**

On 3rd or higher Level, you will need min B# = Level minus 0.5 to bid in a suit or B# = Level plus 0.5 to bid DBL. So, on 3rd Level you will need B(2.5)+

to bid in suit or B(3.5)+ to bid DBL

For example: On 4th Level you will need B(3.5)+ to bid in suit or B(4.5)+ to bid DBL and so on …

After the Overcall in suit, if the RF Relay! Has to be placed **over 3NT,** the **Relay** is for **CP**, not for the side suits, but after DBL **Overcall** the Relay is for the overall shape , and immediately after the answer the new Relay is for **CP** !

♠ ♥ ♦ ♣

Non-Vulnerable Overcalls in Major suits

On 3rd or higher Level, you will need min B# = Level – 1 to bid in a suit

For example :

On 3rd Level you will need B2+
On 4th Level you will need B3+, and so on...

Remember: After an Overcall, when the **RF** is over **3NT**, the **Relay** is for **CP**, not for the side suits!

♠ ♥ ♦ ♣

2♣ / 2♥ / 2♠ OPENINGS

2♣ Opening → B(1.5 - 2), 5+/5+ Major bi-color or
B(2 - 2.5)+, 5+/5+ Mix Major + Minor bi-color or
B(2 - 4), 5+/5+ Minor bi-color

Developing the bids after 2♣ → free bid

2♣ - 2♥ → B(0.5), 5♥ , no 5♠ , 7-8 HCP, NF
2♣ - 2♠ → B(0.5), 5♠ , no 5♥ , 7-8 HCP, NF
2♣ - **2NT** → B(0.5), 4+/4+ in Majors, may have 4414 or 4441, 7-8 HCP, NF
2♣ - 3♣ → B(0.0 - 0.5), 3+ ♣ , no 5+ cards in Majors, 6-8 HCP, NF
2♣ - 3♦ → B(0.0 - 0.5), 3+ ♦ , no 5+ cards in Majors, 6-8 HCP, NF
2♣ - 3♥ → B(0.5), 6+ ♥ , 7-8 HCP, NF
2♣ - 3♠ → B(0.5), 6+ ♠ , 7-8 HCP, NF

NOTE: **The Major bi-colors' Openings** are distinguished by the strength. This is made for easy discovering of yje exact numbers of **the Controls' Points (CP) and the Equivalent Queens (EQ)**

1. Open 2♣ with very weak **B(1.5 - 2),** 5+/5+ **Major** bi-color
2. Open 2♥ with middle strength **B(2.5 - 3),** 5+/5+ **Major** bi-color

3. Open 2♠ with stronger **B(3.5 - 4),** 5+/5+ **Major** bi-color

♠ ♥ ♦ ♣

Answers for any 5/5 bi-colors

2♣ - 2♦ = **B(-) or B1+,** Ask for the bi-color →

→ 2♥ = **B(1.5 - 2),** 5+♥/5+♠ or **B(2-2.5),** 5+♥/5+any bi-color

→ 2♠ = **B(2 - 2.5), 5+♠/5+♣ / 5+♠/5+♦** bi-color

→ **2NT** = **B(2 - 4)** !! 1255 → 5♦/5♣ bi-color

→ 3♣ = 2155

→ 3♦ = 3055

→ 3♥ = 0355

→ 3♠ = **B(2 - 3.5),** 5♦/6♣ → see the next page

→ **3NT** = 6♦/5♣ → see the next page

→ 4♣ = 0166 or 1066 → see the next page

→ 4♦ =7♦/5♣ → see the next page

→ 4♥ = 5♦/7♣ → see the next page

→ 4♠ = 0067

→ **4NT** = 0076

→ 5♣ = 0058

→ 5♦ = **B2,** 0085, 8 EQ / **B(2.5).** 4 **CP**, 7 EQ

→ 5♥ = **B2,** 4 **CP**, 6 EQ / **B(2.5).** 4 **CP**, 7 EQ

→ 5♠ = **B(2.5).** 6 **CP**, 6 EQ

♠ ♥ ♦ ♣

Answers for any 6/5 bi-colors

→ 3♠ = xx5**6**

→ 3**NT**! = **Ex Relay!** Ask for the exact shape

→ 4♣ = **11**65 exact shape

→ 4♦ = **2**065

→ 4♥ = 0**2**65

→ **3NT** = xx**6**5

→ 4♣ = **Relay!** Ask for the exact shape

→ 4♦ = 1156 exact shape

→ 4♥ = 0256

→ 4♠ = **2**056

♠ ♥ ♦ ♣

Answers for any 6/6 bi-colors

→ 4♣ = 0166 or 1066 →

→ 4♦ = **Relay**! Ask for the Singleton

→ 4♥ = 0**1**66 exact shape

→ 4♣ = **1**066 exact shape

♠ ♥ ♦ ♣

Answers for any 7/5 bi-colors

→ 4♦ = → 7♦/5♣ → xx**7**5

→ 4♥ = **Ex Relay**! Ask for the Singleton

→ 4♠ = **1**075 exact shape

→ **4NT** = 0175 exact shape

→ 4♥ = 5♦/7♣ → xx**7**5

→ 4♠ = **Ex Relay**! Ask for the Singleton

→ **4NT** = 0**1**57 exact shape

→ 4♣ = **1**057 exact shape

NOTE: If the next **Relay** appear after the exact shape is shown, it will be a question by **CPA**, not for the exact **B#**, because **Fp never asks for the exact B# with 6+/5+ bi-colors!** Any other bids

will be Absolute Sign off.

This Bidding Mechanism is used after Openings on 2nd Level with 5+/5+ bi-colors or on 3rd Level with 6+/5+ bi-colors

♠ ♥ ♦ ♣

Developing the bids after 2♣ - free bid. Examples for step answers by SCOR-SCOR with 5 card Basic suit

→ free bids from 2♥ to 4♦, all B(0), 5-7 HCP,
For example:
2♣ → 2♥ = 5+ ♥ card suit

→ 2♠! (**RF!**) → step answers by **SCOR-SCOR**
1st step answer → **2NT** → 5♥ + **SHAPE** side suits
→ 3♣! **GF!** Ask for exact shape
2nd step answer → 3♣ = 5♥ + **COLOR** side suits
→ 3♦! **GF!** Ask for exact shape
3rd step answer → 3♦ = 5**4**3 + RANK side suit
4th step answer → 3♥ = 25**33** + RANK
5th step answer → 3♠ = **4**522 + RANK
6th step answer → **3NT**= **0**544 + RANK
7th step answer → 4♣ = 153**4** + RANK

2♣ → 2♠ = 5+ ♠ card suit

→ **2NT! (RF!)** → step answers by **SCOR-SCOR**

→ the same like above

2♣ → **2NT** = 4/4 in Minors / Majors / any 4441

→ 3♣**!** = **RF!** clarify your distribution:

→ 3♦ = 4432 or 4441

→ 3♥! = **Relay!** Ask for the exact shape

→ 3♠ = 4441

→ **3NT** = 4432

→ 3♥ = 4423 or 4414 → ♥ for 3-4♣

→ 3♠ = 3244 or 4144

→ **3NT** = 2344 or 1444 → NT for 3-4♥

2♣ → 3♣ = 5+ ♣ card suit

→ 3♦! (**RF!**) → step answers by **SCOR-SCOR**

1st step answer → 3♥ → 5♥ + **SHAPE** side suits

→ 3♠! **GF!** Ask for exact shape

2nd step answer → 3♠**=** 5♥ + **COLOR** side suits

→ **3NT**= Absolute Signoff

→ 4♣! **GF!** Ask for exact shape

3rd step answer → **3NT** = 15**4**3 + RANK side suit

4th step answer → 4♣ = 25**33** + RANK

5th step answer → 4♦ = **4**522 + RANK

6th step answer → 4♥ = **0**544 + RANK

7th step answer → 4♠ = 1534 + RANK

2♣ → 3♦ = 5+ ♦

→ **3♥! (RF!)** → step answers by **SCOR-SCOR**

→ the same like above

NOTE: If the opener finds that PL >= 5.5, a continuation with 3♠ **Relay**! = **CPA Relay after direct Fitting is mandatory** (1st step answer = 4 **CP** = 1 King)

♠ ♥ ♦ ♣

2♥ OPENING

2♥ Opening shows a Major or a mixed bi-color:

B(2.5 - 3) middle range Major 5♥/5♠ bi-color, 14-15 HCP

B(3 - 4), high range mixed 5♥/5♣ or 5♥/5♦ bi-color, 15-18 HCP

NOTE: If you have an **upper range** B(3.5 - 4) Major 5♥/5♠ bi-color, (14-18 HCP), you **must use 2♠ Opening**.

With stronger B**(4.5)+,** any 5/5 only bi-colors you must open 1♣

With **B(4.5)+,** any 6+/5+ bi-colors you must open on 3rd Level in the longer bi-color suit (if they are with equal length, you must open in the lower bi-color suit).

Developing the bids after 2♥ Opening

2♥ - 2♠! → **B(0.5)+, RF!** Ask for the other bi-color suit
2♥ - **2NT** → **B(0),** 4+/ 4+ in Minors, no 3+ ♥ NF
2♥ - 3♣ → **B(0),** 6+ ♣, no 3+ ♥, NF
2♥ - 3♦ → B(0), 6+ ♦ , no 3+ ♥, NF
2♥ - 3♥ → **B1**, 3+ ♥ , declaring PL = 3

Developing the bids after: 2♥ - 2♠! (RF!) →

→ **2NT** → **B(2.5 - 3), 5♥/5♠ middle strength Major** bi-color, 14-15 HCP

→ 3♣**!** = **B(1.5)+ !! GF! Re lay**! Ask for 2/3/6+ card suit

→ 3♦ = **B(2.5 - 3),** 5521 → 5♥/5♠ bi-color

→ 3♥ = 551**2**

→ 3♠ = 550**3**

→ **3NT** = 553**0**

→ 4♣ = 5♠/6♥

→ 4♦ = 6♠**/5**♥

→ 4♥ = 6601 or 6610

→ 4♠ = 7♠/5♥

→ **4NT** = 5♠/7♥

→ 5♣ = 6700

→ 5♦ = 7600

→ 5♥ = 5800

→ 5♠ = 8500

→ 3♣ = **B(3 - 4), 5+♥/5+♣ high strength Mix bi-color,** 15-18 HCP

→ 3♦ = **Relay!** Ask for **2/3/6+** card suit

→ 3♥ = **B(3 - 4),** 152**5**

→ 3♠ = B**(3 - 4), 2**515

→ **3NT** = **B(3 - 4),** 053**5**

→ 4♣ = B(3 - 4), **3**505

→ 4♦ = 5♥/6♣, unusual

→ 4♥ = **6♥**/5♣
→ 4♠ = 1606 or 0616
→ **4NT** = 5♣/7♥
→ 5♣ = 7♣/5♥
→ 5♦ = 0607, unusual
→ 5♥ = 0706
→ 5♠ = 0508
→ **5NT** = 0805

→ **3♦ = B(3 - 4)**, 1552 exact shape. **Direct answers for high strength Mix bi-color, 15-18 HCP**

→ 3♥ = 1552
→ 3♠ = 3550
→ **3NT** = 0553, unusual
→ 4♣ = 5♦/6♥
→ 4♦ = 6♦/**5♥**
→ 4♥ = 1660 or 0661
→ 4♠ = 7♦/5♥
→ **4NT** = 5♦/7♥
→ 5♣ = 0760
→ 5♦ = 0670
→ 5♥ = 0850
→ 5♠ = 0580

After the answer, the **Quest** may ask for the exact **B#,** then eventually may ask for the Control Points (**CP**), then for the color of the TOP Honors by **SCOR** & bid a SLAM.

♠ ♥ ♦ ♣

Downloading Links

Update your 'Slam after Slam with Force Point' e-Book

https://docs.google.com/document/d/1_sk3Evw8PIyDx9Nv5sFjVB8uhJY3L4io/edit?usp=drive_link&ouid=116991534418448606470&rtpof=true&sd=true

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https://drive.google.com/file/d/1qY2KLf2EnCcx4OeAXw4jG23-QqmM0ooF/view?usp=drive_link

Download the Force Point Bridge System – no Installation Needed

https://drive.google.com/drive/folders/173gL_LmgWIJJmUJXLpcIwejuWpPgFwao?usp=drive_link

Update your original Force Point ' 1NT_over_1.snf ' data file

https://drive.google.com/file/d/17HBcWq7NXnik6u3iQV9jUHReyqjZoaFT/view?usp=drive_link

Download the Simplified Force Point Bridge System – no Installation Needed

https://drive.google.com/drive/folders/155vISWM4VenjoTWwm2lUaixHsP8P2pb_?usp=drive_link

Choose what to install:

https://drive.google.com/drive/folders/1qKQctcp6OKPpZ8nBQTdGM4_jawSbGj-8?usp=drive_link

Board 22

NORTH
♠K986
♥AQ74
♦A
♣KT95

WEST
♠Q7542
♥J9
♦KQ
♣J864

EAST
♠3
♥T853
♦JT97652
♣2

SOUTH
♠AJT
♥K62
♦843
♣AQ73

N-S vulnerable

NORTH	EAST	SOUTH	WEST
2♦	Pass	2♥!	Pass
2NT	Pass	3♣!	Pass
3NT	Pass	4♣!	Pass
4♥	Pass	4♠!	Pass
5♣	Pass	5♦!	Pass
5♠	Pass	6♣	All Pass

2♦ = **B(2 - 4),** any 4441 pseudo balance, 12+ HCP
2♥! = **RF**! Ask for the exact shape
min PL = B2 + B(2.5) = 4.5
2NT = B(3.5)+, no VUL / B4+, VUL , any 4441, too strong to answer for the exact shape right now
3♣! = **GF! Repeated Relay** for the exact shape.
3NT = exactly 4414, unusual
4♣**!**= **Relay!** Ask for the exact B#
4♥ = 2nd step answer for exactly **B4**
4♠! = **Ex CPA Relay!** Ask for **CP**. Before answering by CPA **discard CP = 4*B#** & show the rest of your CP by 2 CP for every step. The 1st step CP answer = 4*B# + 2 = 4*4 + 2 = 18 CP, 3 EQ, the 2nd step CP answer = 20 CP, 2 EQ, the 3rd step CP answer = 22 CP, 1 EQ
5♣ = 2 step answer for **4 CP** along with 2 EQ, plus previously mandatory removing CP = 4*B# = 4*4 = 16 CP, for a Total of **20 CP** (obviously 2A + 2K)
5♦!= **Relay!** Ask for the King's suits by **SCOR**
PL = B4 + B(2.5) – 0.5 (because the Aces are more than the Kings in both hands !)) **= 6 for statistically 50% small SLAM**
Total **CP** in both hands = 20 + 16 = **36 for statistically 100% GRAND SLAM**
5♠ = 2nd step answer for **2 COLOR Kings**

6♣ = Sign off (any bid on 6+ Level, except in Opponents' suits, is mandatory Sign off

Board 23

NORTH
♠10953
♥K653
♦53
♣A96

WEST
♠KQJ7
♥94
♦KJ1098
♣74

EAST
♠A8
♥AQJ107
♦AQ742
♣3

SOUTH
♠ 642
♥82
♦6
♣KQJ10852

Neither vulnerable, Opponents Pass throughout

NORTH	EAST	SOUTH	WEST
Pass	2♥	Pass	2♠!
Pass	3♦	Pass	3♥!
Pass	4♣	Pass	4♦!
Pass	4♥	Pass	4NT!
Pass	5♦	Pass	6♦ All Pass

2♥ = B2+, 5♥ / any 5 bi-color

2♠! = B(0.5)+, **RF! Relay,** min **PL** = 2 + 0.5 = 2.5

3♦ = 3rd step answer for **direct** 2551 exact shape,

B(3 - 4), ♦ for 2♠ (**Fp gag**), 5♥/5♦ bi-color

NOTE: **Be extremely careful if the real 2nd suit matches the exact shape explanation ! That happens when the 2nd bi-color suit is the last possible suit to be shown !**

3♥! = **B3+** (**GF!**). Ask for the exact **B#**

The min **PL** = B2 + B1 + 1 (for 10 ♦ Trumps) + 1 (for good ♣ Singleton) = **5**

4♣ =3rd step answer for exactly **B4**

4♦**!** = **CPA!** Ask for **CP**. Before answering by CPA **discard CP = 4*B#** & show the rest of your CP by 2 CP for every step.

The 1st step CP answer = 4*B# + 2 = 4*4 + 2 = 18, 3 EQ, the 2nd step CP answer = 4*4 + 4 = 20, 2 EQ, the 3rd step CP answer = 4*4 + 6 = 22, 1 EQ

The min **PL** = **B4 + B1 + 1** (for 10 ♦ Trumps) + **1** (for good ♣ Singleton) = **7**

4♥ = 1st step answer for **2 CP** along + previously mandatory removed 4 * B4 = 16 CP for a **Total of 18 CP = 3 Aces** (or **Ace + 3 Kings**) with **3 EQ** (**2 real Q + 1 EQ**

for ♣ **Singleton**)
4NT!= Relay! Ask for **'2 of a kind'** by **SCOR** (in this case for the colors of the 2 Queens). That bid is not necessary! It is made here for an exercise!

The Queens are obviously in ♦ & ♥ because **Fp never scan Singleton Queen**!

5♦ = 2nd step answer for 2 COLOR Queens
6♦ = Sign Off

PL = **7** with Total of **30 CP** in both hands for a finesse **small SLAM**. **Fp play such small SLAM with 30 CP with 2 good FITs or with Super FIT + Misfit how it is in that case.**

In BBO the Bidding went:

p 1♥ p 1♠ p 3♦ p 4**NT p** 5♦ p 6 ♦ All Pass

Suppose the Bidding went:

NORTH	EAST	SOUTH	WEST
Pass	2♥	3♣	DBL!
4♣	4♦	Pass	4♠!
Pass	5♣	Pass	6♦ All Pass

Try to find after 4♣ bid what the **Penalty Rule of 13** will show to you. If you find 16, that will show max of 3 down (probably ♣ super FIT) for 500 non-Vulnerable. Will you bid **DBL** (which obviously

cannot be ♥♣ bi-color, but **Penalty**) or will you bid

4♦ = 3rd step for 1252 exact shape, showing to your partner the ♥♦ bi- color you hold and not willing to penalize the opponents because you have something else in mind ?

How your B# has changed after both Opponents' ♣ bid? If you upgraded it from 4.0 to 5.0, after partner's **DBL** you will not be able to answer properly on eventual **CPA**! Do not forget to check CP > 4*B# requirement to see that you cannot upgrade your B# even with 0.5! West will do the rest:

4♠! = **Ex Relay! GF!** Obviously not Absolute Sign Off !! Ask for the TOP Honor in the 2 card suit or / and the exact B#. The min **PL** = 2 + 0.5 + 1.0 (for 10 Trump cards) + 1.0 (for good ♣ Singleton) = **5+**

5♣ = 2nd step answer for exactly B4 (the 1st step is for showing of missing TOP Honor in the 2 card suit only! Do not count it for the B# step answer! B# showing **with** TOP Honor in the 2 card suit starts from the 2nd step = B2)

6♦ = Sign off. PL = 7, CP = 30, Super FIT + good Misfit

2♠ OPENING

2♠ Opening shows:

B(3.5 - 4), 17-18 HCP, 5+♠/5+♥ Major bi-color or
B(3 - 4), 15-18 HCP mixed 5+♠/5+♣ or 5+♠/5+♦ bi-colors

Developing the bids after 2♠ Opening

2♠ - **2NT** → B(0.5)+, **RF!** Ask for the other bi-color suit
2♠ - 3♣ → B(0), 6+ ♣ , no 3+ ♠
2♠ - 3♦ → B(0), 6+ ♦ , no 3+ ♠
2♠ - 3♥ → B(0), 6+ ♥ , no 3+ ♠
2♠ - 3♠ → B1, 3+ ♠, declaring min PL = 3

The Opener may use 4♣ Relay, asking for **CP** after the direct Fitting (1st step answer = **4 CP**

♠ ♥ ♦ ♣

Developing the bids after 2♠ - 2NT! (RF!)

2♠ - **2NT!** - 3♣ → **B(3 - 4),** 5♠/5♣ bi-color**,** 15–18 HC
→ 3♦! = **GF Relay!** Ask for 2/3/6+ cards suit
→ 3♥ = 5035
→ 3♠ = 5215
→ 3NT = 5035
→ 4♣ = 5305
→ 4♦ = 6♠**/5**♣
→ 4♥ = **5**♠/6♣
→ 4♠ = 6016 or 6106
→ **4NT** = 7♠/5♣, unusual
→ 5♣ = 5♠/7♣
→ 5♦ = 7006
→ 5♥ = 6007
→ 5♠ = 8005, no **CP**, 9 EQ
→ **5NT** = 5008, 4 **CP**, 7 EQ
→ 6♣ = 5008, 6 **CP**, 6 EQ

2♠ - **2NT!** - 3♦ → **B(3 - 4),** 5♠/5♦ bi-color**,** 15 – 18 HCP
→ 3♥! = **GF Relay!** Ask for 2/3/6+ card suit
→ 3♠ = 5152
→ 3**NT** = 5251
→ 4♣ = 5053
→ 4♦ = 5350, unusual
→ **4♥ =** 5♠/6♦, unusual
→ 4♠ = 6♠/5

→ **4NT** = 6061 or 6160

→ 5♣ = 7♠/5♦

→ 5♦ = 5♠/7♦

→ 5♥ = 6070, unusual

→ 5♠ = 7060

→ **5NT** = **B3,** 5080

→ 6♣ = **B3**, 8050, 4 **CP**, 8 EQ / **B(3.5),** 9 EQ

→ 6♦ = **B3,** 8050, 6+ **CP**, 7- EQ / **B(3.5),** 8 EQ

2♠ - **2NT!** → direct answers →

→3♥ →5512→ **strong B(3.5 - 4),** 5♠/5♥ bi-color, 17-18 HCP

→3♠ = 5521, 16+ **CP**, 3- EQ

→ **3NT** = 5530, 14+ CP, 4- EQ

→ 4♣ = 5503, 14+ CP, 4- EQ

→ 4♦ = **6♠**/5♥**,** 12+ CP, 5- EQ

→ 4♥ = **5♠**/6♥**,** 12+ CP, 5- EQ

→ **4♠ =** 6♠**/6**♥, 10+ CP, 6- EQ

→ **4NT =** 5♠**/6**♥, 10+ CP, 6- EQ

→ 5♣ = 6♠/5♥, 10+ CP, 6- EQ

→ 5♦ = 7600, 8+ CP, 7- EQ

→ 5♥ = 6700, 8+ CP, 7- EQ

→ 5♠ = 8500, 6+ CP, 8- EQ

→ **5NT** = 5800, 6 CP, 8 EQ

→ 6♣ = 5800, 8 CP, 7 EQ

→ **6♦ =** 5800, 10 CP, 6 EQ

→ **6**♥ = 5800, 12 -14 CP, 5 EQ

REMINDER / EXPLANATION NOTE

I hope, you remember the Formulas for finding your Equivalent Queens (EQ) with a long suit or with a bi-color:

The Formula with a long 7+ card suit:

EQ = 0.5*(n – 6), where **'n'** is the number of the cards in the long suit

The Formula with a 6+/5+ bi-color:

EQ = 0.5*(m – 10), where **'m'** is the sum of the cards in the bi-color

I hope also, you remember **the Main Formula** for the 1st step **CP** answer with a balance hand (no 5+ suit, no Singleton / Void) or with a 5-6 card suit, no Void:

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

♠ ♥ ♦ ♣

How CP & EQ change in the main Formula in dependence of your shape:

The main Formula: CP = 4*B# + 2

1. For a Void or 2 Singletons:

CP = 4*B# + 2 - 2 = 4*B# (for V / 2S) **along with 3+1** (for V / 2S) = **4 EQ**

The Formula becomes:

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

2. For 7 card suit:

CP = 4*B# + 2 - 2 (for the 7th card) **along with 3+1** (for the 7th card) = **4 EQ**

The Formula becomes:

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

3. For a 6/5 bi-color:

CP = 4*B# + 2 - 2 (for the 11th card) **along with 3+1** (for the 11th card) = 4 **EQ**

The Formula becomes:

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

4. For 8 card suit:

CP = 4*B# + 2 - 2 (for the 7th card) **- 2** (for the 8th card) **along with 3 + 1** (for the 7th card) **+ 1** (for the 8th card) **= 5 EQ**

The Formula becomes:

CP = 4*B# - 2 along with 5 EQ

5. For a 6/6 or a 7/5 bi-color:

CP = 4*B# + 2 - 2 (for the 11th card) **- 2** (for the 12th card) along with **3 + 1** (for the 11th card) **+ 1** (for the 12th card) **= 5 EQ**

The Formula becomes:

CP = 4*B# - 2 along with 5 EQ

6. For 9 card suit:

CP = 4*B# + 2 - 2 (for the 7th card) **- 2** (for the 8th card) **- 2** (for the 9th card) **along with 3 + 1** (for the 7th card) **+ 1** (for the 8th card) **+ 1** (for the 9th card) **= 6 EQ**

The Formula becomes:

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

7. For a 7/6 bi-color:

CP = **4 CP = *B# - 2** (for the 11th card) **- 2** (for the 12th card) **- 2** (for the 13th card) **along with 3 + 1** (for the 11th card) **+ 1** (for the 12th card) **+ 1** (for the 13th card) **= 6 EQ**

The Formula becomes:

CP = 4*B# - 4, 6 EQ

♠ ♥ ♦ ♣

Now the Formulas with shape combinations:

1. For 7 card suit + a Void / 2 Singletons :

CP = **4*B# - 2** (for the 7th card) **- 2** (for the V / 2 S) **along with 3+1** (for the 7th card) **+1** (for the V / 2 S) **= 5 EQ**

The Formula becomes:

CP = 4*B# - 2 along with **5 EQ**

2. For a 6/5 bi-color + a Void / 2 Singles:

CP = **4*B# - 2** (for the 11th card) **- 2** (for the V / 2 S) **along with 3+1** (for the 11th card) **+1** (for the V / 2 S) **= 5 EQ**

The Formula becomes:
CP = 4*B# - 2 along with **5 EQ**

3. For 8 card suit + a Void / 2 Singletons:

CP = 4*B# - 2 (for the 7th card) **- 2** (for the 8th card) **- 2** (for the V / 2 S) **along with 3 + 1** (for the 7th card) **+ 1** (for the 8th card) **+ 1** (for the V / 2 S) **= 6 EQ**

The Formula becomes:
CP = 4*B# - 4 along with **6 EQ**

4. For a 6/6 bi-color + a Void:

CP = **4*B# - 2** (for the 11th card) **- 2** (for the 12th card) **- 2** (for the Void) **along with 3 + 1** (for the 11th card) **+ 1** (for the 12th card) **+ 1** (for the Void) **= 6 EQ**

The Formula becomes:
CP = 4*B# - 4 along with **6 EQ**

Board 24

NORTH
♠J
♥K842
♦QT962
♣J96

WEST
♠AT973
♥9
♦J5
♣AKQ43

EAST
♠KQ65
♥AT7
♦A84
♣752

SOUTH
♠842
♥QJ653
♦K73
♣T8

N-S vulnerable, Opponents Pass throughout

WEST	NORTH	EAST	SOUTH
2♠	Pass	2NT!	Pass
3♣	Pass	3♦!	Pass
3♠	Pass	**4♣!**	Pass
4♦	Pass	**4♥**!	Pass
4NT	Pass	5♣!	Pass
5NT	Pass	7♠	All Pass

2♠ = **B(3 - 4),** 5+♠/5+ any bi-color / **B(3.5 - 4)** if 5♠/ 5♥ bi-color

2NT! = **B1+, RF!** Ask for the other bi-color suit

3♣ = **B(3 - 4),** 5♠/5♣ bi-color
3♦! = **GF!** Ask for 2/3 card suit

3♠ = 5125 exact shape (by passing 3♥ bid, which is natural for 2 card ♥ suit, obviously the ♦ suit is with 2 cards. **3NT** bid will be for 3 card ♦ suit, 4♣ bid will be for 3 card ♥ suit (all bids by **Fp gag** for space saving)
4♣**!** = **Relay!** Ask for the exact **B#** (**3NT** bid will be Absolute Sign Off)

4♦ = 1st step answer for exactly **B3**
4♥! = **CPA Ex Relay!** (can be in the Singleton / Void suit). Ask for **CP**. **Before answering by CPA discard CP = 4*B# & show the rest of your CP by 2 CP for every step.** The 1st step CP answer = 4*B# + 2 = 4*3 + 2 = 14, 3 EQ, the 2nd step CP answer = 4*3 + 4 = 16, 2 EQ, the 3rd step CP answer = 4*3 + 6 = 18, 1 EQ

4NT = 2nd step answer for **4 CP** + previously mandatory removed 4*B# = 4*3 = 12 CP, for a **Total of 16 CP** = 2A + K along with 2 EQ (♥ Singleton + 1 real Queen)
5♣! = **Relay!** Ask for the **King's + Queen's suits by SCOR**

5NT = 4th step answer for **King + Queen in the same suit**, statistically in ♣ suit
7♠ = Sign Off

PL = **B3 + B(2.5) + 1** (for 5 by 3 side ♣ FIT with all 3 TOP Honors) + **0.5** (for 9 ♠ Trumps) + **1.0** (for the **'good'** ♥ Singleton) + **0.25*** (**force*point** for 4 Aces, Tempo Adjustment) **- 0.5** (for more than 2 Adjustments) - **0.5** (for more Aces than the Kings in both hands, max of 2 Negative Adjustment are allowed !) = **7.25*** **for statistically 75% GRANG SLAM**

CP = **16 + 16** + 4 (for 4 pseudo CP in ♥) = Total **36 CP** in both hands with 2 '**good**' FITs **for statistically 100% GRANG SLAM** (depends on opponents' holdings in both of your FIT suits)

NOTE: **Let's talk statistically**: 100% **GRAND SLAM** means only that you must try the **SLAM**, not that it is 100% sure Slam! Of course, your **GRAND SLAM** depends on the distribution of the ♣ suit in the opponents' hands. If you do not have all 4 Honors in your side suit and it breaks 4 by 1, you probably will go down! But that's the game of bridge, we all know that! To ignite your willingness to risk, I will tell you:

With PL = 7.25*, 2 'good' FITs, one of which is a Super FIT of 9+ cards, 36 CP are enough for trying the GRAND SLAM !

Most of the bridge players are not able to

calculate the probabilities in their dept. That's why I have created Force Point simply rules to guide them for deciding on **SLAM**, not only to distinguish a **small SLAM** from a **GRAND SLAM**, but also to help them to discover all possible small Slams with 18 to 26 HCP in both hands.

By my opinion it is better to rely on the statistics and to explore all opportunities even if you can lose sometimes. Below is a game which is very dangerous for investigating in full even with **Fp**.

If West holds ♣ King, 6♠ are obvious, but with ♦ King you may go overbidding before you discover it. Can you manage the game?

If you decide to buy a Fp license along with free **Sysnotes** computer program, you will be able to start playing **Fp** almost immediately In **3 days**, you will be ready **for playing on Internet**. In **3 months**, you will be able to play **Fp on live Tournaments** without **Sysnotes**.

Send an email to: pboev777@gmail.com to obtain a pair license for $26.10 for using Force Point on International Tournaments along with 2 Sysnotes computer programs for choosing your bids by the time of the Bidding & 2 e-Books **'Slam after Slam with Force Point'**

Board 25

EW Vulnerable
West opens 1♣
North bids 1♥
East bids **DBL!** = **B(0.5)+, RF!**
South bids 2♥
West upgrades his **B#** from **4.5 to 5** (for the Singleton in the Opponents ♥ suit) and bids **DBL** = **strong B(4.5)+,** any shape. Continue.

WEST	**EAST**
♠AJ3	♠KQ1065
♥8	♥1073
♦AKJ9	♦10
♣AK543	♣Q762

1♣ = **B2+,** 5+ ♣ / **B(4.5),** balance or **B(4.5)+,** any
1♥ = North's bid
DBL! = B(0.5), RF! Ask for the overall shape
2♥ = South's raise

DBL = B(4.5)+, any shape (West's bid)

From that point Opponents Pass Throughout

2♠ = **GF!** Ask for the Basic suit or bi-color (East's bid)

3♣ = 5+ ♣ (West's bid)
3♦**!** = **Relay!** Ask for the overall shape (East's bid)

3♥ = 1st step answer for 5♣ or 7♣, **SHAPE** / 2227 (West's bid)

3♠! = **Relay**! Ask for the 2nd longest suit (East's bid)

4♦ = 4 card ♦ suit, 3145 exact shape (West's bid)

4♥! = **Ex Relay!** Ask for the exact **B#** (East's bid)

4NT = 2nd step answer for **B# = 5** (West's bid)

5♣**!** = **CPA Relay!** Before answering by CPA **discard CP = 4*B#** & show the rest of your CP by 2 CP for every step. The 1st step CP answer = 4*B# + 2 = 4*5 + 2 = 22, 3 EQ, the 2nd step = 24 CP, 2 EQ, the 3rd step = 26, 1 EQ The **PL** = **B5 + B(0.5) + 0.5** (for 9 ♣) = **6** (East's bid)

5♠ = 3rd step answer for 6 **CP** + previously mandatory removed 4*B# = 4*5 = 20 **CP** for **Total of 26 CP** = 3A + 2K, along with 1 **EQ** (obviously in the Singleton ♥, so no real Queens) (West's bid)

Thinking! First of all, East will check if West holds a Singleton King:

West B# = -2 (initial tricks) + 4.5 (for 3 Aces) + 2 (for 2 Kings) + 0.5 (for ♥ Singleton) = 5 exactly the same B# the partner has showed, so West doesn't have a Singleton ♥ King.

The Total **CP** in both hands = 26 + 4 = 30 with 2 FITs (♥ FIT + ♣ Super FIT)

PL = 6, CP =30 for statistically 100% Small SLAM with 2 FITs !

6♠ = Sign off (East's bid)

All Pas

Overview of 3♣ / 3♦ / 3♥ / 3♠ Openings

Force Point does not use barrage openings, so the 3rd Level Openings show very strong, B**(4.5)+, 6+/5+** bi-colors, as the Opening has to be made in 6+ card suit (**when the bi-color is 6/6 the Opening must be made in the lower suit !**).

Remember: **with 6+/5+ bi-colors Fp never ask for B#**, instead the **Quest**, after discovering your exact shape may ask you directly for **CP** and use that info only, to choose the Final contract.

The **Bidding Mechanism** you should become accustomed is how to show the exact distributions with these bi-colors. **Use NT bid or one of the bi-color suit to display a lateral distribution of 1 by 1 in the short suits.**

If you bid 4 in the opening suit, you will show **B(4.5)+, 9+ card suit, 12+ CP**

Remember: **Normally you open in the longer suit, but when you have equal lengths 6/6 suits, you must open in the lower suit!**

Also, with 6+/5+ bi-colors, after discovering the exact Opener's shape, **Fp** never asks for the exact B#, but directly uses **CPA** (asks for **CP**)

With such bi-colors, **Fp** uses the **Absolute Sign Off bids** (3NT, 4♥, 4♠) **for Exclusive Relays (Ex Relays)** to save a huge Bidding space (except when ♥ or ♠ is one of your bi-color suits.

3♣ Opening → B(4.5 - 5), 6+ ♣ / 5+ Major suit or B(4.5)+, 9++♣

It's important here to remember that 3♣ is possible with 6+ ♣ and any other 5+ card suit.

So, after 3♦! (**RF!**), the answer 3♥ is reserved for 6+ ♣ / 5+♥, the answer 3♠ is reserved for 6+ ♣ / 5+ ♠, the answer **3NT** is reserved for 6+ ♣ / 5+ ♦ and 4♣ bid shows 9♣

♠ ♥ ♦ ♣

Development the bids after 3♣ - 3♦! RF! →

→ Mandatory Relay for the other suit !

→ 3♥ = **B(4.5 - 5),** 6+ ♣ / 5+ ♥ bi-color

→ 3♠! = **GF! Relay!** Ask for the length of the suits

→ **3NT** = x5x6

→ 4♣**! = Relay!** Ask for exact shape

→ 4♦ = 0526

→ 4♥ = 1516

→ 4♠ = 2506

→ 4♣ = 1606

→ 4♦! = 0616

→ 4♥ = 0517

→ 4♠ = 1507

→ **4NT** = 0607, unusual

→ 5♣ = 0508

→ 3♠ = **B(4.5 - 5),** 6+ ♣ / 5+ ♠ bi-color

→ **3NT! = Ex Relay! Ask for the length of the suits**

→ 4♣ = 5xx6

→ 4♦ = **Relay!** Ask for exact shape

→ 4♥ = 5206

→ 4♠ = 5026 → ♠ for 2♦

→ **4NT** = 5116

→ 4♦ = 6016

→ 4♥ = 6106

→ 4♠ = 5017

→ **4NT** = 5107 → NT for ♥

→ 5♣ = 6007

→ 5♦ = 5008, unusual

→ **3NT = B(4.5 - 5), 6+ ♣ / 5+ ♦ bi-color**

→ 4♣ = **Relay!** Ask for the length of the suits

→ 4♦ = xx56

→ 4♥ = **Ex Relay!** Ask for the exact shape

→ 4♠ = 2056

→ **4NT** = 1156

→ 5♣ = 0256→ ♣ for ♥

→ 4♥ = 0166

→ 4♠ = 1066

→ **4NT** = 0157

→ 5♣ = 1057

→ 5♦ = 0067, unusual

→ 5♥ = 0058

→ 4♣ = **B(3 - 5), 9+ ♣, 6+ CP, 7 EQ**

→ 4♦ = **B3+ ! Ex Relay!** Ask for the side suits

→ 4♥ = **B(3 - 5), 9♣ + SHAPE, 6+ CP, 7- EQ**

→ 4♠ = **B3+ ! Ex Relay!** Ask for the exact shape

→ **4NT** = 2029 → 9♣ + **SHAPE**

→ 5♣ = 1219 → ♣ for 2♥, 9♣ + **SHAPE**

→ 5♦ = 1039 → 9♣ + **SHAPE**

→ 5♥ = 0409 → 9♣ + **SHAPE**

→ **5♠** = 3019 → 9♣ + **SHAPE**

→ **4♠ = B(3 - 5), 9♣ + COLOR, 6+ CP, 7- EQ**

→ 4NT = **Relay!** Ask for the exact shape

→ 5♣ = 2119 → 9♣ + **COLOR**

→ 5♦ = 0139 → 9♣ + **COLOR**

→ 5♥ = 0319 → 9♣ + **COLOR**
→ **5♠** = 4009 → 9♣ + **COLOR**
→ 5**NT** = 0229 → 9♣ + **COLOR**

→ 4**NT** = **B(3 - 5),** 1129 → 9♣+ **RANK, 6+ CP**, **7- EQ**
→ 5♣ = 2209 → 9♣ + **RANK**
→ 5♦ = 0049 → 9♣ + **RANK**
→ 5♥ = 1309 → 9♣ + **RANK**
→ **5♠** = 3109 → 9♦ + **RANK**

→ 4♦ = **B(3 - 5), 10♣ + SHAPE, 4+ CP, 8- EQ**
→ 4♥ = **B3+** ! **Ex Relay!** Ask for the side suits
→ 4♠ = 2-0-1-10, 10♣ + **SHAPE**
→ **4NT** = 0-3-0-10, 10♣ + **SHAPE**
→ 5♣ = 1-1-1-10, 10♣ **+ neutral**
→ 5♦ = 1-0-2-10, 10♣ + **SHAPE**

→ 4♥ = **B(3 - 5), 10♣ + COLOR, 4+ CP, 8- EQ**
→ 4♠ = **B3+** ! **Ex Relay!** Ask for the side suits
→ **4NT** = 0-2-1-10, 10♣+ **COLOR**
→ 5♣ = 3-0-0-10, 10♣ **+ COLOR**
→ 5♦ = 0-1-2-10, 10♣ + **COLOR**

→ 4♠ = 2-1-0-10, 10♣ + **RANK, 4+ CP**, 8- EQ
→ **4NT** = 0-0-3-10, 10♣ + **RANK**
→ 5♣ = 1-2-0-10, 10♣ **+ RANK**

♠ ♥ ♦ ♣

3♦ Opening → B(4.5 - 5), 6+ ♦ / 5+ Major suit or B(4.5)+, 9+♦

It's important here to remember that 3♣ is possible with 6+ ♣ and any other 5+ card suit.

So, after 3♥! (**RF!**), the answer 3♠ is reserved for 6+ ♦ / 5+♠, the answer **3NT** is reserved for 6+ ♦ / 5+ ♥, the answer 4♣ is reserved for 6+ ♦ / 5+ 4♣ and 4♦ bid shows 9♦

♠ ♥ ♦ ♣

Development the bids after 3♦ - 3♥! RF! →

→ Mandatory Relay for the other suit ! →

3♠ = **B(4.5 - 5),** 6+♦/5+♠ bi-color
→ **3NT** = **B3+,** Ex Relay for the length of suits
→ 4♣ = 5x6x
→ 4♦ = **Relay!** Ask for the exact shape
→ 4♥ = 5260
→ 4♠ = 5062 → ♠ for 2♣
→ **4NT** = 5161→ NT for 1 by 1

→ 4♦ = 6061, unusual
→ 4♥ = 6160
→ 4♠ = 5071→ ♠ for ♣

→ **4NT** = 5170 → NT for ♥
→ 5♣ = 6070, unusual
→ 5♦ = 5080

3NT = **B(4.5 - 5),** 6+♦/5+♥ bi-color
→ 4♣ = **B3+, Ex Relay!** Ask for the exact shape
→ 4♦ = x56x
→ 4♥ = Absolute Signoff
→ 4♠ = **Ex Relay!** Ask for the exact shape
→ **4NT** = 1561
→ 5♣ = 0562
→ 5♦ = 2560 → ♦ for 2♠

→ 4♥ = 0661 → ♥ for ♣
→ 4♠ = 1660
→ **4NT** = 1570
→ 5♣ = 0571
→ 5♦ = 0670
→ 5♥ = 0580, unusual

4♣ = **B(4.5 - 5),** 6+♦/5+♣ bi-color
→ 4♦ = **B3+, Ex Relay!** the length of suits
→ 4♥ = xx65
→ 4♠ = **Ex Relay!** Ask for the exact shape
→ **4NT** = 1165
→ 5♣ = 0265 → ♣ for 2♥
→ 5♦ = 2065 → ♦ for 2♠

→ 4♠ = 1075

→ **4NT** = 0175 → **NT** for ♥ Singleton
→ 5♣ = 0076, unusual
→ 5♦ = 0085

NOTE: For 6+♦ / 6+♣ bi-color use 3♣ Opening !

4♦ = **B(3 - 4), 9♦, 6+ CP, 7 EQ**
→ 4♥ = **B3+ !! Ex Relay!** Ask for the side suits
→ 4♠ = **B(3 - 5), 9♦ + SHAPE, 6+ CP, 7- EQ**
→ **4NT** = **Relay!** Ask for the exact shape
→ 5♣ = 0193→ 9♦ + **SHAPE**
→ 5♦ = 2191 → 9♦ + **SHAPE**
→ 5♥ = 0391 → 9♦ + **SHAPE**
→ 5♠ = 4090 → 9♦ + **SHAPE**
→ **5NT** = 0292 → 9♦ + **SHAPE**

→ **4NT** = **B(3 - 5), 9♦ + COLOR, 6+ CP, 7- EQ**
→ 5♣ = **Relay!** Ask for the exact shape
→ 5♦ = 2092 → 9♦ + **COLOR**
→ 5♥ = 0490 → 9♦ + **COLOR**
→ 5♠ = 3091 → 9♦ + **COLOR**
→ **5NT** = 1291 → 9♦ + **COLOR**
→ 5♣ = 1093 → 9♦ + **COLOR**

→ 5♣ = 1192 → 9♦ + **RANK, 6+ CP, 7- EQ**
→ 5♦ = 2290 → 9♦ + **RANK**
→ 5♥ = 1390 → 9♦ + **RANK**
→ 5♠ = 3190 → 9♦ + **RANK**
→ **5NT** = 0094 → 9♦ + **RANK**

4♥ = **B(3 - 5),** 10♦ + **SHAPE, 4+ CP, 8- EQ**
→ 4♠ = **B3+** ! **Ex Relay!** Ask for the exact shape
→ **4NT** = 0-2-10-1, 10♦ + **SHAPE**
→ 5♣ = 0-1-10-2 → 10♦ + **SHAPE**
→ 5♦ = 1-1-10-1 → 10♦ + **neutral, 4+ CP**, 8- EQ
→ 5♥ = 3-0-10-0 → 10♦ + **SHAPE, 4+ CP**, 8- EQ

4♠ = **B(3 - 4),** 10♦ + **COLOR**, 4+ **CP**, 8- EQ
→ **4NT** = **B3+** ! Ask for the exact shape
→ 5♣ = 10-2-1-0 → 10♦ + **COLOR**
→ 5♦ = 2-0-10-1 → 10♦ + **COLOR**
→ 5♥ = 0-3-10-0 → 10♦ + **COLOR**

4NT = 1-2-10-0 → 10♦ + **RANK**, **4+ CP, 8- EQ**
5♣ = 0-0-10-3 → 10♦ + **RANK**
5♦ = 2-1-10-0 → 10♦ + **RANK**

♠ ♥ ♦ ♣

3♥ Opening → B(4.5 - 5), 6+ ♥ / 5+ any other suit or B(4.5)+, 9+♥

It's important here to remember that 3♥ is possible with 6+ ♥ and any other 5+ card suit.

So, after 3♠! (**RF!**), the answer **3NT** is reserved for 6+ ♥ / 5+♠, the answer 4♣ is reserved for 6+ ♥ / 5+ ♣, the answer 4♦ is reserved for 6+ ♥ / 5+ ♦ and 4♥ bid shows 9♥

♠ ♥ ♦ ♣

Development announces after 3♥ - 3♠! RF!

→ Mandatory Relay for the other suit ! →

→ **3NT** = **B(4.5 - 5),** 5+ ♠ / 6+ ♥

→ 4♣**!** = **GF Relay!** Ask for the length of the suits

→ 4♦ = 56xx

→ **4NT! Relay!** Ask for shape;

→ 4♥ = Absolute Signoff

→ 4♠ = Absolute Signoff

→ 5♣ = 5602

→ 5♦ = 5620

→ 5♥ = 5611

→ 4♥ = 6601 → 5♥ for ♣

→ 4♠ = 6610 →♠ for ♦

→ **4NT!** = 5710 →NT for ♦

→ 5♣ = 5701

→ 5♦ = 6700, unusual

→ 5♥ = 5800

→ 4♣ = **B(4.5 - 5),** 6+ ♥ / 5+ ♣

→ 4♦! (**Relay!** Ask for the length of the suits

→ 4♥ = x6x5

→ 4♠ = **Ex Relay!** Ask for the exact shape

→ **4NT** = 1615

→ 5♣ = 2605 → ♣ for 2♠

→ 5♦ = 0625

→ 4♠ = 1705

→ **4NT** = 0715 → NT for ♦

→ 5♣ = 0706

→ 5♦ = 0805

NOTE: For 6+♥ / 6+♣ bi-color use 3♣ Opening !

→ 4♦ = **B(4.5 - 5),** 6+ ♥ / 5+ ♦ → 4♥ = Absolute Signoff

→ 4♠! **Ex Relay!** Ask for the length of the suits

→ **4NT** = x65x

→ 5♣ = **Relay!** Ask for the exact shape

→ 5♦ = 1651

→ 5♥ = 0652 → ♥ for 2♣

→ 5♠ = 2650

→ 5♣ = 0751

→ 5♦ = 1750

→ 5♥ = 0760

→ 5♠ = 0850

NOTE: For 6+♥ / 6+♦ bi-color use 3♦ Opening !

→ 4♥ = **B3, 9+ ♥, 6+ CP, 7 EQ**

→ 4♠ = **B3+ ! Ex Relay!** Ask for the side suits

→ **4NT** = **B(3 - 5), 9♥ + SHAPE, 6+ CP, 7- EQ**

→ 5♣ = **Relay!** Ask for the exact shape

→ 5♦ = 9301 → 9♥ + **SHAPE**

→ 5♥ = 1912 → 9♥ + **SHAPE**

→ 5♠ = 3910 → 9♥ + **SHAPE**

→ **5NT** = 2920 → 9♥ + **SHAPE**

→ **6♣** = 0904→ 9♥ + **SHAPE**

→ 5♣ = **B(3 - 5), 9♥ + COLOR, 6+ CP, 7- EQ**

→ 5♦ = **Relay!** Ask for the exact shape

→ 5♥ = 2902 → 9♥ + **COLOR**
→ 5♠ = 3901 → 9♥ + **COLOR**
→ **5NT** = 1921 → 9♥ + **COLOR**
→ **6♣** = 1903→ 9♥ + **COLOR**
→ 5♦ = 0940 → 9♥ + **COLOR**

→ 5♦ = 0931 → 9♥ + **RANK, 6+ CP, 7- EQ**
→ 5♥ = 0922 → 9♥ + **RANK**
→ 5♠ = 4900 → 9♥ + **RANK**
→ **5NT** = 2911 → 9♥ + **RANK**
→ **6♣** = 0913→ 9♥ + **RANK**

→ 4♠ = **B(3 - 5), 10♥ + SHAPE, 4+ CP, 8- EQ**
→ **4NT = B3+ ! Ex Relay!** Ask for the side suits
→ 5♣ = 0-10-0-3 →10♥ + **SHAPE**
→ 5♦ = 1-10-2-0 → 10♥ + **SHAPE**
→ 5♥ = 1-10 -1-1 → 10♥ + **neutral**
→ 5♠ = 2-10-1-0 → 10♥ + **SHAPE**

→ **4NT = B(3 - 5), 10♥ + COLOR, 4+ CP, 8- EQ**
→ 5♣ = **B3+** ! Ask for the exact shape
→ 5♦ = 0-10-3-0 → 10♥ + **COLOR**
→ 5♥ = 1-10-0-2 → 10♥ + **COLOR**
→ 5♠ = 2-10-0-1 → 10♥ + **COLOR**

→ 5♣ = 0-10-1-2, 10♥ + **RANK, 4+ CP, 8- EQ**
→ 5♦ = 0-10-2-1, 10♦ + **RANK**
→ 5♥ = 3-10-0-0, 10♦+ **RANK**

3♠ Opening → B(4.5 - 5), 6 + ♠ / 5+ any other suit or B(4.5)+, 9+♠

The Round Forcing Exceptional Relay 3NT! (Ex RF!) must be used with B# >= 0. It's important to remember that 3♠ is possible with 6+ ♠ and any other 5+ card suit.

So, after **3NT! (Ex RF!)**, the answer 4♣ is reserved for 6+ / 5+♣, the answer 4♦ is reserved for 6+ ♠ / 5+ ♦, 4♥ is reserved for 6+ ♠ / 5+ ♥ Major bi-color and 4♠ show 9 card ♠ suit.

Development announces after 3♠ - 3NT!

→ Mandatory Relay for the other suit ! →

→ 4♣ = **B(4.5 - 5),** 6+ ♠ / 5+ ♣

→ 4♦! = **GF Relay!** Ask for the length of the suits

→ 4♥ = 6xx5 → 4♠ = Absolute Signoff

→ **4NT! = Relay!** Ask for exact shape

→ 5♣ = 5115

→ 5♦ = 6025

→ 5♥ = 6205

→ 4♠ = 7015 → ♠ for ♦

→ **4NT** = 7015 → NT for ♦

→ 5♣ = 7006, unusual

→ 5♦ = 8005

NOTE: For 6+♠ / 6+♣ bi-color use 3♣ Opening !

→ 4♦ = **B(4.5 - 5),** 6+ ♠ / 5+ ♦
→ 4♥! = **Ex Relay!** Ask for the length of suits
→ 4♠ = 6x5x
→ **4NT** = **Relay!** Ask for exact shape
→ 5♣ = 6052
→ 5♦ = 6151
→ 5♥ = 6250

→ **4NT** = 7150 → NT for ♥
→ 5♣ = 7051
→ 5♦ = 7060
→ 5♥ = 8050

NOTE: For 6+♠ / 6+♦ bi-color use 3♦ Opening !

→ 4♥ = **B(4.5 - 5),** 6+ ♠ / 5+ ♥ → 4♠ = Absolute Signoff
→ **4NT! = Relay!** Ask for the length of the suits
→ 5♣ = 65xx
→ 5♦! = **Relay!** Ask for the exact shape
→ 5♥ = 6502 → ♥ for 2♣

→ 5♠ = 6520 → ♠ for 2♦
→ **5NT** = 6511

→ 5♦ = 7510
→ 5♥ = 7501 → ♥ for ♣

→ 5♠ = 7600
→ **5NT** = 8500

→ 4♠ = ~ **B(3 - 5), 9+ ♠, 6+ CP, 7 EQ**
→ **4NT** = **Relay!** Ask for exact shape
→ 5♣ = **9♠ + SHAPE, 6+ CP, 7- EQ**
→ 5♦ = **Relay!** Ask for exact shape
→ 5♥ = 9301 → **9♠ + SHAPE**
→ 5♠ = 9121 → **9♠ + SHAPE**
→ **5NT** = 9202 → **9♠ + SHAPE**
→ 6♣ = 9103 → **9♠ + SHAPE**
→ 5♦ = 9040 → **9♠ + SHAPE**

→ 5♦ = **9♠ + COLOR, 6+ CP, 7- EQ**
→ 5♥ = **Relay!** Ask for exact shape
→ 5♠ = 9112 → **9♠ + COLOR**
→ **5NT** = 9220 → **9♠ + COLOR**
→ 6♣ = 9004 → **9♠ + COLOR**
→ 5♦ = 9130 → **9♠ + COLOR**

→ 5♥ = 9310 → **9♠ + COLOR**

→ 5♥ = 9400, **9♠ + RANK, 6+ CP, 7- EQ**
→ 5♠ = 9022 → **9♠ + RANK**
→ **5NT** = 9211 → **9♠ + RANK**
→ 6♣ = 9013 → **9♠ + RANK**
→ 5♦ = 9031 → **9♠ + RANK**

→ **4NT** = **B(3 - 5),** 10♠ + **SHAPE, 4+ CP, 8- EQ**
→ 5♣**! = Relay!** Ask for exact shape
→ 5♦ = 10-0-3-0, 10♠ + **SHAPE**
→ 5♥ = 10-2-0-1, 10♠ + **SHAPE**
→ 5♠ = 10-1-1-1, 10♠, **neutral**
→ **5NT** = 10-1-0-2, 10♠ + **SHAPE**

→ 5♣ **= B(3 - 5),** 10♠ + **COLOR, 4+ CP, 8- EQ**
→ 5♦**! = Relay!** Ask for exact shape
→ 5♥ = 10-2-1-0, 10♠ + **COLOR**
→ 5♠ = 10-0-0-3, 10♠ + **COLOR**
→ **5NT** = 10-1-2-0, 10♠ + **COLOR**

→ 5♦ = 10-0-2-1, 10♠ + **RANK, 4+ CP, 8- EQ**
→ 5♥ = 10-3-0-0 → 10♠ + **RANK**
→ 5♠ = 10-0-1-2, 10♠ + **RANK**

After Opponents' Barrage Overcalls on 3rd Level

The Respondent has 2 options:

With B3+ to continue with **DBL** = **Relay** asking the Opener to show his overall shape.

With B(0.5) to B(2.5) to show his exact **B#** only, starting from **Pass = B(0.5) or less**, so the Opener can make a **free bid** or may continue with a **Relay** asking the partner to show his 5+ card **Basic** suit or a **balance** hand (**including pseudo** balance) or a **bi-color** excluding the Opponent's suit.

Knowing the **exact PL**, the Opener may continue with Relays till discover the **exact** partner's **shape**, then **calculate** the partner's **CP** and decide on final contract (see Board 37).

NOTE: The above is not applicable (NA) after 1 in suit Opening – 3 in the same suit Overcall by an Opponent if the JUMP barrage bid is natural suit bid. In such cases the Responder (becoming the Quest) must use the bid of **DBL** with any B# from B(0.5) and up, making the mandatory free bid on the 2nd round if he has only B(0.5)

With B(0) the Respondent must make immediately a free bid, with B(-) must bid Pass.

3NT Opening → B(5.5)+, Very Strong 6+/5+ bi-color

→ 4♣ = **B(-1)+, Relay!** Ask for the bi-color

→ 4♦ = **B(5.5)+,** 6+♦/5+ any bi-color

→ 4♥ = **PL > 5, Ex Relay** for the kind of the bi-

→ 4♠ = **B(5.5)+,** 6+♦/5♠ bi-color

→ 4**NT** = **B 1+,** Ask for 6/7/8 card suit

→ 5♣ = **B(5.5)+,** 5062 → 6♦/5♠ bi-color

→ 5♦ = 5161→ 6♦/5♠ bi-color

→ 5♥ = 5260 → 6♦/5♠ bi-color, unusual

→ 5♠ = 5071 → 7♦/5♠ bi-color

→ **5NT** = 5170 → 7♦/5♠ bi-color

→ 6♣ = 5080 → 8♦/5♠ bi-color

→ 4**NT** = **B(5.5)+,** 6+♦/5♥ bi-color

→ 5♣ = **B 1+,** Ask for 6/7/8 card suit

→ 5♦ = **B(5.5)+,** 1561→ 6♦/5♥ bi-color

→ 5♥ = 0562→ 6♦/5♥ bi-color

→ 5♠ = 2560 → 6♦/5♥ bi-color

→ **5NT** = 1570 → unusual, 7♦/5♥ bi-color

→ 6♣ = 0571 → 7♦/5♥ bi-color

→ 6♦ = 0580 → 8♦/5♥ bi-color

→ 5♣ = 1165 → 6♦/5♣ bi-color
→ 5♦ = 2065 → 6♦/5♣ bi-color
→ 5♥ = 0265 → 6♦/5♣ bi-color
→ 5♠ = 1075→ 7♦/5♣ bi-color
→ **5NT** = 0175→ 7♦/5♣ bi-color
→ 6♣ = 0085 → 8♦/5♣ bi-color

→ 4♥ = **B(5.5)+,** 6+♥/5+ any bi-color
→ 4♠ = **PL > 5, Ex Relay** for the kind of the bi-
→ 4**NT** = **B(5.5)+,** 6+♥/5♠ bi-color, unusual
→ 5♣ = **B 1+,** Ask for 6/7/8 card suit
→ 5♦ = **B(5.5)+,** 5620 → 6♥/5♠ bi-color
→ 5♥ = 5602 → 6♥5♠ bi-color
→ 5♠ = 5611→ unusual, 6♥/5♠ bi-color
→ **5NT** = 5710→ 7♥/5♠ bi-color
→ 6♣ = 5701→ 7♥/5♠ bi-color
→ 6♦ = 5800→ 8♥5♠ bi-color

→ 5♣ = **B(5.5)+,** 6+♥/5♣ bi-color
→ 5♦ = **B 1+,** Ask for 6/7/8 card suit
→ 5♥ = 0625→ unusual, 6♥/5♣ bi-color
→ 5♠ = 2605→ 6♥/5♣ bi-color
→ **5NT** = 1615→ 6♥/5♣ bi-color

→ 6♣ = 1705 → 7♥/5♣ bi-color
→ 6♦ = 0715 → 7♥/5♣ bi-color
→ 6♥ = 0805 →8♥/5♣ bi-color

→ 5♦ = **B(5.5)+,** 1651 → 6+♥/5♦ bi-color
→ 5♥ = 0652 → 6♥/5♦ bi-color
→ 5♠ = 2650 → 6♥/5♦ bi-color

→ **5NT =** 1750 → unusual, 7♥/5♦ bi-color
→ 6♣ = 0751 → 7♥/5♦ bi-color
→ 6♦ = 0850 → 8♥/5♦ bi-color

→ 4♠ = **B(5.5)+,** 6+♠/5+ any bi-color
→ 4**NT** = **PL > 5, Ex Relay** for the kind of the bi-
→ 5♣ = **B(5.5)+,** 6+♠/5♣ bi-color
→ 5♦ = **B1+,** Ask for 6/7/8 card suit
→ 5♥ = **B(5.5)+,** 6205 → 6♠/5♣ bi-color
→ 5♠ = 6025 → 6♠/5♣ bi-color
→ **5NT =** 6115 → 6♠/5♣ bi-color
→ 6♣ = 7105 → 7♠/5♣ bi-color
→ 6♦ = 7015 → 7♠/5♣ bi-color
→ 6♥ = 7015 → 8♠/5♣ bi-color

→ 5♦ = **B(5.5)+,** 6+♠/5♦ bi-color
→ 5♥ = **B 1+,** Ask for 6/7/8 card suit

→ 5♠ = **B(5.5)+,** 6250 → unusual, 6♠/5♦ bi-color
→ **5NT** = 6151 → 6♠/5♦ bi-color
→ 6♣ = 6052 → 6♠/5♦ bi-color
→ 6♦ = 7051 → unusual, 7♠/5♦ bi-color
→ 6♥ = 7150 → 7♠/5♦ bi-color
→ 6♠ = 8050 → 8♠/5♦ bi-color

→ 5♥ = **B(5.5)+,** 6502 → 6♠/5♥ bi-color
→ 5♠ = 6520 → 6♠/5♥ bi-color
→ **5NT** = 6511 → 6♠/5♥ bi-color
→ 6♣ = 7501 → 7♠/5♥ bi-color
→ 6♦ = 7510 → 7♠/5♥ bi-color
→ 6♥ = 8500 → 8♠/5♥ bi-color

→ 4**NT** = **B(5.5)+,** 1516 → 6♣/5♥ bi-color
→ 5♣ = 2506 → 6♣/5♥ bi-color
→ 5♦ = 0526 → 6♣/5♥ bi-color
→ 5♥ = 0517 --> unusual, 7♣/5♥ bi-color
→ 5♠ = 1507 → 7♣/5♥ bi-color
→ **5NT** = 0508→ 8♣/5♥ bi-color

♠ ♥ ♦ ♣

4♣ Openings → B(3.5 - 4), 8♣ with S+V

4♣ - 4♦! = Relay! Ask for the side suits

→ 4♥ = **B(3.5 - 4), 8♣ + S+V**

→ 4♠ = Ex Relay for the exact shape

→ **4NT** = 1048 → **NT** for 4♦, 8♣ **SHAPE + S+V**

→ 5♣ = **4018** → ♣ for 4♠, 8♣ + **SHAPE + S+V**

→ 4♠ = **B(3.5 - 4), 8♣ + S+V**

→ 4**NT** = Ask for the exact shape

→ 5♣ = ♣ for **4♥, 8♣ + COLOR + S+V**

→ 5♦ = 0148 →8♣ + **COLOR + S+V**

→ 4**NT** = 1408 → **NT** for 4♥, 8♣+ **RANK + S+V**

→ 5♣ = Absolute Signoff

→ 5♦ = **CPA**, 1st step **= 4*3.5 - 4 = 10 CP, 6 EQ**

→ 5♣ = 4108 → ♣ for 4♠, 8♣ + **RANK + S+V**

→ 5♦ = **CPA**, 1st step = **4*3.5 - 4 = 10 CP, 6 EQ**

♠ ♥ ♦ ♣

4♦ Openings → B(3.5 - 4), 8♦ with S+V

4♦ - 4♥! = **B2+,** Ex Relay for the side suits

→ **4♠! = B(3.5 - 4),** 8♦+ **S+V**

→ **4NT** = Ask for the exact shape

→ 5♣ **= 0184** → 8♣ **+ SHAPE + S+V**

→ 5♦ **= 0481** → unusual, 8♣ **+ SHAPE + S+V**

→ **4NT = B(3.5 - 4),** 8♦+ **S+V**

→ 5♣ = Ask for the exact shape

→ 5♦ = 4081 → ♦ for 4♠, 8♦ + **COLOR + S+V**

→ 5♥ = 1084 → ♥ for 4♣, 8♦ + **COLOR + S+V**

→ 5♣ = 1480 → ♣ for 4♥, 8♦ + **RANK + S+V**

→ 5♦ = Absolute Signoff

→ 5♥ = **CPA**, 1st step **= 4*3.5 - 4 = 10 CP, 6 EQ**

→ 5♦ = 4180 → ♦ for 4♠, 8♦ + **RANK + S+V**

→ 5♥ = **CPA**, 1st step **= 4*3.5 - 4 = 10 CP, 6 EQ**

♠ ♥ ♦ ♣

4♥ Opening → B(3.5- 4), 8♥, no 4♠

4♥ - 4♠! = B(2.5)+, Ex Relay! Ask for the side suits

→ 4NT = B(3.5- 4), 8♥ + SHAPE

→ B3+, Ask for the exact shape

→ 5♦ = 2830 → 8♥ + **SHAPE**

→ 5♥ = 1813 → ♥ for 3♣ → 8♥ + **SHAPE**

→ 5♠ = 3820 → 8♥ + **SHAPE**

→ 5**NT** = 2821 → 8♥ + **SHAPE**

→ 6♣ = 4810 → ♣ for 4♠ → 8♥ + **SHAPE**

→ 6♦ = 1840 → 8♥ + **SHAPE**

→ 5♣ = B(3.5- 4), 8♥ + COLOR

→ B3+, Ask for the exact shape

→ 5♥ = 2803 → ♥ for 3♣, 8+♥ + **COLOR**

→ 5♠ = 3802 → 8♥ + **COLOR**

→ 5**NT** = 2812 → 8♥ + **COLOR**

→ 6♣ = 1804 → 8♥ + **COLOR**

→ 6♦ = 1831 → 8♥ + **COLOR**

→ 6♥ = 4801, unusual → 8♥ + **COLOR**

→ 5♦ = **B(3.5- 4),** 0832 → 8♥ + **RANK** + **Void**

→ 5♥ = 0823 → ♥ for 3♣ → 8♥ + **RANK**

→ 5♠ = 3811 → 8♥ + **RANK**

→ 5**NT** = 1822 → 8♥ + **RANK**

→ 6♣ = 0814 → 8♥ + **RANK**

→ 6♦ = 0841 → 8♥ + **RANK**

♠ ♥ ♦ ♣

4♠ Opening → B(3.5- 4), 8♠, no 4♥

4♠ - **4NT = B(2.5)+, Relay!** Ask for the side suit

→ 5♣ = **B(3.5- 4)**, 8♠ + **SHAPE**

→ **B3+**, Ask for the exact shape

→ 5♥ = 8302 → **8\s + SHAPE + Void**

→ 5♠ = 8203 → ♠ for 3♣, **8♠ + SHAPE + Void**

→ 5**NT** = 8212

→ 6♣ = 8104 → 8♠ + **SHAPE**

→ 6♦ = 8131 → 8♠ + **SHAPE**

→ 5♥ = 8401 → 8♠ + **SHAPE**

→ 5♦ = **B(3.5- 4)**, 8♠ + **COLOR**

→ **B3+**, Ask for the exact shape

→ 5♠ = 8230 → ♠ for 3♦, 8♠ + **COLOR**

→ 5**NT** = 8221 → **NT** for 3♥, 8♠ + **COLOR**

→ 6♣ = 8113 → 8♠ + **COLOR**

→ 6♦ = 8140 → 8♠ + **COLOR**

→ 6♥ = 8320 → ♥ for 4♣, 8♠ + **COLOR**

→ 6♠ = (8410) → unusual, 8♠ + **COLOR**

→ 5♥ = **B(3.5- 4)**, **exception !** , 8410 + **COLOR**

→ 5♠ = **B(3.5 - 4)**, 8023 → ♠ for 3♣, 8♠ + **RANK**

→ 5**NT** = 8122 → **NT** for 3♦, 8♠ + **RANK**

→ 6♣ = 8311 → ♣ for 3♥, 8♠ +

→ 6♦ = 8032 → 8♠ + **RANK**

→ 6♥ = 8014 → ♥ for 4♣, 8♠ + **RANK**

→ 5♠ = 8041 → ♠ for 4♦, 8♠ + **RANK**

♠ ♥ ♦ ♣

4NT Opening → B(5.5)+, any 10+ card suit, 3 TOP Honors

Direct CPA including the real & the pseudo CP:
1st step answer = 6 CP or less

NOTE: **The value of the real & the pseudo Controls:**

Ace = 6 CP

King = 4 CP

Void = 6 CP (10 CP if your partner do NOT have any Control in the same suit)

Singleton = 4 CP if your partner do NOT have a King in the same suit

♠ ♥ ♦ ♣

Overcalls on 3rd & 4th Levels

On 3rd Level:

1. VUL with **Minor:**
B# = Level you intend to bid, with **6+ card suit**

2. NO VUL with **Minor:**

3. B# = Level you intend to bid – **0.5,** with **6+ card suit**

4. VUL with **Major:**
B# = Level you intend to **bid – 0.5,** with **6+ card suit**

5. NO VUL with **Major:**
B# = Level you intend to bid – **1,** with **6+ card suit**

On 4th Level:

1. **VUL** with **Minor:**
   B# = **Level** you intend to bid**,** with **7+ card suit**

2. **NO VUL** with **Minor:**
   B# = Level you intend to bid – **0.5,** with **7+ card suit**

3. **VUL** with **Major:**
   B# = Level you intend to **bid – 0.5,** with **7+ card suit**

4. **NO VUL** with **Major:**
   B# = Level you intend to bid – **1,** with **7+ card suit**

♠ ♥ ♦ ♣

Board 26

NORTH
♠AKQJT7
♥K95
♦A6
♣Q4

WEST
♠642
♥QJ4
♦J42
♣T852

EAST
♠8
♥8732
♦KQ973
♣J76

SOUTH
♠953
♥AT6
♦T85
♣AK93

Dealer North, EW vulnerable

NORTH	EAST	SOUTH	WEST
1♠	Pass	1NT!	Pass
3NT	Pass	4♣!	Pass
5♣	Pass	5♦!	Pass
5♠	Pass	5NT!	Pass
6♠	Pass	6NT	All Pass

1♠ = **B(2 – 4)**, 5+ ♠

1NT! = **RF! B(0.5)+, 2+♠ / B(1.5)+**, any shape, no bi-color, Ask for the length of the Basic suit + side suits / exact shape.

The Initial min PL = B2 + B2 = **4.0**

3NT = 6322 exact shape, 6♠ + **RANK, no S / V** (ambiguous balance), **Extended SCOR** bid

4♣! = GF! Ask for the exact **B#**

5♣ = 5th step answer for **B4** (the 1st step answer of **4♦** will be for already shown by the Opening min B# of 2.0 and any of the next steps are with 0.5 increment)

5♦! = **CPA Relay! Before answering by CPA discard CP = 4*B# & show the rest of your CP by 2 CP for every step.** The 1st step = 4*4 + 2 = 18 CP, 3 EQ, the 2nd step =4*4 + 4 = 20 CP, 2 EQ, the 3rd step =4*4 + 6 = 22 CP, 1 EQ, the 4th step = 4*4 + 8 24 CP, no EQ

5♠ = 2nd step answer for 4 **CP** along with 2 **EQ** + previously mandatory removed 4*B4 = 16 **CP** for a Total of **20 CP** = **2A + 2K + 2 real Queens**

PL = **B4 + B2 – 0.5 (**for more Aces than Kings in both hands !**) + 0.5** (for 9 Trumps in ♠ suit) **= 6**

NOTE: Never forget to apply the Negative Adjustment of -0.5 for more Aces than Kings in both hands !

5NT! = Ask for the Kings' suits by **SCOR**

6♠ = 4th step combined answer for **2 RANK** Kings (2 Major Kings obviously) **+ 2 COLOR** Queens

6NT = Final Contract

PL = 6 + **0.25*** (**force*point** for 4 Aces) = **6.25* for statistically 100% Small Slam**

CP = 20 + 16 = 36 for statistically 100% Small Slam

Board 27

NORTH
♠J
♥AKQ75
♦AQ764
♣A2

WEST
♠10542
♥4
♦J105
♣KJ1043

EAST
♠K87
♥1032
♦K983
♣985

SOUTH
♠AQ963
♥J986
♦2
♣Q76

Both vulnerable, Opponents Pass throughout

WEST	NORTH	EAST	SOUTH
Pass	1♣	Pass	1♥!
Pass	1♠	Pass	1NT!
Pass	2NT	Pass	3♣!
Pass	3♥	Pass	3♠!
Pass	**4♣**	Pass	4♦!
Pass	4♠	Pass	4NT!
Pass	5♣	Pass	5♦!
Pass	5♥	Pass	7♥

1♣ = **B2+,** 5+ ♣ or **B(4.5)**+, any shape

1♥! = RF! Ask for the overall shape

1♠ = B(4.5 - 6.5), any shape

1NT! = GF! Ask for the Basic suit

2NT = B(4.5)+, any 4441 or 5♦/5+ any bi-color

3♣! = **Relay! B1+,** Ask for overall shape / bi-color

3♥ = 5♦/5♥ bi-color

3♠! = PL+, Ask for 2, 3, 6+ card suit / exact shape

4♣ = 1552 exact shape

4♦! = Ask for the exact **B#**

4♠ = exactly **B5**

4NT! = **CPA**, 1st step = 4*5 + 2 = 22 CP, 3 EQ

5♣ = 1st step answer for **22 CP, 3 EQ** (obviously **2 real COLOR Queens**) + **3A + K** or **A + 4K**

5♦! = Ask for the **'2 of a kind'** (2 Queens' suits)

5♠ = 2nd step answer for 2 **COLOR** Queens

5NT = Ask for the King's suit

6♥ = ♥ King

PL = B5 + B1 + 0.5 (for 9 ♥ Trumps) + 0.5 (for ♠ Singleton) + 0.5 (for ♦ Singleton) + **0.25*** (force*point for the 4 Aces) = **7.75* for statistically 100% GRAND SLAM**

NOTE: Both ♠ Singleton & ♦ Singleton are 'semi-good', because of the opposite Queens.

CP = 22 + 6 + 8 (2 pseudo in ♠ & ♦ suits) = 36 for statistically 100% GRAND SLAM

7♥ = Final Contract

Board 28

NORTH
♠AK4
♥AQ8632
♦AQ
♣K4

WEST
♠QJ82
♥KT7
♦T7653
♣3

EAST
♠T63
♥J954
♦K94
♣AJ9

SOUTH
♠975
♥
♦J82
♣QT87652

All vulnerable. Opponents Pass throughout

SOUTH	WEST	NORTH	EAST
Pass	Pass	1♣!	Pass
1♦	Pass	1♥!	Pass
2♣	Pass	2♦!	Pass
2♥	Pass	2♠!	Pass
2NT	Pass	3♣	Pass
3NT	Pass	5♣	All Pass

Pass – Pass - 1♣! = B1+, any in **3rd / 4th** sit,
Initial Forcing, actually B(5.5)
1♦ = max **B(-0.5),** bal / max **B(0),** unbalance

1♥! = **B(3.5)+, RF!** Ask for 5+ card suit
2♣ = **B(-0.5 - 0),** 5+ ♣

2♦! = **B(3.5)+, GF!** Ask for the overall shape
2♥ = **B(-0.5 - 0),** 5♣ or 7♣, **SHAPE** or 2227

2♠! = **Relay!** B5+, Ask for 7♣ or 5♣ + shape
PL = 5.5 + (-0.5 to 0) = **5 to 5.5**
2NT = B(-0.5 - 0), 7♣ **+ SHAPE** / 2227

3♣**!** = **Relay!** 1st step answer is for any 2047
3NT = 3037 → 7♣ + **SHAPE + Void**

5♣ = Final Contract

The Bidding in BBO went:
p p 1♣ p 1♦ p 1♥ p 2♣ p 2♥ p 3♣ p 3♥ p
5♣ p 6♣ **DBL All Pass**

♠ ♥ ♦ ♣

Board 29

NORTH
♠Q965
♥QJ764
♦QJ54
♣

WEST
♠J10843
♥A832
♦9
♣J73

EAST
♠7
♥
♦1087632
♣AK10864

SOUTH
♠AK2
♥K1095
♦AK
♣Q952

West dealer; EW vulnerable; Both sides play **Fp**

WEST	**NORTH**	**EAST**	**SOUTH**
Pass	Pass	1♣!	DBL
1♦	DBL	2♦	DBL!
2♠	3♥	Pass	4♥
5♣	Pass	Pass	5♥
Pass	Pass	Pass	

Pass - Pass - 1♣! = **B2+,** any in 3rd or 4th sit, Initial Forcing

S: DBL = **B(1.5)+,** balance or **B(3.5)+,** any shape
W: 1♦ = **B(0 - 0.5),** balance / **B(0),** unbalance
N: DBL = **B(-0.5),** Negative
E: 2♦ = **B(2 – 3),** 5+♦/5+ any bi-color
S: DBL = **B(3.5)+**, **strong Relay**! 2nd DBL. any shape

W: 2♠ = **B(0),** 5+ ♠
N: 3♥ = 5+ ♥
E: Pass = 5+♦/5+♣ bi-color
S: 3♠ = **Relay**! Ask for the side suits

W: 4♣ = To Play
N: Pass = 1st step answer for 5♥ or 7♥ , **SHAPE**
E: 5♣ = To Play

Thinking!

For **B(-0.5)** North must have 3 Queens

PL = **B(-0.5) + 4.5 + 0.5** (for 9 ♥ Trumps) + **0.5** (for **'semi-good'** ♣ Void because of the opposite ♣ Q) + **0.5** (for 3 TOP Honors in 4 by 3 ♠ suit) + **0.5** (for 3 TOP Honors + the Jack in 4 by 2 ♦ suit) – **0.5** (for more than 2 Positive Adjustments) = **5.5 for statistically 0% Small SLAM in a suit !**

CP = **10 pseudo** (for ♣Void) + **24 = 34 for statistically 100% Small SLAM**

S: 5♥ = Final Contract

NOTE: The actual **PL = 6**, because of the all 4 Honors in 4 by 2 ♦ suit **so the upgrade is not 0.5, but 1.0 and the PL becomes 6.0 !**

Let's make South the Dealer on the previous game :

Board 29 repeated

NORTH
♠Q965
♥QJ764
♦QJ54
♣

WEST
♠J10843
♥A832
♦9
♣J73

EAST
♠7
♥
♦1087632
♣AK10864

SOUTH
♠AK2
♥K1095
♦AK
♣Q952

Neither vulnerable. Both sides play **Fp**

SOUTH	WEST	NORTH	EAST
1♣!	Pass	1♦	2NT
DBL!	3♣	3♥	5♣
5♥	All Pass		

S: 1♣**!** = B2+, 5+ ♣ or B(4.5), any shape
W: Pass = statistically B(0)
N: 1♦ = **B(-0.5),** unbalance, in this case: **not B(0), because of 4 EQ / B(-0.5 - 0),** any balance, **Free Bid**
E: 2NT = **B(2 - 3),** 5+♦ / 5+♣ Minor bi-color

S: DBL! = **B(3.5)+, RF !**
W: 3♣ = **B(0)+, Free Bid**
N: 3♥ **= B(-0.5), 5+♥**
E: 5♣ = Barrage for 1 down, non-Vulnerable

The **EW PL** = **0** + **2.5** + **1** (for **'good'** ♥ Void) + **0.5** (for 9 ♣ Trumps) = **4**

Thinking!

North obviously has 3 real Queens to have B(-0.5)

PL = **B(4.5)** + **B(-0.5)** + **0.5** (for 9 ♥ Trumps) + **0.5** (for "**semi-good**" ♣ Void because of the opposite ♣ Q) + **0.5** (for 3 TOP Honors in 4 by 3 ♠ suit) + **0.5** (for 3 TOP Honors in 4 by 2 ♦ suit) – **0.5** (for more than 2 Positive Adjustments) = **5.5 for statistically 0% Small SLAM in a suit !**

CP = **10 pseudo** (for ♣Void) + **24 = 34 for statistically 100% Small SLAM**

S: 5♥ = Final Contract

NOTE: The actual **PL = 6**, because of the 3 TOP Honors + the Jack in 4 by 2 ♦ suit, **so the upgrade is not 0.5, but 1.0 and the PL becomes 6.0 !**

In BBO the Bidding went:
p p 3♣ **3NT** 4♣ **DBL All Pass** making 4♣x=

Just for practice if NS used the Penalty Rule after South bid 6♥

West's calculations by the Penalty Rule of 16

NOTE: Not Penalty Rule of 13 obviously because **EAST** has a special hand to **JUMP** to 5♣ **alone !:**

Penalty Sum = **4** (EW **PL**) + **6** (NS **PL**) + 2 (for ♥A) + 3 (for 3 small Trumps in ♥ suit) = **16**, not enough to DBL 6♥ for 1 down !

♠ ♥ ♦ ♣

Let's Practice

You have 2 Kings, K♦ + K♥ and your partner asks you to show their colors with 5♥ **Relay!** What you will answer?

Your Kings are COLOR, so use 2nd step of SCOR to show 2 red or 2 black Kings. Your partner will find out where they are in 95% of the cases. Bid 5NT = 2nd step answer.

You have 2 Queens, Q♦ + Q♠, but do not have 2 Kings, and your partner asks you to show their colors with 5♦ Relay. What you will answer?

Your Queens are SHAPE, so use 1st step of SCOR to show 2 surrounding (every other) Queens. Your partner will find out where they are in 95% of the cases. Bid 5♥ = 1st step answer.

You can download the free DEMO Force Point program with open hands, which will count for you, but you have to enter the bids and play manually. Try it to improve your **SAYC** Bidding by using **Fp Counting**.

You can switch between 2 modes: infinity repeated games & infinity random games, if you think that will be of use. The program has the capability of Opponents Playing & SAYC Bidding if you find & paste the set of 4 old **GIB** files in the C:/ForcePoint folder, which the installation will create. For any question, find Pavell in BBO or send an email to: pboev777@gmail.com.

Board 30 repeated

NORTH
♠ Q965
♥QJ764
♦QJ54
♣

WEST
♠ J10843
♥A832
♦9
♣ J73

EAST
♠7
♥
♦1087632
♣AK10864

SOUTH
♠AK2
♥K1095
♦AK
♣Q952

No VUL. Both sides play **Fp** for learning purposes

EAST	SOUTH	WEST	NORTH
2♣	DBL	2♠	Pass
2NT!	DBL!	Pass	3♥
Pass!	3♠!	4♥	Pass
5♣	5♥	All Pass	

E: 2♣ = **B(2 - 2.5),** 5+/5+ any bi-color / **B(1.5 - 2),** 5+♠/5+♥ bi-color / **B(2 - 4),** 5+♣/5+♦ bi-color

S: DBL = B2+, balance or **B(3.5)+,** any shape
W: 2♠ = **B(0),** 5+ ♠, free bid
N: Pass = Negative **B(-)**

E: 2NT = Relay! RF! Ask for the side suits
S: = B(3.5)+, Relay! 2nd DBL! Ask for the shape
W: Pass = 1st step answer 5♠ or 7♠, **SHAPE** side suits
N: 3♥ = **5+** ♥ Basic suit

E: Pass! = Relay! Ask for the exact shape

S: 3♠! = **Relay!** Ask for the side suits

W: 3♥ = 5413 exact shape
N: Pass = 1st step answer for 5♥ or 7♥, **SHAPE** side suits
E: 5♣ = Sign off

Thinking!

North probably hold 3 Queen to have B(-0.5)

PL = B(4.5) + B(-0.5) + 0.5 (for 9 ♥ Trumps) + **0.5** (for "**semi-good**" ♣ Void because of the opposite ♣ Q) + **0.5** (for 3 TOP Honors in 4 by 3 ♠ suit) + **0.5** (for 3 TOP Honors in 4 by 2 ♦ suit) – **0.5** (for more than 2 Positive Adjustments) = **5.5, so no SLAM !**

S: 5♥ = Sign off

NOTE: The actual **PL = 6**, because of the 3 TOP Honors + the Jack in 4 by 2 ♦ suit, **so the upgrade is not 0.5, but 1.0 and the PL becomes 6.0 !**

Board 31

WEST	EAST
♠K1076	♠AQ84
♥A4	♥K9763
♦KJ8752	♦AQ4
♣8	♣A

Dealer EAST, All Vulnerable, EW play **Fp**

EAST	SOUTH	WEST	NORTH
1♣	3♣	DBL!	Pass
3♥	Pass	3♠!	Pass
3NT	Pass	4♣!	Pass
4♠	Pass	4NT!	Pass
5♦	Pass	5♥!	Pass
5♠	Pass	5NT!	Pass
6♣	Pass	7NT	All Pass

1♣ = **B2+,** 5+ ♣ or **B(4.5)+,** any shape
3♣ = South's Pre-emptive Overcall
DBL! = **B(0.5)+, RF!** Ask for the overall shape.

From that point Opponents Pass Throughout

3♥ = **B(4.5)+,** 5+ ♥ card suit
3♠**! = GF!** Ask for the overall shape
3NT = 1st step answer for 5♥ or 7♥, **SHAPE** / 2722
4♣**!** = **Relay!** Ask for 7♥ or 5♥ + side suits
4♠ = 4 card ♠ suit, **4**531 exact shape

4NT! = Relay! Ask for the exact **B#**
5♦ = 2nd step answer for exact **B5**

5♥! = **CPA Relay!**
5♠ = 1st step answer for 4*B# + 2 = 4*5 + 2 = **22 CP, 3 EQ** (2 real + 1 EQ for the Singleton ♣)
5NT! = Relay! Ask for the Queens' suits (**2 of a 'kind'**) by **SCOR**
6♣ = 1st step answer for **2 SHAPE Queens**

Thinking!
PL = B5 + B2 + 0.5 (for 9 ♦ Trumps) + **1** (for 3 TOP Honors in 5 by 3 ♦ FIT) + **0.5** (upgrading for Opponent's ♣ suit) – 0.5 (for more than 2 Adjustments) = **8.5** for statistically **100% GRAND NT SLAM**

7NT = Final Contract

Below is an example how **Fp** deals with part-score games using the fog in which almost all Players move without the sense and knowledge for the **exact PL**. Almost all of them when have 3 in Major, play 4, just in case. **For Fp there are no 'just in case' situations** thanks to the simply arithmetical calculations about the **game's PL** and the **Penalty Rule of 13.**

It is quite frequently, when part-score games bring TOP score if you know how to manage them. All these tools which **Fp** uses for the part-score games & for the Slam games, pay off on the end.

The question is: Will you implement them or will continue to bid 4 in Majors every time when you have 3.

The decision is yours, think about it!

Board 32

NORTH
♠8532
♥A3
♦KT7
♣QJT7

WEST
♠A6
♥Q87
♦AQ853
♣A53

EAST
♠KQ7
♥JT642
♦94
♣842

SOUTH
♠JT94
♥K95
♦J62
♣K96

East dealer, NS Vulnerable, EW play **Fp**

EAST	**SOUTH**	**WEST**	**NORTH**
Pass	Pass	1♣!	DBL
RDBL	1NT	Pass	2♣
2♥	2♠	3♥	3♠
Pass	Pass	DBL	All Pass

Pass = East's bid
Pass = South's bid
1♣! = **Initial Forcing in 3/4 sit**, B1+, any (West's bid)
DBL = North's bid
RDBL = B(-0.5 - 0), balance / B(-0.5), unbalance (East's bid)
1NT = South's bid
Pass = B(3.5)+, Pass-Relay!, RF! Ask for 5+ card suit (West's bid)
2♣ = North's bid

2♥ = 5+ card ♥ suit (East's bid)
2♠ = 4♠, 4♠ + (4♣ / 4♦ / 4♥), (South's bid)
3♥ = Sign off. Too weak for 4 (West's bid)
3♠ = North's bid

Pass = East's bid
Pass = South's bid
DBL = **Penalty** (West's bid)
All Pass

West's penalty DBL is based on Penalty Rule of 13
West calculated 2 things: The ♥ **PL** & **Penalty Rule of 13**
PL = B(-0.5) + B(3.5) = 3

Penalty Rule of 13 showed:
3 (EW PL) + **3** (NS PL) + **1** (for 1 small ♠Trump) +
2 (for A♠) + **2** (for A♦) + **2** (for A♣) = **13**, so the Opponents will be for sure 1 down, Vulnerable

In BBO the Bidding was:
p p 1NT p 2♦ p 2♠ p 3♦ p 3♥ p 4♥ All Pass

♠ ♥ ♦ ♣

Let's exercise

You are East & hold:

♠AKx ♥KQxx ♦Qxxxx ♣xx
North opened 1♦. Prove that your B# = 2.5 and explain to yourself why you must overcall 1NT

You hold: **♠AKx ♥Kxxx ♦AKxx ♣Qx**
Prove that your **B# = 4.5** and explain to yourself why you must open 1♣

You hold: ♠**AKx** ♥**Kxxx** ♦**AKxx** ♣**xx**
Prove that your **B# = 4.5** and explain to yourself why you must open **1NT**

You are South & hold: ♠**AKQxx** ♥**A** ♦**KQxxxx** ♣**Q**
Prove that your **B# = 5.0** and explain to yourself why you must open 1♣

You are South & hold: ♠**AKxxx** ♥**A** ♦**KQxxxx** ♣**Q**
Prove that your **B# = 4.5** and explain to yourself why you must open 3♦

You are Vulnerable & hold: ♠**AQxxx** ♥**xxxxx** ♦**AQ** ♣**x**
Prove that your **B# = 2.5** and explain to yourself why you must open 2♥

You are Vulnerable & hold: ♠**AQxxx** ♥**Qxxxx** ♦**AQ** ♣**x**
Prove that your **B# = 3.0** and explain to yourself why you must open 2♠

♠ ♥ ♦ ♣

Board 33

NORTH
♠2
♥KQ43
♦KJT43
♣975

WEST
♠QJ3
♥T987
♦8765
♣J4

EAST
♠K9864
♥652
♦Q2
♣832

SOUTH
♠AT75
♥AJ
♦A9
♣AKQT6

N-S vulnerable, Opponents Pass throughout
O-

EAST	SOUTH	WEST	NORTH
Pass	1♣	Pass	1♥!
Pass	1♠	Pass	1NT!
Pass	2♣	Pass	2♦!
Pass	2♠	Pass	2NT!
Pass	3♠	Pass	3NT!
Pass	4♠	Pass	4NT!
Pass	5♦	Pass	5♥!
Pass	6♠	Pass	5NT!
Pass	6♠	Pass	7♣

1♣! = **B(2.5)+,** artificial multi bid, but may be natural with 5+ ♣, actually B6 strength

1♥! = **RF! B(0.5)+,** 2+♣ / **B(1.5)+,** any, no bi-color

1♠= **B(4.5 - 6.5),** any 5+ or 5+/5+ any bi-color

1NT!= GF! Ask for the Basic suit

min PL = B(4.5) + B1 = 5.5

2♣ = B(4.5)+, 5♣

2♦!= **Relay!** Ask for the overall shape (if it is ♣)

2♠ = 2nd step answer for 5♣ **or** 7♣, **COLOR** (red) side suits / B5, 2227

2**NT!** = **Relay!** Ask for 7♣ **or** 5♣ + shape

3♠ = **4**225 exact shape. 4 card ♠ suit and no Singleton, because ♠ suit is not one of previously shown COLOR (red) suits

3NT! = Ex Relay! Ask for the exact B#

4♠ = 4th step answer for exactly **B6**

4NT! = **CPA!** Ask for **CP,** min **PL** = B6 + B1 = **7**

5♦ = 2nd step answer for 4 **CP** + previously mandatory removed 4*B# = 4*6 = 24 **CP**, for a **Total of 28 CP** = 2A + 4 K or 4A + K **(for North obviously the latter) along with 2 EQ** (1 real Queen + 1 EQ in Ax + Ax) or 2 real Queens)

5♥! = Ask for the **2 Queens** or for **King's + Queen's suits** by **SCOR**

NOTE: The 1st step answer will show 2 Queens (a **5NT Relay** may follow asking for the Queens' suits. If South hold **K + Q**, the answers will be by **SCOR** starting from the 2nd step answer :

5♠ = 2 Queens →

5NT = SHAPE King + Queen

6♣ = **COLOR** King + Queen

6♦ = **RANK** King + Queen

6♥ = 4th step = King + Queen in lower long ♣ suit

6♠ = 5th step = King + Queen in higher long ♠ suit

The actual answer:

6♥ = **for K + Q in ♣ suit !**

7♣ = Final contract

PL = B6 + B1 + 0.5 (for **'good'** ♠ Singleton) + 0.5 (for 5 by 2 Misfit with the 2 Controls in ♦ suit) + 0.5 (for 4 by 2 Misfit with the 3 TOP Honors in ♥ suit) – 0.5 (for more Aces than the Kings in both hands !) = **8** for statistically 100% ♣ **NT or suit GRAND SLAM**, but North counted only 12 fast tricks in NT)

CP in both hands = 28 + 8 real + 4 pseudo (in ♠) = **40 CP** for statistically 100% ♣ **GRAND SLAM**

In BBO the Final contract was **6 NT**

Let's practice

You have A♥, A♦, K♦ & Q♣ and your partner asks you for the colors of **'2 of a kind'** with 5♣ **Relay!** What will be your answer?

Your King + Que en are RANK, so use 3rd step of SCOR to show K♠ + Q♥ or K♣ + Q♠ or K♦ + Q♣ or K♣ + Q♦. Your partner will find out where are they in 85% of the cases. **Bid 5♠ = 3rd step answer.** Do not show the Aces' colors, they have the lowest priority!

If your pair decided to include them, your partner will use **5NT Relay!** to ask for the Aces' colors. **Your Aces are COLOR, so use 2nd step of SCOR to show the m. Bid 6♦ = 2nd step answer.**

You have A♥, A♣, AK♠, K♥, K♦ + Q♣ and your partner asks you to show the colors of '**2 of kind**' with **4NT Relay!** What will be your answer?

Your King's omit suit is ♣ & your Queen is in ♣ suit, so use 4thstep of SCOR to show that the missing K and your Q are in the same suit.

Your partner will find out where they are in 85% of the cases. **Bid 5♠ = 4th step answer.** Do not show the Aces' colors, they have the lowest priority!

If your pair decided to include them, your

partner will use 5 NT bid = Relay! to ask for the Aces' colors. Your Aces are in SHAPE, so use 1st step of SCOR to show them. Bid 6♣ = 1st step answer.

Your partner discovered that you have 2 Aces, 5 **EQ** and a Void and asked you for **'2 or 3 of a kind'** for the colors of your TOP Honors with 5♠! bid. What will be your answer ?

Obviously your partner didn't ask you for the color of your Queens, because s/he knows very well where are they, because of the Void ! Show to him the colors of your 2 Aces by SCOR.

♠ ♥ ♦ ♣

Game after Game with Force Point

Fp is very strong on Bidding Contests. Some Players say there are not Opponents' Overcalls on Bidding Contests, which is not quite true. So many factors can affect your result on Bidding Contest, including part-score games. Do not think they are for Slam Games only, although the most interesting part of any Contest is the Slam field. Especially the Grand Slams, and on top of them, the No Trump GRAND SLAMS with unbalanced hands! I have to agree, that SOMETIMES, they are very difficult for catching even with Fp.

The system is barely affected by the Opponents Preemptive Openings or Jump Overcalls up to 3rd Level in ♠, because it still can find the game's PL & calculate the partner's CP. That part of the system is explained on one page only, but it is not easy for learning, if you do not pay enough attention to the marked defensive Rules based on Vulnerability, the Overcall Levels and your strength for effective interferences. If the other Fp fields are hard wood floors, that field is a thin ice, move there very carefully. The key is to become familiar with the Fp Rules, that's it ! Are you happy with Fp? If you do not take the bridge bidding seriously, that system is not for you. It requires imagination and fast thinking (except if you play on Team Tournaments)

♠ ♥ ♦ ♣

Overcalls in dependence of the Vulnerability & the possession of the Major(s) suit(s)

1. To make an Overcall when you **DO NOT** have a Major suit:
VUL: Your B# must be equal to the Level you want to bid
No VUL: Your B# can be 0.5 below the Level you want to bid

2. To make an Overcall when you **DO** have a Major suit:
VUL: Your B# can be 0.5 below the Level you want to bid
No VUL: Your B# can be 1.0 below the Level you want to bid

♠ ♥ ♦ ♣

OVERCALLS WITH BI-COLORS

After 1♣ Opening:

2♣ = B(2.5)+, 6+/5+ SHAPE ♣♥ bi-color **including ♣ suit !!**

2♦ = B(2.5)+, 6+/5+ COLOR ♣♠ bi-color **including ♣ suit !!**

2♥ = B(2.5)+, 6+/5+ RANK ♣♦ bi-color **including ♣ suit !!**

2♠ = B(2.5)+, 6+/5+ SHAPE ♦♠ bi-color excluding ♣
2NT = B(2.5)+, 6+/5+ COLOR ♦♥ bi-color excluding ♣ suit
3♣ = B(2.5)+, 6+/5+ RANK ♥♠ bi- color excluding ♣ suit

After 1♦ Opening:

2♦ = B(2.5)+, 6+/5+ SHAPE ♦♠ bi-color **including** ♦ suit **!!**

2♥ = B(2.5)+, 6+/5+ COLOR ♦♥ bi-color **including** ♦ suit !!

2♠ = B(2.5)+, 6+/5+ RANK ♦♣ bi-color **including** ♦ suit **!!**

2NT = B(2.5), 6+/5+ SHAPE ♣♥ bi-color excluding ♦ suit

3♣ = B(2.5)+, 6+/5+ COLOR ♣♠ bi-color excluding ♦ suit

3♦ = B(2.5)+, 6+/5+ RANK ♥♠ bi- color excluding ♦ suit

After 1♥ Opening:

2♥ = **B(2.5)+,** 6+/5+ SHAPE bi-color excluding ♥ suit
2♠ = **B(2.5)+,** 6+/5+ COLOR bi-color excluding ♥ suit
2NT = B(2.5)+, 6+/5+ RANK bi-color, excluding ♥ suit

After 1♠ Opening:

2♠ = **B(2.5)+,** 6+/5+ SHAPE bi-color excluding ♠ suit
2NT = B(2.5)+, 5+/5+ COLOR bi-color excluding ♠ suit
3♣ = **B(2.5)+,** 6+/5+ RANK bi-color excluding ♠ suit

After 1NT Opening (weak 12-14 HCP):

2NT = B3+, (weak 12-14) or B(3.5)+, (15-17), 6+/5+ ♣♦ Minor bi-color

3♣ = **B3+,** (weak 12-14) or B(3.5)+, (15-17), 6+ ♣/5+ any Major bi-color

3♦ = **B3+,** (weak 12-14) or B(3.5)+, (15-17), 6+ ♦/5+ any Major bi-color

3♥ = **B3+,** (weak 12-14) or B(3.5)+, (15-17), 6+ ♥/5+ ♠ Major bi-color

After 2♣ Opening:

3♣ = B3+, no VUL / B(3.5)+,VUL , 6+/5+ SHAPE ♦♠ bi-color excluding ♣ suit

3♦ = B3+, no VUL / B(3.5)+,VUL , 6+/5+ COLOR ♦♥

bi-color excluding ♣ suit

3♥ = B3+, no VUL / B(3.5)+,VUL , 6+/5+ RANK ♥♠ bi-color excluding ♣ suit

After 2♦ Opening:

3♦ = B3+, no VUL / B(3.5)+,VUL, 6+/5+ SHAPE ♣♥ bi-color excluding ♦ suit

3♥ = B3+, no VUL / B(3.5)+,VUL, 6+/5+ COLOR ♣♠ bi-color excluding ♦ suit

3♠ = B3+, no VUL / B(3.5)+,VUL, 6+/5+ RANK ♥♠ bi-color excluding ♦ suit

After 2♥ Opening:

2♥ = **B(2.5)+,** 6+/5+ SHAPE bi-color excluding ♥ suit
2♠ = **B(2.5)+,** 6+/5+ COLOR bi-color excluding ♥ suit
2NT = B(2.5)+, 6+/5+ RANK bi-color, excluding ♥ suit

After 2♠ Opening:

2♠ = **B(2.5)+,** 6+/5+ SHAPE bi-color excluding ♠ suit
2NT = B(2.5)+, 5+/5+ COLOR bi-color excluding ♠ suit
3♣ = **B(2.5)+,** 6+/5+ RANK bi-color excluding ♠

I know very well, that the new things are not easy to be assimilated by the **Established Players**, who will **regret to "leave & forget" to start something absolutely new!** There is one way only to convince them: winning frequently the Team Matches in BBO against exactly those **Established Players**

The program will allow you to start playing the new Force Point bridge system on Internet immediately !!

To play Fp on live Tournaments you will need 3 months, even less if you use Sysnotes to force your learning

Board 34

NORTH
♠ --
♥AJT972
♦Q
♣Q98742

WEST
♠AK7432
♥4
♦JT54
♣KJ

EAST
♠QT95
♥Q3
♦AK2
♣T653

SOUTH
♠J86
♥K865
♦98763
♣A

E-W vulnerable, only NS play **Fp**

WEST	NORTH	EAST	SOUTH
1♠	2♠	4♠	DBL!
Pass	6♣	Pass	6♥
Pass	Pass	DBL	All Pass

1♠ = West's Opening
2♠ = **B2+**, 5+♥/5+ ♣ SHAPE bi-color, actual B(2.5) after the ♠ Opening, alerted

4♠ = East's barrage bid

min **PL = 2+ 1.5 = 3.5**

DBL! = **B(1.5)+** after upgrading for 9 ♥, **RF!** Ask for 2/3/6+ cards suit

Pass = West's bid

6♣ = 6016 or 6106 shape, supposed B# = 2.5 to 3.5 ~ B3

Pass = East's bid

6♥ = Sign off

Pass

Pass

DBL (by East)

All Pass

PL = **B3(+- 0.5)** + **B(1.5) + 1.0** (Adjustment for '**good**' ♦ or ♠ Void) + **1.0** (Adjustment for 10 Trumps) + **0.5** (Adjustment for '**good**' Singleton in ♠ or ♦) – **0.5** (Re-Adjustment for more than 2 Adjustments) = **6.5** for statistically **100% Small Slam** !

Expected CP (+- 2): For **B(3) North** must have **B(1.5) = 6 CP + 0.5** (for the **Void = 10 CP**) + **0.5** (for the **Singleton = 4 CP**) + **0.5** (for the upgraded ♠ suit) = **20 CP** (by North) + **14** (by South) = **34 CP !**

EW were unable to investigate the exact **PL** and didn't go to 6♠ bid for a successful defense. However **NS** will be able to find that the ♥ **PL = 6.5** for 100% small Slam and may penalize EW for their **foggy DBL** if not afraid that **EW** will go to 6♠ !

If **EW** play **Fp**, no doubt they will find the ♠ PL = **5.5** for max of only 1 down and never will

leave **NS** to play 6♥, despite if they are Vulnerable or not. Let's calculate EW ♠**PL** for the record:

♠ **PL** = B2 (West's B#) + B2 (East's B# (after upgrading with 0.5 for 9 ♠ Trumps) + 0.5 (upgrading for the Singleton in the Opponents' ♥ suit) = **4.5** for statistically 100% Game in Major.

The **Total EW CP** = **28**. If **EW** has that valuable information, they never will **Pass,** nor **DBL** 6♥ for sure!

Board 35

WEST	**EAST**
♠T62	♠9754
♥7432	♥A
♦KT732	♦AQJ9
♣7	♣AKQ6

Dealer West, No Vulnerable, Opponents **Pass** throughout

SOUTH	**WEST**	**NORTH**	**EAST**
Pass	Pass	Pass	1♣**!**
Pass	1♦	Pass	1♥!
Pass	2♦	Pass	2♥!
Pass	3♣	Pass	3♦!
Pass	3♥	Pass	3NT

Pass - Pass - Pass - 1♣! = B1+, any in 3/4 sit, **Initial Forcing**, (actual B# = 5.0)

1♦ = **B(-1)** or less, **Deep Negative or B(-0.5 - 0.0),** any shape, (actual B# = -0.5)
1♥! = B(3.5)+, **RF!** Ask for 5+ card suit

2♦ = B(-0.5) or less, 5+ card ♦ suit
2♥! = Strong B5+, **GF!** Ask for the strength or / and for the side suits

3♣ = B(-0.5) or less, the 3rd step SCOR - SCOR answer for 5 card ♦ suit + RANK side suits
3♦! = **Relay!** Ask for the exact shape

3♥ = 3**4**51 exact shape
3**NT** = Sign off

All Pass

♦ **PL** = **B(-0.5) + B5 + 0.5** (for 9 cards in ♦ suit) = 5 for 50% Game in Minor

NT PL = **B(-0.5) + B5 + 0.5** (for 9 cards in ♦ suit) **- 0.5** (for ♥ Singleton) = **4.5**, so the choice clearly will be **3NT** contract instead of 5♦ contract !

<u>Remember</u>: With PL = 5, statistically you always have 3NT contract if you don't have any Void. No need to check for Stoppers !

OVERCALLS WITH A BALANCED OR PSEUDO BALANCED HANDS

Overcalls in 2nd sit:

Use **DBL** with **B(3.5)+,** any shape or with **B2+,** balance hand (no 5+ card suit, no Singleton or a Void by Fp Requirements) or any 4441 pseudo balance . The partner, with **B(0.5)+** will use **RF! Stayman Modification Relay** to ask for the overall shape. The answers are:

The 1st step answer (the bounding bid, may be **Pass** or **DBL / RDBL** if the Opponents interfere) = **B(2 – 2.5),** balance or any 4441 pseudo balance and every **NT** bid with a **higher B#** after it are always for a balanced or any 4441 pseudo balanced hands!

The 1st bid in NT = B(2.5 - 3), balance or any 4441 pseudo balance

Any bid after ♠ ♥ ♦ ♣ suits or any **NT** bid between = **B(3 - 3.5), B(3.5 - 4), B(4 - 4.5),** balance or any 4441 pseudo balance and so on …up to 3NT bid (the last one).

After the initial 1st step, any bid in a suit will show B(3.5)+, 5+ card suit

Overcalls in 3rd / 4th sit:

Use **DBL** with B(1.5)+, any balance (with 4/4 in Majors your B# may be 0.5 less) or B(3.5)+, any shape, but after **1NT** Opponent's Opening,

Use **DBL** with B2+, any balance (with 4/4 in Majors your B# may be 0.5 or less) or B(3.5)+, any shape

The Passed partner, with B(1 - 2) will use **RF! Relay** to ask for the overall shape.

The 1st step (the bounding bid) may be **Pass with a weak hand, but DBL** / **RDBL** if the opponents interfere) = **B(1.5 - 2)**, **RF Relay!** any shape (with 4/4 in Majors, it is allowed your B# to be 0.5 less).

The Overcaller 1st step answer = **B(1.5 - 3)**, any balance (with 4/4 in Majors, it is allowed, your B# to be 0.5 less) & any **NT** bid after it **will raise** the strength (**B#**) with **0.5**

Any bids in a suit will show B(3.5)+, 5+ card suit

If your partner used **Relays**, your answers must be in dependence of your shape. When you showed a balanced hand, on the next **Stayman Modification Relay**, use the **Fp Rules** like after **1NT** Opening (the clever trick) to show your exact B# by the same time you reveal your suit.

♠ ♥ ♦ ♣

Board 36

NORTH
♠AK7
♥AT32
♦AQ64
♣T6

WEST
♠J985432
♥Q9
♦K83
♣

EAST
♠QT6
♥J87
♦J52
♣K854

SOUTH
♠
♥K64
♦T97
♣AQJ9732

Both sides Vulnerable, NS use **Fp**

EAST	SOUTH	WEST	NORTH
	1♣	2♠	DBL!
3♠	Pass	Pass	DBL!
Pass	4♣	Pass	4♦!
Pass	4♥	Pass	4♠!
Pass	4NT	Pass	5♣!
Pass	5NT	Pass	6♣
Pass	Pass	Pass	

Using the Exchange Asking bids !

1♣! = **B2+, 5+ ♣ / B(3 - 4.5),** balance / **B(4.5)+,** any 5+ card suit or 5/5 bi-color
2♠ = West's preemptive bid
DBL! = **RF!** Ask for the B# / overall or exact shape
Min **PL = B2 + B4 = 6**

3♠ = East's barrage raise
Pass = B(2 - 2.5), 5+ ♣**,** weak. The Exchange Asking bid showing simultaneously the min B# & the suit !

From that point Opponents Pass Throughout

DBL! = **GF!** Ask for the overall shape
4♣ = 2nd step answer for **COLOR** (♦ + ♥) side suits excluding the color of the Basic ♣ suit
4♦! = **Relay!** Ask for 7♣ or 5♣ + exact shape
4♥ = 1st step answer for 7 card ♣ suit (postponing the answer for the 2nd longest suit)
4♠! = **Ex Relay!** Ask for the 2nd longest suit
4NT! = 0247 / 0427 / 0337 →7♣ **+ COLOR + Void**
5♣! = **Relay!** Ask for the exact shape
5NT! = 0337 exact shape, **10 CP**

Thinking!

PL = B2 + B4 + 0.5 (for 9 ♣ Trump cards) – **0.5** (for bad ♠ Void opposite ♠ K) – 0.5 (the Aces are more than the Kings) + **0.25* (force*point) = 5.75* ~ 6 for statistically 50% small SLAM !!**
CP = 10 + 22 = 32 for statistically 100% small

6♣ = Final Contract

Board 37

NORTH
♠KQJT7
♥9764
♦
♣J862

WEST
♠543
♥5
♦KT98543
♣73

EAST
♠9
♥A82
♦AQ2
♣AKT954

SOUTH
♠A864
♥KQJT3
♦J76
♣Q

Both sides Vulnerable, EW use **Fp**

EAST	SOUTH	WEST	NORTH
1♣	1♥	2♦	3♥
DBL!	3♠	DBL	4♠
Pass!	Pass	DBL	Pass
4NT!	5♠	DBL	Pass
5NT!	Pass	6♦	All Pass

1♣**!** = **B2+, 5+ ♣ / B(3 - 4.5),** balance / **B(4.5)+,** any 5+ card suit or 5/5 bi-color

1♥ = South's bid
2♦ = **West's free bid**, **B(0)**, 5+ ♦
3♥= North's preemptive bid
DBL! = **RF!** Ask for the overall shape
Min **PL = B(0) + B(4.5) = 4.5**
3♠ = South's bid
DBL = 2nd step answer for 5♦ or 7♦ + COLOR side suits
4♠ = North's bid

Pass = Pass - Relay! Ask for the 2nd longest suit (exact shape)
Pass = South's bid
DBL = 1st step answer for 7 card suit, thus postponing the answer for the exact shape
Pass = North's bid

4NT! = Relay! Ask again for the 2nd longest suit
5♠ = South's bid
DBL = 3172 exact shape

From that point Opponents Pass Throughout

5NT! = Relay! Ask for the King's suit
6♦ = ♦ King
All Pass

PL = B(0) + B(4.5) + 0.5 (for 9 ♦ Trumps) + 1 (for 'good' ♥ Singleton) + 1 (for 'good' ♠ Singleton) – 0.5 (the Aces are more than the Kings)

– 0.5 (for more than 2 Positive Adjustments) **= 6 for statistically 50% small SLAM**

CP = 4 + 4 (pseudo) + 22 + 4 (pseudo) = 34 **for statistically 100% small SLAM**

♠ ♥ ♦ ♣

THE EXCHANGE ANSWERS

The Exchange Answers are the Fp dynamic weapons and is used for preventing Overbidding, but must be used with a great caution till both partners master it.

It is used:

1. After the 1st player (you) open on 1st or 2nd & the 1st Opponent's bid up to 2nd Level, an Overcall by the partner & an Active Overcall (not Pass) **by the 2nd Opponent activates the EXCHANGE ANSWERS.** The answers depend on 2nd Opponent's Overcall (active or passive).

After 2nd Opponent's **Passive bid** (**Pass**), **the EXCHANGE ANSWERS bids are not activated &** if the partner with **B(0.5)+** used a **Relay** becoming **the Quest**, **the Opener's** answer will show the side suits by **SCOR - SCOR**, then eventually the 2nd longest suit

revealing the exact shape, so the normal way without any exchange!

But after 2nd Opponent's **Active bid** (not a Pass), if the partner with **B(0.5)**+ used a **Relay** becoming **the Quest**, this Relay becomes an **Exchange Asking** Relay and will ask **the Opener to show his/ her exact B# instead of the side suits !**

So, **the Opener** will show a B# from 2 to 4 by steps with 0.5 increment, but after 1♣ Opening the B# must be from 2 to 6.5).

The Quest may continue with a new Relay for the side suits, then eventually for the 2nd longest suit thus discovering the exact partner's shape, and so on … maybe CPA, so the normal way or may place the final contract.

How you may see, it exchanges the answer for the exact shape with the exact B#, thus giving you some assurance you won't missed a Game or Overbid in the dark !

♠ ♥ ♦ ♣

Board 38

NORTH
♠AJ9
♥AQ3
♦96
♣AKT92

WEST
♠Q87
♥T8642
♦832
♣J5

EAST
♠652
♥7
♦KQJT754
♣87

SOUTH
♠KT43
♥KJ95
♦A
♣Q643

Dealer North, NS Vulnerable, NS play **Fp**

NORTH	EAST	SOUTH	WEST
1♣**!**	3♦	4♣	Pass
4♦!	Pass	6♣	Pass
7NT	Pass	Pass	Pass

1♣**!** = **B2+,** artificial multi bid, may be natural with 5+ ♣
3♦ = East's Overcall on 3rd Level making North Quest & turning the next bids upside down by asking for the exact B#, then for the Basic suit or for a balance hand

(including pseudo balance), then asking by SCOR – SCOR or using the Modified Stayman & so on …

4♣= **B(2.5)** exact **B#**

After that the Opponents Pass Throughout

4♦!= **Ex Relay!** Ask for the overall shape

6♣ = 4414 shape showing by pseudo balance JUMP

PL = B(2.5) + B4 + 1 (for **'good'** ♦ Singleton) **+ 0.5** (for the Opponents 9 or 10♦ cards Super Fit) **= 8**, but unfortunately there is no more space to ask North for the exact **CP**, but they may be calculated:

CP = 4*B# + 4 = 4*2.5 + 4 = **14** (1 Ace + 2 Kings), so the Total CP in both hands = 14 + 22 = **36 for statistically 100% GRAND SLAM**

Anyway, with **PL = 8**, North must play **NT GRAND SLAM**

All Pass

NOTE: The ♦ Singleton proved not to be a **'good'** ♦ Singleton, but the ♣ Trumps **proved to be 9, so the PL dropped only to 7.5 for statistically 100% GRAND SLAM**

BBO Bidding went:

1♣ 3♦ **DBL** p 4♣ p 4♦ 4♥ p 4♠ p 4NT p 5♦ All Pass

Board 38 repeated

NORTH
♠AJ9
♥AQ3
♦96
♣AKT92

WEST
♠Q87
♥T8642
♦832
♣J5

EAST
♠652
♥7
♦KQJT754
♣87

SOUTH
♠KT43
♥KJ95
♦A
♣Q643

The same board, let's make **EAST** the Opener**,** NS vulnerable and play **Fp**

EAST	SOUTH	WEST	NORTH
3♦	DBL	Pass	3♥!
Pass	3NT	Pass	4♣**!**
Pass	4♦	Pass	4♥!
Pass	4♠	Pass	4**NT**!
Pass	5♣	Pass	5♦!
Pass	5♠	Pass	7NT
All Pass			

3♦ = East's Opening
DBL = **B(2.5)+,** any balance or **B(3.5)+,** any

After that the Opponents Pass Throughout

3♥! = **B2+, RF Relay!** Ask for the overall shape

3**NT** = **B(2.5 – 3)**, any balance
4♣! = **GF! Stayman Modification**
4♦ = **B(2.5)+,** xx44, 3334, 3343 / 4414
4♥! = **Ex Relay!** Ask for the exact shape
4♠ = **B(2.5),** any 4441
4**NT**! = **Relay**! Ask for the exact shape
5♣ = 4414 exact shape
5♦! = **CPA Relay!** Before answering by CPA **discard CP = 4*B#** & show the rest of your CP by 2 CP for a step.
5♠ = 2nd step answer for 4 **CP** + previously mandatory removed 4*B# = 4*2.5 = 10 CP for a Total of **14 CP** (Ace + 2 Kings) along with 2 **EQ** (1 real Queen + 1 EQ in ♦ Singleton suit)

PL = **2.5 + 4 + 0.5** (for 9 ♣) + **0.5** (for ♥ 4 by 3 Misfits with all 3 Controls) + **0.25*** (for 4 Aces) – 0.5 (the Aces are more than the Kings in both hands) = **7.25* for statistically 75% GRAND SLAM**

Total **CP** in both hands = **14** real **+ 4** (pseudo CP in ♦ suit) **+ 22** = **40 for statistically 100% GRAND SLAM**

7NT = Final Contract

♠ ♥ ♦ ♣

Board 39

NORTH
♠Q2
♥A9743
♦JT64
♣T2

WEST
♠AKJT854
♥
♦Q9
♣J943

EAST
♠973
♥KQT
♦AK87
♣AK8

SOUTH
♠6
♥J8652
♦532
♣Q765

Dealer West, NS vulnerable, EW play **Fp**

WEST	NORTH	EAST	SOUTH
1♠	Pass	1NT!	Pass
2♥	Pass	2♠!	Pass
2NT	Pass	3♣!	Pass
3♦	Pass	3♥!	Pass
3♠	Pass	4♣!	Pass
4♦	Pass	4♥!	Pass
5♣	Pass	5♦!	Pass
5♥	Pass	6♠	All Pass

1♠ = B(2 – 4), 5+♠
1NT! = **B(0.5)+, Forcing**, actually **B(4.5)**
2♥ = 5♠ or 7♠, **RANK / B3+,** 7222
2♠!= **RF!** PL+, Ask for 7♠ or 5♠ + shape
2NT! = 7♠ + **RANK / B(3 - 4),** 7222
3♣! = PL+, 1st step answer is for any 7024
3♦ = 7042 or 7024 → 7♠ + **RANK + Void**
3♥! = **Relay**! Ask for the 2nd longest suit (exact shape)
3♠ = 7024 → ♠ for 4♣, 7♠ + **RANK** + Void (**Fp gag**)
4♣! = **Relay**! Ask for the exact **B#**

NOTE: (by using **Fp gag** West's 3♠ answer showed 4 cards in ♣ suit; An answer of 4**NT** will be for 7042 exact shape (**NT** for 4♦ by using **Fp jig**)

4♦ = 1st step answer for exactly **B2**

4♥! = **Ex CPA Relay**! By the **Formula with 7 card Basic suit + Void !** the 1st step **CP** answer = 4*B# - 2 = 4*2 - 2 = 6 CP, 5 EQ
5♣ = 3rd step answer for **10 CP, 3 EQ**

NOTE: Obviously West hold A+K+1 read Q + 2 EQ (1 for the Void & 1 for the 7 card suit)
5♦! = Relay! Ask for the **K + Q** suits by **SCOR**
5♥ = 1st step answer for **SHAPE K + Q**

6♠ = Final Contract

PL = 2 + 4.5 + 1 (for 10 ♠ Trumps) **– 1** (for the **'bad' ♥** Void) **+ 0.5** (for the 3♦ TOP Honors) **= 7 for statistically 100% small SLAM (50% GRAND)**

CP = 10 real + 6 (pseudo) by West + 24 (East) = 40 for statistically 100% GRAND SLAM

Board 40

NORTH
♠T952
♥QT7542
♦5
♣92

WEST
♠KQJ843
♥3
♦KJ986
♣J

EAST
♠A7
♥KJ
♦AQ7
♣KQT843

SOUTH
♠6
♥A986
♦T432
♣A765

E-W vulnerable, Opponents Pass throughout, EW use the new **Fp** Bidding

EAST	SOUTH	WEST	NORTH
1♣	Pass	1♥!	Pass
3NT	Pass	4♣!	Pass
5♣	Pass	5♠	Pass
Pass	Pass		

1♣ = **B2+,** 5+ ♣ / **B(4.5)+,** any shape
1♥! = **RF!** Ask for the overall shape
3♣ = 6th step answer by **SCOR - SCOR** (actually 8th step because of 1♣ Opening) for 6♣ **+ RANK (waiting bid)**
3♦**! = Relay!** Ask for the exact shape

3NT = 2236 exact shape, 6♣ **+ RANK, no S / V**, ambiguous balance

4♣**! =** PL+, Ask for the exact **B#**

5♣ = 4th step answer for exactly **B4**

NOTE: Before using 5♦**! = CPA Relay** with **PL** = B4 + B2 = **6**, West MUST count the expected East's CP, because of missing any Ace in West's hand !

Expected East's **CP** = 4*B# + 4 = 4*4 + 4 = 20 = 2A + 2K, so the Opponents probably hold 2 Aces, and any SLAM disappear completely.

5♠ = Sign Off
All Pass

NOTE: **Check the CP if you still do not believe in the system's calculations:**

5♦**! = CPA**, 1st step answer = 4*B# + 2, 3 EQ
5♠ = 2nd step answer for **4 CP** + previously mandatory removed 4*B# = 4*4 = **16 CP** along with 3 **EQ** (2 real Queens) for a Total of **20 CP** = 2A + 2K

The Bidding in BBO:

2NT p 3♥ p 3♠ p 4 ♦ p 4♠ p **4N T** p 5♥ p 5♠ All Pass

Board 41

NORTH
♠985
♥A652
♦T74
♣KQ9

WEST
♠A32
♥T84
♦KQJ5
♣JT2

EAST
♠KQJT4
♥K73
♦982
♣A6

SOUTH
♠76
♥QJ9
♦A63
♣87543

N-S vulnerable, Opponents Pass throughout

WEST	NORTH	EAST	SOUTH
Pass	Pass	1♣!	Pass
1NT	Pass	2♣!	Pass
2♦	Pass	2♥!	Pass
3♦	Pass	3NT	All Pass

Pass – Pass - 1♣! = B1+, any in 3rd / 4th sit, **Initial Forcing**, actually B2

1NT = **B(1 - 1.5),** 10-12 HCP, balance / any 4441

2♣**!** = **B2+, Stayman! Min PL = 3.5**; **Min HCP** in both hands = 11 + 13 **= 24**

2♦ = **B(1 - 1.5),** xx44 or 3334 or 3343, no 4 card Major suit

2♥! = **B2+, RF! Relay!** Ask for the strength or / and exact shape.

Min PL = B1+ B2 = **3**, **max PL** = B(1.5) + B2 = **3.5**

3♦ = exactly **B1,** 3343 exact shape, absolute balance

NOTE: **2NT** bid will shows the higher **B(1.5)**

3NT = Sign off with **PL = 1 + 2 = 3 & 5 by 3 FIT**

NOTE: By Mr. Dulevsky's chart (**balance hand**):

B1 = 10 HCP; B(1.5) = 12 HCP; B2 = 13 HCP

The Bidding in BBO was strange:

2♣ p 2♦ p 3♣ p **3NT All Pass**

♠ ♥ ♦ ♣

Board 42

NORTH
♠AK8
♥76543
♦3
♣9632

WEST
♠976
♥KJ
♦K862
♣Q854

EAST
♠53
♥Q92
♦AJT954
♣**T**7

SOUTH
♠QJT42
♥AT8
♦Q7
♣AKJ

Both vulnerable, Opponents Pass throughout

NORTH	**EAST**	**SOUTH**	**WEST**
Pass	Pass	1♣**!**	Pass
1♠	Pass	1NT!	Pass
2♥	Pass	2♠!	Pass
3♣	Pass	3NT	All Pass

Pass - Pass - 1♣**!** = **B2+,** any in 3rd / 4th sit**, Initial Forcing**, actually **B3**

1♠ = exactly **B1**, any 5+ card suit or any 5+/5+ bi-color

1NT! = **B2+, RF! Relay!** Ask for the suit(s)

2♥ = 5+♥ Basic suit

2♠! = **GF! Relay!** Ask for the side suits by **SCOR**

3♣ = 2nd step answer for **COLOR** (♠ + ♣) black side suits (excluding the color of the Basic ♥ suit)

NOTE: **PL** = B1 + B3 = **4, which is "Bermuda Triangle" PL for Majors in Fp system & usually all contract sink despite the distributions!**

With PL = 4 in Major you are strongly advised to play 3NT if you do not have a Singleton / Void !

Thinking!

3♥, 3♠ or 3NT? In all cases NS will loose if they hold min 24 HCP!

Despite that North may have a Singleton, it will be either **NEUTRAL** (if it is opposite a Queen) or a **'bad'** Singleton (if it is opposite a King!) and won't help for making a contract of 4 in any of the Majors !

So, if North doesn't have 7 card ♥ suit, it is better to risk with 3NT!

3NT = Invitational Sign Off

All Pass

The Bidding in BBO went:

p p 1**NT** p 2♦ **DBL** 2♥ **All Pass**

Board 43

NORTH
♠J82
♥AJT2
♦J75
♣A82

WEST
♠75
♥986
♦83
♣JT6543

EAST
♠T3
♥Q743
♦AKQT2
♣K7

SOUTH
♠AKQ964
♥K5
♦964
♣Q9

Vulnerable EW, All play Fp

WEST	NORTH	EAST	SOUTH
Pass	Pass	1♣!	1♠
Pass	1NT!	2♦	2♠
Pass	2NT!	Pass	3NT
Pass	4♠	All Pass	

Pass - Pass - 1♣**!** = **B2++,** any in 3rd / 4th sit, **Initial Forcing**, actually **B(2.5)**

1♠ = **B(1.5 - 3.0),** 5+ ♠ (an Overcall after partner's **Pass**)

Pass = **B(0.5) or less**, any shape, may be **Negative**, actually **B(-2)**

NOTE: **Fp** statistically uses B(-1) for the calculations, so the **min PL** by East's calculation = B(2.5) + B(-1) = 1.5 if they have a FIT

1NT! = **B(1.5), RF!** Ask for the side suits / shape
2♦ = East's free bid, 5+ ♦
2♠ = 4th step answer (including **Pass** and **DBL** for the first 2 steps) showing 6 card ♠ suit + **SHAPE** (♣ + ♥) side suits (excluding the Basic ♠ suit)

From that point, EW Pass Throughout

2**NT! = GF!** Ask for the 2nd longest suit (for the exact shape)

Min **PL** = B(1.5) + B1 + 0.5 (for 9 ♠ Trumps) = **3**
3NT = exact shape 6232, mandatory bid with ambiguous balance for the 2nd longest suit outside the side SHAPE suits

NOTE: **Always use 3NT bid for any 6223 shape!**
4♠ = Sign Off

The Bidding in BBO was:
p p 1♦ 1♠ p 2♦ p 3♦ 3♥ p 3♠ p 4♠ **All Pass**

Board 44

NORTH
♠KJ432
♥AK984
♦8
♣K9

WEST
♠A5
♥63
♦AJT9742
♣A8

EAST
♠QT6
♥QT752
♦K6
♣742

SOUTH
♠987
♥J
♦Q53
♣QJT653

Dealer North, EW vulnerable, only NS play **Fp**

NORTH	EAST	SOUTH	WEST
2♠	Pass	Pass	3♦
3♥	Pass	3♠	All Pass

2♠ = B(3 - 4), 5♠/5 any bi-color
Pass
Pass = B(-), **Negative**
3♦ = Opponent's Vulnerable Overcall

3♥ = 5♥/5♠ bi-color
Pass
3♠ = Sign Off
All Pass

The Bidding in BBO went:

1♠ p 2♠ 3♦ 4♠ p p **DBL All Pass**

Let's suppose that after North's **Pass** on 3♠, East bid 4♦, all Pass to **North** who will bid **DBL after** calculating the possibility EW to go down by using **'Penalty Rule of 13' :**

Penalty sum = **3** (NS **PL**) + **4** (EW **PL**) + 2 (for A♥) + 1 (for ♠K) + 1 (for ♥K) + 1 (for ♣K) + 1 (for 1 small ♦ Trump) = **13**!

The Opponents will be 1 down for sure !

♠ ♥ ♦ ♣

Board 45

NORTH
♠AQJ9743
♥
♦A832
♣AK

WEST
♠T
♥KQ852
♦T976
♣Q94

EAST
♠52
♥T97643
♦K4
♣762

SOUTH
♠K86
♥AJ
♦QJ5
♣JT853

Dealer East, NS Vulnerable

EAST	SOUTH	WEST	NORTH
Pass	Pass	Pass	1♣!
Pass	1♠	Pass	1NT!
Pass	2♣	Pass	2♦!
Pass	2♥	Pass	2♠!
Pass	3♣	Pass	3♦!
Pass	3NT	Pass	4♣!
Pass	4♦	Pass	4NT!
Pass	5♥	Pass	7♠
All Pass			

Pass - Pass - Pass - 1♣! = Opening Forcing bid in 3rd / 4th sit, **B1+,** any shape, (8+ HCP), may be strong!

1♠ = **B1**, any 5 card suit or B(1 - 1.5), any 5+/5+ bi-color
1**NT!** = **B2+, RF!** Ask for the overall shape

2♣ = 5+ card Basic ♣ suit (by South)
2♦! = **GF!** Ask for the overall shape

2♥ = 1st step answer for **SHAPE** side suits
2♠! = **Relay!** Ask for the 2nd longest suit

3♣ = 3235 exact shape (a bid in the Basic ♣ suit for 3 by 3 in the SHAPE side suits, no 2nd longest suit)
3♦! = **CPA!** Ask for **CP** (1st step answer = 4*B# + 2 = 4*1 + 2 = 6 **CP**, 3 **EQ**)

3NT = 3rd step answer for 6 **CP** + previously mandatory removed 4* B# = 4*1 = 4 **CP**, for South's **Total of 10 CP** = A + K, along with **1 EQ** (because of the 3rd step when answering for **CP**)
4♣**!** = **Relay!** Ask for the colors of the King + Queen (expected answer by SCOR)

4♦ = 1st step answer for **SHAPE** King + Queen

→ (♠K + ♦Q or ♥K + ♣Q or ♦K + ♠Q)

NOTE: For North the last combination

obviously is impossible)

4NT! = **Relay!** Ask for the colors of the King + Ace by SCOR

5♥ = 3rd step answer for RANK Ace + King

NOTE: Obviously South has ♥A + ♠K + ♦Q **!**

7♠ = Sign Off (by North)

PL = 1 + 5 + 1 (for 10 ♠ Trumps) + **0.5** (for 5 by 2 Misfit in ♣ with the 2 Controls) - 0.5 (for more Aces than Kings in both hands) = **7** for statistically **50% GRAND SLAM**

C**P = 10 + 22** (real) + **4** pseudo (in ♥ suit) = **36** for statistically **100% GRAND SLAM**

NOTE: Fp calculations are made without paying attention to the Opponents' distributions! Actually, if the Opponents' ♣ & ♠ suits aren't divided 3 by 3 & 2 by 1 respectively, combined with the probability for a successful ♦ finesse, the chance for making the Grand Slam is around 66 %, so in reality almost any Grand Slam bid & played is in jeopardy. That's why these Slams are disliked !

♠ ♥ ♦ ♣

Never give up with Fp!

And be sure, that your partner never will complain if you are able to prove to him that you simply followed **Fp Requirements**.

That bridge system not only has tremendous tools, but also help a pair to establish a true partnership without any conflicts !

Do you like the tools Fp provides to you? Are you able to make the Bidding Double Dummy before the Playing starts? It is like seeing the length of the suits and the important Honors through the back of the partner's cards. Now you know why the cover of this book looks strange. You can find the partner's exact number of all Aces + Kings + Queens with one question - one answer, and then you may ask your partner where they are. If you think, that this is impressive, tell it to the bridge world ☺

The Counting alone will provide to you contracts assurance of over 70% for TOP 12 Match points Scoring. Make a bet and try it especially on the Bidding Contests. You will be fascinated.

Think about it!

Use it or guard against it, it is your own decision!

Board 45 (repeated)

WEST	EAST
♠AQJ9743	♠K86
♥	♥AJ
♦A832	♦QJ5
♣AK	♣JT853

Let's make West the Dealer in the 1st sit

Dealer North, E-W vulnerable

WEST	NORTH	EAST	SOUTH
1♣	. Pass	1♥!	Pass
1♠	Pass	1NT!	Pass
2♠	Pass	2NT!	Pass
3♥	Pass	3♠!	Pass
3NT	Pass	4♣!	Pass
4♦	Pass	4♥!	Pass
4NT	Pass	5♣!	Pass
5♦	Pass	5♥!	Pass
6♦	Pass	7♠	All Pass

1♣ = B2+, 5+ card ♣ suit or B(4.5)+, any shape
1♥! = B(0.5)+, RF! Ask for the strength overall shape
1♠ = B(4.5)+, any shape, strong
1NT! = GF! Ask for the overall shape
2♠ = 5+ ♠ Basic suit
2NT! = Relay! Ask for the side suits
3♥ = 3rd step answer for 5♠ or 7♠, RANK (Minors) side

suits (the Basic suit is a Major suit, and it is excluded)

3♠! = **Relay!** Ask for the 2nd longest suit

3NT = **B(4.5)+,** 7\s + RANK or **B(5.5)+,** 7222

4♣! = Relay! The 1st step answer is for a Void with any 7042 or 7024, 7♠ + RANK + Void

4♦ = the 1st step answer for 7042 or 7024 = 7♠ + **RANK + Void**, postponing the answer for the 2nd longest suit (7033 is not included here, despite the Void)

4♥! = **Ex Relay in the Void ♥ suit!** Repeated Asking for the 2nd longest suit.

4NT = NT for 4♦, 7042 exact shape, 7♠ + **RANK + Void** (**Fp gag** for space saving)

5♣**! = Relay!** Ask for the exact **B#**

5♥ = 2nd step answer for exactly **B5**

5♠**! = CPA Relay!** Ask for **CP** (with 7 card Basic suit + Void the 1st step answer for CP = 4*B# - 2 along with 5 EQ) = 4*5 - 2 = 18 CP, 5 EQ

6♦ = 3rd step answer for **22 CP** = 3A + K **or** A+ 4 K along with **3 EQ** (1 real Queen + 1 **EQ** for the 7th card in ♠ suit, + 1 **EQ** in ♥ Void)

7♠ = Sign Off (by South)

PL = 1 + 5 + 1 (for 10 ♠ Trumps) + **0.5** (for 5 by 2 Misfit in ♣ with the 3 Controls) - 0.5 (for more Aces than Kings in both hands) = **7** for statistically **50% GRAND SLAM**

CP = 10 + 22 (real) + **4** pseudo (in ♥ suit) = **36** for statistically **100% GRAND SLAM**

Board 46

WEST	EAST
♠A82	♠T94
♥A4	♥Q73
♦Q76	♦AKT432
♣AKJT5	♣Q

WEST	NORTH	EAST	SOUTH
1♣	Pass	1♥!	Pass
2♣	Pass	2♦!	Pass
2NT	Pass	**3♣!**	Pass
4♣	Pass	4♦!	Pass
4NT	Pass	**5♣!**	Pass
5♠	Pass	5NT!	Pass
6♥	Pass	7NT	All Pass

1♣ = B2+, 5+ ♣ / **B(3 – 4.5)**, balance / **B(4.5)+**, any

1♥! = Relay! Ask for the overall strength / shape

2♣ = B2+, 5♣ or 7♣, **SHAPE** side suits

2♦! = Relay! Ask for the exact shape

2NT =3235 exact shape

3♣! = Relay! Ask for the exact **B#**

4♣ = Exactly **B4**

4♦! = CPA! Before answer for **CP** discard **4*B#** = **16 CP**

4NT = 3rd step answer: **6 CP + 16 CP = 22 CP, 1 EQ**
5♣! = Relay! Ask for the **K+ Q** suits by **SCOR**

5♠ = 3rd step answer for **RANK King + Queen**
5NT! = Relay! Ask for the **J or T** in the long suit

6♥ =3rd step answer = **Jack** + **Ten** in the long suit

Thinking!

NT PL – B4 + B(1.5) + 0.5 (for 9♦) + statistically **1.0** (for 3 TOP Honors in ♦) **+ 1.0** (for 3 TOP Honors in ♣) **+ 0.25*** (**force*point** for 4 Aces) **– 0.5** (the Aces are more than the Kings in both hands) = **7.75*** **for statistically 100% GRAND SLAM**

CP = 22 + 10 = 32 for statistically 100% small SLAM, but 0% GRAND SLAM

So, **Santa Claus** came for help & and told you to count the statistically fast tricks ! (or maybe you can count the possession of the 3 TOP Honors AKQ in a 5+ card suit for a half Control, but probably only when you have 2 good Fits ?!)

NOTE; The chance West's **KING** to be in ♣ instead in one of the Major suits is **2: 1** & for the **QUEEN** the chance is 1 : 1. The combined chance is 3 : 2

7NT = Final Contract

Board 47

NORTH
♠T76
♥97
♦AJ
♣AQT853

WEST
♠J95
♥K6542
♦QT94
♣6

EAST
♠KQ843
♥AQ3
♦K72
♣74

SOUTH
♠A2
♥JT8
♦8653
♣KJ92

NS Vulnerable, only EW play **Fp**

SOUTH	WEST	NORTH	EAST
Pass	Pass	2♣	2♠
DBL	RDBL!	3♣	DBL
Pass	3♦!	Pass	3♠
Pass	Pass	All Pass	

Pass - Pass - 2♣ = North's **'Precision Club'** Opening
2♠ = East's Overcall in 3rd sit after partner's Pass with **B(1.5 - 3),** 5+ ♠
DBL = Opponent's **Active** bid (probably for short ♠ with FIT in ♣ (Who knows, ask for an explanation)
RDBL! = B1+, **RF! Exchange Asking! It is for the exact B#** not for the side suits.
Min **PL** = **B(1.5) + B1** (after upgrading for Singleton ♣)= **2.5,** max **PL = 4**
3♣ = North's bid
3♦ = 3rd step answer (1st step = **Pass,** 2nd step = **DBL**) for **exactly B(2.5)**

` **From this point NS Opponents Pass throughout**

! = **GF!** Ask for the 2nd longest suit
4♠ = Sign Off

All Pass.

The probability East to have max B# = 3 after both Opponents had active announcement must be excluded !

If both sides play Fp (the Bidding is posted for learning purposes only) NS Vulnerable, both sides play **Fp**

SOUTH	WEST	NORTH	EAST
Pass	Pass	1♣!	1♠
Pass	1NT!	2♣	2♦
3♣	4♠	All Pass	

Pass - Pass - 1♣! = **Forcing Opening in 3rd sit, B1+, any shape**, 8+ HCP, may be very strong !

1♠ = **B(1.5 - 3),** 5+ ♠

Pass = **B(0.5) or less,** any shape or any 4441
1NT!= B(1 - 1.5)+, RF! Exchange Asking for the exact B# !

Min **PL** = B(1.5) + B1 (West's actual B# after upgrading for ♣ Singleton) = **2.5**, max **PL = 4**

2♣ = B(2 - 3), 5+♣
2♦ = 3rd step answer (the 1st step = **Pass**, the 2nd step = **DBL**) for exactly **B(2.5)**

3♣ **= 4** card ♣ suit (**DBL** will show 3 card ♣ suit)
4♠ = Sign Off

All Pass

The Bidding in BBO was:

p p 2♣ 2♠ **DBL** 3♠ All Pass

♠ ♥ ♦ ♣

If the **Quest** becomes the **Dummy**, the Opponents may discover the exact holding distributions of both **Fp Players (statistically around 30% of the time)**. That may help them **'not to make gifts'**, and affect the **'good'** tricks on Matchpoints Tournaments, but it **doesn't matter on Team Matches.**

One of **Fp Team Players** works on **CC card** for automatically displaying all F**p** alerts when playing in **BBO**. That is quite long and difficult job, but we want totally to satisfy our customers. The **CC card** will be included for free for all pair with a license.

When I'm watching **Expert Players in BBO** and a new game appears, I'm checking for a **few seconds** the **Base Numbers** (B#s) of the stronger hands, and when I find a **Play Level** (PL) for a **Slam**, I'm curious how they will manage it. For my surprise, around **30% of the Small Slams** are not discovered and around **70% of the Grand Slam** goes in the **twilight zone** .

It is quite obvious that the **Players** (including the **Experts**) are **afraid** of the **GRAND SLAMS !!**

The explanation may be only one:

They are unable to collect enough information!

Or maybe they know that the GRAND SLAM are not profitable comparing to the SMALL one. The difference is ONLY 2-3 IMPs, which obviously is made intentionally by the creators of the IMP chart !!

Here is coming one problematic Slam

Board 48

NORTH
♠QJ2
♥AK3
♦KQT74
♣A9

WEST
♠K98
♥QT965
♦J832
♣J

EAST
♠T753
♥J742
♦A96
♣Q3

SOUTH
♠A64
♥8
♦5
♣KT876542

Dealer North, All VUL, (Opponents **Pass** throughout)

NORTH	EAST	SOUTH	WEST
1♦	Pass	1♥!	Pass
2♣	Pass	2♦!	Pass
2NT	Pass	3♣!	Pass
4♣	Pass	4♦!	Pass
4♠	Pass	4NT!	Pass
5♦	Pass	5♥!	Pass
5♠	Pass	5NT!	Pass
6♣	Pass	6NT	All Pass

1♦ = B(2.5 – 4.5), 5+ ♦
1♥! = B(0.5)+, **RF!** Ask for strength or for the side suits

2♣ = 3rd step answer for RANK side suit or 2272

2♦! = **GF!** Ask for the shape

2NT = bid in the Basic ♦ suit for 3352 exact shape
3♣**!** = **Relay!** Ask for the exact **B#**

4♣ = 5th step answer for exactly B4

4♦**!** = **CPA!** Ask for Controls.

The **PL** = B4 + B(2.5) + 1 (for 10 Trumps in in ♣ suit) = **7.5 if** the red Singletons are not **'bad'**

4♠= 2nd step answer for 4 **CP** + previously mandatory removed 4*B# = 4*4 = 16 **CP** for a **Total of 20 CP** = 2A + 2K along with 2 **EQ** (obviously 2 real Queens because North doesn't have **S / V**)

The Total CP in both hands: **20 + 10 + 8 pseudo CP = 38 which clearly shows that there is / are duplication(s) with King(s) opposite Singleton(s), because 38 CP do not exist like a combination on practice !!**

4NT! = Relay! Ask for the colors of the Kings by **SCOR**

5♦ = 2nd step answer for **2 COLOR Kings** (**red** or **black**)

5♥! = **Relay!** Ask for the colors of the Queens by **SCOR**

5♠ = 1st step answer for **2 SHAPE Queens**

NT PL = **B4 + B(2.5) + 1** (for 10 cards in ♣ suit) –

1 (for ♥ Singleton) **- 1** (for ♦ Singleton) = **5.5 for statistically 50% small NT SLAM**

5NT! = Relay! Ask for the colors of the Aces by **SCOR**

6♣ = 1st step answer for **2 SHAPE Aces**

♣ PL = **B4 + B(2.5) + 1** (for 10 Trumps in ♣ suit) – **0.5 (-1)** (for ♥ Singleton opposite ♥ King) – **1(-0.5)** (for ♦ Singleton opposite ♦ King) = **6 for statistically 50% small SLAM**

The **CP = 20 + 10 = 30 for statistically 50% small SLAM** (100% small SLAM with 2 good FITs)
6NT = Sign off

NOTE: The Slam is a bit in danger, because the North's Aces may be in ♥ and ♦, and if North doesn't have at least ♣J, South has to be lucky to find where is ♣A and if it is a Singleton.

Luckily, North's possession of ♣A resolved all doubts! NS were extremely lucky, right, but the chance for a Slam persists, and how you may see, nothing can stop **a player to investigate** partner's hand **at max**, because of the early info for the game's **Play Level**. If you learn **Fp** you will enjoy playing all of the possible Slams and will have a great fun.

In BBO the Bidding was: 1♦ p 3♣ p **3NT** All Pass

I have spent 36 years to create Force Point Bridge System. You can spend 36 days to introduce it to yourself. Add after another 36 days for practice you will start to fill the difference.

Fp Counting for Players Who Prefer to Use the Classical HCP

Singleton Ace = 7 HCP (Ace + Void = 4 + 3 = 7 HCP)
Ace = 4 HCP
King = 3 HCP
Queen = 2 HCP, **Jack** = 1 HCP
Singleton (except the Singleton Ace) = 2 HCP
Void = 3 HCP

For up to 4 card suit with min 2 TOP Honors add additional HCP= number of the TOP Honors in the suit (your Jack becomes a TOP Honor when you have AKQ in the same suit)

For AK(xx) or KQ(xx) **add 2 additional HCP** (count the Honor separately)

For AKQ(x) **add 3 additional HCP** (count the Honors separately)

For AKQJ **add 4 additional HCP** (count the Honors separately)

For any 5+ card suit with 2 TOP Honors **add: n - 4** HCP, where **'n'** is the number of the cards in the suit

For 6+/5+ bi-color add: n - 9 HCP, where **'n'** is the number of the cards in both bi-color suits

Your B# (the contract tricks) = (T - 5)/4, where T are your total HCP T - 5 always must be an even

number! It is very important to know how to approximate your T - 5 result when it shows an odd number:

Add 1 HCP with balanced hands (no 6+ card suit, no pseudo **S / V** suits), but subtract 1 HCP with unbalanced hands!

♠ ♥ ♦ ♣

The game's Play Level (PL) = sum of both partners B#s

For a Trump Super Fit of 9 cards in both hands, or for a 'good' Void or for a Misfit or FIT with the 2 Controls or when opponents bid your Void suit upgrade your B# (respectively your PL) with 0.5 contract tricks.

For a Trump Super Fit of 10+ cards in both hands, for a 'good' Singleton, for a 2nd FIT with the 3 TOP Honors or when the opponents bid your Singleton suit upgrade your B# with 1 contract tricks.

No more **Adjustments** are necessary with this **Fp Counting**. It may be very important for the casual bridge systems which are not able to discover the exact player's distribution. A precise Counting helps for discovering the **Slams** which most of the players cannot sense.

Mr. Jordan Gechev contributed to that **Fp Counting with HCP**

Use the email pboev777@gmail.com to buy a pair license ($26.10, tax included0 for using Fp on International Tournaments & receive **Sysnotes**, the computer program for visual observation of **Force Point system®** bids & the PDF e-Book "**Slam after Slam with Force Point**" for you & your partner. **Sysnotes** may be used for playing **Fp** on Internet or practice the system by the time of learning. Upon **Pay Pal** confirmation of your payment, you & your partner will receive a link to Google Drive to download the Demo Counting program & Sysnotes along with the PDF e-Book. For a Team playing pay 2 times by $26.10 and receive 4 Sysnotes programs and 4 PDF e-Books.

The p **Sysnotes** program is like a book and will help you to learn **Fp** faster because you will be able to see all **Bidding Mechanisms** and their sequences going through the book, by using your mouse by the time of the bidding.

You can install the free DEMO computer program with open hands which will provide the count for you, so you can bid and play manually by watching the bids in the. separate **Sysnotes** program. The program is for manual bidding & playing, so keep it on '**Human**' although if you find and paste in the main C:\ForcePoint folder the set of old **GIB** files, the Opponents can bid by **SAYC** & play automatically.

♠ ♥ ♦ ♣

The game below is all about discovering where is one King. Try to find out its place!

Board 49

NORTH
♠82
♥AK942
♦Q874
♣J8

WEST
♠AJ
♥8
♦AKJ9
♣A9543

EAST
♠KQT65
♥T73
♦T
♣Q762

SOUTH
♠974
♥QJ65
♦6532
♣KT

West Dealer, EW Vulnerable and play **Fp**

WEST	**NORTH**	**EAST**	**SOUTH**
1♣	1♥	DBL!	2♥
2♠	Pass	2NT!	Pass
3♦	Pass	3♥**!**	Pass
4♣	Pass	4♦!	Pass
4NT	Pass	5♣**!**	Pass
5♦	Pass	5♠	All Pass

Watch the West's hand closely. What will you do if ♦K was ♣K? Will you reach 6♠ with 2 Singletons and 24 HCP in both hands? Sure you will do. **You should do it, if you are an Expert Player!** But how to

find where is that very important King? Does your system have tools for finding the colors of the Honors?

1♣ = **B2+,** 5+ ♣ or **B(4.5)+,** any shape, actual B4

1♥ = Opponent's (North) bid

DBL! = RF Relay! Ask for the strength or / and shape

2♥ = Opponent's (South) bid

2♠ = **B3+,** 5♣ or 7♣, **SHAPE / B3,** 2227

From that point, the Opponents Pass throughout

2NT! = GF! Ask for 7♣ or **5♣** + shape

3♦ = **5♣** + **SHAPE**, 3145 exact shape

3♥! = Relay! Ask for the exact **B#**

4♣ = 3rd step answer for exactly **B4** (West rose the B# from B4 to B5 after Opponents ♥ bid. **Checking the Fp requirement for the upgrades: CP >= 4* upgraded B# = 22 >= 4*5 = 20**)

PL = **B5 + B(0.5) - 0.5** (because the Aces are more than the Kings in both hands!) **+ 0.5** (for 9 ♣ cards) = **5.5**

4♦! = **CPA Relay!** Ask for CP. The 1sr step answer = 4*4 + 2 = 18 CP, 3 EQ

4NT = 3rd step answer for **22 CP**, 1 EQ (in the ♥ Singleton, so no real Queen)

5♣! = **Relay!** Ask for the King's suit

5♦ = ♦ King

PL = 5.5 – 0.5 (for the **'bad'** Singleton) = **5** and any hope for a Small Slam disappeared !

5♠ = **Sign Off**

Board 50

NORTH
♠
♥AK8
♦KJ43
♣AK8543

WEST
♠J432
♥JT9764
♦T82
♣

EAST
♠AQT5
♥Q532
♦A5
♣QT7

SOUTH
♠K9876
♥
♦Q976
♣J962

North dealer, Neither Vulnerable, only NS play Fp

NORTH	EAST	SOUTH	WEST
1♣	**2♣**	2♠	4♥
DBL!	Pass	5♣	Pass
5♦!	Pass	5NT	Pass
6♣	Pass	Pass	Pass

1♣ = B(2.5)+, 5+ ♣ or B(4.5)+, any shape
2♣ = 4♠ & 4♥ (Landy, alerted by the Opponents), 14-15 HCP
2♠ = B(0), 5+♠, free bid
4♥ = West's barrage bid trying to destroy the **Fp** Bidding

DBL! = **Relay!** Ask for the side suits

From that point the Opponents pass throughout

5♣ = 3rd step answer for 5♠ or 7♠, RANK side suits

Thinking!

PL = B(4.5) + B(0.5) (after upgrading with 0.5 for the Void in the Opponents' ♥ suit) + **1** (for 10 ♣ Trumps) – **1**(for **'bad'** ♥ Void opposite the King) = **5, so no Small Slam.**

North's expected **CP = 4 + 24 = 28** enough for a game in Minors

All Pass

BBO Bidding:

1♣ DBL 1♠ 4♥ DBL p 5♣ p 6♣ All Pass

♠ ♥ ♦ ♣

Board 51

WEST	EAST
♠T2	♠AK7
♥KQT9	♥J63
♦Q65	♦AKJT98
♣8642	♣7

East Dealer, All Vulnerable, Opponents **Pass** throughout

EAST	SOUTH	WEST	NORTH
1♦	Pass	1♥!	Pass
3♦	Pass	3♥!	Pass
4♦	Pass	3♥!	Pass
4♦	Pass	5♦	All Pass

1♦ = B2+, 5+ card ♦ suit
1♥! = B(0)+, **RF!** B(0) only, but with exactly 4 card Major suit !
3♦ = 3361 exact shape, **Extended SCOR JUMP**, 6♦ + **RANK**
3♥! = PL+, Ask for the exact **B#**
4♦ = exactly **B(3.5)**

NOTE: The min expected **East's CP** are:
Min **CP = 4*3.5 + 4 = 18 + 4** (pseudo in ♣ suit) = **22 CP**. The Total **CP** in both hands are **22 + 4 = 26**
NOTE: For a successful Game in Minors **EW needs min of 28 CP !**

NOTE: **WEST** cannot use **4NT** bid to ask his partner for the **CP** (4♥ & 4♠ bids are Absolute Sign off), because the answers of 5♣ or over 5♦ will be fatal.

Thinking!

Let's check East's B# with 18 real CP:

18 CP = 3A or A + 3K

East's B# (with 3 Aces) = **3*1.5 + 0.5** (for the Singleton ♣) **- 0.5** (for the Aces more than the Kings) **+ (-2**, mandatory**) = 4.5 + 0.5 - 0.5– 2 = 2.5**, which is not equal to the previously shown **B# of 3.5**

East's B# (with 1 Aces + 3 Kings, one of which will be useless ♣ King) = **1*1.5 + 2*1 + 0.5** (for the Singleton ♣ King) + **(-2**, mandatory**) = 1.5 + 2 + 0.5 – 2 = 2**, which is not equal to the previously shown **B# of 3.5**

So, the check clearly showed that East must have a half Control more, e.g. 2A + 2K and the Total **CP** in both hands will be **28** for a successful Game in Minors, despite the EW PL of 5 only **!**

5♦ = Sign off. **PL** = **3.5 + 0 + 1** (for the **'good'** ♣ Singleton) + **0.5** (for 9 Trumps in ♦ suit) = **5 for statistically 50% game in Minor suit.**

I hope you paid attention how powerful are the Fp calculations making the system the strongest bridge bidding system in the world ! Thank you !

Let me show what bids you will see in special System Notes (Sysnotes) computer program after 1♣ Opening

1♣ = **B2**+, 5+♣ / B(3 - 4.5), balance (no 5+ card suit, no Singleton / Void) / B(4.5)+, any 5+ card suit or any bi-color (power multi bid). Go to the next page using the mouse

→ **1♥! = B(0.5)+,** 2+♣ / **B(1.5)+**, any shape, no bi-color, **RF!** (go to the next page)

NOTE: If there is an Overcall, the 1st step answer is for a weak hand: B(2 - 2.5), 5+♣**, then come the 2 preliminary strong bid like the bids below.**

If there is not any Overcalls:

→ 1♠ = **B(4.5 - 6.5),** strong, any 5+ card suit or any 5+/5+ bi-color

→ **1NT** = **B(3 - 4.5), strong**, 16-21 (22), balanced

From here start **SCOR – SCOR**

→ 2♣ = B(2 - 4), 5♣ or 7♣, **SHAPE / B2,** 222
→ 2♦ = 5\c or 7\c, **COLOR / B(2.5),** 2227
→ 2♥ = 5♣ or 7♣, **RANK / B3+,** 2227

→ 2♠ = 6♣ or 8♣, **SHAPE**
→ **2NT** = 6♣ or 8♣, **COLOR**

→ 3♣ = 6♣ or 8♣, **RANK + Void or S+V**
→ 3♦ = 6♣ or 8♣, **RANK, no Void (waiting bid)**

→ 3♥ = PL+, Ask for the exact shape
→ 3♠ = **4**261 → 6♦ + **RANK**
→ **3NT** = **22**63 → no S / V, ambiguous balance, 6♦ + **RANK**
→ 4♣ = **11**83 → 8♦ + **RANK**, no Void
→ 4♦ = **33**61 → 6♦ + **RANK** (what exactly East hold with this game)
→ 4♥ = 2**4**61 → 6♦ + **RANK**

→ 5♠ = B2, 2218 → 8♦ + **RANK**, no Void
→ **4NT** = B(2.5), **22**81 → 8♦ + **RANK**, no Void
→ 4♣ = B3, 2218 → 8♦ + **RANK**, no Void
→ 4♦ = B(2.5), **22**81 → 8♦ + **RANK**, no Void
→ 4♥ = B4, 2218 → 8♦ + **RANK**, no Void

NOTE: No preliminary strong bids like the above ones after 1♦, 1♥ & 1♠ Openings & with these Openings the **SCOR – SCOR Convention starts from the 1st bid if there is no Overcall !**

It looks difficult to find your proper bid if you

do not have **Sysnotes**, but let me explain on the next page how to do it faster than you expect it.

First of all, classify your hand to be clear for you what mechanism you have to use to show your shape.

If there is no Overcall, your range is: B(2 - 4) and after the 6th step answer by SCOR it is forbidden to enter the Extended SCOR ! **Just use the 7th step to show 6 or 8 card Basic suit, RANK, no Void** !

After an Overcall you may show a weak hand: **B(2 - 2.5),** 5+ card Basic suit or you may have a higher range of **B(3 – 4)** and after the 6th step answer by SCOR, **in both cases you MUST enter the Extended SCOR at the 7th step with 6 or 8 card Basic suit, RANK, no Void** (just because the Quest will know your narrow range).

That means, you have to JUMP in your Basic suit on Level 3 or Level 4 in the Extended SCOR field, and that JUMP must be over the first 7 steps, because after an Overcall, **the 1st step is for low range of B(2 - 2.5) Opening only! The** 2nd, 3rd & 4th steps by **SCOR - SCOR** are for **SHAPE, COLOR or RANK** with 5 or 7 card Basic suit.

On the next 5th, 6th & 7th steps are again for **SHAPE, COLOR and RANK**, but **this time with 6 or 8 card Basic suit**. Pay attention to the **7th step**, which is for **6 or 8 card Basic suit, RANK + Void or S+V only** !

NOTE: From the bid of **'x' Level** to **'x + 1'**

Level are 5 steps, (from a Level to the next Level in the same suit), so add 2 more steps to find where is the 7th step.

You may use your fingers to count these 7 steps which you have to exclude, if that will be easier for you. I did that on the early stage of creating the system ☺

IF you have learned the basic **Fp Mechanisms** and use the logic, you can manage properly any answer.

Also, pay attention in which of the **SHAPE, COLOR** or **RANK** fields (with or without a Void) you have entered, to be able to manage **Fp** on live Tournaments (without using the **Sysnotes** program).

It is quite different, I mean much easier, when you are playing on the Internet and use **Sysnotes**.

Of course, the professional bridge players can master that for a month and will win many awards with **Fp**. The rest of the bridge players either have to use **Sysnotes** for Internet playing or only the **Fp Counting**, which of course, will help them to improve their play.

I don't want to discourage you, but it is better to know in front, that if you do not learn the basic **Fp Mechanisms** and master a clear vision on them, you will not be able to play **Force Point** successfully without **Sysnotes**.

♠ ♥ ♦ ♣

Board 52

WEST	EAST
♠ AJT	♠ Q876532
♥62	♥AQJT5
♦AQ	♦
♣QJ965	♣A

East Dealer, EW Vulnerable, Opponents Pass throughout

EAST	SOUTH	WEST	NORTH
2♠	Pass	2NT!	Pass
5♣	Pass	5♦!	Pass
6♣	Pass	6♠	All Pass

2♠ = B**3+,** 6+♠ / 5+ any bi-color

2NT! = RF Relay! Ask for the other bi-color suit

5♣ = **B(3.5 - 4),** 7♠ / 5♥ bi-color (see Sysnotes)

min **PL** = B(3.5) + B2 + 1 (for 10 ♠ Trumps) = 6.5

5♦! **= Relay!** Ask for the exact shape

6♣ = ♣ Singleton, 7501 exact shape

6♠ = Sign off

The expected **PL** = 3.5 (with 7/5 bi- color, East's B#) + 2 (West's B#) + 1 (for 10 ♠ Trumps) = **6.5** for statistically 100% Small Slam

The expected East's **min CP** by the Formula for 7/5 bi-color is: The 1st step answer **CP** = 4*B# - 4 = 4* 3.5 - 4 = **min 10** (A + K) along with **6 EQ**.

The **min Total CP** in both hands will be: 10 (expected East's min CP) + 12 (West's CP) + 4 (East's pseudo CP in ♣ suit) + 4 (East's pseudo

CP in ♦ suit) = **min 30**, along with the Trump Super FIT of 10 cards & a side 5 by 2 Misfit in ♥ suit.

So, the Slam must be tried by **Fp requirements**

Board 53

WEST	**EAST**
♠Q654	♠T32
♥Q6542	♥2
♦KT94	♦AQJ863
♣6	♣K9

East Dealer, All Vulnerable

EAST	**SOUTH**	**WEST**	**NORTH**
Pass	Pass	Pass	1♦
1NT	2♣	2♦	3♣
3♦	Pass	Pass	Pass

1♦ = North's Precision Club Opening

1NT = B(1.5), 5+ ♦ (after the partner's Pass)

2♣ = South's bid

2♦ = To play. Min **PL** = B(1.5) + B(1.5) = 3.0 (upgrading with 1.0 after Opponents' ♣ bid)

3♣ = North's bid

3♦ = Sign Off

Max PL = 3.5 (raising with B2, 6 card ♦ suit

Board 54

WEST	EAST
♠K65	♠A92
♥AKJ4	♥T9654
♦AKJ843	♦92
♣	♣874

South opens 3♣, North raises to 4♣, EW Vulnerable

SOUTH	WEST	NORTH	EAST
3♣	DBL	4♣	Pass
Pass	4♦	Pass	4♥
Pass	6♥	All Pass	

3♣ = South's preemptive barrage
3♦ = B3+ (for 3rd Level bid in Minor, Vulnerable),
4♣ = North's raise
Pass = B(0) or less

From that point the Opponents pass throughout
4♦ = B(4.5)+, 5+♦ (bidding alone on 4th Level, Vul)
5♥ = **B(0)+, 5+♥**
6♥ = Sign Off

Expected **PL = B(0) + B(4.5) + 0.5** (for 9 Trumps) **+ 1** (upgrading for ♣ suit) **= 6** for statistically **50% small SLAM**

How you may see, with Opponents' barrages, **Fp** & uses only **B#** & **PL in conjunction with the Levels on which the bids were made**. Just learn the Overcalls with Minors and Majors, Vulnerable & Non Vulnerable and all will become elementary.

Board 55

WEST	EAST
♠QJ3	♠A86
♥AQ43	♥KT876
♦Q109652	♦AK3
♣	♣A5

Dealer West, NS Vulnerable

WEST	NORTH	EAST	SOUTH
-	Pass	1♣	3♣
DBL!	Pass	3♥	Pass
3♠!	Pass	3NT	Pass
4♣!	Pass	4♥	Pass
4♠!	Pass	4NT	Pass
5♣!	Pass	5NT	Pass
7NT	Pass	Pass	Pass

Do you understand the bids ?

Hints: 3♥ = B(4.5)+, any 5+ card suit

3NT = 1st step answer for 5♥ or 7♥, **SHAPE** side suits

4♥ = 3532 exact shape

4NT = exactly **B(4.5)**

5NT = 4th step answer for 8 CP with previously mandatory discarded CP = 4*B# = 4*4.5 = 18 for total of 26 CP in East hand

PL = B(4.5) + B(1.5) + 1 (for upgraded the ♣ Void after 3♣ bid) + 0.5 (for 9 ♥ cards) + 0.5 (for 9 ♦ cards) + **0.25* (force*point** for 4 Aces) – 0.5 (for more than 2 positive Adjustments) – 0.5 (for more Aces than Kings in both hands) = **7.25*, statistically 75% GRAND SLAM**

CP = 26 + 4 + 6 (pseudo for ♣ Void) **= 36 for statistically 100% GRAND SLAM**

Board 56

WEST	**EAST**
♠A865	♠KQJ4
♥A76	♥J8
♦K103	♦Q8
♣AQJ	♣K6532

Dealer West, NS Vulnerable

WEST	**NORTH**	**EAST**	**SOUTH**
1♣	Pass	1♥**!**	Pass
1NT	Pass	2♣!	Pass
2NT	Pass	3♣**!**	Pass
3♠	Pass	4♣!	Pass
4♥	Pass	4NT!	Pass
5♥	Pass	5♠!	Pass
6♦	Pass	6♠	All Pass

Try to explain the bids

Hints: 4♣ bid asks for the exact B#

4NT = CPA Relay!

5♠ bid asks for the colors of K + Q (**'2 of a kind'**)

1♣ = **B2+**, 5+♣ / **B(3 - 4 .5)**, balance / **B(4.5)+**, any 5+ card suit or any bi-color

1♥**! = B(0.5)+, RF!** 2+♣ / B(1.5)+, any shape, no bi-color

1NT = **B(3 – 4.5)**, balance (by F**p Requirements**: no 5+ card suit, no S / V)
2♣! = RF Relay! Modified Stayman

2NT = B(3.5 – 4.5), 4♠, may have any other 4 card suit

NOTE: 2♠ will show B(3 – 4.5),) 4♠, may have any other 4 card suit
3♣!**= GF!** Ask for other 4 card suit

3♠ = no other 4 card suit, **4**333 exact shape
4♣! = Relay! Ask for the exact **B#**

4♥ = 2nd step answer for exactly **B4**
4NT! = CPA Relay! Min **PL = B4 + B1 = 5**

5♥ = 3rd step answer for **6 CP** + previously mandatory removed 4*B# = 4*4 = **16 CP** for Total of **22 CP** = 4K + A or **3A + K** (for East, it is obviously the latter), along with **1 EQ** (**1 real Queen**, because West has a balanced hand)
5♠! = **Relay!** Ask for the color of the **King + Queen** (for the **'2 of a kind'**)

6♦ = 3rd step answer for **RANK K + Q** (for East, it is obvious that West's 2 TOP Honors are ♦K + ♣Q)
6♠ = Sign off

PL = **B4 + B1 + 1** (for 5 by 3 side FIT **in ♣** suit with all 3 TOP Honors) = **6 for statistically 50% Small Slam.**

CP in both hands = **22 + 8 = 30 with 2 good FITs for statistically 100% Small Slam.**

Board 57

WEST	EAST
♠AJT4	♠K
♥6	♥KQ873
♦KJ843	♦A
♣652	♣AKJT84

Dealer East, All Vulnerable, Opponents **Pass** throughout

WEST	NORTH	EAST	SOUTH
		3♣	Pass
3♦!	Pass	3♥	Pass
3♠!	Pass	3NT	Pass
4♣!	Pass	4♥	Pass
4♠!	Pass	5♠	Pass
6♣	Pass	Pass	Pass

3♣ = ~ **B(4.5)+,** 6+♣/5+ any / **B(2 - 4),** 9+♣

3♦! = **B2+, Mandatory Relay** for the other suit !
3♥ = **B(4.5)+,** 6+♣/5+♥ bi-color

3♠! = **B3+,** Ask for 2/3/6+ card suit

3NT = 1st step answer for 6♣/5♥ with 2 cards Control or 1516

4♣! =**B3+, Relay!** Ask for the exact shape

4♥ = 1 by 1 in the short suits (for 1 by 1 in the shorts use NT bid or the bid in the closest bi-color suit)

4♠! = **CPA Ex Relay!** Ask for **CP**. Before answering by CPA **discard CP = 4*B# - 4** (for 6/5 bi-color + V / 2S) & show the rest of your CP by 2 CP for every step.

5♠ = 5th step answer for **10 CP** + previously mandatory removed 4*B# = 4*4.5 – 4 = **14 CP** for **Total of 24 CP** = 4 Aces or **2 Aces + 3 Kings** (for West, it is obviously the latter)

NOTE: With 6+/5+ bi-colors the Total **CP** in both hands decide on Slams, the number of **EQ** cannot be discovered, because there is no asking for the exact partner's B# except approximately if you use the Formula for 6/5 bi-color with 2 Singletons below.

Let's backward check East's B#:

B# ~ CP/4 - 1 = 24/4 - 1 = **5**

Suppose East showed that B#, and used 2nd step for **CP** answering, which will show also 2 **EQ**. It is obvious for West that the partner has a Singleton ♠ King, so East must have 1 more real Queen + 1 **EQ** in ♦ suit, despite if there is a Singleton Ace or not.

Total CP in both hands will be: **24** (in East's hand) + 1**0** (in West's hand) = **34 for statistically 100% Small SLAM**

NOTE: The pseudo 4 **CP** in West's ♥ suit cannot be count because West knows that East has a real King in that suit !

It is not necessary to check the PL with 6+/5+ bi-color hands, although you can do that:

PL ~ 5 + 1 + 0.5 (for 9 ♣ Trumps) – 0.5 (for two 5 by 1 suits) ~ 6.0 for statistically 50% Small Slam. There may be a problem with this game if one of the Opponents hold ♣QJx. EW will need some luck, but that's the usual thing with the **aggressive Fp** !

Who may use the system?

1NT_over_1.snf data file of **Sysnotes** grew over 85 MB for the last 36 years, at least 1000 times corrected (some heavy corrections prevented more data to be filled).

Sysnotes probably never will be filled completely, although it is possible if you find a high security prison inmate waiting to die by lethal injection. If he chooses his last wish to be filling of **Sysnotes**, for sure he will die by natural cases and we all may benefit of one priceless **Sysnotes** program with over 100 MB data bank file ☺

It is very curious because, for one particular game with a long Bidding sequence will be used no more than 25 KB of data, which means inside 100 MB data bank will be at least 4,000 long sequences. Now the data bank consists around 3,200 sequences, some of them short because sometimes when I reach **SCOR- SCOR Mechanism** I didn't continue filling **Sysnotes**, but go to fill the next sequence**.**

I did that to be able to fill more sequences based on the assumption that I already have explained the Convention earlier along with the **Fp Asking** & **CPA**.

So, anyone may continue without watching the bids in **Sysnotes**. Most of the sequences are constantly repeated combined in **10 Bidding Mechanisms** corresponding to the different Opening bids, **SCOR-SCOR Convention** and **3 Asking** (**for** the exact partner's **B#, CPA** for the partner's number and king of the TOP Honors, **SCOR** for the **colors of** the partner's **TOP Honors**), so one **Bidding Mechanism** probably should consist around 500 sequences to be completed in full for all possible variations in the **Bridge Bidding**!

36 years ago, when I was young, strong and stupid, I have decided that I can cover all of them. At least, I think I have made the skeleton in that direction, still without some part of the roof. Now I'm 74 years old and I'll need at least 5 more years to finish completely that **House of Cards** roof!

Will I do that? If you ask me right now, I will tell you that I'm totally exhausted and maybe will be better to find an inmate for a mutual benefit ☺ Just kidding! Of course, I will fill up **Sysnotes** to the end of my days!

♠ ♥ ♦ ♣

Board 58

NORTH
♠AKT
♥AKT8
♦
♣KJ8632

WEST
♠QJ76
♥5
♦AJ42
♣QT75

EAST
♠9853
♥J4
♦KQT753
♣9

SOUTH
♠42
♥Q97632
♦986
♣A4

Both vulnerable, Opponents **Pass** throughout, only NS play **Fp**

NORTH	EAST	SOUTH	WEST
1♣	2♦	3♥	4♦
DBL!	5♦	DBL	6♦
7♥	Pass	Pass	Pass

1♣ = **B2+,** 5+ ♣ / **B(3 - 4.5)+,** balance / **B(4.5)+,** any 5+ card suit or any bi-color
2♦ = Opponent's bid

3♥ = **B(0.5)+**, 6+ card suit, free bid
4♦ = Opponent's barrage bid

DBL! = B(4.5)+, Ask for the side suits

5♦ = Opponent's bid
DBL = 2nd step answer for COLOR side suits
6♦ = Opponent's bid

Thinking!

PL = **B(0.5) + B(4.5) + 1** (for **'good'** ♦ Void) + **1** (for 10 ♥ Trumps) + **1** (for 6 by 2 side FIT in ♣ suit, assuming that South must have either ♥Q or ♠Q along with ♣ Ace to be able to show B# = 0.5, statistically excluding any ♦ Controls in South's hand) – 0.5 (for more than 2 Positive Adjustments) = **7.5 for statistically 100% GRAND SLAM**

CP in both hands = **40** (including 10 pseudo CP in ♦ suit) **for statistically 100% GRAND SLAM**

7♥ = **Final Contract**
All Pass

♠ ♥ ♦ ♣

Board 59

NORTH
♠
♥AK8
♦KJ43
♣AK8543

WEST
♠J432
♥JT9764
♦T82
♣

EAST
♠AQT5
♥Q532
♦A5
♣QT7

SOUTH
♠K9876
♥
♦Q976
♣J962

Dealer North, Neither Vulnerable, NS play **Fp**

NORTH	EAST	SOUTH	WEST
1♣	DBL	**1♠**	Pass
1NT!	Pass	2♥	Pass
2♠	Pass	**3NT**	All Pass

1♣ = **B2+,** 5+ ♣ / **B(3 - 4.5)+,** balance / **B(4.5)+,** any 5+ card suit or any bi-color
DBL = East's bid
1♠ = **B(0.5),** 5+ ♠
Pass = West's bid

1NT! = **Relay!** strong, B(3.5)+, any. **RF!** Ask for the side su**1NT** its, **Min PL** = 4.5 + 0 = 4.**5**

From that point, the Opponents Pass throughout

2♥! = 3rd step answer for 5♠ + **RANK** ♦ + ♣ side suits

2♠ = **Relay!** Ask for the exact shape

3NT = 5044 exact shape

All Pass

BBO Bidding went: 1♣ **DBL** 1♠ 4♥ **DBL** p 5♣ p 6♣ **All Pass**

You can suspect which BBO Experts bid that Slam, most of the time they are good, although almost never go for **GRAND SLAMS** ☺

When playing bridge, the things usually are not easy. We all know that very well, we know they frequently are complicated, and this is what makes all of us crazy about that Game!

The difficult the game, the most we sorry we didn't make it. That is what makes us sick. No cure about it will be discovered !!

☺ Anyway, let's go back to the Earth! Together, if possible ☺

By the way, do not forget, that the **Relays on 6th and upper Levels are forbidden**, except in the Opponents' suits, but even so, they must be used very carefully, thinking in front about the possible partner's answers, other way you will force your partner to overbid !!

Board 60

WEST	EAST
♠AKQ742	♠3
♥K873	♥AJ92
♦J4	♦AT
♣K	♣A65432

Dealer West, Neither VUL, Opponents **Pass** Throughout

WEST	NORTH	EAST	SOUTH
1♠	Pass	1NT!	Pass
2NT	Pass	3♣!	Pass
3♥	Pass	3♠!	Pass
4♣	Pass	4♦!	Pass
5♣	Pass	5♦!	Pass
5NT	All Pass		

1♠ = B(2.0 - 4.0), 5+ card ♠ suit
1NT! = RF Relay! Ask for the side suits
2**NT** = 6♠ + COLOR (red) side suits
3♣**! = Relay!** Ask for the exact shape
3♥ = 6421 exact shape
3♠! = Relay! Ask for the exact B#
4♣ = 2nd step answer for B(2.5)
4♦! = CPA Relay! Before answering by CPA

discard CP = 4*B# & show the rest of your CP by 2 CP for every step.

The 1st step answer for **CP = 4*B# + 2 = 4*2.5 + 2 = 12 CP, 3 EQ**, the 2nd step CP answer = 4*2.5 + 4 = 14 **CP**, 2 EQ, the 3rd step CP answer = 4*2.5 + 6 = 16 **CP**, 1 EQ, **the 4th step CP answer = 4*2.5 + 8 = 18 CP, 1 real Queen + Singleton King !**

5♣ = **4th step** answer for **8 CP** along with previously mandatory removed 4*B# = **10 CP** for total of **18 CP** (3 Aces or **1 Ace + 3 Kings**), **1 real Queen + Singleton King !**

Let's check for a Singleton King

West has showed: 2.5 contract tricks

1 Ace + 3 Kings + a Singleton for **3** contract tricks (B3), so the **declared B#** and the calculated **B3** are **different**, which shows that **West has a Singleton King along with 1 real Queen !!**

5♦ = **Relay!** Ask for the color of the missing King
5NT = missing ♦ King

PL = B(2.5) + B(2.5, A > K) + **0.5** (for 'good' Singleton in ♣**!) + 0.5** (for two 6 by 1 Misfits) = **6** for statistically 50% Small Slam (**Singleton King is a 'good' Singleton only when it is opposite**

the Ace in the same suit !)

CP = 18 + 18 = **36** for statistically **100%**

Small SLAM!

Though rarely, two 6 by 1 Misfits, both with 2 Controls happens, and the surprise thing is that they can substitute a side FIT with 3 TOP Honors.

In BBO the Bidding went: 1♠ p 2♣ p 3♥ p 4♥ **All Pass**

I'm trying to make something I think may be important for some of the Bridge Players around the world. If they are Expert on Playing, a dozen of them are more than enough.

That will be the 2 strongest Teams in the world. You will be the judge !

I do not expect many of the casual players to learn **Fp** in attempt to change their system for better, simply because most of them play for fun and are not too interesting of the result. For them, that game is luck only, so they will play a simple system. For some of them the most difficult part is to learn a new stuff, maybe because they do not see the reason to do that.

The **Fp** system was created for **Team Matches**, with the assumption that the luck won't be so important and for playing almost without risking., because the **Fp** has tools for discovering the exact places for the most important of the TOP Honors

What I expect is some professional **Team**

Players to pay attention to **Fp** in attempt to overpower the other systems, mainly in the Slams contracts field.

2 or 3 Slams of 10 IMPs each, that other table(s) cannot sense, will catapult them to the first 3 places. **Fp** has additional tools.

It can sense when you will be 1 down and when the opponents will be 1 down, so no meaningless sacrifices are needed, 6 IMPs difference is not for discarding. The system can discover the number of the partner's Queens without even asking for them.

The possibility for discovering a Singleton King will preserve any contract from dooming, which happens frequently if it remains in the dark before the playing start. For the bi-colors with 2 cards in the short suit, **Fp** may attempt to discover if there is a TOP Honor before going to a Slam.

It's your own decision, use it
or guard against it !

♠ ♥ ♦ ♣

Board 61

NORTH
♠
♥AQ764
♦AQ2
♣JT974

WEST
♠Q852
♥K32
♦943
♣862

EAST
♠AT74
♥T
♦KJT865
♣53

SOUTH
♠KJ963
♥J985
♦7
♣AKQ

Dealer North, NS Vulnerable. Only NS play **Fp**

NORTH	EAST	SOUTH	WEST
2♣	Pass	2♦!	Pass
2♥	3♦	Pass!	4♦
Pass	4♠	Pass!	Pass
5♦	Pass	5♥!	Pass
5NT	Pass	7♥	All Pass

2♣= **B(2 - 2.5),** any 5+/5+ bi-color

Pass = East's bid
2♦! = **B(-) or B1+,** Ask for the bi-color
Pass = West's bid

2♥ = **B(1.5 - 2)** 5+♥/5+♠ / **B(2 - 2.5)** 5+♥ / 5+any

3♦ = East's Overcall
Pass! = Pass - Relay! Ask for the other bi-color suit

4♦ = West's barrage bid

Pass = for 5+ card ♣ suit
4♠ = West showed 4 cards in ♠ suit, obviously ready to play 5♦ if needed

Pass! = Pass - Relay! Ask for 2/3 card suit
Pass = West's bid, agree to play 4♠

5♦ = 0535 exact shape, 4th step answer (using **DBL, but not Pass,** for the first step) for 3 cards in ♦ suit
Pass = East's bid
5♥! = Ask for the exact **B#**
Pass = West's bid
5NT = 2nd step answer for exactly **B(2.5)**

NOTE: If North was a **Quest** he would upgrade his B# with 0.5 (from 2.5 to 3) after East's ♠ bid, because by the Fp Requirements the CP >= 4*upgraded B# (for a hand with a Void the 1st step answer for CP = 4*B#), i.e. North's CP >= 4*3 = 12

From that point Opponents Pass throughout

Thinking!

The **PL** = **B(2.5) + B(2.5) + 0.5** (for 9 Trumps in ♥ suit) **+ 1** (for a side FIT in ♣ suit with the 3 TOP Honors) **- 0.5** (for **'bad'** Void in ♠ because of the opposite ♠ King) = **6 for statistically 50% Small SLAM**

The expected North's **CP** are: **4*2.5 + 2 = 12 CP**. The Total **CP** in both hands are: **12 + 14 + 6** (for North's ♠ Void) **+ 4** (for ♦ Singleton) = **36 CP for statistically 100% Small SLAM**

NOTE**: 36 CP, but no 4 real Aces, so the CP are not for 100% GRAND SLAM !**

Thinking!

Obviously 6♥ , but if ♥ King is onside it is 7♥ !

The problem is with the missing ♥ Trump King !!

Where it can be? East didn't overcall immediately after 2♥ Opening bid, so that player must be weak with a long 6-7 cards in ♦ suit, 4 card ♠ suit & quite possible 2 Singletons in ♥ & ♣ suits (one of them for sure). Statistically that means ♥ King must be in West's possession !

7♥ = **Risky GRAND SLAM**, but highly possible & very worthy if succeeded.

BINGO !

In BBO the Bidding, actually the Playing went horrible:
1♥ p 4♥ All Pass making 6♥ only, because
North didn't make 2nd ♥ finesse!

♠ ♥ ♦ ♣

You know, by principle, the bids of **3NT**, 4♥ & 4♠, if used by the **Quest**, are **Sign Off** bids.

Actually, that is not absolute true. You may use the bids of 4♥ & 4♠ for Relay when they are Opponents' suits or your partner showed a Singleton or a Void in these suits.

With known **PL > 5, 3NT** bid can be used for **Ex-Relay!** Other 2 bids can be used like **Relays** also when it is obvious that they are not **Sign Off** bids (usually when the Opponents used them naturally or the partner has a Singleton or Void in that suit or the Play Level (PL) is above **B5**).

Anyway, use that with great caution !

♠ ♥ ♦ ♣

Board 62

NORTH
♠A865
♥A76
♦KT3
♣AQJ

WEST
♠732
♥T932
♦A92
♣T94

EAST
♠T9
♥KQ54
♦J7654
♣87

SOUTH
♠KQJ4
♥J8
♦Q8
♣K6532

Dealer North, E-W vulnerable

NORTH	EAST	SOUTH	WEST
1♣	Pass	1♥!	Pass
1NT	Pass	2♣!	Pass
2NT	Pass	3♣!	Pass
3♠	Pass	4♣!	Pass
4♥	Pass	4NT!	Pass
5♥	Pass	5♠	Pass
6♦	Pass	6♠	All Pass

1♣ = B2+, 5+ ♣ / **B(3 - 4.5)+,** balance / **B(4.5)+,** any

5+ card suit or any bi-color

1♥! = **B(0.5)+, RF!** 2+♣ / **B(1.5)+,** any shape, no bi-color

1NT = **B(3 – 4),** balance (no 5+ cards, no S / V)

2♣**!** = **Modified Stayman! B1+ or B(0)+,** 4+/4+ in the Majors or any bi-color

Minimum PL = B3 + B1 = **4**

2NT = **B(3.5 – 4),** 4♠ !

3♣**!** = **GF!** Ask for other 4 card suit

3♠ = **4**333 exact shape

4♣**!** = **Relay!** Ask for the exact **B#**

4♥ = 2nd step answer for **B4**. The 1st step will be = B(3.5)

4NT! = **CPA Relay!**

Minimum PL = 4 + 1= **5**

5♥ = 3rd step answer for **6 CP** + previously mandatory removed 4*B# = **16 CP**, Total **22 CP** = 3 Aces + 1 King or 1 Ace + 4 Kings along with 1 EQ (obviously 1 real Queen). **Total CP in both hands** = 22 + 8 = **30 CP along with 2 FITs for a Small SLAM !**

5♠**! = Relay!** Ask for the colors of the **King + the Queen by SCOR**.

6♦ = 3rd step answer for **RANK K + Q** (Majors or Minors)

PL = B4 + B1 + eventually 1 (with 3 to 1 chance for the possession of the 3 TOP Honors in ♣ suit)**) = 6 for statistically 50% small SLAM**

6♠ = Sign off. **Fp** play small SLAMS with 30 CP only with 2 good FITs

Board 63

NORTH
♠QJT98
♥AQ72
♦T3
♣43

WEST
♠73
♥T98
♦KQ875
♣Q82

EAST
♠K4
♥J543
♦J96
♣T975

SOUTH
♠A652
♥K6
♦A42
♣AKJ6

Sealer South, E-W VUL Opponents Pass Throughout

EAST	SOUTH	WEST	NORTH
-	1♣	Pass	1♥!
Pass	1NT	Pass	2♣!
Pass	2NT	Pass	3♣!
Pass	3NT	Pass	4♣!
Pass	4♠	Pass	4NT!
Pass	5♠	Pass	6♠
Pass	Pass	Pass	Pass

1♣ = B2+, 5+ ♣ / **B(3 - 4.5),** balance / **B(4.5)+,** any 5+ card suit or any bi-color

1♥! = **RF! B(0.5)+,** 2+♣ **/ B(1.5)+,** any shape,

1NT = **B(3 – 4.5),** balance (no 5 card suit, no S / V)
2♣! = **Modified Stayman! B1+ / B(0)+,** Ask for 4M

2NT = **B(3.5 – 4),** 4♠ !
3♣**!** = **GF!** Ask for other 4 card suit

3NT = **B(3.5 - 4.5),** 4234 exact shape (by eliminations)
4♣! = **Relay! B3+,** Ask for the exact **B#**

4♠= 3rd step answer for exactly **B(4.5)**

4NT! = CPA Relay!
5♠ = 4th step answer for **8 CP** + previously mandatory removed 4*B# = 4*4.5 = **18 CP** for Total of **26 CP** = 3A + 2K, **no Queens** (because of the 4th step answer for CP**)**
5NT! = Relay! Ask for the Kings' suits by **SCOR**
6♣ = 1st step answer for **2 SHAPE Kings**
6♠ = Sign Off

PL = **B(4.5) + B1 + 0.5** (for 9 ♠ Trumps) + **0.5** (for the 3 TOP Honors in 4 by 2 ♥ suit) – 0.5 (for more Aces than Kings in both hands) + **0.25* (force*point for 4 Aces) = 6.25*** for a finesse **Small SLAM**

The Total **CP** in both hands = **26 + 6 = 32 for statistically 100% Small SLAM**

Board 64

NORTH
♠65
♥KT2
♦KJ73
♣A953

WEST
♠AQ92
♥9
♦Q8642
♣742

EAST
♠JT843
♥J7654
♦9
♣86

SOUTH
♠K7
♥AQ83
♦AT5
♣KQJT

E-W vulnerable. Opponents **Pass** Throughout

SOUTH	WEST	NORTH	EAST
1♣	Pass	1♥!	Pass
1NT	Pass	2♣!	Pass
2♥	Pass	2♠!	Pass
2NT	Pass	3♣!	Pass
3NT	Pass	4♣!	Pass
4♥	Pass	4NT!	Pass
5♦	Pass	6NT	All Pass

1♣ = B2+, 5+ ♣ / **B(3 - 4.5),** balance / **B(4.5)+,** any 5+ card suit or any bi-color

1♥! = **RF! B(0.5)+,** 2+♣ **/ B(1.5)+,** any shape, no bi-color

1NT = **B(3 – 4.5),** balance

2♣! = **Modified Stayman! B1+ / B(0)+,** Ask for 4M
Min **PL** = 3+ 1.5 = 4.5

2♥ = B(2.5 – 4.0), 4♥
2♠! = **GF!** Ask for other 4 card suit / exact shape

2NT = **B(3.5 - 4.5),** 4♥ + (4♣/4♦), no 4♠
3♣! = **Relay!** Ask for 4 card Minor (4♦) / 3 card Major (3♠) / exact shape
3NT = 2434 exact shape (by eliminations)
4♣! = **Relay! B3+,** Ask for the exact **B#**
4♥= 2nd step answer for exactly **B4**
4NT! = CPA Relay!
5♦ = 2nd step answer for **4 CP** + previously mandatory removed 4*B# = 4*4 = **16 CP** for Total of **20 CP** = 2A + 2K along with **2 Queens**

PL = 4 + 1.5 = 5.5 for statistically 50% Small NT SLAM

The Total **CP** in both hands = **20 + 14 = 34 for statistically 100% Small SLAM**

6NT = Sign Off

Board 65

NORTH
♠AKJ83
♥J86
♦AQ
♣AT7

WEST
♠5
♥9
♦JT965432
♣Q93

EAST
♠Q9762
♥7432
♦8
♣642

SOUTH
♠T4
♥AKQT5
♦K7
♣KJ85

Dealer North, N-S vulnerable

NORTH	EAST	SOUTH	WEST
1♠	Pass	1NT!	Pass
2♣	Pass	2♦!	Pass
2♠	Pass	2NT!	Pass
3NT	Pass	4♣!	Pass
4♠	Pass	4NT!	Pass
5♣	Pass	7♥	All Pass

1♠ = B(2 – 4), 5+ ♠
1**NT!** = B(0.5)+, **RF!** Ask for the side suits

2♣ = 1sr step answer for 5♠ or 7♠, SHAPE / **B2,** 7222
2♦! = **GF!** Ask for 7♠ or 5♠ + shape

2♠ = **5323** exact shape, natural bid in the Basic suit for 3 by 3 in the side suits,

2**NT!** = **Relay!** Ask for the exact **B#**

3NT = 5th step answer for exact **B# = 4** (1st step answer would be for **B# = 2**)
4♣! = **CPA Relay**! Before answering by CPA **discard CP = 4*B#** & show the rest of your CP by 2 CP for every step. The 1st step CP answer = 4*4 + 2 = 18 CP, 3 Q, 2nd step = 20 CP, 2 Q, 3rd step = 22 CP, 1 Q, 4th step = 24 CP, no Q

4♠= 3rd step answer for **6 CP** + previously mandatory removed 4*B# = 4*4 = **16** CP for Total of **22 CP** = 3A + K along with 1 real Queen

4NT! = **Relay!** Ask for the suits of **K+Q by SCOR**

5♣ = 1st step answer for **SHAPE King + Queen**

PL = 4 + 3 + 0.5 (for 5 by 2 Misfit in ♠ with the 2 Controls) – 0.5 (for the useless Q♦) = **7 for statistically 50% GRAND SLAM**
CP = 22 (N) + **18** (S) = **40 for statistically 100% GRAND SLAM**

7♥ = Sign Off , **VA-BANK GRAND SLAM !!**

Board 66

NORTH
♠KJ3
♥8632
♦KQ42
♣87

WEST
♠Q975
♥Q9
♦AJT96
♣93

EAST
♠A62
♥KJT
♦8
♣KQT642

SOUTH
♠T84
♥A74
♦753
♣AJ5

Dealer North, NS vulnerable, Opponents Pass Throughout

NORTH	EAST	SOUTH	WEST
Pass	1♣	Pass	1♥!
Pass	3♣	All Pass	

1♣ = **B2+,** 5+ ♣ or strong, **B(4.5)+,** any shape

1♥**! = RF! B(0.5) only**, intending to make a free bid or bid Pass if East is not strong

3♣ = 6th step answer by **SCOR – SCOR** for 6♣ **or 8♣** + RANK side suits (waiting bid), actually 8th step answer **All Pass**

Let me show again the Fp bids after 1♣ Opening - 1♥! (RF!)

1♠ = the 1st step answer is reserved for strong hand, **B(4.5)+,** any 5+ card suit or any 5/5 bi-color

1NT = 2nd step answer, strong **NT** hand, **B(4.5),** balance

From here start SCOR – SCOR answers

2♣ = 3rd step answer is reserved for B(2 - 4), exactly 5♣ or 7♣ cards in the Basic suit

The next Relay(s) will ask for 7 or 5 cards (if 5 with exact shape) with **SHAPE, COLOR or RANK** side suits respectively.

From 2♦ starts **SCOR – SCOR** Convention with exactly 6 or 8 card Basic suit !!

2♦ = 4th step answer for B(2- 4), 6♣ or 8♣, **SHAPE**

2♥ = 5th step answer 6♣ or 8♣, **COLOR** side suits

2♠ = 6th step answer for 6♣ or 8♣, **RANK** side suits **+ Void or S+V**

From 7th to 11th steps are all **Extended SCOR** bids with 6 card Basic suit + RANK showing the 2nd longest suit naturally (3NT bid is reserved for any 2236 shape)

From 12th to 16th steps are all bids with 6 card Basic suit + RANK always showing any 8122 shape, but with different B# (from 2 to 4 with 0.5 increment)

The next **Relay** will ask for exact **B#**

Board 67

NORTH
♠Q85
♥852
♦AQJ98
♣AJ

WEST
♠KT62
♥Q43
♦4
♣T8752

EAST
♠J73
♥KT96
♦72
♣Q964

SOUTH
♠A94
♥AJ7
♦KT653
♣K3

Dealer South, NS Vulnerable

SOUTH	WEST	NORTH	EAST
1♦	Pass	1♥!	Pass
2♣	Pass	2♦!	Pass
2NT	Pass	3♣!	Pass
3♠	Pass	3NT	All Pass

1♦ = **B(2 – 4),** 5+ ♦
1♥! = RF! Ask for the strength or / and for the side suits
2♣ = 3rd step answer for **RANK** side suits
2♦! = **Relay!** Ask for the 2nd longest suit
2NT = **33**52 exact shape
3♣! = **Relay!** Ask for the exact **B#**
3♠ = 3rd step answer for exactly **B3**
3NT = Sign Off
All Pass.

PL = 3 + 2 + 1 (for 10 ♦ cards) – 1 (**for full MIRROR hands**) = **5** for statistically 50% game in Minor suit or 100% **NT** game.

With PL = 5 there is always 3NT, no need to ask for Stoppers !

In BBO both Tables played the incredible stupid Slam of 6♦!

We have to agree on one thing:
There are too many 'Experts' in BBO !!

♠ ♥ ♦ ♣

Board 68

NORTH
♠KQJ
♥AK9873
♦J64
♣A

WEST
♠4
♥QJ6
♦T98753
♣T42

EAST
♠T765
♥42
♦Q
♣KQJ953

SOUTH
♠A9832
♥T5
♦AK2
♣876

Dealer North, N-S vulnerable

NORTH	EAST	SOUTH	WEST
1♥	Pass	1♠!	Pass
2♥	Pass	2♠!	Pass
3♥	Pass	3♠!	Pass
4♠	Pass	4NT!	Pass
5♠	Pass	7♠	All Pass

1♥ = B(2 – 4), 5+ ♥

1♠! = B(0.5)+, **RF**! Ask for the side suits

2♥ = 4th step answer for 6♥ + SHAPE side suits

2♠! = B1+, **GF!** Ask for the 2nd longest suit / exact shape

3♥ = **3**6**3**1 exact shape

3♠!= **Relay!** Ask for exact **B#**

4♠ = 5th step answer for exactly **B4**

4NT!= CPA Relay! Min **PL = 4 + 2 = 6**

Before answering by CPA **discard CP = 4*B#** & show the rest of your CP by 2 CP for a step.

The 1st step CP answer = 4*B# + 2 = 4*4 + 2 = 18, 3 EQ, the 2nd step = 20 CP, 2 EQ, the 3rd step = 22 CP, 1 EQ

4♠ = 2nd step answer for **4 CP** + previously mandatory removed 4*B# = 4*4 = **16 CP** for Total of **20 CP** = 2A + 2K along with 2 EQ, one obviously for Singleton ♣ suit + **1 real Queen**

4NT! = Relay! Ask for the color of the Kings by **SCOR**

5♠= 4th step answer for **RANK Kings + COLOR EQ** (in Singleton ♣ + Q♠, the combined answer for 2 Kings + 2 EQ, because the Kings are RANK)

NOTE: The first 2 steps answers of 5♣ and **5**♦ will show 2 SHAPE or 2 COLOR Kings respectively. The 3rd step of 5♥will show 2 RANK Kings + 2 SHAPE EQ (in ♣ + ♥Q)

The 4th step of 5♠ showed 2 RANK Kings + COLOR EQ (in ♣ + Q♠) and the 5th step of 5NT will show 2 RANK Kings + 2 RANK EQ (in ♣ + ♦Q)

Thinking!

PL = 4 + 2 + 1 (for 6 by 2 side ♥ FIT with the 2 Controls) + **0.25* (force*point, Tempo Adjustments for 4 Aces) = 7.25* for statistically 100% GRAND SLAM**

CP = 36 with 2 good FITs **for statistically 100% GRAND SLAM**

Fp plays GRAND SLAMS with PL >= 7.5 only or at least with force*point = 7.25* !

7♠ = Sign Off

Such elegant Bidding for sure will convince you to find a month or two and learn the Force Point Bidding Mechanisms, Modified Stayman, SCOR - SCOR Convention, Control Point's Asking (CPA) & the SCOR Asking for the TOP Honors' suits.

One more month for a practice & you will be ready for Bermuda Bowl !

Think about!
Use it or guard against it !

Pay Attention: When you have B(0) or B(0.5) and your partner used CPA, asking you for the CP, the 1st step answers in both cases are equal and will show 4 CP = 1 King, 2nd step

answer will show 6 CP = 1 Ace , 3rd step answer will show 8 CP = 2 Kings.

The difference will be in the number of the EQ:
With B(0) your 1st step answer for CP will show 1 King + 2 EQ, 2nd step will show 1 Ace + 1 EQ, 3rd step will show 2 Kings, no EQ

With B(0.5) your 1st step answer for CP will show 1 King + 3 EQ, 2nd step will show 1 Ace + 2 EQ, 3rd step will show 2 Kings + 1 EQ

NOTE: With B(-) your 1st step will show 0 King, maybe 2 EQ, 2nd step will show 1 King, maybe 1 EQ, 3rd step will show 1 Ace, no EQ

Just a Reminder:

You have : ♠AQxx ♥KQxx ♦QJxxx ♣

What is your **B#?** You have Opened 1♦, your partner bid **1NT** and continue with the Relays to a Slam. You have **3 Queens** and a **Void**. How many Equivalent Queens (**EQ**) you have? How many of them you will count?

Your B# = 2. only, because **you cannot count the 4th EQ!** If you count it, and think you have B(2.5), if your partner asks you for **CP**, you will not be able to show them correctly! You will be forced to show 2 Aces, instead of A + K, and when your partner goes to a Slam, the surprise will be terrible. Be careful about 4+ EQ !

Board 69

NORTH
♠KQJ7
♥94
♦KJ1098
♣74

WEST
♠642
♥82
♦6
♣KQJ10852

EAST
♠10953
♥K653
♦53
♣A96

SOUTH
♠A8
♥AQJ107
♦AQ742
♣3

Dealer West, Neither vulnerable

WEST	NORTH	EAST	SOUTH
3♣	Pass	Pass	4♦
Pass	5♦	Pass	6♦
All Pass			

3♣ = Opponent's barrage, usually with B1, no VUL, B(1.5), VUL , 7 card ♣ suit

Pass = North shows less than B2

Pass = Opponent's Pass

4♦ = South overcalls with COLOR ♥♦ bi-color (excluding Opponent's ♣ suit), **B3+,** no Vulnerable, B(3.5)+, Vulnerable (South may overcall with B3+, even Vulnerable with a Major bi-color)

Pass = Opponent's Pass

Calculating:

PL = B(3.5) + B1 + 0.5 (for KQJ in ♠) + 1 (for 10♦ Trumps) = **6**

5♦ = Promising a Game on 5th Level

Pass= Opponent's Pass

6♦ = raising 1up because South's B# = 5 (after upgrading for Opponent's suit) , actually B4 although it is needed 1.5 tricks for every 1 up rise, so it will be a finesse SLAM !

♠♥♦♣

Board 70

NORTH
♠A2
♥A1092
♦Q954
♣A82

WEST
♠54
♥84
♦1087
♣KQJ653

EAST
♠Q
♥QJ73
♦KJ632
♣1094

SOUTH
♠KJ1098763
♥K65
♦A
♣7

Dealer South, N-S vulnerable

SOUTH	WEST	NORTH	EAST
4♠	Pass	4NT!	Pass
5♥	Pass	5NT!	Pass
6♥	Pass	7♠	All Pass

4♠ = B(3.5 - 4.5), 8♠
4NT! = RF! Ask for the side suits

5♥ = 8311 exact shape, **SCOR** Jump in the 2nd longest ♥ suit with **RANK** side suit (♥ suit is not one of the RANK

suits, so the RANK suits are 1 by 1)

5NT! = CPA Relay! The 1st step answer = 4*B# - 4 = 4*3.5 - 4 = 10 CP, 6 EQ (5♠ = Absolute Signoff)

6♥ = 3rd step answer for 14 CP, 4 EQ

Thinking!

PL = B(3.5) + B3 + 1 (for 10 ♠ cards) + **0.5** (for ♣ Singleton) + **0** (for the neutral ♦ Singleton, because of the opposite Queen) = **8 for statistically 100% GRAND SLAM**

Let's check what kind of Honors South may have for the min B# = 3.5. Let's place South's with 2 Major Kings and 2 Major Queens. **South's B#** will be:

- **2.0** (for the 2 initial contract tricks)
+ **1.5** (for KQ in ♠, the max available possession)
+ **1.5** (for KQ in ♥, the max available possession)
+ **1** (for 8 card ♠ suit)
+ **0.5** (for ♣ Singleton, eventual Singleton King of ♣ has the same count of 0.5)
+ **0.5** (for ♦ Singleton, eventual Singleton King of ♦ has the same count of 0.5)
- 0.5 (for 6 EQ, 2 real Major Queens, 2 in ♠ suit, 2 in Minor suits, Adjustment for more than 4 EQ)
= **2.5**, but that's impossible, because South's Opening was with min B# = 3.5, **so South must have one Ace**, and that Ace may be only Ace of ♦!

NT PL = ♠ PL - 1 (for ♣ Singleton) – 0.5 (for ♦ Ace Singleton) = 8.5 - 1 – 0.5 = **7** for statistically **50% GRAND SLAM !**

Let's place South's with 1 Ace, 1 Major King and 2 Major Queens. **South's B#** will be:

- 2 (for the 2 initial contract tricks)

+ **2** (for the Singleton ♦ A)

+ **1** (for 1 Major King)

+ **1** (for 2 Major Queens, the max available possession, **Fp** will not scan any Singleton Queens in Minors)

+ **1** (for 8 card ♠ suit)

+ **0.5** (for ♣ Singleton, eventual Singleton King of ♣ has the same count of 0.5)

- 0.5 (for 5 EQ, 1 real Major Queen, 2 in ♠ suit, 2 in Minor suits, **Negative** Adjustment for more than 4 EQ)

= **3.0**, but that's impossible also, because South's Opening was with min B# = 3.5, **so South must have 2 real Major Kings**, to be able to open 4♠ with min **B# = 3.5**

7♠ = Final Contract.

The Game's **PL = 8.5**

The **CP** = **14** (South's real CP) + **18** (North's real CP) + **4** (South's pseudo CP in ♣ suit) + **4** (South's pseudo CP in ♦ suit) = **40 CP** in both hands for statistically **100% GRAND SLAM**

NOTE: **7NT** can be made on squeeze, because ♦K & ♥QJ are in East possession, but if Opponents ♥ are 3 by 3 and West has one Honor in ♥ or West has ♦K, there will be no squeeze and **7NT** will be 1 down.

In BBO the contract was 6♠ making 7

After specifying the exact distribution of the Opener, the next step aims to specify the strength of the hand if it is not known. When detected the strength of the Opener, the **Interrogator** (**the Quest**) after calculating the **Play Level** (**PL**), decides whether to continue with **CPA** or appoint directly the final contract !

The program is like a book and will help you to learn **Fp** faster because you will be able to see all **Bidding Mechanisms** and their sequences going through the book, by using your mouse by the time of playing.

In the Fp folder you can find a free DEMO computer program with open hands which will provide the count for you, and you can bid and play manually. You can enter the bids using **Sysnotes** and check your final contracts.

The program is for manual bidding & playing, so keep it on '**Human**' although if you find and paste in the main C:\ForcePoint folder the set of old **GIB** files, the Opponents can be activated to bid by **SAYC** & play automatically.

Board 71

NORTH
♠J632
♥J
♦AKJ854
♣Q8

WEST
♠A74
♥Q10764
♦Q107
♣J6

EAST
♠K9
♥K532
♦93
♣K9542

SOUTH
♠Q1085
♥A98
♦62
♣A1073

Dealer West, Neither vulnerable

WEST	NORTH	EAST	SOUTH
Pass	Pass	Pass	1♣!
Pass	2♦	Pass	2♥!
Pass	3♥	Pass	3♠!
Pass	4♠	All Pass	

Pass - Pass - Pass - 1♣! = **Initial Forcing!**
B1+, any in 3/4 sit
2♦ = **B(1.5),** 5+ ♦, no bi-color
2♥! = **RF!** Ask for the side suits

3♥ = 5th step answer for 6♦ or 8♦, **COLOR** side suits
3♠! = **GF!** Ask for 2nd longest suit. **Min PL** = 1 + 2 = **3**
4♠ = 4 card ♠ suit, **4**162 exact shape
All Pass

PL = 1.5 + 1.5 + 0.5 (for **'good'** ♥ Singleton) = **3.5**

You can always open 1♣ with B1+, any shape or you can use the 3rd / 4th sit Opening bids marked in Sysnotes

Different Opening (by Sysnotes)

WEST	NORTH	EAST	SOUTH
Pass	Pass	Pass	1NT
Pass	2♣	Pass	2NT
Pass	3♣	Pass	3♥
Pass	4♠	All Pass	

1NT = B(1 - 1.5), any balance / any bi-color
2♣ = **B(1.5),** Stayman Modification / Ask for bi-color
2NT = B(1.5), 4♠, 4♠ + (4♣ / 4♦), no 4♥
3♣ = **B2+ !!** Ask for the other 4 card suit
3♥ = 4324 exact shape, ♥ for 4♣ (Fp gig!)
4♠ = Sign Off

Board 72

NORTH
♠K
♥AK10
♦A75
♣AKJ743

WEST
♠A10952
♥J93
♦QJ83
♣2

EAST
♠J643
♥865
♦K642
♣108

SOUTH
♠Q87
♥Q742
♦109
♣Q965

Dealer North, No VUL

NORTH	EAST	SOUTH	WEST
1♣	Pass	1♦	Pass
1♥!	Pass	1NT	Pass
2♣!	Pass	2♥	Pass
2♠!	Pass	3♣	Pass
3♦!	Pass	3♠	Pass
4♣!	Pass	4♦	Pass
4NT!	Pass	5♦	Pass
6♣	Pass	Pass	Pass

1♣ = **B2+,** 5+ ♣ / **B(3 - 4.5),** bal / **B(4.5)+,** any shape

1♦ = **B(-0.5), unbalance / B(-0.5 to 0), balance** (no 5+ card suit, no S / V), but including any 4441 pseudo balance

1♥! = **B(3.5)+, RF!** Ask for the overall shape
1NT = **B(-0.5 to 0),** balance or any 4441

2♣! = **GF! B3+, Stayman Modification!**
2♥ = **B(-0.5 to 0),** 4♥, 4♥ + (4♣ or 4♦), no 4♠

2♠! = **Relay!** Ask for the other 4 card suit

3♣ = **B(-0.5),** 4 card ♣ suit, x4x4 overall shape

NOTE: **2NT** bid will show **B(0)**, every other bid shows **B(-0.5)**

3♦! = **Relay!** Ask for 3 card suit

3♠ = **3**424 exact shape (3♦ bid will show 243**4** exact shape)

4♣! = **CPA Relay!** The 1st step answer = 3 Q, 2nd step = 4 CP, 1Q

4♦ = 3 Queen

4NT! = Relay! Ask for the missing Queen suit

5♦ = no ♦ Queen

Thinking !

NT PL = **B(-0.5)** + **B5** + **1** (for 10 ♣ cards) + **0.5** (for 4 by 3 Misfit in ♥ with all 3 TOP Honors) = **6** for **statistically 50% small SLAM**

CP in both hands = **30** for **statistically less than 50% small SLAM, because there are not 2 FITs, although if the ♥ are 3 by 3 in the Opponents …**

6♣ = Sign Off for **36% small SLAM** … do not do that if you want to be either first or last !

All Pass

The contract in BBO was **3NT** making **3NT + 3**

Board 73

NORTH
♠KT4
♥KQT6
♦QT954
♣9

WEST
♠QJ95
♥J7
♦K82
♣KT75

EAST
♠876
♥83
♦AJ76
♣J842

SOUTH
♠A32
♥A9542
♦3
♣AQ63

Dealer South, Neither vulnerable,

NORTH	EAST	SOUTH	WEST
		1♥	Pass
1♠!	Pass	2♣	Pass
2♦!	Pass	3♣	Pass
3♦!	Pass	4♣	Pass
4♦!	Pass	4♠	Pass
4NT!	Pass	5♥	All Pass

1♥ = **B(2 – 4),** 5+ ♥

1♠! = B(0.5)+, RF! 2+♥ / **B(1.5)+,** any, no bi-color

2♣ = 2nd step answer for 5♥ or 7♥, **COLOR** side suits / **B(2.5),** 2722

2♦! = **GF!** Ask for 7♥ or 5♥ + shape

3♣ = 4 card ♣ suit, 3514 exact shape

3♦! = **Relay!** Ask for the exact **B#**

4♣= 2nd step answer for exactly **B(3.5)**

4♦! = **CPA Relay!** 1st step = 4*3.5 + 2 = 16 CP, 3 EQ

PL = 3.5 + 1.5 + 0.5 (for 9♥ Trumps) + **0.5** (for **'good'** Singleton) = **6**

NOTE: The ♦ Singleton is NEUTRAL, because of the opposite ♦Q)

4♠ = 2nd step answer for **4 CP** + previously mandatory removed **4*B# = 4*3.5 = 14 CP** for a Total of **18 CP** = **3A** or **A + 3K** along with 2 **EQ** (one of which is in the Singleton♦ suit + 1 real Queen)

4NT! = Relay! Ask for the color of the Queen

5♣ = ♣ Queen

Thinking!

Both Singletons in ♣ & ♦ proved to be NEUTRAL because of the opposite Queens !

PL = B(3.5) + B(1.5) + 0.5 (for 9 ♥ Trumps) - 0.5 (the Aces are more than the Kings in both hands) = **5**

The calculation showed that statistically there will be no Slam at all !

5♥ = Sign Off

All Pass

Board 74

NORTH
♠
♥8
♦AKJT73
♣AJ8653

WEST
♠KQ85
♥AQJT6
♦2
♣T94

EAST
♠JT932
♥53
♦8654
♣Q7

SOUTH
♠A764
♥K9742
♦Q9
♣K2

Dealer West. Both sides Vulnerable,

WEST	NORTH	EAST	SOUTH
1♥	4♣	Pass	4♦!
Pass	4♥	Pass	4♠!
Pass	5NT	Pass	5♥!
Pass	6♦	All Pass	

1♥ = B(2 – 4), 5+ ♥
4♣ = B(2.5)+, 0166 or 1066 shape, 6♣ / 6♦ bi-color
Pass = East's bid

4♦!= **RF Relay!** Ask for the Singleton
From that point Opponents Pass Throughout
4♥ = 0166 exact shape
4♠! = **Ex CPA Relay!**
NOTE: Before answering by CPA **discard CP = 4*B# - 4** (Void + 6/6) to find your 1st step CP answer & add by 2 CP for any of the next step.
The 1st step CP answer = 4*B# - 4 = 4*2.5 - 4 = 6 CP, 6 EQ, the 2nd step = 8 CP, 5 EQ, the 3rd step = 10 CP, 4 EQ

5♦ = 3rd step answer for **10 CP** + previously mandatory removed 4*B# = 4*2.5 – 4 = **6 CP** = 4K **or** 2A + K (for South, obviously the latter) for Total of **16 CP** along with **4 EQ** (by the Formula: **n** – 10, where **'n'** = sum of the cards in both bi- color suits = 12 – 10 = 2 EQ in the 6/6 bi-color + 1 EQ for ♥ Singleton + 1 EQ for ♠ Void = **4 EQ total**)

5♥! = **Relay!** Ask for the King's suit
6♦ = ♦King
All Pass

NOTE: The Main Formula **CP = 4*B# + 2, 3 EQ** changes to:
CP = 4*B# + 2 → - 2 (for the Void) **– 2** (for the 11th bi-color card) **– 2** (for the 12th bi-color card), so **CP = 4*B# - 4**
EQ = 3 → + 1 (for the Void) **+ 1** (for the 11th bi-color card) **+ 1** (for the 12th bi-color card), so the **EQ** become

Board 75

NORTH
♠A
♥Q74
♦AK
♣KQJ6532

WEST
♠JT3
♥J953
♦T9874
♣8

EAS T
♠7652
♥KT6
♦Q62
♣AT4

SOUTH
♠KQ984
♥A82
♦J53
♣97

Dealer South, NS vulnerable

WEST	NORTH	EAST	SOUTH
Pass	1♣	Pass	1♥!
Pass	1♠	Pass	1NT!
Pass	2♣	Pass	2♦!
Pass	2♠	Pass	2NT!
Pass	3♣	Pass	3♦!
Pass	4♥	Pass	4♠!
Pass	5♣	Pass	5♦!
Pass	5♥	Pass	6♣
Pass	Pass	Pass	

1♣ = **B2+,** 5+ ♣ or **B(4.5)+,** any
1♥! = B(0.5)+, RF! 2+♣ / **B(1.5)+,** any shape
1♠ = **B(4.5 - 6.5),** any 5+ or 5+/5+ any bi-color
1NT! = Relay! GF! Ask for the Basic suit or bi-color
2♣ = **B(4.5)+,** 5+♣
2♦ = **Relay!** Ask for the overall shape
2♠ = 5♣ or 7♣, **COLOR / B5**, 2227
2NT! = **Relay!** Ask for 7♣ or 5♣ + shape
3♣! = **B(4.5)+,** 7♣ + **COLOR / B5,** 2227
3♦! = **Relay!** 1st step answer is for any 0427
4♥ = 1**3**27 exact shape
4♠**! = Ex Relay!** PL+, Ask for the exact **B#**
5♣ = 2nd step answer for exactly **B5**
5♦! = **CPA Relay!** 1st step **CP** answer with **7 card suit, no Void = 4*B# = 4*5 = 20 CP** along with **4 EQ**

NOTE: For the number of the Equivalent Queens use the Formula: EQ = **n** – 6, where **'n'** = number of the cards in the long suit = 7 – 6 = **1 EQ in the long 7 card suit + 1 EQ for ♠ Singleton + 2 real Queens = 4 EQ total**

5♥ = **20 CP, 4 EQ**
6♣ = Sign off

PL = 5 + 1 + 0.5 (for 9 ♣ Trumps) – 0.5 (for **'bad'** ♠ Singleton) = **6 for statistically 50% Small Slam**

NOTE: In reality, there wasn't a **'bad'** ♠ Singleton, because opposite ♠KQ appeared ♠A, and the **PL rose to 7.5** (by adding 1 for the 3 TOP Honors in the suit) **for 100% GRAND SLAM**

CP = 20 + 10 = 30 for 100% small SLAM,
because of the ♣ Super FIT + the good ♠ Misfit

This game clearly showed why the IMP chart MUST be changed with 6 to 8 more IMPs in favor of GRAND SLAMS!

NOTE: JT of ♠ dropped, so making 7

♠ ♥ ♦ ♣

A Reminder

Do you remember that you can not count the 4th **EQ** even when you have 4 real Queens ?

Do you remember that you can use max of 3 Positive & 3 Negative Adjustments when calculate your final **Play Level** (**PL**) ?

Also, If you use more than 2 positive Adjustments you must subtract 0.5, but that is true only for suits games!

For **NT** contracts you can add all of your Positive Adjustments without the need of subtract anything !

♠ ♥ ♦ ♣

Board 76

WEST	EAST
♠A75	♠QT
♥Q862	♥AT753
♦T964	♦A8
♣T9	♣KJ53

Dealer West, E-W vulnerable, Opponents **Pass** Throughout

WEST	NORTH	EAST	SOUTH
Pass	Pass	1♣!	Pass
1♥	Pass	1♠!	Pass
1NT	Pass	2♥	All Pass

Pass - Pass - 1♣! = **Initial Forcing!** B1+, 8+ HCP, any shape in 3/4 sit

1♥ = B(0 - 0.5) balance / B(0.5) unbalance / any 4441, 7 – 9 HCP,
1♠! = B2+, **RF**! Ask for 5 card suit, 12-14 HCP

1NT = max B(0), balance or any 4441, no 5 card suit
2♥ = Sign Off

Statistically, the min ♥ PL = B(-1) + B(2.5) = 1.5, the max ♥ PL = B(0) + B(2.5) = 2.5

NOTE: To use 2♣! = **Stayman Modification** after West's 1**NT** bid, East needs B(4.5)+, Vulnerable or B4+, no Vulnerable, because the answer can reach 3♠ if West has a pseudo balance of any 4441 shape !!

Board 77

NORTH
♠T65
♥AKT852
♦A5
♣87

WEST
♠Q43
♥J973
♦964
♣Q65

EAST
♠J972
♥
♦QJ832
♣J943

SOUTH
♠AK8
♥Q64
♦KT7
♣AKT2

Dealer South, All Vulnerable

SOUTH	WEST	NORTH	EAST
1♣	Pass	1♥!	Pass
1NT	Pass	2♣!	Pass
2♦	Pass	2♥!	Pass
2NT	Pass	3♣!	Pass
3NT	Pass	4♣!	Pass
4♠	Pass	4NT!	Pass
5♥	Pass	7♥	All Pass

1♣ = **B2+,** 5+ ♣ or **B(4.5)+,** any shape

1♥! = B(0.5)+, Relay! Ask for the overall shape
1NT = B(3 – 4.5), balance

2♣! = Modified Stayman
2♦ = no 4 card Major suit
2♥! = **Relay!** Ask for 3 card Major suit
2NT = B# = 3.5 – 4.5 postponing the answer
3♣ = Relay! Ask again for 3 card Major suit

3NT = 3334 exact shape

4♣! = **Relay!** Ask for the exact **B#**

4♠ = 3rd step answer for exactly **B(4.5)**
Min **PL** = **4.5 + 2.5** + 0.5 (for 9♥ Trumps) = **7**

4NT = CPA Relay! Ask for CP. Before answering by CPA **discard CP = 4*B#** & show the rest of your CP by 2 CP for a step. The **1st step** CP answer = 4*B# + 2 = 4*4.5 + 2 = **20 CP**, 3 EQ, the **2nd step = 22 CP**, 2 EQ, the **3rd step = 24 CP**, 1 EQ, the **4th step = 26 CP**, no EQ

5♥= 3rd step answer for **6 CP** + previously mandatory removed 4*B# = 4*4.5 **= 18 CP** for a Total of **24 CP** along with **1 Queen**

7♥ = Sign off
PL = 4.5 + 2 + 0.5 (for 9 card ♥ suit) = **7** and **40 CP for statistically 75% GRAND SLAM**
The casual Expert Bidding landed on 6♥ making +1 for 14 IMPs
Force Point system reached the GRAND SLAM of 7♥ for the **miserable 17** IMPs !

Board 78

NORTH
♠975
♥
♦J82
♣QT87652

WEST
♠T63
♥J954
♦K94
♣AJ9

EAST
♠QJ82
♥KT7
♦T7653
♣3

SOUTH
♠AK4
♥AQ8632
♦AQ
♣K4

Dealer West, N-S vulnerable

NORTH	EAST	SOUTH	WEST
Pass	Pass	1♣!	Pass
1♦	Pass	**1♥!**	Pass
2♣	Pass	2♦!	Pass
2♥	Pass	2♠!	Pass
2NT	Pass	3♣!	Pass
3NT	Pass	5♣	All Pass

Pass - Pass - Pass - 1♣! = B2+, any shape in 3rd / 4th sit, **Initial Forcing**
1♦ = **max B(-0.5),** balance / **max B(0),** unbalance

1♥! = **B(3.5)+, RF!** Ask for 5+ card suit
2♣ = **B(-0.5 – 0.0),** 5+ card ♣ suit

2♦! = **B 3.5)+ , GF!** Ask for the overall shape
2♥ = **B(-0.5 - 0),** 5♣ or 7♣, **SHAPE** / 2227

2♠! = **Relay!** Ask for 7♣ or 5♣ + shape
2NT = B(-0.5 - 0), 7♣ + **SHAPE** / 2227

3♣! = **Relay!** 1st step answer is for any 2047
3NT = 3037 → 7♣ + **SHAPE + Void**
5♣ = Sign off

Min **PL** = -0.5 + 5.5 + 0.5 (for 9 ♣ Trumps) - 0.5 (for 'bad' ♥ Void) = **5 for statistically 50% Game in Minors**

♠ ♥ ♦ ♣

Board 79

NORTH
♠JT98763
♥
♦Q2
♣K632

WEST
♠K542
♥T65
♦5
♣QJ874

EAST
♠AQ
♥8742
♦JT64
♣AT5

SOUTH
♠
♥AKQJ93
♦AK9873
♣9

Dealer South, E-W vulnerable

SOUTH	WEST	NORTH	EAST
3♦	Pass	3♥!	Pass
3NT	Pass	4♣!	Pass
4♠	Pass	4NT!	Pass
5♣	Pass	5♦!	Pass
6♣	Pass	6♦	All Pass

3♦ = **B(5.5)+,** 6+ ♦ / 5+ any Major suit
3♥! = **B(0.5)+, RF!** Ask for the other bi-color suit

3NT = 5+ card ♥ suit
4♣! = **GF!** Ask for the length of the bi-color suits
4♠ = 6+♥ / 6+♦ bi-color
4NT! = Relay! Ask for the Singleton

5♣ = 0661 exact shape
5♦**! = CPA Relay! Ask for CP.**

Before answering by CPA **discard CP = 4*B# - 4** (The Formula for 6/6 bi-color + S+V = **CP = 4*B# - 4** along with 6 EQ) & show the rest of your CP by 2 CP for a step.

The **1st step** answer for the:
CP = 4*min B# - 4 = 4*4.5 - 4 = **14 CP**, 6 EQ,
the **2nd step = 16 CP**, min 5 EQ,
the **3rd step = 18 CP**, min 4 EQ,
the **4th step = 20 CP**, min 4 EQ,
the **5th step = 22 CP**, min EQ and so on …

6♣= 4th step answer for **20 CP, min 4 EQ**

6♦ = Sign off

Min **PL = 4.5 + 0.5 + 1** (for the **'good'** ♠ Void) + **1** (for the 3 TOP Honors in ♥ suit) **– 1** (for the **'bad'** ♥ Void opposite the King) **- 0.5** (for the 'bad' ♣ Singleton opposite the King) **= 5.5 for statistically no SLAM in a suit !**

CP = 20 + 10 (pseudo in ♠ suit) **+ 4 = 34 for statistically 100% small SLAM**

Board 80

NORTH
♠943
♥T873
♦KJ53
♣A5

WEST
♠T762
♥J542
♦6
♣J974

EAST
♠QJ5
♥AQ96
♦QT2
♣T86

SOUTH
♠AK2
♥K
♦A9874
♣KQ32

Dealer South, N-S vulnerable

SOUTH	WEST	NORTH	EAST
1♦	Pass	1♥!	Pass
1NT	Pass	**2♣!**	Pass
3♣	Pass	3♦!	Pass
4♦	Pass	4♥!	Pass
5♦	All Pass		

1♦ = B(2 - 4), 5+♦

1♥**! = RF!** B(0.5)+, 2+♦ / B(1.5)+, any shape, no bi-color

1NT = 2nd step answer by SCOR - SCOR for 5♦ or

7♦, COLOR side suits (obviously **black** side suits, because the Basic ♦ suit is red and must be excluded)

2♣! = **GF!** Ask for the 2nd longest suit

3♣ = 3154 exact shape

3♦! = **Relay!** Ask for the exact **B#** (♣ is one of the **COLOR** side suits, so North has a Singleton, obviously in ♥ suit)

4♦ = 4th step answer for exactly **B4**

4♥! = **CPA Ex Relay in the Singleton / Void suit !**

PL = B4 + B(0.5) + 0.5 (for 9 ♦ cards) + 0.5 (for 'good' ♥ Singleton) = **5.5**

5♦ = 4th step answer for 8 CP + previously mandatory removed 4*B# = 4*4 = 16 CP for Total of **24 CP** = 4A **or** 2A + 3K along with Zero EQ !

Thinking!

South showed **24 CP** = 2A + 3K along with Zero **EQ**, which is impossible because of the of South's Singleton

That's mean only 1 thing: South has a Singleton King + one real Queen!

The PL dropped from 5.5 to 4.5, because the Singleton ♥ **Honor is not a 'good'** Singleton anymore!

Pass = Sign off

PL = **5** for statistically 50% Game in ♦

NOTE: make 5♦ South will need Opponents' ♣ to be 4 by 3 to be able to trump one small ♣ with J♦ before playing the Trumps!

Board 81

WEST	EAST
♠9	♠AJ8
♥Q92	♥AKJ754
♦T543	♦A
♣KQ642	♣AJ5

Dealer West, E-W vulnerable

WEST	NORTH	EAST	SOUTH
Pass	Pass	1♣!	Pass
1♥	Pass	1♠!	Pass
2♣	Pass	2♦!	Pass
2♠	Pass	2NT!	Pass
3♦	Pass	3♥!	Pass
3♠	Pass	4♣!	Pass
4♦	Pass	4♠!	Pass
5♣	Pass	7NT	All Pass

(Pass) - Pass - Pass - 1♣! **= B1+,** 8+ HCP, any shape in 3rd / 4th sit

1♥ **= B(0 - 0.5),** balance / **B(0.5),** unbalance / any 4441

1♠! **= B2+, RF!** Ask for 5+ card suit

2♣ = B**(0.5),** 5+ ♣

2♦! = **GF!** Ask for the side suits

2♠ = 2nd step answer for **COLOR** side suits

2NT! = Relay! Ask for 7♣ or 5♣ + exact shape (for the 2nd longest suit)

3♦ = 4 card ♦ suit which is one of the previously shown **COLOR** suits, so West has a Singleton, and the exact shape is 1345

3♥! = **CPA Relay!** 1st step = 4*0.5 + 2 = 4 CP, 3 EQ**.** It is mandatory when the **PL >= 5.5** !

3♠ = 1st step answer for **4 CP = 1 King, 3 EQ** (1 EQ for ♠ Singleton + 2 real Queens)

4♣! = **Relay!** PL+, Ask for the Queens' suits by **SCOR**

4♦ = 2 **SHAPE** Queens

4♠ = **Ex Relay!** Ask for the color of the King

5♣ = ♣ King

PL = B(0.5) + B(5.5) + 0.5 (for 9 cards in ♥) **+ 1** (for **'good'** ♠ Singleton) **+ 1** (for all 3 TOP Honors in ♣ 5 by 3 FIT) **– 0.5** (the Aces are more than the Kings in both hands) = **8 for statistically 100% NT GRAND SLAM**

CP = 4 + 4 pseudo (West) + 28 + 4 pseudo (East) **= 40 for statistically 100% GRAND SLAM.** By **Fp** requirements the Negative Adjustments can be max 2. Also, the players can use by their choice max 2 Positive adjustments for a suit Slam games, but all of them for **NT** Slam games, so **NT PL** remains **8 for statistically 100% NT Grand Slam**

7NT = Final Contract

Board 82

WEST	EAST
♠QJ	♠A9
♥KQJ104	♥972
♦A73	♦KJ10
♣KQ5	♣A10642

Dealer North. E-W Vulnerable. Opponents Pass Throughout

EAST	SOUTH	WEST	NORTH
1♣	Pass	1♥	Pass
2♦	Pass	2♥!	Pass
3♣	Pass	3♦!	Pass
3♥	Pass	3♠!	Pass
4♥	Pass	4NT!	Pass
5♦	Pass	5♥!	Pass
5NT	Pass	6♣	All Pass

1♣ = **B2+,** 5+ ♣ / **B(4.5)+,** any shape
1♥**!** = **B(0.5)+, RF!,** 2+♣, Ask for the overall shape

2♦ = B(2 – 4), 5♣ or 7♣, **COLOR** side suits
2♥! = **B1+, Relay! GF! Ask for** 7♣ **or** 5♣ + shape

3♣ = 2335 exact shape (The first step answer is for 7♣)
3♦! = **Relay!** Ask for the exact **B#**

3♥ = 1st step answer for exactly **B2**
3♠! = CPA Relay! Ask for **CP**

NOTE: The **PL = 2 + 3 = 5 only, but with 2 FIT, so you can use CPA despite the PL !**

Before answering by CPA discard CP = 4*B# & show the rest of your CP by 2 CP for a step.

The 1st step CP answer = 4*B# + 2 = 4*2 + 2 = 10 CP, 3 EQ, the 2nd step = 12 CP, 2 EQ, the 3rd step = 14 CP, 1 EQ, the 4th step = 16 CP, no EQ

4♥ = 4th step answer for **8 CP** + previously mandatory discarded 4*B# = 4*2 = **8 CP** for Total of **16 CP** (2A + K) and **no EQ**, actually no real Queens
4NT! = Relay! Ask for the color of the King

5♦ = ♦ King
5♥! = **Relay!** Ask for the Aces' suits by **SCOR**

5NT = 2nd step answer for 2 **COLOR** Aces

Thinking!

The ♣ **PL rose from 5 to 6** (because of **KQJTx** in the side ♥ 5 by 3 FIT) **for statistically 50% small SLAM**

CP = 16 + 14 = 30 , but with **2 FITs for statistically 100% small SLAM**

6♣ = Sign Off

Board 83

WEST	EAST
♠AQ84	♠KT76
♥K9763	♥A4
♦AQ4	♦KJ8752
♣A	♣8

Dealer West, E-W vulnerable

WEST	NORTH	EAST	SOUTH
1♣	3♣	DBL!	5♣
DBL	Pass	5♦!	Pass
5♥	Pass	5♠!	Pass
5NT	Pass	6♣!	Pass
6♠	Pass	7NT	All Pass

1♣ = **B2+,** 5+ ♣ / **B(3 - 4.5), balance / B(4.5)+,** any 5+ card suit or 5/5 bi-color

3♣ = Opponent's overcall, probably 6-7 ♣**,** weak

DBL! = **B1+, RF! Exchange Asking!**

5♣ = Opponent's **Active bid**, probably with 4-5 ♣

After that bid, the Opponents Pass Throughout

DBL = 2nd step answer for exact **B# = 5.0** (**Pass** will be for **B# = 4.5**)

NOTE**:** In this particular case **West obviously has B# >= 4.5 because the Basic suit is not ♣ suit** !

5♦! = **GF!** Ask for the Basic suit, min **PL** = 5 + 2 = **7**

5♥ = 5+ ♥ Basic suit
5♠! = **Relay!** Ask for the side suits

5NT = 1st step answer for 5♥ or 7♥, SHAPE (♦ & ♠) side suits or 2722
6♣**!** = Ask for the 2nd longest suit, respectively for the exact shape.

NOTE: **Any bid on 6+ Level by the Quest is an Absolute Signoff except if it is in the Opponents' suit whenever the bid is a GRAND SLAM Relay! Such bids are Grand Slam Try, which activate all Relays on 6th Level except the bid of 6NT !**

6♠ = 4 card ♠ suit, which is one of the SHAPE suits, so West has a Singleton, **4**531 exact shape

Thinking!

By the Formula **CP = 4*B# + 2**, West's **CP** must be **4*5 + 2 = 22 CP** (3K + A **or** 3A + K, obviously the latter), so West obviously has ♥K + Singleton ♣A along with 3 **EQ** (2 real Queens + one in the ♣ Singleton).

The Total CP in both hands must be: **22 + 14 + 4** (in the Singleton ♣, East hand) = **40 for statistically a**

GRAND SLAM

The **PL** = **5** + **2** + **0.5** (for 5 by 2 Misfit in ♥ suit with the 2 Controls) + **0.5** (for 9 cards in ♦ suit) = **8** for a **NT GRAND SLAM**, although **the colors of the Queens is critical**, because the **GRAND SLAM** is 100% only with SHAPE (♦ & ♠) Queens and below 50% with COLOR (♦ & ♥) or RANK (♠ & ♥) Queens!

The Opponents succeeded with that 5♣ crazy barrage not leaving enough Bidding Space for checking the Queens' colors!

NOTE**: The Exchange Asking is used in 2 situations:**

1. When the 1st player Passed, the Opponent Overcalled, the 2nd player make an Active bid (not a Pass), the other Opponent also used an Active bid (not a Pass) & the 1st player used a Relay, thus activating the Exchange Asking for the exact B# instead for the suit or the side suits.

2. When the 1st player Opened on 1st Level, the 1st Opponent Overcalled **the 2nd player make an Active bid (not a Pass), the other Opponent also used an Active bid (not a Pass)** which activated the **Exchange Asking for the exact B# instead for the side suits**

It requires exchanging the normal answer for the side suits with the answer for the exact B#, but the answers depend on the 2nd Opponent's bid:

2.1. Show your Basic suit if next Opponent's bid is a **Passive bid** (Pass)

2.2. Show your **exact B#** if next Opponent's made an **Active bid**

NOTE: When your partner opened 1♣ and the Opponents Overcall in the same ♣ suit, the bid of PASS is reserved for B2+, 5+ ♣. On The next Relay you will show your exact B# / side suits.

One more time: 7♦, 7♠ or **7NT**? The Grand Slams are difficult to bid, because **Fp** has strong requirement for them:

for GRAND SLAM in suit → PL >= 7.5 and 36+ CP
for NT GRAND SLAM → PL >= 8 and 40 CP.

This game's Play Level is:

PL = **5.0** + **2.0** + **0.5** (for the 5 by 2 Misfit in ♥ with 2 Controls) + **0.5** (for the 6 by 3 Super fit in ♦) = **8 for statistically 100% NT GRAND SLAM**. North can discover the partner's **CP** (Control Points) without asking for them using the Formula: **CP = 4*B# + 2** = 4*5 + 2 = 22 **CP** = 3A + K

The total **CP** in both hands = **40** (including 4 **CP** for ♣ Singleton). **for statistically 100% GRAND SLAM**.

The Formula also shows 3 **EQ** (Equivalent Queens, 2 real Queens + 1 pseudo for the ♣ Singleton).

The contracts of 7♦, 7♠ and **7NT** have almost the same probability because the possession of ♦Q and ♠Q are critical for all contracts, but North decided to go eventually for a squeeze in ♠ or ♥.

If the real Queens are in ♦ and ♠, the ♠ in the Opponents' hands have to be dropped.

If they are in ♥ and ♠, the Queen of ♦ has to be dropped or eventually finessed. If the Queens are in ♦ and ♥, there will be a problem if the ♥ are not 3 by 3 in the Opponents.

Lucky or unlucky, a **Fp Player must follow Fp requirements!**

7NT = Final Contract

BINGO !

Too risky, but lucky!

♠ ♥ ♦ ♣

Board 84

WEST	EAST
♠AJ5	♠KQ98
♥T8	♥Q
♦8	♦AKQ953
♣AKQ953	♣93

Dealer North, E-W vulnerable,

EAST	SOUTH	WEST	NORTH
1♦	3♥	DBL!	4♥
4♠	Pass	4NT!	Pass
6♣	Pass	Pass	Pass

1♦ = B2+, 5+♦

3♥ = East's barrage bid

DBL! = B2+, RF! Ask for the length of the Basic suit+ side suits / exact shape **OR** Exchange Asking Relay

4♥ = West's barrage bid

4♠ = 3rd step answer for exactly **B3** (Exchange Asking bid)

After that bid, the Opponents Pass Throughout

4NT! = Relay! Ask for the side suits

6♣ = 5th step answer by **SCOR - SCOR** for 6♦ or 8♦, **COLOR** side suits

NOTE: The 1st step answer will show **B(2 - 2.5)**, 5+♦, weak)

All Pass

Board 85

NORTH
♠
♥K108
♦K1082
♣AKQ753

WEST
♠AQ42
♥Q2
♦AQ954
♣J2

EAST
♠109865
♥965
♦73
♣1094

SOUTH
♠KJ73
♥AJ743
♦J6
♣86

Dealer West, N-S vulnerable, NS play **Fp**

WEST	**NORTH**	**EAST**	**SOUTH**
1♦	DBL	Pass	1NT!
2♠	3♣	3♠	Pass!
Pass	4♥	Pass	4♠!
Pass	4NT	Pass	5♥
Pass	6♥	All Pass	

1♦ = 12 – 15 HCP, 4+ ♦ (Opponent's bid)
DBL = B2+, any balance **or** B(3.5)+, any 5+ card suit
Pass = East's bid

1**NT!** = **B1+, RF!**, Ask for 4+ card suit, 9+ HCP

2♠ = West's bid

3♣ = **B(3.5)+,** 5+ ♣ Basic suit, 16+ HCP (the 1st step of **Pass** bid and any **NT** bid are for balanced hands.

3♠ = East's barrage bid

Pass! = Pass – Relay! GF! Ask for the side suits

From this point Opponents bid Pass throughout

4♥ = 5th step answer for 6♣ or 8♣, COLOR side suits (♥ + ♦), excluding the color of the Basic ♣ suit

4♠! = **Ex Relay!** (in the Opponents' suit). Ask for the 2nd longest suit, which will clarify the exact shape

4NT = the 1st step answer for 6♣ or 8♣, **COLOR + Void or S+V**. The answer for the exact shape is postponed until a new Relay)

5♥! = Free bid, Signoff, Min **PL = 3.5 + 1 = 4.5**

6♥ = Free bid, not following the Fp requirements, because of the higher B# (North's actual B# rose from 3.5 to 4.5 after West's ♠ bid & the expectation EW to be easy victims with all missing HCP in West hand)

All Pass

North didn't expect the bad ♠Void and the actual **PL = 4.5 + 1 – 1** (for the **'bad'** ♠ Void because of the opposite ♠ K) **dropped to 5, but was compensated by +1 for all 3 TOP Honors in ♣ suit.**, Anyway, the Dealer obviously was Santa Claus, so West received doubleton ♥ Queen & South the Ace of ♥ along with the Jack, so South only moved his head silently ….

Board 86

NORTH
♠J
♥KT7
♦AJT43
♣AQ85

WEST
♠T976
♥9
♦Q62
♣J7432

EAST
♠AKQ854
♥6
♦987
♣T96

SOUTH
♠32
♥AQJ85432
♦K5
♣K

Dealer South, N-S vulnerable.

SOUTH	WEST	NORTH	EAST
1♥	Pass	1♠!	2♠
Pass	3♠	Pass!	Pass
4♦	Pass	4♠!	Pass
6♦	Pass	6♥	All Pass

1♥ = B(2 – 4), 5-7♥ **or** B(2 - 3), 8♥ (actual B# = 2.5)
1♠! = B(0.5)+, **RF!** 2+♥ / **B(1.5)+,** any shape, no bi-color, (actual B# = 3)

2♠ = East's Overcall
Pass = B**(2 - 2.5),** 5+♥
3♠ = West's barrage
Pass! = Pass - Relay! GF! Ask for the overall shape
From that point Opponents Pass Throughout
4♦ = 4th step answer for 6♥ or 8♥, **SHAPE**
4♠! = PL+, **Ex Relay!** 1st step answer for Void / S+V
6♦ = 2821 → 8♥ + **SHAPE** no Void
6♥ = Final Contract

PL = B(2.5) + B3 + 1 (for 11 ♥ Trumps) **+ 0.5** (for **'good'**♠ Singleton) + **0.5** (for **'good'**♣ Singleton) - **0.5** (for more than 2 positive Adjustments) = **7 for statistically 100% small SLAM**

The 1st step CP answer = 4*B# - 2 = 4*2.5 – 2 = min 8, max 5 EQ (for South with 8 card suit. no Void)

The min Total CP in both hands = 8 + 4 pseudo (in ♣) + 16 + 4 pseudo (in ♠) = **12** (South) + **20** (North) = **32 for statistically 100% small SLAM !**
All Pass

Before we continue, let me show to you **all** of the **South's possible bids** and their meaning after

4♠! = **Ex Relay!** for the learning purposes only

I hope, you remember that South has shown 6♥ or 8♥, **SHAPE** side suits:

4NT = 1st step answer for 6♥ or 8♥, **SHAPE + Void or** S+V

5♣ = 1813 → 8♥ + **SHAPE**, no Void**,** bid in the longest suit which is **outside the SHAPE** side suits
5♦ = 2641→ 6♥ + **SHAPE,** bid in the 2nd longest suit
5♥ = **3631**, bid in the Basic suit for 3 by 3 side suits
5♠ = **4**621**,** bid in the 2nd longest suit
5**NT** = **2623** → no S / V (using **NT** bid for 6 card suit, no S / V, ambiguous balance)
6♣ = B2, 2821 → 8♥ + **SHAP**E no Void
6♦ = B(2.5), 2821 → 8♥ + **SHAP**E no Void (AKQ)
6♥ = B(2.5), 2821 → 8♥ + **SHAP**E no Void (AKQ + Singleton King)

NOTE: See all of the above bids in Sysnotes.

So, you either will need a good imagination or you have to use **Sysnotes** until you become familiar with the system.

Just try to remember that with any **6 or 8 cards**, if your partner asked for the overall shape, there are total of 7 possible answers:

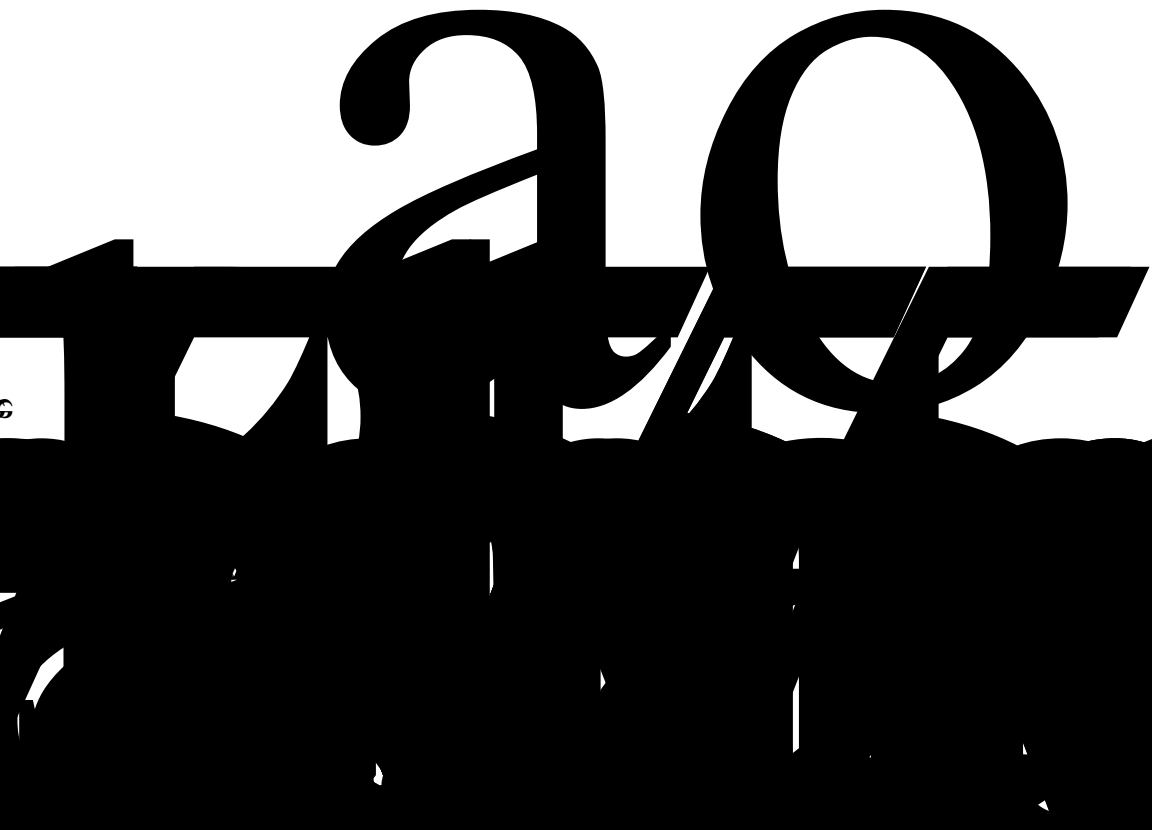
1 bid for Void + S+V, placed on 1st step answer
4 bids with 6 card suit
2 bids with 8 card suit, no Void

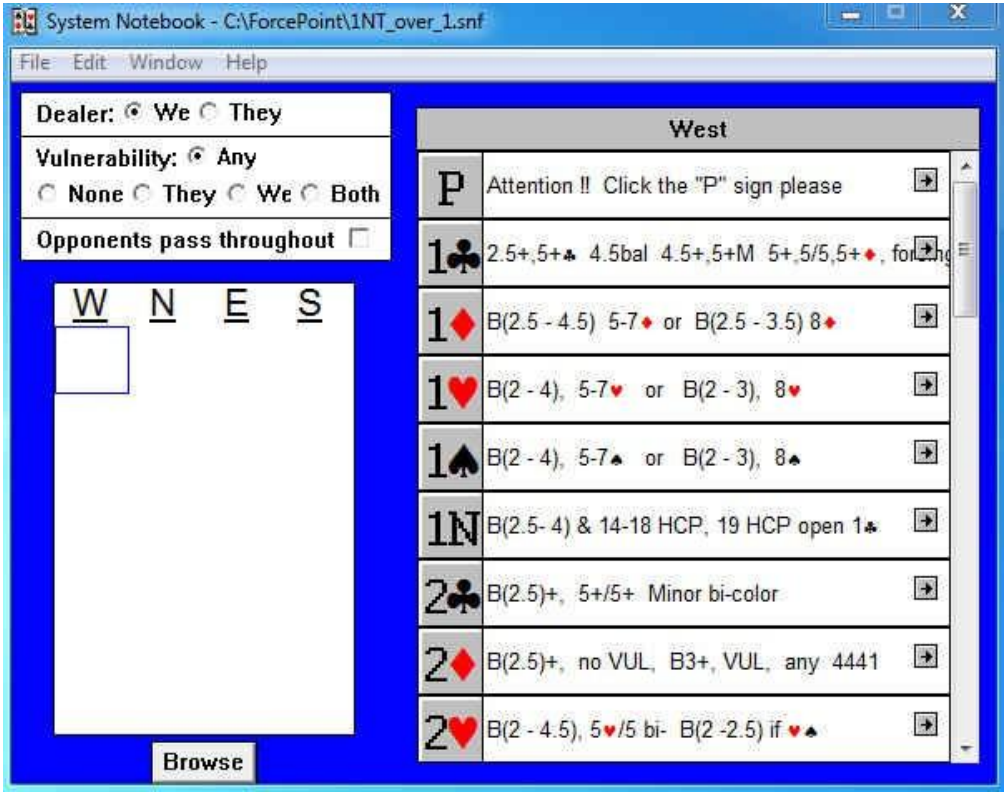
The last bids of 8♥ + **SHAPE, no Void** are distinguished only by the **different B#**

NOTE: The number of all possible bids in

dependence he length of the Basic suit will be shown on th xt page. With or without Overcalls, they are th ne.

T e is no need to remember the particular bids, j pay attention to the Bidding Mechanism if you nt to play

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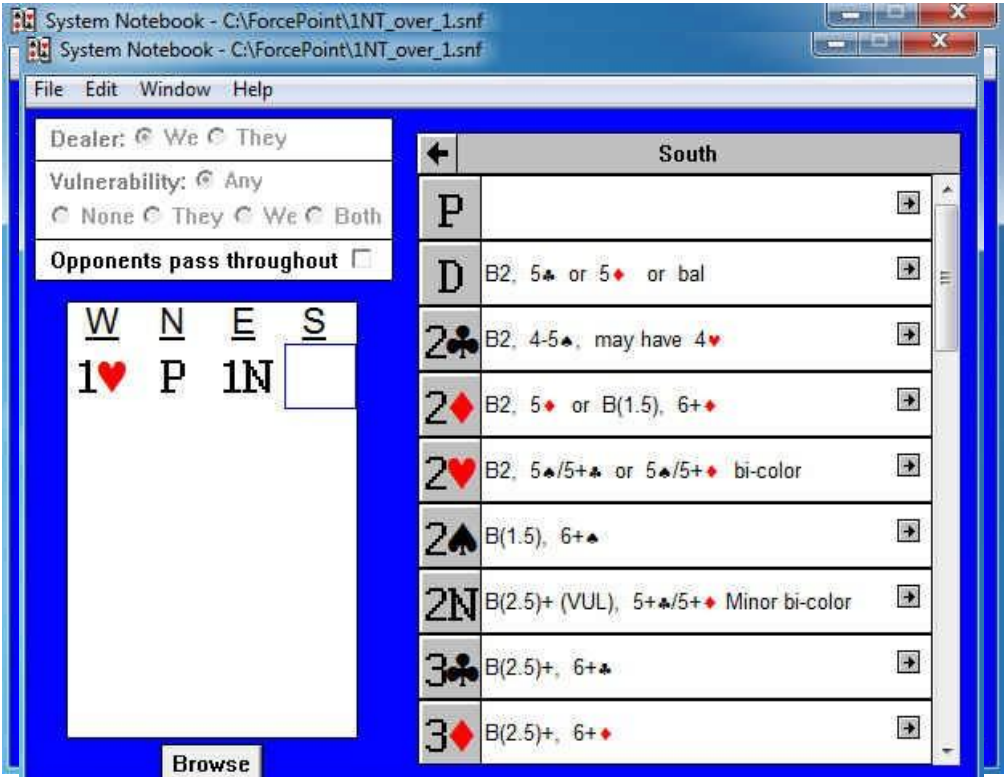
File Edit Window Help
Dealer: We They
Vulnerability: Any
None They We Both
Opponents pass throughout
W N E S
Browse
West
P Attention !! Click the "P" sign please
1♣ 2.5+,5+♣ 4.5bal 4.5+,5+M 5+,5/5,5+♦, for
1♦ B(2.5 - 4.5) 5-7♦ or B(2.5 - 3.5) 8♦
1♥ B(2 - 4), 5-7♥ or B(2 - 3), 8♥
1♠ B(2 - 4), 5-7♠ or B(2 - 3), 8♠
1N B(2.5- 4) & 14-18 HCP, 19 HCP open 1♣
2♣ B(2.5)+, 5+/5+ Minor bi-color
2♦ B(2.5)+, no VUL, B3+, VUL, any 4441
2♥ B(2 - 4.5), 5♥/5 bi- B(2 -2.5) if ♥♠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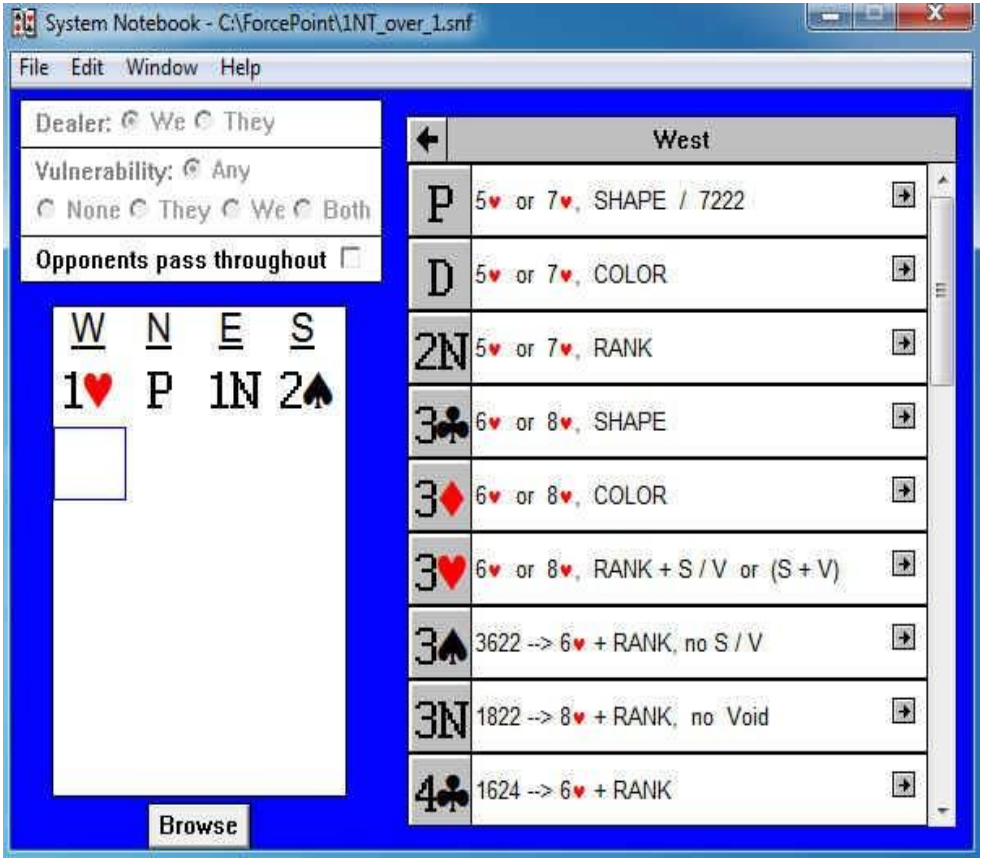
System Notebook - C:\ForcePoint\1NT_over_1.snf
File Edit Window Help
Dealer: We They
Vulnerability: Any
None They We Both
Opponents pass throughout
W N E S
1♥ P 1N
Browse
South
P
D B2, 5♣ or 5♦ or bal
2♣ B2, 4-5♠, may have 4♥
2♦ B2, 5♦ or B(1.5), 6+♦
2♥ B2, 5♠/5+♣ or 5♠/5+♦ bi-color
2♠ B(1.5), 6+♠
2N B(2.5)+ (VUL), 5+♣/5+♦ Minor bi-color
3♣ B(2.5)+, 6+♣
3♦ B(2.5)+, 6+♦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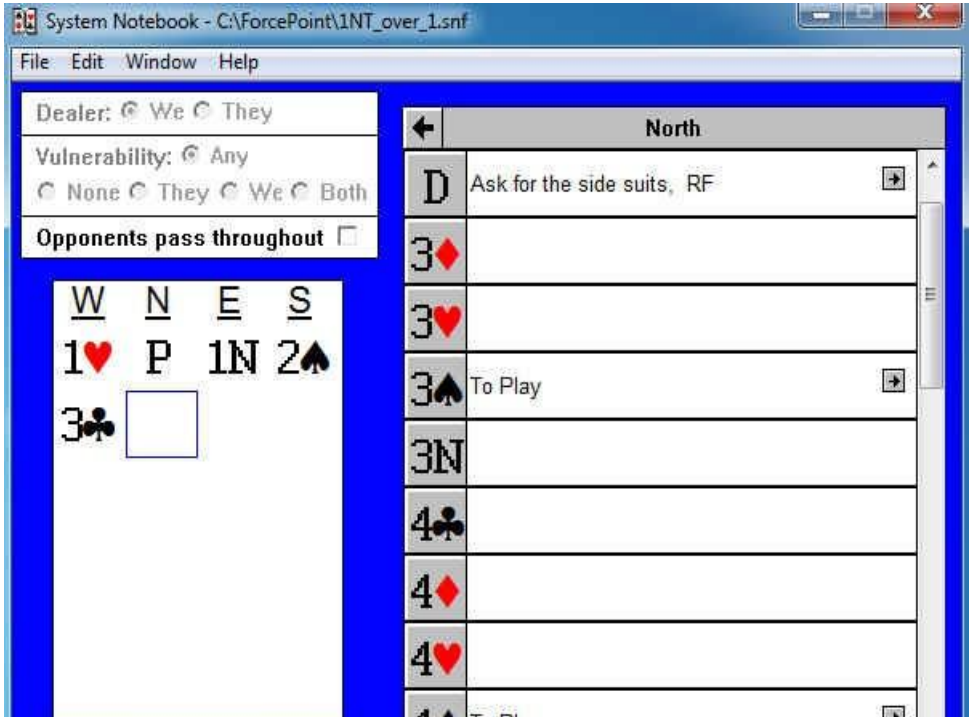
File Edit Window Help
Dealer: We They
Vulnerability: Any
None They We Both
Opponents pass throughout
W N E S
1♥ P 1N 2♠
Browse
West
P 5♥ or 7♥, SHAPE / 7222
D 5♥ or 7♥, COLOR
2N 5♥ or 7♥, RANK
3♣ 6♥ or 8♥, SHAPE
3♦ 6♥ or 8♥, COLOR
3♥ 6♥ or 8♥, RANK + S / V or (S + V)
3♠ 3622 --> 6♥ + RANK, no S / V
3N 1822 --> 8♥ + RANK, no Void
4♣ 1624 --> 6♥ + RANK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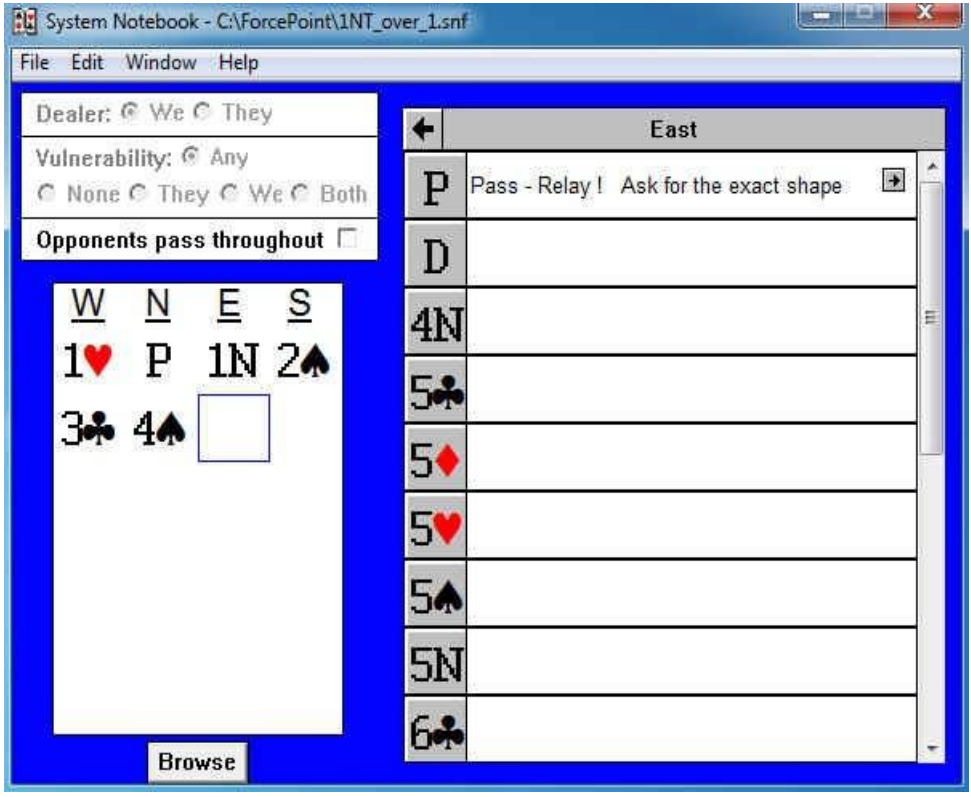
Vulnerability: Any
None They We Both
Opponents pass throughout
W N E S
1♥ P 1N 2♠
3♣
North
D Ask for the side suits, RF
3♦
3♥
3♠ To Play
3N
4♣
4♦
4♥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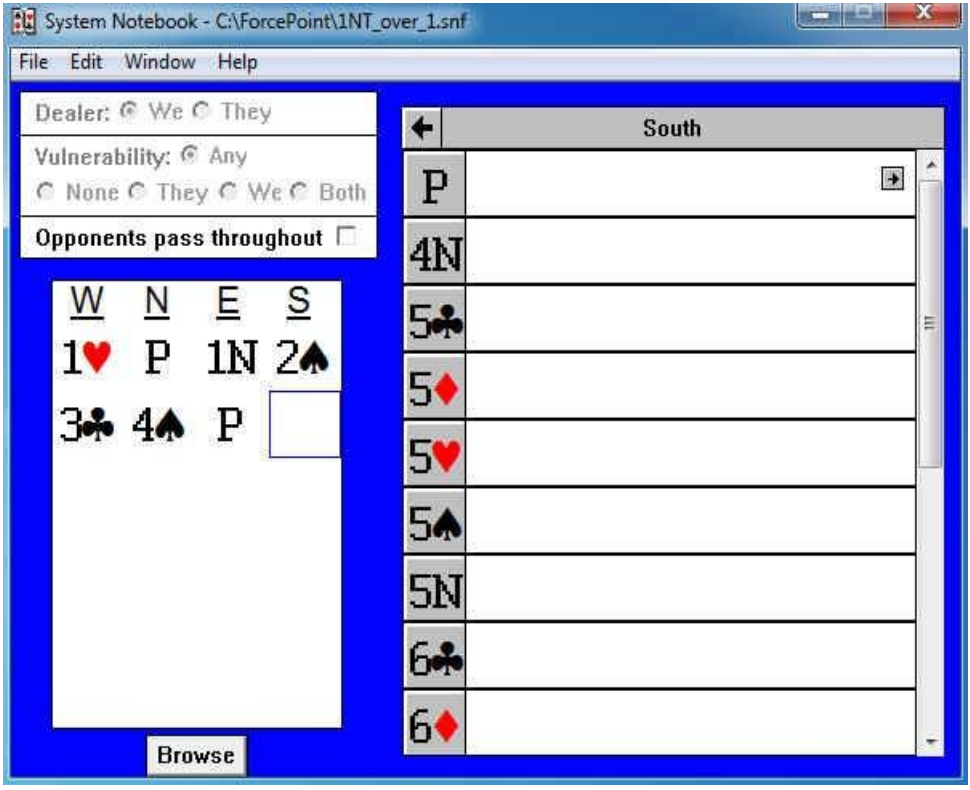
Vulnerability: Any
None They We Both
Opponents pass throughout
W N E S
1♥ P 1N 2♠
3♣ 4♠
Browse
East
P Pass - Relay ! Ask for the exact shape
D
4N
5♣
5♦
5♥
5♠
5N
6♣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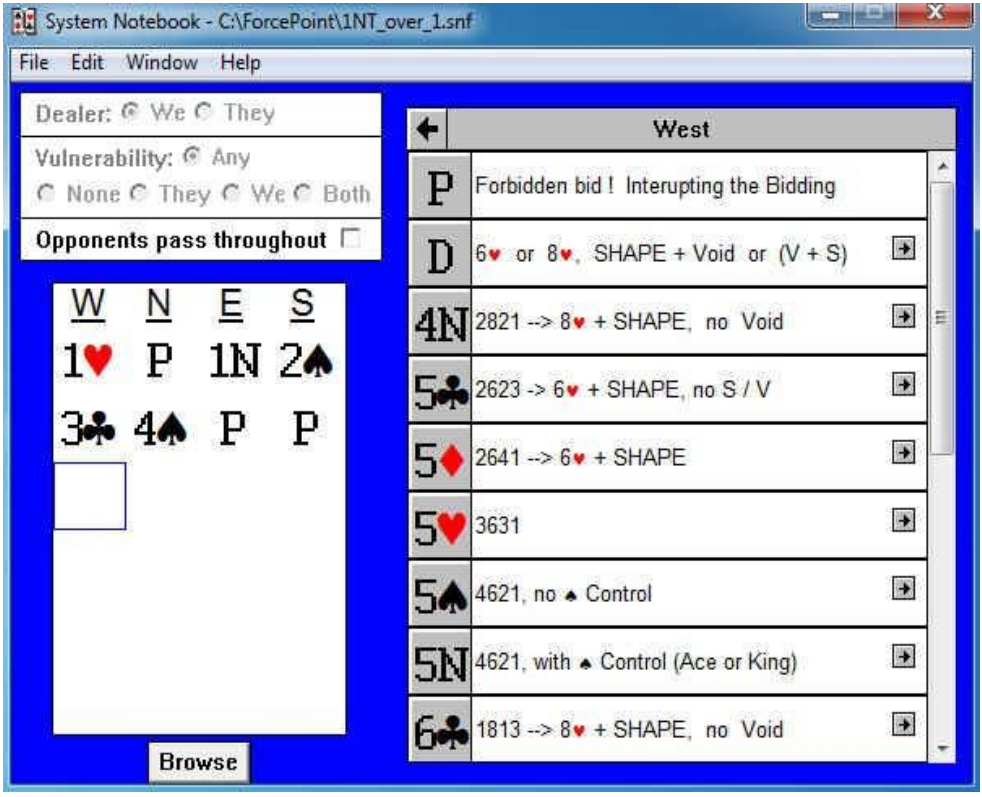
Vulnerability: Any
None They We Both
Opponents pass throughout
W N E S
1♥ P 1N 2♠
3♣ 4♠ P
Browse
South
P
4N
5♣
5♦
5♥
5♠
5N
6♣
6♦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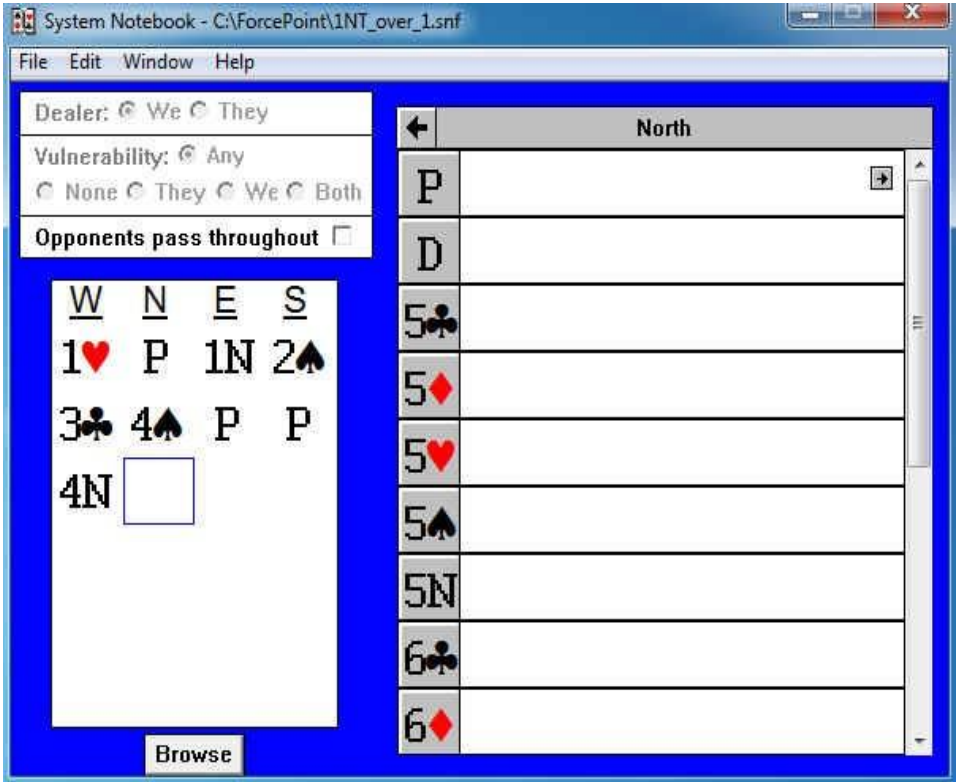
File Edit Window Help
Dealer: We They
Vulnerability: Any
None They We Both
Opponents pass throughout
W N E S
1♥ P 1N 2♠
3♣ 4♠ P P
Browse
West
P Forbidden bid ! Interupting the Bidding
D 6♥ or 8♥, SHAPE + Void or (V + S)
4N 2821 --> 8♥ + SHAPE, no Void
5♣ 2623 -> 6♥ + SHAPE, no S / V
5♦ 2641 --> 6♥ + SHAPE
5♥ 3631
5♠ 4621, no ♠ Control
5N 4621, with ♠ Control (Ace or King)
6♣ 1813 --> 8♥ + SHAPE, no Void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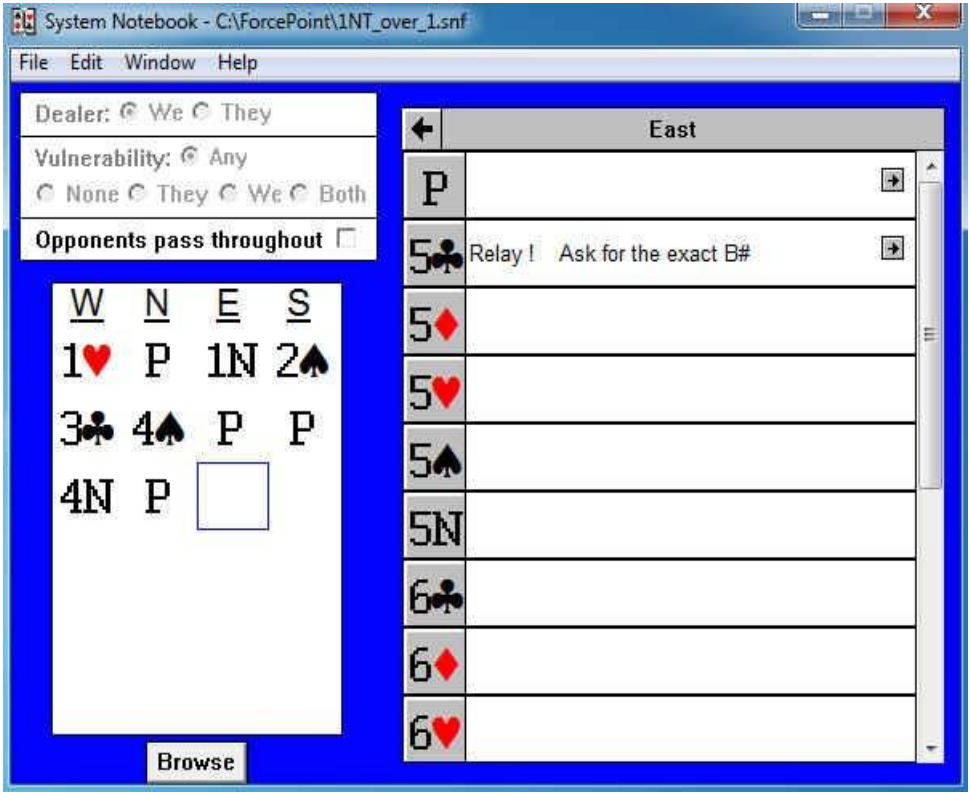
Vulnerability: Any
None They We Both
Opponents pass throughout
W N E S
1♥ P 1N 2♠
3♣ 4♠ P P
4N
Browse
North
P
D
5♣
5♦
5♥
5♠
5N
6♣
6♦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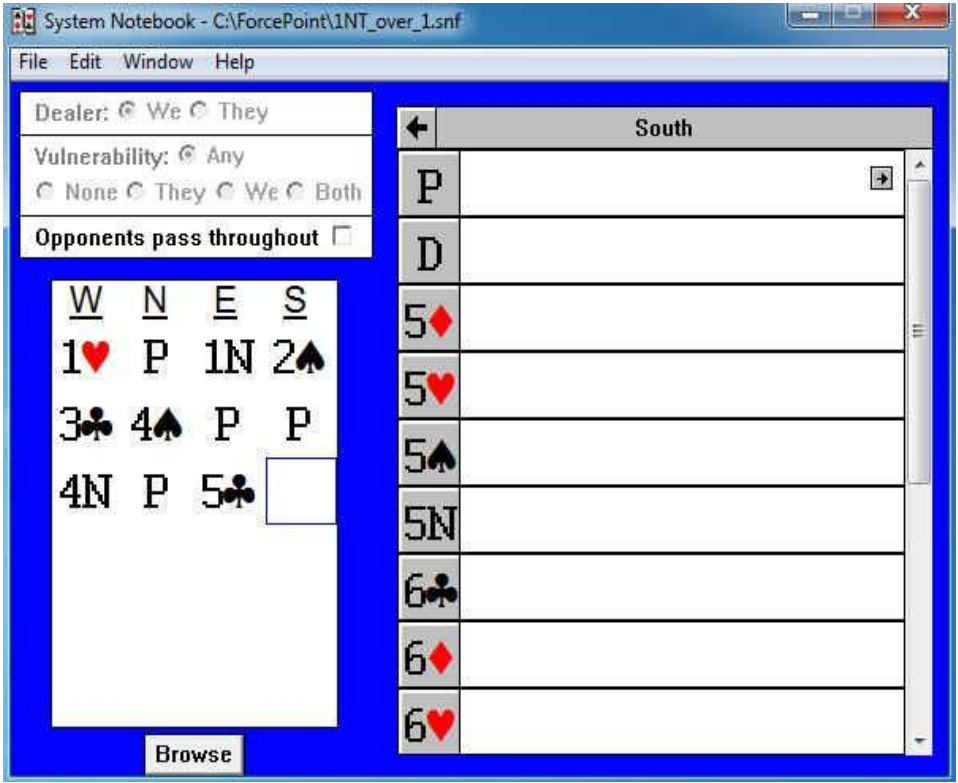
Vulnerability: Any
None They We Both
Opponents pass throughout
W N E S
1♥ P 1N 2♠
3♣ 4♠ P P
4N P
Browse
East
P
5♣ Relay ! Ask for the exact B#
5♦
5♥
5♠
5N
6♣
6♦
6♥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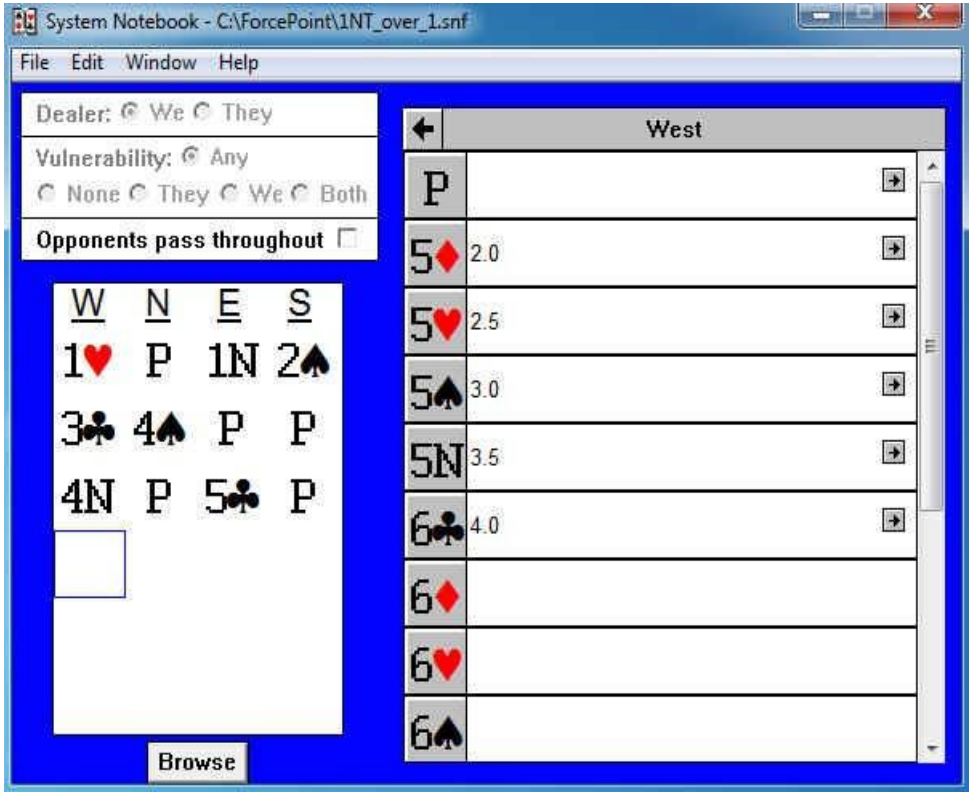
File Edit Window Help
Dealer: We They
Vulnerability: Any
None They We Both
Opponents pass throughout
W N E S
1♥ P 1N 2♠
3♣ 4♠ P P
4N P 5♣
Browse
South
P
D
5♦
5♥
5♠
5N
6♣
6♦
6♥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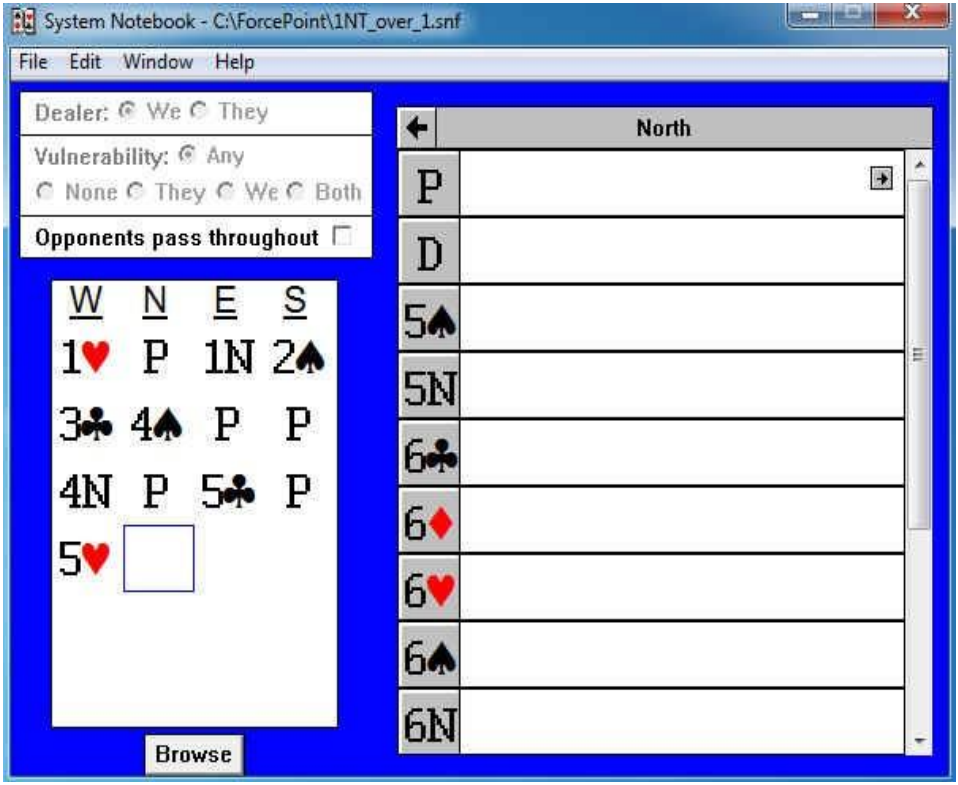
Vulnerability: Any
None They We Both
Opponents pass throughout
W N E S
1♥ P 1N 2♠
3♣ 4♠ P P
4N P 5♣ P
Browse
West
P
5♦ 2.0
5♥ 2.5
5♠ 3.0
5N 3.5
6♣ 4.0
6♦
6♥
6♠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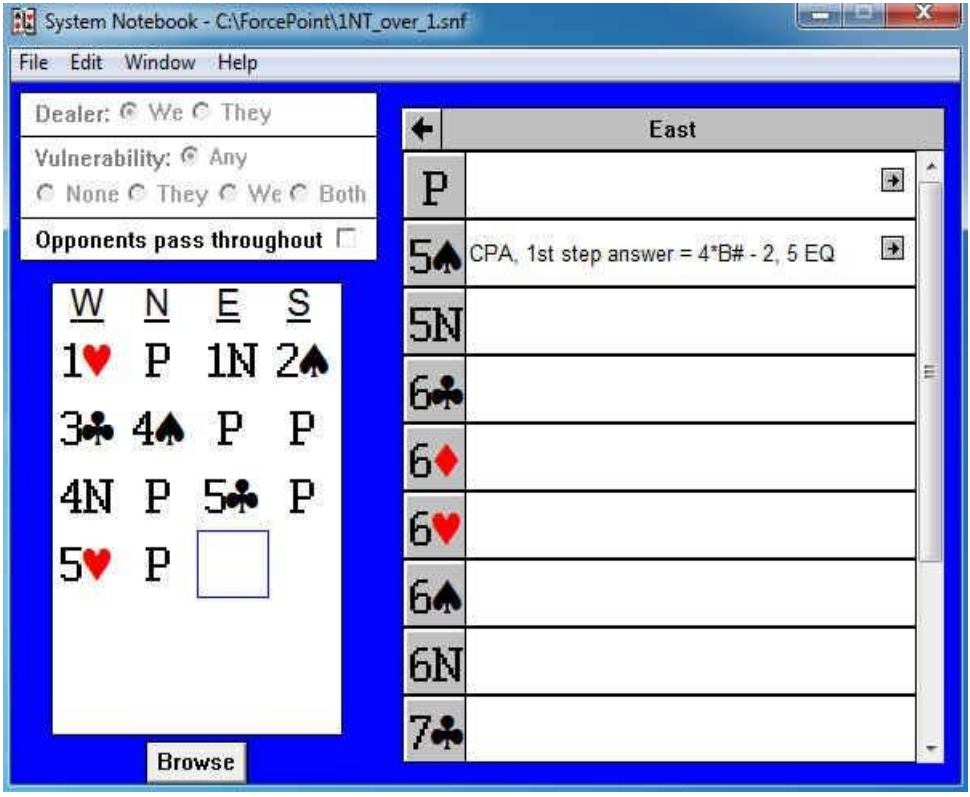
Vulnerability: Any
None They We Both
Opponents pass throughout
W N E S
1♥ P 1N 2♠
3♣ 4♠ P P
4N P 5♣ P
5♥
Browse
North
P
D
5♠
5N
6♣
6♦
6♥
6♠
6N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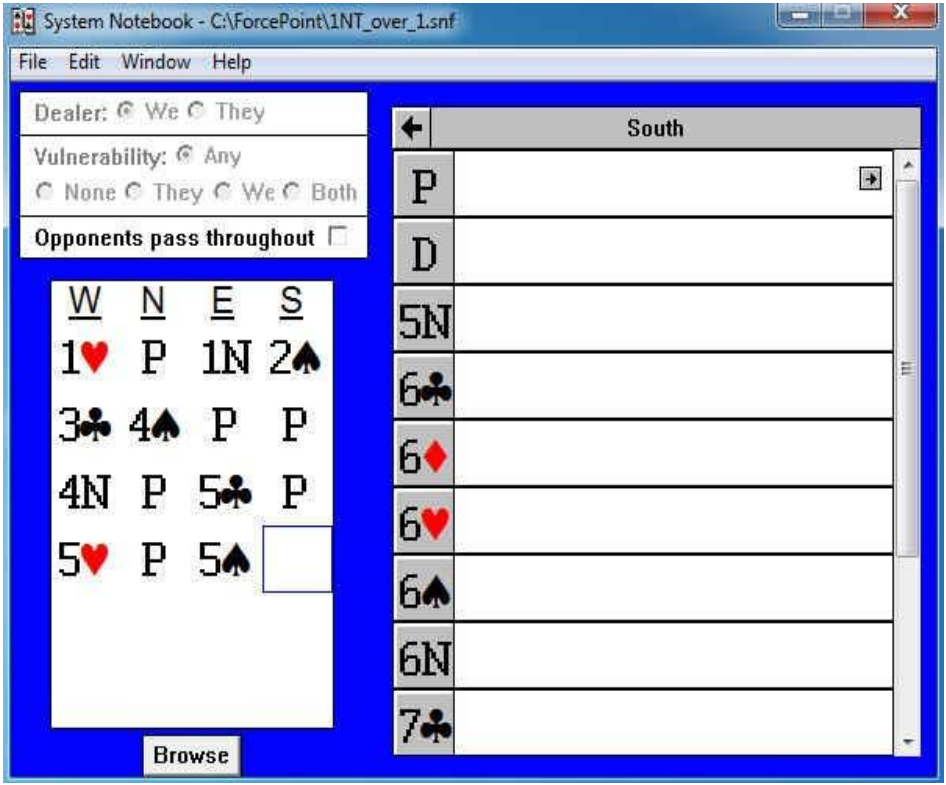
Vulnerability: Any
None They We Both
Opponents pass throughout
W N E S
1♥ P 1N 2♠
3♣ 4♠ P P
4N P 5♣ P
5♥ P
Browse
East
P
5♠ CPA, 1st step answer = 4*B# - 2, 5 EQ
5N
6♣
6♦
6♥
6♠
6N
7♣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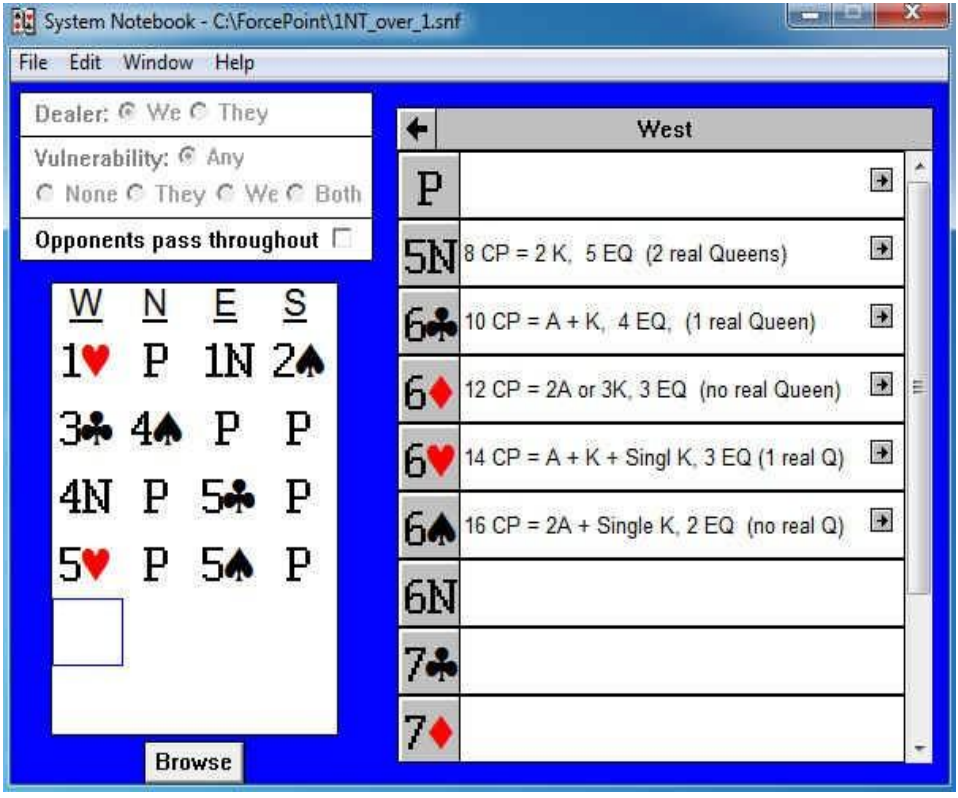
None They We Both
Opponents pass throughout
W N E S
1♥ P 1N 2♠
3♣ 4♠ P P
4N P 5♣ P
5♥ P 5♠
Browse
South
P
D
5N
6♣
6♦
6♥
6♠
6N
7♣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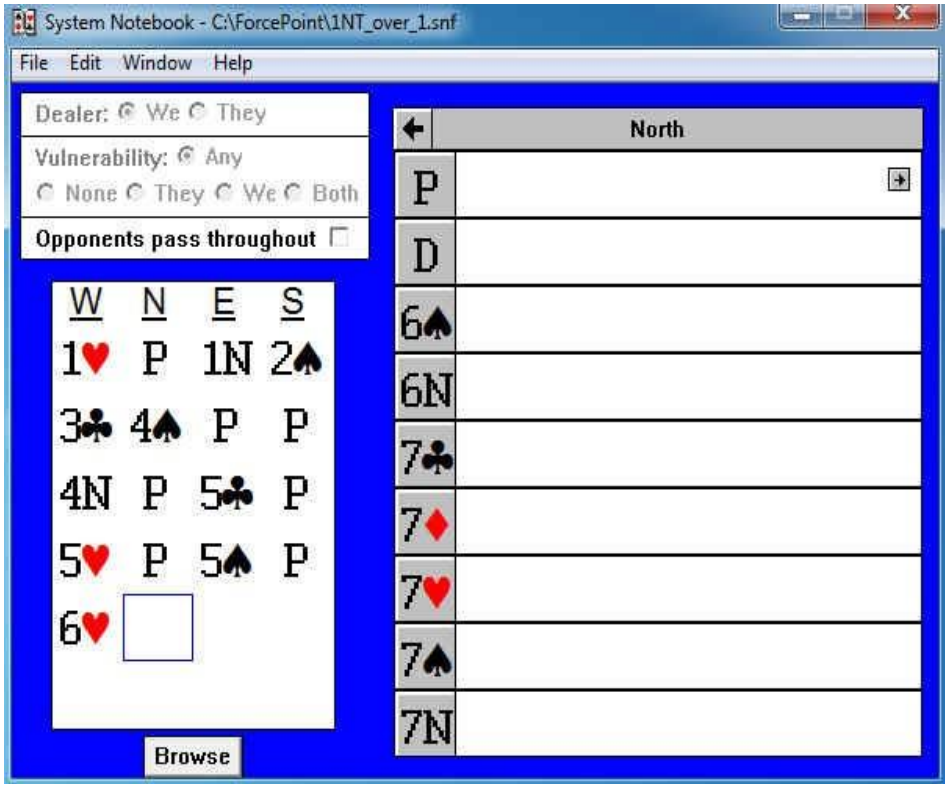
File Edit Window Help
Dealer: We They
Vulnerability: Any
None They We Both
Opponents pass throughout
W N E S
1♥ P 1N 2♠
3♣ 4♠ P P
4N P 5♣ P
5♥ P 5♠ P
Browse
West
P
5N 8 CP = 2 K, 5 EQ (2 real Queens)
6♣ 10 CP = A + K, 4 EQ, (1 real Queen)
6♦ 12 CP = 2A or 3K, 3 EQ (no real Queen)
6♥ 14 CP = A + K + Singl K, 3 EQ (1 real Q)
6♠ 16 CP = 2A + Single K, 2 EQ (no real Q)
6N
7♣
7♦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Dealer: We They
Vulnerability: Any
None They We Both
Opponents pass throughout
W N E S
1♥ P 1N 2♠
3♣ 4♠ P P
4N P 5♣ P
5♥ P 5♠ P
6♥
Browse
North
P
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6♠
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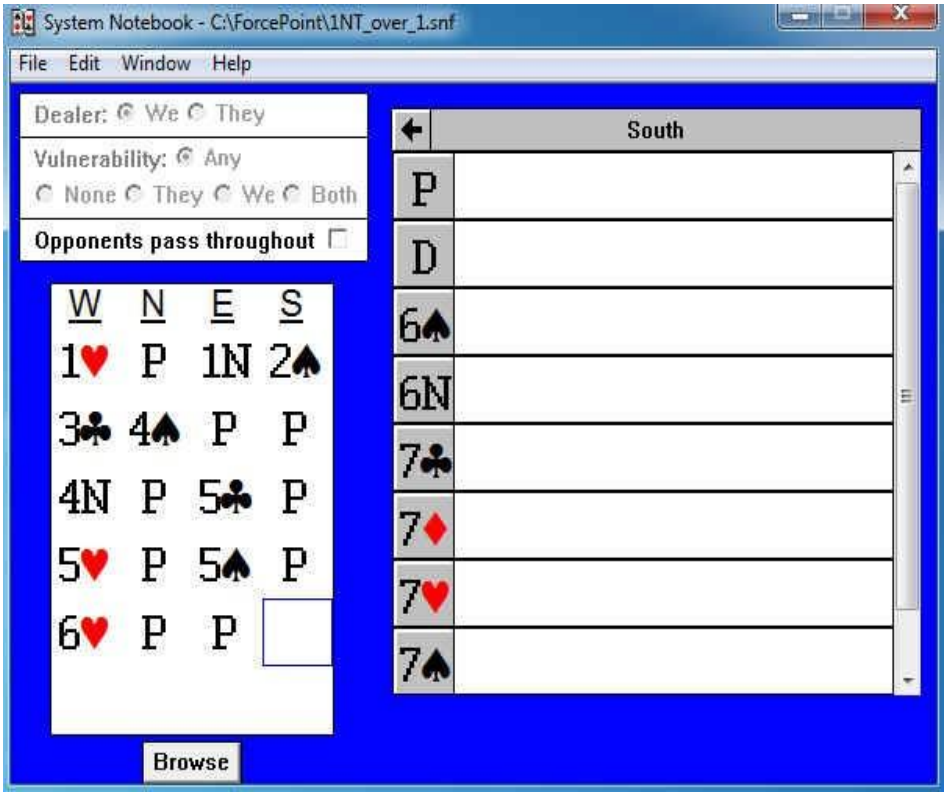
7N



NOTE: Not all sequences in **Sysnotes** are fulfilled to the end, especially with Opponents Overcalls, when the **Fp Bidding** is interrupted successfully. Although some of the sequences are filled to the **CPA**, some of them are filled to the **Asking for the exact B#** only. In such cases you have to check your **PL** and **Penalty Rule of 13 or 16** (with crazy distributions) and decide what will use.

The **CPA** bid usually is marked with explanation for the 1st step **CP** answer.

For example: Suppose you have 5 or 6 card Basic suit with a Singleton and your partner (who already has discovered your exact shape

and B#) uses **4NT** bid to ask you for **CP**.

That **4NT** bid in **Sysnotes** will look like:

CPA, 1st step CP = 4*B# + 2, 3 EQ

CPA = abbreviation shows that this bid is for Control Points Asking (not only for the numbers of the **Aces** + **Kings**, but also for discovering the number of the **Equivalent Queens (EQ) without asking for them !!**

If your partner asked using the bid of **4NT**, and you have 5-6 card suit, the 1st step answer for **CP** will be 5♣. If your B# is 3.0 the Formula will look like this:

CP = 4*3 + 2 = 14, 3 EQ

So, with 5♣ bid you will show to your partner that you have **14 CP** (A + 2K) and **3 EQ** (2 real Queens + 1 EQ in the Singleton). Of course, the 2nd step answer of 5♦ will show **CP = 4*3 + 4 = 16, 2 EQ**, and the 3rd step answer of 5♥ will show **CP = 4*3 + 6 = 18, 1 EQ**

Just try to remember some of the basic Fp Formulas!

♠ ♥

Fp Rules to find the partner's EQ

Some Fp Players experience difficulties finding the **expected** partner's **EQ** for the **1st step CP answer** with different shapes. If you follow these Rules, it will be quite easy to resolve that problem:

To find how many EQ to expect for the 1st step CP answer with any bi-color, use the Formula: **n** – 6, where **'n'** is the sum of the cards in both bi- color suits.

To find how many EQ to expect for the 1st step CP answer with any mono-color suit, **count** the partner's **distributional EQ** (when you know his exact shape), and **add 2 more EQ**

For any of the next steps CP answers, lower the EQ by 1 & raise the CP by 2

Or you may remember these simple arithmetical progressions **for the 1st step CP answer** with different length of the Basic suit or 5/5 bi-color:

5-6 cards or 5/5 bi-color (both shapes without Void):
CP for the 1st step answer = 4*B# + 2, EQ = 3

5-6 cards or 5/5 bi-color (both shapes with Void) or 7 cards (no V, no 2S):
CP for the 1st step answer = 4*B# + 0 (zero), **EQ** = **4**

cards (with V or 2S) or 8 cards (no V, no 2S):

CP for the 1st step answer = 4*B# - 2, EQ = 5
cards (with V or 2S):
CP for the 1st step answer = 4*B# - 4, EQ = 6

Actually what I'm doing, when my partner has a mono-suit and I want to discover how many CP my partner had discarded before answering for CP, and the number of his real Queens:

I have remembered very well only the 1st main Formula for 5-6 card Basic suit, no Void:

CP for the 1st step answer = 4*B# + 2, EQ = 3

Let's suppose, I have discovered the exact partner's shape of 0273, B# = 3.0 and the partner used the 2nd step to answer for CP

What I know very well is: for any Void or for any additional card in the long suit over the 6th one, the number of CP drop by 2, and the number of EQ raise by 1

So, what is the difference between 5-6 card suit, no Void, and actual partner's shape of 0273 ?

It is obvious: my partner has **1 Void** (so, **the CP must be dropped by 2 and the EQ must be raised by 1**), and my partner also has **1 more card in length** in his long suit (so, **the CP must be dropped by 2 again and the EQ must be raised by 1 again**)

The main Formula, which I only have remembered is:

The 1st step answer **CP** = 4*B# + **2**, **EQ** = **3**

The 2nd step answer **CP**= 4*B# + **4**, **EQ** = **2**

and so on ...

Let's apply the changes between the shapes:

I will subtract **4 CP** and will add 2 EQ (2 CP for the Void and 2 CP for the increased length of the partner's Basic suit with 1 card)

The Formula for the 2nd step answer, which my partner used, will change:

from: **CP**= 4*B# + **4**, **EQ** = **2**

to: **CP** = 4*B#, **EQ** = 4

So, before answering for CP, my partner simply **discarded CP** = 4*B# = 4*3 = 12, and showed the rest of his 4 CP by using the 2nd step answer: 2*2 = 4 CP, so I have discovered that he has **Total of 16 CP** = 2A + K along with **4 EQ** (1 hidden in the 7th card of his long suit, 1 hidden in the Void, so my partner obviously has 2 real Queen).

It already has to be obvious for you, that if you remember even only the main Formula for the 1st step CP answer with 5-6 card Basic suit, no Void, you will be able to extract any of the next Formulas for the 1st step

CP answer with different distributions by:

removing 2 CP for any Void or 2 Singletons
removing 2 CP for any card over the 6th in long suit
adding by 1 EQ for the same reasons!

For the players who want to clarify the things

If you want to remember the actual Formulas for the 1st step **CP** answer, they are:

1. For 5-6 cards, no Void (**The Main Formula**)

CP for the 1st step answer = **4*B# + 2**, **EQ** = **3**

NOTE: For any of the next steps add 2 CP, subtract 1 EQ

2. For 5-6 cards + V or 2 S / 7 cards, no V or 2 S

CP for the 1st step answer = **4*B# + 0**, **EQ** = **4**

NOTE: For any of the next steps add 2 CP, subtract 1 EQ

3. For 7 cards + V or 2 S / 8 cards, no V or 2 S

CP for the 1st step answer = **4*B# - 2**, **EQ** = **5**

NOTE: For any of the next steps add 2 CP, subtract 1 EQ

4. For 8 cards + Void or 2 Singletons

CP for the 1st step answer = **4*B# - 4**, **EQ** = **6**

NOTE: For any of the next steps add 2 CP, subtract 1 EQ

♠ ♥ ♦ ♣

Summarizing the Force Point Bidding Mechanisms and Tools

After the Opening bid reveal the pattern (balanced, pseudo-balanced, mono-color suit, bi-color), the **Quest,** discovering the minimum game's **Play Level (PL)** by the time of the Opening will use **SCOR - SCOR** Convention to discover partner's exact shape (except with balanced, pseudo balanced or bi-color hands),

If the Opener showed a mono-color, on the 1st Relay partner will use from the 1st to 6th step answers showing immediately the length of the Basic suit along with the side suits)

The 2nd Relay asks for the 2nd longest suit, attempting to discover the exact partner's shape.

When the Opener has 5 or 7 card Basic suit:

- with 7 card suit the partner will postpone the answer for the 2nd longest suit and will use the 1st step answer to show the 7 card suit

- with 5 card suit the partner will use the next 5 bids to show the exact shape by showing his 2nd longest suit by natural bid (with 3 by 3 by using a bid in the Basic suit & with 4 by 4 by using NT bid)

When the Opener has 6 or 8 card s Basic suit:

- the partner will use the 1st step answer to show 6 or 8 card suit + V or S+V & on a new Relay will show the exact shapes by using natural or Fp gig bids.

- the next steps will be used for showing 6 or 8 card Basic suit, no Void (may have a Singleton) by using natural or Fp gig bids for showing the 2nd longest suit (aka, the exact shape).

When the Quest discover the exact partner's distribution he will ask for the exact Base Number (B#, the strength in contract tricks).

The Opener will show his exact B# by steps increasing the initial strength shown by the opening bid by 0.5 contract tricks for any further step.

The Quest will find the game's PL by adding both partners' B# and applying the Adjustments (if any), and if the **PL >= 5.5**, the Quest will continue with **CPA**, asking his partner to show all of his TOP Honors by number and by kind with one only answer

Before answering, the Opener will subtract CP = 4*B# with 5-6 card mono-color suit or 5/5 bi-color, CP = 4*B# - 2 for 7 card suit with V/2S, and will show the rest of his CP by steps by 2 CP for a step.

The Quest, who knows the exact partner's shape and how many CP he mandatory subtracted before answering, will

discover all of partner's Aces + Kings + Queens immediately, and may ask his partner for the colors of his TOP Honors.

If the Opener is balanced, the **Quest** will use **Stayman** and a simple and effective proprietary Fp Relay extension to discover simultaneously the strength and the exact shape of the Opener, and then he will ask for the exact B#, and eventually will use **CPA.**

If the Opener is pseudo balanced (any 4441), the **Quest** will use **Relays** to discover simultaneously the strength and the exact Opener's shape, and then he will ask for the exact B#, and eventually will continue with **CPA.**

The **Fp system explanations** are far more difficult than the practice things are (especially for a 45 years old emigrant who came to America with family of 4 with total of $470 in his pocket and no green cards), but learning **Fp** with them will shorten your learning time, so I'm trying to help.

My advice is to learn the things separate. One month for learning & one month for practice along with the free explanation service by **Boeff or Pavell in BBO**, the 2 authorized coaches by **'Bidding Expert'**, will be enough to **master Fp on high level** and catch easily all possible Slams with at least 18 HCP in both hands (I never sow a Slam with less HCP in both hands).

The most important thing with Fp is that you will be able to 'see' through the back of your partner's cards before you bid your final contract !

Theoretic mathematical researches

Fp Counting is a Dynamic Hand Evaluation Counting

Force Point (Fp) counts some suits in dependence of the Possessions and the I length, and make Adjustments on the fly (GIB uses similar dynamic counting). That can bring confusion when some mathematicians try to classify the Fp Evaluation Counting to other empiric (not-dynamic) Hand Evaluators. Below is a chart, in which are use d the value s for the length of the suits which are banned for counting by some Fp restrictions (CP > 4*B#, PL >= 5.5 and etc.), and of course 'Pavell' got horrible result. Under that chart is another one , where are used empiric value s for the lengths of the suits, of the same kind, which the other presented Hand Evaluators used (the values of the length of the suits without any restrictions or Honors possessions), not connected dynamically with the Bidding system, just theoretical. And of course, 'Pavel' got much better result.

By my opinion, only Hand Evaluators which use a Bidding system to prove the results on practice, may be compare d, other way we will have theoretical results that no one will use on practice , and so what, who needs that ?

In the 3rd chart, I have entered the theoretical values for the Voids, Singletons, Doubletons, 6 card suits, bi-colors, and the result change dramatically.

If you ask me , why I'm doing all that, the answer is:

There will be a bunch of players, who will pay attention only to the empiric theoretical charts, simply because they will not be able to see a comparison which dynamic values, and will make wrong conclusions about my 36 years of research.

I cannot allow that to happen by surfacing of wrong impressions be fore the system is checked on practice. By disconnecting the values for the length of the suits in the patterns presented, from the practice Biding, and use only the theoretical values of them, I will use the same theoretical values, which other Hand Evaluators use here! Will you make now the comparison and make your conclusions?

I'm publishing the 1st & the 2nd charts by tysen2k (BBO member) **how they are :**

Below is the 1st chart by Tysen:
Here's how Pavell's hand evaluation system stacks up compared to some others:

	ERROR	SCORE
HCP	**1.23**	**-0.49**
HCP+321	**1.07**	**0.00**
HCP+531	**1.05**	**0.07**
Zar	**1.05**	**0.08**
Pavell	**1.04**	**0.11 <--**
BUMRAP+321	**1.03**	**0.14**
BUMRAP+531	**1.02**	**0.21**
TSP	**1.02**	**0.21**
Binky	**0.99**	**0.32**

ERROR is the average # of tricks there is in difference between how many tricks we think we can take and how many we actually take. This is calculated using a double dummy evaluation of over a million random hands.

SCORE is an estimation of the IMPs / board we expect to gain against a team that uses a simple HCP+321 evaluation method. It's a measure of how much payoff there is for using a better evaluation system.

HCP is A=4, K=3, Q=2, J=1

HCP + 321 is HCP + 3 per Void + 2 per Singleton + 1 per Doubleton HCP+531 is the same with more points assigned to shortness Zar is HCP + Controls + twice the length of longest suit + once the length of second-

longest suit minus length of shortest suit

Board 87

A Game by ZAR

http://www.himbuv.com/zar2.htm

North / OW	North	
	♠ J 2 ♥ Q ♦ A 6 4 3 2 ♣ K Q 4 3 2	
West		**East**
♠ K Q 10 7 4 ♥ K J 6 3 2 ♦ - ♣ 10 9 7		♠ A 9 8 5 ♥ A 10 8 7 5 ♦ 10 9 8 5 ♣ -
	South	
	♠ 6 3 ♥ 9 4 ♦ K Q J 7 ♣ A J 8 6 5	

After Pass - Pass - Pass -

2♥ = B(1 - 1.5), 5+♥/5+♣ or 5+♥/5+♠ bi-color (by West)

2♠ = **RF Relay!** B1+, Ask for bi-color / exact shape

2NT = B(1 - 1.5), **5+♥/5+♠ bi-color**

3♣ = **Relay!** Ask for the exact shape

3♠ = 5503 exact shape
3NT = Ex Relay for the exact B#

4♣ = 1st step answer for 1.0
4♦ = **CPA**, 1st step answer = 4*1 = 4 **CP**, 4 **EQ**

4NT = 8 CP, 2 EQ
5♣ = **Relay!** Ask for the Kings' colors by SCOR

5♠ = 3rd step answer for **2 RANK Kings + 2 SHAPE EQ**
Obviously ♠ + ♥Kings and ♠ Queen + Void in ♦

The **PL** = 1 (West) + 1.5 (East) + 1 (for "good" ♦ Void) + 1 (for "good" ♣ Void) + 1 (for 10 ♥Trumps) + 0.5 (for 9 ♠ cards) + 1 (for all 3 TOP Honors in ♠) + 0.25* (for 3 Aces, 2 real + 2 pseudo) = **7** for statistically 100% **GRAND SLAM**

CP = 8 (West) + 12 (East) + 10 (for "good" ♦ Void) + 10 (for "good" ♣ Void) = **40** for statistically 100% **GRAND SLAM**

7♥ with 99% confidence for 20 IMPs with 17 stupid HCP

BUMRAP is a substitute for HCP:
A=4.5, K=3, Q=1.5, J=0.75, T=0.25

TSP is the method described in this article. It's an attempt to find the best evaluator using simple whole numbers.

Binky is Thomas Andrew's evaluator:
http://thomaso.best.dge/valuations/

Pavell 2004 Old Counting: Total Tricks:

Singleton Ace = 9, Ace =6, King = 4, Queen = 2, any Singleton (except the Singleton Ace) **= 3, Void = 5, 7+ card suit = 0.5 * (n -6), 6+/5+ bi-color = 0.5 * (n - 10),** where '**n**' is the sun of the cards in the long suit or in the both bi-color suit respectively. If you divide the values by 4 and subtract 2 tricks, you will receive today's values in **Direct Contract Tricks** (the tricks which are over the first 6 tricks, that are not counted in game if bridge)

B# = Contract Tricks = Total Tricks / 4 - 2

Below is the 2nd chart by Tysen (no data for Doubletons, 6 card suit, 7+ card mono-suit, 5/5 bi-colors, 6+/5+ bi-colors was used he re, although the value s for the Double tons, 6 card suit, 7+ card mono-suit existed in 2004, and of course, for this patterns I got the worst results. Anyway, see the chart:

by tysen2k

	Tricks Real	Tricks ZAR	Tricks TSP	Tricks Pavell	Error ZAR	Error TSP	Error Pavell
4-3-3-3	0.000	0.000	0.000	0.000	0.000	0.000	0.000
4-4-3-2	0.296	0.400	0.200	0.000	1.057	0.199	1.888
4-4-4-1	0.810	0.600	0.600	0.750	0.132	0.132	0.011
5-3-3-2	0.339	0.600	0.400	0.000	1.057	0.058	1.783
5-4-2-2	0.595	0.800	0.600	0.000	0.445	0.000	3.745
5-4-3-1	0.864	1.000	0.800	0.750	0.239	0.053	0.168
5-4-4-0	1.519	1.200	1.200	1.250	0.127	0.127	0.090
5-5-2-1	1.183	1.200	1.200	0.750	0.001	0.001	0.595
5-5-3-0	1.643	1.400	1.400	1.250	0.053	0.053	0.138
6-3-2-2	0.660	1.000	0.800	0.000	0.652	0.111	2.458
6-3-3-1	0.918	1.200	1.000	0.750	0.274	0.023	0.097
6-4-2-1	1.154	1.400	1.200	0.750	0.285	0.010	0.767
6-4-3-0	1.624	1.600	1.400	1.250	0.001	0.067	0.186
6-5-1-1	1.703	1.600	1.800	1.500	0.007	0.007	0.029
6-5-2-0	1.964	1.800	1.800	1.250	0.018	0.018	0.332
7-2-2-2	0.999	1.200	1.200	0.000	0.021	0.021	0.512
7-3-2-1	1.208	1.600	1.400	0.750	0.289	0.069	0.395
7-3-3-0	1.697	1.800	1.600	1.250	0.003	0.002	0.053
7-4-1-1	1.712	1.800	1.800	1.500	0.003	0.003	0.018
7-4-2-0	1.923	2.000	1.800	1.250	0.002	0.005	0.164
Totals:	3.841	0.957	13.429				

The first column called "Tricks Real" is the actual number of tricks that each shape is better than a 4-3-3-3 shape. You want your distribution system to come as close to these numbers as possible.

The next 3 columns are how the point count system for Zar, TSP, and Pavell's system say that each shape is better than the 4-3-3-3. Note that Zar and TSP use 5 points per trick while Pavell's uses 4. Now you can compare all 3 systems.

The last 3 columns is the square of the difference between the point count estimate and the real thing. The se are weighted by frequency. Smaller error is better.

At the bottom you have the total error, again smaller is better.

Pavell gets a horrible score, even though my previous test showed that it was in between Zar and TSP. How is this possible? Well it's due to 2 main factors.

My first data used the best number of points per level while this study forces it to be what the author says. Pavell would do much better at 3.7 points per le vel.

My first study also grade s the proper scaling of distribution compared to high cards. This study only looks at distribution. This is where Zar falls down because Zar value s distribution too much.

You can use this table to see what kind of hands each system overvalues and undervalues

by **jtfanclub, on Nov 3 2004, 03:47 PM, said:**

I just took Pavell's method and added 0.25 (one point) per doubleton. This seems to be much, much closer to the Real results.

by **tysen2k**

Posted 2004-November-03, 16:55
Yes, this gives a 5/3/1 system of distribution which I advocated for some time on this forum. I have no idea why Pavell doesn't value doubletons at all.

by
jtfanclub

I'm not sure what formula you used for error, so I didn't do that part.

by **tysen2k**
Error = (frequency)*(real-predicted) ^ 2, where frequency is the whole number percent of that hand pattern occurring. 4333 is 10.54, 4432 is 21.55, etc.

Tysen

Below is my chart with the computers values for the suits in the patterns (instead of the previously used by Tysen Human values, part of them.

Pavell 2016: (not posted, the Counting is still locked due to the publication. I will post it after the publication)**.**

Direct Contract Tricks = sum of all possessed distributional & Honors values minus 2 (contract tricks)**:**
Singleton Ace = 2 contract tricks
Ace = 1.5

King = 1.0

Queen = 0.5

Void = 1.25 (for computer use) ~ **1** (for Human use)

(2022 change: **Void = 0.5**
Any Singleton (except the Ace) **= 0.5**

Ax doubleton = 0.25 (Fp*, for computer or **Quest** use) ~ **0** (for Opener use)

(2022 change: **Ax + xx or Ax + Ax = 0.5, count the Aces separately**)

6 card suit = 0.25 (Fp*, for computer or **Quest** use) ~ **0** (for Opener use)

(2022 change: **6 card suit = 0)**

bi-color 5/5 = 0.25 (Fp*, for computer or **Quest** use) ~ **0** (for Opener use)

(2022 change: **bi-color 5/5 = 0)**

7+ card mono-suit = 0.5 * (n - 6), where **'n'** is the number of the cards in the long suit
bi-color 6+/5+ = 0.5 * (n – 10), where **'n'** is the sum of the cards in both bi- color suit

2016

	Tricks Real	Tricks ZAR	Tricks TSP	Tricks Pavell	Error ZAR	Error TSP	Error Pavell
4-3-3-3	**0.000**	**0.000**	**0.000**	**0.000**	**0.000**	**0.000**	**0.000**
4-4-3-2	**0.296**	**0.400**	**0.200**	**0.25**	**0.233**	**0.199**	**0.004**
4-4-4-1	**0.810**	**0.600**	**0.600**	**0.75**	**0.132**	**0.132**	**0.006**
5-3-3-2	**0.339**	**0.600**	**0.400**	**0.25**	**1.057**	**0.058**	**0.060**
5-4-2-2	**0.595**	**0.800**	**0.600**	**0.5**	**0.445**	**0.000**	**0.008**
5-4-3-1	**0.864**	**1.000**	**0.800**	**0.75**	**0.239**	**0.053**	**0.004**
5-4-4-0	**1.519**	**1.200**	**1.200**	**1.25**	**0.127**	**0.127**	**0.002**
5-5-2-1	**1.183**	**1.200**	**1.200**	**1.0**	**0.001**	**0.001**	**0.007**
5-5-3-0	**1.643**	**1.400**	**1.400**	**1.5**	**0.053**	**0.053**	**0.006**
6-3-2-2	**0.660**	**1.000**	**0.800**	**0.75**	**0.652**	**0.111**	**0.002**
6-3-3-1	**0.918**	**1.200**	**1.000**	**1.0**	**0.274**	**0.023**	**0.003**
6-4-2-1	**1.154**	**1.400**	**1.200**	**1.0**	**0.285**	**0.010**	**0.006**
6-4-3-0	**1.624**	**1.600**	**1.400**	**1.5**	**0.001**	**0.067**	**0.005**
6-5-1-1	**1.703**	**1.600**	**1.800**	**2.0**	**0.007**	**0.007**	**0.012**
6-5-2-0	**1.964**	**1.800**	**1.800**	**2.0**	**0.018**	**0.018**	**0.002**
7-2-2-2	**0.999**	**1.200**	**1.200**	**1.25**	**0.021**	**0.021**	**0.042**
7-3-2-1	**1.208**	**1.600**	**1.400**	**1.5**	**0.289**	**0.069**	**0.122**
7-3-3-0	**1.697**	**1.800**	**1.600**	**1.75**	**0.003**	**0.002**	**0.003**
7-4-1-1	**1.712**	**1.800**	**1.800**	**2.0**	**0.003**	**0.003**	**0.102**
7-4-2-0	**1.923**	**2.000**	**1.800**	**2.0**	**0.002**	**0.005**	**0.002**
				Totals	**3.841**	**0.957**	**0.398**

NOTE: In the chart above are used the computer's values, which are more correct than the values for the Human use, and see what happened:

Pavell's Hand Evaluation Counting become the BEST !! (for theoretical or computer use), but the Human practice is always different.

What these mathematicians want:

To put computers in the heads of the Humans? OK, that's possible, we will wait.

NOTE: I didn't have all data to put it in the Formula:

Error = (frequency)*(real-predicted) ^ 2

So, I have made approximate calculations, this time entering the values that wasn't entered in the 2nd chart by Tysen. Maybe I'm a bit wrong, but I'm sure, I will not go over **0.500**

Now you can make your conclusions!

I cannot believe **I have finished this 36 years of research!** What to do in my spare time now? Maybe it is time to start learning the most difficult part of the bridge game for me, the defense! With this research, I didn't have time to become even an Expert Player ☹

Fortunately, I'm an **Expert Bidder** (only when using **Force Point**, of course)

I will continue to fill up the **Sysnotes'** data file **1NT_over_1.snf** and all licensed players will be able to download it from Google Drive along with the **Sysnotes computer program and this eBook for free in 2 formats: PDF & epub**.

https://drive.google.com/drive/my-drive

Let's Practice

You have A♥ + Q♦, but do not have 2 Kings and your partner asks you to show their colors with 5♥ Relay. What you will answer?

Your A♥ + Q♦ are COLOR, so use 2nd step by SCOR to show A♠ + Q♣ **or** Q♠ + A♥ **or** A♥ + Q♦ **or** Q♥ + A♦. Bid 5**NT**. Your partner will find out where are they in more than 95% of the cases.

You have 3 Kings & 3 Queens, missing any Honor in ♣ suit, and your partner asks you to show their colors with 5♣ Relay. What you will answer?

Use one of the first 3 steps by SCOR to show the Kings' omit suit + Queens omit suit, but when both omit suits are in one and the same suit, use the 4th step to show that. Bid 5**NT**. Your partner will manage to find out where are your omit suits in the most of the cases, watching his hand.

Visit us:

Bulgaria, Sofia 1700
Student Town, Rosario 1 street
Park Hotel Vitosha, Force Point Bar
Level -1
Mr. Alexander Dulevski
Force Point Bar Manager & Fp Expert player

REMINDER / EXPLANATION NOTE

I hope, you remember the Formulas for finding your Equivalent Queens (EQ) with a long or with a bi-color:

The Formula with a long 7+ card suit:

EQ = 0.5*(n – 6), where 'n' is the number of the cards in the long suit

The Formula with a 5+/5+ bi-color:

EQ = 0.5*(m – 10), where 'm' is the sum of the cards in the bi-color

I hope also, you remember the Main Formula for the 1st step CP answer with a balance hand (no 5+ suit, no Singleton) or with a 5-6 card suit, no Void:

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

Check again the cover picture of the book to see what you will know before placing your final contract if you use Force Point bridge system.

♠ ♥ ♦ ♣

Conclusion

There are not significantly changes in the casual **Bridge Bidding**, and disrupting that may be good for the game. New ideas are barely expressed and take a very long time to be absorbed. The current **Bridge Counting & Bidding** is far from satisfactory in 2 directions: either they are easy and that means elementary and not effective or there are good, but very difficult for learning because of many static announces.

I have tried to make something in the middle of the difficulty for learning and on the TOP for effectiveness. **Be the Judge.** By my opinion, there are many **Experts on Playing** that can do much more on the **Bidding**. That's what I think I'm trying to do with this publication, and I'm not going to stop to **improve the Bidding** and to **expand the Sysnotes data** file.

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

Success!

Fp Bidding Developer:
Mr. Pawell Boiew

If you think you are ready to play Fp, explain the bids

Board 88

NORTH
♠A2
♥K
♦AQJ84
♣Q10986

WEST
♠10987
♥109
♦109762
♣A5

EAST
♠53
♥QJ864
♦K5
♣7432

SOUTH
♠KQJ64
♥A7532
♦3
♣KJ

West dealer. North-South vulnerable

WEST	NORTH	EAST	SOUTH
Pass	2♣	Pass	2♦!
Pass	3♣	Pass	3♦!
Pass	3♠	Pass	4♣!
Pass	4♠	Pass	4NT!
Pass	5♥	Pass	5♠!
Pass	5NT	Pass	6♠

Board 89

NORTH
♠54
♥QJ9653
♦10842
♦6

WES T
♠K9
♥7
♦AKQJ97
♦AQ52

EAS T
♠AJ107632
♥A10
♦
♦9843

SOUTH
♠Q8
♥K842
♦653
♦KJ107

1♣	Pass	1♥ !	Pass
1♠	Pass	1NT!	Pass
2♦	Pass	2♥!	Pass
3♥	Pass	3♠!	Pass
4♣	Pass	4♦!	Pass
4♥	Pass	4♠!	Pass
4NT	Pass	5♣!	Pass
5♦	Pass	5♥!	Pass
6♣	Pass	7♠	All Pass

Board 90
Dealer South. Both sides Vulnerable

NORTH
♠AJ84
♥87
♦KQ963
♣K8

WES T
♠
♥KQ642
♦J85
♣QJ764

EAS T
♠Q97532
♥AJ5
♦10
♣A52

SOUTH
♠K106
♥1093
♦A742
♣1093

SOUTH	WEST	NORTH	EAST
Pass	Pass	1♣	1♠
Pass	2♥	DBL	3♥
All Pass			

Board 91
South dealer. East-West vulnerable

NORTH
♠43
♥K10876
♦K9
♣AQJ9

WEST
♠AK8
♥J53
♦J643
♣1042

EAST
♠QJ109765
♥9
♦Q85
♣53

SOUTH
♠2
♥AQ42
♦A1072
♣K876

SOUTH	WEST	NORTH	EAST
2♦	Pass	2♥!	2♠
Pass	3♠	Pass !	Pass
4♥	Pass	4♠!	Pass
5♣	Pass	5♦!	Pass
6♣	Pass	6♥	All Pass

Board 92
West dealer. Neither side vulnerable

NORTH
♠AJ98
♥5
♦J108654
♣Q10

WEST
♠KQ
♥AQ10942
♦A7
♣965

EAST
♠106
♥K8763
♦KQ32
♣A3

SOUTH
♠75432
♥J
♦9
♣KJ8742

WEST	NORTH	EAST	SOUTH
1♥	Pass	1NT!	Pass
2♣	Pass	2♦!	Pass
3♣	Pass	3♦!	Pass
3♠	Pass	4♣!	Pass
4♥	Pass	4NT!	Pass
5♥	All Pass		

Board 93
West dealer. Neither side vulnerable

NORTH
♠AJ98
♥5
♦J108654
♣Q10

WEST
♠KQ
♥AQ10942
♦A7
♣965

EAST
♠106
♥K8763
♦KQ32
♣A3

SOUTH
♠75432
♥J
♦9
♣KJ8742

WEST	NORTH	EAST	SOUTH
1♥	Pass	1♠!	Pass
2♥	Pass	2♠!	Pass
2NT	Pass	3♣!	Pass
3♠	Pass	4♣!	Pass
4♥	Pass	4N!	Pass
5♥	Pass	Pass	Pass

Board 94

NORTH
♠
♥AQ764
♦AQ2
♣J10974

WEST
♠Q852
♥K32
♦943
♣862

EAST
♠A1074
♥10
♦KJ10865
♣53

SOUTH
♠KJ963
♥J985
♦7
♣AKQ

West dealer. All Vulnerable

WEST	NORTH	EAST	SOUTH
Pass	2♥	Pass	2♠!
Pass	3♣	Pass	3♦!
Pass	3NT	Pass	4♣!
Pass	4♥	Pass	4♠!
Pass	5♣	Pass	5♦!
Pass	5♠	Pass	5NT!
Pass	6♦	Pass	6♥
All Pass			

Board 95
East dealer. NS vulnerable

NORTH
♠
♥KQ98632
♦K7
♣AQ106

WEST
♠AQJ
♥10
♦QJ10543
♣K32

EAST
♠K1053
♥54
♦98
♣J9874

SOUTH
♠987642
♥AJ7
♦A62
♣5

WEST	NORTH	EAST	SOUTH
1♦	DBL	Pass	1♥!
Pass	2♥	Pass	2♠!
Pass	3♦	Pass	3♥!
Pass	3♠	Pass	3♥!
Pass	3♠	Pass	4♣!
Pass	4♦	Pass	4♠!
Pass	5♣	Pass	5♦!
Pass	5♥	Pass	7♥
All Pass			

Board 96
West dealer. North-South vulnerable

NORTH
♠8532
♥A3
♦K107
♣QJ107

WEST
♠A6
♥Q87
♦AQ853
♣A53

EAST
♠KQ7
♥J10642
♦94
♣842

SOUTH
♠J1094
♥K95
♦J62
♣K96

EAST	SOUTH	WEST	NORTH
Pass	Pass	1♣	Pass
1♦	Pass	1♥!	Pass
2♥	All Pass		

Board 97
East dealer. North-South vulnerable

NORTH
♠9654
♥Q952
♦AJ8
♣96

WEST
♠1073
♥AK73
♦7
♣KQJ83

EAST
♠AKJ82
♥86
♦Q1096
♣102

SOUTH
♠Q
♥J104
♦K5432
♣A754

WEST	NORTH	EAST	SOUTH
1♣	Pass	1NT!	Pass
2♦	Pass	2♥!	Pass
3♣	Pass	3♦!	Pass
3♥	Pass	3♠!	Pass
3NT	Pass	4♠	All Pass

Board 98

NORTH
♠AKQ
♥K2
♦J10
♣KQ9764

WEST
♠10973
♥J983
♦972
♣J5

EAST
♠J64
♥Q1064
♦AQ643
♣8

SOUTH
♠852
♥A75
♦K85
♣A1032

WEST	NORTH	EAST	SOUTH
Pass	1♣	Pass	1♥!
Pass	2NT	Pass	3♣!
Pass	3NT	Pass	4♣!
Pass	4NT	Pass	5♣!
Pass	5♥	Pass	5♠!
Pass	6♣	All Pass	

Board 99

–

NORTH
♠632
♥A5
♦AQ1096
♣976

WEST
♠KQ98
♥KQ742
♦J
♣Q104

EAST
♠107
♥J10983
♦7432
♣85

SOUTH
♠AJ54
♥6
♦K85
♣AKJ32

West dealer EW Vulnerable

WEST	NORTH	EAST	SOUTH
Pass	Pass	Pass	1♣!
1♥	2♦	Pass	2♥!
Pass	2NT	Pass	3♣!
Pass	3NT	Pass	4♣!
Pass	4♠	Pass	4NT!
Pass	5♦	Pass	6♦

Board 100

NORTH
♠AKQ
♥K2
♦J10
♣KQ9764

WES T
♠10973
♥J983
♦972
♣J5

EAS T
♠J64
♥Q1064
♦AQ643
♣8

SOUTH
♠852
♥A75
♦K85
♣A1032

South dealer. EW Vulnerable

SOUTH	WEST	NORTH	EAST
1NT	Pass	2♣!	Pass
2♦	Pass	2♥!	Pass
3♣	Pass	3♦!	Pass
4♣	Pass	4♦!	Pass
4NT	Pass	5♣!	Pass
5♦	Pass	6♣	All Pass

Board 101

NORTH
♠KQ53
♥J9
♦K9653
♣J7

WES T
♠J8
♥A1032
♦A4
♣85432

EAST
♠1062
♥Q875
♦7
♣KQ1096

SOUTH
♠A974
♥K64
♦QJ1082
♣A

West dealer. East-West vulnerable

WEST	NORTH	EAST	SOUTH
Pass	Pass	Pass	1♣!
Pass	1♠	Pass	1NT!
Pass	2♦	Pass	2♥!
Pass	2♠	Pass	2NT!
Pass	3♠	Pass	4♣!
Pass	4♥	Pass	4♠
All Pass			

Board 102

NORTH
♠7652
♥Q52
♦KJ105
♣Q3

WEST
♠KQ4
♥J9863
♦6432
♣8

EAST
♠J983
♥AK107
♦Q87
♣J5

SOUTH
♠A10
♥4
♦A9
♣AK1097642

South dealer. Neither side vulnerable

SOUTH	WEST	NORTH	EAST
1♣	Pass	1NT	Pass
2♣	Pass	2♠	Pass
2NT!	Pass	3♦	Pass
3♥!	Pass	3NT	Pass
4♣!	Pass	4♦	Pass
5♣	Pass	Pass	Pass

Board 103

NORTH
♠AJ32
♥KQ853
♦
♣A972

WEST
♠K64
♥A7
♦1087652
♣103

EAST
♠Q985
♥2
♦QJ94
♣8654

SOUTH
♠107
♥J10964
♦AK3
♣KQJ

West dealer. North-South vulnerable

WEST	NORTH	EAST	SOUTH
Pass	1♥	Pass	1♠!
Pass	2♣	Pass	2♦!
Pass	2NT	Pass	3♣!
Pass	3♠	Pass	4♣!
Pass	4♥	All Pass	

Board 104

Board 104

NORTH
♠AKT9872
♥AK93
♦6
♣2

WEST
♠65
♥QJ742
♦T84
♣Q54

EAST
♠Q3
♥85
♦AK952
♣8763

SOUTH
♠J4
♥76
♦QJ73
♣AKJT9

WEST	NORTH	EAST	SOUTH
Pass	1♣	Pass	1♥
Pass	1♠	Pass	1NT!
Pass	2♠	Pass	2NT!
Pass	3♥	Pass	3♠!
Pass	3NT	Pass	4♣!
Pass	4♥	Pass	4NT!
Pass	5♣	Pass	5♦!
Pass	5♠	All Pass	

Board 105

N ORTH
♠A9832
♥6
♦AK94
♣J76

WEST
♠1064
♥1074
♦763
♣AQ42

EAST
♠KJ5
♥Q9853
♦Q8
♣1093

SOUTH
♠Q7
♥AKJ2
♦J1052
♣K85

EAST	SOUTH	WEST	NORTH
Pass	1NT	Pass	2♣!
Pass	2♥	Pass	2♠!
Pass	3♦	Pass	3♥!
Pass	3NT	All Pass	

Board 106

NORTH
♠AQ1072
♥103
♦10
♣QJ964

WEST
♠86
♥KQ852
♦J943
♣102

EAST
♠K953
♥A976
♦Q8
♣873

SOUTH
♠J4
♥J4
♦AK7652
♣AK5

South dealer. EW vulnerable

SOUTH	WEST	NORTH	EAST
1♦	Pass	3♣	Pass
3♦!	Pass	3NT	Pass
4♣!	Pass	4♠	All Pass

South assumes that North may have either B(0) or max B1 if it is ♦ Singleton, in both cases ♠♣ bi-color, so 3NT or 5♣ are out of question. But 4♠ contract, especially is North has B1, is not to be missed.

Board 107
West dealer. Both sides vulnerable

NORTH
♠AKQ102
♥92
♦109
♣KQ74

WEST
♠7
♥KQ876
♦AQJ876
♣3

EAST
♠85
♥103
♦K432
♣A9852

SOUTH
♠J9643
♥AJ54
♦5
♣J106

WEST	NORTH	EAST	SOUTH
2♥	2♠	DBL	RDBL!
2NT	DBL	Pass!	3♣!
3♠	4♣	Pass!	4♠
4NT	5♠	Pass!	Pass
DBL	Pass	Pass	Pass

Hidden Board 108, East dealer, NS vulnerable

EAST	SOUTH	WEST	NORTH
1♠	2♦	DBL!	2♥
DBL	Pass	2♠!	Pass
3♥	Pass	3♠!	Pass
3NT	Pass	4♠	All Pass

Explanation of the bids

1♠ = **B(2 - 4)**, 5♠ - 7♠ / **B(2 - 4)**, 8+♠
2♦ = **B(2 - 3)**, 5-6♦ / **B2+**, 7+♦
DBL! = **B1+**, 3+♠ / B2+, 2+♠, **Round Forcing (RF) !**
2♥ = **B(0)+**, 4–5♥
DBL = **B(3 - 4)**, 5♠ or 7♠ , **SHAPE / B3**, 7222
Pass
2♠**!** = **B2+**, Ask for 7♠ or 5♠ + exact shape
Pass
3♥ = 5413 exact shape
Pass
3♠**!** = Ask for the exact **B#**
Pass
3NT = 1st step answer for **B2**
Pass
4♠ = Final Contract
All Pass

Board 109
West dealer. Both sides vulnerable

NORTH
♠A75
♥Q107
♦K9762
♣102

WEST
♠KJ9
♥986
♦QJ8
♣KQJ7

EAST
♠Q6
♥K3
♦105
♣A986543

SOUTH
♠108432
♥AJ542
♦A43
♣

WEST	NORTH	EAST	SOUTH
Pass	Pass	2♣	3♥
DBL!	RDBL!	3♠	3NT
4♣	4♥	All Pass	

Board 110

NORTH
♠A10
♥AJ987
♦Q7654
♣7

WEST
♠643
♥6
♦K10932
♣AQJ6

EAST
♠KJ952
♥1043
♦8
♣K1092

SOUTH
♠Q87
♥KQ52
♦AJ
♣8543

East dealer. North-South vulnerable

EAST	**SOUTH**	**WEST**	**NORTH**
Pass	Pass	1♦	2♥
DBL!	RDBL!	2NT	3♦
3♠	Pass!	Pass	DBL
Pass	4♥	All Pass	

Board 111

NORTH
♠K5
♥AJ10432
♦A6
♣KQ4

WEST
♠106
♥Q876
♦Q94
♣10983

EAST
♠J93
♥K95
♦K32
♣AJ76

SOUTH
♠AQ8742
♥
♦J10875
♣52

North dealer. East-West vulnerable

NORTH	EAST	SOUTH	WEST
1♥	Pass	1♠!	Pass
2♥	Pass	2♠!	Pass
3NT	Pass	4♠	All Pass

Board 112

NORTH
♠A10953
♥Q8
♦1096
♣953

WEST
♠KQ762
♥J104
♦853
♣A

EAST
♠J
♥976
♦74
♣KQ108642

SOUTH
♠84
♥AK532
♦AKQJ2
♣7

South dealer. Both sides vulnerable

SOUTH	WEST	NORTH	EAST
2♥	Pass	2♠!	Pass
3♦	Pass	3♠	Pass
4♥	All Pass		

Board 113

NORTH
♠KQ764
♥A42
♦AJ83
♣J

WEST
♠A85
♥Q65
♦5
♣A107652

EAST
♠J
♥KJ8
♦Q1097642
♣94

SOUTH
♠10932
♥10973
♦K
♣KQ83

West dealer. North-South Vulnerable

WEST	NORTH	EAST	SOUTH
1♣	1♠	2♦	DBL!
Pass	2♠	Pass	3♠
Pass	4♠	Pass	All Pass

Board 114

NORTH
♠1053
♥Q9
♦J985
♣KQ96

WEST
♠QJ8
♥A
♦K102
♣1087432

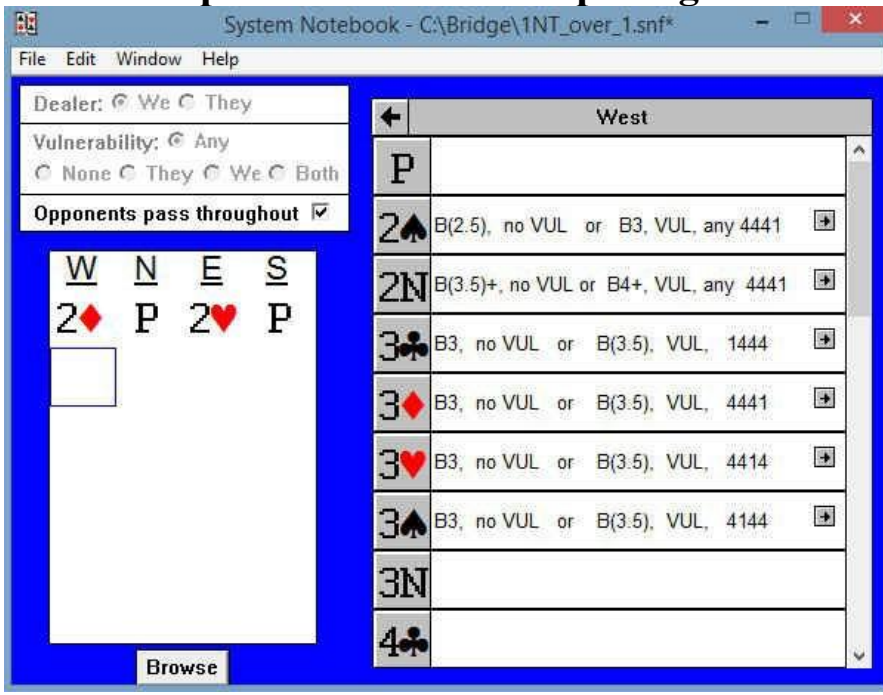
EAST
♠AK942
♥KJ1042
♦Q43
♣

SOUTH
♠76
♥87653
♦A76
♣AJ5

West dealer. Neither side Vulnerable

WEST	NORTH	EAST	SOUTH
Pass	Pass	1♣!	Pass
1♠	Pass	1NT!	Pass
2♣	Pass	2♦!	Pass
3♣	Pass	3♦!	Pass
4♣	Pass	4♠	All Pass

Step answers after 2♦ Opening



That next game appeared in BBO just before to look for a game to finish the e-Book. This is the 3rd game with such distribution I saw in my live. One was dialed manually on a Tournament, the other 2 were computer generated. The important thing here with Fp is to know what the **CP** answer 5♠ means.

The hand has a Total of 3 changes compared with the regular hand with 5/5 bi-color, no Void when the player uses the main Formula for the 1st step answer for CP = 4*B# + 2 along with 3 EQ (**and remove CP = 4*B# before answering**). The changes are: 2 cards extension in length + a Void. That means the main Formula will change 3 times by 2 CP in down direction and 3 times by 1 EQ in upper direction, so

the Formula will be: **CP = 4*B# - 4 along with 6 EQ**.

If the exact B# was never revealed (**Fp** seldom asks for exact B# with 6+/5+ bi-colors because of not enough Bidding space), the Quest wouldn't be able to discover the exact number of partner's real Queens, because he will use an approximate B# which was statistically extracted to be ~ B3 with 6/5 bi-colors, ~ B(3.5) with 6/6 and 7/6 bi-colors, ~ B4 with 7/6 bi-colors.

The exact B# value is not important; the partners just need an agreement about that value for use in the Formula. But now there was enough Bidding space, and South will discover with 4♠ **Ex Relay**, that North's exact B# = 4.5 and will continue with 5♥! = **CPA Relay!**. The question is: How many **CP** North must discard before answer for **CP** ?

Before answering, the partner now will discard CP = 4*B# - 6 (3 times by 2 CP difference with the usual main 4*B# discarding) = 4*4.5 - 6 = 12 CP and will make 1 step to show that he has Total of 14 CP (A + 2K), along with 6 EQ (for the 1st step answer).

Because South knows the exact partner's shape, when he places 2 EQ in the Void, 1 EQ in the Singleton, 2 EQ in the 7/5 bi-color for a total of 5 distributional EQ, South will discover that his partner has 1 real Queen.

NOTE: 4♠ = Exceptional Relay (**Ex Relay!**) asking by principle for **CP**, but when you are on Level 4, you may make an agreement with your partner, that despite it

is a 6+/5+ bi-color, you 1st will ask for the exact B#, then for **CP**.

Board 115

NORTH

♠
♥KQ973
♦AK98752
♣5

WEST

♠AK85
♥J542
♦QJ
♣1083

EAST

♠Q10764
♥86
♦3
♣KQJ62

SOUTH

♠J932
♥A10
♦1064
♣A974

South dealer. EW vulnerable. Only NS play Fp

SOUTH	WEST	NORTH	EAST
Pass	1♣	2NT	3♣
DBL!	Pass	4♠	DBL
Pass!	5♠	Pass	Pass
DBL!	Pass	6♥	Pass
7♦	All Pass		

Force Point (Fp) Counting will help you to count your hand directly in contract tricks (the tricks that are above the initial 6 tricks, which are not counted in the game of bridge).

The Fp Counting **itself is a new low of the Total Tricks, much better than the old one . The sum of both hands contract tricks, yours and your partner, will give to you the game's Play Level (PL). No need evaluations by the time of the initial count, but one of you, who will ask his partner to reveal the exact distribution (between around 500 possible distributions), must apply some tricks' adjustments when a new distribution change s are discovered by the time of the Bidding.**

When you discover partner's exact shape, you will ask for the exact number of the contract tricks, thus finding your exact PL.

Then if the PL < 5.5 you must decide on the final contract, but if the PL >= 5.5 you must ask your partner for all TOP Honors. With Fp you will be able to discover all partner's Aces + Kings + Queens with one only question - one answer!

No other bridge system can do that !

Then you should calculate the final PL, and may ask your partner where are the TOP Honors or directly to choose the final contract. The calculations are for a 7 grader, so the difficult

decisions in the game of bridge proved to be a simple arithmetic, not even a math**.**

Using the SCOR-SCOR Convention for all your Distribution and Control needs will allow you to see transparently through the back of the cards the lengths of the suits & the TOP Honors of your partner before you decide on final contract.

The Playing is your own responsibility. I can only assist you about the Bidding.

On Bidding Contests with 12 TOP Matchpoint scoring, Fp will provide to you no less than 70% (usually close to 80%), but pay attention that on such Contests you will have to bid most difficult distributional games collected around the world.

For the love of the Game

Force Point Bidding Developer: Mr. Pawell Boiew

The 6th edition e-Book:
'Slam after Slam with Force Point'

November, 29, 2024, NY

3 + 3 = ?
Best regards from the outer space

The Main Force Point Principle

2 + 2 = 4, but not always, sometimes it is 3 !
2 + 2.5 = 4 always!
It is the same with 3 + 3

You already know: with PL = 6 you have 50% Small Slam For 100% Small Slam you need PL = 6.5, although Fp almost always play 50% Small Slams with PL = 6.0

But also pay attention:
Force Point almost never play GRAND SLAMS with PL = 7. For that special Slams you will need at least PL = 7.5

Why the **Fp** arithmetic looks strange? You remember that both players subtract by 2 tricks from the 6 initial tricks that are not counted in the game of bridge. It is proved, that one trick come from nowhere (from the air, just because you have a FIT), but the 6th trick is not subtracted for balancing between **Fp** Opening bids and HCP Opening requirements on most Tournaments, so you should compensate at least half of it by the end of the Bidding.

That's the explanation for the strange **Fp** arithmetic !

Use SCOR - SCOR only if you need to discover the exact partner's distribution, and then ask the partner for the exact B#, then

calculate the CP using the Formulas:

CP = 4*B# + 2 for unbalanced hands or
CP = 4*B# + 4 for balanced hands

Then eventually use CPA if you have discovered that the calculated CP > 30 (if you do not have 2 FITs) & of course, your **PL >= 5.5**.

If you think you do not need to know your partner's exact distribution, after partner's Opening, exchange some bids with your partner to check if you have a FIT, then immediately ask for the exact B#, and eventually use CPA or calculate the CP by using the above Formulas.

You still will receive very good results, thanks to the explicit Fp Counting. You even can use the static bid of 4♣ to interrupt the casual Bidding and ask for the exact partner's B#, based on minimum B# of 2.5, so the 1st step partner's answer will show B# = 2.5 or less, the 2nd step will show B# = 3, the 3rd step will show B# = 3.5 and so on ...

Anyway, learn well the Asking for the exact B# and how to calculate partner's CP using the Formula, based on the shown B# or the Asking for the Control Points (CPA).

See you on the table

Board 116
North dealer. NS Vulnerable

NORTH
♠AK102
♥K2
♦A987
♣AK7

WEST
♠QJ843
♥Q107
♦J42
♣92

EAST
♠
♥AJ8643
♦5
♣QJ8543

SOUTH
♠9765
♥95
♦KQ1063
♣106

NORTH	EAST	SOUTH	WEST
2NT	3♥	3♦	4♥
4NT	Pass	Pass	Pass

East didn't ask what 4NT bid mean presumably thinking that this is the Control Asking and when West passed understood that not bidding 5♥ was a huge mistake !

Board 117
South dealer. Neither side vulnerable

NORTH
♠KQJ87
♥A92
♦J1086
♣4

WEST
♠A65
♥10643
♦7542
♣J9

EAST
♠1094
♥QJ7
♦KQ93
♣K86

SOUTH
♠32
♥K85
♦A
♣AQ107532

SOUTH	WEST	NORTH	EAST
1♣	Pass	1♥!	Pass
2♥	Pass	2♠!	Pass
2NT	Pass	3NT	All Pass

Board 118
North dealer. NS vulnerable

NORTH
♠AQ4
♥752
♦J107643
♣J

WEST
♠KJ1062
♥AKQ106
♦A
♣Q4

EAST
♠75
♥J984
♦Q82
♣AK82

SOUTH
♠983
♥3
♦K95
♣1097653

NORTH	EAST	SOUTH	WEST
Pass	Pass	Pass	1♣
Pass	1NT	Pass	2♣!
Pass	2♥	Pass	2♠!
Pass	3♣	Pass	3♦!
Pass	3♥	Pass	3♠!
Pass	4♦	Pass	4NT!
Pass	6♣	Pass	6♥
All Pass			

Board 119
North dealer. Neither side vulnerable

NORTH
♠K1093
♥KJ106
♦4
♣Q1097

WEST
♠Q54
♥32
♦AK9653
♣52

EAST
♠AJ6
♥85
♦J102
♣KJ863

SOUTH
♠872
♥AQ974
♦Q87
♣A4

NORTH	EAST	SOUTH	WEST
Pass	Pass	1♣!	2♦
DBL	3♦	3♥	Pass
4♥	All Pass		

Board 120
West dealer.

NORTH
♠AJ864
♥KQJ2
♦Q
♣K65

WEST
♠Q75
♥9765
♦986542
♣

EAST
♠103
♥1043
♦AK1073
♣Q107

SOUTH
♠K92
♥A8
♦J
♣AJ98432

WES T	NORTH	EAS T	SOUTH
Pass	1♠	Pass	1NT!
Pass	2♣	Pass	2♦!
Pass	3♥	Pass	3♠!
Pass	4♣	Pass	4♦!
Pass	4♠	Pass	4NT!
Pass	5♣	Pass	5♦!
Pass	5♠	Pass	6♣
Pass	Pass	Pass	

Board 121
Neither vulnerable

NORTH
♠Q653
♥A432
♦K42
♣QJ

WEST
♠K2
♥KJ10765
♦Q5
♣763

EAST
♠J1098
♥Q9
♦J7
♣K10942

SOUTH
♠A74
♥8
♦A109863
♣A85

WEST	NORTH	EAST	SOUTH
Pass	Pass .	Pass	1♣!
Pass	1NT	. Pass	2♣!
Pass	3♦	Pass	3♥!
Pass	3NT	Pass	4♣!
Pass	4♥	Pass	4NT!
Pass	5♦	Pass	6♦

Board 122

NORTH
♠J9754
♥74
♦1074
♣K94

WEST
♠K10
♥AKQJ82
♦Q32
♣Q2

EAST
♠A86
♥53
♦A965
♣AJ63

SOUTH
♠Q32
♥1096
♦KJ8
♣10875

WEST	NORTH	EAST	SOUTH
1♥	Pass	1♠!	Pass
2♠	Pass	2NT!	Pass
3NT	Pass	4♣!	Pass
4♠	Pass	4NT!	Pass
5♣	Pass	5♦!	Pass
5NT	Pass	6NT	Pass
Pass	Pass	Pass	

Board 123

NORTH
♠AQJ109
♥KQ842
♦K9
♣Q

WEST
♠753
♥6
♦10
♣AKJ87542

EAST
♠4
♥A973
♦AQ7652
♣93

SOUTH
♠K862
♥J105
♦J843
♣106

North dealer. NS Vulnerable

NORTH	EAST	SOUTH	WEST
2♥	3♦	Pass	3♥!
3♠	4♣	Pass	4♦!
Pass	4♥	Pass	4NT
Pass	5♣	Pass	5♦!
Pass	5♠	Pass	6♣

If you have any difficulties understanding the bids, email the # of the game to: pboev777@gmail.com to receive explanations.

Instructions for downloading, installing and using the free DEMO Force Point Counting Program

lt is a **Counting program**. You can enter your own or use the bids from **Sysnotes** program and play the game manually, although the program can bid & play for up to 3 of the hands automatically if you find the old set of **4 GIB files**: **bridge.exe** (312 KB), **Comments** (9 KB), **EVAL.DAT** (115 KB) & **MT** (401 KB) and paste them inside the main program's folder.

The program has 2 game modes: infinity repeated games and infinity random games. To switch between them find and use **'Randomize '**. You also can choose the Singletons to be played automatically or to enter your own games and bid & play them manually. If you have added the set of the **4 GIB files**, use **'Player Setting'** to set players to **'Human'** or to **'GIB ver. 4'**, to bid and play manually for the **'Human'** & automatically by the players set to use **'GIB'**. How you may see, on the next pictures **EW** may set to **'Human'** and the bids are entered manually using **Sysnotes & NS** may be set to **'GIB'** to bid and play automatically.

Download the file **' Install.rar '**, un-rar it and install the program. If your computer uses some of the files the program tries to install, click "Ignore" to continue the installation (you already have these

files).

When the picture icon of a computer appears on the top, click on it to continue without changing anything.

The program will create **C:\ForcePoint** folder on your hard drive and 2 new icons on your Desktop: **Force Point Counting** and **Sysnotes** (the latter is locked). If you buy the separate **Sysnotes** computer program, including its **85 MB** updated data file (visit http://bull-bridge.com (**$26.10**, tax included) you will receive instructions how to unlock it and see all **Fp** and most of the Opponents bids, along with the **Fp** SCOR - SCOR Bidding Mechanisms in conjunction with the Opening and Overcall bids & the Askings which **Fp** uses.

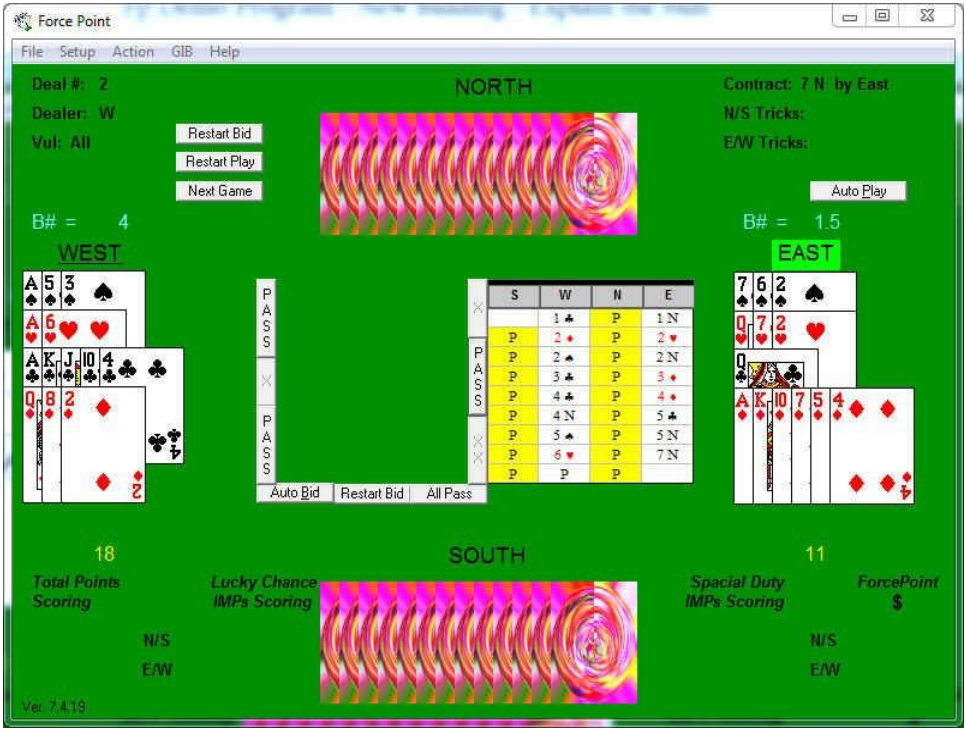
Before using **Force Point Counting** program, download the file **'Force Point Counting.rar'**, un-rar it and paste inside your C:\ForcePoint folder overwriting the file with the same name inside (to unlock the file), then click on the Desktop icon and check if you run ver.7.4.0.19

If you have any difficulties email to:

pboev777@gmail.com

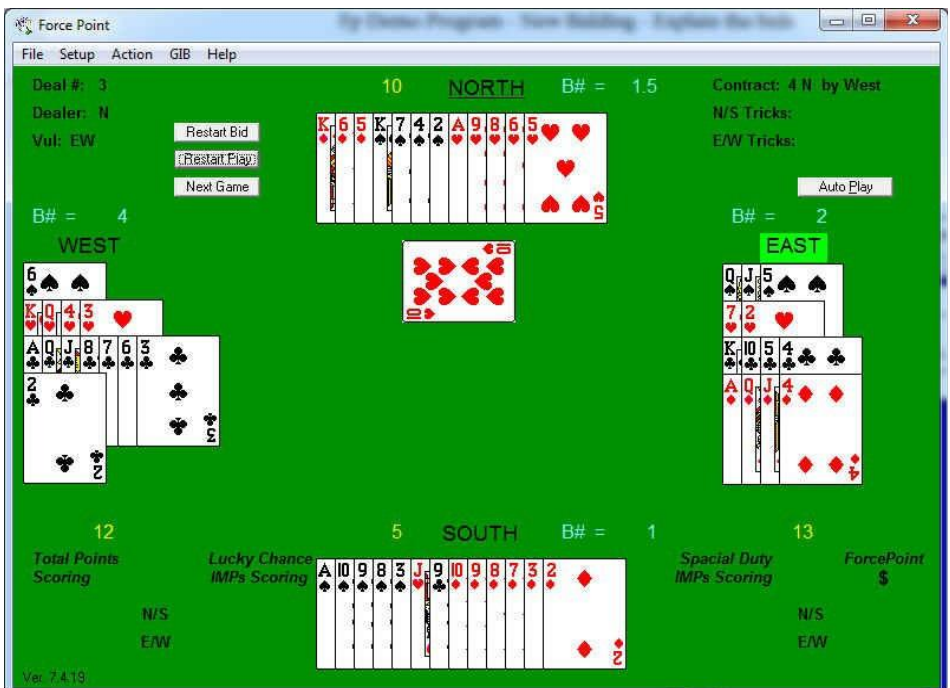
NOTE: The **GIB** files are property of **'Ginsberg's Intelligent Bridge' player** and were created by Mr. Mathew Ginsberg, a professor of artificial intelligence and his assistances at the University of Oregon, USA.

Of them, only the file **gib.exe** (which is a playing file, not capable of bidding) is a free file for non-commercial use.

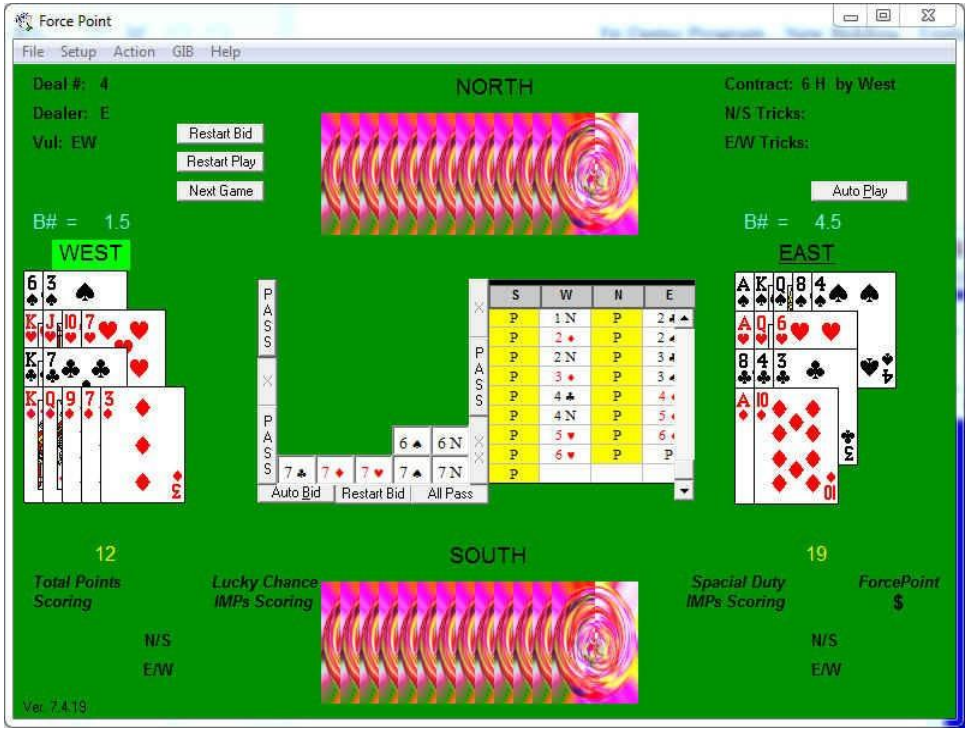


Board 124 Matchpoints

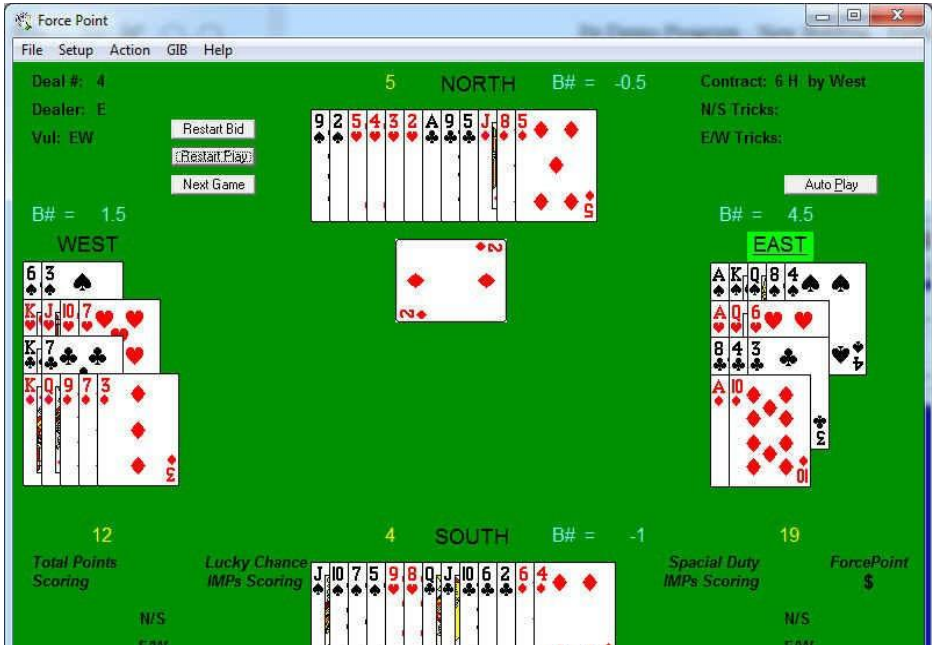
Board 125 Matchpoints



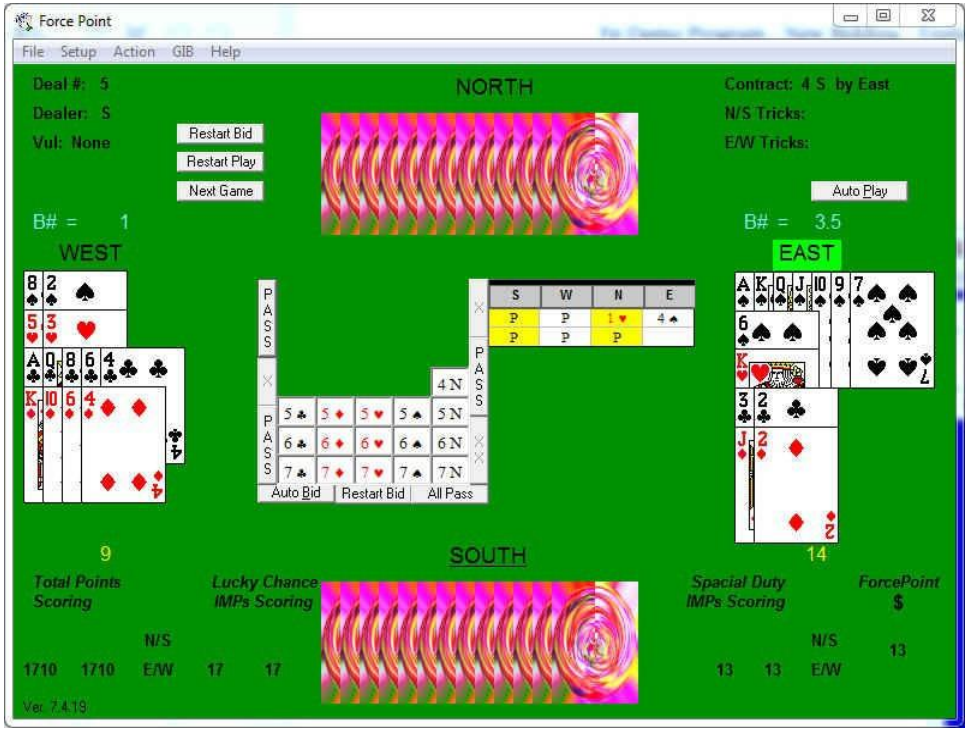
Board 126 Matchpoints



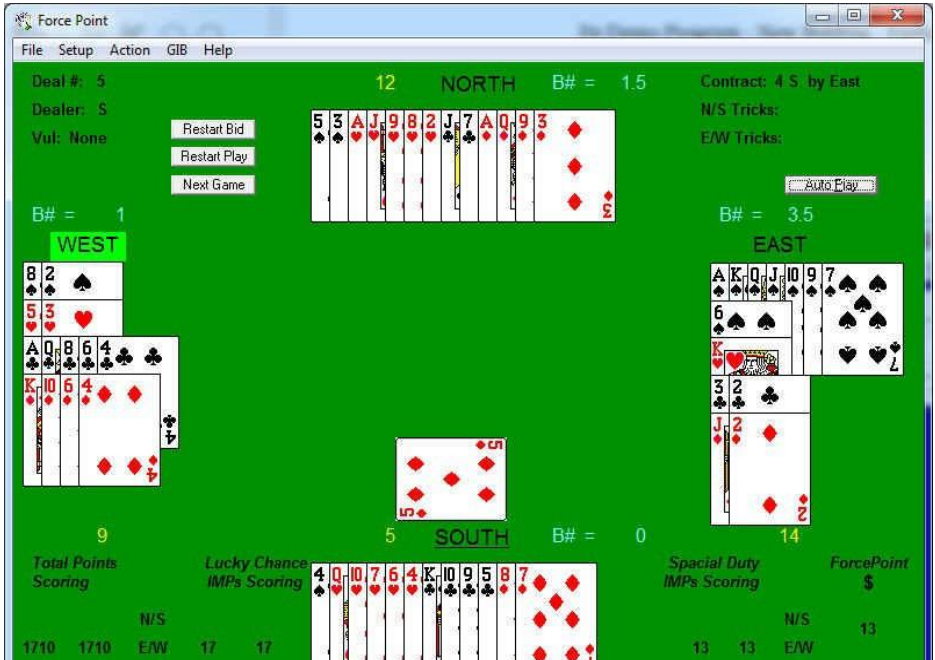
Board 128 Matchpoints



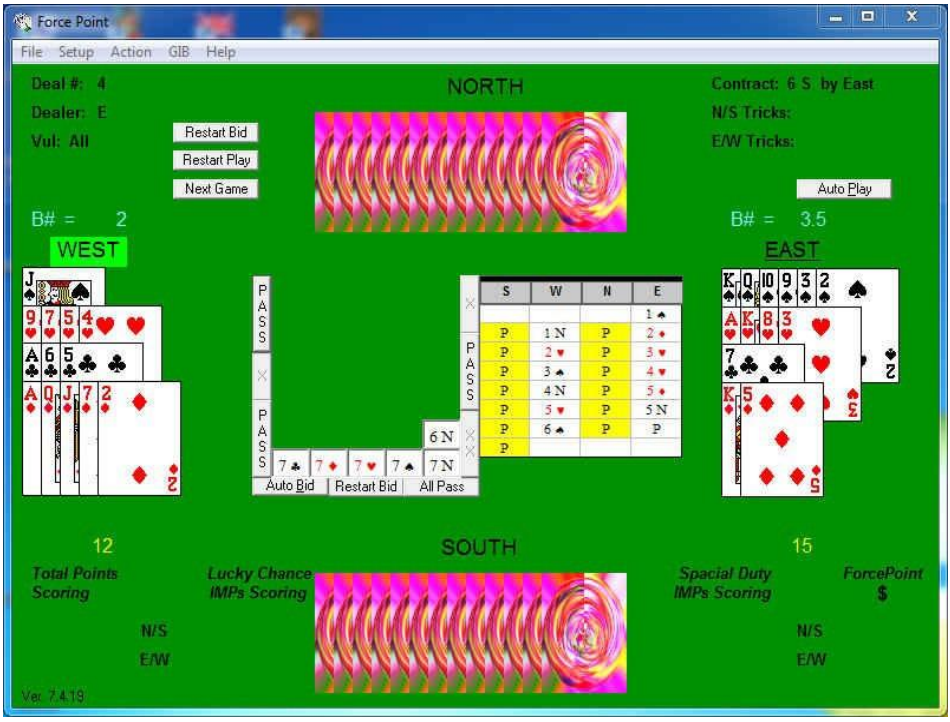
Board 127 Matchpoints



Board 129 Matchpoints



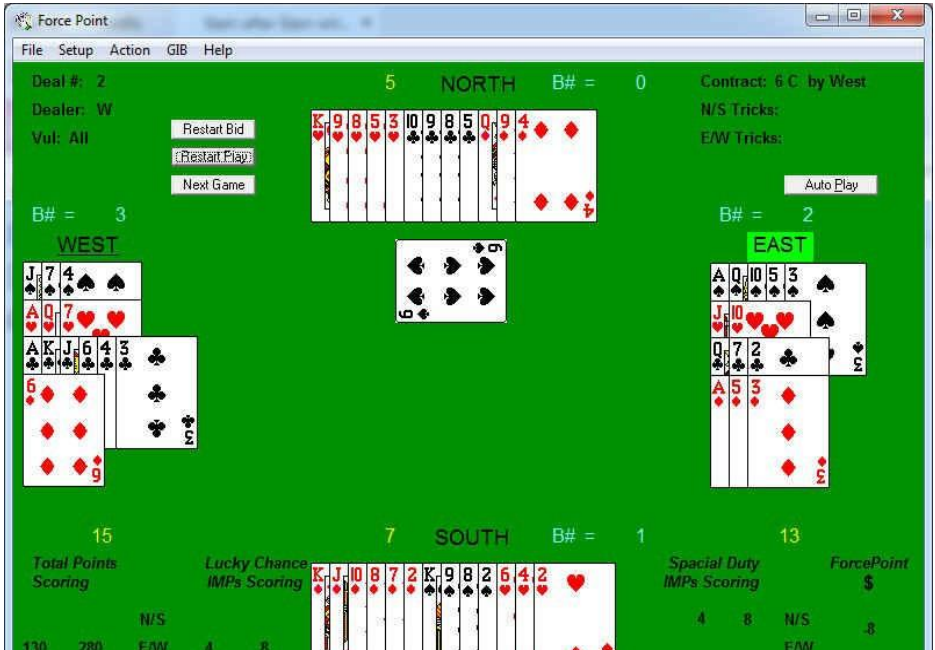
Board 130 Matchpoints



Board 132 Matchpoints

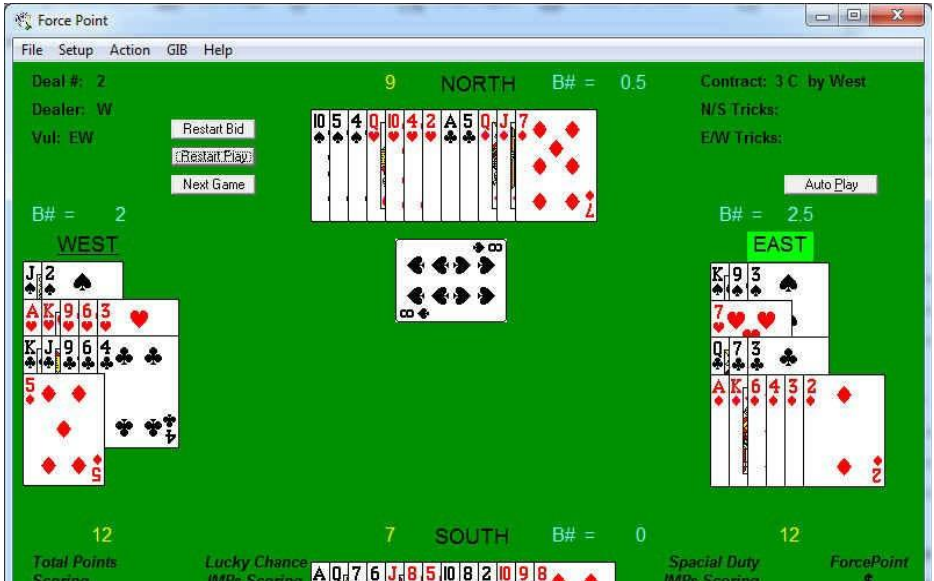
Board 131 Matchpoints

Board 133 Matchpoints

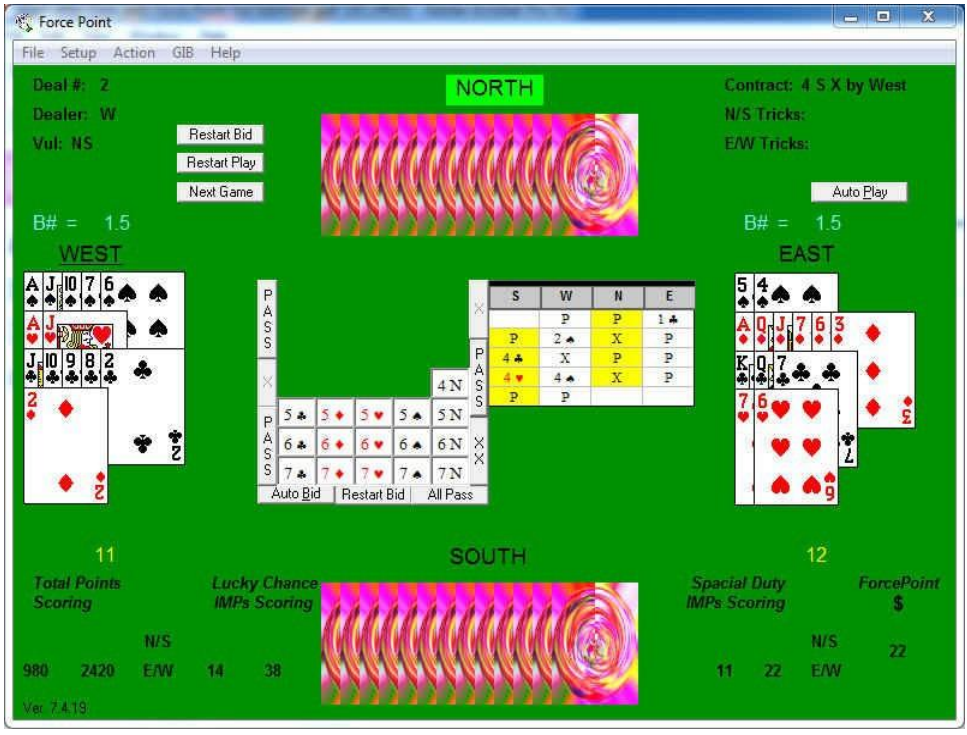


Board 134 Matchpoints

Board 136 Matchpoints

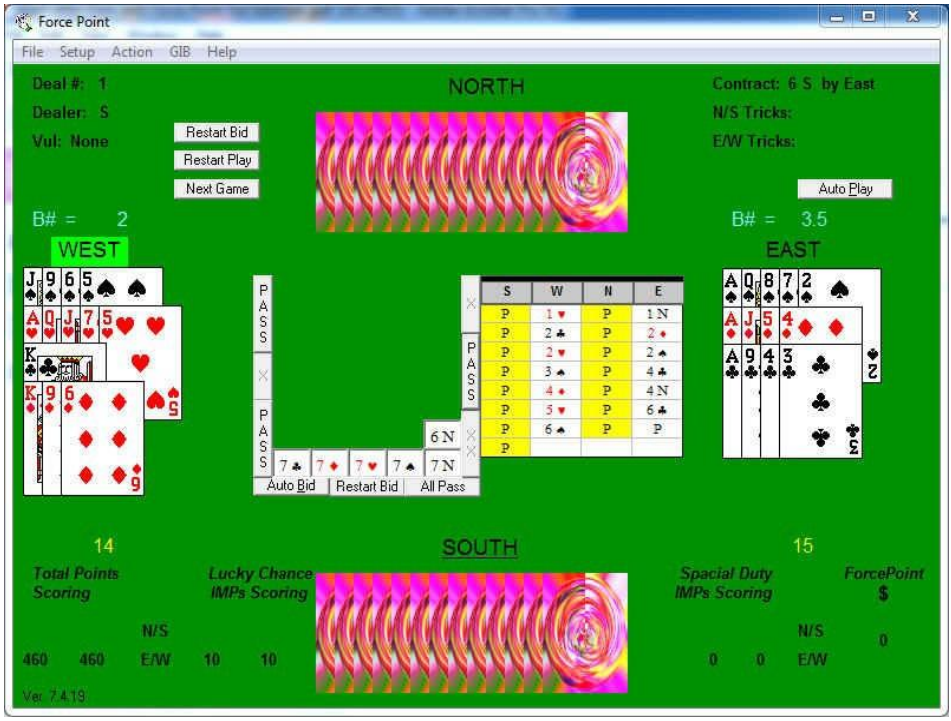


Board 135 Matchpoints



Board 137 Matchpoints

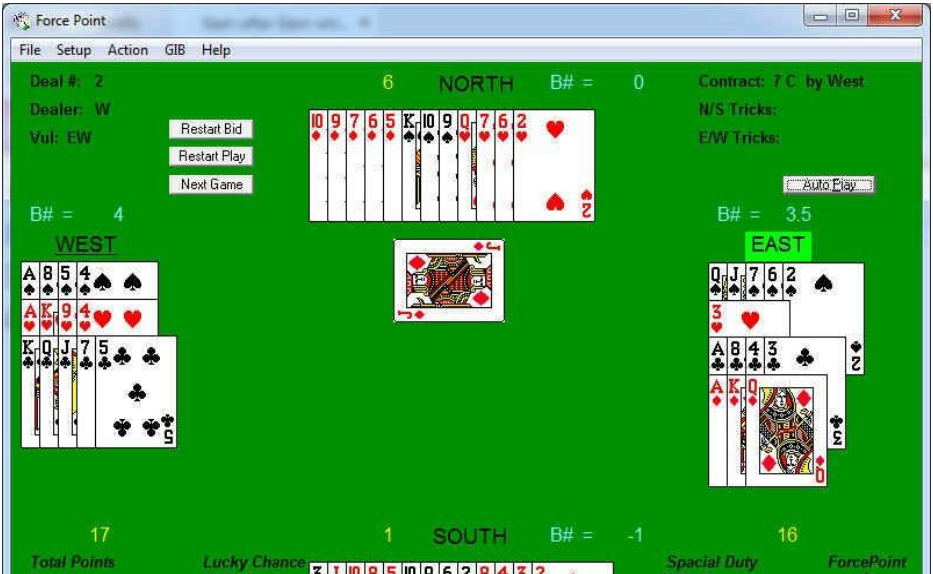
Board 138 Matchpoints



. Board 140 Matchpoints

Board 139 Matchpoints

Board 141 Matchpoints



Board 142 Matchpoints

Board 144 Matchpoints

Let's explain the bids above

1♣ = Opponent's Opening
Pass = max B(1.5), 5+ Major or max B2, 5+ Minor / any balance 1♥ = natural
Opponent's response
DBL = 2nd step Overcall after partner's Pass for B(2.5 - 3.0), any balance
RDBL = South's negative **DBL**/**RDBL**, obviously 3

Board 143 Matchpoints

card ♥ suit, 10 - 11 HCP 1**NT** = B(0.5)+, **RF Relay!**

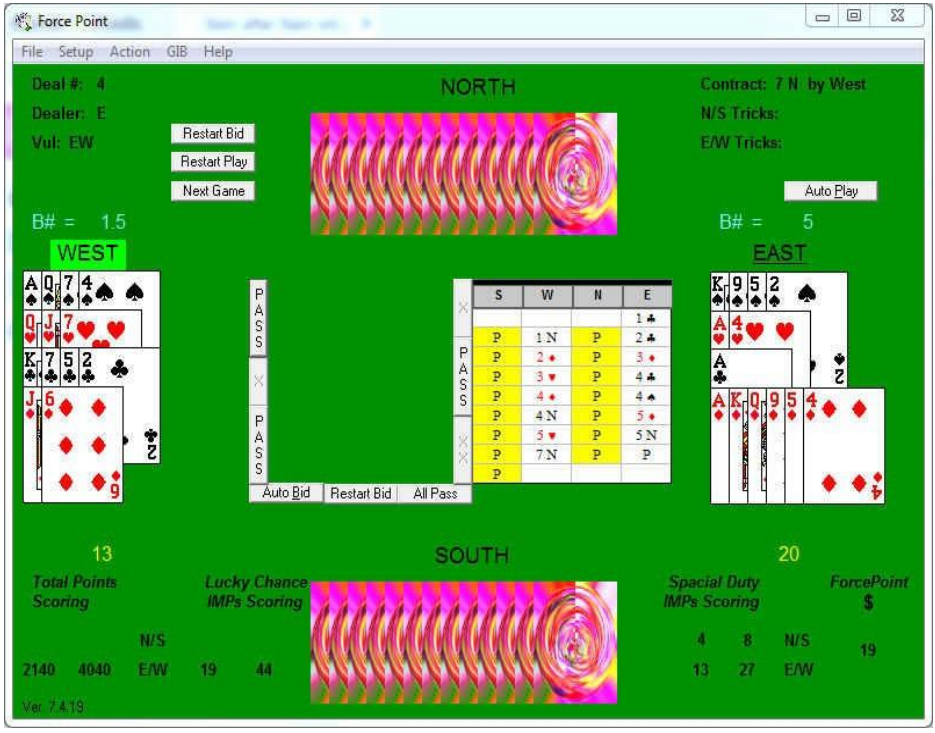
2♥ = North's bid
DBL = B(2.5 - 3.0), any 4441 pseudo balance
From that point Opponents Pass Throughout
3♣**!** = B1+, West's **GF Relay!** Ask for the suit next over the Singleton suit 3♦ = 4441 exact shape
3♥ = **Relay!** Ask for the exact B#
3**NT** = 2nd step answer for B3
5♦ = Sign Off
All Pass

The **PL** = B3 + B1 + 0.5 (for 9 Trumps in ♦ suit) + 1 (statistically for at least one **"good"** Singleton in ♣ or ♥) = **5.5**, enough for a Game in Minors

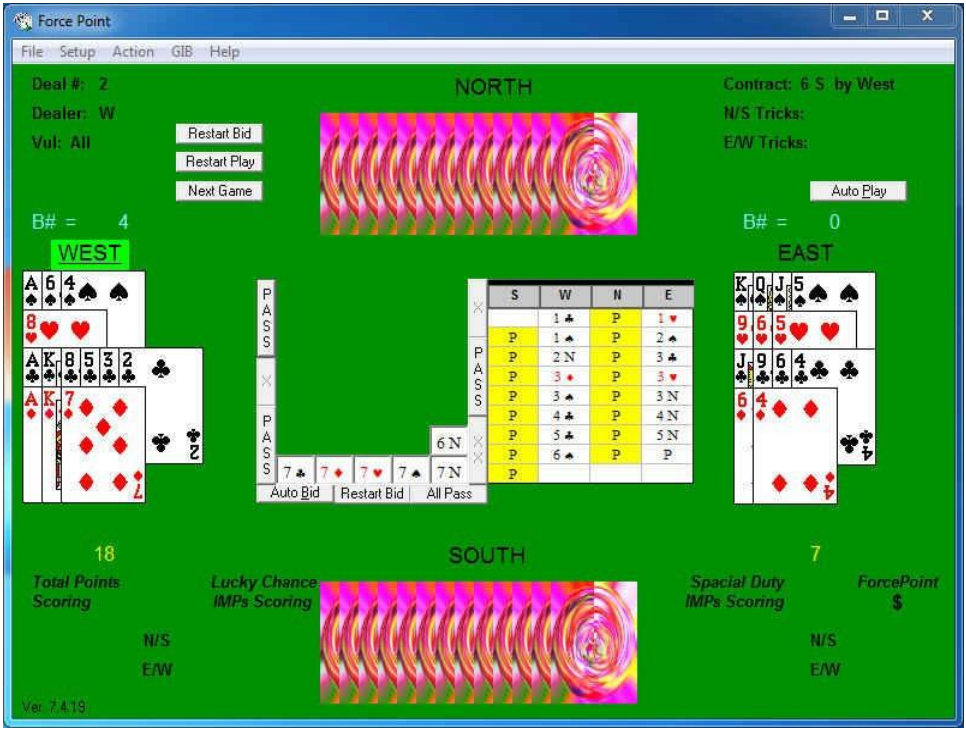
The expected **East's real CP** = 4*B# + 4 = 4*3 + 4 = **16** along with **4 pseudo CP** in ♣ suit, for Total of **20**

The Total CP in both EW hands = 20 + 4 (**real**) + 4 (**pseudo in ♥ suit**) = **28**, enough for a Game in Minors

♠ ♥ ♦



Board 145 Matchpoints



Board 146 Matchpoins

The luxe is measured by the time you can put aside for yourself. **Now What ?**

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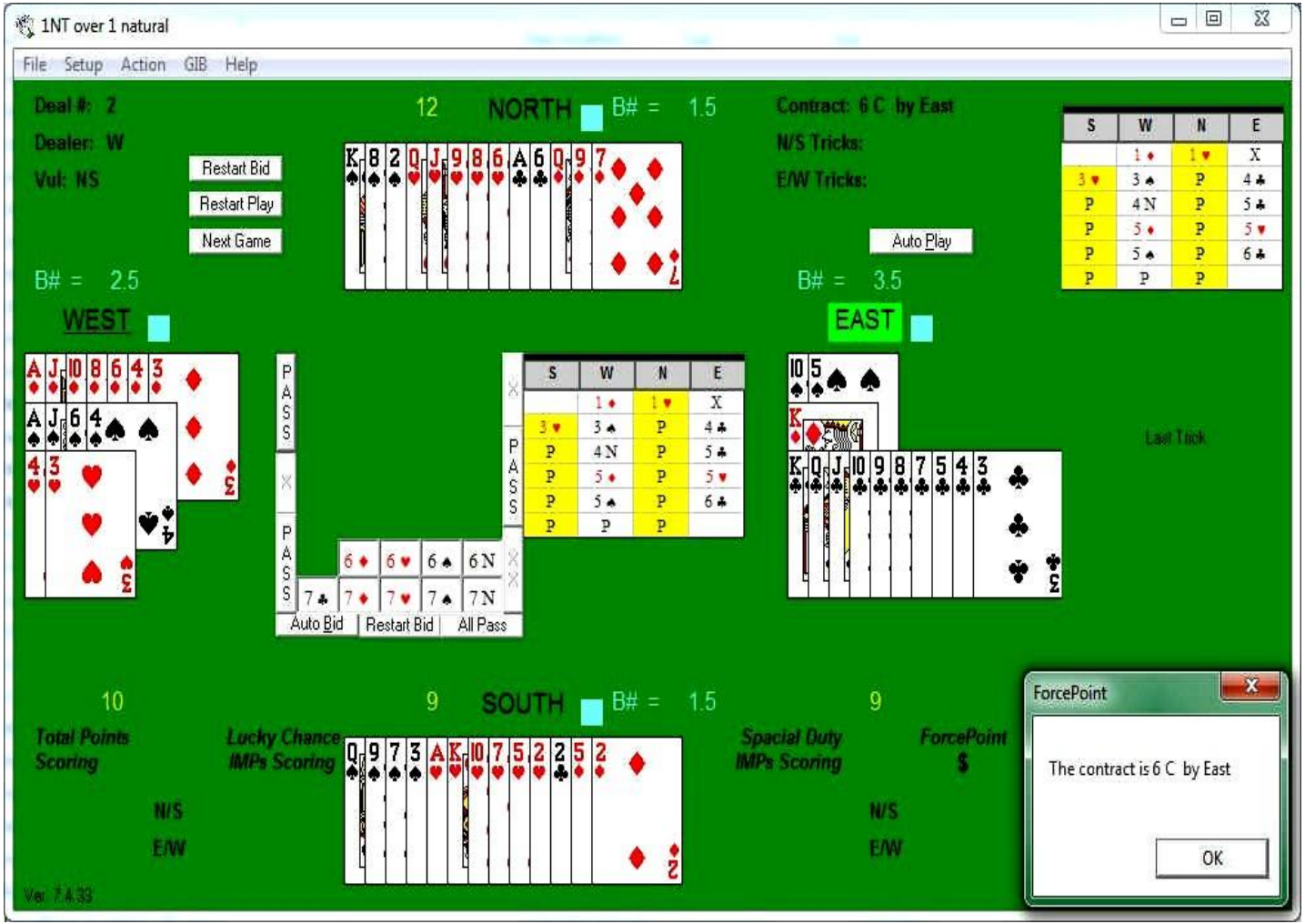
THE PLAYING IS YOUR OWN RESPONSIBILITY !

Use it or guard against it, it is your own decision!

♠ ♥ ♦ ♣


1NT over 1 natural
File Setup Action GIB Help
Deal #: 2
Dealer: W
Vul: NS
Restart Bid
Restart Play
Next Game
12 NORTH B# = 1.5
Contract: 6 C by East
N/S Tricks:
E/W Tricks:
Auto Play
B# = 2.5
WEST
B# = 3.5
EAST
Last Trick
PASS
Auto Bid
Restart Bid
All Pass
10 Total Points Scoring
N/S
E/W
9 Lucky Chance IMPs Scoring
9 SOUTH B# = 1.5
Spacial Duty IMPs Scoring
ForcePoint $
N/S
E/W
Ver 7.4.33
ForcePoint
The contract is 6 C by East
OK

START CLIMBING !

Download from Google Drive the folder for simplified Fp, paste it to your hard drive C:\ , open it and use the executable file Sisnotes.exe to open the file Simplified Fp.snf

The differences with the original Fp are only with the Openings on 1st level.

Mr. Pawell Boiew
The Force Point Bidding Developer
November 3, 2024, New York

♠ ♥ ♦ ♣

Comments & Notes

Hidden Board 108

NORTH

♠T763

♥KQJ43

♦5

♣Q92

WEST

♠K54

♥AT

♦J64

♣K53

EAST

♠AQJ82

♥9652

♦9

♣A86

SOUTH

♠9

♥87

♦AKQT87

♣JT74

Dealer East, N-S vulnerable, EW play **Fp**

EAST	SOUTH	WEST	NORTH
1♠	2♦	DBL!	2♥
DBL	Pass	2♠!	Pass
3♥	Pass	3♠!	4♠!
3NT	Pass	4♠	All Pass

Explanation of the bids

1♠ = **B(2 - 4)**, 5♠ - 7♠ / **B(2 - 4)**, 8+♠
2♦ = **B(2 - 3)**, 5-6♦ / **B2+**, 7+♦
DBL! = **B1+**, 3+♠ / B2+, 2+♠, **Round Forcing (RF) !**
2♥ = **B(0)+**, 4–5♥
DBL = **B(3 - 4)**, 5♠ or 7♠ , **SHAPE / B3**, 7222
Pass
2♠**!** = **B2+**, Ask for 7♠ or 5♠ + exact shape
Pass
3♥ = 5413 exact shape
Pass
3♠**!** = Ask for the exact **B#**
Pass
3NT = 1st step answer for **B2**
Pass
4♠ = Final Contract
All Pass

♠ ♥ ♦ ♣