

SLAM after SLAM



with **FORCE POINT**

Pawell Boiew, Svilen Boeff, Aleksander Dulevski, Milen Markov

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THE BOLGAR FORCE POINT CLUB

SLAM AFTER SLAM WITH FORCE POINT

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

You will appreciate this 36 years of research on Double Dummy Bidding, which will allow you to play consistently with the best bridge players!

START CLIMBING !

NOTE: I strongly suggest reading the e-Book by viewing 2 pages simultaneously 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

波尔加力量积分俱乐部

使用力量积分
投注,一连又一
连

使用力量积分投注,你将能透过封闭的手牌清楚看见你
搭档牌手的长短牌型及高牌点数

你将赞赏这36年关于双
哑王投注的研究成果,让你能与最优秀的桥牌高手一起稳健
地比赛!

开始攀登吧!

注意:我强烈建议您同时在一个屏幕上查看2个电子书页面;
否则,您将无法同时检查游戏图表和投注说明!

此书献给亚历克斯

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) ensures all contracts.
4. Finding the exact number of all TOP Honors with one question - one answer saves a huge bidding space.
5. Discovering the exact shape & 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 !

力量点后力量点碰撞

新的明确桥牌竞拍

力量点桥牌系统是关于什么的

1. 力量点计数快速、简单、明确且非常精确。
2. 使用SCOR-SCOR约定和特殊的竞拍机制将让您发现均衡、单色或任何5+/5+双色分布都是原创而有效的。
3. 检查确切的游戏玩法级别(PL)确保所有合同。
4. 用一个问题-一个答案找到所有顶级荣誉的确切数量节省了大量的竞拍空间。
5. 发现顶级荣誉(国王、皇后和皇牌,特别是如果你有一个空档)的确切形状和颜色,将让你发现即使双方手牌只有18个HCP也有所有小满贯和大满贯。

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 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 comes 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 (when Fp players are Opponents).

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 impactful content allowing you to differentiate this bridge system from the competition.



在通过看到合作伙伴的牌背上的所有花色长度和最高分牌的位置来签订最终合同之前,您还需要什么?

至少对自己诚实,别无其他! 这就像
双人哑谜投标,这就是为什么它几乎完美。为了毁掉它,
对手必须立即跳到第4
层次的小合约。这就是'13分惩罚规则'的由来,这是一种
对对手的亏牌的独创统计方法。

只要学会如何做到这一点。您需要大约3个月的时间才能
成为现场投标专家,或者3天时间就可以开始在互联网上使用
独立的Sysnotes(系统笔记)在网上玩Force
Point桥牌系统。

用于快速可视检查Fp流量和大多数对手出价或干扰加注(
当Fp玩家是对手时)的计算机程序。

该程序将为您节省大量时间,
让您只需阅读书籍即可学习该系统!

无论是复制、研究还是针对产品的个性化优惠,
您都将能够获得独特且影响深远的内容,从而使
您能够
将这个桥牌系统与竞争对手区分开来。



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. Pavell Boiew

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桥牌赛事通常是失利而非获胜!

这位杰出的数学家、高级桥牌选手兼'桥牌世界'杂志编辑 Jeff Rubens 先生

'桥牌世界'杂志 Jeff Rubens 先生



在你所做的一切中,都要练习投标的艺术,并记住这是一个学习的过程。

Pavell Boiew 先生

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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 quickly 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

没有任何书籍、电子书

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特定许可证。

如果您想更快地学习 Fp 并立即开始在互联网上玩,您将需要系统说明(Sysnotes)计算机程序。

要获得它的副本,请访问:

<http://bull-bridge.com>

它就像一本书,包含 Fp 和对手出价的最多出价情况,允许您使用鼠标浏览。 Sysnotes

程序将在您开始使用 Force Point Bridge System 时帮助您在互联网上快速无误地选择出价。

需要帮助时,在 BBO 上找到 Boeff 或 Pavell,发送短信到(718) 66 FIT IN 或写信到:

pboev777@gmail.com

通过力量点系统,你将能够发现所有合作伙伴的

Aces + Kings + Queens with one question - one answer only!

No other bridge system is capable of doing that !

Fp Bidding Developer **Mr. Pavell Boiew**, with the help of the 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 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 you are the **Quest** and you have already discovered the partner's exact shape, you may ask for the exact number of the partner's contract tricks (B#).

王牌 + 国王 + 皇后，只有一个问题 -
只有一个答案！

没有其他桥梁系统能够做到这一点！

Fp Bidding 开发人员 Pavell Boiew 先生，在 Fp 团队成员 Svilen Boev 先生、Alexander Dulevski 先生和 Milen Markov 先生对系统的实践使用的帮助下。

强制点数 (Fp) 计数可以帮助你直接计算你的手牌，尤其是在合约墩数（超过初始 6 墩的墩数，在桥牌游戏中不计算）中。Fp 计数本身是一种新的低

总墩数，比旧版好太多了。双手合约墩数总和将以极高的精准度为您提供游戏的玩法等级 (PL)。

初次评估时无需评估

计数，但是当竞标时发现新的分布变化时，其中一名玩家，即任务玩家（要求其搭档透露其确切分配的玩家）将需要应用一些调整（如果有的话）。

当你是任务者并且已经发现伙伴的确切形状时，你可以询问伙伴的合约技巧的确切数量（B#）。

The sum of both partners' **B#s** will provide 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:

$$\text{CP} = 4 * \text{B\#} + 4$$

Add them to your CP, and **if the Total CP** (the real & the pseudo) **in both hands are less than 30, 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!

两位搭档的B#总和将提供准确的比赛PL。如果PL < 5.5，则必须由您决定最终合同；如果PL ≥ 5.5（PL ≥ 5且有2个FIT），则必须使用CPA（控制点询问）来找出您搭档的TOP荣誉，方法是

按数量和种类，以及后来最终按颜色，确保所有大满贯！

在使用 CPA 之前，请做一件非常重要的事情：计算预期合作伙伴的 CP（控制点，即控制点）使用简单的公式：

$$CP = 4 * B\# + 4$$

将它们添加到您的 CP，如果总 CP（双手（真伪）数量少于30，切勿使用CPA！

注意：有一个例外：当您有 2 个 FIT 或一个 Super FIT 以及 5 x 2 Misfit 和 2 个或边花色中有 3 张 TOP 大牌，您可以使用 CPA，且游戏等级 (PL) = 5。

这些计算是针对 7 年级学生的，因此 Fp Bidding 被证明是简单的算术，甚至不是数学！

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 number and by kind) with one question - one answer and 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 Double Dummy Bidding in your weapon arsenal !



使用SCOR-SCOR公约(当然也包括经典的Stayman和Jacoby转移)来满足您的分布和控制需求,将让您想象出您的伙伴各个花色的精确长度。

CPA(控制点询问)将让您用一个问题-一个答复就发现您的伙伴所有最高荣誉点(数量和种类),以及大部分最高荣誉点的位置

决定最终合约。

这就像是透过你伙伴的牌背看到了透明一样！

你知道双哑人对弈,现在你在你的武器库里也有双哑人竞标!



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



Visit: <http://force-point.com>

Email to: force-point@force-point.com

if you have any questions

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使用它或防范它,这是您自己的决定!



访问: <http://force-point.com>
 发电子邮件至: force-point@force-point.com
 如果您有任何问题

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. Nothing almost perfect is easy. The **Fp** system is not quite easy, although I have tried to make it logical and easier for the most part.

The book is for Bridge Bidding only and it was written by an immigrant without fluent English skills and no help, except from Google & Microsoft Word. The material inside it is **priceless**, so curb your discontent if you find something strange (I mean illiterate) and read it. In a week (a month with 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 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 to

介绍

本书旨在教你如何找到所有可能的满贯，无论HCP和分布如何。28+HCP更容易打出满贯，但你有多少次在两手牌中都打出了19到27HCP的满贯？

原力点系统会一直教你如何做到这一点。任何近乎完美的事情都不容易。Fp系统并不那么简单，尽管我尽力让它在大部分内容上合乎逻辑、更容易理解。

这本书仅供桥牌竞价使用，作者是一位移民，英语不流利，除了谷歌和微软Word之外没有任何帮助。书中的内容非常宝贵，所以如果你觉得……

你发现一些奇怪的事情（我的意思是文盲）并阅读它。一周后（练习一个月后），你就能感受到这套新桥系统的全部威力！如果你能评价一下我36年来在桥梁研究方面取得的新发现，我就很满意了。

当你寻找大满贯时，如果你想通过一个问题（只有一个答案）发现你的伴侣的 TOP 荣誉，然后最终知道他们在哪里，你必须熟悉原力点

系统并深入其中。如果你无法在锦标赛期间集中注意力，最好

completely skip **Control Points Asking (CPA, asking for the Controls)** and rely only on the game's **Play Level**, which will still be enough for good results.

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

Here, Slam Games not only presented the best part of **Fp**, but also showed the whole **Fp Bidding Mechanisms & Asking**.

You do not need to remember the Bidding sequences, but 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** and 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 **Sysnotes** (System Notes), a separate computer program. It is like a book, so a bridge player

完全跳过控制点询问(CPA, 询问控制力), 仅依靠游戏的出局水准,这仍然足以取得良好的结果。

您甚至可以使用Fp公式计算您的伙伴的控制力,而无需询问,即根据伙伴缔约成功次数(B#,强度)的信息。

在这里,Slam Games不仅呈现了Fp的最佳部分,而且还展示了整个Fp竞标机制和询问。

您无需记住竞标顺序,而应记住每次开叫或超叫后的Fp竞标机制。

这样更容易!

当你发现游戏的出局水准(PL) < 5.5 (11.5总成功次数 - 6个未计入桥牌游戏的初始成功次数 = 5.5)时,如果你没有2个FIT或一个Super FIT和一个5,那么禁止寻找大满贯。

由于2个搭配不当。您的最终合约主要取决于您的回合时将重新计算的PL,如果出现一些新的分配揭示。

与创作Fp并行,我还开始在Sysnotes(系统笔记)中记录所有出价,这是一个单独的计算机程序。它就像一本书,所以一个桥牌玩家

can go forward, backward, up and down through it to see all possible **Fp** system's & Opponents' bids very quickly by using the mouse.

Sysnotes uses a data file "**1NT_over_1.nsf**" which grew to over 92 MB through the years. It is a data bank of repeated sequences. The players can see the **Bidding Mechanisms** & the **Asking that Fp** uses, but the most important thing is that **Sysnotes** can be used on the Internet by the time of playing, allowing fast learning of **Fp** system in a month of practice.



Using SCOR-SCOR Convention for all of your Distribution and Control needs will allow you to see transparently the exact TOP Honors & suits' lengths of your partner before placing the final contract

The system is capable of discovering the number of the partner's Queens without asking for them. The system also will allow you to discover a Singleton King in partner's possession without asking for it !

No other system can do that !



可以通过鼠标向前、向后、向上和向下移动来快速查看所有可能的 Fp 系统和对手的出价。

Sysnotes 使用的数据文件 “1NT_over_1.nsf” 多年来已增长到超过 92 MB。它是一个重复序列的数据库。玩家可以看到 Fp 使用的叫牌机制和要价机制。

但最重要的是，Sysnotes 可以在游戏时通过互联网使用，从而允许在一个月的练习中快速学习 Fp 系统。



使用 SCOR-SCOR 公约满足您的所有分发和控制需求将使您能够看到在签订最终合同之前，透明地告知您的合作伙伴的确切最高荣誉和西装长度

该系统能够发现无需询问即可知道伴侣的皇后数量。该系统还允许您发现合作伙伴拥有的 Singleton King，而无需提出要求！

没有其他系统可以做到这一点！



The Abbreviation Fp uses

B# (Base Number) is the sum of the contract tricks (the tricks over the initial 6 tricks that 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 2 initial tricks. It is proved that 1 trick arises from nowhere (it looks like 1 trick coming from the air; you will always 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.

使用缩写字母Fp

B# (Base Number)是合同赢取的总和(不包括最初的6个赢取在桥牌游戏中不计算的部分)。

B#是您的荣誉点数和
分布点数减去2个赢取!

双方都移除2个初始赢取。证明存在1个来自虚无的赢取(看起来像

1个来自空气的赢取;即使您手中一无所有,也总能赢得至少一个赢取,可能是因为您的FIT持有)。因此,共移除5个赢取,但第6个赢取并未移除,这使得Fp计数变得非常强硬。

基本长牌花色是您的长度为5+的牌花色。基本长牌花色与SCOR - SCOR公约一起使用,以区分它的长度及您副花色的长度,从而发现准确的

分布。

如果您有均衡手牌(没有5+牌花色,没有void),或者双花色,您就没有基本花色,SCOR - SCOR也不能使用。

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 intend to play (after the Adjustments), which depends 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 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...

B(2.5)+ 表示基础数（手牌强度）为 2.5 个合约墩数或更多；B3+ 表示基础数为 3 个合约墩数或更多。

PL（游戏等级）是指你打算玩（调整后），这取决于双手的分配和荣誉持有量。

初始PL = 双方搭档的B#之和（调整前，如有）。最低出牌等级是指你的搭档在开叫或争叫时，亮出其最低B#时，你发现的PL。当新的

出现有关分配和荣誉持有的信息。

CPA（控制点要求）是要求同时显示所有 TOP 荣誉的独特要求

用一个问题一个答案的方式，按数量和种类统计同伴的顶级大牌（A + K +

Q）。CP（控制点）指的是你的控制点值：A = 6 CP，K = 4 CP，Singleton = 4 CP，Void = 6 或 10 CP（当Quest绝对确定时为10 CP）

不存在与同花色真实控制相反的重复项）

等价皇后 (EQ) – 一切都很重要

0.5 个合约技巧是

单张牌、一个真花色的皇后、第一个虚空，一个张及以上的牌，等等……

The sign ‘!’ – indicates **Forcing Relay** by the Interrogator (**the Quest**) For example: 1♥!, RF / GF Relays! bids. It can be any bounding bid used by the 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



符号“！” – 表示强制中继
询问者（任务）例如：1♥！，RF /
GF 接力！出牌。对手干扰后，如果在出牌前至少出现一个任务方主动接力，则出牌可以是任务方使用的任何边界出牌（甚至是传球 - 接力！）。

超强接力！——对手花色的超强接力（4♥/
4♠叫牌以及6号任意叫牌）

等级是绝对的签字，但如果对手使用其中任何一个，你可以像接力赛一样使用它们（自然出价）。

3NT 叫牌也是一种绝对结束叫牌，但当双方都确信 $PL > 5$ 时，Quest 可以将其用于 Ex-Relay

$V / 2S =$ 无效或 2 个单例， $S / V =$ 单例或无效



Force Point (Fp) Counting

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

B# = all tricks minus 2

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

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

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

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



强制点 (Fp) 计数

您的基数 (B#) 是您在合约墩数 (前 6 墩以上的墩数，在桥牌游戏中不计算) 中的手牌强度

$B\# = \text{所有墩数} - 2$

注意：学会目测数数：找到一张A+一张Q，或者两张K，不要数它们（这样，最后就不用减2了）。剩下的就只数。

.505

游戏的玩法等级 (PL) 是双方伙伴的基数 (B#) 之和

控制点 (CP)

是你拥有的控制点的值。实际控制点的值如下：K = 4

6, C, A, 为控制的值是：单张 = 4 CP，无效 = 6

CP (当你没有同花色的顶级荣誉对面时为 10 CP)

等价皇后 (EQ) 是指所有值都等于

0.5. 过多的 EQ 可能会导致您最终对控制 (CP) 的回答错误!



Obligation of the Opener (in 1st/ 2nd seat) / Overcaller / Answerer: Check the number of your Equivalent Queens (EQ) and correct your B# if necessary

With 4, 5 or 6 card suit (no Void), if your EQ $\geq$ 4, you MUST lower your B# by 0.5 !

Do that even when you have 4 real Queens in one hand.

How you may see, 4 to 6 card suits may accommodate up to 3 EQ without the need to lower your B# !

With a Void, 2 Singletons or a 7 card suit if your EQ $>$ 4 lower your B# with 0.5

How you may see, a hand with a Void, 2 Singletons or a 7 card suit may accommodate up to 4 EQ without the need to lower your B# !

A hand with a 7 card suit + a Void / a 7 card suit + 2 Singletons may accommodate up to 5 EQ without the need to lower your B# !

With a 8 card suit or 2 Singletons if your EQ $>$ 5 lower your B# by 0.5

How you may see, 8 card suit may accommodate up to 5 EQ without the need to lower your B# !

A hand with a Void + 8 card suit may accommodate up to 6 EQ without the need to lower your B# !

开叫者的义务 (1st/ 2nd 座位) / 过叫者 /

答题者：检查你的等价皇后 (EQ)
的数量，并根据需要更正你的 B#

拥有 4、5 或 6 张牌 (无空位) 时，如果您的 EQ > 4，则必须将 B# 降低 0.5!

即使你一手有四张真正的皇后，也要这么做。正如你所见，4 到 6 张牌的花色最多可以容纳 3 个 EQ，而无需降低你的 B#!

如果您的 EQ > 4，则使用 Void、2 Singleton 或 7 张牌套装，将您的 B# 降低 0.5

——您可能会看到，一手空手，2 个单手或 7 张牌的花色最多可容纳 4 个 EQ，而无需降低您的 B#!

一手 7 张牌 + 一张虚空牌 / 一手 7 张牌 + 2
单身人士最多可容纳 5 EQ，而无需降低您的 B#!

如果你的 EQ > 5，则使用 8 张花色或 2 张单张牌降低你的 B# 0.5

您可能会看到，8 张牌花色最多可容纳 5 个 EQ，而无需降低您的 B#!

拥有虚空 + 8 张牌的牌型可以容纳
达到 6 EQ 而不需要降低您的 B#!

With 9 cards if your EQ > 6 lower your B# with 0.5

How you may see, 8 card suit may accommodate up to 5 EQ without the need to lower your B# & so on ... !

A hand with a Void + 8 card suit may accommodate up to 6 EQ without the need to lower your B# & so on ... !

Use a simple Formula to manage your Equivalent Queens (EQ)

With 7+ card suit, if 'N' is the number of cards in the longer suit, N - 3 will supply the accommodated EQ without the need to lower your B#

If you forget to do that, your eventual answer for Controls (CP) later will be wrong and your SLAM contract may go 1 down !

NOTE: No need to check for EQ if you hold 6+/5+ bi-color !



根据您有9张牌, 如果您的EQ>6的话,
请将您的B#降低0.5

如您所见, 一手8张牌可以容纳多达
5个EQ, 而无需降低您的B# 等等...!

一手带有Void+8张牌的可以容纳多达6个EQ,
而无需降低您的B# 等等...!

使用一个简单的公式来管理您的等价
皇后 (EQ)

如果您的主牌是7+张, 若'N'是主牌张数,
那么N-3就是可容纳的EQ, 无需降低您的B#

如果您忘记这样做, 您之后算上CP时的答案将错误,
您的SLAM合约可能会输1分!

注意: 如果您持有6+/5+双
色牌, 无需检查EQ!



Force Point Explicit Counting

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

.

Ace = 1.5

.

King = 1.0

.

Singleton King = 0.5 !!

.

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

.

Queen = 0.5

.

Any Singleton = 0.5 (except Singleton Ace).

.

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

.

Void = 0.5 !!

.

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

.

For KQJx+ in a side suit (not in the Trump) **add 0.5**

力量点显式计数

单一Ace = 2合同技巧(Ace为1.5 + 单一为0.5).

Ace = 1.5

.595

King =

1.0.

单一King = 0.5 !! .

注意: 如果你发现一个Ace与单一King相对,
将其提高至

1.0. Queen

= 0.5.

任何单一 = 0.5 (单一Ace除外).

.

注意: 不要复制单一Queen的计数. Fp绝不扫描单一Queen !!

.

空 = 0.5 !!

.

Ax + Ax = 0.5 (单手或双手, 单独计算王牌)。

对于 KQJx+ 的副花色 (非主牌), 添加 0.5

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

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

The Formula is: $0.5*(n - 6)$, where 'n' is the sum of the cards in the long suit.

For 6/5 bi-color add 0.5, **for 6/6 bi-color add 1.0**, **for 7/6 bi-color add 1.5 and so on ...**

Do not duplicate the count of the 7 card suit by counting it separately from the bi-color !

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

Subtract 0.5 when you have max 1 TOP Honors in your 5 card suit or no TOP Honor in your 6+ card suit.

Do NOT do that when you any 6+/5+ bi-color !



对于任何 7222，除了 7 张牌花色的 0.5 之外，还为 3 个双张牌（不含任何 TOP 大顺）添加 0.5。

对于 7 张单色花色（至少有一张荣誉牌），加 0.5，对于 8 张花色，加 1.0，依此类推……

公式为： $0.5 \times (n - 6)$ ，其中 ‘n’ 是长花色牌的总和。

对于 6/5 双色添加 0.5，对于 6/6 双色添加 1.0，对于 7/6 双色加 1.5 等等……

不要将 7 张牌的花色与双色牌分开计算，以免造成重复计数！

公式为： $0.5 \times (m - 10)$ ，其中 m 是两张长花色的牌。

当您的 5 张牌中最多有 1 张 TOP Honors 或 6 张以上牌中没有 TOP Honor 时，减去 0.5。

当您有任何 6+/5+ 双色时，请勿这样做！



Adjustments

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

The Positive Adjustments

Add 0.5 for your 9 card Super FIT or for 9 card Super FIT in your Opponents' hands !

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

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

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

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

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

Add 1.0 for 10 card Super FIT if you have an Honor in the short suit !

调整

不要对 1 张王牌的 8+ 做出任何正向调整！

积极的调整

为您的 9 张 Super FIT 卡或对手手中的 9 张 Super FIT 卡添加 0.5！

不要通过升级你的

对手宣布花色后，单张花色或无效花色。

如果您没有短花色的荣誉牌，或者您的 Super FIT 包含以下牌，则为 10 张 Super FIT 牌加 0.5
5 乘 5 张卡片！

如果您拥有短花色的荣誉牌，则为您的 10 张牌 Super FIT 加 1.0，或者为您的对手手中的 10 张牌 Super FIT 加 1.0！

在对手宣布花色后，请勿通过升级您的单张花色或空花色来重复此调整。

如果您没有

短花色的荣誉或当您的 Super FIT 由 5 乘 5 的牌组成时！

如果您拥有短款荣誉，则 10 张卡牌超级 FIT 可加 1.0！

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

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

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

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

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

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

Add 0.5 for all 3 TOP Honors in 2 by 3+ card side suit (not in the Trump, in both hands)

Add 0.5 for 6 by 2 FIT in a side suit with the **2 Controls** (not in the Trump, in one or both hands)

Add 0.5 for the 3 TOP Honors (AKQ) in a side 5 by 2 or 4 by 3 Misfits (even in 4 by 2) suits (not in the Trump, in both hands)

Add 0.5 for 4 Aces (in one or both hands)

为任何

11+张的超级契合牌（在一手或两手中，任意花色）增加 1.0 分

如果你有 6+/5+ 双花色，为任何

11+张的超级契合牌（在两手中）增加 1.5 分

当对手出bid任何你的单牌或无牌时，立即在出bid时增加 0.5 分到你的B#

（如果你发现这是'好'的单牌或是'好'的无牌，请不要稍后重复它）

对于任何与 Ax+ 对应的单牌（没有其他高牌），增加 0.5 分

对于一个与 xx+

空着的单牌（最高到J，包括在内），增加 0.5 分

对于一个与 xx+ 空着的无牌（最高到J，包括在内），增加 0.5 分

在两手中，对于所有 3 张高牌（AKQ）在一个 2 by 3+张的副助牌（不在主牌中）增加 0.5 分

在一手或两手中，对于在 side suit 有 2 个控制牌的 6 by 2 的契合，增加 0.5 分

在两手中，对于一个 side 5 by 2 或 4 by 3 的错配（甚至在 4 by 2）中的 3 张高牌（AKQ），增加 0.5 分

添加0.5用于4个A (在一手或两手中)

Add 1.0 for AKQxx(x) in a side suit (not in the Trump, in both hands)

Add 1.5 for 5 card AKQJT side suit (not in the Trump, in one hand)

Add 1.5 for a Singleton King opposite AQx+ (0.5 for the King +1.0 for the 3 TOP Honors). Do not add anything for a Singleton x opposite AQx+

Add 1.5 for 6+ card AKQxxx(x) side suit (not in the Trump, in one hand)



为副花色的 AKQxx(x) 加 1.0（不是王牌，而是双手）

加 1.5 为 5 张 AKQJT 副花色（不是王牌，在一手牌中）

为单张 King 加 1.5，对面是 AQx+（为 0.5

3个TOP荣誉牌的King

+1.0。对于AQx+对面的单张x，不加任何牌。

6+张AKQxxx(x)副牌（不在王牌中，在一手牌中）加1.5



The Negative Adjustments

For NT contracts:

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

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

For suit contracts:

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

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

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

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

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

Subtract 0.5 for any King + Ace opposite a Singleton

负面调整

对于 NT 合同：

如果没有 5 x 3 或更好的 FIT，则减去 0.5

注意：切勿在只有 1 个 TOP Honor 的花色中用 2 乘 2 来玩 3 NT 合同！！

对于诉讼合同：

如果你选择一张 Misfit 牌作为王牌，你的 PL 牌中 Majors 牌会下降 0.5（除非是 5 乘 2 Misfit 牌，且两张牌之间至少有 1 张 TOP Honor 牌）~~将以 1 加倍。~~ 如果你选择一张 Minors 牌，你的

对于任何与虚空相对的 6 张牌花色，您的 PL 将下降 1。

对于任何与虚空相对的 7 张牌花色，您的 PL 将下降 0.5。

除王牌花色外，任何与虚空（“坏”虚空）相对的国王均减 1.0。

对于任何与单张牌（“坏”单张牌）相对的国王牌（没有 A，可能有一张皇后），减去 1.0，王牌花色除外。

对于单张牌对面的任何 K + A，减 0.5

("semi-bad" Singleton) except in the Trump suit.

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

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

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

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

NOTE: Mirror suits are 2 by 2 / 2 by 3 / 3 by 3 / 3 by 4

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

For any contract:

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

Subtract 0.5 when the Aces in your hand are more than your Kings and no Queen.
Do not do that when you have only 1 Ace

(“半坏”的辛格尔顿) 除了特朗普的诉讼。

如果存在 Singleton 或 Void, 则减 0.5

对应单张或空张。对应单张的 Ace
牌无需进行任何调整!

您的王牌玩法等级等于您的 NT
玩法等级, 但前提是您拥有任何 5 x 3 或更好的 FIT (4 x 4
帮不了你!)。如果你没有这样的 FIT, 你的 NT
PL 将比你的西装 PL 低 1。

对于任何 A + Q 与空位 (“半坏”空位)
相对的情况, 减去 0.5

如果花色中没有 2 个 TOP Honors, 则对任意 2
个镜像花色减去 0.5 (特别是当您只有一个 FIT 时) !!

注意: 镜像套装尺寸为 2 x 2 / 2 x 3 / 3 x 3 / 3 x 4

尽管套装中有 TOP
荣誉, 但完整镜像手牌仍需减去 1.0!

对于任何合同:

当合作伙伴的基数差 ≥ 5.5 时减去
0.5 (也适用于负基数)。

当您手中的 A 多于 K 且没有 Q 时, 减去 0.5。

当你只有 1 张 A 时不要这么做

More Negative Adjustments

1. For 5 by 2 Trump Misfit in Minors, downgrade your Pby 1.0
2. For 5 by 2 Trump Misfit in Majors, if you do not have a TOP Honor in the 2 card Trump suit, downgrade your PL by 1.0
3. For 5 by 2 Trump Misfit in Majors, if you do have a TOP Honor in the 2 card Trump suit, downgrade your PL by 0.5
4. Be aware to apply the Negative MIRROR Adjustments with 2 balanced or ambiguously balanced hands (hands that consist of 5+ card suit but no V / S)

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

It is not easy to create a successful Bidding !

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

The Playing is your own responsibility!

更多负面调整

1. 对于 5 乘 2 特朗普不适应小联盟，降低你的 Pby
1.0

2. 对于 5 乘 2 王牌不匹配的大牌，如果你没有 2
张王牌花色的 TOP 荣誉，则将你的 PL 降低
1.0

3. 对于 5 乘 2 王牌不匹配的大牌，如果您在 2
张王牌花色中确实有 TOP 荣誉，则将您的 PL 降低 0.5

4. 注意用两只平衡或不平衡的手（

由 5 张以上的花色组成，但没有 V / S

一些雄心勃勃的桥牌玩家，大多是数学家，已经制作了桥牌评估器，其中一些人非常优秀，但其中少数人将其与新创建的叫牌系统联系起来

系统，因为它非常耗时！

创造一次成功的竞标并不容易！

幸运的是，你已经拥有了 Fp Explicit Hand
评估计数和 Fp 出价系统，但不要忘记：

游戏过程由您自行负责！

The Simple Theory

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

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

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

B# = the sum of all Honor & Distributional points minus 2.0

To find your PL (Play Level) for the FIT suit, use the sum of both partners' B#s.

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

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

简单理论

投标空间被基数分开。每个基数由0.5分组成,并有一个数字,因此B#显示了手牌的强度。

两个伙伴的B#之和将在调整之前(如果有的话)提供游戏的玩法级别(PL)。

找到您的基数号码(B#,合同戏法,您的确切强度)

$B\# = \text{所有的尊重点和分布点之和} - 2.0$ 要找出您的PL(玩法级别)为FIT套装,请使用两个伙伴的B#之和。

如果您有一个5x3(或更好长度)的FIT(4x4不会有帮助!)并且没有空档或单例,您的NT PL=您的套装PL。在任何其他情况下,您的NT的PL通常比您的套装的PL低1。

当您的伙伴使用SCOR-SCOR约定(这同时显示了您的基本套装以及您的边套装的确切长度)发现您的确切分布,并在下一个中继上显示您的确切形状时,您的伙伴可能会询问

你的确切B#。分步回答。你的第一步回答必须显示你的开标显示的初始B#。

For any of the next steps you must show a higher B# with 0.5 increments.



Control Points (the Controls), CP

Ace = Void = 6 CP

King = Singleton = 4 CP

NOTE: The Void must be counted as 10 CP (when you are sure that it is opposite an empty of TOP Honors suit).

Also, when asked for **CP**, show only your **real CP**, if your partner is aware of your exact distribution.

To discover the 1st step **CP** correct answer, both partners must use the Formula:

$$\text{CP} = 4 * \text{B\#} + 2, \text{ along with } 3 \text{ EQ}$$

This is the main Formula when you have a balanced hand or an unbalanced hand with 5 or 6 card Basic suit with or without a Singleton !

For a hand with a Void, 2 Singletons **or** a 7 card suit, the Formula for the 1st step **CP** answer changes to:

$$\text{CP} = 4 * \text{B\#}, \text{ along with } 4 \text{ EQ}$$

对于接下来的任何步骤,您必须显示一个更高的B#, 增量为0.5。



控制点(控制),CP

主牌 = 虚牌 = 6 CP 国王
= 单牌 = 4 CP

注意:虚牌必须视为10 CP(当您确定它位于顶级荣誉牌的空档时)。此外,当被要求提供CP时,如果您的伙伴知道您的确切分布,请仅显示您实际的CP。

要发现第一步CP的正确答案,双方必须使用公式:

$$CP = 4 * B\# + 2, \text{以及} 3 \text{个EQ}$$

这是在您拥有平衡手牌或5或6张基本牌(无论是否有单牌)的非平衡手牌时使用的主要公式!

对于拥有虚牌、2个单牌或7张牌花色的手牌,第一步CP答案的公式会发生变化:

$$CP = 4 * B\#, \text{附有} 4 \text{个EQ}$$

For a hand with a 8 card suit **or** a 7 card suit + a Void or 2 Singletons, the Formula for the 1st step **CP** answer changes to:

$$\mathbf{CP = 4*B\# - 2, \text{ along with 5 EQ}}$$

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

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

No other bridge system in the world can do it !!

With a balanced hand or with 5-6 card Basic suit **or** 5/5 bi-color (in both 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 will directly show you how many steps to make for the answer:

The 1st step answer shows $CP = 4*B\# + 2$ along with 3 EQ

The 2nd step answer shows $CP = 4*B\# + 4$ along with 2 EQ

The 3rd step answer shows $CP = 4*B\# + 6$ along with 1 EQ

The 4th step answer shows $CP = 4*B\# + 8$, no EQ, no S / V

If you cannot ask your partner for CP, with 5-6 card Basic suit, no Void **or** 5/5 bi-color (in both cases without a Void), but you know the partner's B#, you may expect your partner to have CP equal to the 2nd step answer, i.e.,

$$\mathbf{CP = 4*B\# + 4 \text{ along with 2 EQ}}$$

对于具有 8 张花色或 7 张花色 + 一张空牌或 2 张单牌的手牌，第一步 CP 答案的公式将更改为：

$$CP = 4 * B\# - 2, \text{ 以及 } 5 \text{ EQ}$$

在所有情况下，对于接下来的任何步骤，答案都会将 CP 提高 2 并将 EQ 降低 1。

这样，你就能发现所有
仅用 1 个问题 - 1 个答案即可获得合作伙伴的最高荣誉！

世界上没有其他桥牌系统可以做到这一点！用平衡
的手牌或 5-6 张基本花色或 5/5

双色（两种情况下都没有虚空），在回答 CP 之前，丢弃
 $CP = 4 * B\#$ ，然后将剩余的 CP 除以
2，结果将直接显示您需要进行多少步才能得到答案：

第一步答案显示 $CP = 4 * B\# + 2$ 以及 3 EQ

第二步答案显示 $CP = 4 * B\# + 4$ 以及 2 EQ

第三步答案显示 $CP = 4 * B\# + 6$ 以及 1 EQ

第四步答案显示 $CP = 4 * B\# + 8$ ，无 EQ，无 S / V

如果您无法向搭档询问 CP，并且您的搭档有 5-6
张基本花色，没有空位或 5/5

双色（两种情况下都没有空位），但您知道搭档的
B#，那么您可以预期您的搭档的 CP 等于 2nd
步骤答案，即，

$$CP = 4 * B\# + 4 \text{ 以及 } 2 \text{ EQ}$$

With 5-6 card Basic suit + Void **or** with 7 card Basic suit, no Void or 2 Singletons, before you answer for CP, discard $CP = 4*B\# - 2$, then divide the rest of your CP by 2, and the result will directly show you how many steps to make for the answer:

The 1st step answer shows $CP = 4*B\# + - 0$ with 4 EQ

The 2nd step answer shows $CP = 4*B\# + 2$ along with 3 EQ

The 3rd step answer shows $CP = 4*B\# + 4$ along with 2 EQ

If you cannot ask your partner for CP, with 5-6 card Basic suit + Void or with 7 card Basic suit, no Void, no 2 Singletons, but you know the partner's **B#**, you may expect your partner also to have **CP** equal to the 2nd step answer, i.e.,

$$CP = 4*B\# + 2 \text{ along with 3 EQ}$$

With 7 card Basic suit + Void or 2 Singletons **or** with 8 card Basic suit, no V / 2 S, before you answer for CP you must discard $CP = 4*B\# - 4$

The 1st step answer shows $CP = 4*B\# - 2$ along with 5 EQ

The 2nd step answer shows $CP = 4*B\# + - 0$ along with 4 EQ

The 3rd step answer shows $CP = 4*B\# + 2$ along with 3 EQ

If you cannot ask your partner for CP, 7 card Basic suit + Void or 2 Singletons or with 8 card Basic suit, no V / 2 S, but you know the partner's **B#**, you may expect your partner also to have **CP** equal to the 2nd step answer, i.e.,

$$CP = 4*B\# \text{ along with 4 EQ}$$

使用5-6张基本牌+空牌或7张基本牌、无空牌或2张单张牌时，回答CP之前请先弃掉CP

$$= 4 * B\# - 2,$$

然后将剩余的CP除以2,直接就能看到需要几步来回答:

第1步答案显示 $CP = 4 * B\# + - 0$ 且有4个等价答案

第2步答案显示 $CP = 4 * B\# + 2$ 且有3个等价答案

第3步答案显示 $CP = 4 * B\# + 4$ 且有2个等价答案

如果你无法问你的伙伴CP,使用5-6张基本牌+空牌或7张基本牌、无空牌、无2张单张牌,但知道伙伴的B#,你可能期望你的伙伴

也有等同于第2步答案的CP,即

$$CP = 4 * B\# + 2 \text{ 且有 3 个等价答案}$$

使用7张基本牌+空牌或2张单张牌,或8张基本牌、无空牌/2张单张牌时,在回答CP之前你必须弃掉 $CP = 4 * B\# - 4$

第1步答案显示 $CP = 4 * B\# - 2$ 且有5个等价答案

第2步答案显示 $CP = 4 * B\# + - 0$ 且有4个等价答案

第3步答案显示 $CP = 4 * B\# + 2$ 且有3个等价答案

如果您不能要求您的合作伙伴进行CP,7卡基本套装+空缺或2个单身或8卡基本套装,没有V / 2 S,但

您知道合作伙伴的B#,您可以期望您的合作伙伴也有与2nd步答案相等的CP,即

$$CP = 4 * B\# \text{ 加上 } 4 \text{ EQ}$$

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

The 1st step answer shows $CP = 4*B\# - 4$ along with 6 EQ

The 2nd step answer shows $CP = 4*B\# - 2$ along with 5 EQ

The 3rd step answer shows $CP = 4*B\# \pm 0$ along with 4 EQ

If you cannot ask your partner for CP, 7 card Basic suit + Void or 2 Singletons or with 8 card Basic suit, no V / 2 S, but you know the partner's B#, you may expect your partner also to have CP equal to the 2nd step answer, i.e.,

$$CP = 4*B\# - 2 \text{ along with 5 EQ}$$



To make 3 NT you will need $PL \geq 4.0$ & 22+ CP

To make 4 HE or 4 SP you will need $PL = 3.5$ or $PL \geq 4.5$ & 22+ CP

NOTE: NEVER play 4 HE or 4 SP with an exact Play Level (PL) = 4.0 if you do not have a Singleton or a Void, play 3NT instead !

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

To make 5 CL or 5 DI you will need $PL \geq 5.0$ & 28+ CP !

与8张基础牌 + V / 2 S，在回答 CP 之前，您必须丢弃
 $CP = 4 * B\# - 6$

第1步答案显示 $CP = 4 * B\# - 4$ 以及 6 EQ

第2步答案显示 $CP = 4 * B\# - 2$ 以及 5 EQ 第3步答案显示
 $CP = 4 * B\# + - 0$ 以及 4 EQ

如果您无法询问您的伙伴 CP，有7张基础牌 +
虚张声势或2个单牌或有8张基础牌，没有 V / 2 S，但
您知道合伙人的
B#，您可以期望您的合伙人也有等于第2步答案的 CP，即

$CP = 4 * B\# - 2$ 以及 5 EQ



要打3 NT，您需要 $PL \geq 4.0+$ 和 $22+ CP$

要打4 HE 或 4 SP，您需要 $PL = 3.5$ 或 $PL \geq 4.5$ 和 $22+ CP$

注意：如果您的牌力值(PL)正好为4.0，且没有单牌或虚张
声势，切勿打4 HE 或 4 SP，请

3NT改用！

那个区域是FP百慕大三角，你的合同会沉没！！

要完成5CL或5DI必须实现 $PL \geq 5.0$ 和 $28+ CP$ ！

To make a **small SLAM** in a suit, you must have $PL \geq 6.0$ & 32+ CP

To make a small SLAM in NT, you must have $PL \geq 5.5$! & 34+ CP

NOTE: Never play a SLAM with $PL = 6$ & 30 CP only !

NOTE: A small SLAM is possible even with 30 CP when you have a side card suit with all 3 TOP Honors or **2 good FITs** or if you have **1 good FIT + 1 Super Fit of 10+ Trumps with both Controls.**

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

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

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

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



要想在套装中进行小型 SLAM，你的 PL 必须 ≥ 6.0 且 CP 必须为 32+

要在 NT 中进行小型 SLAM，您必须具有 PL ≥ 5.5 ! & 34+ CP

注意：切勿仅使用 PL= 6 和 30 CP 玩 SLAM!

注意：即使 30 CP，也可以实现小 SLAM，当您有一张包含全部 3 张 TOP Honors 或 2 张良好 FIT 的边牌，或者您有 1 张良好 FIT + 1 张包含 10+ 王牌的超级 FIT，并且包含两张控制牌。

要获得大满贯，您必须严格拥有 PL ≥ 7.5 和 36 或 40 CP（而不是 38，因为 38 在物理上是不可能的，必须立即降低到 34 CP! ）

注意：36 CP（全部 4 张 A）2 张良好 FIT（全部为 TOP Honors）或 1 张良好 FIT + 1 张 10+ 王牌超级 FIT（两张 Controls）可实现大满贯。

如果你的伴侣直接向你询问你的控制措施（在询问您的确切 B#）使用公式计算：

$B\# = \text{任意 CP} / 4 - 1$ ，其中任意 CP = 真实 CP + 伪 CP



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

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

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

B# HCP	B# ... HCP	B# ... HCP
-1.5 = ~ 2	1.5 = ~12.....	4.5 = ~21
-1.0 = ~ 4	2.0 = ~13	5.0 = ~22
-0.5 = ~ 5	2.5 = ~15	5.5 = ~24
0 = ~ 6	3.0 = ~16	6.0 = ~25
0.5 = ~ 8	3.5 = ~18	6.5 = ~27
1.0 = ~ 10	4.0 = ~19	7.0 = ~28

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

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

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

No license is needed for the use Fp in domestic Tournaments.

下表显示了

HCP 和 Fp B#s (由 Aleksander Dulevski 先生提供)。

它只在你计划玩NT Contract的时候有用！注意HCP的算术级数，每3个HCP就会上升。

对于任何 1.0 Fp 计数以便于记忆！

B#	HCP	B#	...	HCP	B#	...	HCP	-1.5 = ~2
.....	1.5 = ~12			4.5 = ~21				
-1.0 = ~4		2.0 = ~13		5.0 = ~22				
-0.5 = ~5		2.5 = ~15		5.5 = ~24				
0 = ~6		3.0 = ~16		6.0 = ~25				
0.5 = ~8		3.5 = ~18		6.5 = ~27				
1.0 = ~10		4.0 = ~19		7.0 = ~28				

注意：表中显示的 HCP 适用于平衡牌（无 5 张牌花色，无 Fp 的 Singleton 要求）。

如果你坚持要知道你的 HCP

对于轻微到模糊的不平衡手，预计 1 HCP 比

所示的 HCP。如果手部不平衡，预计会比所示的 HCP 少 2-3 个 HCP。

请记住，B# = 1.0 ~ 10 HCP 适用于平衡手牌（无 5 张牌套装，无 Singleton by Fp 要求） & B# = 1.0 ~

9 HCP 适用于不平衡的手，能够非常快速地找到任何 B# 的 HCP。

在国内锦标赛中使用 Fp 不需要许可证。

A license is necessary ONLY for the right of the bridge players for using Force Point bridge system in International Pair or Team Tournaments:

\$26.10 for a **pair license** (respectively x2, x3 or x4 for Teams of 4, 6 or 8 players) at <http://force-point> via **PayPal** (tax included, no hidden fees)

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

The data file is now 92.5 MB and in my opinion, it has reached 99% of the necessary fulfillment. The last 2.5 MB will be for CPA answers & the TOP Honors' colors.

No license is needed for domestic Pair or Team Tournaments.

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

<http://force-point.com>

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



仅桥牌选手在国际双人或团体锦标赛中使用 Force Point 桥牌系统的权利需要许可证：

一对许可证价格为 26.10 美元（Teams 分别为 x2、x3 或 x4）（4、6 或 8 名玩家）通过 PayPal 在 <http://force-point> 购买（含税，无隐藏费用）

配对许可证包含 2 本 Fp Bidding System 电子书 - 最新 7th 最终版的 “Slam after

《Slam with Force Point》包含两本电子版书籍，其中包含 Sysnotes

计算机程序，可在您上网时使用，包含在包含所有 Fp 程序和文件的文件夹中，无需安装。许可证包含 Sysnotes 数据文件在 Google Drive 的终身免费升级，该文件包含几乎所有可能的 Fp 叫牌序列。

数据文件现在有 92.5 MB，我认为已经达到了必要要求的 99%。剩下的 2.5 MB 将用于 CPA 答案和 TOP Honors 的颜色。

国内双人或团体锦标赛无需许可证。

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

<http://force-point.com>

通过谷歌搜索：force-point-system@force-point-bridge.com



BASIC INFORMATION

Fp uses contract tricks in both hands (the tricks over the initial 6 tricks which are not counted in the 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 supplies 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 that are made intentionally for easier memorization.

Fp Bidding Mechanism

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

基本信息

Fp通过合约取牌技巧(在最初6手不计入桥牌游戏中的取牌数量)高精度地找到游戏的玩牌水平(PL)。我们称玩家的合约取牌数为基础数(B#)。两手B#的总和提供游戏的玩牌水平(PL)适合牌型

在经过不超过2次负面调整和2次正面调整(如果有的话)后。您会发现有一些重复解释,这是有意为之以便于记忆。

Fp叫牌机制

使用开标展示您的B#(合约取牌数)范围和整体形状(平衡型或半平衡型,5+张长牌型或双花色)

当您有任何一种5+张基本牌型,您的伙伴作为Quest使用边界叫牌(包括DBLD/RBDL)并通过SCOR-SCOR公约要求回答:

前3步的回答适用于5或7张基本牌型,其次是形状、颜色或等级的副牌(在下一轮中继中,您将能够显示基本牌型的确切长度以及您第二长的牌型,从而揭示您的确切

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 of 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 suits with a Void or S+V).

Pay attention that with any 6, 7 or 8 card Basic suits, after you have shown 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).

If you showed B(4.5)+ strength, with **RANK** side suits, **by using exactly the 6th step of SCOR-SCOR, you will directly show that you have a Void or S+V (Singleton + Void) suit(s).** If a new **Relay** appears, you may show your 2nd longest suit (the exact shape) naturally or semi- naturally. If you hold below B(4.5) strength, **using the 6th step of SCOR-SCOR shows 6 or 8 card Basic suits, and on a new Relay, the 1st step answer, like usual, is reserved for a V or S+V, so one more Relay must be used for revealing the exact distribution (shape).**

分布, 除非您使用第一步的答案,
该答案仅保留给 7 张牌的洗牌)。

下面 3 步是针对 6 或 8 张基本洗牌,
分别有形状、颜色或等级方面的附加信息。
您将能在下一个中继中显示您的基本洗牌的确切
长度以及您的第二长洗牌,
这将向您的搭档透露您的准确分布,
除非您使用第一步的答案, 该答案仅保留给 6 或 8
张洗牌
带有空缺或单一 + 空缺)。

请注意, 对于任何 6、7 或 8 张的基本洗牌, 在您显示
了您的形状或颜色方面的附加洗牌(并且一个新的中继
使用了一个新的中继)之后, 第一步
答案始终保留给空缺或单一+空缺,
因此必须使用另一个中继来揭示确切的分布(形状)。

如果您显示了 B(4.5)+ 的强度, 并使用等级
方面的附加洗牌, 通过使用 SCOR-SCOR 的第 6 步,
您将直接显示您有一个空缺或单一+空缺洗牌。如
果出现新的中继, 您可以自然或半自然地显示您的
第二长洗牌(准确形状)。如果您

持有低于 B(4.5) 的强度, 使用 SCOR-SCOR 的第 6
步显示 6 或 8 张的基本洗牌, 而在新的中继上,
第一步答案通常是保留给空缺或单一+空缺, 因此
必须使用另一个中继来揭示准确的分布(形状)。

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 step) directly in your 2nd longest suit, thus showing your exact shape immediately.

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

It is 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 by 0.5 for a step.

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

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

注意：如果你实力不强 ($B\# < 3.5$)，并且不知道任务是否强大，在询问整体形状 (SCOR - SCOR 接力赛) 时，使用第 7 个

6张或8张基本花色+RANK边花色的步进答案，无空牌。在下一次接力赛中，请出示你第二长的花色（形状完全相同），除非你使用第一步答案，第一步答案仅适用于6张或8张花色且带有空牌或S+V的花色。

注意：当您拥有 6 张或 8 张基本花色 + RANK 副花色，没有虚空，并且您实力强劲 ($B\# = 3.5 - 4$) 或任务证明实力强劲时，在 SCOR - SCOR 接力赛中，直接跳（越过第 6 级台阶）

您的第二长款西装，从而立即展现您的准确身材。

当任务已经发现你的确切分布并且出现新的中继站后：

它适用于精确的 $B\#$ 问题。答案按步骤进行：

第一步的答案确认了你在开局已经显示的最低 $B\#$ ，并且接下来的任何步骤将其增加 0.5。

此后，如果任务旁边出现了新的中继站，则为控制点询问 (CPA)。

在回答之前，请根据您的分布使用适当的公式来丢弃一定数量的 CP：

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

$$\text{CP} = 4 * \text{B\#}$$

then divide the rest of your CP by 2 to find exactly how many steps you must make for answering (or easy said: add 2 CP for any of the next steps)
_or use **the main Formula** for the 1st step answer:

$$\text{CP} = 4 * \text{B\#} + 2 \text{ along with 3 EQ}$$

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

$$\text{CP} = 4 * \text{B\#} \text{ along with 4 EQ}$$

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:

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

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

$$\text{CP} = 4 * \text{B\#} - 2 \text{ along with 5 EQ}$$

3.

1. 当你有 5-6 张基本花色的牌时，没有虚空或 5/5 双色，无虚空弃牌：

$$CP = 4 * B\#$$

然后将剩余的 CP 除以 2，即可准确计算出回答问题需要的步骤数（或者简单地说：为接下来的任何步骤添加 2

CP），或者使用第一步答案的主要公式：

$$CP = 4 * B\# + 2 \text{ 以及 } 3 \text{ EQ}$$

2. 当你有 5-6 张基本花色 + 虚空或 5/5 双色 + 虚空或 7 张基本花色，无虚空：

$$CP = 4 * B\# \text{ 以及 } 4 \text{ 个 EQ}$$

然后将剩余的 CP 除以 2，即可准确计算出回答问题必须采取的步骤数，或者使用第一步答案的公式：

CP = 4 * B# 以及 4 EQ（因为有 7 张牌
套装或虚空）

2. 当你有 7 张基本花色 + V / 2S 或 8
卡牌基本花色，无 V / 2S：

$$CP = 4 * B\# - 2 \text{ 以及 } 5 \text{ EQ}$$

3.

(because of the 7-card suit + the Void **or** the 8-card suit)

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.



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

When the Opponent interferes after your Opening, **the Quest** will use **DBL/ RDBL for a Relay**, and despite 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.



(因为有7张纸牌的套装 + 空白卡或8张纸牌的套装)

那么将剩余的 CP 除以 2,就可以找到您必须采取的确切步骤数来回答,或者使用公式来回答第一步



在对手加价后显示低 B(2 - 2.5) 或高 B(3 - 4) 范围

当对手在您开牌后干扰时,
任务将使用 DBL/RDBL
进行中继,尽管有第二对手出价:

您(开牌者)必须仅显示 B(2 - 2.5) 范围的较低 B# 强度,通过使用联盟
出价(最近一出价之上的第一出价)或
使用后续出价显示 B(3 - 4) 范围的较高 B# 强度,以及您的基本套装的长度和副套装,通过使用 SCOR-SCOR 公约。



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 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).



在用 5 张或 7 张基本花色展示您的边花色后：

如果搭档使用 GF（强制游戏）接力！

（可以是在对手干扰的情况下使用的接力竞标或 Pass 竞标）要求您自然地展示第二长的花色，从而揭示您的确切分布。请不要忘记，第一步答案始终是为 7 张牌保留的

基本款（接下来 5 个步骤的答案将显示您的 5134、5143、5233、5422 或 5044 的确切形状）

如果你已经使用了 7 张基本花色的第一步答案，那么在新的接力赛中，第一步答案再次是保留，这次适用于任何 7042 或 7024 形状。

下一步答案将通过显示第二长的花色或 7222 形状来显示任何 7123、7132、7411 形状的精确分布（始终使用出价基本花色（使用 NT 出价）。



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 step 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 5332 distributions), you **must bid your Basic suit or use NT bid** (which appears earlier and when it is possible) to show 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 3632 or any 3370 shapes) **ALWAYS use NT bid to show 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

在用 6 张或 8 张基本花色展示您的边花色后：

您的搭档可能会使用 GF（强制游戏）接力，要求您自然地展示第二长的花色，从而揭示您的确切分布。

别忘了，第一步答案始终是针对 6 张或 8 张基本花色，且带有空牌或 S+V 的牌。下一步答案将针对任何 6241、6421、6223、6331、8113 或 8221 形状，显示你的第二长花色。

如果您已将第一步的答案用于 6 张或 8 张基本花色，则在新的 Relay 上显示任何 6043 / 6034 / 8032 / 8023 / 8014 / 8041 形状的精确分布。

注意：对于 5 张基本花色，当你不拥有第二长花色（例如，具有任何 5332 分布），您必须出价基本花色或使用 NT 出价（较早出现且尽可能）以在边花色中精确显示 3 乘 3！

对于 6 张或 7 张基本花色，当您没有第二长花色（例如，任何 3632 或任何 3370 形状）时，请始终使用 NT 叫牌来精确显示边花色中的 3 乘 3。

询问者（询问者）的 3NT 叫牌通常是一个绝对结束叫牌，但它也可以像接力叫牌一样使用

the cases when both partners are absolutely 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 absolutely sure that

your partner has a Void or a Singleton in that suit.



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

Before using the **CPA**, the **Quest** **must** calculate the partner's expected **CP** using the formula:

CP = 4*B#+4 to find the total expected **CP** in both hands.

If they are max 30 **CP**, 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



当双方确定游戏的最低玩法水平 (PL) 大于5时
(这很容易通过Fp得知)，或在3级开局时6+/5+时

双色系

4♥和4♠通常也是绝对放弃出价,但如果对手自然出牌使用,或当你确定partner有红桃或梅花的单牌时,它们也可用作继续出价的媒介。

你的伙伴在该花色有梗或者单牌。



如果寻求者发现 $PL \geq 5.5$,则控制点询问(CPA) 是强制的。

使用CPA之前,寻求者必须根据公式计算伙伴的预期CP:

$$CP = 4 * B\# + 4$$

来找出双方手牌的总预期CP。

如果总CP最多为30,寻求者将不会使用CPA

如果没有2个契合+ (或1个超级契合 + 1个不契合)。如果计算的 $CP \geq 32$,寻求者必须使用CPA!

使用PL小于5.5或CP小于30时,
Quest必须使用'Signoff'投标来完成最终合同



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

After **1NT weak** Opening in 1st seat (with B# from 2.0 to 2.5, balanced, no 5+ card suit, no S / V or after **1♣** Opening in the 1st seat – **1♥! (Relay)** - **1NT strong** (with B# from 3.0 to 4.5, balanced, no 5+ card suit, and no S / V) or after **1♣** Opening in 3rd/4th seat, when the partner responds by showing a balanced hand (with B# from 1.0 to 1.5, no 5+ card suit, and no S / V),

The Bidding Mechanism usually allows 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 to 2.5 (after **1NT weak** Opening)

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

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

In this case, Fp uses the conjunction between **HCP** and **B#** to secure **3NT** contract. You can find **the important chart** of the connection between **HCP** & the

在改良斯台曼法中使用 2 NT 叫牌的简单技巧可以明确开叫范围

用一只平衡的手！

在 1 号座位弱开叫 1NT 后 (B# 从 2.0 到 2.5, 均衡, 没有 5+ 牌花色, 没有 S / V 或在 1♣ 开叫后在 1 号座位 - 1♥! (接力) - 强开叫 1NT 后 B# 从 3.0 到 4.5, 平衡, 没有 5+ 牌花色, 也没有 S / V) 或者在第三/第四个座位上 1♣ 开叫后, 当同伴回应显示一手平衡牌 (B# 从 1.0 到 1.5, 没有 5+ 牌花色, 也没有 S / V) ,

叫牌机制通常允许 Quest 通过巧妙的技巧, 使用 2NT 叫牌 (改良斯台曼法) 来发现搭档的准确形状和最高 3NT 级别的实力:

- 消除最低 B# 2.0 至 2.5 (之后 1NT 弱开局)

- 或消除最低 B# 3.0 (在 1♣ - 1♥! (接力赛) 之后) - 1NT 强、平衡

- 或者消除最低 B# 1.0 (在以 1NT 出价回应第 3 或第 4 个座位上的 1♣ 搭档的开叫之后)。

在这种情况下, Fp 使用 HCP 和 B# 之间的连词来确保 3NT 合约。您可以找到 HCP 与

B#s in the "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 the **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, or a 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 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 shown CP to find the Total of your CP.

B#s 在“无特朗普合同”中 - 最盈利”这一电子书章节。

对于 5 到 7 张基本花色的牌，在搭档接力之后，请记住第一步答案（边界叫牌）是为 7 张基本花色保留的。

使用接下来的5个步骤，用5张基本花色，标出你的第二长花色（即花色）。使用NT叫牌，标出任意5332或5440分布（哪个先出现，参见Sysnotes）。

接力赛结束后，如果花色为6张或8张，且有形状或颜色的边花，第一步答案（边界叫牌）将保留给空牌或单张+空牌（S+V）。接下来的5个步骤将展示

您的第二长花色（精确形状）带有 6 张基本花色（使用 NT 出价来显示任何 6223 形状的模糊平衡）。

在这两种情况下，如果你使用第一步的答案显示 7 张基本花色，或 6 张或 8 张基本花色，在下一次接力赛中，自然或半自然地显示第二长的花色（精确形状）。

你的伴侣（Quest），知道你的确切 B# 以及您的确切分布，将知道您丢弃了多少 CP，并将您的步数乘以 2，从而发现您剩余的 CP，然后将丢弃的和显示的 CP 相加以找到您的 CP 总数。

Find your partner's real Queens without asking for them

Paying attention to how many steps you have used to answer for CP, the Quest 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, 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 7-8 card **Basic suit** will provide more than enough free bidding space for the **Quest** to ask for the partner's exact **B#**, thus discovering the exact Game's **Play Level (PL)** On a new **Relay**, the **Quest** will discover the 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, **as if you could see through the back of your partner's card** !

寻找你的伴侣的真正的女王,而不需要询问她们

注意您回答CP时使用了多少步,任务将找到

您的女王的数量,而不需要询问她们:

对于5或6张基本牌suit,没有空档,或5/5双色,没有空档,第1步答案会显示3张等值卡,第2步答案会显示2张等值卡,依此类推...

当对手不干扰时,使用Fp SCOR公约,一种优雅而简单的方式可以显示您最多达3NT的任何5-6张基本牌suit的精确分布,以及最多达4级的任何7-8张基本

牌suit将为任务提供充足的自由竞标空间,从而发现合伙人的确切B#,从而发现确切的游戏玩法级别(PL)。在一个新的中继上,任务将发现合伙人的CP(控制点)以及女王的数量

(不需要询问它们,因为B#、控制权和女王的数量之间存在着很强的关系)。之后,任务可能会询问TOP荣誉的花色!

这将让你想象出合伙人的分布和TOP荣誉的位置,就好像你能透过合伙人的牌背看到一样!

Double Dummy Bidding before you decide on the 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



The SCOR – SCOR answers are by steps

After 1♣ Opening & 1♥ Relay!

1♠ = strong B(4.5)+, any shape (not a SCOR answer)

1NT = strong B(3 – 4.5), balanced (not a SCOR answer)

NOTE: The above 2 bids are not SCOR – SCOR answers. They are for a strong hands only (any shape or balanced respectively) & 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.

双哑人投标在您决定最终合同之前！
最终合同！

Fp投标机制在您熟悉SCOR - SCOR公约之前可能看起来很困难,所以很重要要很好地理解它



SCOR - SCOR答案是分步进行的

1♣开场 & 1♥中继后！

1♠ = 强 B(4.5)+,任何形状(不是SCOR答案)

1NT = 强 B(3 - 4.5),均衡(不是SCOR答案)

注意: 上述2个投标不是SCOR - SCOR答案。
它们是针对强手只(任何形状或均衡分别)&
仅在1♣开场后使用

2♣ = SCOR的第一步答案 -

SCOR使用B(2-4),会展示5张或7张基本牌 + 附属花色牌形,或任何2227牌型。新的中继会询问张数基本牌是5张基本牌 + 附属花色牌形的确切牌型。

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

The next 4th & 5th step 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 the 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**).

◆ 2 = 第2步答案将显示5或7张基本牌

主牌 + 颜色副牌。需要使用新的中继来显示基本牌有7张或精确形状有5张基本牌 + 颜色副牌。

♥ 2 = 第3步答案将显示5或7张基本牌

+ 等级副牌, 接下来的中继将用于 7 张基本牌或精确形状有 5 张基本牌 + 等级副牌。

第4步和第5步答案将显示6或8张基本牌,
分别带有形状或颜色副牌(在

新的中继中,

第1步答案将保留用于6或8张基本牌带有空档或S+V,

接下来的步骤将用于第2长的牌,

从而揭示准确的分布。在第1步之后,

还需要一次中继来显示准确的形状。

第6步答案也将显示6或8张基本牌,

但这次带有等级副牌 + 空档或S+V (在新的中继中,

开启者将显示第2长的牌, 从而揭示准确的分布)。

注意: 如果开启者的强度还没有

澄清 B(2 - 4), 第7步答案也将显示 6 或 8 张基本牌 + 等级副牌, 但没有空档!

在新的中继中, 开启者将显示第2

最长的套装, 从而揭示了确切的形状(除了第一步将显示 6或8张基本套装+等级+空缺或S+V)。

If the Opener already proved **strong B** 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 always show 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 !

如果开启者已经证明了强 B 从第 7 步开始，开启者将通过跳跃回答进入扩展 SCOR，直接显示第二长的 suit（精确形状）与 6 或 8 张基本 suit + 等级，无空。

答案的最后几步将始终

显示 8 张基本 suit 与任何 8221，但是与开启者的强度相对应的所有不同 B#。

例如：如果你在 B3 到

B4 的范围内，将有 3

个最后一步的答案。第一个将显示 B# =

3，第二个将显示 B# = 3.5，第三个将显示 B# =

4，它们都有相同的 2218 形状分布。

在 1♦ 开启 & 1♥ 中转后，第一步

由 SCOR - SCOR 公约显示基本 suit 有 5 或 7

张的回答将是 1♠。相应地，在 1♥ 开启 & 1♠

中转中将是 1NT，在 1♠ 开启 & 1NT 中转中将是

2♣。

在你的精确形状被揭示后，问题

可能会询问你的精确强度（B#），然后是

CP，从而同时发现你的顶级honor（A + K +

Q）的精确数量和类型，只需回答一个问题—

只能有一个答案！

To find out 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 Control Points (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 to statistically 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.

要想知道如何在不询问对方的情况下知道对方皇后的确切数量，你必须阅读以下 3 个简短的章节：

1. 什么是等价皇后 (EQ) 以及它们隐藏在哪里？
2. 如何在不询问的情况下找到伴侣真正的皇后对他们来说？
3. 如何计算伙伴的控制点 (CP) 和情商 (EQ) 的数量？

对于大多数玩家来说，根据搭档的 B# 知识，计算双方搭档的 B#（合约墩数）总和就足以找到游戏的玩法等级。

通过应用分配和荣誉调整（如果有），您将能够非常准确地选择最终合同。

那些想要从统计上保证任何大满贯赛事（主要是特殊分布和双手 19+ HC P，特别是所有大满贯赛事）的百分比都需要更深入地渗透到 Fp 系统中。

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 surprises even me. It looks like educated people become blind to the simplest things !

Everything finished successfully when I 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 the **SCOR- SCOR** Convention to be able to apply the Adjustments (if any) for the **PL on** the fly by the time of the Bidding.

Partner's **B#** will show to you 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 will be able to discover how many Queens your partner has without asking for them. Then you may ask for the partner's Top Honors and to be able to check if all available **TOP Honors** and their colors are in position for a **SLAM**.

在这种情况下,必须使用独特的 CPA
寻问控制牌(Fp Asking for Controls),这比 RKCB
更好,因为问询能同时发现伙伴所有的最高级别牌(
A + K +

Q) 只需一个问题 - 只有一次答复!

现在很简单,但我现在连 36
年简单算术都觉得吃惊。看来受过教育的人
会对最简单的事物视而不见!

当我发现手牌分布、B#、CP 和 EQ
之间的强烈联系时,一切都顺利完成。

当你知道前 3 个时,就不需要问第 4 个了。

你需要使用 SCOR-SCOR
公约来发现伙伴的确切分布情况
以便在竞标过程中实时进行任何必要的调整。

伙伴的 B# 会告诉你游戏的 PL。当你发现 $PL \geq 5.5$
时,必须询问

伙伴的 CP。这样你就能发现伙伴有多少个女王牌而无
需询问。然后你可以询问伙伴的最高级别牌,并检查所
有可用的最高级别牌及其颜色是否处于制胜 SLAM 的位
置。

Usually, after the 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-year-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 of 3 or more years!



When you discover your partner's exact shape and strength, and apply the adjustments (if any), you have to calculate the final PL. If it is less than 5.5 better directly choose the final contract. If the $PL > 5$, ask your partner for the exact B#, then for the number of the Controls, and even where are the TOP Honors if you want to investigate a GRAND SLAM.

The calculations are for a 7 grader, so the difficult decisions in the game of bridge prove to be a simple arithmetic, not even a math.



通常在对手的猛攻之后,您将无需询问就能计算出搭档的CP,获得非常好的统计结果。

当您计划进行大滚蛋时,询问搭档国王和皇后的花色将有助于您确保合同。顺便说一句,FP只使用7年级学生的基本计算。任何15岁的男孩或女孩只要有玩桥牌的天赋,通过学习FP桥牌系统

就可以在3个月内而不是3年或更长时间内成为一流的桥牌投标专家!



当您发现搭档的确切形状和力量,并进行必要的调整时,您必须

计算最终的PL。如果小于5.5,最好直接选择最终合同。如果 $PL > 5$,请向您的搭档询问确切的B#,然后询问控制的数量,如果您想研究大滚蛋,甚至询问顶级骗子的位置。

计算是为7年级学生准备的,所以在桥牌游戏中做出艰难决定也仅仅是简单的算术,而不是数学。



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

CPA（控制点请求）

你的控制点（CP）的值为：

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

分配性控制（伪控制）在你回答控制点时不会显示，但它们的值为：

Singleton = 4 CP

Void = 6 或 10 CP（当你完全确定没有与同一花色的真实控制有相反重复时为 10）。



总的来说

当两手总共有 32 到 36

CP（包括没有与真实控制重复的伪 CP）且 PL = 6 到 7 时，你将达到小滚子

当两手总共有 36 或 40

CP（包括没有与真实控制重复的伪 CP）且 $PL \geq 7.5$ 时，你将达到大滚子

The missing 38 CP from the chart comes from the fact that 38 CP are not physically available combinations 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 also use 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 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 a minimum **B# = 2.5**. When you know that **B(1.5) = 12 HCP**, to find your partner's

图表中缺少 38 CP 是因为当你按 Fp 要求计算时，38 CP 不是 Aces + King 之间物理上可用的组合，如果你发现两手牌都有 38 CP，这是一个强烈的信号，表明你的重复计数为

真实控制与伪 (S / V) 控制相对。

当你发现双手都有 38 CP 时，你实际上有 34 或 36 CP，因此请立即降低它们。

要做出 3NT，您需要 $PL \geq 3$ 且带有任意 5×3 FIT (4×4 FIT 对您没有帮助) 或两个 5×2 不匹配，且 $CP \geq 22$ 。如果您只有 4×4 FIT，则需要 $PL \geq 4.5$ 才能做出 3NT

注意：对于 3NT 合约，您还必须使用“NT 合约”中的平衡牌型图表 - 最赚钱的章节，比上面的解释还要好。

(感谢 Alexander Dulevsky 先生) !

双手保持平衡 (Fp 要求：不 5+ 牌花色，无空位) 将搭档的 B# 转移到 HCP，只需记住始终将 B1 与 10 HCP 关联，将 B(1.5) 与 12 HCP 关联，并且当 B# 发生 1.0 的任何变化时，分别加/减 3 HCP!

例如：你的搭档向你展示了一手平衡牌，最低 B# = 2.5。当你知道 $B(1.5) = 12$ HCP 时，为了找出你搭档的

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 unbalanced hands, associate B1 with 8 HCP, B(1.5) with 10 HCP, B2 with 11 HCP and B(2.5) with 13 HCP and so on ... and add / subtract 3 HCP for any change of the B# up or down for whole or whole & a half B# respectively !

To make **4 in Major**, you will need a FIT and a **PL $\geq$ 3.5 with CP $\geq$ 24** (including the pseudo CP)

To make **5 in Minor**, you will need a FIT and **PL $\geq$ 5 with CP $\geq$ 28** (including the pseudo CP)

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

Remember that very well !!

To make a **Small SLAM** you will need **PL $\geq$ 6 and CP $\geq$ 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 $\geq$ 7.25 and 36+ CP**

最小HCP，您需要再加3HCP

从B(1.5)到B(2.5)增加1.0，所以您的合作伙伴有15 HCP。

对于不平衡的手牌，将B1与8HCP、B(1.5)与10HCP、B2与11HCP和B(2.5)与13HCP等等相关联...

并且对于每个B#的变化加/减3HCP

整数或整数加半个B#的上下变化!

要打4分大牌，您需要有配牌和至少3.5分的牌力，并且总点数大于或等于24分(包括虚拟点数)

要打5分小牌，您需要有配牌和至少5分的牌力，并且总点数大于或等于28分(包括虚拟点数)

非常重要的注意事项:要打5分小牌，您必须拥有至少28分的总点数(包括虚拟点数),即使牌力不太重要!

一定要记住这一点!!

要打小满贯,您需要至少6分的牌力和32分的总点数(如果您有2个非常好的配牌或超级配牌加2个不配的5分,并且都有2个控制分,则可以为30分)

要创造一个大满贯,你需要 $PL \geq 7.25$ 以及 $36+CP$

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 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 stays intact:

$$CP = 4*B\# + 2, \text{ so}$$

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)

控制点查询(CPA)步骤答案

有平衡手牌或5-6张基牌

或5/5双色牌(无一张庞大牌)，在您回答CP之前，丢弃 $CP = 4 * B\#$ ，然后将剩余的CP除以2，结果会直接告诉您答案需要几步。

注意:要找出在回答CP之前根据您的分布需要丢弃多少CP,请注意以下几点:

1.单牌(如果有)不会改变任何事情,所以
1st步控制点(CP)答案的主要公式保持不变:

$$CP = 4 * B\# + 2, \text{所以}$$

第1步答案会显示 $CP = 4 * B\# + 2$,加上
3 EQ

第2步答案会显示 $CP = 4 * B\# + 4$,加上2 EQ

第3步的答案将显示 $CP = 4 * B\# + 6$ 以及 1 个等式

第4步的答案将显示 $CP = 4 * B\# + 8$ ，没有等式
(没有真正的女王，没有主语/谓语)

2. With 2 Singletons or a Void (if any) or with a 7 card suit, no S / V, lower your CP by 2, so before you show your Controls you must discard 2 & the Formula for the 1st step answer changed to:

$$CP = 4 * B\#$$

and **the 1st step** answer will show $CP = 4 * B\#$
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 4 & the Formula for the 1st step answer changed to:

$$CP = 4 * B\# - 2, \text{ so}$$

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**

2. 使用2个单身牌或任意一个空牌(如有)或7牌花色,无短牌/长牌,降低2点'控制点',因此在展示你的控制牌之前必须弃置2张牌,且第一步答案的公式改为:

$$\text{'控制点'} = 4 * B\#$$

第一步答案将显示'控制点' = $4 * B\#$
再加上4个等号

第二步答案将显示'控制点' = $4 * B\# + 2$
再加上3个等号

第三步答案将显示'控制点' = $4 * B\# + 4$
再加上2个等号

第四步答案将显示'控制点' = $4 * B\# + 6$
再加上1个等号

3. 使用7牌基本花色+空牌或2个单身牌或使用8牌基本花色,无长牌/2个短牌,降低4点'控制点',所以在显示您的控件之前,您必须丢弃4个部分以及1st步骤答案的公式已更改为:

$$CP = 4 * B\# - 2, \text{ 所以}$$

第1步答案将显示 $CP = 4 * B\# - 2$
以及5个等式

第2步答案将显示 $CP = 4 * B\# + - 0$ 以及4个等式

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 + Void or 2 Singletons or with 9 card Basic suit, no V / 2S lower your CP by 6, so before you show your Controls you must discard 6 & the Formula for the 1st step answer changed to:

$$CP = 4*B\# - 4, \text{ so}$$

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 **3rd 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**



第3步答案将显示 $CP = 4 * B\# + 2$, 附带3 EQ

第4步答案将显示 $CP = 4 * B\# + 4$, 附带2 EQ

4. 有8张基本套牌 + 空缺或2单张, 或有9张基本套牌, 无V/2S将你的CP降低6,
所以在展示你的Control之前, 你必须丢弃6张, 并且第1步答案的公式已改变:

$CP = 4 * B\# - 4$, 所以

第1步答案将显示 $CP = 4 * B\# - 4$
附带6 EQ

第2步答案将显示 $CP = 4 * B\# - 2$, 附带5 EQ

第3步答案将显示 $CP = 4 * B\# + - 0$, 附带4 EQ

第4步答案将显示 $CP = 4 * B\# + 2$, 附带3 EQ



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 – Scor

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

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

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 omitted King's suit

3 Queens - bid naturally the omitted Queens' suit

首荣获者的颜色

荣誉组合优先答复:

一对或三条

2个国王 - 用SCOR显示

国王+女王 - 用SCOR显示, 但如果它们在同一花色, 则使用SCOR的第4步 - 得分

—

国王+A - 用SCOR显示, 但如果它们在同一花色, 则使用SCOR的第4步 - 得分

—

A+女王 - 用SCOR显示, 但如果它们在同一花色, 则使用SCOR的第4步 - 得分

—

国王+女王+A - 首先用SCOR显示国王+女王, 然后用SCOR显示国王+A

2个女王 - 用SCOR显示

3个国王 - 自然竞标漏过的国王花色

三女王 - 自然出价被遗漏的女王套装

1 King – show it naturally

1 Queen – show it naturally

2 Aces - show them by SCOR

3 Aces - bid naturally the omitted Aces' suit

1 Ace – 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**



1 国王 – 自然地展现它

1 皇后 – 自然地展现它

2 A牌 - 通过SCOR展现它们

3 A牌 - 自然地出价缺失A牌的花色

1A牌 – 自然地展现它

注意: 如果你只有一个单王,就不要展示它的花色!你的伙伴已经知道它在哪里了!

如果你有3个国王(其中1个是单王),使用
'2 of a kind'回应来展示2个非单王国王的花色,通过SCOR



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

Any holding you have with the value of the real Queen which is 0.5 is an Equivalent Queen (EQ)

- 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 combination consists 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 = $11 - 10 = 1 \text{ EQ} * 0.5$

6/6 bi-color consists of 2 EQ = $12 - 10 = 2 \text{ EQ} * 0.5$

7/5 bi-color consists of 2 EQ = $12 - 10 = 2 \text{ EQ} * 0.5$

7/6 bi-color consists of 3 EQ = $13 - 10 = 3 \text{ EQ} * 0.5$

8/5 bi-color consists of 3 EQ = $13 - 10 = 3 \text{ EQ} * 0.5$



翻译

它们藏在哪里？

任何你持有的牌面价值等于真实Queen的0.5的牌都是等价Queen(EQ)

- Queen = 1 EQ = 0.5个中计
- 单牌(除单牌King外)由1个EQ构成
- void由1个EQ构成
- 平衡手中2张或更多被遮盖的Jack = 1 EQ = 0.5
- 单牌Ace由1个EQ = 0.5构成
- Ax + Ax组合各由1个EQ = 0.5构成
- 3个双牌(最多1个Ace,没有其他TOP)
在它们中=荣誉)有1 EQ = 0.5

注意:使用双色情况下,计算EQ,
使用公式: $n-10$,其中'n'是两种双色色码的总和.

$$6/5 \text{ 双色有 } 1 \text{ EQ} = 11 - 10 = 1 \text{ EQ} * 0.5$$

$$6/6 \text{ 双色有 } 2 \text{ EQ} = 12 - 10 = 2 \text{ EQ} * 0.5$$

$$7/5 \text{ 双色有 } 2 \text{ EQ} = 12 - 10 = 2 \text{ EQ} * 0.5$$

$$7/6 \text{ 双色有 } 3 \text{ EQ} = 13 - 10 = 3 \text{ EQ} * 0.5$$

$$8/5 \text{ 双色有 } 3 \text{ EQ} = 13 - 10 = 3 \text{ EQ} * 0.5$$



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 + 1 pseudo) !
Your B# = 3.5 (not B4) with 5 card Basic suit + a Singleton. 1st show your King naturally, then the omitted suit (♠ suit), where you do not have Queen).

让我们练习

假设你的手牌是: AKxxx xxx Axxx x B# =

2.5,有5张基本花色和一张单张牌。

有'两张同样的牌',即两张A,但因为低优先级的Fp,最终会(与你的伙伴讨论)请求他们的花色,在检查国王的花色后(答复可能是自然的或半自然的(在NT中,如果中继在你的国王所在的花色))

在5♣中继bid

5♠显示你有♠的国王,如果出现新的5NT中继,bid 6♣ = SHAPE王牌的第一步答复

假设你的手牌是: AQx AKxxx xx xxx

B(2.5),平衡分布(5张花色,无单张,无长缺),同类牌是K♥和Q♠。在5♣中继后用第三步答复5♠来显示你有主牌或次牌K+Q。

观察他的牌,探寻者大多数情况下都能发现他们的花色。

假设你的手牌是: x Qxxxx AKQx AQx

小心,你有4张等值皇后(3张真皇后+1张假皇后)!

你的B#=3.5(不是B4),有5张基本花色和一张单张牌。先自然地展示你的国王,然后是被忽略的花色(你没有皇后的那个花色)。

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 omitted suit (♣ suit), where you do not have Queen) and if 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

如果你的手牌是: ♠Q ♥Qxxxx ♦AKQx ♣Axx
你的平衡指数 = 3.5, 有5张主牌和一张单牌。

首先自然地展示你的King, 然后'两人一对'是♥
+ ♦. 它们是同花, 所以使用第二步SCOR.
Fp从不展示单牌的颜色!!

现在假设, 你的手牌是: KQx AQx AQxxx xx

平衡指数 =
3.5, 模糊的平衡(5张同牌, 没有单牌, 没有缺牌)

首先自然地展示你的King, 然后省略的牌
(同牌), 你没有Queen) 如果有新的中继, 用SCOR展示'
两人一对'的Aces。

当你有2个K + 2个Q时, 首先用SCOR展示
国王的颜色, 如果有新的中继(如果有), 再用SCOR展示
女王的颜色(除非你有2个RANK国王+
2个女王)。下面解释了例外情况:

当你有2个RANK国王+
2个女王时, 必须同时展示。

SCOR第三步通常是针对2个RANK国王, 也会
显示2个SHAPE女王

SCOR第四步将再次显示2个RANK国王, 但现
在是与2个COLOR女王

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 !



SCOR 第 5 步将再次显示 2 RANK
国王，但现在有 2 个 RANK 皇后

当您拥有 2K + Q 时，SCOR 的第一步将显示国王的颜色，并在新的接力赛（如果有）上自然显示皇后的颜色。

当你有 K + 2Q 时，SCOR 的第一步将自然地显示国王的颜色（豁免！）并在新的接力赛中（如果有）显示两个皇后的颜色。

当您拥有 K + Q 时，通过 SCOR 显示国王的颜色 + 皇后的颜色，但如果它们属于同一花色，则使用第 4 步。

当您有 A + K 时，按 SCOR 显示国王的颜色 + Ace 的颜色，但如果它们是同花色，则使用第 4 步。

当你有 A + Q 时，用 SCOR 显示 A 的颜色 + Q 的颜色，但如果它们都是一套西装。

永远不要怀疑你的同伴是否理解你的答案。回答时只需遵循 Fp 要求即可！

其余的是你的伴侣的责任！



Find out where the hidden EQ are

♠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, not 4)

♠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, not 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

找出隐藏的 EQ 在哪里

♠AKQxx ♥KQx ♦xx ♣Qxx → 3 EQ，没有隐藏的 EQ，真正的皇后 (B# = 3)

♠AKxxxxx ♥KQx ♦Qx ♣x → 4 EQ，长花色第 7 张牌中隐藏 1 EQ + 单张牌中隐藏 1 EQ + 2 张真 Q (B# = 3.5，而不是 4)

♠AKQxxxxx ♥Kxx ♦Qx ♣ → 6 张 EQ，长花色第 7 张和第 8 张牌中各有 2 张隐藏的 EQ + 虚空中各有 2 张隐藏的 EQ + 2 张真正的 Q (B# = 4，而不是 4.5)

注意：当您有 B(0) 或 B(0.5) 并且您的搭档使用 CPA 并向您询问 CP

时，两种情况下的第一步答案相同，并显示 4 CP = 1 K，第二步答案将显示 6 CP = 1

Ace，第三步答案将显示 8 CP = 2 K

区别在于 EQ 的数量：

使用 B(0)，您的 CP 第一步答案将显示 1 King + 2 EQ，第二步将显示 1 Ace + 1 EQ，第三步步骤将显示 2 个国王，无 EQ

使用 B(0.5)，您的 CP 第一步答案将显示 1 King + 3 EQ，第二步将显示 1 Ace + 2 EQ，第三步将显示 2 King + 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** has 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



注意: B(-)时, 第1步会显示0国王, 可能有2张EQ,
第2步会显示1国王, 可能有1张EQ,
第3步会显示1个A, 没有EQ

如果任务已发现所有CP、EQ, 所有'双'
和单独的最高位数, 仍有空间可竞标,
那么任务可以使用最后一个中继,
要求您提供您最长牌色中(J +
T)的组合(请与您的搭档商量)。

按步骤回答:

- 第1步回答是否定的
- 第2步 = 最长牌色中的J
- 第3步 = 最长牌色中的J + T



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:**

$$0.5 * (\textcolor{blue}{n} - 6),$$

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

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

$$0.5 * (\textcolor{blue}{m} - 10),$$

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



Force Point(Fp)公式

针对7+牌长单花色或6+/5+双花色升档B#的公式

对于7+牌(单手)可使用以下公式升档您的B#:

$$0.5 * (n - 6),$$

其中'n'为长牌花色的牌数(如果是6张,则不加任何内容)

对于任何5+/5+双花色,升档您的B#可使用公式:

$$0.5 * (m - 10),$$

其中'm'为双花色牌数之和(如果是5/5双花色,则不加任何内容)



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

NOTE: EQ = everything that counts as 0.5

The maximum 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 asks 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.



发现最大数量的公式

第一步双色CP答案中的等同王后(EQ)

注意：EQ = 所有算作0.5的情况

第一步CP答案的最大EQ数是： $n-6$ ，其中'n'是双色花色的牌总数(请记住这一点)

例如：

假设你持有6/5双色，探险者问你CP。你的第一步CP答案=

$4*B\# - 2$ ，加上 $(11 - 6) = 5$ EQ。

如果你持有6/6双色，你的第一步CP答案=

$4*B\# - 4$ ，加上6 EQ。



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 should overcall 1NT

You hold: ♠AKx ♥Kxxx ♦AKxx ♣Qx

Prove that your $B\# = 4.5$ and explain to yourself why you should open 1♣

You hold: ♠Axx ♥Kxxx ♦AKxx ♣xx

Prove that your $B\# = 3$ and explain to yourself why you should open 1NT

You are South & hold: ♠AKQxx ♥A ♦KQxxxx ♣Q

Prove that your $B\# = 5.5$ and explain to yourself why you should open 1♣

You are South & hold: ♠AKxxx ♥A ♦KQxxxx ♣Q

Prove that your $B\# = 5.0$ and explain to yourself why you should open 3♦

You are Vulnerable & hold: ♠AQxxx ♥xxxxx ♦AQ ♣x

Prove that your $B\# = 2.0$ and explain to yourself why you should open 2♥ ; Hint !: 5 card suit without Top Honor

让我们锻炼一下

您位于东方并持有：

♠AKx ♥KQxx ♦Qxxxx ♣xx

北家开叫1♦。证明你的B# = 2.5，并解释为什么你应该争叫1NT。

你持有：♠AKx ♥Kxxx ♦AKxx ♣Qx

证明你的 B# = 4.5，并解释为什么你应该开 1♣

你持有：♠Axx ♥Kxxx ♦AKxx ♣xx

证明你的 B# = 3，并解释为什么你应该开 1NT

您位于南方并持有：♠AKQxx ♥A ♦KQxxxx ♣Q

证明你的 B# = 5.5，并解释为什么你应该开 1♣

你是南方并持有：♠AKxxx ♥A ♦KQxxxx ♣Q 证明你的 B# = 5.0 并向自己解释为什么你应该打开 3♦

你很脆弱并持有：♠AQxxx ♥xxxxx ♦AQ ♣x 证明你的 B# = 2.0 并向自己解释为什么你应该开 2♥；提示！：没有顶级荣誉的5张牌套装

Before we prepare for the Bidding

Board 1

Dealer North. Neither Vulnerable

WEST

♠1095

♥K65

♦Q109

♣9763

EAST

♠J8432

♥AQ3

♦2

♣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



在我们准备竞标之前

牌局1

庄家北,双方非对手

西

♠1095

♥K65

♦Q109

♣9763

东

♠J8432

♥AQ3

♦2

♣AKQ4

1♦为北方的开标出

2+平衡或3.5+任何形状

为南方的出标

1NT为负数,任何形状/-0.5-0任何平衡

注意:1♥出标将是询问询问力量和整体形状的中继
为北方的出标

2♣ = B(3.5)+, 转告!询问总体构型 PASS =
南家的出bid

2♦ = B(-1)或更小, 任意构型 / B(-0.5到0), 任意
包括虚拟的均衡(无5+张长牌, 无长色) PASS =
北家的出bid

2♠ = B(3.5), 5+♠,
自由出bid 通过



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 has **B(-), Negative**.

You may have difficulties making the contract on
 calculated **PL** because of miscommunication problems.

Board 2

WEST

♠5
 ♥AQ65
 ♦J643
 ♣A652

EAST

♠QJ3
 ♥KJ3
 ♦KQ98
 ♣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

虽然最小PL可能等于 $B(3.5)+B(-0.5)=3.0$ ，但当你的伙伴有 $B(-)$ 负值时，请不要将游戏提升至最高等级。

由于沟通障碍，你可能在计算PL的情况下遇到完成合约的困难。

Board 2

WEST

♠5

♥AQ65

♦J643

♣A652

EAST

♠QJ3

♥KJ3

♦KQ98

♣KQ7

西方庄家,双方无赔率

北方出价 1♠ 如果可能的话,南方升至 2♠ 如果可能的话

2♦ = $B2+$,任何4441准平衡,12+ HCP 停留 = 北方出价

2♥ = $B(1.5)+$, RF 中继!

停留 = 南方出价

2♠ = $B(2 - 2.5)$ 的首步答复,无赔率 / $B(2.5)+$, 有赔率,任何4441,弱

2NT = 注意! $B2+$!! 请询问具体形状

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

在那次投标之后,对手一直被动

3♥ = B(2 - 2.5), 无VUL / B(2.5)+, VUL, 1444
确切形状

思考!

最小PL = B2+ B(2.5) + 0.5 (因为对方为♠
Q,所以'半好'♠ 单牌) =
4.5,在统计上无法获得小合约游戏。

但对于小合约游戏,最重要的是
双方手牌中CP的数量。如果CP总和是28或以上,
那么即便计算得出的玩牌级别(PL)低于5.5,您也可以100%确保五小合约。

3♠ = CPA继续!在回答CPA之前,请先弃牌
CP = 4*B# & 每一步骤都要再加2 CP!

第一步CP答复将按主公式计算:CP = 4*B# +
2,并附有3个等式

4♣ = 第二步答案 CP = 4*2 + 4 = 12 实际 CP (2 个
Ace 或 3 个 King) 加上 2 个 EQ (1 个实际 + 1 个针对
♠ 单一花色)

注意: 回答 Controls (CP) 时必须使用较低的 B#
2.0 值, 不需要再次询问

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 ♣ or ♥ 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♦ = Signoff.



What you should do if you have a Void in the opponents' suit and later 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.

当你拥有 2 到 2.5 个合约墩数 (B#)
的最小范围时，精确的 B#

注意：实际 PL = 5.5，因为 ♣ 或 ♥ 4x3
花色中的任意一个都有 3 个 TOP 大牌。

CP = 12 (东家 CP) + 12 (西家 CP) + 4 (♠
Singleton 的伪 CP) = 28，统计上
100% 参加 Minor 级别的比赛。

5♦ = 签字。



如果对手的花色中有一张空牌，而后来发现你的
搭档在同一花色中也有一张单张控制，你该怎么
办。

你的搭档开出 1♣，对手过叫
3♦，你有一个虚空♦，你立即将你的B#升级到1.0
。后来，你问你的搭档确切的形状和CP，你发现你的
搭档有一个单例♦TOP荣誉。现在你应该将你的
B#降级到1.0。

如果你不这样做，你的最终合同将会失败！

你了解前 2 个
游戏？如果您理解有困难，请再次检查计数
。

Let's try to count a couple of hands now

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

You hold: ♠Ax ♥Kxxx ♦AQxxxx ♣x

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

$$\begin{aligned}\text{B\# (contract tricks)} &= \spadesuit A + \heartsuit K + \text{Singleton } \clubsuit \\ &= 1.5 + 1 + 0.5 = 3\end{aligned}$$

Your partner hold ♠Kx ♥Qxxx ♦Jxx ♣QJxx

After discarding 2 initial contract tricks visually:

$$\spadesuit K + \heartsuit Q + \clubsuit Q = 1 + 0.5 + 0.5 = 2$$

Your partner's **B# = 0**

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

$$\heartsuit \text{ PL} = \text{B3} + \text{B}(0) + 0.5 \text{ (Adjustment for 9 } \heartsuit \text{ Trumps)} = 3.5$$

$$\heartsuit \text{ PL} = \text{B3} + \text{B}(0) + 0.5 \text{ (Adjustment for 9 } \heartsuit \text{ Trumps)} = 3.5$$

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

让我们试着数几手牌吧

开始数牌前,请先视觉上去掉2.0个初始合约牌。
你的对手也会这样做。

你手牌: ♠Ax ♥Kxxx ♦AQxxxx ♣x

算出你的合约牌B#。不要算♦AQ

组合;它的值是2.0,只算其余的。

你知道,你必须学会'视觉'地计数!

$$B\# (\text{合约牌}) = \spadesuit A + \heartsuit K + \clubsuit \text{单牌} = 1.5 + 1 + 0.5 = 3$$

你的对手持有 ♠Kx ♥Qxxx ♦Jxx ♣QJxx

在视觉上去掉2个初始合约牌后: ♠K + ♥Q +

$$\clubsuit Q = 1 + 0.5 + 0.5 = 2 \text{ 你的对手的 } B\# = 0$$

当你发现你的对手的确切B#和分布(形状)并找到2个FITs (♥和♦花色)时

$$\begin{aligned} \heartsuit PL &= B3 + B(0) + 0.5 (\text{对9张 } \spadesuit \text{ 主牌的调整}) = 3.5 \\ \spadesuit PL &= B3 + B(0) + 0.5 (\text{对9张 } \heartsuit \text{ 主牌的调整}) = 3.5 \end{aligned}$$

他们是一样的。逻辑也说他们必须一样!
他们必须是一样的!

Let me show you one tricky game from the Bidding Contest:

Board 3

WEST

♠J872

♥J2

♦K7

♣AKJ32

EAST

♠A53

♥Q10

♦AQ7532

♣108

EAST

1♦

2♥

SOUTH

1♥

Pass

WEST

DBL!

3♦

NORTH

Pass

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**



让我向你展示一个来自竞标的棘手游戏竞赛:

三号桌

西♠J8

72

♥J2

♦K7

♣AKJ32

东♠A

53

♥Q10

♦AQ7532

♣108

东

1♦

南 1♥

西

DBL!

北 过

2♥ 过 3♦ 全过

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

1♥ = 南家出价

此出价后对家一直过牌

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

2♥ = 6♦ 或 8♦, 形状侧边花色

3♦ = 放棄

最小牌力 = 2 (東方B#) + 1.5 (西方B#) = 3.5

如果東方有B4, 她/他會升至5♦

看看如果你沒有非常小心對待最小牌力會發生什麼



Board 3 repeated

WEST

♠J872

♥J2

♦K7

♣AKJ32

EAST

♠A53

♥Q10

♦AQ7532

♣108

EAST

1♦

2♥

3NT

SOUTH

1♥

Pass

Pass

WEST

DBL!

2♠!

4♦

NORTH

Pass

Pass

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** ?

重复 Board 3

西♠J	东♠A
872	53
♥J2	♥Q10
♦K7	♦AQ7532
♣AKJ32	♣108

东 南 1♥ 西 北 通过
1♦ DBL!
2♥ 通过 2♠! 通过
3NT 通过 4♦ 全通过

- 1♦ = 弱二到四牌,5♦到8♦ / 弱二到二点五,9+♦
- 1♥ = 南家出的出牌
- 在那一次出牌后,对手一直通过 DBL = 弱零至更强,6+♠ / 弱0.5至更强,2+♦ / 二以上,任何牌型,重威胁!
- 2♥ = 6♦或8♦,副诺牌型
- 2♠! = 二以上,第一步回答是单种或双种头5
- 3NT = 3-2-6-2的精确牌型(平衡模糊,6♦ + 牌型,无单种/双种) 通过或4♦ = 结束

恭喜!已完成一个任务!

您是否能够在2♦上停止,获得12 MP,或至少在3♦上停止,获得10 MP?

ADDITIONAL NOTES FOR MOTIVATED 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 $CP > 4 * B\#^{\wedge}$ (the upgraded $B\#^{\wedge}$) 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 $CP > 4 * B\#^{\wedge}$ 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

关于计算机源代码的补充说明

1. 如果至少有一位对手叫你的单张或虚空套装立即用 1.0 提高你的 B#，但只有当你的 $CP > 4 * B\#^{\wedge}$ （升级后的 B#[^]）时才能对最终的 CPA 给出正确的答案

注意：如果你有任何 S / V，请注意，你不能使用该伪套装的 CP 值使用公式！

2. 如果升级到 1.0 后仍未满足 $CP > 4 * B\#^{\wedge}$ 的要求，请尝试仅使用 0.5 升级您的 B#

3. 如果公式再次不满足，就不要升级！

注意：即使对手没有升级你的 B# 为 Singleton 或 Void，也要小心

在调查了搭档的手牌后，当您发现您的双手中都有某种花色的最多 4 张牌，从而发现对手在该花色中拥有超级 FIT 时，就可以进行任何过叫！

注意：如果对手花色中的单张是控制，请不要升级您的 B#！

请记住，单例控件不是

'good' Singleton !

Also: **Do not upgrade your Play Level (PL) for 9+ Trumps if you have to play with a Singleton 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 have just read the best Hand Evaluator
The Fp Counting**



“好” 的辛格尔顿！

另外：如果您必须与搭档手中的单张王牌一起玩，请不要将您的游戏等级 (PL) 升级为 9+ 王牌！

对于 2 个或更多 5+ 张牌花色的组合，且在单张/空牌对面的任何长花色中没有 A，则降低您的 B# 等级：

对于 2 个组合，减去 0.5（其中 1 Ace 不适用此调整）

对于 3 种组合，减去 1.0（其中 1 张 A 牌减 0.5，2 张 A 牌不适用此调整）

对于 4 种组合，减去 1.5（其中 1 如果有 2 张 A，则减 1.0；如果有 3 张 A，则不适用此调整。

恭喜！

您刚刚阅读了最佳手牌评估器
Fp 计数



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:

$CP > 4 * B\#^{\wedge}$ is fulfilled, where $B\#^{\wedge}$ 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 your partner's hand (but does 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.

一些值得了解的重要发现

通常 CPA（控制点询问）不包括回答任何空位或单张（单张 A 或 K 除外），但有 2

重要例外：

当对手在 3NT 叫牌后开叫或过叫，并且 Quest 立即要求 CP 时，同伴必须在 CP 的答案中包含

Void 的值 = 6 CP（如果有）。

当对手出价你的 Void 或 Singleton 时，在你升级你的 B# 之前，你必须检查 Fp 要求是否满足：

$CP > 4 * B\#^{\wedge}$ 满足，其中 $B\#^{\wedge}$ 是您的升级版 B#。

如果未满足 Fp 要求，请勿升级您的 B#。如果您不遵守该规则，您将无法显示您的 CP。

正确。

Fp 永远不会要求你的搭档手中有 6+/5+ 双色的确切 B#（但会要求任何 5/5 双色的确切 B#），因此 Quest 必须

假设搭档有 6/5 双色时其 B3（尽管实际上可能是 2.5），当搭档有 6/6 或 7/5 双色时其 B(3.5)，当搭档有 7/6 或 8/5 双色时其 B4。

Not asking for the exact B# will prevent the **Quest** from discovering 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 cannot 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 !



不问确切的 B#

号将防止探险队发现合伙人的真实女王，但当使用 CPA 的出价空间不足时，探险队可以使用依赖于合伙人双牌种类的公式来计算合伙人的 CP

颜色:

任何 6/5 双牌 $CP = 4 * B\#$ 任何 6/6

双牌 $CP = 4 * B\# - 2$

任何 7/6 双牌 $CP = 4 * B\# - 4$ 等等...

1. 当 $PL = 6$ 且 30 CP 时,请务必检查 MIRROR 花色,这将降低您的 PL

2. 单王不是等效后的女王(EQ)

3. 当 $PL = x.5$ (其中 x 在 1 到 3 之间)时,您可以在 $Level = x + 1$ 上玩大牌,但无法在该 Level 上玩小牌!

我无法给您一个合适的解释来说明这种现象!

这是从实践中得出的艰难结论!



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:

$$\text{your } B\# \geq \text{asking Level} / 2$$

So, to use a **Relay**: on 1st Level you will need: $B\# \geq 0.5$

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

$$\text{your } B\# \geq \text{asking Level} / 2 + 1$$

中继使用权规则

1. 在第一级你需要 $B(0.5)+$ 来启动中继
2. 在第二级，你需要 $B(1.5)+$ ，非脆弱或 B2、脆弱继续问。
3. 在第三级，你需要 B2，非脆弱性或 $B(2.5)+$ ，脆弱继续问。

注意：如果您的 $B\#$ 仅 = 0.5，并且您的搭档没有显示强 $B(3.5)+$ ，则您必须在第一次接力赛后立即以您最好的花色免费出价，或者干脆加注您搭档的花色。

如果您有 FIT。如果您出示了 FIT，您的伴侣可以继续参加接力赛，以获得直接 CPA！

尽管存在漏洞，但使用第一级中继的权利的公式是：

你的 $B\# \geq \text{询问级别} / 2$

因此，要使用中继：在第一级，您将需要： $B\# \geq 0.5$

使用接力赛权利的通用公式（如果你的搭档没有显示 $B\# \geq 3.5$ ）

尽管存在漏洞，但根据您的打算询问的级别，第一个级别是：

你的 $B\# \geq \text{要求等级} / 2 + 1$

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

- **on 2nd Level you will need: $B\# \geq 2$**
- **on 3rd Level you will need: $B\# \geq 2.5$**
- **on 4th Level you will need: $B\# \geq 3$**
- **on 5th Level you will need: $B\# \geq 3.5$**

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

- **On 1st or 2nd Level you need $B\# \geq 2.5$ (with a balanced hand) or $B\# \geq 3.5$ (with an unbalanced hand) to use DBL**
- **On 3rd Level you need $B\# \geq 2.5$ (with 5+ card Major suit) or $B\# \geq 3$ (with 5+ card Minor suit) to use DBL**
- **On 4th Level you need $B\# \geq 4$ (with 5+ card Minor suit) or $B\# \geq 3.5$ (with 5+ card Major suit) to use DBL**



因此，如果你的伴侣没有表现出强劲的 $B(3.5)+$ ：

在第二级，您将需要： $B\# \geq 2$

在第 3 级你需要： $B\# \geq 2.5$

在第 4 级，您将需要： $B\# \geq 3$

在第 5 级，您将需要： $B\# \geq 3.5$

第二次坐下时使用 5 张以上花色 DBL 的规则

在第 1 级或第 2 级，您需要 $B\# \geq 2.5$ （用平衡的手）或 $B\# \geq 3.5$ （用不平衡的手）才能使用 DBL

在第 3 级，您需要 $B\# \geq 2.5$ （具有 5 张以上的大牌花色）或 $B\# \geq 3$ （具有 5 张以上的小牌花色）才能使用 DBL

在第 4 级你需要 $B\# \geq 4$ （带有 5+ 张卡小花）或 $B\# \geq 3.5$ （5 张以上的大花）使用 DBL



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

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 balanced hand.



On 3rd or higher Level (for a natural Overcall in a suit) you will need

With 5+ card Major suit you will need:

1. When Vulnerable: **B#** $\geq$ the Level on which the Opponent bid minus 0.5
2. When Non-Vulnerable: **B#** $\geq$ the Level on which the Opponent bid minus 1

在第二座位持有不平衡牌的情况下进行过叫的规则

在第一级或第二级（对于花色的自然叫牌）
，你需要 _____

B(2 - 3) 具有 5+ 张大牌花色的牌，或 B(2.5 - 3) 具有 5+ 张小牌花色的牌或具有平衡牌。



在第三级或更高级别（对于花色的自然叫牌）
，你需要 _____

有了 5 张以上的大牌花色，您将需要：

- 1. 弱势时：B# >= 对手出价等级减 0.5
- 2. 当非脆弱性时：B# >= 级别
对手出价减 1

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

1. Vulnerable: $B\# \geq$ the Level on which the Opponent bid
2. Non-Vulnerable: $B\# \geq$ the Level on which the Opponent bid minus 0.5

NOTE: Pay attention that if your partner has 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 ...



拥有 5 张以上的小花色牌或平衡牌时，您将需要：

1. 脆弱： $B\# \geq$ 对手的等级

出价

2. 非脆弱性： $B\# \geq$ 所处的级别

对手出价减0.5

注意：如果你的搭档已经 Pass，则过叫规则

尽管存在漏洞，但仍低 0.5：

在第一级，你需要 $B(1.5)+$ 才能制作

争叫

在第二级，你需要 $B2+$ 才能制作

争叫

在第三级，你需要 $B(2.5)+$ 才能

争叫…



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 your partner's previously shown B# for equality by using the information about your 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 as 4 Controls if the Quest asks you for CP !

Such an approach will lower your 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.



如何在不要的情况下找到搭档的单王

如果你的搭档有单王,而你已经询问过CP,请始终通过使用你在CPA后获得的关于你的搭档的Aces、Kings和Queens的信息,检查你的搭档先前显示的B#是否相等。

请无任何妥协地这样做,因为一个未经怀疑的单王将破坏你的合同!

一般来说,如果你发现先前显示的B#和你通过回返检查重新计算的B#之间有任何差异,你的搭档就有一个单王!

单王算作0.5,但如果问题要求你给出CP,你必须将其显示为4个控制点!

这种方法将自动降低你的搭档的B#,所以你不会有过度竞标的危险,并且稍后,使用你的

搭档先前显示的B#的回返检查,你将发现你的搭档何时单王。



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

If there is a **difference** between the previously shown by your partner **B#** and the calculated **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 calculated **B#** by the check-back, **your partner doesn't have a Singleton King and the EQ will be the same as you have discovered before** (by the steps your partner made for s **CP** showing) !

Sometimes, when your **partner has a Singleton or Void**, the **partner's answer for CP may not show any EQ**, which will be **an obvious signal that your partner has a Singleton King**, because you know that **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 recalculation of the Base Number (**B#**, the strength).

在您的伴侣展示了 B# 和 CP 之后（您分别通过伴侣展示 CP 的步骤发现了 EQ），您可以使用获得的信息计算伴侣的 B#。

如果您的搭档先前显示的 B# 与核对后计算出的 B# 之间存在差异，则您的搭档拥有 Singleton King，并且搭档的 EQ 实际上比您多 1

之前发现过（通过你的伴侣为展示 CP 而采取的步骤）！

如果你的伴侣之前显示的 B# 与计算出的 B# 没有差异

回头检查，你的搭档没有 Singleton King，并且 EQ 将与你之前发现的相同（根据你的搭档为 CP 显示所采取的步骤）！

有时，当你的伴侣有 Singleton 或 Void，伙伴对 CP 的回答可能不会显示任何 EQ，这将是一个明显的信号，表明你的伙伴有一个 Singleton King，因为你知道，有了 Singleton / Void，伙伴至少有 1 个隐藏的 EQ 恰好在那个 Singleton / Void 中，所以你不需要使用基数（B#，强度）的回溯重新计算。

Let's Exercise

Your partner holds:

♠Kx ♥Qxxx ♦Jxx ♣QJxx

How many **EQ** your partner have?

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

Your partner holds: ♠AQJxxxx ♥KQxxx ♦J ♣ -

How many **EQ** does your partner have?

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). **B# = 3.5**

Your partner holds:

♠AKJxxxxxx ♥Q ♦x ♣Qx

How many **EQ** your partner have?

Answer: **6 EQ** (3 for the 7th, 8th & 9th cards in ♠ suit; 1 real Queen in ♥ suit; 1 in the Singleton ♦ suit, 1 in the Singleton ♣ suit, total of 5). **B# = 3**

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



让我们锻炼

您的伴侣持有：

♠Kx ♥Qxxx ♦Jxx
♣QJxx 您的伴侣有多少
EQ?

答案：2 EQ，而且是 2 个真正的皇后，因为你的
搭档有一手平衡牌（没有 Singleton，没有
空白）

您的搭档持有：♠AQJxxxx ♥KQxxx ♦J ♣
-您的搭档有多少 EQ?

答案：6 EQ（2 在 ♠ 花色中：1 个真正的 Q + 1
为第 7 张牌；1 个真正的 Q 在 ♥ 花色中；1 在
Singleton ♣ 花色 2 张，共 6 张）。B# = 3.5

你的搭档持有：♠AKJxxx
xxx ♥Q ♦x ♣Qx
你的搭档有多少 EQ
有？

答案：6 EQ（♠ 花色的 7th、8th 和 9 张牌各 3
张；♥ 花色的真 Q 1 张；单张 ♦ 花色的 1
张，单张 ♣ 花色的 1 张，共 5 张）。B# = 3

注意：Fp 不扫描 Singleton Queen，只计算
单例为 0.5!



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 your partner's exact shape, it is easy to discover the exact number of your partner's real Queens by subtracting all distributional points that count for 0.5 from the number of discovered EQ's:

The number of real Q = the number of EQ minus distributional values that count 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 (as you may know, any of the next step answers raises the CP by 2 and lowers the EQ by 1)



如何找到伴侣真正的皇后 无需请求

等价皇后 (EQ) 的数量取决于确切的分布，可以通过您的搭档在回答 CP 时所采取的步骤来发现。

当你知道你的搭档的确切形状时，很容易通过从中减去所有占0.5的分布点数来发现你的搭档真正的皇后的确切数量

已发现的 EQ 数量：

实际 Q 的数量 = EQ 的数量减去占 0.5 的分布值

对于双色牌，为了找出与第一步答案 CP 相符的 EQ 数量，使用公式： $n - 6$ ，其中 'n' 是两种双色花色的牌的数量（您可能知道，任何下一步答案都会将 CP 提高 2 并降低

均衡器 1)



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

Learn to count visually !

Before you start to count, find 2 TOP Honors with a 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 a 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: You may count your hand using a different way:

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

If you have 2 Kings and neither of them is a Singleton King, you may discard them and count the rest, which will be as easy as it was when we 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.

让我们检查一下你是否已经知道如何快速数数

学习目测计数！

开始计数之前，先找出2个总值为2.0的TOP Honors，不要计算它们！只计算其余的！

假设你的牌是：♠xxx ♥K ♦AKJxx ♣Qxxx
你能找到你的 B#，也就是你的合同技巧吗？

我们开始数数吧：A + Q 的值为 $1.5 + 0.5 = 2.0$ ，所以我们不计算它们，直接丢弃。剩下的就计算吧：

Singleton ♥King + ♦King = $0.5 + 1.0 = 1.5$
合约墩数，所以你的 B# = 1.5

注意：你可以用不同的方法数手数：

你有一张 Ace + 一张 Singleton King，并且值为 2.0，我们不会将其计算在内。您的 B# 的结果将相同。

如果你有 2 张国王牌，而且都不是单张国王，你可以丢弃它们，然后计算剩余的牌，这和我们之前一样简单

丢弃 A + Q。

如果您有 2 张 A，每张的价值为 1.5，您可以将它们算作 1.0，从而直观地丢弃（减去）2.0 个初始墩数，然后计算其余的。

HOW TO CALCULATE THE NUMBER OF PARTNER'S CONTROL POINTS (CP) & 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:

$$\text{CP} = 4 * \text{B\#} + 2 \text{ along with 3 EQ}$$

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

$$\text{CP} = 4 * \text{B\#} + 4 \text{ along with 2 EQ}$$

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

$$\text{CP} = 4 * \text{B\#} + 6 \text{ along with 1 EQ}$$

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

$$\text{CP} = 4 * \text{B\#} + 8, \text{ no EQ}$$

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

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

$$\text{CP} = 4 * \text{B\#} \text{ along with 4 EQ}$$

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

$$\text{CP} = 4 * \text{B\#} + 2 \text{ along with 3 EQ}$$

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

$$\text{CP} = 4 * \text{B\#} + 4 \text{ along with 2 EQ}$$

如何计算合作伙伴的控制点(CP)和等价皇后(EQ)数量

对于均衡的手牌或有5-6张基本花色的手牌
(无空档)或5/5双色手牌(无空档)

第1步答案的控制点(CP):

$$CP = 4 * B\# + 2, \text{同时有3个EQ}$$

第2步答案的控制点(CP):

$$CP = 4 * B\# + 4, \text{同时有2个EQ}$$

第3步答案的控制点(CP):

$$CP = 4 * B\# + 6, \text{同时有1个EQ}$$

第4步答案的控制点(CP):

$$CP = 4 * B\# + 8, \text{无EQ}$$

对于有5-6张基本花色+空档或5/5双色+空档或7张基本花色的手牌,无V/2S

翻译控制点 (CP) 第1步答案:

$$CP = 4 * B\# \text{ 加上 } 4 \text{ 个等式}$$

翻译控制点 (CP) 第2步答案:

$$CP = 4 * B\# + 2 \text{ 加上 } 3 \text{ 个等式 翻译控制点 (CP)}$$

第3步答案:

$$CP = 4 * B\# + 4 \text{ 加上 } 2 \text{ 个等式}$$

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:

$$\text{CP} = 4 * \text{B\#} - 2 \text{ along with 5 EQ}$$

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

$$\text{CP} = 4 * \text{B\#} \text{ along with 4 EQ}$$

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

$$\text{CP} = 4 * \text{B\#} + 2 \text{ along with 3 EQ}$$

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

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

$$\text{CP} = 4 * \text{B\#} - 4 \text{ along with 6 EQ}$$

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

$$\text{CP} = 4 * \text{B\#} - 2 \text{ along with 5 EQ}$$

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

$$\text{CP} = 4 * \text{B\#} \text{ along with 4 EQ}$$



对于有7张基本花色+V/2
S或8张基本花色的手牌,没有V/2S

第1步答案的控制点(CP):

$CP = 4 * B\# - 2$, 另外有5个等同项

第2步答案的控制点(CP):

$CP = 4 * B\#$, 另外有4个等同项

第3步答案的控制点(CP):

$CP = 4 * B\# + 2$, 另外有3个等同项

对于有8张基本花色+V/2S的手牌

第1步答案的控制点(CP):

$CP = 4 * B\# - 4$, 另外有6个等同项

控制点(CP)对于第二步答案:

$CP = 4 * B\# - 2$ 加上 5 EQ

控制点(CP)对于第三步答案:

$CP = 4 * B\#$ 加上 4 EQ



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

In cases when your partner has shown a Singleton, always spend a few seconds for a 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 an exact shape of 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 show no EQ).

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

That means your partner has a Singleton King, so the backward calculated partner's B# will show:

$B\# = -2$ (mandatory removed 2 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:

反向检查合作伙伴先前申报的基数 (B#)

如果您的搭档已显示

Singleton，请务必花几秒钟时间使用 Fp 计数来向后检查您的搭档之前声明的 B#。

当您发现您的搭档的确切形状、基数 (B#) 和控制点 (CP) 时，您将知道所有搭档的 TOPHonors (A + K + Q) 的确切数量和种类。

假设您的搭档显示的准确形状为 1534、准确 B# = 3.0 以及 2A + 2K。

请注意，你的同伴在回答 CP 时，将使用第 4 步显示 20 CP，其中 B# = 3 ($4 \times B\# = 4 \times 3 = 12$ CP 是必需的

删除；其余 8 个 CP 将通过 4 步答案显示，并且不显示 EQ)。

但你知道你的伴侣有一个 Singleton，即至少 1 EQ!

这意味着你的搭档有一个 Singleton King，因此向后计算的搭档的 B# 将显示：

$B\# = -2$ (强制删除 2 个初始合同技巧) + 3 (用于 2 个 A) + 2 (用于 2 个 K) + 0.5 (用于单例) = 3.5

但你的搭档显示 B# = 3，所以：

The difference indicates that your partner has a Singleton King + 1 more real Queen than you discovered from 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 of non-favorable Vulnerability) and pay attention to 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 !**

差异表明您的合伙人有一个
单王+1张真女王比您从合伙人的CP答案中发
现的更多!

有和无单王的例子:

1. ♠K ♥AQxxx ♦AKx ♣Jxxx显示的确切B#=3.0
2. ♠x ♥Axxxx ♦AKx ♣KJxx显示的确切B#=3.5

如果您发现合伙人先前公布的B#与您计算的B#有
差异

请注意这意味着您的合伙人有一个单王加上1张更
多的真女王!



需要注意的其他事项

当您认为由于进攻性的Fp计数会落后1下时,实际
上至少会落后2下(除非您有10+张王牌)

超级健康)。所以,即使在等Vulnerability(更
不用说非有利Vulnerability)时,也决不要出
价过高,并注意这一点,即使在有利Vulner
ability时也是如此!

当两对组的Play Levels之和为6+时,
始终使用13罚则,但如果您认为手牌严重不平衡,
请注意13罚则变为16罚则!

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 counting 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 !**

总的玩牌水平(PL)是
通常为5,但如果手牌严重不平衡,总水平可能在8到
11之间。

这是另一种证明成功的方式
罚分双响!

让我们检查你的计分!

如果你问我为什么我经常这样做,我的回答是:

因为显式的Fp计分和自动手牌评估是Fp系统的
核心,可以确保你在处理非常极端的手牌时(通常
超过80%)获得超过70%的成功率。



一个小小的计分错误就可能導致你的合同
失败了!

您持有: ♠A ♥Kxxx ♦AKQxxxx ♣x 寻找您的B#

您知道您必须目视计数以消除任何错
误!

Do not count the Singleton $\spadesuit A$, it has a value of 2.0, count the rest only!

$1 (\heartsuit K) + 1.5 (\diamond A) + 1 (\diamond K) + 0.5 (\diamond Q) + 0.5$
(for 7 card suit) $+ 0.5 (\clubsuit \text{ Singleton}) = 5$, your **B#** =
5, i.e.,

you have 5 contract tricks (3 EQ only).

Your partner holds: $\spadesuit Qxx$ $\heartsuit QJx$ $\diamond xx$ $\clubsuit Axxxx$

Your partner will not count $\spadesuit Q + \clubsuit A$ which have the value of $1.5 + 0.5 = 2$, but will count the rest:

$\heartsuit Q = 0.5$, 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**' $\clubsuit$ Singleton) $+ 0.5$ (Adjustment for 9 Trumps) = **6.5** which showed 100% $\diamond$ 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 information for the Play Level (PL) your partner received will be enough for a decision to bid or not to bid a Slam!

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

不要计算 Singleton ♠A，它的值为
2.0，只算其余的！

$1(\heartsuit K) + 1.5(\diamond A) + 1(\diamond K) + 0.5(\diamond Q) + 0.5(7 \text{ 张牌花色}) + 0.5(\clubsuit \text{ Singleton}) = 5$ ，您的 B# =
5，即您有 5 个合约墩（仅 3 EQ）。

你的搭档持有：♠Qxx ♥QJx ♦xx ♣Axxxx

你的搭档不会计算 ♠Q + ♣A
的值，因为它们是 $1.5 + 0.5 =$
2，但会计算其余的，即你伴侣的 B# = 0.5

假设你的搭档已经发现了你的确切形状和
B#，并计算出游戏的 $PL = B\# + B\# +$
调整（如果有）= $5 + 0.5 + 0.5$ （调整
'好' ♣ Singleton) + 0.5 (9 张王牌的调整) = 6.5，显示
100% ♦ 小满贯。

即使你的伴侣无法知道你的 TOP 荣誉的具体数量和类型
，因为
对手的猛烈攻势，您的搭档收到的游戏等级 (PL)
信息将足以决定是否出价满贯！

记住，Fp 总是打小满贯
 $PL \geq 6.0$ 且 $CP \geq 32$ （如果 PL 正好 = 6.0，大满贯为
50%），但大满贯必须始终以 $PL \geq 7.5$ 进行（最低
7.25*，有 2 个良好的 FIT 和最低 36 个控制点，CP）！

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 to or less than the Kings **or** with 5/5 bi-color:
$$B\# = (CP - 4)/4 \quad \text{or} \quad CP = 4*B\# + 4$$
2. With 7-8 card suit
$$B\# = (CP - 2)/4 \quad \text{or} \quad CP = 4*B\# + 2$$
3. With balanced hands when the Aces are more than the Kings:
$$B\# = (CP - 6)/4 \quad \text{or} \quad CP = 4*B\# + 6$$
4. With 6+/5+ two-suitor (bi-color):
$$\sim B\# = CP/4 \quad \text{or} \quad CP \sim 4*B\# \quad (\text{with a Void or 2 Singletons})$$

$$\sim B\# = CP/4 - 0.5 \quad \text{or} \quad CP \sim 4*B\# + 2 \quad (\text{without any Void or 2 Singletons, may have 1 Singleton})$$

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 !

联合基础数字(B#)与控制点(CP)的连接关系

当已知其中之一时，求取大概的CP或B#

1. 对于5-6牌组或平衡手牌时如果A小于等于K，或者5/5双色：

$$B\# = (CP - 4)/4 \text{ 或 } CP = 4*B\# + 4$$

2. 对于7-8牌组

$$B\# = (CP - 2)/4 \text{ 或 } CP = 4*B\# + 2$$

3. 对于平衡手牌当A多于K：

$$B\# = (CP - 6)/4 \text{ 或 } CP = 4*B\# + 6$$

4. 对于6+/5+双花色(双色)：

$$\sim B\# = CP/4 \text{ 或 } CP \sim 4*B\#$$

(有空张或2个单张时)

$$\sim B\# = CP/4 - 0.5 \text{ 或 } CP \sim 4*B\# + 2 \text{ (没有任何空缺或2个单一花色牌，可能有1个单一花色牌)}$$

注意：为了快速而无误地计算力量点数，请学习用目视方式统计您手中的合约牌！

要找到您的合约牌数（也称为基数，B#），首先目视找出价值为2.0的Honor牌，并不要计算它们！
要找到您的合约牌数（也称为基数，B#），首先目视找出价值为2.0的Honor牌，并不要计算它们！

Count only the rest of your Honors and Distributions points (instead of counting all of them and subtracting 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 visually subtract 2 contract tricks at the 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 you with 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 a 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 a 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 a 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** (for Singleton ♠) + **1.0** (for K♥) + **0.5** (for Q♥) +

仅计算您的殊荣和分布点数的其余部分（而不是计算它们所有的并

在最后减去2，因为如果您忘记在计算结束时减去2，您的配对将陷入困境，所有旁观者都会大声笑起来！）

为了确保无误的计数，您必须在开始时视觉上减去2个合同技巧，并仅计算

其余部分，这将是您的B#。您的搭档也会这样做。

两个伙伴的B#之和将在调整(如果有)之前提供您游戏的Play Level(PL)。

例如：

如果您的手牌是：x KQx Axx AKQxxx

不要计算A♦ + Q♥ (价值1.5 + 0.5 =

2)，计算您的分布和殊荣点的其余部分：0.5 (单张♠) +

1 (K♥) + 1.5 (A♣) + 1 (K♣) + 0.5 (Q♣) = 4.5

，这将是您的B#或者

不要计算K + K (价值1 + 1 =

2)，计算您的分布和殊荣点的其余部分：0.5 (单张) +

0.5 (Q) + 1.5 (A) + 1.5 (A) + 0.5 (Q) = 4.5

，这将是您的B#

仅计算A + A (价值1.5 + 1.5 = 3)作为1.0 (因此在前面

减去2个合同技巧)，再加上您的分布和殊荣点的

其余部分：1.0 (两张A牌后减去2.0) + 0.5

(适用于单例模式) + 1.0 (适用于 K) + 0.5 (适用于 Q) +

1.0 (for K♣) + **0.5** (for Q♣) = **4.5** and that will be your **B#**

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



Let's Exercise

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** or **1♣**?

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 ♦AQxxxxxx ♣xx

Find your **B#**. Is it **0.5** or ?

You hold: ♠Jxxx ♥xx ♦QJxx ♣xxx

It is a balanced hand. Find your **B#**. Is it **-1.5** or ?

You hold: ♠xx ♥Jx ♦Qxxxx ♣Jxxx

1.0 (for K) + 0.5 (for Q) = 4.5 这将是你的 B#

当然,如果你没有任何荣誉点数
估值为 2
时,你必须计算你拥有的,然后在最后减去
2,从而获得你的负 B#



让我们练习

你的手牌: ♠Kx ♥Qx ♦Axxx ♣AQxxx 不要算
♣AQ, 计算其余部分并找出你的 B#。是 3.0
还是?

如果你是庄家,你会开 1NT 还是 1♣?

你的手牌: ♠Ax ♥K ♦AQxxxxxx ♣Ax
不要算 ♦AQ, 计算其余部分并找出你的 B#。是
5.0 还是?

如果你是庄家,你会开 1♣ 吗?

您持有: ♠xx ♥Jx ♦Axxxxxx ♣xx
找出您的B#. 是0.5还是?

您持有: ♠Jxxx ♥xx ♦QJxx ♣xxx
这是一只平衡的手牌. 找出您的B#. 是-1.5还是?

您持有: ♠xx ♥Jx ♦Qxxxx ♣Jxxx

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♣** ?

You are Vulnerable & hold: ♠AQxxx ♥Qxxxx ♦AQ ♣x

Prove that your **B#** = **3.0** and explain to yourself why you should open **2♠**

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.



该手牌并未平衡Fp的要求。

找到你的B#。它是-1.5还是

你持有: ♠Kxxxx ♥Qx ♦A ♣QJxxx

找到你的B#。它是2.0还是?

如果你是庄家,你会开出2♠吗?

你持有: ♠J ♥AQxxxx ♦K ♣AKQxx 不要算♥A

Q,只算其他的并找到你的B#。它是4.5还是?

如果你是庄家,你会开出1♣吗?

你持有: ♠AKxxxxxx ♥Q ♦Ax ♣Ax

找到你的B#。它是5.5还是?如果你是庄家,你会开出1♣吗?

你是有保险的,持有: ♠AQxxx ♥Qxxxx ♦AQ ♣x

证明你的B#=3.0,并解释给自己为什么

你应该开出2♠

注意,我建议的每一个B#都是真的! 如果你无法证明所有的手牌,你还不够准备使用Force Point!回去找Fp Counting并重新阅读。



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 either of the two hands)

For example: When you discover a PL = 6.5 you have a 100% **small Slam** and you do not even need to check your Control Points (CP), aka the Controls. When you discover a PL = 6.0 you must 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**

进行 SLAM 的 Fp 要求

有了 Fp，你对任何 PL 至少 $x.5$ 的游戏或 $PL = x.0$ 的技巧游戏都有 100% 的把握（只有主要游戏中的 4 除外，它可以

如果你在两只手中想象任何单例，那么 $PL = 3.5$

例如：当你发现 $PL = 6.5$ 时，你有一个 100% 的小满贯，你甚至不需要

检查你的控制点（CP），也就是控制点。当你发现 $PL = 6.0$ 时，你必须知道你需要一个技巧、一次有利的攻击、一个 3+3 的花色突破、丢掉一个荣誉、一次挤压、结束对手等等……才能达到这样的小满贯（跟注所有

简单解释一下 ‘finesse Slam’)!

原则上，您需要 32 到 36 CP

才能完成小满贯，但即使只有 30

CP，您仍然可以在以下情况下完成小满贯：

1. 您有 2 份非常优秀的 FIT，均获得全部 3 项 TOP Honors
2. 特朗普 FIT 和两个 5 x 2 Misfits，即使 7 x 1 侧 FIT
3. 一张 9+ 王牌的 Super FIT 和一张 5 x 2 Misfit 的全部 3 项 TOP 荣誉

NOTE: 38 CP are the physically impossible combinations 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 bid easily 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 its full power. The Slam Bidding is the strongest part of Force Point. The **SLAMS** are dialed to 5% – 10%, and if you miss even one, you will not be able to win any Tournament.

Do not give up on **SLAMS** !

注意：38 CP 是物理上不可能的

A 和 K 之间的组合，所以如果你发现 38 CP 是因为一个 K 和另一个 K 重复了

单张或空张与 Ace 相对计数不正确（立即将其降低至 34 - 36 CP）

重要提示：令人惊讶的是，6NT 可以叫

$PL \geq 6.0$ 很容易，所以当 $PL = 5.5$ 时，你可能会有一个当然是精细 6NT

满贯，但请注意，在这两种情况下，您都需要 $CP \geq 34$

大满贯赛的情况则不同。

100% 满贯，你需要 $PL \geq 7.5$ 并且

7NT 您将需要 $PL \geq 8.0$ 并且始终具有全部 40 CP！

有一些轻微的例外，但你必须非常小心：

NT GRAND SLAM 可以通过 $PL = 7.75^*$ 和 40 CP

大满贯可以用 7.25^* 、2 个好的 FIT 和 36+ CP 来组成

永远不要害怕竞标大满贯

Fp。该系统专为 SLAMS

打造。充分利用它的力量。Slam Bidding 是 Force Point 最强的部分。SLAMS

的概率被控制在 5% 到 10% 之间，如果你错过哪怕一次，你都无法赢得任何锦标赛。

不要放弃 SLAMS！

FORCE POINT DYNAMIC BIDDING MECHANISM

By using the **Force Point's Counting**, you will immediately find 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). More importantly, there are no additional considerations regarding the evaluation of your hand in dependence of Opponents' bids, except for their eventual Jumps!

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

2. Your partner, with **at least 0.5** contract tricks, 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# by 0.5 for any of the next step answers).

力点动态竞价 机制

通过使用 Force Point 的计数，您将立即找到您的合同的花样，我们称之为基数，B#（花色的长度和大牌的拥有率是

包括在计数中）。更重要的是，除了对手最终的跳牌之外，评估你的手牌时不需要考虑对手的叫牌！

1. 用 1 开牌（除了 1♣ 用

B# >=

4.5（强度和形状的多重），你将向你的搭档展示你的 5+ 张基本花色，其中至少有 2 个合约技巧，B(2 - 4)。

2. 你的搭档至少有 0.5 个合约墩数，将

使用边界出价（1♦

除外）进行强制回合（RF）接力，开始 SCOR - SCOR 约定。

3. 您的答案将显示您的基本花色的长度，有时还会同时显示您的 2 个副花色，使用 SCOR - SCOR 约定，然后是强制游戏 (GF)

接力，第二长的花色，从而揭示您的准确分布（准确形状）。

4. 你的搭档可以继续进行下一轮接力赛

询问你的确切基数（B#，合约技巧）。分步回答，使用第一步进行确认

您在开头已经显示的最低

B#（对于任何下一步答案，将您的 B# 提高 0.5）。

Now your partner may use **Control Points Asking (CPA) Relay to ask** 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 of your CP by 2 to find the number of steps you must use after the CPA Relay (i.e., 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** answer 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 answers, respectively. If your long suit has 2 more cards in length, the number of **EQ** will go up by 2 for any of the step answers, 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.



现在你的伙伴可以使用控制点询问（CPA）中
继来询问你的 CP（控制点，
控件）。

在回答之前，必须

删除（丢弃） $CP = 4 * B\#$
减去取决于形状的相应系数，

然后将剩余的 CP 除以 2，得出 CPA
接力赛后必须使用的步数（即，每一步显示剩余的 CP
为 2 CP）。

记住：你用来

显示你的 CP，也会显示你的等价皇后（EQ）数量。
对于最多 6 张基本花色的牌，第一步答案显示 3 个等价
皇后，第二步答案显示 2 个等价皇后，第三步答案显
示 1 个等价皇后，第四步及以上答案显示 0 个等价皇后
。

一般来说，如果你的长花色牌长多 1 张，那么任何阶梯
式答案的 EQ 数量都会相应增加 1。如果你的长花色牌长
多 2 张，那么任何阶梯式答案的 EQ 数量都会相应增加 2
，以此类推……

你的同伴最后可能会问你 TOP Honors（代表“两
张同色牌”）的颜色。答案优先按 SCOR 排序。



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 suits 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.

SCOR – SCOR 公约

Force Point® (Fp) 系统仅使用一个惯例：SCOR - SCOR 用于发现准确的同伴的牌型、控制点 (CP) 以及皇后 (Q)，以及他们的花色。基本花色应为任何你开叫或超叫的 5 张以上花色。

当你的基本花色已经展示出来时，你可以用 SCOR 开始回答 - SCOR 会展示你的边花，然后是第二长的花色，这将揭示你的确切牌型。如果你在展示边花后，牌的长度比之前预期的多 2 张（7 张牌，而不是 5 张基本花色），

套装，您必须使用第一步答案，然后才能展示第二长的套装！

SCOR 的缩写 - SCOR 代表 “SHAPE、COLOR 和 RANK”，指的是所示的两种边花色类型：

“S” 代表两种相同形状的花色（圆形花色；其他花色）。它们是围绕基本花色的边花色。

“CO” 代表 2 种相同颜色（红色或黑色）的副花色，但始终不包括基本花色的颜色。

"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 parts of the Convention, but if your partner thinks you have an 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, there can never be only 1 Singleton

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

“R”代表 2 套相同等级（小花或大花）的边花，且始终不包括基本花色的等级。

注：两部分的缩写相同

但如果您的搭档认为您有奇数张（5 或 7 张）牌，则使用它的第二部分将向他表明您实际上有偶数张基本牌（6 或 8 张）。

边花色可以是（按优先顺序显示）：1 x 1（7 张基本花色）、2 x 2 或 3 x 3（均为 5 张或 6 张基本花色）、4 x 4 或 3 x 4（均为 5 张基本花色）、2 x 4（6 张基本花色）、2 x 3（7 张基本花色）

要记住的重要一点是：

在副牌之间，不可能只有 1 张单张

除非您有 8 张基本花色 + 虚空 (1 乘 4) 或 9 张基本花色 + 虚空 (1 乘 3)

该公约具有普遍性；公约第二部分使用相同的含义，但

显示您的基本花色的长度比之前预期的长度多 1 张牌。

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 applies 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 an odd-numbered card suit (5 or 7), you show your 5+ card Basic suit, then you show your side suits by using 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. However**, if you have a 5 card suit, you will show your 2nd longest suit directly, revealing your exact shape.

When you have an even-numbered 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 a longer 6 or 8 card Basic suit.

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

当您用 5+ 张牌花色开叫或过叫，然后使用 SCOR - SCOR 约定的第二部分时，您的搭档会发现您的基本花色中实际上有 6 张牌。

同样，当您用 6+ 张牌花色的牌过叫，然后使用 SCOR - SCOR 约定的第二部分时，您的搭档会发现您的基本花色中实际上有 7 张牌。

一般来说，当你有奇数花色（5 或 7）时，你可以展示你的 5+ 张基本花色，然后使用 SCOR - scor 惯例，如果您有 7 张牌的花色，您将使用 1st 步答案，从而推迟回答第二长花色。但是，如果您有 5 张牌的花色，您将直接展示您的第二长花色，从而揭示您的确切牌型。

当你有双数花色（6 或 8）时，在展示基本花色后，你必须以 SCOR 的第二部分 - SCOR 展示你的边花色，从而告知你的同伴你有更长的 6 或 8 张牌基本花色。

在新的接力赛中，您将自然而然地直接展示您的第二长的花色，从而展现您的确切形状。

BUT if your partner has already PROVED STRONG (B3+) & your side suits are RANK, instead of using the 7th waiting step (which is for the cases when your partner hasn't proved strong yet), you must **JUMP** immediately to 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 your 2nd longest suit by **JUMP** immediately, thus revealing your exact shape right away. 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).

但是如果你的搭档已经证明很强（B3+）并且你的副牌是 RANK，而不是使用第 7 个等待步骤（适用于你的搭档尚未证明很强的情况），

您必须立即跳转到 SCOR - SCOR 惯例的第 6 步中的第二长花色，从而进入扩展 SCOR！

在这种情况下，从第 7 步开始，您将使用延长得分：立即跳出你的第二长花色，从而立即揭示你的确切阵型。你将在下文中了解详情。

现在，只需记住：

SCOR 的第 6 步 - SCOR 通常用于显示 6 张或 8 张基本花色，以及 RANK 边花色 + 空位或 S+V

当你不知道你的搭档是否强（B3+）时，SCOR 的第 6 步 - SCOR 用于仅显示带有 RANK 边花的 6 张或 8 张基本花色，或者你可以使用第 7 步来平息叫牌（如果不超过 3rd 等级）

开局花色 (英文：Opening Suit) 也适用于 6 张或 8 张基本花色，带有 RANK 边花色，但没有空位。

在新的接力赛中，您将展示第二长的花色（完全相同的形状）。

When you do 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 until 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!

当你确定你的伴侣很强 (B3+) 时，你必须使用扩展 SCOR (从 7 年级开始)

通过立即显示您的第二长套装 (JUMP) 来提升，从而揭示您的 6 张或 8 张基本套装 + RANK 的确切形状，没有无效！

出价始终按 JUMP 进行，无需计算

步骤，只需穿着第二长的泳衣跳下去！

SCOR-SCOR 是一种创新的惯例，允许您展示您的确切形状，通常最多 3NT (如果没有对手的跳跃)。

当您是 QUEST (询问搭档的询问者) 时，重要的是要注意搭档的第二长花色在哪里。

记住，当伴侣的第二个

最长的花色是先前显示的边花色之一，直到那时才显示的第四个花色始终是单张花色，但是当第二长的花色不是先前显示的边花色之一时，您的搭档就没有任何单张花色！

这是激发您对合作伙伴分销的想象力和理解 SCOR - SCOR 公约如何运作的键！

**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:

下面的内容仅供记录;没有必要记住它!

可能的投标数量取决于基本套装的长度(尽管是侧面的)

5或7卡基本套装:

5卡基本套装的5次出价

5张牌,无S/V:2对2或3对3侧面套装

5张牌+单例:4(3)或3(4)侧面套装

5张牌+空隙:4对4侧面套装

7卡基本套装的7次出价

7张牌 + 单牌: 边列2x3或3x2

7张牌 + 缺失: 边列3x3 或 4(2) / 2(4)

7张牌 + 2个单牌: 边列1x1

有6或8张基本牌:

第一步保留用于6或8张牌 + 缺失 / 单+缺

在新的续玩:

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:

With min B#: 8 cards + 1 Singleton: 2 by 2 side suits
to

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

The number of the bids depends on the B# range.



6张基本牌suit:

6张牌 + 空卡: 辅助牌式 4(3) / 3(4) (2 出价)

8张基本牌suit:

8张牌 + 空卡: 辅助牌式 2(3) / 3(2) (2 出价)

8张牌 + 单卡+空卡: 辅助牌式 4(1) / 1(4) (2 出价)

从第二步展示你的6或8张牌,无空卡:

6张基本牌suit:

6张牌,无单卡/空卡: 2 by 2 辅助牌式 (1 出价,
总是使用NT出价)

6张牌 + 单卡: 辅助牌式 4(2) / 2(4) 或 3 by 3 (3 出价)

6 张牌 + 2 个单牌: 1 对 1 对侧牌 (1
个出价) 共 5 个出价

8 张基本牌:

最小 B#: 8 张牌 + 1 个单牌: 2 对 2 对侧牌
至

最大 B#: 8 张牌 + 1 个单牌: 2 对 2 对侧牌

出价数量取决于 B# 范围。



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 that the CP are actually 34 – 36.

1. With 5-6 card Basic suit or any 5/5 bi-color (no Void in both cases):

You must subtract $CP = 4 * B\#$, so **the 1st step answer for $CP = 4 * B\# + 2$ along with 3 EQ**

Any of the next steps' answers raise the CP by 2 and lower the EQ by 1 (with a Void or 2 Singletons, your CP are 2 less, and your EQ are 1 more for any of the step answers)

2. With 7 card Basic suit or any 6/5 bi-color (no V/ 2S in both cases):

The 1st step answer is for $CP = 4 * B\#$ along with 4 EQ.

Any of the next steps' answers raise the CP by 2 and lower the EQ by 1 (with a Void or 2 Singletons, your CP are 2 less, and your EQ are 1 more for any of the step answers)

3. With 8 card Basic suit (no Void, no 2 Singletons) or with any 6/6 bi-color:

您必须了解CPA的基本事项 记住

小大力要求的最低CP为32-36CP(只有2个良好FITs的情况下为30CP)。当某些伪装和真实控制重复时,发现实际不可能的38CP,请注意CP实际为34-36。

1. 对于5-6张牌的基础套装或任何5/5双色(两种情况下无空档):

您必须减去 $CP = 4 * B\#$,所以第一步答案

对于 $CP = 4 * B\# + 2$ 以及3个EQ

任何下一步的答案都将CP提高2分,EQ降低1分(有空档或2个单牌,您的CP减2,EQ加1)

2. 对于7张牌的基础套装或任何6/5双色(两种情况下无V/2S):

第一步答案的 $CP = 4 * B\#$ 以及4

数学智商。

下列任何步骤的答案都会使CP提高2分,EQ降低1分(有Void或2个单一张牌时,你的CP会少2分,EQ会多1分)。

3. 拥有8张基本牌型(无Void、无2张单一牌)或任何6/6双色牌:

The 1st step answer for CP = $4 * B\# - 2$ along with 5 EQ.

Any of the next steps' answers raise the CP by 2 and lower the EQ by 1 (with a Void or 2 Singletons your CP are 2 less, and your EQ are 1 more for any of the step answers).



The meaning of the Extended SCOR - SCOR Convention

When you are strong B(4.5)+ or after an Opponent's Overcall you are able to show stronger B# of 3 to 4, when you have a Basic suit with 6 or 8 cards length along with RANK side suits, 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 **B3+**, **6 or 8 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

CP 的第一步答案 = $4 \times B\# - 2$ 以及 5 EQ。

下一步的任何答案都会使 CP 增加 2，并且将 EQ 降低 1（对于任何步骤答案，使用 Void 或 2 个 Singleton 时，您的 CP 都会减少 2，而 EQ 则会增加 1）。



扩展 SCOR 的含义 - SCOR 公约

当你的成绩为 B(4.5)+ 或对手的争叫，你可以显示更强的 3 到 4 的 B#，当你有一个 6 或 8 张牌长度的基本花色以及 RANK 边花色时，你对第二长花色的回答将是 JUMP 进入区域

扩展 SCOR。

请记住：只有在满足以下 3 个条件时才会发生这种情况：B3+ 强度、6 或 8 张牌基本花色 + RANK 边花色！

在这种情况下，您将立即通过自然跳跃来展示您的第二长花色

通过立即出价你的第二长花色

the 1st **Relay** (thus saving the need to use a 2nd **Relay** for that), you will save 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 after 1♣ Opening, so we will start with the easier explanations after 1♦, 1♥ & 1♠ Openings and by the end, when you become accustomed to the basic system's principles, we will explain the 1♣ Opening.

You can find **Fp bids** by running the **Sysnotes** computer program to assist the players. You can use the program to play bridge on the 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**

第1中继(这样就不需要使用第2中继来实现),您将节省大量的竞价空间。

请记住,在任何6张基牌的情况下,如果您有RANK次级牌,当被问及您的次级牌时,请直接跳跃到您的第2

最长的牌色,从而进入扩展的SCOR(从SCOR的第7步开始 - SCOR回答)

注意:在解释1开始之后,您会发现很难开始,所以我们将

更容易解释的1♦、1♥和1♠开始,等到您对基本系统的原理习惯之后,我们将解释1开始。

您可以运行Sysnotes计算机程序来找到Fp竞价,以协助球员。即使您对Fp桥牌系统几乎一无所知,您也可以使用该程序在互联网上玩桥牌。

我们将从最简单的开始来使您对Fp的学习更加轻松。您必须了解,您无需记住竞价序列。相反,您必须记住

与任何开始相匹配的竞价机制。这比记住数十个序列容易得多。您必须记住的主要事项是开始竞价的范围(基本)和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 you the exact distribution of the partner's shape, which is the important thing !

Along with the **CPA** you will be able to project transparently the partners' cards 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 for learning 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**

(包括扩展SCOR)公约(15至30小时,视您的想象能力而定)。

这是一个新事物,有些玩家可能在第一眼就觉得很难,但该公约将向您展示合作伙伴形状的确切分布,这是最重要的事情!

除了CPA之外,您还将能够透过他们的背面看清合作伙伴的牌面!

这就像双人虚张声势。

没有一个桥牌系统能够进行这种出价!

仔细观看书籍封面上的游戏图片,找出您在最终合同之前可以发现有关您合作伙伴手牌的信息!



学习Fp的大约时间

从1♣到4NT的开局有20种,但这并不意味着您需要记住20种竞标机制。

因此,您需要学习10种与不同开局竞标对应的竞标机制,1种公约(SCOR - SCOR)和3种非常

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 starting to learn 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.

简单询问（针对确切的合作伙伴的 B#、CPA 伙伴的控制，SCOR代表伙伴最高荣誉的颜色）。任何人都可以根据自己的空闲时间和意图进行 2天（每天3-4小时）的练习。

我建议从 SCOR – SCOR 开始学习系统，然后学习 1♦、1♥、1♠

开局（使用相同的叫牌机制），然后继续学习 1♣ 开局（学习需要 20 到 25 个小时）

1♣ → 1♣开局的叫牌机制

p - p - (p) - 1♣ → 第三/第四轮的叫牌机制是最有效且不难的（学习需要 10 - 15 小时）

1♦、1♥、1♠ → 当您熟悉 SCOR 后，5 张以上基本花色的叫牌机制是相同的，并不困难 - SCOR（学习它们需要 5 到 10 个小时）

1NT、2NT → 弱 1NT 和非常强 2NT 之后的叫牌机制
当你学会巧妙地展示你的准确形状和

强度（1NT 开局后最高可达 3NT），学习它们需要 10 到 15 个小时。

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)** are easy, but statistically they almost never 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 will seldom use them (10 hours to learn them)

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

The learning depends on your **imagination capability** and is rated from fair to difficult (15 to

2♦ → 2♦

之后的竞标机制更简单（学习需要 5 个小时）

2♣（弱双色），2♥，2♠（强双色）→ 双色开局的叫牌机制相同（学习需要 5 个小时）

3♣、3♦、3♥、3♠ → 非常强的 6+/5+ 双色开局后的叫牌机制均等且简单（学习需要 5 到 10 个小时）

3NT → 跳叫后的叫牌机制

4NT（直接CPA）的开叫或开叫很容易，但从统计数据来看，这种情况几乎从未发生过。只需记住答案的CP值从8CP或更少开始（学习需要1到2个小时）。

4♣, 4♦ →

叫牌机制相同且基本；你很少会用到它们（10 小时到

学习它们）

4♥、4♠ → 叫牌机制相同且基本；您很少会使用 SCOR（学习它们需要 5 个小时）SCOR - SCOR 惯例，包括扩展 SCOR 部分。

学习取决于你的想象力，评级从一般到困难（1 5 到

Before you become Fp Bidding Expert
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!



在成为Fp竞价专家之前
需要学习30小时)

询问准确B#→基础(1小时
需要学习)

控制点询问(CPA)→革命性的,但对于7年级学
生来说是简单的算术(1年发现,但学习不到5小
时)



询问您TOP Honor的花色是
基础的,使用SCOR的第1部分的3步骤来显示'2同类
' + 第4步骤来显示同一花色中的K + Q、K + A或Q
+ A(1小时学习)

您需要大约100小时(如果您是慢学习者,最多不超过
小时),大约30天(每天2至4小时)来理论上学习Fp,您还
需要30天才能实际使用它

3至4个月内,你就可以准备去百慕大了
碗,我没kidding!



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

You hold: ♠x ♥KJxxx ♦Axxxxxx ♣ -

Find your **B#**. Is it **2.5** or ?

How many **CP** you have? Are they 10 real + 10 pseudo ?

If you are the Dealer, will you open 2♣ ?

Is the Fp Requirements **CP** $\geq 4*2 - 4$ 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 **4** 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 **-0.5** or ?

You hold: ♠Kxxxxx ♥Q ♦A ♣QJxxx

Find your **B#**. Is it **2.5** or ?

If you are the Dealer, will you open 2♣ ?

How many **CP** do you have? Are they 10 real + (4 or 8) pseudo ?

Is the Fp Requirements **CP** $\geq 4*2.5 - 2$ for that

你学会Fp计数了吗?让我给你一些特殊的分布:

你手里有:♠x ♥KJxxx ♦Axxxxxx ♣

-找出你的B#.是2.5还是?

你有多少CP?是10个真实的+10个伪的吗?如果你是庄家,你会开2♣吗?

对于那个特殊的手牌,Fp要求的CP $\geq 4 \times 2 - 4$ 吗?

那么这个条件满足吗?

如果对手出bid♠和/或♣suit(s),你能升级你的B#^吗?

你有多少EQ?是4个还是?

你手里有:♠Jxxx ♥x ♦QJxx ♣xxxx

提示:这是一个伪平衡手牌.找出你的B#.是-1还是-0.5?

你手中有:♠Jxx ♥Jx ♦Qxxxx ♣KJx

找出你的B#.它是-0.5还是?

你手中有:♠Kxxxxx ♥Q ♦A

♣QJxxx 找出你的B#.它是2.5还是?

如果你是庄家,你会开2♣吗?

你有多少CP?它们是10个真实的 + (4或8)个虚拟的吗?

对于那个,Fp要求的CP是否 $\geq 4 \times 2.5 - 2$?

Before you become Fp Bidding Expert
special hand fulfilled?

Can you upgrade your $B\#^{\wedge}$ if the
Opponents bid $\heartsuit$ and / or $\diamondsuit$ suit(s)?
How many EQ do you have ? Are they 3 or ?

You hold: $\spadesuit$ - $\heartsuit$ AQxxxxx $\diamondsuit$ K $\clubsuit$ AKQxx
Do not count $\heartsuit$ AQ, count the rest & find
your $B\#$. Is it **5.0** or ?
If you are the Dealer, will you open $1\clubsuit$ or $3\heartsuit$?
How many **CP** do you have? Are they 20 real+4 pseudo ?
Is the Fp Requirements **CP** $\geq 4*5 - 4$ for that
special hand fulfilled ?
Can you upgrade your $B\#^{\wedge}$ if the Opponents
bid $\spadesuit$ and / or $\diamondsuit$ suit(s)?
How many EQ do you have ? Are they 5 or 6 ?

You hold: $\spadesuit$ AKxxxx $\heartsuit$ AQxxxx $\diamondsuit$ x $\clubsuit$ -
Find your $B\#$. Is it **4.5** or ? If you are the Dealer, will you
open $1\clubsuit$ or $2\clubsuit$ or $2\heartsuit$ or $2\spadesuit$ or $3\heartsuit$ or $3\spadesuit$?
How many EQ you have ? 6 or ?

You hold: $\spadesuit$ AQxxxx $\heartsuit$ QJxxxxx $\diamondsuit$ - $\clubsuit$ -
Is your $B\# = 3.0$ or ? If you are the Dealer, will you open
 $1\clubsuit$ or $2\clubsuit$ or $2\heartsuit$ or $2\spadesuit$ or $3\heartsuit$ or $3\spadesuit$? Are your EQ = 7 ?
Are your Fp Requirements: **CP** $\geq 4*3 - 8 = 4$ or ?

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

特殊手牌已完成?

如果对手出♥和/或♦，你能提升你的B#^吗?

你有多少支持牌数(EQ)? 是3支还是?

你手中的牌: ♠ - ♥AQxxxxx ♦ K

♣AKQxx,

不算♥AQ,算剩下的牌得出你的B#.

如果对手是庄家,你会出1♣还是3♥?

你有多少计牌(CP)? 是20实+4虚还是?

Fp要求的 $CP \geq 4 \times 5 - 4$ 的特殊手牌已完成吗?

如果对手出♠和/或♦,你能提升你的B#^吗?

你有多少支持牌数(EQ)? 是5还是6?

您手持: ♠AKxxxx ♥AQxxxx ♦ x ♣-

找到您的B#值。是4.5还是? 如果您是庄家,

您会开1♣还是2♣还是2♥还是2♠还是3♥还是3♠?

您有几点EQ? 6还是?

您手持: ♠AQxxxx ♥QJxxxxx ♦ - ♣-

您的B#值=3.0还是? 如果您是庄家,

您会开1♣还是2♣还是2♥还是2♠还是3♥还是3♠?

您的Fp要求是: $CP \geq 4 \times 3 - 8 = 4$ 还是?

注意: 请回答最后2手的所有问题!



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, which 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



关于FP的一些意见

以下是在BBO论坛上关于Force Point system的一些回应:

<http://www.bridgebase.com/forums/topic/52679-force-point-system/>

由BumJr于2012年4月19日发布

'我已经研究了该系统。'

该系统的开发人员来自保加利亚(也有许多在BBO上玩这个系统的人来自保加利亚)。

尽管如此,英语并不是他的母语。该系统确实有许多很好的想法。也许最大的缺陷就是在许多中继竞价中,叫牌人最终会描述自己的牌,这使得防守变得更加容易。

我已经与系统开发人员取得联系,并商定帮助他用流畅的英语撰写他的系统,以使之更容易理解(如果你不[]

读保加利亚语!此时,他似乎只是对我的提议感到略感兴趣。如果他决定继续这个想法,那么他将拥有一个更好的产品,人们将能够公正地评估它。在我

opinion, without a rewrite of the English description, it is too hard to understand 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 the Opener described his distribution, strength (based on the proprietary Fp counting algorithm) and specific high cards.

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 top players do not follow the ACBL rules at all, and I changed the 1st Relay to be the bounding bid, thus saving valuable space (except after 1♣ Opening where the bounding bid of 1♦ is a weak bid, and the 1st Relay is 1♥ bid).

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

Note by the Developer: The Expert hesitate to learn new systems. From what I have read here, only BumJr checked and understood some details of the system. The other gays are only glanced the system's surface & of course didn't sense anything. The system is incredible rational & strong. Anyone can sense that if decide to spend only 12 hours to investigate it by installing the DEMO playing program and the Bidding in Sysnotes computer program. Send email to: pboev777@gmail.com & I will send to back the

意见，没有重写英文描述，它
他的概念太难理解了。

至于该系统的关键，1NT 是对所有 1
叫牌的强制回应（受 ACBL
的影响），如果回应者很强，它就会开始
一系列接力赛中，开牌者描述了他的分布、强
度（基于专有的 Fp
计数算法）和特定的高牌。

开发者须知：

当我开始创建这个系统时，Quest 的 1NT 叫牌是所有
1st Level 叫牌的强制接力（受 ACBL 的影响），要求
开叫者开始描述他的分布、强度、控制以及它们的位
置。后来，我发现顶级玩家确实会这样做。

完全不遵循 ACBL 规则，我将 1st Relay
改为边界出价，从而节省了宝贵的空间（除了 1♣
开叫之后，其中 1♦ 的边界出价是弱出价，而 1st
Relay 是 1♥ 出价）。

mgoetze 写道：“我的理论是，如果真的是这样
很好，很多高手已经在玩了”

开发者注：专家不愿学习新系统。从

我在这里读到的资料中，只有 BumJr 检查并了解了系统
的一些细节。其他同志们只是瞥了一眼系统的表面，当
然什么也没感觉到。这个系统非常合理且强大。任何人
都可以感觉到，只要决定只花 12 个小时

通过安装 DEMO 播放程序和 Sysnotes 电脑程序中的
Bidding 进行调查。发送

发送电子邮件至：pboev777@gmail.com，我会将其发送
回

Before you become Fp Bidding Expert
links for the installation for FREE!

The bridge players become incredible lazy even on interactive reading !

One guy almost got the Fp Counting:

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

NOTE: The bold is Counting in 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 thing, 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! Only 5+ card suits without any honors =- 0.5)

(**Negative Adjustments: 4 or more EQ = -0.5; A King**
opposite Singleton or Void = -1.0)

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

在您成为Fp Bidding专家之前
免费安装链接!

连互动阅读对桥牌玩家来说也变得非常懒惰!

有一个人几乎掌握了Fp Counting:

由jtfanclub发布:让我看看我是否可以简单化。

注意:粗体字是2004年初的Counting

A=1.5个胜者,K=1,Q=0.5(对!单A=2),Void
=1个胜者,单张=0.5(对!)

7张王牌=减1个胜者,9张=加1(差不多对!)

(更正:9张牌:+0.5;10张牌:+1)单张非A级将只算单张(对!)

非王牌花色较差(如3张小牌)=-1
(并非如此,完全错误!)

正向调整:空花色: +0.5,单例: +0.5,手牌均衡
且有3张Jack: +0.5 (正确!)

负向调整: 3-5花色没有

高牌,3-5花色没有控制牌 (所以由十开头的花色算作两个负向调整)。(完全错误!只有5+花色没有任何高牌=-0.5)

(负向调整: 四个及以上等值牌=-0.5;单例或空花色对王=-1.0)

如果调整达到3个及以上,弃掉一个 (正确!)

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 anything)

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 has become stronger.



拿出您和您的搭档赢下的把戏数量,
加2。这就是预期的把戏数量。

(完全错误!不要加任何东西)

或者如果您知道出价的级别,减5
(差不多对了!修正:实际上减4,
每个玩家减2)

还有一些其他细节,但这就是要点。

我错了吗?(60%正确,40%错误。您设法简化了优势点数计算!)

开发者备注:

5年后,当我发布这个系统时,情况看起来
要好得多:不仅我的写作更好了(特别是在第二次修订版中),而且系统也变得更强大了。



1♦ Opening

We intentionally start with 1♦ Opening, because 1♣ Opening may be difficult for you at this stage. Open 1♦ with a 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), balanced 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)

1♦ 开始

我们故意从1♦开始，
因为在这个阶段1开始对您而言可能比较困难。
用B(2 - 4), 11-18 HCP, 5至7张基本花色或B(2 - 3), 8张基本花色或B(3 - 4),
9+张基本花色的力量开1♦。

1♦ 开始后的展开宣告

1♦ → 1♥! = 中继! B(0.5)+,
2+♦或B(1.5)+, 任何形状除双花色
1♦ → 1♠ = B(0), 任何5张/ B(0.5)
任何5+/5+双花色, 不含5+♥ →
(此处及以下自由竞价), 均衡或任何4441
1♦ → 2♣ = B(0), 7♣或6♣/8♣
1♦ → 2♦ = B(0), 3+♦/2♦ + TOP Honor(s)
1♦ → 2♥ = B(0), 7♥或6♥/8♥
1♦ → 2♠ = B(0), 7♠或6♠/8♠
1♦ → 2NT = B(1 - 1.5), 5+♦/5+ 任何双主色
1♦ → 3♣ = B(1 - 1.5), 5+♣/5+♥/5+♣/5+♠
双主色
1♦ → 3♦ = B(1 - 1.5), 5521 → 5♠/5♥ 双主色
1♦ → 3♥ = 5512 精确形状
1♦ → 3♠ = 5503
1♦ → 3NT = 5530 等等… (参见系统注释)

Development of announces after $1\spadesuit \rightarrow 1\heartsuit$ (RF!) $\rightarrow$

- $1\spadesuit = \mathbf{B(2 - 4)}$, $5\spadesuit$ or $7\spadesuit$, **SHAPE** / B2, 2272 $\rightarrow$ **new Relay**
- $1\text{NT} = 5\spadesuit$ or $7\spadesuit$, **COLOR** / B(2.5), 2272 $\rightarrow$ **new Relay!**
- $2\clubsuit = 5\spadesuit$ or $7\spadesuit$, **RANK** / B(3 - 4), 2272 $\rightarrow$ **new Relay!**
- $2\diamond = 6\spadesuit$ or $8\spadesuit$, **SHAPE** $\rightarrow$ **new Relay!**
- $2\heartsuit = 6\spadesuit$ or $8\spadesuit$, **COLOR** $\rightarrow$ **new Relay!**
- $2\spadesuit = 6\spadesuit$ or $8\spadesuit$, **RANK** (waiting bid) $\rightarrow$ **new Relay!**
 - $\rightarrow 2\text{NT} = \mathbf{Relay!}$ The 1st step answer is for Void or S+V
 - $\rightarrow 3\clubsuit = 6\spadesuit$ or $8\spadesuit$, **RANK + V** / S+V $\rightarrow$ **new Relay!**
 - $\rightarrow 3\diamond = 33\mathbf{6}1 \rightarrow 6\spadesuit + \mathbf{RANK}$
 - $\rightarrow 3\heartsuit = 2\mathbf{4}61$
 - $\rightarrow 3\spadesuit = 4261$
 - $\rightarrow 3\text{NT} = 2263 \rightarrow 6\spadesuit + \mathbf{RANK}$, no S / V
 - $\rightarrow 4\clubsuit = 1183 \rightarrow 8\spadesuit + \mathbf{RANK} + 2$ Singletons
 - $\rightarrow 4\diamond = \mathbf{B2}$, 2281 $\rightarrow 8\spadesuit + \mathbf{RANK}$, no Void
 - $\rightarrow 4\heartsuit = \mathbf{B(2.5)}$, 2281 $\rightarrow 8\spadesuit + \mathbf{RANK}$, no Void
 - $\rightarrow 4\spadesuit = \mathbf{B3}$, 2281 $\rightarrow 8\spadesuit + \mathbf{RANK}$, no Void
 - $\rightarrow 4\text{NT} = \mathbf{B(3.5)}$, 2281 $\rightarrow 8\spadesuit + \mathbf{RANK}$, no Void
 - $\rightarrow 4\clubsuit = \mathbf{B4}$, 2281 $\rightarrow 8\spadesuit + \mathbf{RANK}$, no Void
- $2\text{NT} = \mathbf{B(3 - 4)}$, $9+ \spadesuit$
- $3\clubsuit = \mathbf{B(3 - 4)}$, $10 \spadesuit + \mathbf{SHAPE}$
- $3\diamond = \mathbf{B(3 - 4)}$, $10 \spadesuit + \mathbf{COLOR}$
- $3\heartsuit = \mathbf{B(3 - 4)}$, 1-2-10-0 $\rightarrow 10 \spadesuit + \mathbf{RANK}$
- $3\spadesuit = 2-1-10-0$
- $3\text{NT} = \mathbf{empty}$
- $4\clubsuit = 0-0-10-$

1♦ → 1♥ (RF!) → 公告的发展

- 1♠ = B(2 - 4), 5♦ 或 7♦, 形状 / B2, 2272 → 新的中继
- 1NT = 5♦ 或 7♦, 花色 / B(2.5), 2272 → 新的中继!
- 2♣ = 5♦ 或 7♦, 等级 / B(3 - 4), 2272 → 新的中继!
- 2♦ = 6♦ 或 8♦, 形状 → 新的中继!
- 2♥ = 6♦ 或 8♦, 花色 → 新的中继!
- 2♠ = 6♦ 或 8♦, 等级 (等待出价) → 新的中继!
- 2NT = 中继! 第一步回答是针对空牌或单长+空牌 →
- 3♣ = 6♦ 或 8♦, 等级 + 空牌 / 单长+空牌 →
- 新的中继! → 3♦ = 3361 → 6♦ + 等级
- 3♥ = 2461
- 3♠ = 4261
- 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 = 空
- 4♣ = 0-0-10-

Development of announces after $1\spadesuit \rightarrow 1\heartsuit = (B(0.5 - 1)$
any 5+ / $B(0.5)$, any 5+/5+ bi-color) $\rightarrow$

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

$\rightarrow 2\clubsuit = B(0)$, $5\clubsuit \rightarrow$

$\rightarrow$ if $2\spadesuit$ (RF!) Relay appears for the side suits, the answers are:

$\rightarrow 2\heartsuit = 5\clubsuit + \text{SHAPE} \rightarrow$ new Relay!

$\rightarrow 2\spadesuit = 5\clubsuit + \text{COLOR} \rightarrow$ new Relay!

$\rightarrow 2NT = 4405 \rightarrow 5\clubsuit + \text{RANK} + \text{Void}$

$\rightarrow 3\clubsuit = 3325$

$\rightarrow 3\spadesuit = 22\textcolor{red}{4}5$

$\rightarrow 3\heartsuit = 3\textcolor{red}{4}15$

$\rightarrow 3\spadesuit = 4315$

$\rightarrow 2\spadesuit = B(0)$, $5\spadesuit \rightarrow$

$\rightarrow$ if $2\heartsuit$ (RF!) Relay appears for the side suits, the answers are:

$\rightarrow 2\heartsuit = 5\spadesuit + \text{SHAPE} \rightarrow$ new Relay!

$\rightarrow 2NT = 5\spadesuit + \text{COLOR} \rightarrow$ new Relay!

$\rightarrow 3\clubsuit = 225\textcolor{blue}{4} \rightarrow 5\spadesuit + \text{RANK}$

$\rightarrow 3\spadesuit = \textcolor{red}{3}352$

$\rightarrow 3\heartsuit = 3\textcolor{red}{4}51$

$\rightarrow 3\spadesuit = 4351$

$\rightarrow 2NT = 4450 \rightarrow 5\spadesuit + \text{RANK} + \text{Void}$

$\rightarrow 2\heartsuit = B(0)$, $5\heartsuit \rightarrow$

$\rightarrow$ if $2\spadesuit$ (RF!) Relay appears for the side suits, the answers are:

$\rightarrow 2NT = 5\heartsuit + \text{SHAPE} \rightarrow$ new Relay!

1♦ → 1♠ = (B(0.5 - 1) 任意5+牌 / B(0.5),
任意5+/5+双花色)→

→ 1NT! = B(3.5)+, 询问5牌花色 / 双花色, RF!

→ 2♣ = B(0), 5♣ →

→ 如果 2♦ (RF!) Relay 出现于副花色,
答案如下:

- 2♥ = 5♣ + 花型 → 新的 Relay!
- 2♠ = 5♣ + 颜色 → 新的 Relay!
- 2NT = 4405 → 5♣ + 等级 + 缺牌
- 3♣ = 3325
- 3♦ = 2245
- 3♥ = 3415
- 3♠ = 4315

→ 2♦ = B(0), 5♦ →

→ 如果出现 2♥ (RF!) Relay 手牌边花色,
答复如下:

- 2♠ = 5♦ + SHAPE → 新的 Relay!
- 2NT = 5♦ + COLOR → 新的 Relay!
- 3♣ = 2254 → 5♦ + RANK
- 3♦ = 3352
- 3♥ = 3451
- 3♠ = 4351
- 2NT = 4450 → 5♦ + RANK + Void

→ 2♥ = B(0), 5♥ →

→ 如果出现 2♠ (RF!) Relay, 则这些
答案是:

- 2NT = 5♥ + 花色 → 新的 Relay!

→ 3♣ = 5♥ + **COLOR** → new **Relay**!
 → 3♦ = 1543 → 5♥ + **RANK**
 → 3♥ = 2533
 → 3♠ = 4522
 → 3NT = 0544 → 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♠ = 5233
 → 3NT = 5044 → 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♥

→ 3♣ = 5♥ + 颜色 → 新的中继!
 → 3♦ = 1543 → 5♥ + 秩序
 → 3♥ = 2533
 → 3♠ = 4522
 → 3NT = 0544 → 5♥ + 秩序 + 缺牌
 → 4♣ = 1534

→ 2♠ = B(0), 5→

→ 如果出现边疙瘩中继, 回答如下:

→ 3♣ = 5 + 形状 → 新的中继! → 3♦
 = 5 + 颜色 → 新的中继!
 → 3♥ = 5422 → 5♠ + 秩序
 → 3♠ = 5233
 → 3NT = 5044 → 5♠ + RANK + Void
 → 4♣ = 5134
 → 4♦ = 5143

在外形或色彩侧面的装备, 如有新的中继出现, 显示您的第二长的套装, 从而揭示您的精确形状。

→ 2NT = B(0), 5+ ♦/5+ any 双色
 → 3♣ = B(0), 5+ ♣/5+ ♥ or 5+ ♣/5+ ♠ 双色
 → 3♦ = B(0), 5521 → 5+ ♠/5+
 ♥ 双色 → 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 must begin describing the his hand by using the **Modified Stayman**.



Development of announces after

1♦ → 2♣ / 2♦ / 2♥ / 2♠:

Except for 2♦ bid, after all other responses 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:

→ 4♦ = 6♠/5♥
 → 4♥ = 6601 或 6610
 → 4♠ = 7♠/5♥
 → 4NT = 5♠/7♥
 → 5♣ = 6700
 → 5♦ = 7600
 → 5♥ = 5800
 → 5♠ = 8500

请在 2NT

出价和之后的出价中查看系统说明以获取更多信息。

宣布的发展

1♦ → 1NT = B(0 - 0.5), 平衡或任何 4441 牌型

开启人可以自由弃牌,但如果出现新的 2♣! 中继!
 ,响应人必须使用修改的 Stayman
 公约开始描述他的手牌。



1♦ 之后公告的发展

1♦ → 2♣ / 2♦ / 2♥ / 2♠:

除了 2♦ 出牌外,在所有其他响应之后,开启人可以
 自由弃牌。如果出现新的中继,响应人将开始
 使用 SCOR - SCOR 公约描述手牌。

在 * 1♦ - 2♦ 之后,新中继直接针对 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**

→ 第一步答案(定标出价) = 4 CP = 1 King + 2 EQ

→ 第二步 = 6 CP = 1 Ace + 1 EQ

→ 第三步 = 8 CP = 2 Kings, 无 EQ

2号位对手超跳后的宣告发展: 1♦ (DBL)
RDBL! = RF

接力!→

→ B(0.5)+, 6+主 / 2+♦ / B(1.5)+, 任意花色

→ 过 = B(0) 或更小, 任意花色

→ 1♥ = B(0), 4+ ♥

→ 1♠ = B(0), 4+ ♠

→ 1NT = B1+, 询问 B# 或 5+牌花色, RF!→ 2♣
= B(0.5), 5+ ♣

→ 2♦ = B(0.5), 5+ ♦/5+♠ 双颜色, + ♦

→ 2♥ = 5+ ♦/5+♥ 双颜色, + ♦

→ 2♠ = 5+ ♦/5+♣ 双花色, + ♦

→ 2NT = 5+ ♥/5+♣ 双颜色, 无 ♦

→ 3♣ = 5+ ♠/5+♣ 双颜色, 无 ♦

→ 3♦ = 5+ ♠/5+♥ 双花色, 无 ♦

→ 3♥ = B(0.5), 7+ ♥

→ 3♠ = B(0.5), 7+ ♠

→ 3NT = 待定

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 seat opponent overcalls 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

在 2♣ 及以上之后，只有 B(0.5) 的 Quest (询问者) 将免费出价，但持有 B1+ 的 Quest 将继续进行 2♦ GF Relay! (如果第二座位的对手现在叫牌，Quest 将像 GF Relay 一样使用 Pass Relay RF (为了节省空间，因为已经有一个 INP 的活跃 RF 中继

开局者首先使用 SCOR 描述他的手牌 - SCOR 惯例

例如，在 1♦ (DBL) RDBL! (2♣ 及以上) 之后，第一步答案 Pass (绑定叫牌) =

B(2 - 2.5), 5+♦, 弱

→ DBL 的第二步答案 = B(3 - 4)、5♦ 或 7♦、SHAPE (♣ + ♥) 边花色 (不包括其他 SHAPE ♦ / ♠ 的组合 (因为其中一套花色是基本♦花色) / B3, 2272

→ 2♦ 的第三步答案 = B(3 - 4)、5♦ 或 7♦，COLOR (♣ + ♠) 边花色 (不包括红色基本♦花色 / B(3.5))，2272

→ 2♥ 的第 4 步答案 = B(3 - 4), 5♦ 或 7♦，RANK (♠ + ♥) 边花色 / B4, 2272

→ 第五步答案 2♠ = 6♦ 或 8♦，形状

→ 第六步答案 2NT = 6♦ 或 8♦，颜色

→ 第 7 步答案 3♣ = 6♦ 或 8♦，RANK + Void 或 S+V

→ 第 8 步答案 3♦ = 3361 → 6♦，RANK → 第 9 步答案 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♠ = **B4, 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 the 8th step & up are the answers 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 answers by **EXTENDED SCOR** always with 6♦ or 8♦ + **RANK**

- 第10步的3♠答案 = 4261
- 第11步的3NT答案 = 2263 → 无S/V→
- 第12步的4♣答案 = 1183 → 8♦ + 等级 + 2个单独
- 第13步的4♦答案 = B3, 2281 → 8♦ + 等级无空档
- 第14步的4♥答案 = B(3.5), 2281 → 8♦ + 等级无空档
- 第15步的4♠答案 = B4, 2281 → 8♦ + 等级无空档
- 第16步的5♦答案 = B(2 - 2.5), 9+ ♦

正如您所见,在对手干扰后,第一次出价总是针对弱手。

第2至7步的答案是由SCOR提供的 - SCOR习惯用语。第8步及以上的答案是由EXTENDED SCOR提供的。

→ 在没有干扰的情况下,第1、2和3步分别针对形状、颜色

和阶级(RANK)的边边(side suits),使用5♦或7♦牌的基本花色。

→ 第4、5和6步分别针对形状、颜色和阶级(RANK)的边边
再次,但使用6♦或8♦牌的基本花色。

→ 从第7步开始,答案都是由EXTENDED SCOR给出,始终伴有6♦或8♦ + 阶级(RANK)

Pay attention when the Opponent Overcall in 2nd seat; 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 number 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 seat:

→ 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♦,

关注当对手在第二座压制时;您的 RF 中继!必须是双打而不是1♥中继(1♥将成为自由竞价)。

如果出现 GF 中继,您必须展示您的第二最长的筹码(如果您有 7 张基本套装,您必须推迟显示您的第二长筹码并使用周界竞价来显示 7 张基本套装;然后,如果出现新的中继,显示您的第二长筹码,从而揭示您的确切分布。

在新的中继上显示您的确实力(B#) 如果探询继续询问,请显示您的确切控制数(CP),揭示您的确切 EQ 数量,分别是您的真正女王数量

而无需直接询问!

如果探询决定调查 GRAND SLAM,它将询问您最高荣誉的筹码。使用 SCOR 按优先顺序显示它们。

如果对手在第四座压制:

→ 您的第一步回答(通过的周界竞价)将显示一只弱手, B(2 - 2.5),您的基本筹码为 5 张或更多

→ 您的第二步回答双打将显示 B(3 - 4),5♦ 或 7♦,形状边筹码

→ 您第3步的答案将显示 B(3 - 4), 5♦ 或 7♦, 颜色方面的花色

→ 您第4步的答案将显示 B(3 - 4), 5♦ 或 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

排行榜边装饰

→ 您第5步的答案将显示 B(3 - 4), 6♦ 或 8♦,
排行榜边装饰

→ 您第6步的答案将显示 B(3 - 4), 6♦ 或 8♦,
排行榜边装饰

→ 您第7步的答案将显示 B(3 - 4), 6♦ 或 8♦,
排行榜 + 空缺 或 S+V

在叫牌后, 如果您的搭档证明
强力持有 B(3 - 4), 请使用扩展 SCOR 叫牌。

→ NT 叫牌 = 2263 → 6♦ + 排行榜, 无 S /

V → ♣ = 1183 → 8♦ + 排行榜 + 2 个单牌

→ ♦ = 3361 → 6♦ + 排行榜

→ ♥ = 2461

→ ♠ = 4261

→ NT 出价 = B3, 2281 → 8♦ +

RANK 无空隙 → ♣ = B(3.5), 2281 → 8♦ +

RANK 无空隙
→ ♠ = B4, 2281 → 8♦ + RANK 无空隙

记住: 你必须从跳过(bypass)第1个(边界)步骤后开始计算 SCOR-SCOR 步骤

出价, 这只是为了展示一个低范围的开场与
B(2-2.5), 5+张的基本套装而无其他! 在一个新的中继上,
你将从第1步开始用 SCOR-SCOR 来回答。

记住: 如果对手干扰, 展示你的

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 the CPA relay, you must mandatorily discard the appropriate control points based on your distribution, then divide the remaining control points by 2 to determine the steps you must use to show the rest of your control points (2 control points per step answer).



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

Despite whether 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 remember **the main Formula for the 1st step CP answer with 5-6 card Basic suit, no Void (may have a Singleton):**

强度范围，而不是立即开始SCOR-SCOR答案，包括前2步的Pass和DBL的出价，从而利用对手的出价来节省巨大的出价空间！

在发现您的确切分布（形状）后，您的伙伴（任务）可能会询问您的确切 B#（分步回答），然后可能会继续CPA，询问您的控制。

在 CPA 接力赛之后，你必须根据你的分布情况强制丢弃相应的控制点，然后将剩余的控制点除以 2，以确定你必须使用的步骤来显示剩余的控制点（2

每步答案的控制点数）。



让我解释下一件我相信你会遇到困难的事情！

无论你是答辩人还是质询人，在 CPA 接力赛之后，有时你会很难根据你的确切答案确定第一步 CP 答案的公式是什么

形状！

我相信您还记得第一步 CP 答案的主要公式，即 5-6 张基本花色，没有虚空（可能有单张）：

$$\text{CP} = 4 * \text{B\#} + 2 \text{ along with 3 EQ}$$

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 ?

$$\text{CP} = 4 * \text{B\#} + 2 - ? \text{ along with 3} + ? \text{ EQ}$$

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

In detail:

It will be easy to discover it, if you use the main Formula following the Rules:

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:

$$\text{CP} = 4 * \text{B\#} + 2 - 2 \text{ along with 3} + 1 \text{ EQ, i.e.}$$

$$\text{CP} = 4 * \text{B\#} \text{ along with 4 EQ}$$

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

CP = 4*B# + 2 连同 3 EQ 但是对于 7 张 Basic 牌 + 单缺 或 6/6 双花色 牌，或 8 张牌 + 单张牌，第一步 CP 的公式会是什么？

$$CP = 4*B\# + 2 - ? \text{ 连同 } 3 + ? \text{ EQ}$$

通常来说,对于单缺,一切超出第6张的单花色牌,以及所有超出第10张的双花色牌,都需要减2 CP 加1 EQ

细节:

如果你按规则使用主要公式,发现它是容易的

不要只注意一个单张牌!

对于每一张单缺或2张单张牌,或7张牌的花色,或6/5双花色,将 CP 降低2并将 EQ 提高1

第一步 CP 答案的公式将变为:

$$CP = 4*B\# + 2 - 2 \text{ 连同 } 3 + 1 \text{ EQ, 即 } CP = 4*B\# \text{ 连同 } 4 \text{ EQ}$$

对于 8 张牌的花色或 6/6、5/7 双花色,将 CP 降低4并将 EQ 提高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 **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

公式将首步 CP 答案变为：

$$CP = 4 * B\# + 2 - 4 \text{ 连同 } 3 + 2 \text{ EQ, 即 } CP = 4 * B\# - 2 \text{ 连同 } 5 \text{ EQ}$$

我希望您还记得对于任何下一步的答案，您要加 2 CP 并减 1 EQ。

双方必须使用上述规则，响应者才能给出恰当的 CP 答案，询问者才能区分伙伴的 CPA

答案。



1♦ - 1♥! 后的宣告发展 -

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

→ 1NT! = 中继! 询问 7♦ 或 5♦ + SHAPE

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

→ 2♦! = 中继! 任何 0274 的首步解答 →

→ 2♥ = 0472 或 0274 → 7♦ + 形状 + 缺一 →

2♠! = 中继! 询问精确的形状

→ 2NT = 0472 → 4♥的NT, 7♦ + 形状 + 缺一

→ 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

→ 2NT = B2+, Ask for the exact shape

→ 3♣ = 2074 → 7♦ + COLOR + Void

→ 3♦ = 4072 → ♦ for 4♠, 7♦ +
COLOR + Void

→ 2NT = 3073 --> 7♦ + COLOR + Void

→ 3♣ = 2173 → 7♦ + COLOR

→ 3♦ = 2272 → B(2.5), 10 CP, 4 EQ

→ 3♣ = 0274 → 7♦ + 形状 + 弱

→ 2♠ = 4171 → 7♦ + 形状

→ 2NT = 0373 → 7♦ + 形状 + 弱 →

3♣ = 1273 → 7♦ + 形状

→ 3♦ = 2272 → B2, 8 CP, 4 EQ

→ 3♥ = 1372 → 7♦ + 形状

→ 2♦ = 2353 → 5♦ + 形状

→ 2♥ = 1453

→ 2♠ = 4252

→ 2NT = 0454 → 5♦ + 形状 + 弱 →

3♣ = 1354



1♦ - 1♥之後的發展宣告!

→ 1NT = 弱手(2 - 4), 5♦ 或 7♦, 花色 / 弱手(2.5), 2272 →

→ 2♣! = 繼續詢問! 詢問是 7♦ 還是 5♦ + 花色 →

→ 2♦ = 弱手(2 - 4), 7♦ + 花色 / 弱手(2.5), 2272 →

→ 2♥ = 繼續詢問! 第一步答復是任意 2074 →

→ 2♠ = 2074 或 4072 → 7♦ + 花色 + V →

2NT = 強手2+, 詢問確切花色

→ 3♣ = 2074 → 7♦ + 花色 + 空 →

3♦ = 4072 → ♦ 為 4♠, 7♦ + 花色 + 空

→ 2NT = 3073 --> 7♦ + 花色 + 空 →

3♣ = 2173 → 7♦ + 花色

→ 3♦ = 2272 → 弱手(2.5), 10 CP, 4 EQ

→ 3♥ = 1471 → 7♦ + COLOR

→ 3♠ = 3172

→ 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),

2277 → 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♦ = 4270 → ♦ 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♥ = 2371

→ 3♠ = 3271

→ 3NT = 3370 → 7♦ + RANK + Void

→ 2♠ = 4351 → 5♦ + RANK

→ 2NT = 3352 → no S / V

→ 3♣ = 2254

→ 3♥ = 1471 → 7方 + 颜色

→ 3♠ = 3172

→ 2♥ = 2452 → 5方 + 颜色

→ 2♠ = 4153

→ 2无定向 = 3253 → 无主张 / 单值

→ 3♥ = 3154

→ 3方 = 4054 → 5方 + 颜色 + 单值

黑红方梅

1方 1心之后的宣告发展!

→ 2♥ = B(2 - 4), 5方 或 7方, 等级 / B(3 - 4),

2277 → 2方! = 中继! 询问 5方 或 7方 + 花色

→ 2♥ = B(2 - 4), 7♦ + 阶 / B(3 - 4), 2272

→ 2♠ = 中继! 第一步答复适用于任何 4270 →

2NT = 2470 或 4270 → 7♦ + 阶 + 无

→ 3♣ = 询问精确牌型

→ 3♦ = 4270 → ♦ for 4♠, 7♦ + 阶 +

无 → 3♥ = 2470 → 7♦ + 阶 + 无

→ 3♣ = 1174 → 7♦ + 阶

→ 3♦ = 2272 → B(3 - 4), 12-16 点, 4 均衡

→ 3♥ = 2371

→ 3♠ = 3271

→ 3NT = 3370 → 7♦ + 阶 + 无

→ 2♠ = 4351 → 5♦ + 阶

→ 2NT = 3352 → 无主宾语

→ 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

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

→ 4♣ = B3, 0184 → 8♦ + SHAPE + S+V

→ 2NT = 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

→ 3♦ = 4450 → 5♦ + 颜色 + 缺失 →
3♥ = 3451



1♦ - 1♥! - 2♦后的展开=

B(2-4), 6♦或8♦, 牌型 → 2♥! = GF! B2+, 第一步
对于缺失/大小王答案 →

→ 2♠ = 6♦或8♦, 牌型+缺失或大小王 → →
2NT! 问询准确牌型

→ 3♣ = 0364 → 6♦ + 牌型 + 缺失

→ 3♦ = 0463 → 非常规, 6♦ + 牌型 + 缺失 →

3♥ = 0382 → 8♦ + 牌型 + 缺失

→ 3♠ = 0283 → ♠ 对应 3♣, 8♦ + 牌型 + 缺失

→ 3NT = B3, 0481 → NT 对应 4♥, 8♦ + 牌型 +

大小王 → 4♣ = B3, 0184 → 8♦ + 牌型 + 大小王

→ 2NT = 3262 → 6♦ + 形状, 无主从关系

→ 3♣ = 1264 → 6♦ + 形状

→ 3♦ = 1363

→ 3♥ = 1462

→ 3♠ = 3181 → 8♦ + 形状 + 2个单品

→ 3NT = B2, 1282 → 8♦ + 形状, 无空卡

→ 4♣ = B(2.5), 1282 → 8♦ + 形状, 无空卡

→ 4♦ = B3, 1282 → 8♦ + 形状, 无空卡

→ 4♥ = B(2.5), 1282 → 8♦ + 形状, 无空卡

→ 4♠ = B4, 1282 → 8♦ + 形状, 无空卡



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♦ = 4063 → ♦ for 4♠, 6♦ + COLOR + V

→ 3♥ = 3064 → ♥ for 4♣, 6♦ + COLOR + V

→ 3♠ = 3082 → 8♦ + COLOR + Void

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

→ 4♣ = 1084 → 8♦ + COLOR + S+V

→ 4♦ = 4081 → ♦ for 4♠, 8♦ + COLOR + S+V

→ 3♣ = 2164 → 6♦ + COLOR

→ 3♦ = 3163

→ 3♥ = 1381 → 8♦ + COLOR + 2 Singletons

→ 3♠ = 4162 → 8♦ + COLOR

→ 3NT = 2362 → 6♦ + COLOR, no S / V

→ 4♣ = B2, 2182 → 8♦ + COLOR, no Void

→ 4♦ = B(2.5), 3163 → 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)



开发公告后的 $1\spadesuit - 1\heartsuit!$ →

→ $2\heartsuit = B(2-4), 6\spadesuit$ 或 $8\spadesuit$, 颜色 →

→ $2\spadesuit! = GF$ 传递! $B2+$, 第1步回答针对 $V / S+V$

→ $2NT = 6\spadesuit$ 或 $8\spadesuit$, 颜色 + 空档 或 $S+V$ →

→ $3\clubsuit! =$ 询问确切形状

→ $3\spadesuit = 4063$ → $\spadesuit$ 为 $4\spadesuit, 6\spadesuit +$ 颜色 + V →

$3\heartsuit = 3064$ → $\heartsuit$ 为 $4\clubsuit, 6\spadesuit +$ 颜色 + V →

$3\spadesuit = 3082$ → $8\spadesuit +$ 颜色 + 空档

→ $3NT = 2083$ → 不寻常, $8\spadesuit +$ 颜色 + V →

$4\clubsuit = 1084$ → $8\spadesuit +$ 颜色 + $S+V$

→ $4\spadesuit = 4081$ → $\spadesuit$ 为 $4\spadesuit, 8\spadesuit +$ 颜色 + $S+V$

→ $3\clubsuit = 2164$ → $6\spadesuit +$ 颜色

→ $3\spadesuit = 3163$

→ $3\heartsuit = 1381$ → $8\spadesuit +$ 颜色 + 2 单品

→ $3\spadesuit = 4162$ → $8\spadesuit +$ 颜色

→ $3NT = 2362$ → $6\spadesuit +$ 颜色, 无 S / V

→ $4\clubsuit = B2, 2182$ → $8\spadesuit +$ 颜色, 无空档

→ $4\spadesuit = B(2.5), 3163$ → $6\spadesuit +$ 颜色, 无空档 →

$4\heartsuit = B3, 2182$ → $8\spadesuit +$ 颜色, 无空档

→ $4\spadesuit = B(2.5), 4162$ → $8\spadesuit +$ 颜色, 无空档 →

$4NT = B4, 2182$ → $8\spadesuit +$ 颜色, 无空档

$1\spadesuit - 1\heartsuit$ 后续公告发展! → → $2\spadesuit = B(2-4), 6\spadesuit$ 或 $8\spadesuit$, 等级 (等待)

→ **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♥** = 3460 → ♣ for 4♥, 6♦ + **RANK + V**

→ **3♠** = 4360 → ♦ for 4♠, 6♦ + **RANK + V**

→ **3NT** = 2380 → 8♦ + **RANK + Void**

→ **4♣** = 3280 → 8♦ + **RANK + Void**

→ **4♦** = **B(2 - 3)**, 4180 → ♦ for 4♠, 8♦ +

RANK + S+V

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

S+V

→ **3♦** = 3361 → 6♦ + **RANK**

→ **3♥** = 2461

→ **3♠** = 4261

→ **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♥ →

→ 2NT! = 强大定约!

第一步答复是针对单一缺 或者 S+V

→ 3♣ = 6♦ 或 8♦, 等级 + V 或者

S+V → 3♦! = 强大定约!

询问具体牌型

→ 3♥ = 3460 → ♣ 对应 4♥, 6♦ + 等级 + V

→ 3♠ = 4360 → ♦ 对应 4♠, 6♦ + 等级 + V

→ 3NT = 2380 → 8♦ + 等级 + 单一缺

→ 4♣ = 3280 → 8♦ + 等级 + 单一缺

→ 4♦ = B(2 - 3), 4180 → ♦ 对应 4♠, 8♦ +

等级 + S+V

→ 4♥ = B(2 - 3), 1480 → 8♦ + 等级 +

S+V

→ 3♦ = 3361 → 6♦ + 等级

→ 3♥ = 2461

→ 3♠ = 4261

→ 3NT = 2263 → 6♦ + 等级, 没有主牌/长牌

→ 4♣ = 1183 → 8♦ + 等级 + 2 单牌 → 4♦

= B2, 2281 → 8♦ + 等级, 没有长牌

→ 4♥ = B(2.5), 2281 → 8♦ + 等级, 没有长牌

→ 4♠ = B3, 2281 → 8♦ + 等级, 没有长牌

→ 4NT = B(3.5), 2281 → 8♦ + 等级,

没有长牌 → 5♣ = B4, 2281 → 8♦ + 等级,

没有长牌



1♦ - 1♥ 之后的宣告发展

Overall → 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 = 2263 → 6♦ + RANK, no S / V**
- **♣ bid = 1183 → 8♦ + RANK + 2 Singletons**
- **♦ bid = 3361 → 6♦ + RANK**

- **♥ bid = 2461**
- **3♠ bid = 4261**
- **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

超过呼叫 → 第1步答复(界定出价) = $B(2 - 2.5)$, 5+♦, 弱

从第2步开始 $B(3 - 4)$ 启动SCOR - SCOR分6步

→ 第2步 = $B(3 - 4)$, 5♦或7♦, 形状 / $B3$, 2272 →

第3步 = 5♦或7♦, 颜色 / $B(3.5)$, 2272

→ 第4步 = 5♦或7♦, 级别 / $B4$, 2272

→ 第5步 = 6♦或8♦, 形状

→ 第6步 = 6♦或8♦, 颜色

→ 第7步 = 6♦或8♦, 级别 + 单一或S+V

从第8步开始有JUMP则启动EXTENDED SCOR

→ NT出价 = 2263 → 6♦ + 级别, 无S / V

→ ♣出价 = 1183 → 8♦ + 级别 + 2个单一手牌

→ ♦投标 = 3361 → 6♦ + 等级

→ ♥投标 = 2461

→ 3♠投标 = 4261

→ 无牌投标 = $B3$, 2281 → 8♦ + 等级, 无空档

→ ♣投标 = $B(3.5)$, 2281 → 8♦ + 等级,

无空档 → ♦投标 = $B4$, 2281 → 8♦ + 等级,
无空档



分布和副助力牌

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 the announcement of its rounded suit (including NT as if 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#

使用 SCOR - SCOR Convention
时点燃你的想象力，留意可能的牌型
分布和副花色(加粗标注)！

以下示例是用 5 张或更多的 **◆ 主花色 + 形状副花色**。对于任何 5 张或更多的主花色和形状、颜色或等级副花色，想法是一样的。答案是

自然的、使用 Fp 诡计(变戏法)半自然的展示 1 个花色(将其圆形化处理,包括无王牌当作花色)或特殊的(仅针对有逆花色的形状)。对于任何 5 到 8 张的花色,你可能拥有约 120 种可能的

分布,适用于任何形状、颜色和等级副花色。

1. 用 5 或 7 张主 **◆ 花色 + 形状副花色**:
对于 5 张主花色,组合数为 5

$$53, 1 \quad 4, 4 \quad 3, \quad 52, 0 \quad 4$$

1.1. 要展示任何 5 张花色的逆花色,你的伙伴必须使用无王牌出价或使用主花色出价(先出现的那个)。

对于 7 张主花色,组合数为 7(6 个 + 1 个额外的,任何 7222,这不是形状),即:

$$72, 0 \quad 4, 3 \quad 3, \quad 72, 1 \quad 3, 1 \quad 1 (+ 2272)$$

1.2. 要展示 7 张花色的逆花色 Fp
总是使用在副花色已经展示之后的第一步答复!

注意： Fp 使用不同的编号 B# 放置任何 2272 形状

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 the 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 the 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 change in dependence

沿着 SCOR-SCOR 的前 3
个答案并在下一个中继赛中区分它们!

2. 带有 6 或 8 张基本牌 ♦ 花色 + SHAPE 边花色:

组合由 6 张基本牌组成

3 4, 63, 3 2, 3 3, 62, 1 4
 $0^2_6 3, 04^8 2, 0^1_{26} 1, 1^1_6 4, 14^8 2, 3^1_{26} 1$
0 8 03 48 0 8 12 18

2.1. 要显示带任何 6 或 8 张基本牌的空缺
在显示 SHAPE 或颜色边花色后, Fp
总是使用第一步回答下一中继赛。

与 RANK 边花色不同:

2.2. 要显示带任何 6 或 8 张基本牌的空缺
基本牌 + RANK 边花色, Fp 直接使用第 6 步回答第
1 中继赛后, 直接显示 RANK 边花色 + 空缺或 S+V,

并在下一中继赛中区分确切的形状!

3. 例如使用 9 张基础花色 ♦ 与形状
副花色, 组合共 5 种:

4 0, 2 1, 0 2, 0 1, 0 3
 $0^9 \quad 1^9 \quad 2^9 \quad 3^9 \quad 1^9$
CP和EQ如何根据依赖关系变化

on 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:

在您的位置上

注意公式是相同的:

1. 对于空牌/2个单牌
2. 对于7张以上的牌组
3. 对于6+/5+双色牌

1. 对于空牌或2个单牌:

$CP = 4 * B\# - 2$ (对于空牌/2个单牌) 加上 $3+1$
(对于空牌/2个单牌) = $4 EQ$

公式变为: $CP = (4 * B\# - 2) + 2$

加上 $3+1 EQ \rightarrow$

$CP = 4 * B\#$ 加上 $4 EQ$

2. 为7张扑克牌:

$CP = 4 * B\# - 2$ (针对第7张牌) 以及 $3+1 EQ$
(针对第7张牌)

同一公式: $CP = 4 * B\#$ 伴随 $4 EQ$

3. 对于6/5双色扑克牌:

$CP = 4 * B\# - 2$ (针对第11张牌) 以及 $3+1 EQ$
(针对第11张牌)

同一公式: $CP = 4 * B\#$ 伴随 $4 EQ$

4. 对于8张扑克牌:

**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 →**

$$\text{CP} = 4*B\# - 2 \text{ along with 5 EQ}$$

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)**

$$\text{CP} = 4*B\# - 4 \text{ along with 6 EQ}$$

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)**

$CP = 4 * B\# - 2$ (第7张卡) - 2 (第8张卡)
以及 $3 + 1 EQ$ (第7张卡) + 1 (第8张卡)
公式变为: $CP = (4 * B\# - 4) + 2$, 以及 $3 + 2 EQ \rightarrow$

$$CP = 4 * B\# - 2, \text{ 以及 } 5 EQ$$

5. 对于 6/6 双色或 7/5 双色:

$CP = 4 * B\# - 2$ (第11张卡) - 2 (第12张卡)
以及 $3 + 1 EQ$ (第11张卡) + 1 EQ (第12张卡)

相同公式: $CP = 4 * B\# - 2, 5 EQ$

6. 对于 9 张牌的花色:

$CP = 4 * B\# - 2$ (第7张卡) - 2 (第8张卡) - 2 (第9张卡),
以及 $3 + 1 EQ$ (第7张卡) + 1 EQ (第8张卡) + 1 EQ
(第9
卡)

$$CP = 4 * B\# - 4 \text{ 以及 } 6 EQ$$

7. 7/6 双色:

$CP = 4 * B\# - 2$ (对于第 11 张卡) - 2 (对于第 12 张卡) -
2 (对于第 13 张卡) 以及 $3 + 1 EQ$ (对于第 11 张卡) + 1
 EQ (对于第 12 张卡) + 1 EQ (对于第 13 张卡)

The same **Formula**: $CP = 4*B\# - 4$ along with 6 EQ



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:

相同公式： $CP = 4 \times B\# - 4$,此外还有 6 EQ



形状组合公式:

1. 对于7张牌套装 + 1张空缺/2张单品牌:

$CP = 4 \times B\# - 2$ (对于第7张牌) - 2 (对于空缺/2张单品牌)
S) 此外还有 3+1 EQ (对于第7张牌) +1 EQ
(对于空缺/2张单品牌)

公式变更为: (与8张牌套装相同):
 $CP = (4 \times B\# - 4) + 2$,此外还有 3+2 EQ →

$$CP = 4 \times B\# - 2 ,此外还有 5 EQ$$

2. 对于6/5双色 + 1张空缺/2张单品牌:

$CP = 4 \times B\# - 2$ (11th 牌) - 2 (V / 2)
S) 连同 3+1 EQ (11th 牌) + 1 EQ (V / 2 S)

相同公式

$$CP = (4 \times B\# - 4) + 2 \text{ 连同 } 3+2 \text{ EQ} \rightarrow CP = 4 \times B\# - 2 \text{ 连同 } 5 \text{ EQ}$$

3. 8 张套牌 + 1 空位 / 2 单张:

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 obvious 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:

$$\underline{\underline{\text{CP} = 4 * \text{B\#} + 2}}$$

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

CP = 4*B# - 2 (对于第7张牌) - 2 (对于第8张牌) - 2 (对于Void / 2组合牌) 加上 3 + 1 EQ (对于第7张牌) + 1 EQ (对于第8张牌) + 1 EQ (对于Void / 2组合牌)

公式变为: CP = 4*B# - 4 加上 6 EQ

4. 对于6/6双色牌 + 1个Void:

CP = 4*B# - 2 (对于第11张牌) - 2 (对于第12张牌) - 2 (对于Void) 加上 3 + 1 EQ (对于第11张牌) + 1 EQ (对于第12张牌) + 1 EQ (对于Void)

相同的公式: CP = 4*B# - 4 加上 6 EQ

很明显,要记住上述公式很困难。幸运的是,根本没有必要这样做!

如果您只记住主公式:

$$\underline{CP = 4*B\# + 2}$$

对于第 1 步 CP
答案, 我将再次提供发现合作伙伴拥有多少 CP 的分布情况而显示:

1. 第 1 个单例不会对其产生任何变化

main Formula

2. The 2nd Singleton **or** a Void **or** a 7 card suit
change the Formula for the 1st step CP answer from

$$CP = 4*B\# + 2 \quad \text{to} \quad CP = 4*B\#$$

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. A 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:

$$CP = 4*B\# - 4$$



主公式

2. 2枚の単独牌または無柄か7枚の長い花色がCP(勝算点数)の計算式に影響を及ぼし、以下のようになる

$$CP=4*B\#+2 \text{ から } CP=4*B\#$$

注意:これらのいずれかが出現すると、CPが2下がる。したがって手札に7枚の長い花色と無柄がある場合、第1ステップのCP計算式は以下のようになる

$$CP=4*B\#-2$$

3. 8枚の長い花色があると計算式も以下のように変わる

$$CP=4*B\#-2$$

(7枚と8枚の長い花色でCPがそれぞれ2下がるため合計4下がる)。また無柄や2枚の単独牌があるとCPは以下のようになる

$$CP=4*B\#-4$$



Board 4

NORTH		
♠QJ2		
♥AK3		
♦KQT74		
♣A9		
WEST		EAST
♠K98		♠T753
♥QT965		♥J742
♦J832		♦A96
♣J		♣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

董事会 4

		北QJ2		
		♥AK3		
		♦KQT7		
		4		
		A9		
	西		东	
K98			T753	
	♥QT965		♥J742	
	♦J832		♦A96	
	J		Q3	
		南A64		
		♥8		
		♦5		
		KT876542		

双方均有危险, 对手全程通过

北	东	南	西
1♦	通过	1♥!	通过
2♣	通过	2♦!	通过
2NT	过	3♣!	过
4♣	过	4♦!	过
4♠	过	4NT!	过
5♦	过	5♥!	过
5♠	过		
		6♣	全过

1 = B(2 - 4), 5+ 基本花色

1♥! = **RF!** Ask for the overall shape

2♣ = 3rd step answer by **SCOR-SCOR** for **RANK**

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

1♥! = RF! 问整体牌型

2♣ = 第3步以SCOR-SCOR回答RANK

2♦! = GF! 问第二长花色(确切牌型)

2NT = 3352, 无S / V

3♣! = PL+, 问确切B数

4♣ - 对应B4的第5步回答

4♦! = CPA中继! 在CPA回答之前, 丢弃CP =

4*B数, 并每步用2 CP展示剩余CP。第1步 = $4*4 + 2 = 18$ CP, 3 EQ

4♠ = 对应20 CP (2A +

2K)的第2步回答, SCOR询问国王的花色(因为CP的第2步回答)

5♦ = 对应2个颜色的国王(红或黑)的第2步回答

5♥! = 传递! 用SCOR询问女王牌的花色

5♠ = 2个花色女王的第一步答复

6♣ = 最终合约

PL = 4 (北方的牌点) + 2.5 (南方的牌点) + 1

(10♣主牌) - 0.5 (♦的'不良'单牌) - 0.5

(♥的'不良'单牌) = 6.5, 统计100%小满贯

CP = 20 + 10 =

30, 统计30%小满贯(除2个搭配/超级配对+不配套)

BBO上的竞拍过程: 1♦ 过

3♣ 过 3NT 全过

Board 5

	NORTH	
	♠J2	
	♥AK	
	♦K85	
	♣KT9842	
WEST		EAST
♠QT5		♠8763
♥T9872		♥J643
♦Q		♦63
♣AQJ6		♣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

第5块

北J2			
♥AK♦K			
85KT984			
2			
西			东
QT5			8763
♥T9872			♥J643
♦Q			♦63
AQJ6			753
南方AK			
94			
♥5♦AJT			
9742♣			

交易商是圣诞老人!南北方易遭受攻击

南方 西方 北方 东方
1 1♥ 双倍! 2♥
2 过 3 过 过 3♥! 过 过 4! 过 过 4♥! 过
3 4NT 过 5! 过 5♠ 过 6♦ 全过
3
4

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!** The 1st 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**)

1 = B(2 到 4), 5+ 实际上 B(3.5),
西方的出价

DBL! = B(0.5)+, RF! 询问副灰色

初始最小 PL = B2 + B(2.5) = 5

2♥ = 东方的出价

在那次出价之后, 对手一直Pass

2NT = B(3 - 4)的第 4 步答复, 5♦ 或 7♦ + 缺失
+ 等级(♥ + ♠)副灰色 / B4, 2272 3 = Relay!
询问 7♦ 或 5♦ + 形状

3 = 7♦ + 等级 / B4, 2272 的第 1 步答复

3♥! = Relay! 第 1 步答复是任何 4270

3 = 2470 或 4270 → 7♦ + 等级 + 缺失

4! = Relay! 询问确切形状 (3NT = 弃权)

4 = 4♠, 4270 精确形状 (Fp gag以节省空间)

4♥! = 棋逢对手! 寻求精确的B#

4NT = 精确B#的第二步答案 = 3.5

5! = CPA棋逢对手!

注意: 5-6张牌的花色, 无空洞的第一步CP答案 =
 $4 \times B\# + 2$, 3 EQ (主要公式)

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** = $4 * B\# - 2 = 4 * 3.5 - 2 = \mathbf{12\ CP}$ along with 5 EQ

$5\spadesuit = 3^{\text{rd}}$ 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 $\blacklozenge$ Trumps) – 1 (for K opposite the Void) + **0.25*** (force*point for $\spadesuit$ AK opposite xx) = **6.25*** for statistically 75% small SLAM

South has 16 real CP + 6 pseudo CP (for $\clubsuit$ Void) = 22 CP, so the Total CP in both hands are 22 + 18 = 40 CP for statistically 100% GRAND SLAM

6 $\blacklozenge$ = Final Contract

In BBO the Bidding went:

1 $\blacklozenge$ p 2 $\clubsuit$ p 2 $\spadesuit$ p 2NT p 4 $\blacklozenge$ p 4 $\heartsuit$ p 6 $\blacklozenge$ All Pass



对于 7 张牌花色 + RANK + Void，您必须为 Void 减去 2 CP + 为 7 张牌花色再减去 2 CP，并将 EQ 提高 2

因此，第一步答案为 7 张牌花色 + RANK + Void = $4 \times B\# - 2 = 4 \times 3.5 - 2 = 12$ CP 以及 5 EQ 5♠ =

第三步答案为 16 CP、3 EQ（1 个真实 + 1 EQ 用于虚空 + 1 EQ（7 张牌花色）

最小 PL = $B(3.5) + B(2.5) + 1$ （10 将牌） - 1（K 与空牌相对） + $0.25 \times$ （♠ AK 与 xx 相对的强力*点数） = $6.25 \times$ ，统计上 75% 的小 SLAM

南家有 16 个真实 CP + 6 个伪 CP（用于 ♣ 虚空） = 22 CP，因此两手牌的总 CP 为 $22 + 18 = 40$ CP，统计上 100% 大满贯

6 = 最终合同

在 BBO 中，竞标如下：

1♦ p 2♣ p 2♠ p 2NT p 4♦ p 4♥ p 6♦ 全部通过



A REMINDER

NOTE: The Main Formula (which you must remember) **for the 1st step CP answer with 5-6 card suit, no Void is:**

$$\text{CP} = 4 * \text{B\#} + 2 \text{ (along with 3 EQ)}$$

The CPA answers with 5-6 cards + Void or 7 cards, no Void:

The 1st step answer ALWAYS shows **CP = $4 * \text{B\#}$ 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 = $4 * \text{B\#} - 2$ along with 5 EQ**

For the 2nd step CP answer with 7 card suit + V add 2 CP and lower the EQ by 1:

$$\text{CP} = 4 * \text{B\#} - 2 + 2 \text{ along with } 5 - 1 \text{ EQ} = 4 * \text{B\#}, 4 \text{ EQ}$$



提醒

注意：第一步 CP

答案的主要公式（你必须记住）为 5-6

牌花色，无空位是：

$$CP = 4 * B\# + 2 \text{（以及 3 EQ）}$$

CPA 用 5-6 张牌 + 无效或
7 张牌，无虚空：

第一步答案总是显示 $CP = \underline{4 * B\#}$ 以及 4
EQ

CPA 用 7 张基本花色 + 空牌或 8
张牌（无空牌）回答：

第一步答案总是显示 $CP = \underline{\quad}$
 $4 * B\# - 2$ 以及 5 EQ

对于第二步 CP 答案为 7 张牌花色 + V, 增加 2
CP 并将 EQ 降低 1:

$$CP = 4 * B\# - 2 + 2 \text{ 以及 } 5 - 1 \text{ EQ} = 4 * B\#, 4 \text{ EQ}$$



Board 6

	NORTH	
	♠Q8	
	♥953	
	♦J96532	
	♣Q7	
WEST		EAST
♠AT		♠72
♥K76		♥AQJ4
♦7		♦AKT4
♣AKT9853		♣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 SLAM)

董事会 6

AT

西方

♥K76
♦7
AKT9853

NORTH
Q8
♥953
♦J965
32Q7

东方

72
♥AQJ4
♦AKT4
J62

SOUTH KJ9
6543
♥T8
2♦
Q84

E-W脆弱, 只有 EW玩Fp

南 3

西 4

北过

东 4

过5♥ 过5♠! 过5NT 过7 过过
过

3 = 7-11 点, 7 (大多数系统的自然强攻击性投标以扼杀最终的大 SLAM)

4♣ = B4+ (4th Level natural Overcall in Minor suit, 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 !



4 = B4+ (在弱势的小主牌情况下进行第4级的自然超叫) , 7+ 基本花色

从此时开始, 对手会被动
始终如此

4 = B1+, 询问整体 / 精确形状

最小牌力 = $B4 + B(2.5) + 1$ (10张王牌) = 7.5,
统计学上100%有大滚蛋的可能

5♥ = 2317的精确形状

5♠! = 直接资产中继! (因为合伙人的超叫是在3NT之上!)
询问资产牌. 第1步资产牌回答 = $4 * B\#$ (7张牌) = $4 * 4$
= 16资产牌

6 = 第三步回答, 20资产牌 (2个A + 2个K)

7 = 最终合约

$PL = 4 + 2.5 + 1$ (对于 10 个 Trumps) = 7.5 对于
从统计上看 100% 大滚球

$CP = 20 + 16 = 36$ CP 对于从统计上看 100%
大滚球

在 BBO 的竞拍过程为:

3♠ 3NT p 4NT p 6♣ 全过 making 6♣ + 1

不要放弃 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	

第7局

北方52
♥963

♦AKT32
A76

西
KQJT8
♥J8
♦97
T54

东
43
♥T54
♦Q86
J83

南
♥AKQ7
2♦J54K
Q9

南北方双双脆弱，仅南北双方进入游戏

西 2♠ 北 3♦ 东 3♠ 南部双对!

通过3NT通过4♣! 通过4♦通过4♠!
通过4NT通过5♣!
通过5NT通过6♥过过过

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

2♠ = 西方的随意阻碍出价(提示: 统计上,这种出价通常以B(0)、无VUL的条件做出,)

B(0.5)、VUL,通常6长色牌)3♦
= B2+, 5+ ♦

3♠ = 东方的猛攻(提示:
统计上B0),所以预期东西可得分最高为3失,无VUL)
DBL! = 转发!询问总体格式

从此时开始,对手一直被动过牌

3NT = 5♦ 或 7♦ 的首步答复,格式/B2,
2272

4♣! = B1+, 转发!询问7♦ 或 5♦ + 格式
4♦ = 2353精确格式

最低可得分 = $B2 + B(4.5) = 6.5$

4♠! = 特殊转发!询问精确B#

4NT = 精确B2的首步答复

5♣! = CPA Relay! 在CPA回答之前,丢弃 $CP = 4 * B\#$ &
每步显示剩余的CP为 2 CP

步骤。第1步CP答案 = $4 * 2 + 2 = 10$ CP, 3 EQ 5NT =
第4步答案,共16 CP, 没有女王牌

想!

$PL = B2 + B(4.5) =$
6.5,在统计上100%小满贯

两手总CP = $16 + 20 =$
36,在统计上100%大满贯

6♥ = 结束签约

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.

'第8局'

'北'

'AKT983

♥832'

'♦K652

,

'西'

'Q52'

'♥QJT976'

♦Q7

♣83

'东'

'J6'

♥K54

♦AJ642

JT9

南

74♥A♦

KT9853

AQ74

庄家东, 双方无保, 只有东方

南

西方

北方 双!

1♦

2♥

3♥ 4 过

过 5 过

过 5NT 过

4!

5♦!

6♣

1♦ = 东家 (对手) 的开局

1NT = B(2.5 - 3.0), 5+ ♦. 如果B(3.5)+, 你必须叫DBL!

2♥ = 西家的自然出牌

DBL! = B(0.5)+, RF转报! 询问副柜牌

North's actual $B\# = 3.0$ after upgrading with 0.5 for opponent's $\diamond$ bid, $\min PL = B(2.5) + B3 = 5.5$

$3\heartsuit =$ East's bid

$4\clubsuit =$ 5th step answer (including the steps of **Pass** and **DBL**) for 6 card $\diamond$ suit + **COLOR** (obviously black) side suits

From that point, Opponents Pass Throughout

$4\diamond! =$ **GF Relay!** Ask for the 2nd longest suit

$5\clubsuit =$ **2164** exact shape, natural bid showing the 2nd longest $\clubsuit$ suit, **COLOR** side suits

$5\diamond! =$ **Relay!** Ask for the exact $B\#$

5NT = 3rd step answer for **B3**

Thinking!

$\spadesuit PL = B3 + B3 = 6$ (maybe 5 if $\diamond$ Void is a “**bad**” Void)

$\clubsuit PL = B3 + B3 + 0.5$ (for 2nd FIT in $\spadesuit$ with 2 Controls) = 6.5 (maybe 5.5 if $\diamond$ 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 $\diamond$ suit).

The Total CP in both hands = 36 for statistically 100% GRAND SLAM

$6\clubsuit =$ Sign Off

In BBO the Bidding went: $1\clubsuit 1\diamond 2\heartsuit 3\spadesuit$ p $4\spadesuit$ All Pass

North的实际B# =

3.0,在升级时加上对手的♦bid 0.5,最小PL =

$B(2.5) + B3 = 5.5$

4♣ = (包括Pass和DBL在内的)第5步answer,针对6张♦长牌+COLOR(显然是黑色)副牌

从那一刻开始,对手一直Pass 4♦! = GF Relay!

询问第二长牌

5♣ =

2164准确形状,显示第二长的♣牌,COLOR副牌

5♦! = Relay! 询问准确的B#

5NT = B3的第3步answer

思考中!

♠ PL = B3 + B3 = 6

(如果♦Void是'坏'Void,可能为5),♣PL = B3 + B3 + 0.5

6.5 (maybe 5.5 if ♦ in Void is a bad Void)

注意: 南方的统计点数为16点 (根据公式计算:

$CP = 4 * B\# + 4 = 4 * 3 + 4 = 16$)

北方有20点 (14点实际 + 6点假点在♦花色)

两手牌总点数为36点,

可达到100%的大滚蛋概率

6♣ = 结束叫牌

在BBO上叫牌过程为: 1♣ 1♦ 2♥ 3♠ p 4♠ 全过

1♥ Opening

The explanation after 1♥ and 1♠ Openings are absolutely the same as after 1♦ Opening.

Open 1♥ or 1♠ with a strength of **B(2 - 4)**, 11-18 HCP and a **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

1♥开局

1♥和1♠开局的解释完全与1♦开局相同

。

使用 B(2 - 4)、11-18 HCP 和 5 至 7

张基本牌、B(2 - 3)、8 张基本牌或 B(3 - 4)、9+ 张基本牌开出 1♥ 或 1♠。

注意: 使用 B(3.5 - 4) 和 8 张主牌时, Fp 开出 4 主牌

第9局

	NORTH	
	AKQ862	
	♥843	
	♦Q	
	4A6	
WEST		东
543		97
♥65		♥K92
♦KJT872		♦95
42		KJT873
	SOUTH	
	JT	
	♥AQJT	
	7♦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

4NT = 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

易受攻击的E-W方, 对手一直通过

北方 1	东方	南方	西方
	通过	1NT!	通过
3♦	通过	3!	通过

3NT 通过 4! 通过

4 通过 4NT! 通过

5♦ 通过 5! 通过

5 通过 7 全部通过

1♠ = B(2 - 4), 5+ ♠

1NT! = B(0.5)+, RF! 询问副王牌

3♦ = B(2 - 4), 6♠ 或 8♠, RANK, 无空王牌

3! = 中继! PL+, 询问精确牌型

3NT = 6322 精确牌型 (模糊平衡)

4! = 询问精确B#

4♠ = 对于恰好 B3 的第三步回答

Min PL = 3 + 2 = 5

4NT = CPA 中继! 在通过 CPA 回答之前

丢弃 $4 * B\# = 4 * 3 = 12$

CP, 并通过每个步骤显示 2 CP 的剩余 CP。

5♦ = 4 CP 的第二步答案, 加上 2 EQ +

之前必须去掉的 $4 * B\# = 4 * 3 = 12$ CP, 总共 16 CP

= 2A + K 外加 2 个真正的

女王(因为北方没有 S / V)

5♥! = 中继! 通过 SCOR 询问女王的花色

5♠ = 1st step answer for 2 SHAPE Queens

Thinking!

Can I play 6♠ or 6♥ with a total of 28 CP only?

Where is North's King?

If North doesn't have the ♥ K & it is onside, South's ♥ suit will become a very good side FIT 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 AQJT_x+) = **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 in playing only a Small Slam when it may go down anyway !

7♥ = Final Contract (VA-Bank Grand Slam) !

5♠ = 1号答案, 2个SHAPE女王思考!

我能否只用28总点数玩6♠或6♥? 北方的国王在哪里?

如果北方没有♥国王, 而且它是可靠的, 南方的♥手牌将成为一个非常好的配合牌, 有3个最高分牌, 而且分数会上升1分!

5NT! = 中继! 问国王的花色

6♠ = ♠国王(因为国王单独出现)

因为南方知道北方所有最高分牌的位置:

♥手牌 = $3 + 2 + 0.25 \times (\text{压制} \times \text{点数}, 4 \text{个A的时间调整}) + 1$ (对♠有3个最高分牌的配合) = $6.25 \times$, 统计75%小满贯的可能性 (如果♥国王是可靠的, 则为 $7.25 \times$)

♠手牌 = $3 + 2 + 0.25 \times (\text{压制} \times \text{点数}, 4 \text{个A的时间调整}) + 0.25 \times (\text{压制} \times \text{点数}, \text{♥有QJT或有很好的配合牌AQJT} \times +) = 5.5$, 统计25%在一个花色打小满贯的可能性, 但是100%小大顺仍在无主牌!!

在两种情况下, 如果♥K未在一侧, 小大顺都可能失手!

大家都会竞投6级, 你会竞投7级吗? 仅玩小大顺是没有意义的

因为它可能无论如何都会失手!

7♥ = 最终合约(VA银行大顺)!

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 has always been to popularize a very strong bidding system for all bridge players who want to overpower every Expert.

If you want to start playing Force Point on the Internet immediately and learn it faster for live play, you may contact the author by writing to:

force-point@force-point.com

To use **Sysnotes** in **International Tournaments** you have to pay \$26.10 (tax included) through **PayPal** for a 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 also receive 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 & most importantly, the ‘1NT_over_1.snf’ data file.

在BBO中竞拍过程为:

1♣ 2♣ 2♥ p 3♥ 4♦ 6♥ 全pass

我仍然保持Sysnotes程序未锁定。直到什么时候,我真的不知道。我一直的意图是为所有桥牌玩家推广一个非常强大的竞标系统

他们想压倒每个专家。

如果您想立即在互联网上开始玩force point并更快地学习它以供现场使用,您可以通过写信与作者联系:

force-point@force-point.com

要在国际锦标赛中使用Sysnotes,您必须通过PayPal支付\$26.10(含税)以获得

一对许可证(针对4或6名球员的团队许可证需要支付2或3次\$26.10)。

Force Point桥牌系统(不需要安装)和电子书'Force Point与精准中标'是免费提供给任何持有许可证的球员。

您还将收到Google Drive的链接,以便随时更新所有Fp文件(程序、'Force Point与精准中标'电子书以及最重要的)
'1NT_over_1.snf' 数据文件。

Board 10

		NORTH	
		♠Q64	
		♥8	
		♦Q8742	
		♣Q983	
WEST		EAST	
♠A72		♠KJ83	
♥AQJ74		♥K652	
♦KJ65		♦AT3	
♣T		♣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

板10

北

♠Q6
4♥8
♦Q87
42♣Q
983

西

♠A72
♥AQJ74
♦KJ65
♣T

东

♠KJ83
♥K652
♦AT3
♣65

SOUTH

♠T95
♥T93
♦9
♣AKJ742

双方不易失威, 仅EW使用Fp系统 南 西

北 过

1♥

3♣ 双 4♣
过 4♦
过 5♣
全过 5♠

过 4NT!
过
过

东

1♠!
过!
5♦!
6♥

1♥ = B(2 - 4), 5+
♥ Pass =
1♠ = B(0.5)+, RF! 询问附加品种

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 raising the barrage

Pass! = **Pass-Relay!** **GF!** Ask for the 2nd longest suit.
East already 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

3♣ = 南方的炮击超呼

DBL = B(3-4)的第二步答复, SHAPE (♠ +
♦)附属花色 (在对手超呼后,
PASS的第一步答复将显示B(2-2.5)的强度, 较弱,
因此从第二步开始用DBL 答复, 显示B(3-4)的强度)

RDBL 可节省空间

4♣ = 北方提高炮击的出价

Pass! = Pass-中继! GF!

询问第二长的花色。东方已经使用了1个主动中继,
因此使用Pass-中继可以大大节省竞拍空间!

从那一点开始, 对手一直通过

4♦ = 3541准确图形, 第二长花色的自然出价

4NT! = 中继! 询问具体B#

5♣ = 对B3的第一步答复

5♦! = CPA中继! 在用CPA回答前, 先丢弃

CP = 4*B# 并显示每个步骤的剩余 CP 为 2 CP。第 1
步答案为 CP = 4*B# + 2 = 4*3 + 2 = 14, 3 EQ, 第 2 步 =
16 CP, 2 EQ, 第 3 步 = 18 CP, 1EQ 5♠ = 第 2 步答案为
16 CP (2A+K) 加上 2 EQ (1 real + 1 EQ for ♣
Singleton)

思考!

PL = B3 + B(1.5) + 1 (用于'良好'的 ♣ Singleton) + 0.5
(用于 9 ♥ Trumps) = 6 统计最多有 50%
小大满贯的机会

CP = 16 (West) + 14 (East) + 4 (用于 ♣ Singleton)
= 34 统计有 100% 小大满贯的机会

6♥ = 停牌

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	

第11版

北方♠A
T♥A3

♦AQJT
5♣875
4

西方
♠5
♥KQT9864
♦K8
♣6KJ

东方
♠KQJ876432
♥75
♦3
♣9

南
♠9
♥2J♦
64297
♣3T2AQ

南北双方脆弱,双方使用Fp

西 北 东 南 1♥ 双 再双! 1NT!

过 2♦ 过! 2♥!
2♠ 2NT 过! 3♣!
过 4♣ 过! 4♦!
4♥ 过 4♠ 过!
过 4NT 5♥ 双倍过过过

W: 1♥ = B(2 - 4), 5+ ♥

N: DBL = B(2 - 3), balanced 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#

白: $1\heartsuit = B(2 - 4), 5+\heartsuit$

N: $DBL = B(2 - 3)$, 平衡或 $B(3.5)+$, 任意形状

E: $RDBL! = B(0.5)+$, RF! 询问边花

S: $1NT! = B(0.5)+$, RF! 询问整体形状

W: 通过 = $B(2 - 2.5)$, 弱

N: $2\diamond = B(3.5)+, 5+\diamond$

E: 传球! = 传球接力! GF! 询问长度

基本 $\heartsuit$ 花色与第二长的花色, 即精确的形状 (传递接力以节省空间)

S: $2\heartsuit! = GF!$ 要求副牌

白牌: $2\spadesuit = SCOR$ 第三步答案 - SCOR

(计算 Pass 和 DBL 叫牌) $5\heartsuit$ 或 $7\heartsuit$

牌基本花色 + RANK 边花色 ($\clubsuit + \diamond$)

N: $2NT =$ 第三步答案 (计算 Pass 和 DBL

出价) $5\diamond$ 或 $7\diamond$ 牌基本花色 + RANK 边花色 ($\heartsuit + \spadesuit$) / $B(4.5)$, 2272

E: 过牌! = 传球接力! 要求 $7\heartsuit$ 或 $5\heartsuit +$ 形状

S: $3\clubsuit! =$ 接力! 要求 $7\diamond$ 或 $5\diamond +$ 形状

W: Pass = 第一步答案 (边界出价) 为 7 张 $\heartsuit$ 花色, 推迟第二长花色的答案

N: $4\clubsuit =$ 第二长的花色, 不属于

先前显示的是 RANK

花色, 因此北方没有单张, 2254 精确形状

E: 传球! = 传球接力! 第一步答案是任何 0742

S: $4\diamond! =$ 接力! 询问确切的 B#

W: 4♥ = 1723 exact shape → ♥ for 3♣ (**Fp gag for space saving!**), 2nd longest suit, which is one of the previously shown **RANK** suits, so West DOES HAVE a Singleton in the 4th, not mentioned ♠ 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 = $4 \times 3.5 + 2 = 16$ 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 $4 \times 3.5 = 14$ 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.



W: 4♥ = 1723年确切形状 ♥ for 3♣ (Fp 碍 for 节省空间!), 第二长的花色, 这是之前展示过的级别花色之一, 所以西方确实在第4、未提及的♠花色中有单牌!

N: 过牌 = 精确B(3.5)的第1步答复
'4♠' = 绝对终戏

S: 过牌! = 过牌-中继!CPA, 询问胜珍, 第1步
答复 = $4 \times 3.5 + 2 = 16$ 胜珍, 3 等级, 第2步 = 18 胜珍, 2 等级, 第3步 = 18 胜珍, 1 等级

W: 过牌

N: 4NT = 4胜珍 + 之前必须删除的 $4 \times 3.5 = 14$
胜珍的第2步答复, 总共 18 胜珍
以及 2 等级

E: 5♥ = 自由出牌。玩家

东西玩家水平(PL) = 西玩家B(2 至 2.5) +
东玩家B2 + 0.5(9♥主牌) = 4.5 至 5

注意: 东5♥出牌是压制性的, 不-
有保护时 1 或 2 败家

南: DBL = 罚分!

全过

注意: 对南而言, 最低PL = $B(2.5) + B(0.5) + 1.0$ (开♠单牌) = 4. 如果伙伴

有超过B3的牌,
他/她会叫DBL罚分或4NT显示5+/5+双色小牌。



FORCE POINT Bridge Bidding System is a Relay system created over 36 years by the research of bridge bidding in the spare author's time. It uses only one 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 10 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 without asking for them, because of the strong conjunction between the strength of the hand, its shape and Controls (CP).

The system also will allow you to discover a Singleton King in partner's possession without asking for 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 called 'Sysnotes' with the system notes, which is like a notebook. You may go forward, backward, up & down, and choose the most appropriate bids for the explanation of your hand, depending on your partner & opponents' bids or overcalls by using your mouse.

FORCE POINT

桥牌叫牌系统是作者在业余时间研究桥牌叫牌超过 36 年而创建的接力系统。它只使用一个 SCOR 规则

- SCOR 满足您所有的分销和控制需求（以及当然还有经典的 Stayman 和 Jacoby 转移）和最合理的叫牌机制，以发现准确的搭档分布，最多 10 张牌或任何双色，准确的牌力，准确的不仅是数字，还有所有 TOP HONORS 的种类，如果你想到 GRAND

SLAM，甚至它们的颜色。

由于手牌的强度、形状和控制 (CP) 之间存在紧密的联系，因此系统无需询问即可发现搭档皇后的数量。

该系统还允许您发现合作伙伴拥有的 Singleton King，而无需提出要求！

它将为您提供“13 罚规则”，让您决定继续比赛还是惩罚对手。

展示并立即使用系统进行游戏

在互联网上，作者创建了一个名为“Sysnotes”的专用计算机程序，其中包含系统注释，就像一本笔记本。您可以向前、向后、向上和向下移动，并根据搭档和对手的叫牌或

使用鼠标进行加叫。

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	

第11局重复

北
♠AT♥
A3♦AQ
JT5♣8
754

西
♠5
♥KQT9864
♦K8
♣KJ6

东
♠KQJ876432
♥75
♦3
♣9

南方♠9

♥J2♦
97642
♣AQT32

如果只有南北双方参与玩Fp，竞价过程将是：

西	北	东	南	
1♥		双响 4♠		过关
过关 5♦			5♥ 过关	
过关 双引	全过关			

1♥ = West's Opening

DBL = **B(2.5)**+, balanced 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



1♥ = 西方的开场出界 DBL
= B(2.5)+,
均衡型或B(3.5)+,
任何5+牌花色 4♠ =
Pass = 抵禦 B(3.5)的脆弱抢夺

Pass =
西方的出谱 5♦ =
北方的出谱 5♥ =
东方的出谱 Pass
= 南方的出谱

Pass = 西方的出谱

DBL = B(3.5)+, 罚分. 即使南方有B(-0.5),
'13分罚则'也会显示:

4 (对方分差) + 3 (我方分差) + 6 (3张Aces) + 1
(1张小王) - 1 (对方跳升) = 至少落一下就有13分!

全过



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 as 2
4. If you have any other Kings or other Opponents' Trumps, count each of them as 1
5. If you have 4 of Opponents' Trumps with an Honor (including TEN), add an extra 1, for 5 of Opponents' Trumps, add an extra 2



13道诡计规则

Fp可以根据以下规则计算对手的惩罚把戏,如果总和达到13,你可以放弃'惩罚'加倍,确信对手将至少输1手!

对手将至少输1手!

将以下数字相加:

1. 你原本想玩的玩法水平(PL)
2. 对手计划玩的玩法水平(PL)
玩
3. 如果你有对手主牌的A或K,每张算2点
4. 如果你有任何其他国王或对手主牌,每张算1点
5. 如果你有4张对手主牌带有荣誉(包括10),
额外加1分,如果有5张对手主牌,额外加2分



How many down the Opponents will be depends 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 1 down and DBL them, instead of you going 1 down!

NOTE: Penalty Rule of 13 becomes Penalty Rule of 16 when the Opponents possess very long suit(s) !



对手会落后多少

取决于您达到的总和：

如果总分是 13 - 14，对手将至少落后 1 分；如果总分是 14 - 15，对手将至少落后 2 分

如果总分是 15 - 16，对手将至少落后 3 分；如果总分是 16 - 17，对手将至少落后 4 分

请注意，如果对手有长花色（疯狂分布），则情况并非如此！

在这种情况下，使用该 PL 来计算
罚分规则13。你会通过对手的跳跃感受到这一点。在第二种情况下，罚分规则13变成了罚分规则16，所以

最好格外小心地使用它。在这种情况下，最好不要使用它！

惩罚规则是抓住至少 1 次失败和 DBL
的对手的一个非常好的武器
他们，而不是你去 1 下去！

注意：当对手拥有非常长的花色时，罚则 13
将变为罚则 16！



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

再次 Board 11

北方 ♠A
T♥A3
♦AQJT
5
♣8754

西方
♠5
♥KQT9864
♦K8
♣KJ6

东方
♠KQJ876432
♥75
♦3
♣9

SOUTH
♠9
♥J2 ♦
97642
♣AQT32

检查16分及以上的惩罚规则
(长双方牌型)

假设EW对手想在5级玩
我们(NS)在♦也有5级游戏。

总和是10。北方被证明具有 $CP = 4 \times B\# + 4 = 4 \times 3.5 + 4 = 18 \text{ CP}$

(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 latter, and along with 1 small Trump, the sum grows to 16. South has 1 Ace + 1 small Trump, so the sum becomes 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

(5張基牌花色的遊戲計分公式)，這將是
3A或A + 3K。每A算2分、每K算1分，我們只加5分
給後者，再加上1張小牌，總和變成16分。南家有
1張A和1張小牌，所以總分變成19分！(16-17分:1
下，18-19分:2下)

對手至少會下2分,這是肯定的!

讓我們檢查NS的手牌價值和總手牌價值(注意
雙方都採用完全合約,所以他們都完全了解
對手的出價:

北家顯示18分,南家有6分真實加上4分虛假(在
♠花色)=10分,所以NS總分是28分,正好可以在
小牌中贏局!

NS手牌價值 = 北家3.5分 + 南家0.5分 +
1(在對手♠花色有一張好單牌) + 1(10張♦夾) - 1(
因為對手在♥和♠花色有超級合約,所以降低0.5分)
= 5分,為

在♦花色贏50%的局,所以DBL(雙公)是最好的選擇。

注意:5♦可以通過精湛的出牌方式取得,把西家擺
在手上,避免他拿到2個♣的把柄!

BBO出價:

1♥ 2♦ 4♠ 5♦ p p 5♠ p p 6♦ 全過

Board 12

NORTH		
♠		
♥AJT972		
♦Q		
♣Q98742		
WEST		EAST
♠AK7432		♠QT95
♥4		♥Q3
♦JT54		♦AK2
♣KJ		♣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

第12板

北方♠♥
AJT972
♦Q♣Q
98742

西
♠AK7432
♥4
♦JT54
♣KJ

东
♠QT95
♥Q3
♦AK2
♣T653

南♠J8
6♥K86
5
♦98763
♣A

NS易受攻击，所有人使用Fp系统

西北东南

1♠	2♠	双! 再双! 过! 5♥! 过 6♥
4♦	5♦	
5♠	6♦	
过 过 6♠ 全过		

西: 1♠ = 二级+, 5+♠
北: 2♠ = 二级+, 5+/5+ 双花色不包括♠

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 = $(14 \text{ or } 16) + 4$ (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!

E: DBL! =RF接力赛! 要求边花色/精确形状。最小 $PL = 2 + 1.5 + 0.5$ (9 ♠ 牌) = 4

S: RDBL! =RF接力! 要求2/3/6+花色的牌

W: 4♦ = 6142 精确形状, 扩展 SCOR

出价 (第一步答案仅适用于 B(2 - 2.5), 弱手)

N: 5♦ = 6♥ + 6♠ 的第 7 步答案

E: 传球! =传球接力, GF! 询问确切的B#

S: 5♥! =接力! 求单例

最小 $PL = 2 + 1 + 1$ (10♥王牌) + 1 (

'好' ♠ S / V) + 1 (代表'好' ♦ S / V) = 6

W: 5♠ = 第三步答案正好是 B3

N: 6♦ = 0616 精确形状

E: 传递第 6 级 = 将 DBL 传递给他的伙伴

$NS PL = B(3.5) + B1 + 0.5$ (调整

(针对“好”♦单张) +

1.0 (针对♠中“好”空位的调整) +

1.0 (针对10♥王牌的调整)

10.5 (超过 2 次调整) = 6.5, 统计上

100% 小满贯! S: 6♥ = 在第 6 级签字

W: 通过

N: 通过

$PL = B3 + B(1.5) + 1$ (10♠王牌) + 0.5

(对于“好的”♥ Singleton, 但 0.5

只是因为相反的 ♥ Q) = 6, 对于统计上 50% 的小

SLAM $CP = (14 \text{ 或 } 16) + 4$ (伪) + 10 (东) =

28 或 30 可能只差 1 个!

E: 6♠ = 结束

S: DBL = 惩罚, 脆弱, 采用“13 惩罚规则” (16 疯狂分布) 显示至少 1 次确定失败需要 17 分!

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

第13版

北方♠K
642

♥6542
♦AK94
♣7

西
♠T5
♥QT73
♦6532
♣A85

东
♠9873
♥KJ98
♦T87
♣K6

南方♠A
QJ
♥A♦QJ
♣QJT94
32

北南方势弱,根据Fp竞标,南方1♣

	西方	北方1♥	东
	过手	!	通过
2♣	通过	2♦!	通过
2♥	通过	2♠!	通过
3♠	通过	4♣!	通过
4NT	通过	5♣	全部通过

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♠ = **3127** exact shape (the 1st step answer will be for 4027 or 2047, **SHAPE** + **Void**)

4♣! = **Relay!** Ask for the exact **B#** (3NT 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♣

1♣ = B2+, 任意形状, 人为叫牌 (或 5+ ♣ 的天叫) 1♥! =

RF! 接力! 询问基本花色或/和边花的长度

2♣ = 5 或 7 张牌基本♣花色 + SHAPE 或 2227

2♦! = GF! 接力! 要求7或5张花色+形状

最低 PL = B2 + B2 = 4 2♥

= 7♣ 的第一步答案

2♠! = 接力! 要求第二长的花色

3♠ = 3127 精确形状 (第一步答案将是

4027 或 2047, 形状 + 无效)

4♣! = 接力! 要求相同的 B# (3NT 出价将
绝对签字)

4♠ = 第三步答案, 精确 B# = 3 (不是 3.5

因为有 4 个 EQ)!

PL = B3+ B2 + 0.5 (为了 “好” ♥

Singleton) - 0.5 (可能为 “糟糕” ♣ Singleton) =
5, 表示小联盟 50% 的比赛。

南方预期 CP = 4 * B# = 4 * 3 =

12, 所以双手总 CP = 12 + 14 + 4

(伪♥单张) = 30 CP (28 CP

足够在小级别比赛中使用)。5♣ =

显然弃牌。全部弃牌

注: North 不知道

Singleton♥不是一个 “好” 的 Singleton, 因为它是一个
控制, 所以双手的 CP 只有 26 &

南方需要技巧才能做出 5♣

Let me show the Bidding Mechanism after 1 in suit Opening, for example, after:

1♥ - 1♠! = B(0.5)+, RF! → No Overcalls

If there **isn't** Opponent's Overcall, the SCOR – SCOR Convention will start from the 1st step:

- 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 !**



让我展示一下1梅花开局后的叫牌机制,例如:

1♥ - 1♠! = B(0.5)+, RF! → 无跟进

如果对方没有跟进,SCOR -
SCOR公约将从第一步开始:

- 1NT = B(2 - 4), 5♥ 或 7♥, 花色 / B2, 2722
(第一步回答) 寻找第一个续打!

- 2♣ = 5♥ 或 7♥, 颜色 / B(2.5), 2722 (第二步回答)
寻找第二个续打!

- 2♦ = 5♥ 或 7♥, 等级 / B(3 - 4), 2722
(第三步回答) 寻找第三个续打!

- 2♥ = 6♥ 或 8♥, 花色 (第四步回答) 寻找
第四个续打!

- 2♠ = 6♥ 或 8♥, 颜色 (第五步回答)
寻找第五个续打!

- 2NT = 6♥ 或 8♥, 等级 + 单牌或 S+V (第六步回答)
寻找第六个续打!

- 3♣ = 6♥ 或 8♥, RANK, 无空Void (第7步答案)
请找到第7个延续!



Let me show the Bidding Mechanism after the same 1 in suit Opening, with Overcall

1♥ - 1♠! = B(0.5)+, RF! → Overcall

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 (PASS) is reserved for a weak hand: B(2 – 2.5), 5+ ♥ only

2nd step answer (DBL) = 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

让我展示一下在同样的 1
同花色开叫之后的叫牌机制，以及过叫

1♥ - 1♠! = B(0.5)+, RF! → 过叫

如果对手有争叫，第一步将
是弱手，因此 SCOR - SCOR 约定将从第二步开始：

第一步答案 (PASS) 是为弱者保留的
手牌：B(2 - 2.5)、仅限 5+♥

第二步答案 (DBL) = B (3 - 4) , 5♥ 或
7♥, SHAPE / B2, 2722 (第一步答案) 相同

经过 1st 延续，但随着 B(3 - 4) 的出现，

第三步答案 = B(3 - 4), 5♥ 或 7♥, 颜色 / B(2.5), 2722
(第一步答案) 与之后相同

2nd 延续，但有 B(3 - 4)，更强

第四步答案 = B(3 - 4), 5♥ 或 7♥, RANK /
B(3 - 4), 2722 (第一步答案) 与 3rd
延续后相同，但使用 B(3 - 4)，更强

第五步答案 = B(3 - 4), 5♥ 或 7♥,
形状与第四步继续后相同，但为 B(3 - 4),
更强

第六步答案 = B(3 - 4), 5♥ 或 7♥, 颜色
与第五步继续后相同，但使用 B(3 - 4),
更强

第 7 步答案 = B(3 - 4)、5♥ 或 7♥、RANK + Void 或
S+V 与第 6 步继续后相同，
但 B(3 - 4) 更强

With an Opponent's Overcall the answers by EXTENDED SCOR start from the 8th step are (suppose it is 3♣ bid):

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 (suppose with 2 Overcall):

After: 1♥ - (Pass) - 1♠! - (2♠ Overcall) - 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)

当对手争叫时，EXTENDED SCOR 的答案从

第八步是（假设是 3♣ 出价）：

第 8 步答案 = 3♣ = 1624 → 6♥ +
RANK（第二长花色的自然叫牌）第 9
步答案 = 3♦ = 1642 → 6♥ + RANK

（自然出价第二长的花色）

第十步答案 = 3♥ = 1633 → 6♥ +
RANK（3 乘 3 边花色的基本花色的自然叫牌）第 11
步答案 = 3♠ = 3811 → 8♥ + RANK + 2
单张（自然出牌，选择边外的花色）
适合！

第 12 步答案 = 3NT = 3622 → 6♥ +
RANK，无 S /
V（对边花色以外的花色进行特殊叫牌。始终使用
3NT 叫牌）第 13 步答案 = 4♣ = B3, 1822 → 8♥ +
RANK，无虚空

第 14 步答案 = 4♦ = B(3.5), 1822 → 8♥ +
RANK，无虚空

第 15 步答案 = 4♥ = B4, 1822 → 8♥ +
RANK，无虚空

例如（假设有 2 个过叫）：

之后：1♥ - (过牌) - 1♠! - (2♠ 过叫) - DBL =
B1+, RF! →

→ PASS = B(2 - 2.5), 5+ ♥ 2722 (第一步答案) →
接力赛后，继续进行 SCOR - SCOR!

→ DBL = B(3 - 4), 5♥ 或 7♥, 形状 (第二步答案)

→ **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)

(from here starts the Extended SCOR bids)

→ **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 / B2**, 2722 (1st step answer) →

→ **2♣** (GF!) → Ask for 7♥ or 5♥ + shape

→ 2NT = B(3 - 4), 5♥ 或 7♥, COLOR
(第三步答案)

→ 3♣ = B(3 - 4)、5♥ 或 7♥, RANK (第 4
步答案) → 3♦ = B(3 - 4)、6♥ 或 8♥, SHAPE (第
5 步答案) → 3♥ = B(3 - 4)、6♥ 或
8♥, COLOR (第 6 步答案) → 3♠ = B(3 - 4)、6♥
或 8♥, RANK + Void 或 S+V (第 7 步答案)

(从这里开始扩展 SCOR 出价)

→ 3NT = 3622 → 6♥ + RANK, 无 S /
V (对副花色以外的花色进行特殊叫牌。对于任何 6 + 2
+ 2 + 3, 始终使用 3NT 叫牌)

→ 4♣ = 1624 (第二长花色的自然叫牌) →
4♦ = 1642 (第二长花色的自然叫牌)

→ 4♥ = 1633 (3 加 3 边花色的基本花色自然叫牌)

→ 4♠ = 3811 (自然出牌, 该花色在
侧面套装!)

→ 4NT = B3, 1822 → 8♥ +

RANK, 无无效牌 → 5♣ = B(3.5), 1822 → 8♥

+ RANK, 无无效牌 → 5♦ = B4, 1822 → 8♥

+ RANK, 无无效牌 → 5♥ = B(2 - 2.5), 9♥

第一续! 1♥ - 1♠ 之后的叫牌发展! →

→ 1NT = B(2 - 4), 5♥ 或 7♥, 形状 / B2, 2722
(第一步答案) →

→ 2♣ (GF!) → 要求 7♥ 或 5♥ + 形状

→ 2♦ → B(2 - 4), 7♥ + **SHAPE** / **B2**, 2722 →
find the 1.1 continuation !

→ 2♥ → 3532 → 5♥ + **SHAPE**

→ 2♠ → 4531

→ 2NT → 4540 → 5♥ + **SHAPE** + **Void**

→ 3♣ → 2524

→ 3♦ → 3541



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♠ = 2740 or 4720 → 7♥ + **SHAPE** + **V**

→ 2NT! Ask for the exact shape

→ 3♣ = ♣ for 4♠, 4720 → 7♥ +
SHAPE + **Void**

→ 3♦ = 2740 → 7♥ + **SHAPE** + **V**

→ 2NT = 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

→ 2♦ → 评分(2 - 4), 7♥ + 花色 / 评分2, 2722
寻找 1.1 延续!

→ 2♥ → 3532 → 5♥ + 花色

→ 2♠ → 4531

→ 2NT → 4540 → 5♥ + 花色 + 空

→ 3♣ → 2524

→ 3♦ → 3541



1♥ - 1♠! - 1NT → 后续出价发展

→ 2♣! (GF!) → PL+, 询问 7♥ 或 5♥ + 花色 →
2♦ = 评分(2 - 4), 7♥ + 花色 → 1.1 延续!

→ 2♥(F) = PL+, 首步答复适用于任何4720

→ 2♠ = 2740 或 4720 → 7♥ + 形状 +
缺牌 → 2NT! 询问确切形状

→ 3♣ = ♣ for 4♠, 4720 → 7♥ +
形状 + 缺牌

→ 3♦ = 2740 → 7♥ + 形状 + 缺牌

→ 2NT = 3730 → 7♥ + 形状 + 缺牌 (使用
NT 竞标有 3 个侧位手牌与 7 张基本牌组的对手)

→ 3♣ = 1714 → 7♥ + 形状 (自然竞标)

for the 2nd longest suit)

→ $3\spadesuit = 2731 \rightarrow \text{NT for } 3\spadesuit, 7\heartsuit + \text{SHAPE,}$
(Fp gag bid)

→ $3\heartsuit = 2722 \rightarrow \text{B2, 8 CP, 4 EQ (natural}$
bid with 3 Doubletons)

→ $3\spadesuit = 3721$, natural for the 2nd longest



Development of the bids after $1\heartsuit - 1\spadesuit \rightarrow$

→ $2\clubsuit = \text{B}(2 - 4), 5\heartsuit \text{ or } 7\heartsuit, \text{ COLOR} / \text{B2}, 2722$ (2nd
step answer) → **find the 2.2 continuation !** →

→ $2\diamondsuit$ (GF!) = Ask for $7\heartsuit$ or $5\heartsuit + \text{shape}$

→ $2\heartsuit = \text{B}(2 - 4), 7\heartsuit + \text{COLOR} / \text{B}(2.5), 2722$

→ $2\spadesuit = 4513 \rightarrow 5\heartsuit + \text{COLOR}$

→ $2\text{NT} = 3523 \rightarrow \text{no S / V}$

→ $3\clubsuit = 3514$

→ $3\diamondsuit = 2542$

→ $3\heartsuit = 4504 \rightarrow 5\heartsuit + \text{COLOR} + \text{Void}$



为第二长的套牌

→ 3♦ = 2731 → 三♦, 7♥ + 形状,
(虚虚槽bid)

→ 3♥ = 2722 --> 2B, 8 CP, 4 EQ
(三工牌带3个双张)

→ 3♠ = 3721, 为第二长的自然牌



1♥ - 1♠之后的bid发展! →

→ 2♣ = 2-4B, 5♥ 或 7♥, 花色 / 2B, 2722
(第二步回答) 找2.2延续! →→ 2♦ (GF!) = 问7♥ 或 5♥
+ 形状

→ 2♥ = 2-4B, 7♥ + 花色 / 2.5B, 2722

→ 2♠ = 4513 → 5♥ + 花色

→ 2NT = 3523 → 无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

1♥ - 1♠! - 2♣ 之后的出价进展

2♦ (GF!) → PL+, 问7♥ 或 5♥ + 花色 →

→ 2♥ = B(2-4), 7♥ + 花色 → 2.2续投!

→ 2♠! (GF!) → PL+, 1st step 回应是针对任何2704

→ 2NT = 2704 或 4702 → 7♥ + 花色 + V →

3♣! = PL+, 问具体形状

→ 3♦ = 4702 → ♦ 为 4♠, 7♥ + 花色 +

V → 3♥ = 2704 → ♥ 为 4♣. 7♥ + 花色 + V

→ 3♣ = 2713 → 7♥ + 花色

(次长手色的自然出价) → 3♦ = 1741

→ 3♥ = 2722 → B(2.5), 10 CP, 4 EQ

(三个长度相等的手色的自然出价)

→ 3♠ = 3712

→ 2NT = 3703 → 7♥ + 花色

(用NT表示7张基础手色和3张3张的副手色)



1♥ - 1♠! 后出价发展

→ 2♦ = B(2-4), 5♥ 或 7♥, RANK / B(3-4), B2,
2722 (SCOR 的第三步回答 - SCOR)

→ 2♥ (GF!) = 问 7♥ 或 5♥ + 花色

→ $2\spadesuit = B(2 - 4)$, $7\heartsuit + \text{RANK} / B(3 - 4)$, 2722 → Find the 3.3 continuation of 2NT! = Forcing Relay!

→ 2NT = 2533 → $5\heartsuit + \text{RANK}$, no S / V (for any 5 - 3 - 3 - 2 shape use NT or the Basic suit bid which came 1st, except with $\clubsuit$ Basic suit)

→ $3\clubsuit = 1534$

→ $3\diamond = 1543$

→ $3\heartsuit = 0544$ → $5\heartsuit + \text{RANK} + \text{Void}$ (but for any 5 - 0 - 4 - 4 shape use NT or the Basic suit bid which came 1st, except with $\clubsuit$ Basic suit)

→ $3\spadesuit = 4522$



Development the bids after $1\heartsuit - 1\spadesuit$! →

→ $2\diamond = B(2 - 4)$, $5\heartsuit$ or $7\heartsuit$, $\text{RANK} / B(3 - 4)$, 2722 (3rd step answer)

→ $2\heartsuit$ (GF!) = Ask for $7\heartsuit$ or $5\heartsuit + \text{shape}$

→ $2\spadesuit = B(2 - 4)$, $7\heartsuit + \text{RANK} / B(3 - 4)$, 2722

→ The 3.3 continuation !

→ 2NT! (Forcing Relay!) → The 1st step answer is for any 0742

→ $3\clubsuit = 0724$ or 0742 → $7\heartsuit + \text{RANK} + \text{V}$

→ $2\spadesuit = B(2 - 4), 7\heartsuit + RANK / B(3 - 4), 2722$ → 找出 2NT! 的 3.3 延续! = 强制接力!

→ $2NT = 2533$ → $5\heartsuit + RANK$, 无 S / V (对于任何 5 - 3 - 3 - 2 形状使用 NT 或最先叫出的基本花色, $\clubsuit$ 基本花色除外)

→ $3\clubsuit = 1534$

→ $3\diamond = 1543$

→ $3\heartsuit = 0544$ → $5\heartsuit + RANK + Void$ (但对于任何 5 - 0 - 4 - 4 形状使用 NT 或先出的基本花色叫牌, $\clubsuit$ 基本花色除外)

→ $3\spadesuit = 4522$



1♥ - 1♠ 之后的出价! →

→ $2\diamond = B(2 - 4), 5\heartsuit$ 或 $7\heartsuit, RANK / B(3 - 4), 2722$ (第三步答案)

→ $2\heartsuit$ (GF!) = 要求 $7\heartsuit$ 或 $5\heartsuit + 形状$

→ $2\spadesuit = B(2 - 4), 7\heartsuit + RANK / B(3 - 4), 2722$ → 3.3 延续!

→ 2NT! (强制接力!) → 第一步答案适用于任何 0742

→ $3\clubsuit = 0724$ 或 0742 → $7\heartsuit + RANK + V$

→ 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

→ 3NT = 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**

→ 要求精准组合牌

→ 0724 → ♥ 用于 4♣, 7♥ +
RANK + 空(Fp gag)

→ 0742 → ♠ 用于 4♦, 7♥ +
RANK + 空(Fp gag)

→ 1732 → 7♥ + RANK

→ 2722 → B(3 - 4), 12 - 16 CP, 4 EQ

→ 4711 → 7♥ + RANK,
第二长牌色的自然投标

→ 0733 → 7♥ + RANK,
对旁边的3张3张牌种投标的基础牌色

→ 1723 → 7♥ + RANK,
第二长牌色的自然投标



1♥ 之后 1♠ 的竞价发展！ →

→ 2♥ = B(2 - 4), 6♥ 或 8♥, 花色 / B2, 2722 → 第4步续打:

→ 2♠ (GF!) = PL+, 对弃牌 / S+V 的第一步答复

→ 2NT = 6♥ 或 8♥, 花色 + 弃牌 或 S+V

→ 3♣ = Ask for the exact shape

→ 3♦ = 3640 → 6♥ + **SHAPE** + **Void**

(natural bid for the 2nd longest suit)

→ 3♥ = 4630 → **unusual**, 6♥ + **SHAPE** + **V**

→ 3♠ = 3820 → 8♥ + **SHAPE** + **Void**

(natural bid for the 2nd longest suit)

→ 3NT = 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♦ = 2641 → 6♥ + **SHAPE**

→ 3♥ = 3631

→ 3♠ = 4621

→ 3NT = 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**



→ 3♣ = 询问准确牌型

→ 3♦ = 3640 → 6♥ + 牌型 + 缺

(第二长牌色的自然出价)

→ 3♥ = 4630 → 非常规, 6♥ + 牌型 + 缺 →

3♠ = 3820 → 8♥ + 牌型 + 缺

(第二长牌色的自然出价)

→ 3NT = 2830 → 3♦ 的无敌牌, 8♥ + 牌型 + 缺 (Fp gag)

→ 4♣ = B3, 4810 → ♣ 为 4♠, 8♥ + 牌型 + S+V (Fp gag)

→ 4♦ = B3, 1840 → 8♥ + 牌型 + S+V
(自然投标第二长款式)

→ 3♣ = 1813 → 8♥ + 形状, 无空档

→ 3♦ = 2641 → 6♥ + 形状

→ 3♥ = 3631

→ 3♠ = 4621

→ 3NT = 2623 → 无 S / V

→ 4♣ = B2, 2821 → 8♥ + 形状, 无空档

→ 4♦ = B(2.5), 2821 → 8♥ + 形状, 无空档 →

4♥ = B(3 - 4), 2821 → 8♥ + 形状, 无空档



Development the bids after 1♥ - 1♠! →

→ 2♠ = B(2 - 4), 6♥ or 8♥, **COLOR**

→ 2NT (GF!) → The 1st step answer for **Void / S+V**

→ 3♣ = 6♥ or 8♥, **COLOR + Void or S+V**

→ 3♦! = Ask for the exact shape

→ 3♥ = 3604 → ♥ for 4♣, 6♥ +

COLOR + Void (Fp Jig)

→ 3♠ = 4603 → 6♥ + **COLOR + V**

→ 3NT = 3802 → **unusual**, 8♥ +
COLOR + Void

→ 4♣ = 2803 → 8♥ + **COLOR + Void**

→ 4♦ = B3, 4801 → ♦ 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♠ = 4612

→ 3NT = 2632 → **no S / V**

→ 4♣ → 2614

→ 4♦ = B2, 2812 → 8♥ + **COLOR, no Void**

→ 4♥ = B(2.5), 2812 → 8♥ + **COLOR, no Void**

→ 4♠ = B3 2812 → 8♥ + **COLOR, no Void**

→ 4NT = B(3.5), 2812 → 8♥ + **COLOR, no Void**

发展1♥-1♠后的投标! →

→ 2♠ = B(2 - 4), 6♥或8♥, COLOR

→ 2NT (GF!) → 空缺 / S+V的第一步响应 → 3♣ = 6♥或8♥, COLOR + 空缺或S+V

→ 3♦! = 询问精确形状

→ 3♥ = 3604 → ♥对4♣, 6♥
+ COLOR + 空缺 (Fp Jig)

→ 3♠ = 4603 → 6♥ + COLOR +
V → 3NT = 3802 → 不寻常, 8♥ +
COLOR + 空缺

→ 4♣ = 2803 → 8♥ + COLOR +
空缺 → 4♦ = B3, 4801 → ♦对4♠,
8♥ + S+V
COLOR + S+V

→ 4♥ = B3, 1804 → ♥对4♣, 8♥
+ COLOR + S+V

→ 3♦ = 1831 → 8♥ + COLOR,
无空缺 → 3♥ = 3613 → 6♥ + COLOR

→ 3♠ = 4612

→ 3NT = 2632 → 没有主牌/长牌

→ 4♣ → 2614

→ 4♦ = B2, 2812 → 8♥ + 颜色, 没有长牌

→ 4♥ = B(2.5), 2812 → 8♥ + 颜色, 没有长牌

→ 4♠ = B3 2812 → 8♥ + 颜色, 没有长牌

→ 4NT = B(3.5), 2812 → 8♥ + 颜色, 没有长牌

→ 5♣ = B4 2812 → 8♥ + COLOR, no Void



Development the bids after 1♥ - 1♠! →

→ 2NT = 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

It is much easier to watch these bids using the Sysnotes computer program. By reading a book with bridge announcements, you may lose track, but with Sysnotes, that will never happen! It is like a book; you may scroll forth & back, up & down through its pages very fast using the mouse to find the appropriate bids when playing on the Internet.

→ 5♣ = B4 2812 → 8♥ + 颜色, 无空缺



1♥ - 1♠!后出价发展→

→ 2NT = B(2 - 4), 6♥ 或 8♥, 等级 / B(3 - 4), 2722
(SCOR - SCOR公约最后一步6th) →→

6th延续(有空缺的直接出价):

→ 3♣ (强制游戏!) → 更高水平,

问确切形状 → 3♦ = 0643 → 6♥ + 等级 +
空缺

→ 3♥ = 0634 → ♥ 为 4♣, 6♥ + 等级 + 空缺

→ 3♠ = 0823 → ♠ 为 ♣, 8♥ + 等级 + 空缺

→ 3NT = 0832 → NT 为 3♦, 8♥ + 等级 + 空缺

→ 4♣ = B3, 0814 → 8♥ + 等级 + 长/空缺

→ 4♦ = B3, 0841 → 8♥ + RANK + S+V

使用Sysnotes电脑程序观看这些出价要容易得多。通过阅读有关桥牌公告的书籍,您可能会失去兴趣,但有了Sysnotes,这种情况永远不会发生!它就像一本书;您可以使用鼠标快速向前和向后滚动其页面,以在网络上玩游戏时找到适当的出价。
翻过书籍中滚动其页面,以在网上玩游戏时找到适当的出价。

**Let me show the Bidding Mechanism after
1 in suit Opening, in this case, after:**

1♠ - 1NT! → B(0.5)+, RF! → No Overcall

NOTE: If there was no Overcall 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 an Overcall and **the Quest** was able to clarify your strength, use the **EXTENDED SCOR** starting immediately after the last **SCOR – SCOR** bid of 6♠ or 8♠, **RANK + Void** or **S+V**

And if the Opponent's overcalled:

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 !

→ 3rd 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 !

让我展示一下竞标机制

1 花色开叫，在这种情况下，之后：

1♠ - 1NT! → B(0.5)+, RF! → 无需过叫

注意：如果没有争叫，并且任务无法明确你的实力，请使用下一个叫牌

→ 3♦ = B(2- 4), 6♠ 或 8♠, RANK → 并且在全新接力赛展现你的精准身形

如果出现 Overcall 并且 Quest 能够阐明你的实力，使用扩展分数开始

最后一个 SCOR 之后立即出牌 - SCOR 出牌 6♠ 或 8♠、RANK + Void 或 S+V

如果对手的叫牌过高：

1♠ - 1NT! → B(0.5)+, RF! → 过叫→
第一步答案 = B(3- 4), 5♠ 或 7♠, 形状
找到第一个延续！

→ 第二步答案 = B(3- 4)、5♠ 或 7♠,
颜色 找到第二个延续！

→ 第三步答案 = B(3- 4), 6♠ 或
8♠, RANK 找出第 3 个延续！

→ 第 4 步答案 = B(3- 4), 6♠ 或
8♠, 形状 找到第 4 个延续！

→ 5th step answer = B(3- 4), 6♠ or 8♠,
COLOR → Find the 5th continuation !

→ 6th step answer = B(3- 4), 6♠ or 8♠,
RANK → On a new Relay (suppose it is 2NT) →

1st step answer → 3♣ = B(3- 4), 6♠ or 8♠, RANK +
Void or S+V → On a new Relay (suppose it is 3♦) →
→ Find the 6th continuation !

2nd step answer → B(3- 4), 3♦ = 6142 → 6♠ + RANK

3rd step answer → 3♥ = 8311 → 8♠ + RANK + 2 Singles

4th step answer → 3♠ = 6133 → 6♠ + RANK

5th step answer → 3NT = 6322 → no S / V

6th step answer → 4♣ = 6124

7th step answer → 4♦ = B3, 8122 → 8♠ + RANK, no V

8th step answer → 4♥ = B(3.5), 8122 → 8♠ + RANK, no
Void

9th step answer → 4♠ = B3, 8122 → 8♠ + RANK, no V



→ 第5步答案 = $B(3-4)$, $6\spadesuit$ 或 $8\spadesuit$, 颜色
找到第5个延续!

→ 第6步答案 = $B(3-4)$, $6\spadesuit$ 或 $8\spadesuit$, 等级
在新的中继上(假设是 $2NT$)

第1步答案 → $3\clubsuit = B(3-4)$, $6\spadesuit$ 或 $8\spadesuit$, 等级 +
空缺或 $S+V$ 在新的中继上(假设是 $3\diamondsuit$)
找到第6个延续!

第2步答案 → $B(3-4)$, $3\diamondsuit = 6142 \rightarrow 6\spadesuit +$ 等级

第3步答案 → $3\heartsuit = 8311 \rightarrow 8\spadesuit +$ 等级 + 2 个单张

第4步答案 → $3\spadesuit = 6133 \rightarrow 6\spadesuit +$ 等级

第5步答案 → $3NT = 6322 \rightarrow$ 无单一花色或无空

第6步答案 → $4\clubsuit = 6124$

第7步答案 → $4\diamondsuit = B3, 8122 \rightarrow 8\spadesuit +$ 等级, 无空

第8步答案 → $4\heartsuit = B(3.5), 8122 \rightarrow 8\spadesuit +$ 等级, 无空

$9\spadesuit$ 步答案 → $4\spadesuit = B3, 8122 \rightarrow 8\spadesuit +$ 等级, 无 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 = 7402 or 7204 → 7♠ + **SHAPE + V**

→ 3♣ = PL+, Ask for the exact shape

→ 3♦ = 7204 → unusual, 7♠ +

SHAPE + Void

→ 3♥ = 7402 → 7♠ + **SHAPE + V**

→ 3♣ = 7213 → 7♠ + **SHAPE**

→ 3♦ = 7141

→ 3♥ = 7312

→ 3♠ = 7222 → **B2, 8 CP, 4 EQ**

→ 3NT = 7033 → 7♠ + **SHAPE + Void**

→ 2♠ = 5323 → 5♠ + **SHAPE**

→ 2NT = 5404 → 5♠ + **SHAPE + Void**

→ 3♣ = 5314

→ 3♦ = 5242

→ 3♥ = 5413



1♠ 开拍

1♠ 开拍后的发展竞拍 - 1NT! → B(0.5)+, RF!

→ 2♣ = B(2-4), 5♠ 或 7♠, 花色 → 2♦ = 询问 7♠ 或 5♠ + 花色 第一延续:

→ 2♥ = 7♠ + 花色 / B2, 7222

→ 2♠ = 中继! 第一步回答为任何 7204 → 2NT = 7402 或 7204 → 7♠ + 花色 + V

→ 3♣ = PL+, 询问具体花色 → 3♦ = 7204 → 特殊, 7♠ +

花色 + 漏牌

→ 3♥ = 7402 → 7♠ + 花色 + V

→ 3♣ = 7213 → 7♠ + 花色

→ 3♦ = 7141

→ 3♥ = 7312

→ 3♠ = 7222 → B2, 8 CP, 4 EQ

→ 3NT = 7033 → 7♠ + 布局 + 缺牌

→ 2♠ = 5323 → 5♠ + 布局

→ 2NT = 5404 → 5♠ + 布局 + 缺牌

→ 3♣ = 5314

→ 3♦ = 5242

→ 3♥ = 5413



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**



发展 1♠ - 1NT! → 的竞标

B(0.5)+, RF! → 2♦ = B(2-4), 5♠ or 7♠, 颜色 →

2♥ = PL+, 询问 7♠ or 5♠ + 形状 第二个

续程：

→ 2♠ = 7♠ + 颜色 / B(2.5), 7222

→ 2NT! = PL+, 第一步回应是任何 7240

→ 3♣ = 7402 or 7240 → 7♠ + 颜色 + V

→ 3♦ = PL+, 询问确切形状 → 3♥ =

7420 → 7♠ + 颜色 + V

→ 3♠ = 7240 → ♠ for 4♦, 7♠ +

颜色 + 无

→ 3♦ = 7231 → 7♠ + 颜色

→ 3♥ = 7321

→ 3♠ = 7222 → B(2.5), 10 CP, 4

EQ → 3NT = 7330 → 7♠ + 色 + 无 →

4♣ = 7114

→ 2NT = 5332 → 5♠ + 色

→ 3♣ = 5224 → 5♠ + 色

→ 3♦ = 5341 → 5♠ + 色

→ 3♥ = 5431 → 5♠ + 色

→ 3♠ = 5440 → 5♠ + 色 + 无



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♦ = 7024 or 7042 → 7♠ + 4 card suit, RANK +

Void

→ 3♥! = PL+, Ask for the exact shape

→ 3♠ = 7024 → ♠ for 4♣, 7♠ + RANK + V

→ 3NT = 7042 → NT for 4♦, 7♠ + RANK +

Void (Fp gag)

→ 3♥ = 7411 → 7♠ + RANK

→ 3♠ = 7132 → ♠ for 3♦, 7♠ + RANK

→ 3NT = 7033 → 7♠ + RANK

→ 4♣ = 7123 → 7♠ + RANK

→ 4♦ = 7132

→ 3♣ = 5134 → 5♠ + RANK

→ 3♦ = 5143 → 5♠ + RANK

→ 3♥ = 5422 → 5♠ + RANK

→ 3♠ = 5233 → 5♠ + RANK

→ 3NT = 5044 → 5♠ + RANK+ Void



发展主叫1♠-1NT的应叫! →B(0.5)+
RF!→2♥=B(2-4),5♠或7♠,主牌等级→

2♠!=问询7♠或5♠+花色 第3段续打:

→2NT=7♠+主牌等级/B(2.5),7222

→3♣!=任何7024的第1步答应

→3♦=7024或7042→7♠+4张花色,主牌等级+

空

→3♥!=PL+,问询具体形状

→3♠=7024→♠入4♣,7♠+主牌等级+V→

3NT=7042→NT入4♦,7♠+主牌等级+

空(Fp废牌)

→3♥=7411→7♠+RANK

→3♠=7132→♠for 3♦,7♠+

RANK→3NT=7033→7♠+RANK

→4♣=7123→7♠+RANK

→4♦=7132

→3♣=5134→5♠+RANK

→3♦=5143→5♠+RANK

→3♥=5422→5♠+RANK

→3♠=5233→5♠+RANK

→3NT=5044→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

→ 3NT = 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

→ 3NT = 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



发展 1♠ - 1NT! - 2♠ 的竞标

B(2 - 4), 6♠ 或 8♠, 形状 → 2NT! (GF!) = PL+,
第一步回答是针对空档或长牌势+短牌 第 4 步延续:

→ 3♣ = 6♠ 或 8♠, 形状 + 空档或 (长牌势 + 短牌)

→ 3♦! = 询问确切形状

→ 3♥ = 6304 → 6♠ + 形状 + 空档

→ 3♦ = 6403 → 不寻常, 6♠ + 形状 + 空档 →

3♥ = 8302 → 8♠ + 形状 + 空档

→ 3♠ = 8203 → ♠ 用于 3♣, 8♠ + 形状 + 空档

→ 3NT = 8401 → NT 用于 4♥, 8♠ + 形状 +
长牌势+短牌 → 4♣ = 8104 → 8♠ + 形状 +
长牌势+短牌

→ 3♦ = 8131 → 8♠ + 形状, 无空档

→ 3♥ = 6412 → 6♠ + 形状

→ 3♠ = 6313 → 6♠ + 形状

→ 3NT = 6232 → 无主牌/虚牌

→ 4♣ = 6214

→ 4♦ = B2, 8212 → 8♠ + 形状, 无空

→ 4♥ = B(2.5), 8212 → 8♠ + 形状, 无空 → 4♠

= B(3 - 4), 8212 → 8♠ + 形状, 无空



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

→ 3NT = 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♠ + COLOR, no Void

→ 4♥ = B3, 8221 → 8♠ + COLOR, no V

→ 3NT = B(3.5), 8221 → 8♠ + COLOR, no Void

→ 4♣ = B4, 8221 → 8♠ + COLOR, no V



发展 1♠ - 1NT! → 2NT = 的出价。

B(2 - 4), 6♠ 或 8♠, 花色 → 3♣! = 强搶劫! PL+,
第一步答复針對無副或主長牌的情形 第五個延續:

→ 3♦ = 6♠ 或 8♠, 花色 +
無副或主長牌 → 3♥! =

詢問確切手牌形狀 3♠ = 6340 → 6♠ + 花色 + 無副 →

3NT = 6430 → 6♠ + 花色 + 無副

→ 4♣ = 8230 → ♠ 對應 3♦, 8♠ + 花色 + 無副

→ 4♦ = 8320 → NT 對應 3♥, 8♠ + 花色 + 無副

→ 4♥ = 8410 → ♣ 對應 4♥, 8♠ + 花色 + 主長牌

→ 4♠ = 8140 → 8♠ + 花色 + 主長牌

→ 3♥ = 6421 → 6♠ + 花色, 無主長牌 / 無副

→ 3♠ = 6331

→ 3NT = 6223 → 无主扑/无弱牌

→ 4♣ = 8113 → 8♠ + 色 + 2个单牌 → 4♦ =

6241 → 6♠ + 色

→ 4♥ = B2, 8221 → 8♠ + 色, 无弱牌

→ 4♠ = B(2.5), 8221 --> 8张♠ + 色, 无弱牌 →

4♥ = B3, 8221 → 8♠ + 色, 无弱牌

→ 3NT = B(3.5), 8221 --> 8张♠ + 色, 无弱牌 →

4♣ = B4, 8221 → 8♠ + 色, 无弱牌



Development the bids after 1♠ - 1NT! →

→ 3♣ = B(2 - 4), 6♠ or 8♠, RANK + Void or S+V →

→ 3♦ = (GF!) = Ask for the exact shape → **The 6th**

continuation:

→ 3♥ = 6034 → ♥ for 4♣, 6♠ + RANK + Void

→ 3♠ = 6043 → ♠ for 4♦, 6♠ + RANK + Void

→ 3NT = 8032 → NT for 3♦, 8♠ + RANK + V

→ 4♣ = 8023 → 8♠ + RANK + Void

→ 4♦ = B3, 8041 → 8♠ + RANK + S+V

→ 4♥ = B3, 8014 → ♥ for 4♣, 8♠ + RANK + S+V

→ 3♦ = 6142 → 6♠ + RANK

→ 3♥ = 8311 → 8♠ + RANK, no Void

→ 3♠ = 6133

→ 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



发展1♠ - 1NT!之后的投标→

→3♣ = B(2 - 4), 6♠或8♠, 等级+空或S+V →→3♦ =
(GF!) = 询问准确形状 第6个

续:

→ 3♥ = 6034 → ♥为4♣, 6♠+等级+空→
3♠ = 6043 → ♠为4♦, 6♠+等级+空→ 3NT
= 8032 → NT为3♦, 8♠+等级+空→ 4♣ =
8023 → 8♠+等级+空

→ 4♦ = B3, 8041 → 8♠+等级+S+V
→ 4♥ = B3, 8014 → ♥为4♣,
8♠+等级+S+V

→ 3♦ = 6142 → 6♠+等级

→ 3♥ = 8311 → 8♠+等级, 无空→
3♠ = 6133

→ 3NT = 6322 → 无S/V

→ 4♣ = 6124 → 6♠+等级

→ 4♦ = B2, 8122 → 8♠ + 秩序, 无Void

→ 4♥ = B(2.5), 8122 → 8♠ + 秩序, 无Void→

4♠ = B(3 - 4), 8122 → 8♠ + 秩序, 无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 seat and has one more
meaning in 3rd or 4th seat:

**1♣ → B(2 – 4), natural announcement with 5♣
to 8♣, 12+ HCP**

**1♣ → B(3 - 4.5), strong NT, balanced (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**



1♣开局 - 最雄心勃勃的力点开局!

1♣开局在第1和第2位置

1♣ - 禁止PASS !! 不要这样做 !!

根据Fp系统的要求,在没有对手干扰的情况下,在任何位置1♣开局后使用PASS严格禁止!!

力点系统中1♣开局在第1和第2位置有4种含义,在第3或第4位置还有一种含义:

1♣ → B(2 - 4), 5♣到8♣的自然公告, 12+ HCP

1♣ → B(3 - 4.5), 强NT, 平衡(没有5+牌, 没有单张, 没有空张) 19 - 22 HCP

1♣ → B(4.5)+, 任何5+牌花色, 20+ HCP

1♣ → B(4.5 - 5), 仅5/5两色, 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)**, unbalanced / **B(-0.5 - 0)**, balanced including the pseudo-balance, **Negative**, artificial, any distribution, 0-6 HCP (**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)**, balanced 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+♠/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

在1♣开局后进行出价的发展 在首位/次位

1♣ - 过 → 禁止! 非Fp出价。

1♣ - 1♦ → B(-0.5), 不平衡 / B(-0.5 - 0),
包括假平衡在内的平衡, 负值, 人造, 任何牌型, 0-6点
(若对手干扰则过牌)

1♣ - 1♥ → B(0.5)+, RF! (循环强制), 2+♣ /
B(1.5)+, 任何牌型, 无双花色, 人造,
询问开局手牌, 7+点 1♣ - 1♠ → B(0),
任何5长牌或双花色, 人造, 不平衡分布,
6-10点, NF

1♣ - 1NT → B(0 - 0.5), 平衡或4441, 无5+长牌,
除4441分布外无单张或空档, 6-10点, NF

1♣ - 2♣ → B(0), 6♣-8♣ / 3-4♣ / 2♣ + 顶级高牌, NF

1♣ - 2♦ → B(0), 6♦-8♦, NF

1♣ - 2♥ → B(0), 6♥-8♥, NF

1♣ - 2♠ → B(0), 6♠-8♠, NF

1♣ - 2NT → B(1 - 1.5), 5+数字/5+任意双花色, 非强制性

1♣ - 3♣ → B(1 - 1.5), 5+♣/5+♥ / 5+♣/5+♠双花色,

非强制性 → B(1 - 1.5), 5521 --> 5♠/5♥双花色, 非强制性

1♣ - 3♥ → 5512

1♣ - 3♠ → 5503

1♣ - 3NT → 5530

1♣ - 4♣ → 5♠/6♥

1♣ - 4♦ → 6♠/5♥

1♣ - 4♥ → 6601或6610

Developing the bids after 1♣ → 1♦ (NF) →
→ B(-0.5), unbalanced / 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)**, balanced (no 5+
 card suit, no S / V) **or** any 4441, 0-6 HCP.

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

开发1♣ → 1♦ (NF) 之后的出价

→ B(-0.5), 不平衡 / B(-0.5 - 0), 任何平衡, 负面, 人工,
任何分布, 0-6 HCP - 1♥! RF! = B(3.5)+, 任何形状,
强制性单回合 (RF)! 询问响应者的强度和整体分布,
然后开拓者可以使用GF! 询问确切

形状 (如果对手干扰, 使用PASS或DBL)

1♣ - 1♦ - 1♥! → 1♠ = B(-1) 或更少, 非常弱! 深负!
1NT! (GF) 后, 极强牌, B(4.5)+, 自然显示您的主牌,
并对新转发!

由SCOR - SCOR协定回答。

对于任何5+♦/5+ 任何两牌色,
使用2NT回答。对于5+♣/5+♥或5+♣/5+♠两牌色, 使用3♣回答。使用从3♦到3NT来显示5♠/5♥两牌色的确切形状, 从4♣及以上显示5+♠/5+♥形状。在新转发上显示确切的两牌色, 然后显示确切的分布。

1♣ - 1♦ - 1♥! → 1NT = B(-0.5 - 0), 平衡
(无5+牌, 无主从) 或任何4441, 0-6 HCP。

1♣ - 1♦ - 1♥! → 2♣ ~ B(-0.5), 5+ ♣ 或 2227。

在新转发中用 SCOR - SCOR 显示副牌,
然后显示精确的形状, 约 3-6 HCP

1♣ - 1♦ - 1♥! → 2♦ ~ B(-0.5), 5+ ♦ 或 2272

在新的中继中, 首先展示边花色, 通过计分 -
计分, 然后展示精确的牌型, ~ 3-6 HCP

1♣ - 1♦ - 1♥! → 2♥ ~ B(-0.5), 5+ ♥ 或 2722

在新的中继中, 首先展示边花色, 通过计分 -
计分, 然后展示精确的牌型, ~ 3-6 HCP

1♣ - 1♦ - 1♥! → 2♠ ~ B(-0.5), 5+ ♠ 或 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, balanced, NF

1♣ - 1♦ - 2♣ → free bid, B(2 - 3), 5♣, no 4+ cards in
Major, 11- 15 HCP, NF



在新中继上显示 SCOR-SCOR

的侧面组合,然后显示精确的牌型, 大约 3-6

1♣-1♦-1♥! → 2NT → B(0), 5+♦/5+ 任何双花色
。在新中继上显示双花色,然后显示精确的牌型,
大约 7-8 HCP

1♣-1♦-1♥!-3♣ → B(0), 5+♣/5+♥ 或
5+♣/5+♠ 双花色 → 强手! B3+,
询问另一个双花色

1♣-1♦-1♥!-3♦ → B(0), 5521 → 5♠/5♥ 双花色

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 或 6610

1♣-1♦-1♥!-4♠ → 7♠/5♥

1♣-1♦-1♥!-4NT → 5♠/7♥

1♣-1♦-1♠ → 自由 bid, B(2-3), 5♣ + (4♠ / 4♥ /
4♠) 5 HCP, 非强制 (NF)

1♣-1♦-1NT → 自由 bid, B(3-4.5), 强势 NT,
16-20 HCP, 均衡, NF

1♣-1♦-2♣ → 自由 bid, B(2-3), 5♣, 无 4+
主牌, 11-15 HCP, NF



Developing the bids after 1♣ → 1♥! (RF!)

- 1♣ - 1♥! (RF!) - 1♠ (strong, B(4.5)+, any shape) – 1NT! →
- 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 suit
 - 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
 - 3NT = 5530
 - 4♣ = B(4.5 - 5), 5♠/6♥ (Here & below: Direct ask for CP)
 - 4♦ = 6♠/5♥
 - 4♥ = 6601 or 6610
 - 4♠ = 7♠/5♥
 - 4NT = 5♠/7♥
 - 5♣ = 6700
 - 5♦ = 7600
 - 5♥ = 5800
 - 5♠ = 8500

发展1♣ → 1♥! (RF!)之后的投标

1♣ - 1♥! (RF!) - 1♠ (强, B(4.5)+, 任意形状) - 1NT! →→
2♣ = B(4.5)+, 5+♣

→ 2♦ = 中继! 通过SCOR询问副长牌 - SCOR→ 2♦
= B(4.5)+, 5+♦

→ 2♥ = 中继! 通过SCOR询问副长牌 - SCOR→ 2♥
= B(4.5)+, 5+♥

→ 2♠ = 中继! 通过SCOR询问副长牌 - SCOR

→ 2♠ = B(4.5)+, 5+♠

→ 2NT = 中继! 询问副长牌

→ 2NT = B(4.5)+, 任何4441 / 5♦/5+ 任何两色→

3♣ = 中继! 询问形状 / 两色

→ 3♣ = B(4.5)+, 5+♣/5+♥ 或 5+♣/5+♠ 两色

→ 3♦ = 中继! 询问the确切两色 / 形状→ 3♦
= B(4.5)+, 5521 → 5♠/5♥ 两色

→ 3♥ = 中继! 以下:询问B#,然后CPA

→ 3♥ = 5512

→ 3♠ = 5503

→ 3NT = 5530

→ 4♣ = B(4.5 - 5), 5♠/6♥(以下:直接询问CP)

→ 4♦ = 6♠/5♥

→ 4♥ = 6601或6610

→ 4♠ = 7♠/5♥

→ 4NT = 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 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.



开发1♣→1♥(RF!)之后的出价

1♣-1♥!(RF!)-1NT(强,平衡,16-21点)
(22)HCP-2♣!(GF!)→B1+,斯坦曼变式→

→2♦=B(3-4.5),xx44,3334,3343,无主长4张

→2♥=中继!B1+,询问精确分布→2♥=B(3-4.5),4♥,4♥+4♣/4♦,无4♠

→2♠=中继!询问其他4张牌的花色/精确分布

→2♠=B3,4♠,4♠+(4♣/4♦/4♥)

→2NT=中继!询问其他4张牌的花色/分布→2NT=B(3.5-4.5),4♠,4♠+(4♣/4♦),无4♥

→3♣=中继!询问其他4张牌的花色/分布→3♣=B(3.5-4.5),4423,18-21HCP

→3♦=中继!询问精确B#→3♦=B(3.5),4432,18HCP

→3♥=中介! 契约评估, 第一步回答 = $4*4 + 2 = 18$ CP, 3 Q

→3♥=B4, 4432, 19 点

→3♠=中介! 契约评估, 第一步回答 = $4*4 + 2 = 18$ CP, 3 Q

→3♠=B4, 4432, 21 点

→3NT=高级中介! 契约评估, 第一步回答 = $4*4 + 2 = 18$ CP, 3 Q

注意:

在Sysnotes计算机程序中找到所有出价,
用于在互联网上玩耍。



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

→ 2NT = 3404 → 5♣ + SHAPE

→ 3♣ = 5235 → 5♣ + SHAPE

→ 3♦ = 3145 → 5♣ + SHAPE

→ 3♥ = 2425 → 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

开发1♣ → 1♥ (RF!) 之后的出价

→ 2♣ = B(2 - 4), 5♣ 或 7♣, , 牌型 / B2, 2227 →

2♦ = GF! 询问是7♣还是5♣ + 牌型

→ 2♥ = B(2 - 4), 7♣ + 牌型 / B2, 2227

→ 2♠! = 中继! 询问精确牌型 → 寻找A:

→ 2♠ = 4135 → 5♣ + 牌型 →

2NT = 3404 → 5♣ + 牌型

→ 3♣ = 5235 → 5♣ + 牌型

→ 3♦ = 3145 → 5♣ + 牌型

→ 3♥ = 2425 → 5♣ + 牌型

→ 2♦ = B(2 - 4), 5♣ 或 7♣, 花色 / B(2.5), 2227 →

2♥ = GF 中继! 询问是7♣还是5♣ + 牌型

→ 2♠ = B(2 - 4), 7♣ + 花色 / B(2.5), 2227

→ 2NT! = 继续叫牌! 询问准确组合 → 找B:

→ 2NT = 0445 → 5♣ + 颜色 →

3♣ = 2335 → 5♣ + 颜色

→ 3♦ = 1345 → 5♣ + 颜色

→ 3♥ = 1435 → 5♣ + 颜色

→ 3♠ = 4225 → 5♣ + 颜色

→ 2♥ = B(2 - 4), 5♣ 或 7♣, 级别 / B(3 - 4), 2227

→ 2♠ = 无限手牌! 询问7♣或5♣ + 准确组合 →

2NT = B(2 - 4), 7♣ + 级别 / B(3 - 4), 222

→ 3♣ = 继续叫牌! 询问准确组合 → 找C:

→ 3♣ = 3325 → 5♣ + 级别 (直接回答)

RANK side suits)

→ $3\spadesuit = 22\textcolor{red}{4}5 \rightarrow 5\clubsuit + \text{RANK}$

→ $3\heartsuit = \textcolor{red}{3}415 \rightarrow 5\clubsuit + \text{RANK}$

→ $3\spadesuit = \textcolor{blue}{4}315 \rightarrow 5\clubsuit + \text{RANK}$

→ $3\text{NT} = 4405 \rightarrow 5\clubsuit + \text{RANK}$

→ $2\spadesuit = 6\clubsuit$ or $8\clubsuit$, **SHAPE**

→ $2\text{NT} = 1\text{st step answer for Void} / \text{S+V} \rightarrow \textbf{Find D:}$

→ $2\text{NT} = 6\clubsuit$ or $8\clubsuit$, **COLOR**

→ $3\clubsuit = 1\text{st step answer for Void} / \text{S+V} \rightarrow \textbf{Find E:}$

→ $3\clubsuit = 6\clubsuit$ or $8\clubsuit$, **RANK**

→ $3\textcolor{red}{\diamond} = 1\text{st step answer for Void} / \text{S+V} \rightarrow \textbf{Find F:}$

→ $3\heartsuit = 6\clubsuit$ or $8\clubsuit$, **RANK + Void or S+V**

→ $3\spadesuit = 4216 \rightarrow 6\clubsuit + \text{RANK}$

→ $3\text{NT} = 2236 \rightarrow 6\clubsuit + \text{RANK, no S / V}$

→ $4\clubsuit = 3316$

→ $4\textcolor{red}{\diamond} = 1138 \rightarrow 8\clubsuit + \text{RANK} + 2 \text{ Singleton}$

→ $4\heartsuit = 2416 \rightarrow 6\clubsuit + \text{RANK}$

→ $4\spadesuit = \text{B2, } 2218 \rightarrow 8\clubsuit + \text{RANK, no Void}$

→ $4\text{NT} = \text{B}(2.5) \rightarrow 2218 \rightarrow 8\clubsuit + \text{RANK no Void}$

→ $5\clubsuit = \text{B3, } 2218 \rightarrow 8\clubsuit + \text{RANK, no Void}$



排名边卡)

→ 3♦ = 2245 → 5♣ + 排名

→ 3♥ = 3415 → 5♣ + 排名

→ 3♠ = 4315 → 5♣ + 排名

→ 3NT = 4405 → 5♣ + 排名

→ 2♠ = 6♣ 或 8♣, 形状

→ 2NT = 空缺 / 牌型+空值 的第一步答案: 查找 D

→ 2NT = 6♣ 或 8♣, 色

→ 3♣ = 空缺 / 牌型+空值 的第一步答案: 查找 E

→ 3♣ = 6♣ 或 8♣, 排名

→ 3♦ = 第一步答案对于空缺 / 主语+谓语 → 寻找 F:

→ 3♥ = 6♣ 或 8♣, 等级 + 空缺 或

主语+谓语 → 3♠ = 4216 → 6♣ + 等级

→ 3NT = 2236 → 6♣ + 等级, 无主语 /

谓语 → 4♣ = 3316

→ 4♦ = 1138 → 8♣ + 等级 + 2 单独 →

4♥ = 2416 → 6♣ + 等级

→ 4♠ = B2, 2218 → 8♣ + 等级, 无空缺

→ 4NT = B(2.5) → 2218 → 8♣ + 等级 无空缺

→ 5♣ = B3, 2218 → 8♣ + 等级, 无空缺



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♠ = 4135 → 5♣ + SHAPE

→ 2NT = 4045 → 5♣ + SHAPE + Void

→ 3♣ = 3235

→ 3♦ = 3145

→ 3♥ = 2425



发展 1♣ - 1♥ (RF!) - 2♣ - 2♦! 的出价
→ 2♥ = B(2 - 4), 7♣ + 形状 / B2, 2227

→ 2♠! = 继续问!任何 2047 的第一步回答 → A:

→ 2NT = 2047 或 4027 → 7♣ + 形状 + 单张 →

3♣! = PL+, 询问确切形状

→ 3♦ = 2047 → 7♣ + 形状 + 单张

→ 3♥ = 4027 → 不寻常, 7♣ + 形状 + 单张

→ 3♣ = 2227 → B2, 8 CP, 4

EQ → 3♦ = 2137 → 7♣ + 形状

→ 3♥ = 1417

→ 3♠ = 3127

→ 3NT = 3037 → 7♣ + 形状 + 单张

→ 2♠ = 4135 → 5♣ + SHAPE

→ 2NT = 4045 → 5♣ + SHAPE + Void

→ 3♣ = 3235

→ 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♦! = Ask for the exact shape
→ 3♥ = 0427 → 7♣ + COLOR + Void
→ 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♣ = 2335 → 5♣ + COLOR
→ 3♦ = 1345
→ 3♥ = 1435
→ 3♠ = 4225



发展1♣ - 1♥ (RF!) - 2♣ - 2♥!的投标

→ 2♠ = B(2 - 4), 7♣ + 颜色 / B (2.5), 2227

→ 2NT! = 中继! 第一步答复是针对任何0247→B:

→ 3♣ = 0247 或 0427→ 7♣ + 颜色 + V→

3♦! = 询问确切形状

→ 3♥ = 0427 → 7♣ + 颜色 + 空窍

→ 3♠ = 0247 → ♠ 是4♦, 7♣ + 颜色 + 空窍

→ 3♦ = 1237 → 7♣ + 颜色→

3♥ = 1327 → 7♣ + 颜色→

3♠ = 4117

→ 3NT = 0337 → 7♣ + 颜色 + V→

4♣ = 2227→ B(2.5), 10 CP, 4 EQ

→ 2NT = 0445→ 5♣ + 颜色 + 空窍

→ 3♣ = 2335 → 5♣ + 颜色

→ 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♥! = 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**



在 $1\clubsuit - 1\heartsuit$ (RF!) - $2\clubsuit - 2\spadesuit$! → 之后竞标的发展
→ $2NT = B(2 - 4), 7\clubsuit + RANK / B3, 2227$

→ $3\clubsuit$! = 中继! 第一步答复针对任何 $2047 \rightarrow C$:

→ $3\diamondsuit = 2407$ 或 $4207 \rightarrow 7\clubsuit + RANK + \text{缺}$

→ $3\heartsuit$! = 询问确切牌型

→ $3\spadesuit = 4207 \rightarrow 7\clubsuit + RANK + \text{缺}$

→ $3NT = 2407 \rightarrow NT$ 为 $4\heartsuit, 7\clubsuit + RANK$

+ 缺

→ $3\heartsuit = 2317 \rightarrow 7\clubsuit + RANK$

→ $3\spadesuit = 3217$

→ $3NT = 3307 \rightarrow 7\clubsuit + RANK + V$

→ $4\clubsuit = 2227 \rightarrow 3\text{-}4\text{级别}, 12\text{-}16\text{分},$
 $4\text{张等同} \rightarrow 4\diamondsuit = 1147$

→ $3\clubsuit = 3325 \rightarrow 5\clubsuit + RANK$

→ $3\diamondsuit = 2245$

→ $3\heartsuit = 3415$

→ $3\spadesuit = 4315$

→ $3NT = 4405 \rightarrow 5\clubsuit + RANK + \text{无}$



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**

→ 3NT = 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**

→ 3NT = 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

→ 4NT = **B(3.5)**, 2128 → 8♣ + **SHAPE**, no Void

→ 5♣ = **B4**, 2128 → 8♣ + **SHAPE**, no Void



发展 $1\clubsuit \rightarrow 1\heartsuit(RF!) \rightarrow 2\spadesuit \rightarrow$
 $2NT! \rightarrow 3\clubsuit = 6\clubsuit$ 或 $8\clubsuit$, 形状+空位或 S+V

D: $\rightarrow 3\diamondsuit! \rightarrow$ 询问具体形状

$\rightarrow 3\heartsuit = 3046 \rightarrow$ 不寻常的, $6\clubsuit$ +形状+空位 $\rightarrow 3\spadesuit$
 $= 4036 \rightarrow 6\clubsuit$ +形状+空位

$\rightarrow 3NT = 2038 \rightarrow 3\diamondsuit$ 的 NT, $8\clubsuit$ +形状+V

$\rightarrow 4\clubsuit = 3028 \rightarrow 3\spadesuit$ 为 $\clubsuit$, $8\clubsuit$ +形状+V

$\rightarrow 4\diamondsuit = B3, 1048 \rightarrow 8\clubsuit$ +形状+S+V

$\rightarrow 4\heartsuit = B3, 4018 \rightarrow 8\clubsuit$ +形状+S+V

$\rightarrow 3\diamondsuit = 2146 \rightarrow 6\clubsuit$ +形状

$\rightarrow 3\heartsuit! = 1318 \rightarrow 8\clubsuit$ +形状+2单牌 $\rightarrow 3\spadesuit = 4126$

$\rightarrow 6\clubsuit$ +形状

$\rightarrow 3NT = 2326 \rightarrow$ 无 S/V

$\rightarrow 4\clubsuit = 3136$

$\rightarrow 4\diamondsuit = B2, 2128 \rightarrow 8\clubsuit$ +花色, 无 Void

$\rightarrow 4\heartsuit = B(2.5), 2128 \rightarrow 8\clubsuit$ +花色, 无 Void $\rightarrow$

$4\spadesuit = B3, 2128 \rightarrow 8\clubsuit$ +花色, 无 Void

$\rightarrow 4NT = B(3.5), 2128 \rightarrow 8\clubsuit$ +花色, 无 Void $\rightarrow$

$5\clubsuit = B4, 2128 \rightarrow 8\clubsuit$ +花色, 无 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♠ = 3118 → 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



发展 1♣ - 1♥ (RF!) - 2♠ - 3♣! → 的出价
→ 3♦ = 6♣ or 8♣, 颜色 + 没牌或 S+V

E: → 3♥! → 询问精确形状

→ 3♠ = 0346 → ♠ for 4♦, 6♣ + 颜色 + 没牌

→ 3NT = 0436 → NT for 4♥, 6♣ + 颜色 + V

→ 4♣ = 0328 → ♣ for 3♥, 8♣ + 颜色 + V

→ 4♦ = 0238 → 8♣ + 颜色 + V

→ 4♥ = B3, 0418 → 8♣ + 颜色 + S+V

→ 4♠ = B3, 0148 → ♠ for 4♦, 8♣ + 颜色 + S+V

→ 3♥ = 1426 → 6♣ + 颜色

→ 3♠ = 3118 → 8♣ + 颜色 + 2 个单一点 →

3NT = 3226 → 6♣ + 颜色, 无主/从属

→ 4♣ = 1336

→ 4♦ = 1246

→ 4♥ = B2, 1228 → 8♣ + 颜色, 无长缺

→ 4♠ = B(2.5), 1228 → 8♣ + 颜色, 无长缺 →

4NT = B3, 12128 → 8♣ + 颜色, 无长缺

→ 5♣ = B(3.5), 1228 → 8♣ + 颜色, 无长缺 →

5♦ = B4, 1228 → 8♣ + 颜色, 无长缺



Developing the bids after $1\clubsuit \rightarrow 1\heartsuit$ (RF!) $\rightarrow 2\spadesuit \rightarrow 3\diamondsuit!$ $\rightarrow 3\heartsuit = 6\clubsuit$ or $8\clubsuit$, RANK+ Void or S+V

F: $\rightarrow 3\spadesuit! = \text{PL+}$, Ask for the exact shape

$\rightarrow 3\text{NT} = 3406 \rightarrow \text{NT for } 4\heartsuit, 6\clubsuit + \text{RANK} + \text{Void}$

$\rightarrow 4\clubsuit = 4306 \rightarrow \clubsuit \text{ for } 4\spadesuit, 6\clubsuit + \text{RANK} + \text{Void}$

$\rightarrow 4\diamondsuit = 3208 \rightarrow \diamondsuit \text{ for } 3\spadesuit, 8\clubsuit + \text{RANK} + \text{Void}$

$\rightarrow 4\heartsuit = 2308 \rightarrow 8\clubsuit + \text{RANK} + \text{Void}$

$\rightarrow 4\spadesuit = \text{B3}, 4108 \rightarrow 8\clubsuit + \text{RANK} + \text{S+V}$

$\rightarrow 4\text{NT} = \text{B3}, 1408 \rightarrow \text{NT for } 4\heartsuit, 8\clubsuit + \text{RANK} + \text{S+V}$

$\rightarrow 3\spadesuit = 4216 \rightarrow 6\clubsuit + \text{RANK}$

$\rightarrow 3\text{NT} = 2236 \rightarrow \text{no S / V}$

$\rightarrow 4\clubsuit = 3316$

$\rightarrow 4\diamondsuit = 1138 \rightarrow 8\clubsuit + \text{RANK} + 2 \text{ Singletons}$

$\rightarrow 4\heartsuit = 2416 \rightarrow 6\clubsuit + \text{RANK}$

$\rightarrow 4\spadesuit = \text{B2}, 2218 \rightarrow 8\clubsuit + \text{RANK}, \text{no Void}$

$\rightarrow 4\text{NT} = \text{B(2.5)}, 2218 \rightarrow 8\clubsuit + \text{RANK}, \text{no Void}$

$\rightarrow 5\clubsuit = \text{B3}, 2218 \rightarrow 8\clubsuit + \text{RANK}, \text{no Void}$

$\rightarrow 5\diamondsuit = \text{B(3.5)}, 2218 \rightarrow 8\clubsuit + \text{RANK}, \text{no Void}$

$\rightarrow 5\heartsuit = \text{B4}, 2218 \rightarrow 8\clubsuit + \text{RANK}, \text{no Void}$



发展1♣→1♥(RF!)→2♠→→3♦!→3♥=6♣或8♣, RANK+空缺或S+V

F:→3♠!=PL+, 询问确切形状
→3NT=3406→NT为4♥, 6♣+RANK+空缺
→4♣=4306→♣为4♠, 6♣+RANK+空缺
→4♦=3208→♦为3♠, 8♣+RANK+空缺
→4♥=2308→8♣+RANK+空缺
→4♠=B3, 4108→8♣+RANK+S+V
→4NT=B3, 1408→NT为4♥, 8♣+RANK+S+V

→3♠=4216→6♣+RANK
→3NT=2236→无S/V
→4♣=3316
→4♦=1138→8♣+序序+2 单单→4♥
=2416→6♣+序序
→4♠=B2, 2218→8♣+序序, 无无
→4NT=B(2.5), 2218→8♣+序序, 无无→5♣
=B3, 2218→8♣+序序, 无无
→5♦=B(3.5), 2218→8♣+序序, 无无→
5♥=B4, 2218→8♣+序序, 无无



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)+, 4144

→ 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

开发1♣ - 1♥! - 1♠ - 1NT! 后的出价→

→ 2NT = B(4.5)+, 任何4441 / 5+♦ / 5+

任何双花色→ 3♣! = 中继! 询问总体 / 精确图形→

3♦ = B(4.5)+, 任何4441

→ 3♥! → 询问精确图形→ 3♠

= B(4.5)+, 4144

→ 3NT = 1444

→ 4♣ = 4414

→ 4♦ = 4441

→ 3♥ = B(4.5)+, 5+♥/5+♦ 双花色

→ 3♠! → 询问精确图形

→ 3NT = B(4.5)+, 2551, 5+♥/5+♦ 双花色

→ 4♣ = 1552

→ 4♦ = 3550

→ 4♥ = 0553

→ 4♠ = B(4.5 - 5), 6♦/5♥

→ 4NT = 5♦/6♥

→ 5♣ = 0661 或 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+♦ 双色

→ **3NT!** → Ex Relay for the exact shape
 → $4\clubsuit = \mathbf{B(4.5)+}$, 5152 → $5\spadesuit/5\diamond$ bi-color
 → $4\diamond = 525$, unusual
 → $4\heartsuit = 5350$
 → $4\spadesuit = 5053$
 → $4\text{NT} = \mathbf{B(4.5 - 5)}$, $6\diamond/5\spadesuit$
 → $5\clubsuit = 5\diamond/6\spadesuit$
 → $5\diamond = 6061$ or 6160
 → $5\heartsuit = 7\diamond/5\spadesuit$
 → $5\spadesuit = 7\spadesuit/5\diamond$
 → $5\text{NT} = 6070$
 → $6\clubsuit = 7060$, 10+ CP, 8- EQ
 → $6\diamond = 5080$, 10+ CP, 8- EQ
 → $6\heartsuit = 8050$, 10+ CP, 8- EQ
 → $6\spadesuit = 8050$, 10+ CP, 8- EQ

→ $3\text{NT} = \mathbf{B(4.5)+}$, 1255 → $5\diamond/5\clubsuit$ bi-color
 → $4\clubsuit = 2155$
 → $4\diamond = 3055$
 → $4\heartsuit = 0355$
 → $4\spadesuit = \mathbf{B(4.5 - 5)}$, $5\diamond/6\clubsuit$
 → $4\text{NT} = 6\diamond/5\clubsuit$
 → $5\clubsuit = 0166$ or 1066
 → $5\diamond = 7\diamond/5\clubsuit$
 → $5\heartsuit = 7\clubsuit/5\diamond$
 → $5\spadesuit = 0067$
 → $5\text{NT} = 0076$, 10+ CP, 8- EQ
 → $6\clubsuit = 0058$, 10+ CP, 8- EQ
 → $6\diamond = 0085$, 10+ CP, 8- EQ

→ 3NT! → 准确形状的Ex中继

→ 4♣ = B(4.5)+, 5152 --> 5♠/5♦

双色→ 4♦ = 525, 不寻常的

→ 4♥ = 5350

→ 4♠ = 5053

→ 4NT = B(4.5 - 5), 6♦/5♠

→ 5♣ = 5♦/6♠

→ 5♦ = 6061 或 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♣

双花色→ 4♣ = 2155

→ 4♦ = 3055

→ 4♥ = 0355

→ 4♠ = B(4.5 - 5), 5♦/6♣

→ 4NT = 6♦/5♣

→ 5♣ = 0166 或 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♣

→ 3♣ = B(4.5)+, 5+♣/5+♥ / 5+♣/5+♠ 双色

→ 3♦! = 接力! 询问整体/精确形状

→ 3♥ = B(4.5)+, 5+♥/5+♣ 双色

→ 3♠! → 询问具体形状

→ 3NT = B(4.5)+, 1525 → 5+♥/5+♣ 双-
颜色

→ 4♣ = 2515

→ 4♦ = 0535

→ 4♥ = 3505, 不寻常

→ 4♠ = B(4.5-5), 5♥/6♣

→ 4NT = 6♥/5♣

→ 5♣ = 0616 或 1606

→ 5♦ = 7♣/5♥, 不寻常

→ 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♣ 双色

→ 3NT = 5215

→ 4♣ = 5305

→ 4♦ = 5035

→ 4♥ = B(4.5 - 5), 5♠/6♣

双色 → 4♠ = 5♣/6♠

→ 4NT = 6016 或 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♥
 → 4♥ = 6601 or 6610
 → 4♠ = 7♠/5♥
 → 4NT = 5♠/7♥
 → 5♣ = 6700
 → 5♦ = 7600
 → 5♥ = 5800
 → 5♠ = 8500



Fp frequently uses the **JIG** with dynamic bids to show the 2nd longest suit (with 5+ card Basic suit) or the short suits (with bi-colors).

→ 5♥ = 6007

→ 5♠ = 7006

→ 5NT = 8005, 不寻常, 10+ CP, 8- EQ

→ 6♣ = 5008, 10+ CP, 8- EQ

→ 3♦ = B(4.5)+, 5521 → 5♠/5♥ 双色

→ 3♥ = 5512

→ 3♠ = 5503

→ 3NT = 5530

→ 4♣ = B(4.5 - 5), 5♠/6♥

→ 4♦ = 6♠/5♥

→ 4♥ = 6601 或 6610

→ 4♠ = 7♠/5♥

→ 4NT = 5♠/7♥

→ 5♣ = 6700

→ 5♦ = 7600

→ 5♥ = 5800

→ 5♠ = 8500



Fp 经常使用 JIG

和动态叫牌来显示第二长的花色 (5

墩或更长花色) 或

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

第14板. 封面游戏

NORTH
♠ 7543
2♥ Q4
♦ K96
♣ 72

WEST
♠ AQ
♥ A7532
● T872
■ Q9

EAST
♠ K86
♥ K
● AQ54
■ AJT43

南 ♠ JT
9
♥ JT9
86 ● J
■ K86
5

庄家东，全程对家无过牌

东 南 西 北
1 ■ 通过 1 ♥! 通过
2 ■ 通过 2 ●! 通过
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,

$$\text{min PL} = B2 + B2 = 4$$

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

1♣ = B2+, 5+♣ 或 B(4.5))+, 任意形状 (实际上 B3)

1♥! = B(0.5)+, RF! 询问开启的含义

2♣ = 5♣ 或 7♣ 基础花色 + 分布辅助花色 ♦ + ♠,
在绕过 1♠ 叫牌(对于强手 B(4.5)+, 任意形状) 和 1NT
叫牌(对于强手, 16-21 (22) 高牌点, 平衡手)

之后的第一步答复, 2♦! = B1+, GF! 询问辅助花色

最小手牌长度 = B2 + B2 = 4

3♦ = 3145 确切形状 (第二长花色的自然出牌)

3♥! = 传令! 询问确切的基础分点数

4♣ = 对于确切基础分点数 = 3 的第三步答复

手牌长度 = B3 + B2 + 0.5 (对于良好的 ♥ 单牌) =

5.5 (如果你还记得, 当手牌长度 ≥ 5.5 时,
集中力冲击是强制性的)

4♦! = 集中力冲击!

询问集中力。在通过集中力冲击回答之前, 先丢弃

4*B# 的集中力, 并用 2

步集中力来展示其余的集中力, 第一步集中力回答 =

4*B# + 2 = 4*3

5♣ = 第4步答案 8 CP + 先前必需删除的 4*B# = 4*3 =
12 CP, 总共 20 CP = 2A + 2K 且零

EQ, 这是不可能的, 因为东方有一张单牌!

这直接显示东方有一张单K♥, 还有1张真正的Q
, 显然在 ♦ 花色! 5♦! =

通过SCOR询问国王花色的第3步答案 5NT =
All Pass

$$PL = B3 + B2 = 5 \text{ only}$$

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 a 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 practice:

The partner showed 2A + 2K + Singleton, so East's B# must be:

-2 (mandatory removal of 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 shown exact B# = 3.0 only, so the partner has a Singleton ♥ 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 (follow the Fp Rules because a squeeze may not be possible at all.

$$PL = B3 + B2 = 5 \text{ 只}$$

注意: ♥单牌并不是'良好'的单牌,因为它是一种控制! 5NT是最低最佳合约!

注意: 有单牌时, 如果打算玩大发, 必须对伙伴的B #进行向后检查。

在那种情况下, 这并不必要, 但让我们练习一下:

伙伴显示 2A + 2K + 单牌, 所以东家的B #必须为:

-2(必须删除2个初始合约技巧) + 3.0(对于2个Ace) + 2(对于2个国王) + 0.5(对于单牌) = 3.5, 但东家只显示了确切的B # = 3.0, 所以伙伴有一张♥K单牌, 以及1张真正的Queen!

很明显, 这个Queen只能是 ♦Q, 因为西家的持有物。

没有任何限高赢局, 因为'好'的单张♥消失了, 所以 $PL = B3 + B2 = 5$, 这不足以构成小滚木, 尽管两手的总CP为: $2 + 12 = 32$ (为小滚木), 统计学上任何滚木都是不可能的。

要成功地达到滚木, 必须满足两个条件: PL 和 CP, 都必须得到满足(遵循Fp规则, 因为压迫可能根本就不可能发生。

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



Explanation of Fp Jig

If you have mentioned, sometimes Fp uses bids that are not natural (**Fp jig for saving space**). The principle for the connection between non-natural and the true (natural) meaning is that both bids must be in **SHAPE**. Actually, both bids must be "every other," which is more precisely stated because the bids of **NT are included** (although **NT** is not a suit).

For example: ♣ suit may be used to show ♥ or ♠ suits (but never ♦ suit or **NT**, which are neighboring suits to the ♣ suit. The ♦ suit may be used to show ♠ suit or **NT** (although **NT** is not a suit), but never ♣ or ♥ suits, which are neighboring suits to ♦ suit).

The ♥ suit may be used to show ♣ suit or **NT** (but never ♦ or ♥ suits, which are neighboring suits to ♥ suit).

全通行证

在 BBO 中，竞标如下：

1♣ p 1♥ p 2♦ p 3♦ p 3♠ p 4♦ p 4NT p 5♥ p
6♦ 全部 Pass，最终 1 败



Fp Jig 说明

如果你提到过，有时 Fp 会使用不自然的叫牌（Fp 的 jig 牌自然意义之间的联系原则是，两个叫牌都必须是 SHAPE 形式。实际上，两个叫牌必须是“每隔一个”，更准确地说，因为 NT 叫牌包含在内（尽管 NT 不是一个花色）。

例如：♣ 花色可用于表示 ♥ 或 ♠ 花色（但绝不能表示 ♦ 花色或 NT，因为它们是 ♣ 花色的邻花色。♦ 花色可用于表示 ♠ 花色或 NT（尽管 NT 不是花色），但绝不能表示 ♣ 或 ♥ 花色，因为它们是 ♦ 花色的邻花色）。

♥ 花色可用于表示 ♣ 花色或 NT（但绝不能表示 ♦ 或 ♥ 花色，因为它们是 ♥ 花色的相邻花色）。

The ♠ suit may be used to show ♣ or ♦ suits (but never ♥ suit or NT, which are neighboring 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 neighboring suits to NT).



Let me show how to show the short suits with 6/5 bi-color using the conjunction trick (Fp Jig)

Suppose you have shown 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 Jig**

→ 4♠ = 5620 → ♠ for 2♦, **Fp Jig**

→ 4NT = 5611 (use NT bid to show 1 by 1 in the short suits)

♠ 花色可用于表示 ♣ 或 ♦ 花色（但绝不能表示 ♥ 花色或 NT，它们是 ♠ 花色的相邻花色）。

NT 可以用来表示 ♥ 或 ♦ 花色，也可以表示 3x3 的边花色或不明确的平衡

任何 5332、任何 6322、任何 2722 形状或任何 7330 形状，或任何 2218 形状（但通常绝不会是 ♣ 或 ♠ 花色，它们是 NT 的相邻花色）。



让我来展示如何用 6/5 展示短款西装
使用连词技巧 (Fp Jig) 的双色

假设您已经展示了 56xx
精确形状的双色，并且任务要求您使用 4♦
接力出价展示您的精确形状：

注意：在你用 4♥ 出牌 5611
形状之前，请检查接力赛后的所有 3 个出牌，以确保
未出价使用

→ 4♥ = 5602 → ♥ 为 2, Fp

Jig → 4♠ = 5620 → ♠ 为

2♦, Fp Jig

→ 4NT = 5611 (使用 NT
叫牌，以短花色逐一显示)

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 cannot use the **NT** bid

→ **4♠** = 2506 → natural bid

Let's use **4♠ Ex Relay** bid:

→ **4NT** = 1516 (use **NT** bid to show 1 by 1)

→ **4♣** = **2506** → **♣** for **2♠** → conjunction trick (**Fp Jig**)

→ **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

→ **4NT** = 1516



假设你有一种x5x6的双色合适形状,而任务要求你用4♣继家的方式展示你的精确形状:

→ 4♦ = 0526 → 自然出价

→ 4♥ = 1516 → 如果无法使用NT出价,在双色套装中出价,以一对一显示短套装

→ 4♠ = 2506 → 自然出价

让我们用4♠ Ex继家出价:

→ 4NT = 1516 (使用NT出价逐一显示)

→ 4♣ = 2506 → ♣为2♠ → 并列诡计(Fp Jig) → 4♦ = 0526 → 自然出价

让我们改变双色为x65x,使用4♦继家出价:

注意;在使用4♦出价的1516形状之前,请检查继家之后的3个出价,以确保没有可使用的NT出价

→ 4♥ = 0526,不与♦套装相连的异常出价
短套装

→ 4♠ = 2506 → 自然出价

→ 4NT = 1516



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 ♣AQJTxxx
Prove that your **B#** = 5.0
Hint !: QJTxx covered by Control = ?

You hold: ♠KQxx ♥Kxxx ♦AJxxx ♣ -
Prove that your **B#** = 2.5

You hold: ♠xx ♥K ♦AKQxx ♣KQxxx
Prove that your **B#** = 3.0

You hold: ♠KJ109 ♥KQJ10 ♦AQ ♣Qxx
Prove that your **B#** = 3.5 ; Hint !: KQJT = ?



检查您的计数

您持有: ♠x ♥Kxx ♦AKQJxxxxx ♣
-证明您的B#为4.5

您持有: ♠x ♥K ♦AKQxx ♣KQxxxx
证明您的B#为4.0

您持有: ♠K ♥Kxxxxx ♦AQ ♣Qxxx
证明您的B#为2.0

您持有: ♠AQ ♥KQx ♦Q ♣AQJTxxx
证明您的B#为5.0

提示!: QJT_x被控制覆盖 = ?

您持有: ♠KQxx ♥Kxxx ♦AJxxx ♣ -
证明您的B#为2.5

您持有: ♠xx ♥K ♦AKQxx ♣KQxxx
证明您的B#为3.0

你手上拥有: ♠KJ109 ♥KQJ10 ♦AQ ♣Qxx
证明你的B# = 3.5 ; 提示!: KQJT = ?



Summarizing the conjunction tricks (Jigs) 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 the ♦ suit may show ♠ suit and vice versa

→ a bid in the ♥ suit may show ♣ suit and vice versa

→ a bid in the ♠ suit may show ♣ suit or ♦ suit and vice versa

→ a bid in **NT** 'suit' may show ♥ suit or ♦ suit and vice versa



总结使用Fp频繁的连接诡计(Jigs)

用来节省宝贵的出价空间

Fp频繁使用这种诡计(连接诡计)来节省出价空间。原则是两个花色互为'隔一个'的类型(SHAP E),包括NT

作为一个例外,如果它是一种花色),即两个花色的SHAPE(不是邻居):

→ ♣ 花色的出价可以显示 ♥ 花色或 ♠ 花色,反之亦然

→ ♦ 花色的出价可以显示 ♠ 花色,反之亦然

→ ♥ 花色的出价可以显示 ♣ 花色,反之亦然
versa

→ ♠ 花色的出价可以显示 ♣ 花色或 ♦ 花色,反之亦然

→ NT '花色'的出价可以显示 ♥ 花色或 ♦ 花色,反之亦然



1♣ OPENING IN 3rd & 4th POSITIONS

**(Pass) Pass Pass 1♣! - PASS → strictly prohibited !!
DO NOT DO THAT !!**

Under the **Fp** system's requirements the use of **PASS** after 1♣ Opening in any positions and no opponent's interference **is strictly prohibited!** **(Pass) Pass Pass 1♣! → B2+ contract tricks, any shape except 6+/5+ bi-colors , 11+ HCP. Initial Forcing!**

Artificial unspecified shape and strength is allowed in any tournament because the bid is in 3rd / 4th position. The Opening bid of 1♣! in 3/4 position is Forcing for 1 round (**RF!**), the Opener may have any strength which is not specified (except like 'infinity').



To be able to use immediately the system for playing on the Internet (even without learning the system, except for the short Fp Counting), the author created a specialized computer program called 'Sysnotes' with the system notes, which is like a notebook. You may go forward, backward, up & down, and choose the most appropriate bids for the explanation of your hand, depending on your partner & opponents' bids or overcalls by using your mouse.

1♣ 在第三和第四位置开叫

(通过) 通过通过 1♣! - 通过 →
严格禁止!! 不要这样做!!

根据Fp系统的要求，在任何位置1♣开局后，且无对手干扰的情况下，严禁使用PASS! (Pass)

Pass Pass 1♣! → B2+ 合约墩，除 6+/5+
双色外的任何形状，11+ HCP。初始强制!

任何锦标赛都允许人为地不指定形状和强度，因为
叫牌位置在3/4位置。3/4位置的1♣!开叫是

强制 1 轮 (RF!)，开启者可以具有任何未指定的
强度 (除了“无限”)。



能够立即使用该系统进行互联网游戏 (即使没
有学习

除了简短的Fp计数之外，作者创建了一个专门的计
算机程序“Sysnotes”，其中包含系统注释，就像
一本笔记本。你可以向前、向后、向上和向下移动
，并为

根据您的搭档和对手的叫牌或超叫，使用鼠标解释
您的手牌。

Developing the bids after 1♣! Opening in 3rd or 4th position (RF!)

- 1♦ = max B(-0.5), balanced / max B(0), unbalanced
- 1♥ = B(0 - 0.5), balanced / B(0.5), unbalanced / any 4441
- 1♠ = B1, any 5+card suit / B(1 - 1.5), any 5+/5+ bi-color
- 1NT = B(1 - 1.5), balanced / any 4441
- 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
- 2NT = 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
- 3NT = 6322 → 6♠ + RANK side suits
- 4♣ = 6124
- 4♦ = 6142
- 4♥ = 8311 → 8♠, + RANK, no Void
- 4♠ = 6133 or 8122 → 8♠, + RANK, no Void



在1♣!开场后展开竞标(RF!)

→1♦ = 最大B(-0.5),平衡 / 最大B(0),非平衡

→1♥ = B(0 - 0.5),平衡 / B(0.5),非平衡 / 任何4441

→1♠ = B1,任何5+牌花色 / B(1 - 1.5),任何5+/5+双花色

→1NT = B(1 - 1.5),平衡 / 任何4441

→2♣ = B(1.5),5+♣

→2♦ = B(1.5),5+♦

→2♥ = B(1.5),5+♥

→2♠ = B(1.5),5♠或7♠,边花色形状 / 7222→2NT = 5♠或7♠,边花色颜色

→3♣ = 5♠或7♠,边花色等级→3♦

~ 6♣或6♠,边花色形状→3♥ =

6♠或8♠,边花色颜色

→ 3♠ = 6♠或8♠, RANK边诺牌色+Void或S+V→

3NT = 6322 → 6♠+RANK边诺牌色

→ 4♣ = 6124

→ 4♦ = 6142

→ 4♥ = 8311 → 8♠, + RANK, 无Void

→ 4♠ = 6133或8122 → 8♠, + RANK, 无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 !
- 1NT = 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+ ♠
- 2NT = 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



开发投标后:

(过) 过 过 1♣! - 过 - 1♦ - 过 - 1♥ →
优势(3.5)+, 棋力!

- 1♠ = 优势(-1)或更少, 任何形状, 非常弱!
- 1NT = 优势(-0.5 - 0), 均衡/. 4441
- 2♣ = 优势(-0.5 - 0), 5+ ♣
- 2♦ = 优势(-0.5 - 0), 5+ ♦
- 2♥ = 优势(-0.5 - 0), 5+ ♥
- 2♠ = 优势(-0.5 - 0), 5+ ♠
- 2NT = 优势(0), 5+♦/5+任何双花色
- 3♣ = 优势(0), 5♣/5+♥ / 5+♣/5+♠ 双花色
- 3♦ = B(0), 5521 → 6♠/5♥ 双色牌
- 3♥ = 5512
- 3♠ = 5503
- 3NT = 5530
- 4♣ = 5♠/6♥
- 4♦ = 6♠/5♥
- 4♥ = 6601 或 6610



Developing the bids after: (Pass) -

Pass - Pass - 1♣! - Pass - 1♥ - Pass - 1♠! =

B(2.5)+, RF!

→ 1NT = B(0 - 0.5), any balance / 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



发展竞标后: (Pass) -

Pass - Pass - 1♣! - Pass - 1♥ - Pass -
1♠! = B(2.5)+, RF!

→ 1NT = B(0 - 0.5), 任意平衡 / B(0.5), 任意 4441

→ 2♣ = B(0.5), 5+ ♣ → GF! 中继会询问附加花色 / 确切构型

→ 2♦ = B(0.5), 5+ ♦ → GF! 中继会询问附加花色 / 确切构型

→ 2♥ = B(0.5), 5+ ♥ → GF! 中继会询问附加花色 / 确切构型

→ 2♠ = B(0.5), 5+ ♠ → GF! 中继会询问附加花色 / 确切构型

→ 2NT = B(0.5), 5+♦/5+ 任意二花色 → GF! 中继会询问确切构型

→ 3♣ = B(0.5), 5+♣/5+♥/ 5+♣/5+♠ 二花色 → GF! 中继会询问确切二花色 / 构型
→ 3♦ = B(0.5), 5521 → 5♦/5♥ 二花色 → GF! 中继会询问CPA

→ 3♥ = 5512

→ 3♠ = 5503

→ 3NT = 5530

→ 4♣ = 5♠/6♥

→ 4♦ = 6♠/5♥

→ 4♥ = 6601 或 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



开发投标后:(Pass) -Pass

- Pass - 1♣! - Pass - 1♠ -

Pass -1NT! = B(2.5)+, RF!

→ 2♣ = B1, 5+ ♣ → GF! 中继将询问副王牌 / 确切形状

→ 2♦ = B1, 5+ ♦ → GF! 中继将询问副王牌 / 确切形状

→ 2♥ = B1, 5+ ♥ → GF! 中继将询问副王牌 形状 / 确切形状

→ 2♠ = B1, 5+ ♠ → GF! 中继将询问副王牌 / 确切形状

→ 2NT = B(1 - 1.5), 5+♦/5+ 任何双花色 → GF! 中继将询问确切形状

→ 3♣ = B(1 - 1.5), 5+♣/5+♥/ 5+♣/5+♠ 双花色 → GF! 中继将询问确切形状

→ 3♦ = B(1 - 1.5), 5521 → 5♦/5♥ 双色→ 总分力! 中继系统会询问精确牌型 → 3♥ = 5512

→ 3♠ = 5503

→ 3NT = 5530

→ 4♣ = 5♠/6♥

→ 4♦ = 6♠/5♥

→ 4♥ = 6601 或 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 !**
- 2NT = 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** (3NT bid by the **Quest** is an **Absolute Signoff** if not proved very strong!)



开发标以后

(Pass) - Pass - Pass - 1♣! - 1NT - 2♣! (B2+, 12+ HCP, RF!) → 修改Stayman!)

→ 2♦ = B(1 - 1.5), xx44, 3334, 3343 / B1, any 4441 → 2♥ = B(1 - 1.5), 4♥可能有4♣或4♦, 没有4♠
→ 2♠ = B1, 4♠, 可能有4♣或4♦或4♥, 10-11 HCP, 弱! 强!

→ 2NT = B(1.5), 4♠, 可能有4♣或4♦)
没有4♥, 12 HCP, 强!

→ 3♣ = B(1.5), 4423 / 4414, 12 HCP, 强! →
3♦ = B(1.5), 4432 / 4441, 12 HCP, 强!

→ 3♥ = B(1.5), 1444, 12 HCP

→ 3♠ = B(1.5), 4144, 12 HCP

注意: 如果出现新的中转方式, 答案应为确切的B#, 然后是CPA (竞标人3NT出价是绝对弃牌, 除非证明非常强!)



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♣** + **RANK** + **2 Singletons**

→ **4♥ = 2416**

→ **4♠ = 2218** → **unusual, 8♣** + **RANK**, **no Void**



开标过程：

(Pass) - Pass - Pass - 1♣! - Pass - 2♣ -
Pass - 2♦! → B(2.5)+, RF!

→ 2♥ = B(1.5), 5♣ 或 7♣, 花色 / 2227 →
GF! 中继会询问 7♣ 或 5♣ + 花色

→ 2♠ = B(1.5), 5♣ 或 7♣, 颜色 → GF! 中继会询问
7♣ 或 5♣ + 花色

→ 2NT = B(1.5), 5♣ 或 7♣, 等级 → GF! 中继会询问
7♣ 或 5♣ + 花色

→ 3♣ = B(1.5), 6♣ 或 8♣, 花色 → GF! 中继,
第一步回答是关于无底或附加牌

→ 3♦ = B(1.5), 6♣ 或 8♣, 颜色 → GF! 中继,
第一步回答是关于无底或附加牌 → 3♥ = B(1.5), 6♣
或 8♣, 等级 + 无底或附加牌 →
GF! 中继会询问确切的花色

注意: 进入 EXTENDED SCOR

→ 3♠ = 4216 → 6♣ + RANK (GF 中继将询问 CP) →
3NT = 2236 → 无主扣 / 无量值

→ 4♣ = 3316

→ 4♦ = 1138 → 8c + RANK + 2 单张 → 4♥
= 2416

→ 4♠ = 2218 → 特殊牌型, 8c + RANK, 无单张



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



制定投标后：

(通过) - 通过 - 通过 - 1♣! - 通过 - 2♦ -
通过 - 2♥! → B(2.5)+, RF!

→ 2♠ = B(1.5), 5♦ 或 7♦, 形状 / 2272 → GF!
Relay 会询问边花色/形状

→ 2NT = B(1.5), 5♦ 或 7♦, COLOR → GF!
接力赛将询问边花色/确切形状 → 3♣ = B(1.5), 5♦ 或
7♦, RANK → GF! 接力赛将
询问侧面适合/确切形状

→ 3♦ = B(1.5), 6♦ 或 8♦, 形状 → GF!
接力赛, 第一步答案为无效 / S+V → 3♥ = B(1.5), 6♦
或 8♦, 颜色 → GF! 接力赛, 第一步答案为无效 / S+V

→ 3♠ = B(1.5), 6♦ 或 8♦, RANK + Void 或 S+V →
Relay 将询问确切的形状

注意：输入扩展分数

→ 3♠ = 4216 → 6♣ + RANK (GF Relay 会要求
CP) → 3NT = 2236 → 无 S / V

→ 4♣ = 3316

→ 4♦ = 1138 → 8\c + RANK + 2 单例 →

4♥ = 2416

→ 4♠ = 2218 → 不寻常, 8\c + RANK, 无无效



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

→ 3NT = 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

(4NT = empty)

→ 5♣ = B(1.5), 1723 → 7♥ + RANK



发展标单之后:

(通过) - 通过 - 通过 - 1♣! - 通过 - 2♥ - 通过
- 2♠! → B(2.5)+, RF!

→ 2NT = B(1.5), 5♥ 或 7♥, 形状 / 2722 → GF!
中继将询问副长色/形状

→ 3♣ = B(1.5), 5♥ 或 7♥, 颜色 → GF!
中继将询问副长色/确切形状

→ 3♦ = B(1.5), 5♥ 或 7♥, 等级 → GF! 中继将
询问副长色/确切形状

→ 3♥ = B(1.5), 6♥ 或 8♥, 等级 → GF! 中继,
第一步回答是针对无王/S+V

→ 3♠ = B(1.5), 6♥ 或 8♥, 等级 → GF! 中继,
第一步回答是针对无王/S+V

→ 3NT = B(1.5), 6♥ 或 8♥, 等级 + 无王或 S+V →
GF! 中继将询问确切形状

注意:进入扩展评分

→ 4♣ = B(1.5), 0742 或 0724 → 7♥ + 4 张牌, 等级 +
Void

→ 4♦ = B(1.5), 1732 → 7♥ +

等级 → 4♥ = B(1.5), 0733 → 7♥ +

等级 → 4♠ = B(1.5), 4711 → 7♥ +

等级 (NT = 空)

→ 5♣ = B(1.5), 1723 → 7♥ + 等级



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



在 (Pass) -Pass 后进行出价的开发

- Pass - 1♣! → B(2.5)+, RF!

注意:SCOR 的直接回答 - SCOR

仅限于♠花色!

→ 2♠ = B(1.5), 5♠ 或 7♠, 花色 / 7222 → GF!

中继将询问副花色 / 花色

→ 2NT = B(1.5), 5♠ 或 7♠, 颜色 → GF!

中继将询问副花色 / 确切花色

→ 3♣ = B(1.5), 5♠ 或 7♠, 等级 → GF!

中继将询问副花色 / 确切花色

→ 3♦ = B(1.5), 6♠ 或 8♠, 花色 → GF!

中继将询问副花色 / 确切花色

→ 3♥ = B(1.5), 6♠ 或 8♠, 颜色 → GF! 中继将
询问确切花色

→ 3♠ = B(1.5), 6♠ 或 8♠, 等级 + 无花色或 S+V →
GF! 中继将询问确切形状

→ 3NT = 6322 → 6♠ + 等级, 无 S / V →

4♣ = 6124

→ 4♦ = 6142

→ 4♥ = 8311 → 8♠ + 等级 + 2 单花色

→ 4♠ = 6133 或 8122 → 8♠ + 等级, 无无花色



Let's Exercise

Find your B# and decide which Opening (Overcalling) bid you will use:

You hold: ♠AQxxxxxxx ♥K ♦AQx ♣ -

Prove that your **B# = 4.5** 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 **2♥**

You are South and hold:

♠Kxx ♥AQxxx ♦AQxx ♣ -

East opened 1♣. Prove that your **B# = 3.5** and explain to yourself why you must bid **DBL**

You hold: ♠AQxxx ♥KQ ♦AKxx ♣ -

Prove that your **B# = 4.5** and explain to yourself why you must open **1♣**

You hold: ♠Kxx ♥AKxxx ♦AQxx ♣ -

Prove that your **B# = 4.0** and explain to yourself why you must open **1♥**

让我们练习

找到您的牌型要素B#并决定使用哪种开场
(反过来)出价您将使用:

您持有: ♠AQxxxxxxx ♥K ♦AQx ♣ -
证明您的B#=4.5并向自己解释为什么您必须开3♠

您是南方持有:

♠A ♥Kxxxxx ♦Qx ♣Qxxx

东家开出1♠. 证明您的B#=2.0并向自己解释
为什么您必须反过来出2♥

您是南方持有:

♠Kxx ♥AQxxx ♦AQxx ♣ -

东家开出1♣ 证明您的B#=3.5并向自己解
释为什么您必须出DBL

你手上的牌是: ♠AQxxx ♥KQ ♦AKxx ♣
-证明你的B#=4.5,并解释为什么你必须开出1♣的牌

你手上的牌是: ♠Kxx ♥AKxxx ♦AQxx ♣
-证明你的B#=4.0,并解释为什么你必须开出1♥的牌

You are South and hold:

♠K ♥x ♦Kxxx ♣AQxxxxx

East opened 1♥ Prove that your **B# = 2.5** and explain why you must overcall 2♣

You are South and hold:

♠KQxx ♥ - ♦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 ♦ - ♣AQxxxxx

East opened 1♦. Prove that your **B# = 2.0** 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# = 3.0** & explain why you must open 2♦

你在南方而持有:

♠K ♥x ♦Kxxx ♣AQxxxxx

东家开出 1♥。证明你的B# = 2.5,并解释为什么你必须叫 2♣

你在南方而持有:

♠KQxx ♥ - ♦Kxxx ♣KQxxx

东家开出 1♥。证明你的B# = 2.5,并解释为什么你必须开 1♣

你在南方而持有:

♠xx ♥Kxxx ♦ - ♣AQxxxxx

东家开出 1♦。证明你的B# = 2.0,并解释为什么你必须叫 2♣

你是有保护而持有:

♠AQxx ♥xxxx ♦AQxx ♣x

证明你的B#=2.5, 并解释为什么你必须开出'PASS'

你没有被威胁,且持有:

♠x ♥KQxx ♦KQxx ♣Axxx

证明你的B#=3.0,并解释为什么你必须开出2♦

HOW TO CALCULATE THE TOTAL CONTROLS (CP) IN THE PARTNER'S HAND

Remembering at least all of the 1st steps CP answers for the different distributions, the Quest will know how many CP you mandatorily discarded (because the Quest already 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 the Quest knows your exact distribution, it will be easy to discover the number of your real Queens without asking for them because of the strong conjunction between the B#, the CP and the EQ.

Board 20, Dealer West, EW Vulnerable.

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 ♣

如何计算合作伙伴手中的总控制点(CP)

记住至少所有不同分布的第一步CP答案,侦探

将知道您强制丢弃的CP数量(因为侦探已发现您的确切分布),并将其加上您所采取的步骤数的2倍,从而发现您的总CP。

关注您采取的步骤,侦探将通过从所有EQ中减去您隐藏的EQ来发现您拥有的所有真正女王。

当侦探知道您的确切分布时,由于B#、CP和EQ之间的强烈联系,很容易发现您真正的女王的数量,而无需询问它们。

第20号牌,西方交易商,东西双方易受攻击。
东方持有: ♠AQxxx ♥Q ♦KQxxx ♣xx B# = 2, CP = 10

南	西	北	东	通过	通过	通过
		1		过		1!
		2		过		2♦!
		2		- 过		2♠!
过		3	过	3♠!		
通过		4	通过	5		

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♠ & 1NT) 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 of 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



1 = B2+, 5+ 或 B(4.5)+, 任何形状

1! = B(0.5)+, RF! 请询问总体形状

2 = SCOR 的第一步答案 - SCOR, B(2 - 4), 5+ + 形状辅助品种

注意: 前两步答案(1♠ 和 1NT) 是保留给强大的 1 点开局 B(4.5)+, 任何形状 &

强 NT, B(3 - 4.5), 均衡型。在这之后, 以 SCOR - SCOR 开始答案 2♦! = GF! 请询问第二长的品种
2 = 7 张牌 品种, 推迟第二长品种的答复

2♠! = 中继! 重复询问第二长的品种

3 = 4张牌品种, 不是之前提到的形状辅助品种, 所以手牌包含一张单张(与 7 张基本品种, 2 张单张), 而形状只能是 1417

3♠! = 中继! 询问确切的点数 4 = 确切 B(3.5) 的第四步答案

PL = B(3.5) + B2 + 0.5(9 张主 Trumps) - 1(对单张 ♦ K) = 5

注意: 单张对 ♠AQ 是中性的 5= 放弃 All Pass



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

第15板

北方♠J
73
♥KT9
6♦J2
♣Q964

西方
♠985
♥852
♦AQ987
♣AJ

东方
♠AQ4
♥AJ7
♦KT653
♣K3

SOUTH
♠KT62
♥Q4
3♦4
♣T8752

东西双方易位，对手全程过手

西 北 东 南 过手 过手 1♣! 过手 2♦ 过手
2♥! 过手 3♣ 过手 3♦! 过手 3NT 过手
过手 过手

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

3NT = 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



通过 = 强度不足以开牌 (仅 B2+, 5+ 小花)。

这场比赛不容错过, 因为如果搭档有最小 B1, 他将在第 3 或第 4 个座位上开出 1♣。

1♣! =

B1+ = 初始强制, 第三或第四个座位中的任何一个
2♦ = 恰好 B(1.5), 5+♦

2♥! = RF! 要求边花

3♣ = RANK 边花的第三步答案

3♦! = GF! 接力! 要求第二长花色 3NT = 3352
正形, NT 要求 3x3, 无第二长花色

NT PL = B(1.5) + B(3.5) + 1 (♦ 花色 10 张王牌) -
1 (MIRROR EW 花色) - 1 (♣ 花色 2x2 牌) = 4

♦ PL = B(1.5) + B(3.5) + 1 (10 张王牌)
♦) - 1 (对于完整的 MIRROR EW 手牌) =
5, 用于 50% 技巧游戏

全通行证



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)

棋盘 16

	北方♠A	
	QJT73	
	♥87	
	♦865	
	♣98	
西		东
♠		♠54
♥A2		♥KT9543
♦AQT3		♦K972
♣AKQT754		♣3
	南手♠	
	K9862	
	♥QJ6	
	♦J4♣	
	J62	

东西双方易失分,只有东西方参与比赛

南手 西手 北手 东手 弃牌 1♣ 2♠ 4♣ 4♠
双牌! 弃牌 5♦ 弃牌 5♥! 弃牌 6♦ 弃牌
6♠! 弃牌 7♦ 全弃牌

弃牌=南手出牌

1♣! = B2+,人工多重出牌,可能是自然牌
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 the 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 as if 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!

2♠ = 北方的弱跳牌，有 6♠，从 Fp 的统计来看，北方有 $B(0) = (7 \text{ HCP})$ 或 $B(0.5) = (8 \text{ HCP})$ 4♣ = $B(0.5)$ 、6♥ 或 8♥，SHAPE (SCOR SCOR 叫牌从 3♦ 开始，即最后显示的 5+ 张牌花色) 根据 Fp 要求，东家需要 $B\# \geq 10$ 获得使用 DBL = 2 楼 RF 中继的权利

4♠ = 另一位对手第二次跳牌，可能是 $B(0) = (7 \text{ HCP})$ 或 $B(0.5) = (8 \text{ HCP})$ ，带有 4+ 张牌 ♠ 花色，因此 NS 尝试打出 4♠，最大 $PL = 0 + 0 + 1$ (10 张王牌) = 1，3 张牌都下，无弱点。

DBL! = 接力！第一步答案是无效或 S+V (DBL 显然不是在两者之后的惩罚)

(如果对手出价相同花色)。

$PL = B(0 - 0.5) + B(5.5) + 0.5$ (升级对手 ♠ 花色的空牌) + 0.5 = 7

从那时起，NS Pass 一直

5♦ = 2641 精确形状 (第二长花色的自然出牌)

当有 $B(0)$ 时对预期 CP 的解释

当你必须为 CP 和你的

$B\# = 0$ ，可以理解为 $0.5 \rightarrow B(0) = B(0.5)$ 。如果不这样做，去掉 $4 * B\# = 4 * 0 = 0$ CP，你的第一步答案会显示 2 CP，总分 $0 + 2 = 2$ CP，但实际没有一个控制点有这样的值！所以，第一步答案 = 4 CP = 1 国王！

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 = $4 \times 0.5 + 2 = 4$ 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.

5♥! = CPA 接力! 在用 CPA 接力之前, 先弃掉 CP = 4×0.5 , 然后每一步都用 2 CP 展示剩余的 CP。第一步 CP = $4 \times 0.5 + 2 = 4$ CP, 3 EQ; 第二步 = 6 CP, 2 EQ

6♣ = 第三步答案 = 8 CP = 2 K + 1 EQ 7♦ = 最终合同全部通过

注意: 从统计上看, 东方的国王是♥和♦花色 (从统计上看, 国王♠已被弃牌)

东家有 2 张 K + 1 张 EQ (在 Singleton ♣ 中, 因此没有真正的 Q)

♦ PL = $B(0) + B6 + 1$ (3 TOP 大牌在 ♣ 花色) + 0.5 (升级对手♠花色中的空牌) = 7.5, 统计上 100% 大满贯。

东方的 CP = 8, 西方的 CP = $22 + 10 = 32$ (通常对于虚空 Fp 增加 6 CP, 但在对手的超级 FIT, Fp 因对手花色中缺少 AK (在本例中为 ♠ 空花色) 而增加 10 CP, 因此双手的总 CP = 40, 统计上为 100% GRAND SLAM。

注意: 当你有 B(0) 或 B(0.5) 并且你的合作伙伴使用 CPA, 向您询问 CP, 两种情况下的第一步答案相同, 并显示 4 CP = 1 K, 第二步答案将显示 6 CP = 1 Ace, 第三步答案将显示 8 CP = 2 K。

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.

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差异将在等值数量上体现：使用 B(0) 时，您第一步的 CP 答案将显示 1 个国王 + 2 个等值牌

第二步将显示 1 个 A 牌 + 1 个等值牌，第三步将显示 2 个国王，无等值牌

使用 B(0.5) 时，您第一步的 CP 答案将显示 1 个国王 + 3 个等值牌，第二步将显示 1 个 A 牌 + 2 个等值牌，第三步将显示 2 个国王 + 1 个等值牌

注意：使用 B(-) 时，您第一步会显示 0 个国王，可能有 2 个等值牌，第二步会显示 1 个国王，可能有 1 个等值牌，第三步将显示 1 个 A 牌，无等值牌。

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合



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 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) or

- direct **1NT weak Opening** → B(2 – 2.5)

1弱1NT开局→B(2 - 2.5),平衡
(根据Fp要求:无5+长牌,无单张)

使用下表找出B#与HCP的对应关系,当手牌平衡时(根据Fp要求:无5+长牌,无单张)

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

该表由亚历山大·杜列夫斯基先生制作

Fp系统中的1NT开局是一个标准的公告,B(2 - 2.5),12-15HCP(弱1NT),可以防止开局有5+牌的套色,单张或空张。

拥有最多11HCP且手牌平衡时,Fp系统使用PASS来开局,依赖于另一位玩家3或4位置的降低开局,B 1+,8+HCP,任意形状。

Fp使用一个聪明的技巧来区分1NT开局时平衡手牌的强度。

- 与强 1NT (1♣ 开盘后 - 1♥ (RF 中继!) → 1NT = B(3 - 4.5) 或
- 直接 1NT 弱开盘 → B(2 - 2.5)

Let's clarify the 1NT bids

1. After showing a strong 1NT → B(3 – 4.5) the minimum is exactly **B3 strength, 16-17 HCP**, followed by the high range of **B(3.5 – 4.5) strength, 18-21 HCP**.

After 2♣ (**Modified Stayman Relay!**) 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 a 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 strength of B3.

Bidding 2NT immediately after 2♣ (**Modified Stayman**) shows a **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.

3. After a **weak 1NT** → B(2 – 2.5) Opening with a low range of exactly **B2 strength, 12-14 HCP** or higher range **B(2.5) strength, 15 HCP**:

If 2♣ (**Modified Stayman Relay!**) appears the Opener may use 2♦ bid = no 4 card Major or to clarify the presence of 4 card Major suit.

让我们来解释一下 1NT 叫牌

1. 出示强 1NT $\rightarrow$ B(3 - 4.5)

后，最低叫牌强度恰好是 B3，16-17

HCP 是 B (3.5 - 4.5) 强度高范围，18-21 HCP。

在 2♣（改良斯台曼接力赛！）之后，没有显示 4 张大牌或澄清

4 张大牌♥花色，在新的接力赛中，如果您使用 2NT 叫牌，您将显示 B (3.5 - 4.5) 的高强度范围，但如果您以相同或其他花色叫牌，您将显示 B3 的低强度。

在 2♣（改良型斯台曼）之后立即叫

2NT，表明其牌力范围为 B(3.5 - 4)，且有 4 张牌

♠花色；但在 2♣（改良型斯台曼）之后叫

2♠，表明其牌力范围为 B3，且有 4 张牌 ♠

花色。

在新的接力赛中，展示您的其他 4

张花色的牌，或者如果您是任何

3334，则重复您的 4 张花色的牌。

3. 在弱的 1NT $\rightarrow$ B(2 - 2.5) 之后，以恰好 B2

强度、12-14 HCP 的低范围或 B(2.5)

强度、15 HCP 的更高范围开叫：

如果出现

2♣（改良斯台曼接力！），开叫者可以使用 2♦

叫牌 = 没有 4 张大牌或澄清 4 张大牌花色的存在。

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

在2♦或2♥出价后的新中继中，如果你出2NT，你将显示B(2.5)开局的高范围，但如果你在同一或其他套装上出价，你将显示B2开局的低范围。

在2♣(改良施坦曼)之后出2♠显示4卡♠牌的B2开局低范围，但在2♣(改良施坦曼)之后立即出2NT显示有4卡♠牌的B(2.5)开局高范围！

在新中继中显示你另一个4卡花色，或者如果你是任何3334重复你的4卡花色。



1NT开局后的出价发展

* 1NT → B(2 - 2.5), 12-15 HCP

→ Pass = 平衡手，最大B# = 0, (最多6 HCP), 无6+卡花色

→ 2♣中继! 改良施坦曼, B1+, 10+ HCP或B(0)+, 7+ HCP手牌, 含4+/4+主牌或任何双色, 询问4卡主牌, 复合盈利!

→ 2♦ = B(0.5), 转移至 5♥ 或 5♠, 9 HCP

→ 2♥ = B(0.5), 6♥, 9 HCP

→ 2♠ = B(0.5), 6♠, 9 HCP

→ 2NT = B(0.5), 均衡, 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 **4432** exact shape, (14-15 HCP)



$\rightarrow 3\clubsuit = B(0.5), 6+ \clubsuit + 2$ 顶级资格牌 + 单牌
 $\rightarrow 3\diamond = B(0.5), 6+ \diamond, + 2$ 顶级资格牌 + 单牌 $\rightarrow$
 $3\heartsuit = B(0.5), 6+ \heartsuit + 2$ 顶级资格牌 + 单牌 $\rightarrow 3\spadesuit$
 $= B(0.5), 6+ \spadesuit + 2$ 顶级资格牌 + 单牌



1NT $\rightarrow$ 2 $\clubsuit$ $\rightarrow$
 (改良的主牌探询)后的应标

2 $\diamond$ $\rightarrow$ B(2 - 2.5), xx44, 3343 或 3334 形状,
 没有主牌长 4 张, 13-15 点

2 $\heartsuit$ $\rightarrow$ B(2 - 2.5), 4 $\heartsuit$, 可以有 4 $\clubsuit$ 或 4 $\diamond$, 但没有 4 $\spadesuit$,
 13-15 点

2 $\spadesuit$ $\rightarrow$ B2, 4 $\spadesuit$, 可以有 4 $\clubsuit$ 或 4 $\diamond$ 或 4 $\heartsuit$,
 表示低位开标, (12-13 点)

2NT $\rightarrow$ B(2.5), 4 $\spadesuit$ 高位开标, 可以有
 4 $\clubsuit$ 或 4 $\diamond$, 但没有 4 $\heartsuit$ (14-15 点)

3 $\clubsuit$ $\rightarrow$ B(2.5), 主牌 4/4 高范围开场
 以及 4423 准确牌形, (14-15 HCP)

3 $\diamond$ $\rightarrow$ B(2.5), 主牌 4/4 高范围开场和
 4432 准确牌形, (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)

之后制定出价：1NT - 2♣!
(改良斯台曼) - 2♦ - 2♥! (RF!) →

→ 2♠ = B2, 3244 形状准确, 低开局 (显示 3 张牌 ♠ 套装 (因为在 2♣ 之后开局 否认4张大牌)), 12-13 HCP

→ 2NT = B(2.5), xx44, 3334 或 3343 分布, 仅高开叫, 14-15 HCP

→ 3♣! 接力! 询问确切的分配

→ 3♦ = B(2.5), 3343 → 绝对平衡
有 4 张牌 ♦ 花色

→ 3♥ = B(2.5), 2344 → 部分平衡, 带有 3 张大♥花色

→ 3♠ = B(2.5), 3244 → 部分平衡, 带有 3 张大♥花色

→ 3NT = B(2.5), 3334 → 绝对平衡
有 4 张♣花色的牌

→ 3♣ = B2, 3334 形状, 低高开局, 12-13 HCP

→ 3♦ = B2, 3343 精确形状, 低开口, 12-13 人血浆蛋白

→ 3♥ = B2, 2344 精确形状, 低开, 12-13 HCP

在明确了确切的分布和手牌之后
强度, CPA 中继可能会询问确切的
CP (控制点) 数量

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, otherwise PL = 4.5 in which case you will have a super minimum of 25 HCP (usually 26), so you can play 3NT without 5 by 3 or better FIT.

进入2NT叫牌——最重要的事
记住以下顺序：

1NT - 2♣! (改良斯台曼!) - 2♦ - 2♥! (GF!)
- 2NT = B(2.5), xx44, 3334, 3343, 15 HCP →
高开叫

1NT - 2♣! (斯台曼!) - 2♥ - 2♠! (GF!) - 2NT =
B(2.5), 4♥, 4♥ + 4♦/4♣, 15 HCP → 高开叫

1NT - 2♣! (Stayman!) - 2NT = B(2.5), 4♠, 4♠ +
(4♣/4♦), 没有 4♥ → 高开叫

1NT - 2♣! (斯泰曼!) - 3♣ = B(2.5), 4423, 高
开幕

1NT - 2♣! (Stayman!) - 3♦ =
B(2.5), 4432, 高开叫

在所有其他情况下，当开叫者在 GF
接力后出价超过 2NT 或使用以下顺序时：

1NT - 2♣! (Stayman!) - 2♠ →
该叫牌自动显示低位，以 B2, 4♠, 4♠ + (4♣/4♦
/ 4♥) 开叫

玩 3NT 合约的 Fp 要求：

如果您有 5 x 3/4 或 6 x 2/3 FIT，则 PL ≥ 3，否则
PL = 4.5，在这种情况下，您的超级最低限度为
25 HCP（通常为 26），因此您可以在没有 5 x 3
或更好的 FIT 的情况下玩 3NT。

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	4NT	Pass	5♦!
Pass	5NT	Pass	6NT
Pass	Pass	Pass	

板17

北♠AK
QJ
♥KQ9
8♦K5
♣T52

西
♠T52
♥AJ76
♦QJ98
梅花87

東
♠9643
♥542
菱形T74
梅花J93

南
黑桃87
红桃3♦
A632♣A
KQ64

南北双方有弱点，对手全程弃牌

西 北 东 南 弃牌 1梅 弃牌 1红! 弃牌 1无
弃牌 2梅! 弃牌 3梅 弃牌 3♦! 弃牌 3红
弃牌 3黑! 弃牌 4梅 弃牌 4♦! 弃牌 4无
弃牌 5♦! 弃牌 5无 弃牌 6无 弃牌 弃牌
弃牌

1♣ = B2+, 5+♣ / B(3 - 4.5), balanced (no 5+ card suit, no S / V / B(4.5)+, any shape (artificial multi bid or 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 no Slams, except for NT Slams which with PL = 5.5 are 50% !

CP = 18 + 16 = 34 for 100% small SLAM

1♣ = B2+, 5+♣ / B(3 - 4.5), 平衡
(没有5+牌花色, 没有单长/单缩/B(4.5)+,
任何分布或5+♣的自然出价, 实际B# = 3.5)
1♥! = B(0.5)+ (RF!), 2+♣ / B(1.5)+, 任何分布,
除了双花色

1NT = B(3 - 4.5), 强, 16-21 (22), 平衡 (由Fp要求,
没有5+牌花色, 没有单长, 没有缺牌)

2♣! = B1+, 9+ HCP, RF! Stayman修改 最小PL
= B(3.5) + 3 = 6.5

3♣ = B(3.5 - 4.5), 4423 精确分布 (较高最小B#)

3♦! = 中继! 询问精确的B#

3♥ = 精确B(3.5)的第一步回答

3♠! = CPA中继! 在通过CPA回答之前,先抛弃4*B#的CP
,然后每一步再加2 CP。第一步CP回答 = 4*3.5 + 2 = 16
CP, 3 Q, 第二步CP回答 = 18 CP, 2 Q, 第三步CP回答 =
20 CP, 1 Q, 第四步CP回答 = 22 CP,

没有王牌

4♣ = 18 CP的第二步回答 = 3个A或1个A + 3

国王与2个等值 =

2个真正的女王(北手无S/V,均衡)

4♦! = 中继! 用SCOR询问女王牌色

4NT = 2个飞行女王♣套先步答非♣ PL =
3.5 + 3 = 6.5 &

NT PL = 3.5 + 2.5 = 6,
都为100%小满贯(不计2个重牌)

注意:花色游戏满贯PL = 6时为50%

压线满贯,但NT满贯PL = 6时为100%!

PL = 5.5时无满贯,除了NT满贯PL =
5.5为50%!

CP = 18 + 16 = 34 为100%小满贯

Board 18

WEST

♠9

♥Q92

♦T543

♣KQ642

EAST

♠AJ8

♥AKJ754

♦A

♣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	2N!	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 seat (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

板18

西

♠9

♥Q92

♦T543

♣KQ642

东

♠AJ8

♥AKJ754

♦A

♣5花

西牌发牌, NS方双方均有风险, 四家全部过牌 西
北 东 南 过 过 1♣! 过 1♥ 过 1♠! 过 2♣ 过 2♦!
过 2♠ 过 2N! 过 3♦ 过 3♥! 过 3♠ 过 4♣! 过
4NT 过 5♣! 过 5♦ 过 7NT 全过

过 - 过 - 1♣! = B1+,

第三或第四席位都可以(实际东家B#值 =

5.5) = B(0 -

0.5)均衡/B(0.5)不均衡或任意4441

1♠! = RF! 询问总体形状, 最小手长度=

B(0.5) + B(5.5) = 6.0

2♣ = 5+ ♣牌

2♦! = GF! 询问副部首和/或确切形状(次长度)

2♠ = 第二步回答的颜色副部首

2NT! = 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 scans the Singleton Queens !)

4♠! = Relay! Ask for the King's suit

5♣ = ♣ King

PL = B(0.5) + B(5.5) + 0.5 (for 'good' ♠
Singleton) + **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 !



2NT! = 中继! 询问精确构型

3♦ = 1345 精确构型

3♥! = CPA 中继! 第一步回答 = 4 控牌点

3♠ = 4 控牌点 (1 王)的第一步回答, 显然

有 2 Dame 或 3 Jacks

4♣! = 中继! 按 SCOR 询问 Dame 花色 4♦ = 2
花色 Dame 的第一步回答, 显然 ♣ + ♥ Dame,
因为 ♠ 是单张 (Fp 从不扫描单张 Dame!)

4♠! = 中继! 询问王牌花色

5♣ = ♣ 王

$PL = B(0.5) + B(5.5) + 0.5 ('good' \spadesuit \text{ 单张}) +$
 $0.5 (\heartsuit \text{ 牌长 9 张}) + 0.25^*$

(力制*分, 4 个 Ace) = 7.25* 统计上 100% 大滚

偕手中各牌32张实牌 + 8张虚牌(♠ + ♥单牌) =
统计100%的大滥牌

7NT = 最终合约。还有13张视觉诡计!



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 with balanced hand (by **Fp** requirements: no 5+ cards, no Singleton)

B#	0	0.5	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6
HCP	7	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 an 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	7	10	13	16	19	22	25	

无王牌合约 - 最有利可图的

Fp不使用经典的HCP,除非在尝试玩无王牌合约时使用。使用下面的图表找出B#与平衡手牌HCP的对应关系(Fp要求:没有5+牌,没有单牌)

B#	0	0.5	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6
HCP	7	9	10	12	13	15	16	18	19	21	22	24	25

这个图表由BBO上最出色的Fp玩家亚历山大·杜列夫斯基先生(all_out_)制作

这个图表基于平衡手牌(Fp要求:没有5+牌,没有单牌/无副牌)

它帮助反斗者发现双方手牌的总HCP以约1 HCP的近似准确度,基于对伙伴B#的了解。对于有单牌的不平衡手牌,HCP比平衡手牌低约1分;对于有无副牌的,HCP比平衡手牌低约2分

平衡手牌
为了易记,注意简单的算数级数:

B# 0 1 2 3 4 5 6 对应于
HCP 7 10 13 16 19 22 25

The Formula: when you know the whole B#:

$$\text{HCP} = 3 * (\text{B\#} - 1) + 10$$

B#:	0.5	1.5	2.5	3.5	4.5	5.5	6.5	correspond to
HCP:	9	12	15	18	21	24	27	

The Formula: when you know x.5 B#:

$$\text{HCP} = 3 * (\text{B\#} - 1.5) + 12$$

Just remember that B1 correspond to 10 HCP, and B(1.5) correspond to 13 HCP and add by 3 HCP for any (whole or a half) upper B# !

That may be easier for you than to use the additional explanation below: B#s which are 0.5 less than the whole B#s have $\text{HCP} = \text{upper whole B\#} - 1$

B#s which are 0.5 more than the whole B#s have $\text{HCP} = \text{lower whole B\#} + 2$

NOTE: Actually, for unbalanced hands in comparison with balanced hands, the HCP must be lowered by 1 HCP:

- any card over the 4th one in any long suit (lower by 1 HCP)

- any Singleton (lower by 1 HCP)
- any Void (lower by 2 HCP)
- any Ax + Ax or xx + xx + xx (lower by 1 HCP)

That will provide a precise transfer of B#s to HCP when you need it.



公式：当你知道整个 B# 时：

$$HCP = 3 * (B\# - 1) + 10$$

B#: 0.5 1.5 2.5 3.5 4.5 5.5 6.5 对应

医疗保健 9 12 15 18 21 24 27

专业人员

公式：当你知道 x.5 B# 时：

$$HCP = 3 * (B\# - 1.5) + 12$$

只要记住 B1 对应 10 HCP，B(1.5) 对应 13

HCP，并且对于任何（全部或一半）上部 B# 增加 3

HCP!

这可能比使用下面的附加解释更容易：比整体 B# 少 0.5 的 B# 具有 $HCP = \text{上整体 B\#} - 1$

比整体 B# 多 0.5 的 B# 具有 $HCP = \text{较低整体 B\#} + 2$

注意：实际上，与平衡手相比，不平衡手的 HCP 必须降低 1 HCP：

- 任何长花色中超过第四张牌的牌（低 1 人源化蛋白酶（HCP）
- 任意 Singleton（降低 1 HCP）
- 任意虚空（降低 2 HCP）
- 任意 $Ax + Ax$ 或 $xx + xx + xx$ （降低 1 HCP）

当您需要时，这将提供 B# 到 HCP 的精确转移。



1NT Opening with Distribution Asking Bid (DAB)

The version of 1NT Opening shown in the chart was developed by a friend of mine **Mr. Zoran Sibinovic** to help players use only HCP in contrast to **Fp** which uses both **B#s** and **HCP** (corrected and published here with his permission).

I corrected it slightly to use **Fp Jig** 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 of how many HCP to use the **1st Distribution Asking Bid (DAB)** on any sequence. I'm leaving that to you to decide.

By Mr. Zoran Sibinovic 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 Grand Slams will be inevitable.

You may decide which is better for you.

1NT开放分布询问投标(DAB)

图表中显示的1NT开放的版本是由我的朋友Zoran Sibinovic先生开发的,以帮助玩家只使用HCP,而不是Fp使用的B#和HCP(经他本人许可,已在此修正并发布)。

我稍微修正了它,使用Fp Jig使它们更加合理,并添加了一些投标。它漏掉了4/4小minor和4/4主major形状,均为14-16HCP。在我修正了所有这些之后,该方法比简单的Stayman好,尽管它没有解释在任何序列上使用多少HCP进行

第一次分布询问投标(DAB)。这个我留给你来决定。

据Zoran Sibinovic先生的意见,它比原始的Fp 1NT开放更容易。

投标机制采用了具有不同低范围和高范围HCP的Fp元素,以及用2♦投标来区分它们的不同用法。

依我看,只使用HCP寻找大滚蛋会像其他任何桥牌系统一样,遗漏大滚蛋的风险是不可避免的。

你可以决定哪种方式更适合你。

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 as after a weak NT, but simply show different (higher) strength. You may choose different ranges of strength for showing low, middle, or high strength within the range of the strong NT, even after a super strong 2NT Opening with 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 attach 2♠ bid with B(5 – 5.5) and an immediate or later 3NT bid with B6+



1 NT Opening based on HCP & (DAB)

强NT

1♣ → (过牌或杀入) → 1♥ 或 二倍
(分别) → (过牌或杀入) → 1NT (或 2NT 或
3NT 分别)

1♣ 过 1♥ 过 1NT = (B(3 - 4.5), 强,
16-21 (22) HCP, 平衡型, 无5+张长牌, 无S / V)

在2♣后, 你的搭档出2♠将显示恰好B3强度外
加4张♠牌!

在2♣后, 出2NT将显示更高的开局范围B(3.5 到 4.0)
外加4张♠牌

改良Stayman的主要思想

在强NT后, 改良Stayman的回应跟弱NT后一样, 只是显示不同(更高)的强度。你可以选择不同的强度范围来显示低、中或高

在强NT范围内的强度, 即使在2NT
Opening超强B5+强度后, 你可以出2♠bid恰好B5,
并即刻或稍后出3NT bid为B(5.5)+ (如同Fp一样),
或出2♠bid为B(5 - 5.5), 并即刻或稍后出3NT
bid为B6+



1 NT 开局基于HCP和(DAB)

First opener's response	Second respondent's question	Second opener's response
1NT - 2♣! → 2♦ =14-16 HCP 1NT- 2♣ → 2♥ bid check the right chart Other suit bids over 2♥ are Signoff, 2NT is invitational	→ 2♥! → DAB → 2♠ = 4♠, no 4♥ → 2NT = 4♥, no 4♠ → → 3♣ = Signoff → 3♦ = Signoff → 3♥! DAB →	→ 2NT! → DAB → → 3♣ = 4234 → 3♦ = 4243 → 3♥ = 4324 → 3♠ = 4333 → 3NT = 4342 → NT for 3♥ → 3♣! DAB → → 3♦ = 2434 → 3♥ = 2443 → → ♥ for 3♣ → 3♠ = 3442 → 3NT = 3433 → 4♣ = 3424 → ♣ for 3♠ → 3♠ = 3244 → 3NT = 2344 → NT for 3♥ → 3♦ = 4432 → 3♥ = 4423 → ♥ for 3♣

第一开牌方的应答	第二应答方的问题	第二开牌方的应答
1NT - 2♣! → 2♦ = 14-16 HCP 1NT- 2♣ → 2♥ 请检查正确的图表 2♥ 之上的其他花色出价是弃牌, 2NT 是邀请手	→ 2♥! → DAB → 2♠ = 4♠, 无 4♥ → 2NT = 4♥, 无 4♠ → → 3♣ = 结束 → 3♦ = 结束 → 3♥! DAB →	→ 2NT! → DAB → → 3♣ = 4234 → 3♦ = 4243 → 3♥ = 4324 → 3♠ = 4333 → 3NT = 4342 → NT for 3♥ → 3♣! DAB → → 3♦ = 2434 → 3♥ = 2443 → → ♥ for 3♣ → 3♠ = 3442 → 3NT = 3433 → 4♣ = 3424 → ♣ for 3♠ → 3♠ = 3244 → 3NT = 2344 → 3♥ 的 NT → 3♦ = 4432 → 3♥ = 4423 → 3♣ 的 ♥

1NT - 2♣ → 2♥ = 4♥, no 4♠ with 17-19 HCP	→ 2♠! → DAB → Other suit bids over 2♠ are Signoff, 2NT bid 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 Signoff	→ 3♣ = 4234 → 3♦ = 4243 → 3♥ = 4324 → ♥ for 4♣ → 3♠ = 4342 → ♠ for 4♦
1NT - 2♣ - 2NT → = 4/4 in Minors	3♣ = Signoff 3♦ = Signoff	
1NT - 2♣ → 3♣ → 4/4 in Majors	→ 3♥! DAB →	→ 3♠ = 3244 → 3NT = 2344
	→ 3♦! DAB →	→ 3♥ = 4423 → ♥ for 3♣ → 3♠ = 4432 → ♠ for 3♦
	→ 3♥ → Signoff → 3♠ → Signoff	

1NT - 2♣ → 2♥ = 4♥, 无 4♠ 持有 17-19 HCP	→ 2♠! → DAB → 其他主牌 Bids 在 2♠ 上是结束手牌, 2NT 是邀请手	→ 2NT = 3433 → 3♣ = 2434 → 3♦ = 2443 → 3♥ = 3424 → ♥ 为 4♣ → 3♠ = 3442 → ♠ 为 4♦
1NT - 2♣! → 2♠ = 4♠, 无 4♥	→ 2NT! → DAB → 所有其他 Bids 在 2NT 上都是结束手牌	→ 3♣ = 4234 → 3♦ = 4243 → 3♥ = 4324 → ♥ 为 4♣ → 3♠ = 4342 → ♠ 用于 4♦
1NT - 2♣ -2NT → = 4/4 in Minors	3♣ = 结束手牌 3♦ = 结束手牌	
1NT - 2♣ → 3♣ → 4/4 in Majors	→ 3♥! DAB → → 3♦! DAB → → 3♥ → 弃牌 → 3♠ → 弃牌	→ 3♠ = 3244 → 3NT = 2344 → 3♥ = 4423 → ♥ 用于 3♣ → 3♠ = 4432 → ♠ 用于 3♦

With the **Force Point Counting**, a player may use the **chart created by Mr. Alexander Dulevski to transfer B# to HCP** and has statistical **Rules** with the game's **PL** which will help him know exactly when to play **part - score** or **3NT** contracts.

Additional to that, **Fp** also transfers both players' **B# to HCP** to be doubly assured about any **NT** contract. That way, a **Fp** player will know exactly when not to bid and play **3NT** because it may 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 **3NT** and that the situation is quite different with 25+ HCP in both hands. **Fp** players know where can be the 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 players, it 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 26 HCP.

Look at the chart at the top of the chapter again, remembering that **B1 = 10 HCP**.

使用 Force Point Counting，玩家可以使用 Alexander Dulevski 先生创建的图表将 B# 转移到 HCP，并具有统计规则

游戏的 PL 将帮助他确切地知道何时玩部分得分或 3NT 合同。

此外，Fp 还会转移双方球员的 B# 向 HCP 保证任何 NT 合同均能得到双重保证。这样，Fp 玩家就会确切地知道何时不应叫牌和玩 3NT，因为这在统计上是不可能的，并且可能会胜过休闲系统的玩家。

实践证明，如果两手牌都拿到 24 HCP，打 3NT 会很困难，而如果两手牌都拿到 25+ HCP，情况就大不相同了。Fp 玩家知道边界在哪里，并且会打出

仅当满足 Fp 要求时，双手各持 24 HCP 即可获得 3NT。

有了休闲系统，满贯就是一种希望；有了 Fp 他们很确定，因为一切都已经检查过了。

无论如何，对于一些玩家来说，开始计算 1.5 个合约墩数的 Ace、1 个合约墩数的 K 和 0.5 个合约墩数的 Q，或者将 4 的 PL 转移到 26 HCP 都是很困难的。

再次查看本章顶部的图表，记住 B1 = 10 HCP。

Pay attention to the clever Fp Bidding Mechanism after 1NT - 2♣! (Modified Stayman!)

If the Opener bids 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 bids 2♠ immediately after 2♣ your partner has a minimum opening strength of **B2** and may have any other 4 card suit.

If the Opener bids 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 bids 3♣ or 3♦ immediately after 2♣, your partner has a maximum opening strength of **B(2.5)** along with the exact shape of 4423 or 4432 respectively!



注意1NT - 2 (修改斯坦曼!)后聪明的Fp出价机制

如果开叫人出价2♦ (没有4张主牌)或2♥ (没有4张♠牌), 在下一个中继出价2NT, 你的伙伴只显示最大开叫强度为B(2.5)!其他任何出价都显示最小开叫强度为B2。

如果开叫人在2♣后立即出价2♠, 你的伙伴有最小开叫强度B2, 可能有任何其他4张牌的花色。

如果开叫人在2♣后立即出价2NT, 你的伙伴有最大开叫强度B(2.5)
加上4张♠牌 (没有4张♥牌)!

如果开叫人在2♣后立即出价3♣或3♦, 你的伙伴有最大开叫强度B(2.5), 加上正好4432或4423的牌型
分别!



Board 19

	NORTH	
	♠K7	
	♥AQ83	
	♦AT5	
	♣KQJT	
WEST		EAST
♠JT843		♠AQ92
♥J7654		♥9
♦9		♦Q8642
♣82		♣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

板块19

	北	
	♠K7♥	
	AQ83	
	♦AT5	
	♣KQJ	
	T	
西		东
♠JT843		♠AQ92
♥J7654		♥9
♦9		♦8642
♣82		♣764
	南	
	♠65	
	♥KT2	
	♦KJ7	
	3♣A9	
	53	

东西双方有弱点, 对手全程无应答 北 东 南
西

- 1♣ 过 1♥!
- 1NT 过 2♣! 过
- 2♥ 过2♠! 过
- 2NT 过 3♣! 过
- 3NT 过 4♣! 过
- 4♥ 过4NT! 过
- 5♦ 过5♥! 过
- 5NT 过 6NT 全过
- 过

1♣! = artificial multi-bid, **B2+**, 5+ ♣ or **B(3 - 4.5)**, balanced (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 shape except a 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.**

1♣! = 人工多次出价, B2+, 5+ ♣ 或 B(3 - 4.5), 均衡
(根据 Fp 要求, 无 5+ 卡牌, 无单一花色 /
空) 或 B(4.5)+, 任何 5+ 牌或任何 5/5 双色 1♥ =
B(0.5)+ (RF!), 2+ ♣ 或 B(1.5)+, 任何形状

除双色外

1NT = B(3 - 4.5), 强, 16-21 (22), 均衡手牌

2♣! = B1+, 9+ HCP, 斯坦曼! 最小威力值 = 3 + 1.5 = 4.5

2♥ = B(3 - 4.5), 4♥, 无 4♠,
可能有任何其他 4 张牌的花色

2♠! = RF 中继! 询问其他 4 张牌的花色

2NT = B(3.5 - 4.5), 更强。推迟其他 4
张牌花色的回答 (可能有 4 张小牌, 但无
4 张 ♠ 牌)

3♣! = 询问 4 张小牌花色 / 精确形状

3NT = 4 张 ♣ 牌, 2434 精确形状

4♣! = 中继! 询问具体的 B#

4♥ = 准确回答 B4 的第二步 (第一步是 3.5)

4NT! =

CPA 中继! 询问 CP。在通过 CPA 回答之前, 将 CP =
4*B# 舍弃掉, 并按每步 2 CP 的方式显示剩余的 CP。

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 both hands = **34 for 100% small SLAM**

The BBO Bidding:

2NT p 3♣ p 3♦ p 4NT All Pass



注意：原则上，用强NT强度(合约诡计)B(3 - 4.5)，第1步CP答案 = $4 \times B\#$

+2, 3Q = $4 \times 3.5 + 2 = 16$ CP, 3个皇后，第2步CP答案 = $4 \times B\# + 2$, 3Q = $4 \times 4 + 2 = 18$ CP, 2个皇后

第3步CP答案 = $4 \times B\# + 2$, 3Q = $4 \times 4.5 + 2 = 20$ CP, 1个皇后, 第4步CP答案 = $4 \times B\# + 2$, 3Q = $4 \times 5 + 2 = 22$ CP, 没有皇后

5♦ = 4 CP的第2步答案以及先前的

强制移除 $4 \times B\# = 4 \times 4 = 16$ CP，总共 20 CP = 2A+2K 加上2个真正的皇后

5♥! = 中继！通过SCOR询问国王的牌色

5NT = 2种颜色的国王的第2步答案

6NT = 平手。

NT PL = $4 + 1.5 + 0.5$ (3个顶级荣誉牌在4x3♥) - 2×0.25 (2套相同花色) = 5.5，统计上50%的小滚轮

双手合计CP = 34，100%小滚轮

BBO投标:

2NT p 3♣ p 3♦ p 4NT 全过



Let's practice

You have **3 Kings**, $K\spadesuit + K\heartsuit + K\diamondsuit$, but do not have **2 Queens** and your partner asks you to show their colors with $5\clubsuit$ **Relay!**. What will you answer?

Your King's omit suit is $\clubsuit$, so use $5NT$ bid to show you do not have $K\clubsuit$

You have **3 Queens**, $Q\spadesuit + Q\diamondsuit + Q\clubsuit$, but do not have **2 Kings**, and your partner asks you to show their colors with $5\diamondsuit$ **Relay!**. What will you answer?

Your Queen's omit suit is $\heartsuit$, so use $5\heartsuit$ bid to show you do not have $Q\heartsuit$

You have $A\spadesuit + K\heartsuit$, but do not have **2 Queens** and your partner asks you to show their colors with $5\clubsuit$ **Relay**. What you answer?

Your $A + K$ are RANK, so use 3rd step by SCOR to show $A\spadesuit + K\heartsuit$ or $K\spadesuit + A\heartsuit$ or $A\diamondsuit + K\clubsuit$ or $K\diamondsuit + A\clubsuit$ (your partner will find out where they are in more than 95% of the cases, do not worry about). Bid $5\spadesuit = 3rd$ step answer.

You have **4 Queens**, but do not have 2 to 4 Kings, and your partner asks you to show their colors with $5\clubsuit$ **Relay**. What you answer?

让我们练习

你有 3 个国王, $K\spadesuit + K\heartsuit + K\diamondsuit$, 但没有 2 个女王, 你的搭档要求你用 $5\clubsuit$ Relay! 展示他们的花色. 你会怎么回答?

你的国王缺失的花色是 $\clubsuit$, 所以使用 5NT 出价来表示你没有 $K\clubsuit$

你有 3 个女王, $Q\spadesuit + Q\diamondsuit + Q\clubsuit$, 但没有 2 个国王, 你的搭档要求你用 $5\diamondsuit$ Relay! 展示他们的花色. 你会怎么回答?

你的女王缺失的花色是 $\heartsuit$, 所以用 $5\heartsuit$ 出价来表示你没有 $Q\heartsuit$

你有 $A\spadesuit + K\heartsuit$, 但没有 2 个女王, 你的搭档要求你用 $5\clubsuit$ Relay 展示他们的花色. 你会怎么回答?

你的 $A + K$ 是 RANK, 所以用 SCOR 的第 3 步来表示 $A\spadesuit + K\heartsuit$ 或 $K\spadesuit + A\heartsuit$ 或 $A\diamondsuit + K\clubsuit$ 或 $K\diamondsuit + A\clubsuit$ (你的搭档在 95% 以上的情况下会找出他们在哪里, 不用担心). 出价 $5\spadesuit$ = 第 3 步答案.

你有 4 个女王, 但没有 2 到 4 个国王, 你的搭档要求你用 $5\clubsuit$ Relay 展示他们的花色. 你会怎么回答?

Use 4th step of scor - SCOR to show that you have 4 Queens. Bid 5NT

You have **2 Kings** ($K\spadesuit + K\heartsuit$) + **2 Queens** ($Q\clubsuit + Q\diamondsuit$) and your partner asks you to show their colors with **5♣ Relay**. What you 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 answer?

Use 4th step of **SCOR - SCOR** to show that you have **4 Kings**.

Bid 6♣

使用 SCOR 的第 4 步来展示你有 4 个皇后。
出价 5NT

你有 2 个国王 (♠K + ♥K) + 2 个皇后 (♣Q +
♦Q)，你的伙伴让你用 5♣ Relay
来展示它们的花色。你的回答是什么？

你的国王是 RANK，这意味着你可以同时展
示所有的国王 +
皇后！

第 3 步的回答，即 RANK，将展示 2
个 RANK 国王 + 2 个 SHAPE 皇后

第 4 步的回答将展示 2 个 RANK 国王 +
2 个 COLOR 皇后。

使用 SCOR 的第 5 步来展示你有 2 个 RANK 国王
+ 2 个 RANK 皇后。

出价 6♣ = 第 5 步回答！

你有 4 个国王，但没有 2
皇后，你的伙伴让你用 5♦ Relay
来展示它们的花色！你的回答是什么？

使用 SCOR 的第 4 步 - SCOR
来显示你有 4 个国王。

出价 6♣

Force Point (Fp) Counting will help you 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's, will give you the game's **Play Level (PL)**. No need for evaluations by the time of the initial count, but one of you, who will ask his partner to reveal the exact distribution, must apply some tricks' adjustments when new distribution changes are discovered by the time of the **Bidding**.

When you discover your 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 of the TOP Honors.

With **Fp** you will be able to discover all of your partner's **Aces + Kings + Queens** with only one question - one answer!

**No other bridge system is capable of
doing that !**



力量點(Fp)計數法有助於您直接在合約技巧(即遊戲橋牌中不計算的最初6個技巧之外的技巧)中計算您的手牌。

Fp計數本身是總技巧的一個新低點,比

舊的要好得多。雙方玩家的合約技巧之和將給您遊戲的玩平級(PL)。

在初次計數時無需評估,但其中一方必須

在競標過程中發現新的分配變化時對某些技巧進行調整。

當您發現您的對手的確切形狀時,您將詢問合約

技巧的確切數量,從而找到您的確切PL。然後,如果PL

5.5 您必須決定最終合約,但如果 $PL \geq$

5.5,您必須要求您的對手提供所有重要保卡。

有了 Fp,您將能夠只用一個問題 -
對手的牌型就發現您

沒有其他橋牌系統能做到這一點!



2 NT OPENING → B5+, BALANCED (21+ HCP)

(by Fp requirements: no 5+ card suit, no Singleton)

2NT - 3♣! → B(0.5)+, 8+ HCP, any distribution, **RF!**

2NT - 3♦ → B (-), 0-4 HCP, transfer to 5♥ or 5♠

3♥ → B5, 21 - 22 HCP, Play or Correct

3NT → B(5.5)+, 24+ HCP, Absolute Signoff

4♥ → B(5.5)+, 24+ HCP, Play or Correct

2NT - 3♥ → B (-), 0-4 HCP, 6+♥, may have 4♠

2NT - 3♠ → B(-), 0-4 HCP, 6+♠, may have 4♥

2NT - 3NT → B(0)+, 5-6 HCP with 5+ cards in
Minor suit

2NT - 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♥ = B5+, 21+ HCP, 4♥, no 4♠, can have 4 cards in
Minor suit

→ 3♠ = **exactly** B5, 21 - 22 HCP, 4♠, may have another 4
card suit

→ 3NT = B(5.5)+, 23+ HCP, 4♠, no 4♥, have 4 cards in
Minor suit

2个NT开局 → B5+, 平衡型 (21+ 高牌点)

(由Fp要求: 无5+牌色, 无单牌)

2NT - 3♣! → B(0.5)+, 8+ 高牌点, 任何分布, 复查!

2NT - 3♦ → B(-), 0-4 高牌点, 转移到5♥或5♠

3♥ → B5, 21 - 22 高牌点, 走或纠正

3NT → B(5.5)+, 24+ 高牌点, 绝对结束信号

4♥ → B(5.5)+, 24+ 高牌点, 走或纠正

2NT - 3♥ → B(-), 0-4 高牌点, 6+♥, 可能有4♠

2NT - 3♠ → B(-), 0-4 高牌点, 6+♠, 可能有4♥

2NT - 3NT → B(0)+, 5-6 高牌点, 含5+小牌色

2NT - 4♥ → B(0), 5-6 HCP, 6+♥, 无4♠



开二NT后竞标的发展

- 3♣! (RF Relay)

→ 3♦ = B5+, 21+ HCP, xx44, 3334或3343分布 → 3♥

= B5+, 21+ HCP, 4♥, 无4♠, 可有4张小色牌

小色牌

→ 3♠ = 恰好 B5, 21 - 22 HCP, 4♠,

可能有另一个4张色牌

→ 3NT = B(5.5)+, 23+ HCP, 4♠, 无4♥, 有4张小色牌

- 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♣ = B(5.5)+, 4423, 23+ HCP
 → 4♦ = B(5.5)+, 4432, 23+ HCP
 → 4♥ = B6, 4432 (相同形状), 24 HCP
 → 4♠ = B(6.5), 4432 (相同形状), 26 HCP
 4NT = B7, 4432 (相同形状), 27 HCP
 → 5♣ = B(7.5), 4432 (相同形状), 29 HCP
 → 4♦ = B8, 4432 (相同形状), 30 HCP 等等...



2NT - 3♣! - 3♦ - 3♥!
 (GF中继)之后的出价

→ 3♠ = 正好 B53244, 21-22 HCP
 → 3NT = B(5.5)+, xx44, 3334 或 3343 型, 23+ HCP
 → 4♣ = 正好 B5, 3334, 21-22 HCP
 → 4♦ = 正好 B5, 3343, 21-22 HCP
 → 4♥ = 正好 B5, 2344, 21-22 HCP



2NT 之后的出价发展 - 3♣! - 3♥ - 3♠!
 (GF 转告!)

→ 3NT = B(5.5)+, 4♥, 没有 4♠, 可以有 4 张小副suit, 23+ HCP
 → 4♣ = 正好 B5, x4x4, 21-22 HCP → 4♦! 转告!
 询问 3 张 suit

→ 4♦ = **exactly B5**, x44x, 21-22 HCP → 4NT! **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,

+ 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

→ 4♦ = 正好 B5, x44x, 21-22 HCP → 4NT! 继续问牌!
问3牌种

→ 4♥ = 正好 B5, 3433, 21-22 HCP



2NT - 3♣! - 3♠ - 4♣! 的后续应对
继续问牌! B(0)+, 问另一个4牌种

→ 4♦ = B5, 4x4x,
+ HCP

→ 4♥! = 绝对收尾

→ 4♠ = 绝对收尾

→ 4NT = 中继牌! 询问3张点牌→

5♣ = B5, 4243

→ 5♦ = B5, 4342, 特殊

→ 4♥ = B(5.5)+, 44xx → ♥ 用于 4♥ + 3♣, 23+
HCP → 4♠ = 绝对结束牌

→ 4NT = 中继牌! 询问3张点牌→

5♣ = B5, 4423

→ 5♦ = B5, 4432, 22点, 3Q→

4♥! = B5, 4432, 24点, 2Q→

4♠ = B5, 4432, 26点, 1Q

→ 4NT = B5, 4432, 28点, 无Q

→ 4♠ = B5, 4333 → 绝对均衡

→ 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



→ 4NT = 大5牌, 4234 → NT 3♦ (Fp 弱) →
 5♣ = 大5牌, 4324 → ♣ 3♥ + 3♦



2NT - 3♣! - 3NT - 4♣! 的后续竞标
 GF Relay! 问 4 张小牌

→ 4♦ → 大5.5牌+, 4x4x, 23+
 HCP → 4♥ = 绝对结束

→ 4♠ = 绝对结束

→ 4NT! = Relay! 问 3 张牌 → 5♣ =
 大5.5牌+, 4243, 23+ HCP → 5♦ =
 大5.5牌+, 4342, 特殊 → 4♥ =
 大5.5牌+, 4324 → ♥ 4♣ + 3♥

→ 4♠ = 大5.5牌+, 4333, 绝对平衡, 23+ HCP →
 4NT = 大5.5牌+, 4234 → ♠ 4♣ + 3♦, 23+ HCP



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

SOUT	WEST	NORTH	EAST
H			
2NT	Pass	3♣!	Pass
3♦	Pass	3♥!	Pass
4♦	Pass	4NT!	Pass
5♥	Pass	5♠!	Pass
5NT	All Pass		

北方♠7
♥T86

♦KQJ
84♣64
3

西
♠J986
♥J943
♦2
♣K975

东
♠5432
♥A75
♦T76
♣T82

南
♠AK
Q♥K
Q2♦
A953
♣AQ

双方 vulnerable, 对手全程 Pass

南 西 北 东

2NT 过 3♣! 过
3♦ 过 3♥! 过
4♦ 通过 4NT! 通过
5♥ 通过 5♠! 通过
5NT 全部通过

2NT = 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

5NT = 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 > 5.5**, so the **PL**
will go with 0.5 more down, so South will need a
finesse to make **5NT** !



2NT = B5+ (实际上是6.0) , 平衡

3♣! = B(-1)+, RF! 问4张主牌 (与修改斯泰曼相同!)

3♦ = 无4张主牌

3♥! = B(-0.5)+, GF! 问3张主牌

4♦ = 重复♦花色, 3343正确形状

4NT! = B(0)+, 中继! 问确切的B#

5♥ = B6的第三步答复

5NT = 停牌

PL = B6 + B(-0.5) + 0.5 (9张♦牌) - 1
(3副长牌) = 5

2手强度之差 = $6 - (-0.5) = 6.5 > 5.5$, 所以PL

要下降0.5, 所以南方需要用诡计来实现5NT!



2♦ OPENING Fp PSEUDO BALANCED CONVENTION

Opening 2♦ is stored in the Force Point system structure, which formulated the so-called '**pseudo-balanced**' hands, or more precisely, 4441, 4414, 4144 or 1444 distributions.

The attention should be heightened to the fact that the 'pseudo-balanced' hands are tricky and this requires the bid 2♦ to be used with $B\# = 2.0+$, (13+ HCP) 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♠ → $B\# \leq 0$, (0-7 HCP), 4+ ♠, free bid.

2♦ - 2NT → $B\# \leq 0$, (0-7 HCP), balanced hand, no 4♠, non-forcing (NF), free bid

2♦ - 3♣ → $B\# \leq 0$, (0-7 HCP), 4+ ♣, no 4♠, non-forcing (NF), free bid.

2♦ - 3♦ → $B\# \leq 0$, (0-7 HCP), 4+ ♦, no 4♠, no 4♣, non-forcing (NF), free bid

2♦ - 3♥ → $B\# \leq 0$, (0-7 HCP), 4+ ♥, no 4♠, 4♣, 4♦, NF

2♦ 开放 Fp 伪平衡公约

2♦ 开放储存在强点系统

结构中, 它制定了所谓的'伪平衡'牌型, 或更确切地说, 4441、4414、4144 或 1444 分布。

应该引起注意的是'伪平衡'牌型是棘手的, 这要求

使用 2♦ 出价, $B\# = 2.0$ 以上, (13+ HCP) 并适当提示!



2♦ 开放后的出价发展

2♦ - 2♥! → 一轮强制 (RF)! 需要 $B\# = 0.5$ 以上, (8+ HCP)

并显示想要获得有关开放手牌内容的更多信息。

2♦ - 2♠ → $B\# \leq 0$, (0-7 HCP), 4+ ♠, 自由出价。

2♦ - 2NT → $B\# \leq 0$, (0-7 HCP),

平衡手牌, 无4♠, 非强制性 (NF),

自由出价 → $B\# \leq 0$, (0-7 HCP), 4+ ♣,

无4♠, 非强制性 (NF), 自由出价

2♦ - 3♦ → $B\# \leq 0$, (0-7 HCP), 4+ ♦, 无4♠, 无4♣, 非强制性 (NF), 自由出价

2♦ - 3♥ → $B\# \leq 0$, (0-7 HCP), 4+ ♥, 无4♠, 有4♣, 4♦, 非强制性 (NF)

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 strength**

is **B(2 to 2.5)**, (12-14 HCP)

2♦ - 2♥ → 2NT = shows **maximum** opening hand with 4441, 4414, 4144 or 1444 distributions. **The strength** is **B(3.5)+**, (18+ HCP)



在 2♦ - 2♥ 之后制定出价！
(强制一轮) RF!

→ 2♠ = B2, 无 VUL / B(2.5)+, VUL, 任意 4441

→ 2NT = B(3.5)+, 无 VUL / B4+, VUL, 任意 4441

注意：需要记住的是，2♦开局之后的所有其他叫牌机制都明确了开局的强度和分布。它采用阶梯式答案，尽管任何4441的强度都比较棘手，但仍然非常准确且一致。

伪平衡手！

请记住：前两步答案 2♠ 和 2NT
仅显示强度！

2♦ - 2♥ → 2♠ = 表示在 4441、4414、4144 或 1444 分布中，最低起手牌。

为 B(2 至 2.5), (12-14 HCP)

2♦ - 2♥ → 2NT = 表示最大开牌

分布为 4441、4414、4144 或 1444。强度为 B(3.5)+, (18+ HCP)



The next 4 steps show the exact shape and **semi-strong Opening** with exact **B# = 3** (16 HCP)

$2\spadesuit - 2\heartsuit! \rightarrow 3\clubsuit =$ bid which is next under the Singleton with exact 4414 shape

$2\spadesuit - 2\heartsuit! \rightarrow 3\spadesuit =$ bid which is next over the Singleton with exact 4441 shape

$2\spadesuit - 2\heartsuit! \rightarrow 3\heartsuit =$ bid which is next under the Singleton with exact 1444 shape

$2\spadesuit - 2\heartsuit! \rightarrow 3\spadesuit =$ bid which is next over the Singleton with exact 4144 shape.



Developing the bids after $2\spadesuit - 2\heartsuit! - 2\spadesuit \rightarrow$

B(2 - 2.5, any 4441 $\rightarrow$ 2NT! = Relay! B1+, 9+ HCP

$\rightarrow 3\clubsuit =$ B2, 4414

$\rightarrow 3\spadesuit =$ B2, 4441

$\rightarrow 3\heartsuit =$ B2, 1444

$\rightarrow 3\spadesuit =$ B2, 4144

The **CPA Relay** may follow, because Fp never asks for

下一步4步展示精准形状和半强开张手，准确B#
=3(16 HCP)

2♦ - 2♥! → 3♣ =
下一竞标,单牌以4414形状为准

2♦ - 2♥! → 3♦ = 下一竞标,单牌之上
准确4441形状

2♦ - 2♥! → 3♥ =
下一竞标,单牌以1444形状为准

2♦ - 2♥! → 3♠ =
下一竞标,单牌之上,准确4144形状.



2♦ - 2♥! - 2♠ → 后继开标发展

B(2 - 2.5, any 4441 → 2NT! = 中继! B1+, 9+ HCP

→ 3♣ = B2, 4414

→ 3♦ = B2, 4441

→ 3♥ = B2, 1444

→ 3♠ = B2, 4144

CPA 中继可能会跟进，因为 Fp 从未提出过

the exact B# with B(2 – 2.5) strength. The CP answers are based on B2

Developing the bids after 2♦ - 2♥ (RF)! → 2NT = strong

2♦ - 2♥! → 2♠ = B(2 – 2.5), any 4441 → 2NT Relay!

B# ≥ 0.5+, (7+ HCP), → → Ask for the exact shape

→ 2NT = B(3.5)+, any 4441, strong

→ 3♣! = Relay! B# ≥ 0.5+, (7+ HCP),

→ Ask for the exact shape

→ 3♣ = B3, 4414

→ 3♦ = B3, 4441

→ 3♥ = B3, 1444

→ 3♠ = B3, 4144

NOTE: The **Quest**, who now knows the partner's exact shape, may continue with a new **Relay!** asking for the Controls (**CP**).



精确的 B#，强度为 B(2 - 2.5)。CP 答案基于 B2

2♦ 后继续叫牌 - 2♥ (RF)! → 2NT = 强的

2♦ - 2♥! → 2♠ = B(2 - 2.5)，任意 4441 → 2NT 接力! B# >= 0.5+，(7+ HCP)，→ → 询问具体形状 → 2NT = B(3.5)+，任意 4441，强

→ 3♣! = 接力! B# >= 0.5+，(7+ HCP)，→ 询问确切形状

→ 3♣ = B3, 4414

→ 3♦ = B3, 4441

→ 3♥ = B3, 1444

→ 3♠ = B3, 4144

注意：任务，现在知道伙伴的确切形状，可以继续新的接力赛！请求控制（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



让我们锻炼:

2♦ 开始 - 2♥! = 强制中继! →

→ 2♠ = 较弱 B2, 无脆弱 / B(2.5)+, 脆弱, 任意 4441

→ 2NT = 强制中继! → B2+, 询问具体牌型

→ 3♣ = B2, 无脆弱 / B(2.5)+, 脆弱. 4414

→ 3♦ = B2, 无脆弱 / B(2.5)+, 脆弱. 4441

→ 3♥ = B2, 无脆弱 / B(2.5)+, 脆弱. 1444

→ 3♠ = B2, 无脆弱 / B(2.5)+, 脆弱. 4144

→ 2NT = 较强 B(3.5)+, 无脆弱 / B4+, 脆弱, 任意 4441

→ 3♣ = 强制中继! → B1+, 询问具体牌型 → 3♦ = B(3.5)+, 无脆弱 / B4+, 脆弱, 4441

→ 3♥ = B(3.5)+, 无VUL / B4+, VUL, 4441 →

3♠ = B(3.5)+, 无VUL / B4+, VUL, 4441 → 3NT = B(3.5)+, 无VUL / B4+, VUL, 4441

→ 3♣ = 中等强度B3, 无VUL / B(3.5)+, VUL. 4414

→ 3♦ = 中等强度B3, 无VUL / B(3.5)+, VUL. 4441

→ 3♥ = 中等强度B3, 无VUL / B(3.5)+, VUL. 1444

→ 3♠ = 中等强度B3, 无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)+

Fp 在任何位置超叫

在第一级和第二级：使用 B(2.5)+、平衡牌或 B(3.5)+、任意 5+ 牌花色的 DBL。在接下来的任何一级，每级加注 1.5 即可获得 DBL 所需的 B#。

例如：在第 3 级，使用 B3+、平衡或 B4+ 以及任何 5+ 张牌花色的 DBL。在第 4 级，使用 B(3.5)+、平衡或 B(4.5)+ 以及任何 5+ 张牌花色的 DBL，以此类推……

在第一级和第二级：在
套装：B (2 -
3) ， 5+大牌或B (2.5至3.0) ， 5+小牌

在第三级和更高级别：争叫的强度取决于
脆弱性和花色的等级（大牌或小牌）：

小花色中易受攻击的争叫：

在第三级或更高级别，您将需要最低 B# =
您打算出价的级别

例如：在第 3 级，您将需要 B3+，
在第 4 级，您将需要
B4+，依此类推……在争叫之后，当 RF! 超过 3NT
时，接力是针对 CP，而不是针对边花色！！

在第三级或更高级别，您需要至少 B# = 级别减
0.5 才能出价，或者 B# = 级别加 0.5
出价 DBL。因此，在第 3 级，你需要 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 control points, not for the side suits.



叫同花色或叫 B(3.5)+ 叫 DBL

例如：在第 4 级，您需要 B(3.5)+
叫同花色或B(4.5)+叫DBL等等……叫同花色过叫
后，如果RF接力！必须

3NT 之后，接力是为了 CP，而不是为了副花色，但在
DBL 争叫之后，接力是为了整体形状，并且在回答之后
，新的接力是
为了CP！



高花中不可攻破的争叫

在第三级或更高级别，您需要至少 $B\# = \text{级别} - 1$ 才能出价

例如：

在第 3 级，你需要 B2+

在第 4 级，您将需要 B3+，依此类推……

记住，在争叫之后，当 RF 超过 3NT
时，接力是为了控制点，而不是为了边
西装。



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 the 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

2♣ / 2♥ / 2♠ 开始

2♣ 开始 →

2点0到2点5高牌梅花或混合高梅花5+/5+ 或
2到4点高梅花5+/5+

2♣ 之后的竞拍 → 自由竞拍

2♣ - 2♥ → 0.5点, 5♥, 无5♠, 7-8分, 不强制

2♣ - 2♠ → 0.5点, 5♠, 无5♥, 7-8分, 不强制

2♣ - 2NT → 0.5点, 4+/4+ 高牌,
可能为4414或4441, 7-8分, 不强制

2♣ - 3♣ → 0到0.5点, 3+♣, 无5+高牌,
6-8分, 不强制

2♣ - 3♦ → 0到0.5点, 3+♦, 无5+高牌,
6-8分, 不强制

2♣ - 3♥ → 0.5点, 6+♥, 7-8分, 不强制

2♣ - 3♠ → 0.5点, 6+♠, 7-8分, 不强制

注意: 主要的双色牌开局是根据强弱程度来区分的.
这是为了轻松发现控制点的准确数量

(控制点)和等价皇后 (等价皇后)

1. 用超弱牌型(1.5 - 2)开 2♣, 5+/5+主双色
2. 用中等强度牌型(2.5 - 3)开 2♥, 5+/5+主双色
双色
3. 用更强牌型(3.5 - 4)开 2♠, 5+/5+主双色

Answers for any 5/5 bi-colors

$2\clubsuit - 2\diamond = \mathbf{B(-)}$ or $\mathbf{B1+}$, Ask for the bi-color $\rightarrow$

$\rightarrow 2\heartsuit = \mathbf{B(1.5 - 2)}$, $5+\heartsuit/5+\spadesuit$ or $\mathbf{B(2-2.5)}$,
 $5+\heartsuit/5+\text{any bi-color}$

$\rightarrow 2\spadesuit = \mathbf{B(2 - 2.5)}$, $5+\spadesuit/5+\clubsuit$ / $5+\spadesuit/5+\diamond$ bi-color

$\rightarrow 2\mathbf{NT} = \mathbf{B(2 - 4)}$!! 1255 $\rightarrow 5\diamond/5\clubsuit$ bi-color

$\rightarrow 3\clubsuit = 2155$

$\rightarrow 3\diamond = 3055$

$\rightarrow 3\heartsuit = 0355$

$\rightarrow 3\spadesuit = \mathbf{B(2 - 3.5)}$, $5\diamond/6\clubsuit \rightarrow$ see the next page

$\rightarrow 3\mathbf{NT} = 6\diamond/5\clubsuit \rightarrow$ see the next page

$\rightarrow 4\clubsuit = 0166$ or $1066 \rightarrow$ see the next page

$\rightarrow 4\diamond = 7\diamond/5\clubsuit \rightarrow$ see the next page

$\rightarrow 4\heartsuit = 5\diamond/7\clubsuit \rightarrow$ see the next page

$\rightarrow 4\spadesuit = 0067$

$\rightarrow 4\mathbf{NT} = 0076$

$\rightarrow 5\clubsuit = 0058$

$\rightarrow 5\diamond = \mathbf{B2}$, 0085, 8 EQ / $\mathbf{B(2.5)}$. 4 CP, 7

EQ

$\rightarrow 5\heartsuit = \mathbf{B2}$, 4 CP, 6 EQ / $\mathbf{B(2.5)}$. 4 CP, 7

EQ

$\rightarrow 5\spadesuit = \mathbf{B(2.5)}$. 6 CP, 6 EQ

答案适用于任何 5/5 双花色

2♣ - 2♦ = B(-) 或 B1+, 询问双花色 →

→ 2♥ = B(1.5 - 2), 5+♥/5+♠ 或 B(2-2.5),
5+♥/5+任何双花色

→ 2♠ = B(2 - 2.5), 5+♠/5+♣ / 5+♠/5+♦
双花色

→ 2NT = B(2 - 4) !! 1255 → 5♦/5♣

双花色 → 3♣ = 2155

→ 3♦ = 3055

→ 3♥ = 0355

→ 3♠ = B(2 - 3.5), 5♦/6♣ → 见下一页 →

3NT = 6♦/5♣ → 见下一页

→ 4♣ = 0166 或 1066 → 见下一页

→ 4♦ = 7♦/5♣ → 下一页

→ 4♥ = 5♦/7♣ → 下一页

→ 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♠ = xx56

→ 3NT! = **Ex Relay!** Ask for the exact shape

→ 4♣ = 1165 exact shape

→ 4♦ = 2065

→ 4♥ = 0265

→ 3NT = xx65

→ 4♣ = **Relay!** Ask for the exact shape

→ 4♦ = 1156 exact shape

→ 4♥ = 0256

→ 4♠ = 2056



Answers for any 6/6 bi-colors

→ 4♣ = 0166 or 1066 →

→ 4♦ = **Relay!** Ask for the Singleton

→ 4♥ = 0166 exact shape

→ 4♣ = 1066 exact shape



任何6/5双色答案

→ 3♠ = xx56

→ 3NT! = 询问精确牌型

→ 4♣ = 1165 精确牌型

→ 4♦ = 2065

→ 4♥ = 0265

→ 3NT = xx65

→ 4♣ = 询问精确牌型

→ 4♦ = 1156 精确牌型

→ 4♥ = 0256

→ 4♠ = 2056



答案适用于任何6/6双色

→ 4♣ = 0166 或 1066 →

→ 4♦ = 中介! 询问单例

→ 4♥ = 精确的0166形状

→ 4♣ = 精确的1066形状



Answers for any 7/5 bi-colors

→ 4♦ = → 7♦/5♣ → xx75

→ 4♥ = **Ex Relay!** Ask for the Singleton

→ 4♠ = 1075 exact shape

→ 4NT = 0175 exact shape

→ 4♥ = 5♦/7♣ → xx57

→ 4♠ = **Ex Relay!** Ask for the Singleton

→ 4NT = 0157 exact shape

→ 4♣ = 1057 exact shape

NOTE: If the next **Relay** appears 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 Signoff.

This Bidding Mechanism is used after
Openings on 2nd Level with 5+/5+ bi-colors or on
3rd Level with 6+/5+ bi-colors



任何 7/5 双色牌的答案

→ 4♦ = → 7♦/5♣ → xx75
→ 4♥ = 中继! 询问单例
→ 4♠ = 1075 精确形状
→ 4NT = 0175 精确形状

→ 4♥ = 5♦/7♣ → xx57
→ 4♠ = 中继! 询问单例
→ 4NT = 0157 精确形状
→ 4♣ = 1057 精确形状

注意: 如果下一个中继出现在之后
准确外形会显示, 这将是注册会计师的提问, 而
不是精确的B#, 因为Fp从不要求精确的B#与6+/
5+双花色! 任何其他出价都将是绝对弃权。

此投标机制用于2级开局时5+/5+双花色或3级
开局时6+/5+双花色之后



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 the exact shape

3rd step answer → 3♦ = 543 + **RANK** side suit

4th step answer → 3♥ = 2533 + **RANK**

5th step answer → 3♠ = 4522 + **RANK**

6th step answer → 3NT = 0544 + **RANK**

7th step answer → 4♣ = 1534 + **RANK**

2♣ → 2♠ = 5+ ♠ card suit

→ 2NT! (RF!) → Step answers by **SCOR-SCOR** → the same as 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

2♣后的出价发展。示例

SCOR-SCOR的分步应答,5牌基本suit

→2♥到4♦的自由出价,全部B(0),5-7 HCP

例如:

2♣→2♥=5+♥牌suit

→2♠!(RF!)->SCOR-SCOR的1步应答→2NT→5♥+SHAPE旁suit

→3♣!GF!询问具体shape

2步应答→3♣=5♥+COLOR旁suit

→3♦!GF!询问具体shape

3步应答→3♦=543+RANK旁suit

第4步答案 → 3♥ = 2533 + 级别

第5步答案 → 3♠ = 4522 + 级别

第6步答案 → 3NT = 0544 + 级别

第7步答案 → 4♣ = 1534 + 级别

2♣ → 2♠ = 5+ 黑桃牌花色

→ 2NT! (需求反应!) → SCOR-步骤答案
SCOR → 同上

2♣ → 2NT = 4/4 在小牌/大牌或任意4441→

3♣! = 需求反应! 请确认你的分布:

→ 3♦ = 4432 或 4441

→ 3♥! = 转接! 询问精确形状

→ 3♠ = 4441

→ 3NT = 4432

→ 3♥ = 4423 or 4414 → ♥ for 3♣
 → 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 = 1543 + RANK side suit

4th step answer → 4♣ = 2533 + RANK

5th step answer → 4♦ = 4522 + RANK

6th step answer → 4♥ = 0544 + RANK

7th step answer → 4♠ = 1534 + RANK

2♣ → 3♦ = 5+ ♦

→ 3♥! (RF!) → step answers by **SCOR-SCOR**
 → the same as 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)

→ 3♥ = 4423 或 4414 → ♥ for
3♣ → 3♠ = 3244 或 4144
→ 3NT = 2344 或 1444 → NT for 3-4♥

2♣ → 3♣ = 5+ ♣ 牌花色
→ 3♦! (RF!) → SCOR-SCOR 的步骤答案

1st 步骤答案 → 3♥ → 5♥ + 边牌 SHAPE
→ 3♠! GF! 询问精确形状

2nd 步骤答案 → 3♠ = 5♥ + 边牌 COLOR
→ 3NT = 绝对 Signoff
→ 4♣! GF! 询问精确形状

3rd 步骤答案 → 3NT = 1543 + 边牌 RANK

第4步答案 → 4♣ = 2533 + 阶级

第5步答案 → 4♦ = 4522 + 阶级

第6步答案 → 4♥ = 0544 + 阶级

第7步答案 → 4♠ = 1534 + 阶级

2♣ → 3♦ = 5+ ♦
→ 3♥! (RF!) → SCOR-SCOR 步骤答案 → 同上

注意:如果发牌人发现 $PL \geq 5.5$,
则必须继续 3♠ 中继! =
CPA 中继,此后是直接适应

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

2♥ 开局

2♥ 开局表示一个主牌或混合二色牌：

B(2.5 - 3) 中等范围主牌 5♥/5♠ 二色牌,
14-15 HCP

B(3 - 4), 高范围混合 5♥/5♣ 或 5♥/5♦ 二色牌
15-18 HCP

注意：如果你有一个上等范围B(3.5 - 4) 主牌
5♥/5♠ 二色牌, (14-18 HCP), 你必须使用 2♠
开局。

若更强B(4.5)+, 任何 5/5 只限二色牌
你必须开 1♣

若B(4.5)+, 任何 6+/5+ 二色牌,
你必须在第三级别开更长的二色牌
(如果它们长度相等, 你必须开较低级别的二色牌)。



发展2♥开局后的投标

- 2♥ - 2♠! → B(0.5)+, RF! 询问其他双花色牌
- 2♥ - 2NT → B(0), 4+/ 4+ 小牌(minor), 无3+ ♥ NF
- 2♥ - 3♣ → B(0), 6+ ♣, 无3+ ♥, NF
- 2♥ - 3♦ → B(0), 6+ ♦, 无3+ ♥, NF
- 2♥ - 3♥ → B1, 3+ ♥, 宣告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♥ = 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**

→ **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), 1525**

→ **3♠ = B(3 - 4), 2515**

→ **3NT = B(3 - 4), 0535**

→ **4♣ = B(3 - 4), 3505**

→ **4♦ = 5♥/6♣, unusual**

→ **4♥ = 6♥/5♣**

发展开标后: 2♥ - 2♠! (RF!) →

→ 2NT → B(2.5 - 3), 5♥/5♠ 中等强度主牌双花色, 14-15 HCP

→ 3♣! = B(1.5)+ !! GF! 再次出牌! 问2/3/6+牌suit

→ 3♦ = B(2.5 - 3), 5521 → 5♥/5♠ 双花色

→ 3♥ = 5512

→ 3♠ = 5503

→ 3NT = 5530

→ 4♣ = 5♠/6♥

→ 4♦ = 6♠/5♥

→ 4♥ = 6601 或 6610

→ 4♠ = 7♠/5♥

→ 4NT = 5♠/7♥

→ 5♣ = 6700

→ 5♦ = 7600

→ 5♥ = 5800

→ 5♠ = 8500

→ 3♣ = B(3 - 4), 5+♥/5+♣ 高强度双花色 15-18 HCP

→ 3♦ = 接力! 问询2/3/6+牌花色

→ 3♥ = B(3 - 4), 1525

→ 3♠ = B(3 - 4), 2515

→ 3NT = B(3 - 4), 0535

→ 4♣ = B(3 - 4), 3505

→ 4♦ = 5♥/6♣, 特殊的

→ 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.

→ 4♠ = 1606 或 0616
 → 4NT = 5♣/7♥
 → 5♣ = 7♣/5♥
 → 5♦ = 0607, 不寻常
 → 5♥ = 0706
 → 5♠ = 0508
 → 5NT = 0805

→ 3♦ = B(3 - 4), 1552
 确切形状。高强度双色答复, 15-18 HCP

→ 3♥ = 1552
 → 3♠ = 3550
 → 3NT = 0553, 不同寻常的
 → 4♣ = 5♦/6♥
 → 4♦ = 6♦/5♥
 → 4♥ = 1660 或 0661
 → 4♠ = 7♦/5♥
 → 4NT = 5♦/7♥
 → 5♣ = 0760
 → 5♦ = 0670
 → 5♥ = 0850
 → 5♠ = 0580

在回答后,问题可能会要求准确的
 B#, 然后最终可能会要求控制点(CP),再要求SCOR &
 SLAM授予TOP奖的颜色。

Board 22

NORTH

♠K986
♥AQ74
♦A
♣KT95

WEST

♠Q7542
♥J9
♦KQ
♣J864

EAST

♠3
♥T853
♦JT97652
♣2

SOUTH

♠AJT
♥K62
♦843
♣AQ73

North Dealer, 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

板块 22

	北方♠K 986 ♥AQ7 4♦A ♣KT9 5	
西方		东方
♠Q7542		♠3
♥J9		♥T853
♦KQ		♦J97652
♣J864		♣2
	南方♠A JT♥K6 2♦843 ♣AQ73	

北方出牌, 南北双方均易受攻击

北	东	南	西
2♦	过	2♥!	过
2NT	过	3♣!	过
3NT	过	4♣!	过
4♥	过	4♠!	过
5♣	过	5♦!	过
5♠	过	6♣	全过

2♦ = B(2 - 4), any 4441 pseudo balance, 12+ HCP

2♥! = RF! Ask for the exact shape

$$\text{min PL} = \text{B2} + \text{B(2.5)} = 4.5$$

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

5♠ = 2nd step answer for **2 COLOR Kings**

PL = B4 + B(2.5) = 6.5 for statistically 100% small SLAM

Total CP in both hands = 20 + 16 = 36 for statistically 100% GRAND SLAM

6♣ = Sign off (any bid on 6+ Level, except in Opponents' suits, is mandatory Sign off)

2♦ = B(2 - 4), 任意 4441 伪余额, 12+ HCP

2♥! = RF! 询问具体形状

最小 PL = B2 + B(2.5) = 4.5

2NT = B(3.5)+, 无VUL / B4+, VUL, 任意4441, 太强, 无法应对目前的确切形状

3♣! = GF! 重复接力以获得精确的形状。

3NT = 正好 4414, 不寻常

4♣! = 接力! 要求准确的 B#

4♥ = 第二步答案正好是 B4

4♠! = Ex CPA

接力赛! 要求CP。在用CPA回答之前, 先弃掉CP =

4*B#, 然后每一步都亮出2

CP, 2 EQ, 第三步 CP 答案 = 22 CP, 1 EQ

CP, 2 EQ, 第三步 CP 答案 = 22 CP, 1 EQ

5♣ = 2 步答案, 4 CP 和 2

EQ, 加上之前强制移除的 CP = 4*B# = 4*4 =

16 CP, 总共 20 CP (显然

2A + 2K)

5♦! = 接力! 用 SCOR 来要求国王的花色

5♠ = 2 COLOR King 的第二步答案

PL = B4 + B(2.5) = 6.5, 统计上为 100%

小型 SLAM

双手总 CP = 20 + 16 = 36, 统计上

100% 大满贯

6♣ = 结束 (任何 6+ 级别的叫牌, 除了对手的诉讼, 是强制性的)

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

第23号棋盘

北方♠1
0953
♥K65
3♦53
♣A96

西方
♠KQJ7
♥94
♦KJ1098
♣74

东方
♠A8
♥AQJ107
♦AQ742
♣3

南方♠6
42
♥82
♦6
♣KQJ10852

双方无失分，对方一直PASS

北方 东方 南方 西方 PASS 2♥ PASS 2♠! PASS
3♦ PASS 3♥! PASS 4♣ PASS 4♦! PASS 4♥
PASS 4NT! PASS 5♦ PASS 6♦ 全家PASS

$2♥ = B2+, 5♥ / \text{any } 5 \text{ bi-color}$

$2♠! = B(0.5)+, \text{RF! Relay, min PL} = 2 + 0.5 = 2.5$

$3♦ = 3\text{rd step answer for direct } 2551 \text{ exact shape,}$

$B(3 - 4), ♦ \text{ for } 2♠ (\text{Fp Jig}), 5♥/5♦ \text{ bi-color}$

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 !

$3♥! = B3+ (GF!). \text{ Ask for the exact } B\#$

The min $PL = B2 + B1 + 1$ (for 10 ♦ Trumps) + 1 (for good ♣ Singleton) = 5

$4♣ = 3\text{rd step answer for exactly } B4$

$4♦! = \text{CPA! Ask for CP. Before answering by CPA discard } CP = 4*B\# \text{ \& show the rest of your CP by 2 CP for every step.}$

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

$4♥ = 1\text{st step answer for } 2 \text{ CP along + previously mandatory removed } 4 * B4 = 16 \text{ CP for a Total of } 18 \text{ CP} = 3 \text{ Aces (or Ace + 3 Kings) with 3 EQ (2 real Q + 1 EQ for } ♣ \text{ Singleton)}$

$4NT! = \text{Relay! Ask for '2 of a kind' by SCOR (in this case for the colors of the 2 Queens). That bid is not necessary! It is made here for an exercise!}$

2♥ = B2+, 5♥ / 任意 5 个双色

2♠! = B(0.5)+, RF! 接力, 最小 PL = 2 + 0.5 = 2.5

3♦ = 第三步答案直接 2551 精确形状,

B(3 - 4), ♦ 为 2♠ (Fp Jig), 5♥/5♦ 双色

注意：如果真正的第二个

花色与形状解释完全一致！当第二个双色花色是最后显示的花色时，就会发生这种情况！

3♥! = B3+ (GF!) 。询问确切的B#

最小 PL = B2 + B1 + 1 (10 ♦ 王牌) +
1 (好♣单张) = 5

4♣ = 第三步答案恰好是 B4

4♦! = CPA! 先询问 CP。再用 CPA 回答

丢弃 CP = 4*B# 并且每一步显示剩余的 CP 2 CP。

第一步CP答案=4*B#+2=4*4+2=18, 3EQ, 第二步CP答案=4*4+4=20, 2EQ, 第三步CP答案=4*4+6=22, 1EQ

4♥ = 第一步答案为 2 CP + 之前强制删除的 4 * B4 = 16 CP, 总共 18 CP = 3 张 A (或 A + 3 张 K) , 带有 3 个 EQ (2 张真实 Q + 1 张 EQ 用于 ♣ Singleton)

4NT! =接力！用SCOR叫“两张同花”（本例中是两皇后的颜色）。这个叫牌不是必须的！这里只是为了练习！

The Queens are obviously in $\spadesuit$ & $\heartsuit$ because
Fp never scans Singleton Queen!

$5\spadesuit$ = 2nd step answer for 2 COLOR Queens

$PL = B4 + B1 + 0.5$ (for 10 $\spadesuit$ Trumps, 5 by 5)
 + 0.5 (for Opponents $\clubsuit$ Super FIT) = 6

$6\spadesuit$ = Sign Off

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 is it in that case.

In BBO the Bidding went:

p $1\heartsuit$ p $1\spadesuit$ p $3\spadesuit$ p 4NT p $5\spadesuit$ p $6\spadesuit$ All Pass

$\spadesuit$ $\heartsuit$ $\spadesuit$ $\clubsuit$

Suppose the Bidding went:

NORTH	EAST	SOUTH	WEST
Pass	$2\heartsuit$	$3\clubsuit$	DBL!
$4\clubsuit$	$4\spadesuit$	Pass	$4\spadesuit$!
Pass	$5\clubsuit$	Pass	$6\spadesuit$ All Pass

Try to find after $4\clubsuit$ bid what the **Penalty Rule of 13** will show to you. If you find 16, that will show max of 3 down (probably $\clubsuit$ super FIT) for 500 non-Vulnerable. Will you bid **DBL** (which obviously cannot be $\heartsuit\clubsuit$ bi-color, but **Penalty**).

女王明显在♦和♥中,因为Fp从不扫描单张女王!

5♦ = 2色女王的第二步答案

PL = B4 + B1 + 0.5(10 ♦ Trumps, 5 by 5)
+ 0.5(对手 ♣ Super FIT) = 6 6♦ =
下令结束

两手总共有30CP进行缠斗

小化小SLAM.Fp使用30CP,有2个good FIT或Super FIT + Misfit来玩这种小SLAM
在这种情况下如何.

在BBO, 叫牌过程为:

p 1♥ p 1♠ p 3♦ p 4NT p 5♦ p 6♦ All Pass



假设出价如下:

北 过	东	南 3♣	西
4♣	2♥		加倍!
	4♦	过	4♠!
过 5♣	过 6♦	全过	

在4♣出价后尝试找出规则13显示的内容。如果发现为16,那将显示最多3下(可能♣超级配合)500非易损。你会出价加倍吗(这显然不可能是♥♣双色,而是惩罚加倍)。

Will you bid $4\spadesuit = 3\text{rd step}$ for 1252 exact shape, showing to your partner the $\heartsuit\spadesuit$ bi- color you hold and not willing to penalize the opponents because you have something in mind ?

How your B# changed after both Opponents' $\clubsuit$ bid? If you upgraded it from 4.0 to 5.0, after your 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.

$4\spadesuit! = \text{Ex Relay! GF! Obviously,}$ not an absolute signoff! Ask for the TOP Honor in the 2 card suit or / and for the exact B#.

The min **PL** = $2 + 0.5 + 1.0$ (for 10 Trump cards) + 1.0 (for good $\clubsuit$ Singleton) = **5+**

$5\clubsuit = 2^{\text{nd}}$ step answer for exactly B4 (the 1st step is for showing the 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)

$6\spadesuit = \text{Signoff}$

PL = 6

CP = 30, but with a Super FIT + a good Misfit

你是否会竞价4♦ = 第3步,以显示你手中持有的♥
♦双色,并且不愿意因为你有什么在心里而惩罚对手?

你的B#在双方都叫♣后有什么变化?如果你从4.0
升级到5.0,你的伙伴双打后,您将无法适当回答最
终的CPA!不要忘记检查 $CP > 4 * B\#$

即使升级0.5,也要看到你无法升级你的B#!西边
会做剩下的事情。

'4♠!' = 继续中继!总值游戏!显然,不是绝对的结束!
询问2张牌花色的最高牌或/
以及确切的B#。

最小PL = $2 + 0.5 + 1.0(10\text{张主牌}) +$
 $1.0(\text{好}\clubsuit\text{单张}) = 5+$

5♣ = 第2步回答,正是B4(第1步是
仅用于显示2张牌花色的最高牌!
不要将其计入B#步骤答复!B#显示与2张牌花色的
最高牌从第2步开始= B2)

6♦ = 结束

PL = 6

CP = 30, 但拥有超级擅长+一个不错的错配

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)



2♠ 开场

2♠ 开场说明:

B(3.5 - 4), 17-18 HCP, 5+♠/5+♥ 主二色或 B(3 - 4), 15-18 HCP 混合 5+♠/5+♣ 或 5+♠/5+♦ 二色

2♠ 开场后的出价发展

2♠ - 2NT → B(0.5)+, RF! 询问另一种二色组合牌

2♠ - 3♣ → B(0), 6+ ♣, 无 3+ ♠

2♠ - 3♦ → B(0), 6+ ♦, 无 3+ ♠

2♠ - 3♥ → B(0), 6+ ♥, 无 3+ ♠

2♠ - 3♠ → B1, 3+ ♠, 宣告最低手牌等级 = 3

开场者可以使用 4♣ 中继,
询问直接合适牌后的点数值(第一级回答 = 4
点数)



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

→ 3NT = 5251

→ 4♣ = 5053

→ 4♦ = 5350, unusual

→ 4♥ = 5♠/6♦, unusual

→ 4♠ = 6♠/5

→ 4NT = 6061 or 6160

→ 5♣ = 7♠/5♦

在 2♠ - 2NT! (RF!) 之后发展竞价

2♠ - 2NT! - 3♣ → B(3 - 4), 5♠/5♣ 二花色, 15-18 HC

→ 3♦! = GF Relay! 问询 2/3/6+ 牌花色

→ 3♥ = 5035

→ 3♠ = 5215

→ 3NT = 5035

→ 4♣ = 5305

→ 4♦ = 6♠/5♣

→ 4♥ = 5♠/6♣

→ 4♠ = 6016 或 6106

→ 4NT = 7♠/5♣, 非常规

→ 5♣ = 5♠/7♣

→ 5♦ = 7006

→ 5♥ = 6007

→ 5♠ = 8005, 无 CP, 9 EQ

→ 5NT = 5008, 4 CP, 7 EQ

→ 6♣ = 5008, 6 CP, 6 EQ

2♠ - 2NT! - 3♦ → B(3 - 4), 5♠/5♦ 双色, 15 - 18 HCP

→ 3♥! = GF 中继! 请求 2/3/6+ 张牌花色

→ 3♠ = 5152

→ 3NT = 5251

→ 4♣ = 5053

→ 4♦ = 5350, 不寻常的

→ 4♥ = 5♠/6♦, 不寻常的

→ 4♠ = 6♠/5

→ 4NT = 6061 或 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



→ 5♦ = 5♠/7♦
 → 5♥ = 6070, 不寻常
 → 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! → 直接回答 →

→ 3♥ → 5512 → 强B(3.5 - 4), 5♠/5♥ 二色, 17-18 HCP

→ 3♠ = 5521, 16+ CP, 3- EQ
 → 3NT = 5530, 14+ CP, 4- EQ

→ 4♦ = 5503, 14+ CP, 4- EQ
 → 4♥ = 5♠/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♥ = 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 balanced hand (no 5+ suit, no Singleton / Void) or with a 5-6 card suit, no Void:

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



我希望你记得寻找你的
同等的皇后(EQ)的公式,有长牌或双色:

长7+卡牌套的公式:

$EQ = 0.5 * (n - 6)$,其中'n'是
长牌的卡牌数

6+/5+双色的公式:

$EQ = 0.5 * (m - 10)$,其中'm'是
双色牌的总和

我也希望你记得,在平衡手(无5+套牌,无单一/无牌)或5-6卡套牌,无空牌的情况下,第一步的中心牌(CP)答案的主要公式:

$CP = 4 * B\# + 2$ 与 $3 EQ$



Reminder of 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**

提醒一下 CP 和 EQ
在主公式中是如何随你的牌型而变化的:

主公式: $CP = 4 * B\# + 2$

1. 对于缺张或 2 个单孔牌:

$CP = 4 * B\# + 2 - 2 = 4 * B\#$ (V / 2S 时) 加上 3+1
(V / 2S 时) = 4 EQ

公式变成:

$CP = 4 * B\#$ 加上 4 EQ

2. 对于 7 张牌的花色:

$CP = 4 * B\# + 2 - 2$ (第7张牌) 加上 3+1 (第7张牌) =
4 EQ

公式变成:

$CP = 4 * B\#$ 以及 4 个 EQ

3. 对于一个 6/5 双色:

$CP = 4 * B\# + 2 - 2$ (对于第 11 张牌) 以及 3+1
(对于第 11 张牌) = 4 个 EQ

The Formula becomes:

$$\text{CP} = 4 * \text{B\# along with 4 EQ}$$

4. For 8 card suit:

$$\text{CP} = 4 * \text{B\#} + 2 - 2 \text{ (for the 7th card)} - 2 \text{ (for the 8th card)} \\ \text{along with } 3 + 1 \text{ (for the 7th card)} + 1 \text{ (for the 8th card)} = 5 \text{ EQ}$$

The Formula becomes:

$$\text{CP} = 4 * \text{B\#} - 2 \text{ along with 5 EQ}$$

5. For a 6/6 or a 7/5 bi-color:

$$\text{CP} = 4 * \text{B\#} + 2 - 2 \text{ (for the 11th card)} - 2 \text{ (for the 12th card)} \\ \text{along with } 3 + 1 \text{ (for the 11th card)} + 1 \text{ (for the 12th card)} = 5 \text{ EQ}$$

The Formula becomes:

$$\text{CP} = 4 * \text{B\#} - 2 \text{ along with 5 EQ}$$

6. For 9 card suit:

$$\text{CP} = 4 * \text{B\#} + 2 - 2 \text{ (for the 7th card)} - 2 \text{ (for the 8th card)} \\ - 2 \text{ (for the 9th card)} \text{ along with } 3 + 1 \text{ (for the 7th card)} \\ + 1 \text{ (for the 8th card)} + 1 \text{ (for the 9th card)} = 6 \text{ EQ}$$

The Formula becomes:

公式变为:

$$CP = 4 * B\# \text{ 加上 } 4 \text{ 个EQ}$$

4. 对于8张牌的花色:

$$CP = 4 * B\# + 2 - 2 \text{ (第7张牌)} - 2 \text{ (第8张牌)} \text{ 加上 } 3 + 1 \text{ (第7张牌)} + 1 \text{ (第8张牌)} = 5 \text{ 个EQ}$$

公式变为:

$$CP = 4 * B\# - 2 \text{ 加上 } 5 \text{ 个EQ}$$

5. 对于6/6或7/5双花色:

$$CP = 4 * B\# + 2 - 2 \text{ (第11张牌)} - 2 \text{ (第12张牌)} \text{ 加上 } 3 + 1 \text{ (第11张牌)} + 1 \text{ (第12张牌)} = 5 \text{ 个EQ}$$

公式变为:

$$CP = 4 * B\# - 2 \text{ 加上 } 5 \text{ 个EQ}$$

6. 供九张牌的纸牌套装:

$$CP = 4 * B\# + 2 - 2 \text{ (对于第7张牌)} - 2 \text{ (对于第8张牌)} - 2 \text{ (对于第9张牌)} \text{ 加上 } 3 + 1 \text{ (对于第7张牌)} + 1 \text{ (对于第8张牌)} + 1 \text{ (对于第9张牌)} = 6 \text{ EQ}$$

公式如下:

$$\text{CP} = 4 * \text{B\#} - 4 \text{ along with } 6 \text{ EQ}$$

7. For a 7/6 bi-color:

$$\text{CP} = 4 \text{ CP} = * \text{B\#} - 2 \text{ (for the 11th card)} - 2 \text{ (for the 12th card)} - 2 \text{ (for the 13th card) along with } 3 + 1 \text{ (for the 11th card)} + 1 \text{ (for the 12th card)} + 1 \text{ (for the 13th card)} = 6 \text{ EQ}$$

The Formula becomes:

$$\text{CP} = 4 * \text{B\#} - 4, 6 \text{ EQ}$$



Formulas with shape combinations:

1. For 7 card suit + a Void / 2 Singletons :

$$\text{CP} = 4 * \text{B\#} - 2 \text{ (for the 7th card)} - 2 \text{ (for the V / 2 S) along with } 3 + 1 \text{ (for the 7th card)} + 1 \text{ (for the V / 2 S)} = 5 \text{ EQ}$$

The Formula becomes:

$$\text{CP} = 4 * \text{B\#} - 2 \text{ along with } 5 \text{ EQ}$$

2. For a 6/5 bi-color + a Void / 2 Singles:

$$CP = 4 * B\# - 4 \text{ 与 } 6 \text{ EQ}$$

7. 7/6 双色:

$$CP = 4 \text{ CP} = *B\# - 2 \text{ (对于第 11 张牌)} - 2 \text{ (对于第 12 张牌)} - 2 \text{ (对于第 13 张牌)} \text{ 与 } 3 + 1 \\ \text{(对于第 11 张牌)} + 1 \text{ (对于第 12 张牌)} + 1 \text{ (对于第 13 张牌)} = 6 \text{ EQ}$$

公式变为:

$$CP = 4 * B\# - 4, 6 \text{ EQ}$$



形状组合公式:

1. 7 张牌套装 + 空档 / 2 单张牌:

$$CP = 4 * B\# - 2 \text{ (对于第 7 张牌)} - 2 \text{ (对于空档 / 2 S)} \text{ 连同 } 3 + 1 \text{ (对于第 7 张卡)} + 1 \text{ (对于 V / 2 S)} = 5 \text{ EQ}$$

公式变为:

$$CP = 4 * B\# - 2, \text{连同 } 5 \text{ EQ}$$

2. 对于 6/5 双色 + 空档 / 2 单品:

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

$$CP = 4 * B\# - 2 \text{ (对第 11 张牌)} - 2 \text{ (对 } V / 2 \text{ S)}$$

S) 加上 $3 + 1 \text{ (对第 11 张牌)} + 1 \text{ (对 } V / 2 \text{ S)} = 5 \text{ EQ}$

公式如下:

$$CP = 4 * B\# - 2 \text{ 加上 } 5 \text{ EQ}$$

3. 对于 8 张牌的花色 + 1 个空档 / 2 个单牌:

$$CP = 4 * B\# - 2 \text{ (对第 7 张牌)} - 2 \text{ (对第 8 张牌)} - 2 \text{ (对 } V / 2 \text{ S)}$$

加上 $3 + 1 \text{ (对第 7 张牌)} + 1 \text{ (对第 8 张牌)} + 1 \text{ (对 } V / 2 \text{ S)} = 6 \text{ EQ}$

公式如下:

$$CP = 4 * B\# - 4 \text{ 加上 } 6 \text{ EQ}$$

4. 对于 6/6 双色 + 1 个空档:

$$CP = 4 * B\# - 2 \text{ (对第 11 张牌)} - 2 \text{ (对第 12 张牌)} - 2 \text{ (对空档)}$$

加上 $3 + 1 \text{ (对第 11 张牌)} + 1 \text{ (对第 12 张牌)} + 1 \text{ (对空档)} = 6 \text{ EQ}$

公式变成了:

$$CP = 4 * B\# - 4, \text{ 并有 } 6 \text{ 个方程}$$

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

板块 24

北方♠J
♥K842
♦QT96
2
♣J96

西
♠AT973
♥9
♦J5
♥AKQ43

东
♠KQ65
♥AT7
♦A84
♣752

南四♠8
42
♥QJ6
53♦K7
3♣T8

南北双方脆弱,对手全程通过

西 北 东 南
2♠ 过 2♥! 过
3♣ 过 3♦! 过
3♠ 过 4♣! 过
4♦ Pass 4♥! Pass
4NT Pass 5♣! Pass
5NT Pass 7♠ All Pass

$2\spadesuit = \mathbf{B(3 - 4)}$, $5+\spadesuit/5+$ any bi-color / $\mathbf{B(3.5 - 4)}$ if $5\spadesuit/5\heartsuit$ bi-color

$2\text{NT}! = \mathbf{B1+}$, $\mathbf{RF!}$ Ask for the other bi-color suit

$3\clubsuit = \mathbf{B(3 - 4)}$, $5\spadesuit/5\clubsuit$ bi-color

$3\diamondsuit! = \mathbf{GF!}$ Ask for 2/3 card suit

$3\spadesuit = 51\mathbf{2}5$ exact shape (by passing $3\heartsuit$ bid, which is natural for 2 card $\heartsuit$ suit; obviously, the $\diamondsuit$ suit has 2 cards. 3NT bid will be for 3 card $\diamondsuit$ suit; $4\clubsuit$ bid will be for 3 card $\heartsuit$ suit (all bids by $\mathbf{Fp}$ gag for space saving)

$4\clubsuit! = \mathbf{Relay!}$ Ask for the exact $\mathbf{B\#}$ (3NT bid will be Absolute Sign Off)

$4\diamondsuit = 1^{\text{st}}$ step answer for exactly $\mathbf{B3}$

$4\heartsuit! = \mathbf{CPA Ex Relay!}$ (can be in the Singleton / Void suit). Ask for $\mathbf{CP}$. Before answering by $\mathbf{CPA}$, discard $\mathbf{CP} = 4*\mathbf{B\#}$ & show the rest of your $\mathbf{CP}$ by 2 $\mathbf{CP}$ for every step. The 1st step $\mathbf{CP}$ answer $= 4*\mathbf{B\#} + 2 = 4*3 + 2 = 14$, 3 EQ, the 2nd step $\mathbf{CP}$ answer $= 4*3 + 4 = 16$, 2 EQ, the 3rd step $\mathbf{CP}$ answer $= 4*3 + 6 = 18$, 1 EQ

$4\text{NT} = 2^{\text{nd}}$ step answer for $4\mathbf{CP}$ + previously mandatory removed $4*\mathbf{B\#} = 4*3 = 12\mathbf{CP}$, for a **Total of 16 CP** = $2\mathbf{A} + \mathbf{K}$ along with 2 EQ ($\heartsuit$ Singleton + 1 real Queen)

$5\clubsuit! = \mathbf{Relay!}$ Ask for the **King's + Queen's suits by SCOR**

2♠ = B(3 - 4), 5+♠/5+ 任何双花色 / B(3.5 - 4) 如果
5♠/5♥ 双花色

2NT! = B1+, RF! 询问另一个双花色

3♣ = B(3 - 4), 5♠/5♣ 双花色

3♦! = GF! 询问 2/3 牌花色

3♠ = 5125 精确构型 (通过不叫 3♥ 叫牌, 这是 2 牌 ♥
花色的自然叫法; 显然, ♦ 花色有 2 张牌. 3NT 叫牌将是
3 张 ♦ 花色; 4♣ 叫牌将是 3 张 ♥ 花色 (所有叫牌由 Fp
喋喋不休节省空间)

4♣! = 中继! 询问确切的 B# (3NT 叫牌将是
绝对结束)

4♦ = 确切 B3 的第 1 步答复

4♥! = CPA 扩展中继! (可以是单牌/缺牌花色). 询问
CP. 在用 CPA 回答之前, 请扔掉 CP

= 4*B# 并每次步骤加 2 CP 展示剩余的 CP. 第 1 步 CP
答复 = 4*B# + 2 = 4*3 + 2 = 14, 3 EQ, 第 2 步 CP 答复
= 4*3 + 4 = 16, 2 EQ, 第 3 步 CP 答复 = 4*3 + 6 = 18, 1
EQ

4NT = 第二步答案用于 4 个 CP + 先前必须移除的
4*B# = 4*3 = 12 CP, 总计 16 CP = 2A + K 以及 2 个 EQ
(♥单牌 + 1 个真正的Queen) 5♣! = 中继! 通过 SCOR
询问 King's + Queen's 的花色

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) + **0.5** (for the **'good'** **♥** Singleton) + **0.25*** (**force*point for 4 Aces**, Tempo Adjustment) - **0.5** (for more than 3 Adjustments) = **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 bridge players are not able to calculate the probabilities in their depth.

5NT = 第4步回答,对于同花的王后

suit, 统计来看是,♣牌花

色7♠ = 放弃

PL = B3 + B(2.5) + 1 (for 5 by 3 边♣

FIT与3张最高牌) + 0.5 (for 9 ♠ 王牌) + 0.5 (for

好的' ♥ Singleton) + 0.25* (force*point for

4个Aces, 节奏调整) - 0.5 (for超过3次调整) = 7.25*

统计75% 大滚滚

CP = 16 + 16 + 4 (for 4个伪CP在 ♥) = 两手共36

CP与2个'好的' FITs 统计

100% 大滚滚

(取决于对手牌在您的FIT花色的持有情况)

注意: 从统计上来说: 100%

大滚滚只意味着您必须尝试,而不是100%确定!

当然,您的大滚滚

取决于对手手中♣牌的分布。如果您的边FIT没有全部4个Honors而分布4-1,很可能会失败!但这就是桥牌游戏的本质,我们都知道!

为激发您的冒险意愿,我告诉您:

有PL = , 2个'好的'.25*

FITs,其中一个是9+张的超级FIT,36

CP足以尝试大滚滚!

大多数桥牌玩家无法深入计算概率。

That's why I have created Force Point simple rules to guide them in deciding on **SLAM**, not only to distinguish a **small SLAM** from a **GRAND SLAM**, but also to help them discover all possible small Slams with 18 to 26 HCP in both hands.

By my opinion, it is better to rely on statistics and to explore all opportunities, even if you can lose sometimes. Below is a game that is very dangerous for investigating in full, even with **Fp**.

If West holds ♣ King, 6♠ bid is 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 the free **Sysnotes** computer program, you will be able to start playing **Fp** almost immediately. In **3 days**, you will be ready **for playing on the Internet**. In **3 months**, you will be able to play **Fp on live Tournaments** without **Sysnotes**.

Send an email to: force-point@force-point.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**'

这就是为什么我创建了 Force Point 简单规则来指导他们决定 SLAM，不仅要区分小 SLAM 和 GRAND SLAM，还要帮助他们发现双手 HCP 为 18 到 26 的所有可能的小 Slam。

我认为，最好依靠统计数据，探索所有机会，即使有时可能会输。下面这局游戏即使有 Fp，也不适合深入研究。

如果西家持有 ♣K，6♠ 的叫牌显而易见，但持有 ♦K，你可能在发现之前就超额叫牌。你能掌控局面吗？

如果您决定购买 Fp 许可证以及免费的 Sysnotes 计算机程序，您几乎可以立即开始玩 Fp。3 天后，您就可以在网络上玩了。3 个月后，您将能够在线上玩 Fp。

没有 Sysnotes 的锦标赛。

发送电子邮件至：force-point@force-point.com 即可获得一对许可证，价格为 26.10 美元，用于在国际锦标赛上使用 Force Point 以及 2

Sysnotes 计算机程序用于在投标时选择您的出价和 2 本电子书 “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

♠AJ3

♥8

♦AKJ9

♣AK543

EAST

♠KQ1065

♥1073

♦10

♣Q762

1♣ = **B2+**, 5+ ♣ / **B(4.5)**, balanced 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)

板25

EW易遭攻击

，西方开出1

♣，北方应答

东方出标鸟，B(0.5)+, RF!

南方出2♥

西方将他的B#从4.5升到5(由于对方♥牌有单张)，并出标鸟=强B(4.5)+,任何型别。继续。

西♠A

J3♥8

♦AKJ9

♣AK54

3

东♠KQ1

065♥10

73

♦10

♣Q762

1♣ = B2+, 5+ ♣ / B(4.5), 平衡或B(4.5)+, 任意

1♥ = 北的出价

DBL! = B(0.5), RF! 询问整体形态

2♥ = 南的升注

DBL = B(4.5)+, 任意形态 (西的出价)

从那一点开始,对手在2♠之前全程通过。2♠ = GF!

询问基本套牌或双色 (东的出价) 3♣ = 5+ ♣

(西的出价)

3♦! = 中继! 询问整体形态 (东的出价)

3♥ = 5♣ 或 7♣的第一步应答, 形态 /

2227 (西的出价)

3♠! = 中继! 询问第二长的套牌 (东的出价)

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.

5♠ = 3rd step answer for 6 CP + previously mandatory removed $4*B# = 4*5 = 20$ CP for a 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 shown, so West doesn't have a Singleton ♥ King.

PL = B5 + B(0.5) + 0.5 (for 9 ♣) + 1.0 (for Opponents' bid in ♥) = 7 (East's bid)

The Total CP in both hands = 26 + 4 = 30 with 2 FITs (♥ FIT + ♣ Super FIT)

PL = 6.5, CP = 30 for statistically 100% Small SLAM with 2 FITs !

6♠ = Sign off (East's bid)

All Pass



4♦ = 4 张牌 ♦ 花色, 3145 精确形状 (西方的叫牌)

4♥! = 接力! 要求准确的 B# (东家出价)

4NT = B# = 5 (西方出价) 的第二步答案

5♣! = CPA 接力! 在用 CPA 接力之前, 先弃掉 CP = 4*B#, 并亮出剩余的 CP, 每张牌 2 CP。

每一步。第一步 CP 答案 = 4*B# + 2 = 4*5 + 2 = 22, 3 EQ, 第二步 = 24 CP, 2 EQ, 第三步 = 26, 1 EQ。

5♠ = 第三步答案, 6 CP + 之前强制删除的 4*B# = 4*5 = 20 CP, 总计 26 CP = 3A

+ 2K, 以及 1 EQ (显然在 Singleton ♥ 中, 因此没有真正的皇后) (西方的出价)

思考! 首先, 东家会检查西家是否持有单例王:

西方 B# = -2 (初始墩数) + 4.5 (3 张 A) + 2 (表示 2 张国王) + 0.5 (表示 ♥ Singleton) = 5 与同伴所显示的 B# 完全相同, 因此西方没有 Singleton ♥ 国王。

PL = B5 + B(0.5) + 0.5 (9 ♣) + 1.0 (对手 ♥ 的叫牌) = 7 (东家叫牌)

双手总 CP = 26 + 4 = 30, 其中有 2 个 FIT (♥ FIT + ♣ Super FIT)

PL = 6.5, CP = 30, 统计上 100% 小型 SLAM 具有 2 个 FIT!

6♠ = 结束 (东家出价)

全通行证



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 asks 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 to is how to show the exact distributions with these bi-colors. Use **NT bid or one of the bi-color suits 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拢 / 3方 / 3红 / 3黑 开局概述

力量点不使用强扑开局,因此第三层次开局表示极强,B(4.5)+, 6+/5+ 双花色,因为开局必须在6+牌套内进行(当双花色为6/6时,开局必须在较低的牌套进行)。

请记住:对于6+/5+双花色,力量点从不要求B#,相反,在发现你的

确切牌型后,探询可能会直接询问你CP并仅使用该信息来选择最终合约。

您应当习惯的投标机制是如何展示这些双花色的精确分布。使用NT投标或一个双

花色来展示短花色的1对1横向分布。

如果您在开局花色中出价4,将表示B(4.5)+, 9+牌套, 12+CP

请记住:通常您会在较长的花色开局,但当您有等长6/6花色时,必须在较低的花色开局!

也就是说,对于6+/5+双花色牌型,在确定开叫者的牌型后,Fp从不询问B#的确切情况,而是直接使用CPA(询问CP)

对于这种双花色牌型,Fp会使用绝对跳表決(3NT, 4♥, 4♠)进行独占中继(Ex Relays),以节省大量竞标空间(除非♥或♠是你的其中一个双花色牌型)

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

3♣ 开始 → B(4.5 - 5), 6+ ♣ / 5+ 主牌或
B(4.5)+, 9+ ♣

重要的是要记住 3♣ 是
可能有 6+ ♣ 和任何其他 5+ 牌suit.

所以, 在 3♦! (RF!) 之后, 3♥ 答案保留给 6+ ♣ /
5+ ♥, 3♠ 答案保留给 6+ ♣ / 5+ ♠, 3NT
答案保留给 6+ ♣ / 5+ ♦ 而 4♣ 出价表示 9♣



发展 3♣ 之后的出价 - 3♦! RF! →
→ 对其他花色的强制中继!

→ 3♥ = B(4.5 - 5), 6+ ♣ / 5+ ♥ 双色

→ 3♠! = GF! 中继! 询问牌长 → 3NT = x5x6

→ 4♣! = 中继! 询问精确形状

→ 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

→ 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 → ♠ 用于 2♦

→ 4NT = 5116

→ 4♦ = 6016

→ 4♥ = 6106

→ 4♠ = 5017

→ 4NT = 5107 → NT 用于 ♥

→ 5♣ = 6007

→ 5♦ = 5008, 不寻常

→ 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**

→ 3NT = B(4.5 - 5), 6+ ♣ / 5+ ♦ 双花色

→ 4♣ = 中继! 询问花色长度 → 4♦ = xx56

→ 4♥ = 特殊中继! 询问准确牌型

→ 4♠ = 2056

→ 4NT = 1156

→ 5♣ = 0256 → ♣ 为 ♥

→ 4♥ = 0166

→ 4♠ = 1066

→ 4NT = 0157

→ 5♣ = 1057

→ 5♦ = 0067, 不寻常的

→ 5♥ = 0058

→ 4♣ = B(3 - 5), 9+ ♣, 6+ CP, 7 EQ

→ 4♦ = B3+ ! Ex Relay! 询问副王牌 → 4♥ = B(3 - 5), 9♣ + 花色, 6+ CP, 7- EQ

→ 4♠ = B3+ ! Ex Relay! 询问确切花色 → 4NT = 2029 → 9♣ + 花色

→ 5♣ = 1219 → ♣ 用于 2♥, 9♣ + 花色

→ 5♦ = 1039 → 9♣ + 花色

→ 5♥ = 0409 → 9♣ + 花色

→ 5♠ = 3019 → 9♣ + 花色

→ 4♠ = B(3 - 5), 9♣ + 颜色, 6+ CP, 7- EQ → 4NT = Relay! 询问确切花色

→ 5♣ = 2119 → 9♣ + 颜色

→ 5♦ = 0139 → 9♣ + 颜色

→ 5♥ = 0319 → 9♣ + **COLOR**

→ 5♠ = 4009 → 9♣ + **COLOR**

→ 5NT = 0229 → 9♣ + **COLOR**

→ 4NT = **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**



→ 5♥ = 0319 → 9♣ + 颜色 →
 5♠ = 4009 → 9♣ + 颜色 → 5NT
 = 0229 → 9♣ + 颜色

→ 4NT = B(3 - 5), 1129 → 9♣ + 等级, 6+ 控牌, 7- 等价
 → 5♣ = 2209 → 9♣ + 等级
 → 5♦ = 0049 → 9♣ + 等级
 → 5♥ = 1309 → 9♣ + 等级
 → 5♠ = 3109 → 9♦ + 等级

→ 4♦ = B(3 - 5), 10♣ + 形状, 4+ 控牌, 8- 等价
 → 4♥ = B3+! 问套牌! 问边张
 → 4♠ = 2-0-1-10, 10♣ + 形状
 → 4NT = 0-3-0-10, 10♣ + 形状
 → 5♣ = 1-1-1-10, 10♣ + 中性
 → 5♦ = 1-0-2-10, 10♣ + 花色

→ 4♥ = B(3 - 5), 10♣ + 颜色, 4+ 联牌, 8- 平衡
 → 4♠ = B3+! 扩展继续! 问副翼牌 → 4NT =
 0-2-1-10, 10♣ + 颜色
 → 5♣ = 3-0-0-10, 10♣ + 颜色 →
 5♦ = 0-1-2-10, 10♣ + 颜色

→ 4♠ = 2-1-0-10, 10♣ + 等级, 4+ 联牌, 8-
 平衡 → 4NT = 0-0-3-10, 10♣ + 等级
 → 5♣ = 1-2-0-10, 10♣ + 等级



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

3♦开局 → B(4.5 - 5), 6+ ♦ / 5+ 主牌色
或 B(4.5)+, 9+♦

这里需要记住3♣是
有6+ ♣和任何其他5+牌色都是可能的。

所以,在3♥! (RF!)后,3♠的回答是保留给6+ ♦ /
5+♠, 3NT的回答是保留给6+ ♦ / 5+ ♥,
4♣的回答是保留给6+ ♦ / 5+ 4♣,
而4♦的出价显示9♦



3♦ - 3♥! RF! →→
对另一种牌色的强制中继! →

3♠ = B(4.5 - 5), 6+♦/5+♠双色
→ 3NT = B3+, Ex中继询问长牌色 → 4♣ =
5x6x

→ 4♦ = 中继! 询问确切构型
→ 4♥ = 5260
→ 4♠ = 5062 → ♠ 对 2♣
→ 4NT = 5161 → NT 对 1 对 1

→ 4♦ = 6061, 不同寻常
→ 4♥ = 6160
→ 4♠ = 5071 → ♠ 对 ♣
→ 4NT = 5170 → NT 对 ♥
→ 5♣ = 6070, 不同寻常

→ 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

→ 5♦ = 5080

3NT = 4.5 - 5级别, 6+♦/5+♥ 双值牌型

→ 4♣ = 3+级别, 询问牌型

→ 4♦ = x56x

→ 4♥ = 终止牌

→ 4♠ = 询问牌型

→ 4NT = 1561

→ 5♣ = 0562

→ 5♦ = 2560 → ♦ 为 2♠

→ 4♥ = 0661 → ♥ 为 ♣

→ 4♠ = 1660

→ 4NT = 1570

→ 5♣ = 0571

→ 5♦ = 0670

→ 5♥ = 0580, 非常规

4♣ = B(4.5 - 5), 6+♦/5+♣ 双花色

→ 4♦ = B3+, 中继展示! 长度 → 4♥ =
xx65

→ 4♠ = 中继展示! 问精确形状 → 4NT =
1165

→ 5♣ = 0265 → ♣ 为 2♥

→ 5♦ = 2065 → ♦ 为 2♠

→ 4♠ = 1075

→ 4NT = 0175 → NT for ♥

Singleton → 5♣ = 0076, 特殊

→ 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

注意：对于6+♦/6+♣双色使用3♣开场！

4♦ = B(3 - 4), 9♦, 6+CP, 7相等

→ 4♥ = B3+!! 中继询问副长牌 → 4♠ = B(3 - 5), 9♦ + 形状, 6+CP, 7-相等 → 4NT = 中继询问确切形状

→ 5♣ = 0193 → 9♦ + 形状

→ 5♦ = 2191 → 9♦ + 形状 →

5♥ = 0391 → 9♦ + 形状 → 5♠

= 4090 → 9♦ + 形状 → 5NT =

0292 → 9♦ + 形状

→ 4NT = B(3 - 5), 9♦ +

颜色, 6+CP, 7-相等 → 5♣ =

中继询问确切形状 2092 → 9♦ + 颜色

→ 5♥ = 0490 → 9♦ + 颜色

→ 5♠ = 3091 → 9♦ + 颜色

→ 5NT = 1291 → 9♦ + 颜色 →

5♣ = 1093 → 9♦ + 颜色

→ 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! 请询问具体形状

→ 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**



$\rightarrow 5\spadesuit = 1-1-10-1 \rightarrow 10\spadesuit + \text{中性}, 4+ \text{CP}, 8\text{-EQ}$
 $\rightarrow 5\heartsuit = 3-0-10-0 \rightarrow 10\spadesuit + \text{花色}, 4+ \text{CP}, 8\text{-EQ}$

$4\spadesuit = B(3-4), 10\spadesuit + \text{颜色}, 4+ \text{CP}, 8\text{-EQ}$

$\rightarrow 4\text{NT} = B3+! \text{ 询问确切花色} \rightarrow 5\clubsuit =$

$10-2-1-0 \rightarrow 10\spadesuit + \text{颜色} \rightarrow 5\spadesuit =$

$2-0-10-1 \rightarrow 10\spadesuit + \text{颜色} \rightarrow 5\heartsuit =$

$0-3-10-0 \rightarrow 10\spadesuit + \text{颜色}$

$4\text{NT} = 1-2-10-0 \rightarrow 10\spadesuit + \text{级别}, 4+ \text{CP}, 8\text{-EQ}$

$5\clubsuit = 0-0-10-3 \rightarrow 10\spadesuit + \text{级别}$

$5\diamondsuit = 2-1-10-0 \rightarrow 10\spadesuit + \text{级别}$



**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 ♦

3♥ 开局 → B(4.5 - 5), 6+ ♥ / 5+
任何其他花色或 B(4.5)+, 9+ ♥

这里重要的是要记住, 3♥ 可能有 6+ ♥
和任何其他 5+ 牌型。

因此, 在 3♠! (RF!) 之后, 3NT 保留用于 6+ ♥ /
5+ ♠, 4♣ 保留用于 6+ ♥ / 5+ ♣, 4♦
保留用于 6+ ♥ /
5+ ♦ 而 4♥ 出价显示 9♥

3♥ 之后的开发宣布 - 3♠! RF!
→ 对另一个花色进行强制中继! →

→ 3NT = B(4.5 - 5), 5+ ♠ / 6+ ♥

→ 4♣! = GF 中继! 询问牌型长度 → 4♦ = 56xx

→ 4NT! 中继! 询问形状;

→ 4♥ = 绝对弃牌信号

→ 4♠ = 绝对弃牌信号

→ 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♣ = 5701

→ 5♦ = 6700, 罕见

→ 5♥ = 5800

→ 4♣ = B(4.5 - 5), 6+ ♥ / 5+ ♣

→ 4♦! (推迟! 询问长度 → 4♥ = x6x5

→ 4♠ = 已推迟! 询问准确形状 → 4NT = 1615

→ 5♣ = 2605 → ♣ 为 2♠

→ 5♦ = 0625

→ 4♠ = 1705

→ 4NT = 0715 → NT 为 ♦

→ 5♣ = 0706

→ 5♦ = 0805

注意: 对于 6+♥ / 6+♣ 双色, 使用 3♣ 开!

→ 4♦ = B(4.5 - 5), 6+♥ / 5+♦ → 4♥ =

绝对结束手 → 4♠! 继续询问! 询问出牌长度

→ 4NT = x65x

→ 5♣ = 继续询问! 询问确切形状 →

5♦ = 1651

→ 5♥ = 0652 → ♥ 为 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♠ = 2650

→ 5♣ = 0751

→ 5♦ = 1750

→ 5♥ = 0760

→ 5♠ = 0850

注意：对于6+♥/6+♦双花色,使用3♦开牌!

→ 4♥ = B3, 9+♥, 6+CP, 7 EQ

→ 4♠ = B3+! Ex Relay! 问边张

→ 4NT = B(3-5), 9♥+形态, 6+CP, 7- EQ → 5♣
= Relay! 问确切形态

→ 5♦ = 9301 → 9♥ + 形状

→ 5♥ = 1912 → 9♥ + 形状 →

5♠ = 3910 → 9♥ + 形状 →

5NT = 2920 → 9♥ + 形状 →

6♣ = 0904 → 9♥ + 形状

→ 5♣ = B(3 - 5), 9♥ + 颜色, 6+ CP, 7- EQ →

5♦ = 中继! 问询确切形状

→ 5♥ = 2902 → 9♥ + 颜色

→ 5♠ = 3901 → 9♥ + 颜色

→ 5NT = 1921 → 9♥ + 颜色 →

6♣ = 1903 → 9♥ + 颜色 → 5♦

= 0940 → 9♥ + 颜色

→ 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**



→ 5♦ = 0931 → 9♥ + 等级, 6+ CP, 7- EQ
 → 5♥ = 0922 → 9♥ + 等级
 → 5♠ = 4900 → 9♥ + 等级
 → 5NT = 2911 → 9♥ + 等级
 → 6♣ = 0913 → 9♥ + 等级

→ 4♠ = B(3 - 5), 10♥ + 牌型, 4+ CP, 8- EQ
 → 4NT = B3+ ! 中继! 问边牌 → 5♣ = 0-10-0-3
 → 10♥ + 牌型
 → 5♦ = 1-10-2-0 → 10♥ +
 牌型 → 5♥ = 1-10-1-1 → 10♥ +
 中性 → 5♠ = 2-10-1-0 → 10♥ +
 牌型

→ 4NT = B(3 - 5), 10♥ + 花色, 4+ CP, 8- EQ
 → 5♣ = B3+ ! 询问具体牌型 → 5♦ =
 0-10-3-0 → 10♥ + 花色 → 5♥ =
 1-10-0-2 → 10♥ + 花色 → 5♠ =
 2-10-0-1 → 10♥ + 花色

→ 5♣ = 0-10-1-2, 10♥ + 等级, 4+ 控牌, 8- 均衡
 → 5♦ = 0-10-2-1, 10♦ + 等级
 → 5♥ = 3-10-0-0, 10♦ + 等级



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

3♠ 开局 → B(4.5 - 5), 6+ ♠ / 5+
任何其他花色或 B(4.5)+, 9+♠

强制轮应通报 3NT! (Ex RF!) 必须与 B# >= 0
一起使用。重要的是要记住

3♠ 可能有 6+ ♠ 和任何其他 5+ 牌花色。

所以，在 3NT! (Ex RF!) 之后，答复 4♣ 保留给 6+ /
5+♣, 答复 4♦ 保留给 6+ ♠ / 5+ ♦, 4♥ 保留给 6+ ♠
/ 5+ ♥ Major 双花色,
4♠ 显示 9 张 ♠ 花色。

3♠ - 3NT! 的开发公告

→ 其他花色的强制通报! →

→ 4♣ = B(4.5 - 5), 6+ ♠ / 5+ ♣

→ 4♦! = GF 通报! 询问花色长度

→ 4♥ = 6xx5 → 4♠ = 绝对终止信号

→ 4NT! = 中继! 询问准确形状

→ 5♣ = 5115

→ 5♦ = 6025

→ 5♥ = 6205

→ 4♠ = 7015 → ♠ 为 ♦

→ 4NT = 7015 → NT 为 ♦

→ 5♣ = 7006, 不寻常

→ 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

注意：对于6+♠/6+♣双花色用3♣开局！

→ 4♦ = B(4.5 - 5), 6+♠/5+♦

→ 4♥! = 继续问牌色长度 → 4♠ = 6x5x

→ 4NT = 继续问牌型

→ 5♣ = 6052

→ 5♦ = 6151

→ 5♥ = 6250

→ 4NT = 7150 → 红桥

→ 5♣ = 7051

→ 5♦ = 7060

→ 5♥ = 8050

注：对于 6+♠ / 6+♦ 双色，使用 3♦ 开始！

→ 4♥ = B(4.5-5), 6+♠ / 5+♥ → 4♠ = 绝对挡慢 →
4NT! = 接力! 问花色长度

→ 5♣ = 65xx

→ 5♦! = 接力! 问精确形状

→ 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**

'撞击骰点后骰点'

'→ 5♦ = 7510'

'→ 5♥ = 7501 → ♥ for ♣'

'→ 5♠ = 7600'

'→ 5NT = 8500'

'→ 4♠ = ~ B(3 - 5), 9+ ♠, 6+ CP, 7 EQ'

'→ 4NT = 中继!询问确切手牌形状'

'→ 5♣ = 9♠ + 手牌形状, 6+ CP, 7- EQ'

'→ 5♦ =

中继!询问确切手牌形状→ 5♥ =

9301 → 9♠ + 手牌形状→ 5♠ =

9121 → 9♠ + 手牌形状→ 5NT =

9202 → 9♠ + 手牌形状' 9♠ + 手牌形状'

→ 5♦ = 9040 → 9♠ + 形状

→ 5♦ = 9♠ + 颜色, 6+ CP, 7- EQ

→ 5♥ = 中继! 询问确切形状

→ 5♠ = 9112 → 9♠ + 颜色

→ 5NT = 9220 → 9♠ + 颜色

→ 6♣ = 9004 → 9♠ + 颜色

→ 5♦ = 9130 → 9♠ + 颜色

→ 5♥ = 9310 → 9♠ + 颜色

→ 5♥ = 9400, 9♠ + 级别, 6+ CP, 7- EQ

→ 5♠ = 9022 → 9♠ + 级别

→ 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



→ 6♣ = 9013 → 9♠ + 阶级

→ 5♦ = 9031 → 9♠ + 阶级

→ 4NT = B(3 - 5), 10♠ + 花色, 4+ CP, 8- EQ →
5♣! = 继续询问! 询问确切花色

→ 5♦ = 10-0-3-0, 10♠ + 花色

→ 5♥ = 10-2-0-1, 10♠ +

花色 → 5♠ = 10-1-1-1,

10♠ 中性 10-1-0-2, 10♠ + 花色

→ 5♣ = B(3 - 5), 10♠ + 颜色, 4+ CP, 8- EQ →
5♦! = 继续询问! 询问确切花色

→ 5♥ = 10-2-1-0, 10♠ + 颜色 →

5♠ = 10-0-0-3, 10♠ + 颜色 →

5NT = 10-1-2-0, 10♠ + 颜色

→ 5♦ = 10-0-2-1, 10♠ + 阶级, 4+ CP, 8- EQ

→ 5♥ = 10-3-0-0 → 10♠ + 等级

→ 5♠ = 10-0-1-2, 10♠ + 等级



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 balanced hand (**including pseudo** balance) or a **bi-color** excluding the Opponent's suit.

Knowing the **exact PL**, the Opener may continue with Relays to 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 a 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 an immediate free bid, with B(-) must bid Pass.

在对手第三层次的攻势掩护之后

回应者有两个选择：

使用 B3+ 继续双打 =
要求开标者显示其全面状况。

使用 B(0.5) 到 B(2.5) 显示其确切 B#
仅从过手 = B(0.5) 或更低开始，这样开标者可以自由出价或继续打探要求搭档出示其 5 张及以上的基本牌或均衡手（包括伪装均衡）或不包括对手牌的双色。

知道确切的可能性后，开标者可以继续打探从而发现搭档的确切形状，然后计算搭档的 CP 并决定最终合约（见第 37 板）。

注意：如果对手的跳砰击采取的是自然出价，则上述规则不适用（不适用）于 1 套装开价 - 3 同花的保护出价。在这种情况下，回应者（成为追问者）

必须使用双打标价连同任何 B# 从 B(0.5) 开始，如果他只有 B(0.5)，则在第二回合必须做出强制性的自由出价。

如果 B(0)，回应者必须做出立即自由出价，B(-)必须出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

→ 4NT = 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

→ 4NT = 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

3NT开局 → B(5.5)+, 非常强力 6+/5+ 双色

→ 4♣ = B(-1)+, 接到! 询问双色 → 4♦ =
B(5.5)+, 6+♦/5+ 任意双色

→ 4♥ = PL > 5, 询问双色类型 → 4♠ =
B(5.5)+, 6+♦/5♠ 双色

→ 4NT = B 1+, 问6/7/8长牌

→ 5♣ = B(5.5)+, 5062 → 6♦/5♠

双色

→ 5♦ = 5161 → 6♦/5♠ 双色

→ 5♥ = 5260 → 6♦/5♠ 双色

不寻常的

→ 5♠ = 5071 → 7♦/5♠

双色 → 5NT = 5170 → 7♦/5♠

双色 → 6♣ = 5080 → 8♦/5♠
双色

→ 4NT = B(5.5)+, 6+♦/5♥ 双色

→ 5♣ = B 1+, 询问 6/7/8 牌型 →

5♦ = B(5.5)+, 1561 → 6♦/5♥

双色

→ 5♥ = 0562 → 6♦/5♥ 双色

→ 5♠ = 2560 → 6♦/5♥ 双色

→ 5NT = 1570 → 不寻常, 7♦/5♥

双色

→ 6♣ = 0571 → 7♦/5♥ 双色

→ 6♦ = 0580 → 8♦/5♥ 双色

→ 5♣ = 1165 → 6♦/5♣ 双色

Slam after Slam with Force Point

- 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-

→ 4NT = **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

压制后压制，来势压迫

→ 5♦ = 2065 → 6♦/5♣

双花色 → 5♥ = 0265 →

6♦/5♣ 双花色 → 5♠ = 1075 →

7♦/5♣ 双花色 → 5NT =

0175 → 7♦/5♣ 双花色
→ 6♣ = 0085 → 8♦/5♣ 双花色

→ 4♥ = B(5.5)+, 6+♥/5+ 任意双花色

→ 4♠ = PL > 5, 双-中继 → 4NT = B(5.5)+,
6+♥/5♠ 双花色, 不寻常

→ 5♣ = B 1+, 要求6/7/8 牌花色 →
5♦ = B(5.5)+, 5620 → 6♥/5♠

双花色

→ 5♥ = 5602 → 6♥5♠

双花色 → 5♠ = 5611 →

双花色

不寻常, 6♥/5♠

→ 5NT = 5710 → 7♥/5♠

双花色 → 6♣ = 5701 →

7♥/5♠ 双花色 → 6♦ =

5800 → 8♥5♠ 双花色

→ 5♣ = B(5.5)+, 6+♥/5♣ 双色

→ 5♦ = B 1+, 询问6/7/8花色牌 →

5♥ = 0625 → 不寻常, 6♥/5♣ 双色

双色

→ 5♠ = 2605 → 6♥/5♣ 双色

→ 5NT = 1615 → 6♥/5♣

双色 → 6♣ = 1705 → 7♥/5♣

双色 → 6♦ = 0715 → 7♥/5♣

双色

→ 6♥ = 0805 → 8♥/5♣ 双色

→ 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

→ 4NT = **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

→ 5♦ = B(5.5)+, 1651 → 6♥/5♦ 双色
 双色 → 5♥ = 0652 → 6♥/5♦ 双色
 → 5♠ = 2650 → 6♥/5♦ 双色

→ 5NT = 1750 → 非同寻常, 7♥/5♦ 双色
 → 6♣ = 0751 → 7♥/5♦ 双色
 → 6♦ = 0850 → 8♥/5♦ 双色

→ 4♠ = B(5.5)+, 6♠/5+ 任何双色
 → 4NT = PL > 5, Ex 中继了解双 → 5♣ = B(5.5)+,
 6♠/5♣ 双色
 → 5♦ = B1+, 询问6/7/8牌套 →
 5♥ = B(5.5)+, 6205 → 6♠/5♣

双色

→ 5♠ = 6025 → 6♠/5♣
 双色牌 → 5NT = 6115 →
~~6♠/5♣ 双色牌~~ → 7♠/5♣
 双色牌 → 6♦ = 7015 →
 7♠/5♣ 双色牌 → 6♥ = 7015
 → 8♠/5♣ 双色牌

→ 5♦ = B(5.5)+, 6♠/5♦ 双色牌
 → 5♥ = B 1+, 询问 6/7/8 张牌的花色
 → 5♠ = B(5.5)+, 6250 →
 6♠/5♦ 双色牌 非常规牌型,

→ 5NT = 6151 → 6♠/5♦
 双色牌 → 6♣ = 6052 →
 6♠/5♦ 双色牌

bi-color

→ 6♦ = 7051 → unusual, 7♠/5♦

→ 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

→ 4NT = **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



→ 6♦ = 7051 → 异常, 7♠/5♦

双色

→ 6♥ = 7150 → 7♠/5♦ 双色 → 6♠ =
8050 → 8♠/5♦ 双色 → 5♥ = B(5.5)+,
6502 → 6♠/5♥ 双色

→ 5♠ = 6520 → 6♠/5♥
双色 → 5NT = 6511 → 6♠/5♥
双色 → 6♣ = 7501 → 7♠/5♥
双色 → 6♦ = 7510 → 7♠/5♥
双色 → 6♥ = 8500 → 8♠/5♥
双色

→ 4NT = B(5.5)+, 1516 → 6♣/5♥ 双色

→ 5♣ = 2506 → 6♣/5♥ 双色

→ 5♦ = 0526 → 6♣/5♥ 双色

→ 5♥ = 0517 --> 异常, 7♣/5♥ 双色

→ 5♠ = 1507 → 7♣/5♥ 双色

→ 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

→ 4NT = Ask for the exact shape

→ 5♣ = ♣ for 4♥, 8♣ + **COLOR** + S+V

→ 5♦ = 0148 → 8♣ + **COLOR** + S+V

→ 4NT = 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♣开局 → B(3.5 - 4), 8♣ with S+V

4♣ - 4♦! = 中继! 询问副翼花色→

4♥ = B(3.5 - 4), 8♣ + S+V

→ 4♠ = 精确形状中继 → 4NT =

1048 → NT for 4♦, 8♣

形状 + S+V

→ 5♣ = 4018 → ♣ for 4♠, 8♣ + 形状

+S+V

→ 4♠ = B(3.5 - 4), 8♣ + S+V

→ 4NT = 询问精确形状

→ 5♣ = ♣ for 4♥, 8♣ + 色彩 + S+V →

5♦ = 0148 → 8♣ + 色彩 + S+V

→ 4NT = 1408 → NT for 4♥, 8♣ + RANK + S+V

→ 5♣ = 绝对放弃信号

→ 5♦ = CPA, 第一步 = $4 \times 3.5 - 4 = 10$ CP, 6 EQ

→ 5♣ = 4108 → ♣ for 4♠, 8♣ + RANK + S+V

→ 5♦ = CPA, 第一步 = $4 \times 3.5 - 4 = 10$ 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♦ 开局 → B(3.5 - 4), 8♦ 带 S+V

4♦ - 4♥! = B2+, Ex Relay 为边花

→ 4♠! = B(3.5 - 4), 8♦ + S+V

→ 4NT = 询问具体形状

→ 5♣ = 0184 → 8♣ + SHAPE + S+V

→ 5♦ = 0481 → 不寻常, 8♣ + SHAPE +

供应+价值

→ 4NT = B(3.5 - 4), 8♦ + S+V

→ 5♣ = 询问确切形状

→ 5♦ = 4081 → ♦ 为 4♠, 8♦ + COLOR + S+V

→ 5♥ = 1084 → ♥ 为 4♣, 8♦ + COLOR +

供应+价值

→ 5♣ = 1480 → ♣ 为 4♥, 8♦ + RANK +

S+V → 5♦ = 绝对结束

→ 5♥ = CPA, 第一步 = $4 * 3.5 - 4 = 10$ CP, 6

情商

→ 5♦ = 4180 → ♦ 为 4♠, 8♦ + RANK + S+V

→ 5♥ = CPA, 第一步 = $4 * 3.5 - 4 = 10$ CP, 6

情商



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

→ 5NT = 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

→ 5NT = 2812 → 8♥ + COLOR

→ 6♣ = 1804 → 8♥ + COLOR

4♥ 开始 → B(3.5- 4), 8♥, 无 4♠

4♥ - 4♠! = B(2.5)+, Ex Relay! 问两边牌种 → 4NT
= B(3.5- 4), 8♥ + 花色

→ B3+, 问确切花色

→ 5♦ = 2830 → 8♥ + 花色

→ 5♥ = 1813 → ♥ for 3♣ → 8♥ +

花色

→ 5♠ = 3820 → 8♥ + 花色 →

5NT = 2821 → 8♥ + 花色

→ 6♣ = 4810 → ♣ for 4♠ →

8♥ + 花色

→ 6♦ = 1840 → 8♥ + 花色

→ 5♣ = B(3.5- 4), 8♥ + 颜色

→ B3+, 请要求精确形状

→ 5♥ = 2803 → ♥为3♣, 8+♥

+ 颜色

→ 5♠ = 3802 → 8♥ + 颜色

→ 5NT = 2812 → 8♥ + 颜色

→ 6♣ = 1804 → 8♥ + 颜色

→ 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**

→ 5NT = 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♠ + **SHAPE** + **Void**

→ 5♠ = 8203 → ♠ for 3♣, 8♠ +

SHAPE + Void

→ 5NT = 8212

→ 6♦ = 1831 → 8♥ + 颜色

→ 6♥ = 4801, 不寻常 → 8♥ + 颜色

→ 5♦ = B(3.5-4), 0832 → 8♥ + 等级 + 缺牌

→ 5♥ = 0823 → ♥ 对 3♣ → 8♥ + 等级

→ 5♠ = 3811 → 8♥ + 等级

→ 5NT = 1822 → 8♥ + 等级

→ 6♣ = 0814 → 8♥ + 等级

→ 6♦ = 0841 → 8♥ + 等级



4♠ 开牌 → B(3.5-4), 8♠, 无 4♥

4♠ - 4NT = B(2.5)+, 续牌! 询问附牌 → 5♣ =
B(3.5-4), 8♠ + 花型

→ B3+, 询问精确花型

→ 5♥ = 8302 → 8 黑桃 + 花型 +

空档 → 5♠ = 8203 → 3 梅花, 8♠ +

花型 + 空档

→ 5NT = 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

→ 5NT = 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♠ = 8023 → ♠ for 3♣, 8♠ + **RANK**

→ 5NT = 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**

→ 6♣ = 8104 → ♠8 + 形状

→ 6♦ = 8131 → ♠8 + 形状

→ 5♥ = 8401 → ♠8 + 形状

→ 5♦ = B(3.5- 4), ♠8 + 颜色

→ B3+, 询问确切的形状

→ 5♠ = 8230 → ♦3 对应, ♠8 +

颜色

→ 5NT = 8221 → NT 对应 ♥3, ♠8 +

颜色

→ 6♣ = 8113 → 8♠ + 颜色→

6♦ = 8140 → 8♠ + 颜色→

6♥ = 8320 → ♥ for 4♣, 8♠ +

颜色

→ 6♠ = (8410) → 不同寻常,
8♠ + 颜色

→ 5♥ = B(3.5- 4), 例外!, 8410 + 颜色→ 5♠ =
8023 → ♠ for 3♣, 8♠ + 级别

→ 5NT = 8122 → 无定型牌型 for 3♦, 8♠ + 级别

→ 6♣ = 8311 → ♣ for 3♥,

8♠ + → 6♦ = 8032 → 8♠ +

级别
→ 6♥ = 8014 → ♥ for 4♣, 8♠ +

级别
→ 5♠ = 8041 → ♠ for 4♦, 8♠ +

级别

A Reminder

Do you remember that you cannot count the 4th **EQ** even when you have 4 real Queens ?

Do you remember that you can use a maximum of 3 Positive & 3 Negative Adjustments when calculating your final **Play Level (PL)** ?

Also, If you use more than 3 positive Adjustments, you must subtract 0.5, but that is true only for suit games!

For **NT** contracts, you can add all of your Positive Adjustments without the need to subtract anything !



**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:

提醒

你记得即使你有4个真皇后，也不能算第4个等级等同皇后吗？

你记得计算最终玩法等级(PL)时，最多只能使用3个正调整和3个负调整吗？

另外，如果您使用的正调整超过3个，则必须减去0.5，但这仅适用于主牌合同！

对于无主合同，您可以添加所有正面调整，无需扣除任何费用！



4NT开局→B(5.5)+,任意10张以上主牌,
3个主王牌

直接包括实际和假协同控制的控制点分析(CPA):
第一步答案=6个或更少的控制点

注意：实际和假控制的价值：

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 does 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**

Ace = 6 CP

国王 = 4 CP

无牌 = 6 CP (10 CP 如果您的伙伴没有任何同花色的控制)

单一牌 = 4 CP 如果您的伙伴没有同花色的国王



3级和4级的跟叫

3级时:

1. 与小牌决一局:

B# = 您打算出价的级别,有6张以上同花色牌

2. 无关大小, 无法承接:

3. B# = 您打算出价的层次 - 0.5, 拥有6+张牌的花色

4. 有关大小, 可承接:

B# = 您打算出价的层次 - 0.5, 拥有6+张牌的花色

5. 无关大小, 可承接:

B# = 您打算出价的层次 - 1, 拥有6+张牌的花色

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



第4级别:

1. 有风险的小牌:

B# = 您打算投标的级别,有7+张牌的长花色

2. 无风险的小牌:

B# = 您打算投标的级别 - 0.5,有7+张牌的长花色

3. 有风险的主牌:

B# = 您打算投标的级别 - 0.5,有7+张牌的长花色

4. 无风险的主牌:

B# = 您打算投标的级别 - 1,有7+张牌的长花色



Board 26

NORTH		
♠AKQJT7		
♥K95		
♦A6		
♣Q4		
WEST		EAST
♠642		♠8
♥QJ4		♥8732
♦J42		♦KQ973
♣T852		♣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-

26号棋盘

	北	东
	♠AKQ	
	JT7♥K9	
	5	
	♦A	
	6♣	
	Q4	
西		东
♠642		♠8
♥QJ4		♥8732
♦J42		♦玖7♠3
♣T852		♣J76
	南	
	♠95	
	3	
	♥A6	
	♦T85	
	♣AK9	
	3	

北家庄家，对方有赌资

北 东 南 西 1♠ 让牌 1NT! 让牌

3NT 让牌

5♣ 过

5♠ 过 5NT! 过

6♠ 过 6NT 全过

4♣! 过

5♦! 过

1♠ = B(2 - 4), 5+ ♠

1NT! = RF! B(0.5)+, 2+♠ / B(1.5)+, 任何形状, 无双-

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, $6\spadesuit + \text{RANK}$, no S / V
(ambiguous balance), **Extended SCOR bid**

$4\clubsuit!$ = GF! Ask for the exact B#

$5\clubsuit$ = 5th step answer for B4 (the 1st step answer of $4\heartsuit$ will be for already shown by the Opening min B# of 2.0 and any of the next steps are with 0.5 increment)

$5\heartsuit!$ = 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

$5\spadesuit$ = 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 9 $\spadesuit$ Trumps) = 6.5

NOTE: Never forget to apply -0.5 Negative Adjustment for more Aces than Kings in both hands !

5NT! = Ask for the Kings' suits by SCOR

$6\spadesuit$ = 4th step combined answer for 2 RANK Kings (2 Major Kings obviously) + 2 COLOR Queens

PL = $6.5 + 0.25* (\text{force*point for 4 Aces}) - 0.5$
(for more Aces than Kings & no Queen in the South hand)
= $6.25*$ for statistically 100% Small Slam

CP = $20 + 16 = 36$ for statistically 100%

Small Slam

6NT = Final Contract

色彩，询问基础和控牌花色的长度/确切形状。

初始最小风险值 = $B2 + B2 = 4.0$ 3NT = 6322

确切形状，6♠ + 阶级，无S /

V（模糊平衡），延伸积分竞标 4♣! = GF!

询问确切的B#

5♣ = B4的第5步答复（4♦的首步答复将基于已显示的最小开叫B#2.0，其后每步增量为0.5）5♦! = CPA接驳!
在CPA答复前，丢弃CP = 4*B#，并显示其余的CP

每步2 CP。第1步 = $4*4 + 2 = 18$ CP，

3 EQ,第2步 = $4*4 + 4 = 20$ CP, 2 EQ,第3步 = $4*4 + 6 = 22$ CP, 1 EQ,第4步 = $4*4 + 8$

24 CP, no EQ

5♠ = 4 CP的第2步答复,另有2 EQ +

先前强制删除的4*B4 = 16 CP,总计20 CP = 2A + 2K + 2个真正的Queen

PL = B4 + B2 + 0.5 (9 ♠ Trumps) = 6.5

注意：切记在两手中王牌多于资川牌时要进行-0.5负调整!

5NT! = 根据SCOR询问主王牌花色

6♠ = 表示拥有2个地位主王牌(显然是2个大王牌)及2个副王后

PL = $6.5 + 0.25 * (\text{强制} * 4\text{个资川牌的得分}) - 0.5$
(王牌多于资川牌且南手无后后)

= 从统计上来说100%小大滚

CP = $20 + 16 = 36$

从统计上来说100%小大滚

6NT = 最终合同

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♥

棋盘27

北方♠J
♥AKQ7
5♦AQ7
64♣A2

西方
♠10542
♥4
♦J105
♣KJ1043

东方
♠K87
♥1032
♦K983
♣985

SOUTH
♠AQ96
3♥J98
6♦2
♣Q76

双方有失分者, 对方一再不出牌

西 北 东 南 不出 1♣ 不出 1♥! 不出 1♠
不出 1NT! 不出 2NT 不出 3♣! 不出 3♥
不出 3♠! 不出 4♣ 不出 4♦! 不出 4♠
不出 4NT! 不出 5♣ 不出 5♦! 不出 5♥
不出 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

1♣ = 至少2牌点或4.5+牌点，5+♣或不定形

1♥! = 要求说明总形状

1♠ = 4.5 - 6.5牌点，不定形

1NT! = 要求说明主牌色

2NT = 4.5+牌点，任意4441或5♦/5+任意双色

3♣! = 展示牌型! 至少1牌点，要求说明总形状/双色

3♥ = 5♦/5♥双色

3♠! =

可能长牌2精确要求说明2、3、6+牌的牌色/精确形状

4♦! = 要求确切牌值

4♠ = 正好是B5

4NT! = 控牌分析法, 第一步 = $4 \times 5 + 2 = 22$ 控牌点,

3种等价对22控牌点, 3种等价的第一步回应 (显然是

2张真实花色的王牌) + 3张A牌 + 1张K牌 或 1张A牌 +

4张K牌询问'两张相同'(即两张王牌花色)

5♠ = 针对2张花色王牌的第二步回应

5NT = 询问国王牌色

6♥ = ♥国王

PL = B5 + B1 + 0.5 (九张♥牌) + 0.5 (♠单张) +
0.5 (♦单张) + 0.25*

(force*点数对于4个A)=7.75*对于10

0%的统计大满贯

注意:单一♠和单一♦都是'半好'的,因为
相对应的女王。

CP = 22 + 6 + 8 (在♠和♦中各有2个伪装)
=36对于100%的统计大满贯 7♥=最终合同

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

棋盘 28

NORTH

♠AK4♥

AQ8632

♦AQ

♣K4

WEST

♠QJ82

♥KT7

♦T7653

♣3

EAST

♠T63

♥J954

♦K94

♣AJ9

南♠97

5

♥

♦J82♣Q

T87652

全部有风险。对手始终通过

南通过

西通
过

北
1♣!

东
通过

1♦ 通过 1♥! 通过

2♣ 通过 2♦!

2♥ 通过 2♠!

2NT 通过 3♣

3NT 通过 5♣ 全通过

通过

通过

通过

Pass – Pass - 1♣! = B1+, any in 3rd / 4th seat, Initial Forcing, actually B(5.5)

1♦ = max B(-0.5), balanced / 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



跳过 - 跳过 - $1\clubsuit!$ = B1+, 在第3/4位座位上
初始强制, 实际上B(5.5)

$1\diamond$ = 最大B(-0.5), 均衡/最大B(0),
不均衡

$1\heartsuit!$ = B(3.5)+, RF! 询问5+牌suit

$2\clubsuit$ = B(-0.5 - 0), 5+ $\clubsuit$

$2\diamond!$ = B(3.5)+, GF! 询问总体形状

$2\heartsuit$ = B(-0.5 - 0), 5 $\clubsuit$ 或 7 $\clubsuit$, SHAPE 或 2227

$2\spadesuit!$ = 中继! B5+, 询问7 $\clubsuit$ 或 5 $\clubsuit$ + shape

PL = 5.5 + (-0.5 to 0) = 5 to 5.5 2NT = B(-0.5
- 0), 7 $\clubsuit$ + SHAPE / 2227

$3\clubsuit!$ = 中继! 第一步回答是任何2047

3NT = 3037 $\rightarrow$ 7 $\clubsuit$ + 花色 + 缺失

5 $\clubsuit$ = 最终合约

BBO上的出价过程为:

p p $1\clubsuit$ p $1\diamond$ p $1\heartsuit$ p $2\clubsuit$ p $2\heartsuit$ p $3\clubsuit$ p $3\heartsuit$ p $5\clubsuit$ p
6 $\clubsuit$ DBL 全过



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	

第29局

北方
 ♠Q965
 ♥QJ76
 4
 ♦♣J54

西
 ♠J10843
 ♥A832
 ♦9
 ♣J73

东
 ♠7
 ♥
 ♦1087632
 ♣AK10864

SOUTH
 ♠AK2
 ♥K109
 5♦AK
 ♣Q952

西方交易商; EW易受攻击; 双方都玩玩家

西部 北部 东部 南部 通过 通过 1♣! 双!
 1♦ 双 2♦ 双! 2♠ 3♥ 通过 4♥ 5♣ 通过
 通过 5♥ 通过 通过 通过

Pass - Pass - 1♣! = B2+, any in 3rd or 4th sit,
Initial Forcing

S: DBL = B(1.5)+, balanced or B(3.5)+, any shape

W: 1♦ = B(0 - 0.5), balanced / B(0), unbalanced

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 because of 4 EQ) + B(4.5) + 0.5
(for 9 ♥ Trumps) + 0.5 (for ♣ Void) + 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 3 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

通过 - 通过 - 1♣! = B2+, 第三或第四个位置中的任何一个, 初始强制

S: DBL = B(1.5)+, 平衡或 B(3.5)+, 任意形状

W: 1♦ = B(0 - 0.5), 平衡 / B(0), 不平衡

N: DBL = B(-0.5), 负

E: 2♦ = B(2 - 3), 5+♦/5+任意双色

S: DBL = B(3.5)+, 强力接力! 第二名DBL, 任意形状

白: 2♠ = B(0), 5+ ♠

N: 3♥ = 5+♥

E: 通过 = 5+♦/5+♣ 双色

S: 3♠ = 接力! 要求副牌

W: 4♣ = 出牌

N: Pass = 第一步答案为 5♥ 或 7♥, SHAPE

E: 5♣ = 出牌

思维!

对于 B(-0.5) 北必须有 3 个皇后

PL = B (由于 4 EQ 而为 -0.5) + B (4.5) +
0.5 (对于 9♥ 将牌) + 0.5 (对于 ♣ 空牌) +
0.5 (对于 4 x 3♠ 花色中的 3 张大牌) +
0.5 (对于 4 x 2♦ 花色中的 3 张大牌) -
0.5 (对于超过 2 张正调整) = 5.5, 统计上西装中的小型 SLAM 为
0%!

CP = 10 伪 (用于 ♣Void) + 24 =
34, 统计上 100% 小型 SLAM

S: 5♥=最终合同

Let's make South the Dealer in 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

1♣!
DBL!
5♥

WEST

Pass
3♣
All Pass

NORTH

1♦
3♥

EAST

2NT
5♣

让我们在上一局游戏中让南方成为庄家:

第29局棋再次重复

北方 ♠Q
965 ♥Q
J764 ♦
QJ54
♣

西
♠J10843
♥A832
♦9
♣J73

东
♠7
♥
♦1087632
♣AK10864

SOUTH
♠AK2
♥K109
5 ♦AK
♣Q952

双方不易受损失。双方均采用 Fp 系统

SOUTH WEST NORTH EAST 1♣! 通过
1♦ 2NT 双! 3♣ 3♥ 5♣ 5♥ 全过

S: 1♣! = B2+, 5+ ♣ or B(4.5), any shape

W: Pass = statistically B(0)

N: 1♦ = B(-0.5), unbalanced; 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(-0.5) + B(4.5) + 0.5 (for 9 ♥ Trumps) + 0.5 (for ♣ Void) + 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 3 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

S: $1\clubsuit!$ = $B2+$, $5+\clubsuit$ 或 $B(4.5)$, 任何形状

W: 过 = 统计上 $B(0)$

N: $1\diamondsuit$ = $B(-0.5)$, 不平衡; 在这种情况下: 不是 $B(0)$, 因为有 4 个等级点 / $B(-0.5 - 0)$, 任何平衡, 自由出价

E: $2NT$ = $B(2 - 3)$, $5+\diamondsuit$ / $5+\clubsuit$ 双小色

S: $DBL!$ = $B(3.5)+$, RF !

W: $3\clubsuit$ = $B(0)+$, 自由出价

N: $3\heartsuit$ = $B(-0.5)$, $5+\heartsuit$

E: $5\clubsuit$ = 压制出价为 1 下, 未受挫

EW 组合得分 = $0 + 2.5 + 1$ (针对 'good' $\heartsuit$ 空牌) +
(对于 $9\clubsuit$ 主导牌) = 4

思考!

显然北方有 3 个真正的皇后才有 $B(-0.5)$

$PL = B(-0.5) + B(4.5) + 0.5$ (对于 $9\heartsuit$ 主导牌) + 0.5
(对于 $\clubsuit$ 花色缺失) + 0.5 (对于 4 张 $\spadesuit$
花色中的 3 个最高牌) + 0.5 (对于 4 张 $\diamondsuit$
花色中的 3 个最高牌) - 0.5 (对于多于 3 个正面调整)
= 5.5, 对于小满贯的统计机率为 0%!

$CP = 10$ 伪 (对于 $\clubsuit$ 花色缺失) + $24 = 34$, 对于小满贯的统计机率为 100%

S: $5\heartsuit$ = 最终合约

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 !



注意:实际PL = 6,因为有3个TOP

荣誉 + 4个二筒 ♦ 牌中的Jack,所以升级不是0.5,而是1.0,PL变成了6.0!

在BBO上竞拍是:

p p 3♣ 3NT 4♣ DBL All Pass使4♣x=

只是练习一下,如果NS在南方出6♥后使用惩罚规则

West根据16点的惩罚规则进行计算

注意:显然不是13点的惩罚规则,因为东方有特殊的手牌跳到5♣!

惩罚总和 = 4 (EW PL) + 6 (NS PL) + 2 (♥A) + 3 (♥三小王) = 16,不足以DBL 6♥使其暴跌1下!



Let's Practice

You have 2 Kings, K♦ + K♥ and your partner asks you to show their colors with 5♥ Relay! What you 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 & Bidding by **SAYC** 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:

force-point@force-point.com

让我们练习一下

你有两个国王, $K\spadesuit + K\heartsuit$, 你的搭档要求你用 $5\heartsuit$ 中继来展示它们的颜色! 你会怎么回答?

你的国王是颜色, 所以使用 SCOR 的第二步来展示 2 张红色或 2 张黑色的国王。你的搭档在 95% 的情况下都能找到它们的位置。出 $5NT$ = 第二步回答。

你有 2 个女王, $Q\spadesuit + Q\clubsuit$, 但没有 2 个国王, 而你的搭档要求你用 $5\spadesuit$ 中继来展示它们的颜色

你将会如何回答?

你的女王是形状, 所以使用 SCOR 的第一步来展示 2 个围绕(每隔一个)的女王。你的搭档在 95% 的情况下都能找到它们的位置。出 $5\heartsuit$ = 第一步回答。

你可以下载免费的力点程序演示版, 它可以帮你计牌, 但你必须手动输入出价和打牌。尝试使用它来提高你的标准美国桥牌系统出价能力。

你可以切换两种模式: 无限模式

重复游戏和无限随机游戏, 如果您认为这会很有用。该程序具有由 SAYC 对手进行的玩牌和出价能力, 如果您找到 &

将 4 个旧的 GIB 文件集粘贴到 C:/ForcePoint 文件夹中, 该文件夹将在安装过程中创建。对于任何问题, 请在 BBO 上找到 Pavell 或发送电子邮件至:

force-point@force-point.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

2♣

2NT!

Pass!

5♣

SOUTH

DBL

DBL!

3♠!

5♥

WEST

2♠

Pass

4♥

All Pass

NORTH

Pass

3♥

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**

30号棋盘重复

北 ♠ Q9
65 ♥ QJ
764
♦ QJ
54 ♣

西
♠ J10843
♥ A832
♦ 9
♣ J73

东
♠ 7
♥
♦ 1,087,632
♣ A, K, 10, 8, 6, 4

南
♠ A, K,
2 ♥ K,
10, 9, 5
♦ A, K
♣ Q, 9,
5, 2

双方不受害 双方出于学习目的采用Fp

东	南 DBL	西 2 ♠	北 过
2 ♣			
2NT! DBL! 过			3 ♥
过! 3 ♠! 4 ♥			过
5 ♣ 5 ♥ 全过			

E: 2 ♣ = B(2 - 2.5), 5+/5+ 任何双色 / B(1.5 - 2),
5+ ♠/5+ ♥ 双色 / B(2 - 4), 5+ ♣/5+ ♦ 双色

S: DBL = B2+, balanced 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

E: 5♣ = Sign off

Thinking!

North probably holds 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 !



游戏接连游戏，有强制点数

S: DBL = B2+, 平衡或B(3.5)+, 任何形状

W: 2♠ = B(0), 5+♠, 自由出价

N: Pass = 负面B(-)

E: 2NT = 中继! RF! 询问副花色

S: = B(3.5)+, 中继! 第2次DBL! 询问形状

W: Pass = 第1步回答5♠或7♠, 花色副花色

N: 3♥ = 5+♥基本花色

E: Pass! = 中继! 询问确切形状

S: 3♠! = 中继! 询问副花色

W: 3♥ = 5413 确切形态

N: 过牌 = 5♥ 或 7♥ 的第一步答复, 形态

E: 5♣ = 收尾

思考中!

北方手中很可能持有 3 个女王, 从而有 B(-0.5)

$PL = B(4.5) + B(-0.5) + 0.5 (9 \heartsuit \text{ 王牌}) + 0.5 ('半好'$
 $\clubsuit \text{ 空缺, 因对方持 } \clubsuit Q) + 0.5 (4 \text{ 张 } 3 \text{ 高牌 } \spadesuit) + 0.5$
 $(4 \text{ 张 } 2 \text{ 高牌 } \diamond) - 0.5 (\text{正调整超过 } 2 \text{ 个}) = 5.5,$
所以不能 SLAM!

S: 5♥ = 收尾

注: 实际 PL = 6, 因为有 3 个高牌 + 4 张 2 ♦ 中的 Jack,
所以升级不是 0.5 而是 1.0, 所以 PL 变为 6.0!



Board 31

WEST

♠K1076

♥A4

♦KJ8752

♣8

EAST

♠AQ84

♥K9763

♦AQ4

♣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 Preemptive Overcall

DBL! = **B(0.5)+**, **RF!** Ask for the overall shape.**From that point, Opponents Pass Throughout**3♥ = **B(4.5)+**, 5+ ♥ card suit3♠! = **GF!** Ask for the overall shape**3NT** = 1st step answer for 5♥ or 7♥, **SHAPE** / 27224♣! = **Relay!** Ask for 7♥ or 5♥ + side suits

31号棋盘

西	东
♠K1076	♠AQ84
♥A4	♥K9763
♦KJ8752	♦AQ4
♣8	♣A

东风庄家，全东西方易受攻击，东西方
出牌1♣

南3♣

西双
倍!

北通过

3♥通过3!

通过

3NT通过4♣!

通过

4♠ Pass 4NT! Pass

5♦ Pass 5♥!

Pass

5 Pass 5NT! Pass

6♣ Pass 7NT All Pass

1♣ = 强2+, 5+ ♣ 或 B(4.5)+, any shape

3♣ = 南家的先手抢占

DBL! = B(0.5)+, RF! 询问牌型。

此后,对手全程被动

3♥ = B(4.5)+, 5+ ♥ 长牌型

3! = GF! 询问整体形状

3NT = 5♥ 或 7♥ 的第一步答复, 形状 / 2722

4♣! = 中继! 询问 7♥ 或 5♥ + 副绿色牌

4♠ = 4 card ♠ suit, 4531 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 ♣ Super FIT) = 9 for statistically **100% GRAND NT SLAM**

7NT = Final Contract



Below is an example of 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 they have 3 in Major, play 4, just in case. **For Fp there are no 'just in case' situations** thanks to the simple arithmetical calculations about the game's **PL** and the **Penalty Rule of 13**.

4♠ = 4张牌的♠花色，4531正确的形态

4NT! = 中继!询问确切的B#

5♦ = 对于确切的B5的第2步答复

5♥! = CPA中继!

第51步答复, $4 \times B\# + 2 = 4 \times 5 + 2 = 22$ 个CP, 3

EQ (2个真实 + 1个单张♣的EQ) 5NT! =

中继!通过SCOR询问女王花色(两种颜色)

6♣ = 对于2个形态的女王的第1步答复

思考中!

$PL = B5 + B2 + 0.5$ (针对9张♦王牌) + 1 (针对3

顶点荣誉在5由3 ♦ FIT) + 0.5 (升级对手的 ♣

超级FIT) = 9, 统计上 100%

大无敌NT接应

7 = 最终合约



以下是 Fp 如何使用迷雾处理部分得分游戏的示例,在这种游戏中,几乎所有的玩家都在没有感觉和知识的情况下移动

精确的PL。当他们有3张主牌时,几乎所有人都会玩4, 以防万一。对于Fp来说,没有'以防万一'的情况,这要归功于对游戏PL和13罚则的简单算术计算

。

It is quite frequent when part-score games bring TOP scores if you know how to manage them. All these tools that **Fp** uses for the part-score games & for the Slam games pay off in the end.

The question is: Will you implement them or will you continue to bid 4 in Majors every time 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**

如果您知道如何管理得分游戏,得分游戏经常会带来最高分数。Fp 为得分游戏和大满贯游戏使用的所有这些工具最终都会得到回报。

问题是:您是否会实施它们,还是每次拥有 3 个主牌时都会继续叫 4?

决定权在您手中,好好考虑吧!

32号牌

北侧853
2A3

KT7QJT
7

西方
A6
Q87
AQ853
A53

东方
KQ7
JT642
94
842

南
JT94K9
5J62K9
6

东家负责发牌,南北方队有过手,东西双方采用Fp系统

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), unbalanced**

1NT = South's bid

Pass = **B(3.5)+, Pass-Relay!** Ask for 5+ card suit

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 double is based on **Penalty Rule of 13**
 West calculated 2 things: The ♥ **PL** & **Penalty Rule of 13**

$$\text{PL} = \text{B}(-0.5) + \text{B}(3.5) = 3$$

东南西北

过牌	过牌 1	加倍
重倍 1NT 过牌		2
2	2 3	3
pass	pass 双响 全过	

pass = 东家出牌

pass = 南家出牌

1 = 初始强制3/4局面, 1点+, 任何 (西家出牌) 双响 = 北家出牌

重双响 = 平衡 / 非平衡 1NT = 南家出牌

pass = 3.5点+, 过-问询! 问5+ 牌花色 2 = 北家出牌

2 = 5+ 牌花色 (东家出牌)

2 = 4, 4+ (4), (南家出牌)

3 = 完结。太弱入4 (西家出牌)

3 = 北方的出价

Pass = 东方的出价

Pass = 南方的出价

DBL =

罚分 (西方的出价) All

Pass

西方的罚分双出价是基于13分规则

西方计算了2件事: PL 和 13分规则

$$PL = B(-0.5) + B(3.5) = 3$$

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



If you bought the book, you can download for free the folder with the Force Point system files (no installation needed) and start to use Sysnotes - the digital book which you can kept open for help by the time you play on the Internet or you can download and install the Force Point Demo computer program for manually playing by Fp rules using the announces in the Sysnotes program for practice.



13条罚则表明:

$3 \text{ (EW PL)} + 3 \text{ (NS PL)} + 1 \text{ (1小补下)} + 2 \text{ (A)} + 2 \text{ (A)} + 2 \text{ (A)} = 13$,所以对手必定输1分,易手

在BBO上,出价是:

pass pass 1NT pass 2 pass 2 pass 3 pass 3 pass 4
所有通过



如果你买了这本书,你可以免费下载包含力量点系统文件的文件夹(无需安装),并开始使用 Sysnotes - 可以保留的电子书

在网上玩的时候可以随时打开寻求帮助,或者你可以下载并安装力量点演示计算机程序,按照 Sysnotes 程序中的公告手动玩 Fp 规则。



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 5+/5+ bi-color:

$EQ = 0.5 * (m - 10)$, where 'm' is the sum of the cards in the bi-color

I hope you also remember the Main Formula for the 1st step CP answer with a balanced hand (no 5+ suit, no Singleton) or with a 5-6 card suit, no Void:

$$CP = 4 * B\# + 2 \text{ along with } 3 \text{ EQ}$$

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.



提醒/说明注释

我希望你还记得求得长牌花色或双花色等价女王数(EQ)的公式:

长7+牌花色的公式:

$EQ = 0.5 * (n - 6)$, 其中'n'是长牌花色的牌数

5+/5+双花色的公式:

$EQ = 0.5 * (m - 10)$, 其中'm'是双花色的牌数之和

我也希望你还记得有平衡手(无5+牌花色,无单张)或5-6牌花色无长牌的第一步赢分(CP)公式:

$CP = 4 * B\# + 2$ 加上3 EQ

再次检查这本书的封面图片,看看如果你使用强制点数桥牌系统,在下最终合约前你会知道什么。



Board 33

	NORTH	
	♠2	
	♥KQ43	
	♦KJT43	
	♣975	
WEST		EAST
♠QJ3		♠K9864
♥T987		♥652
♦8765		♦Q2
♣J4		♣832
	SOUTH	
	♠AT75	
	♥AJ	
	♦A9	
	♣AKQT6	

N-S vulnerable, Opponents Pass Throughout

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

北方♠2

♥KQ4
3♦KJT
4♣975

西
♠QJ3
♥T987
♦8765
♣J4

东
♠K9864
♥652
♦Q2
♣832

南♠AT
75♥AJ
♦A9

♣AKQT6

南北方家手牌相同,对家始终跟牌 东家
南家 西家 北家 通过 1♣ 通过 1♥! 通过
1♠ 通过 1NT! 通过 2♣ 通过 2♦! 通过
2♠ 通过 2NT! 通过 3♠ 通过 3NT! 通过
4♠ 通过 4NT! 通过 5♦ 通过 5♥! 通过
6♠ 通过 5NT! 通过 6♠ 通过 7♣

1♣! = B(2.5)+, 人工大础,但可能是自然

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

2NT! = **Relay!** Ask for 7♣ or 5♣ + shape

3♠ = 4225 exact shape, 4♠, no Singleton, because ♠ suit is not one of the 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 holds **K + Q**, the answers will be by **SCOR** starting from the 2nd step answer :

与5+♣, 实际上是B6强度

1♥! = RF! B(0.5)+, 2+♣ / B(1.5)+, 任何, 无双色

1♠ = B(4.5 - 6.5), 任何5+或5+/5+任何双色

1NT! = GF! 问询基本套装

最小PL = B(4.5) + B1 = 5.5

2♣ = B(4.5)+, 5♣

2♦! = 中继! 问询总体形状(如果是♣)

2♠ = 5♣或7♣的第二步回答, 颜色(红色)

附属牌组 / B5, 2227

2NT! = 中继! 问询7♣或5♣ + 形状

3♠ = 4225精确形状, 4♠, 没有单张,
因为♠花色不是先前显示的颜色 ()
花色.

red

3NT! = 中继! 问询精确B#

4♠ = 第4步回答, 精确为B6

4NT! = CPA! 问询CP, 最小PL = B6 + B1 = 7

5♦ = 第2步回答, 4 CP + 先前必须的

移除4*B# = 4*6 = 24 CP, 总共 28 CP = 2A + 4 K 或
4A + K (对于北方显然是后者) 加上 2 EQ (1 真后+1
EQ in Ax + Ax) 或 2 真后)

5♥! = 问询 2 后 或 王后

按SCOR排列花色

注意:第1步回答将显示2 后

(可能会跟踪5NT中继询问后的花色. 如果南方持有 K +
Q, 从第2步回答开始将按 SCOR 排列)

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 4 by 2 Misfit with the 3 TOP Honors in ♥ suit) = 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**



5♠ = 2 女王 →

5NT = 形状 国王 + 女王

6♣ = 颜色 国王 + 女王

6♦ = 等级 国王 + 女王

6♥ = 4th 步骤 = 低牌长♣ 中的国王 + 女王 6♠

= 5th 步骤 = 高牌长 ♠ 中的国王 + 女王

6♥ = 代表 ♣ 中的国王 + 女王！

7♣ = 最终合约

PL = B6 + B1 + 0.5 (代表 '好' ♠ 单牌) + 0.5 (代表 4 对 2 的分布不合适与 ♥ 3 顶级王牌) = 8 统计上 100% ♣ NT 或 suit GRAND SLAM, 但北方只算出 12 个快速把戏 in NT)

CP in both hands = 28 + 8 真实 + 4 伪 (in ♠) = 40 CP 统计上 100% ♣ GRAND SLAM

在BBO,最终合约是 6 NT



Let's exercise

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 + Queen 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 they are 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 in COLOR, so use 2nd step of SCOR to show them. 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 omitted suit is ♣ & your Queen is in ♣ suit, so use 4th step 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.**

让我们锻炼一下

你手里有 A♥、A♦、K♦ 和 Q♣，你的搭档拿着 5♣

接力赛问你“两张同花”的花色！你会怎么回答？

你的K+Q是RANK，所以使用SCOR的第三步来显示K♠ + Q♥、K♣ + Q♠、K♦ + Q♣或K♣ + Q♦。你的搭档会在85%的情况下知道它们的位置。出价5♠ = 第三步答案。不要显示A的花色；它们有

最低优先级！

如果您的搭档决定包含A，您的搭档将使用5NT接力！来要求A的花色。您的A是花色，因此请使用SCOR的第二步来显示它们。出价6♦ = 第二步答案。

你手中有 A♥、A♣、AK♠、K♥、K♦ + Q♣，你的搭档要求你亮出“两张同花”的牌，并附上 4NT 接力！你会怎么回答？

你的国王省略的花色是♣，你的皇后是♣花色，因此使用 SCOR 的第 4 步来表明缺失的 K 和您的 Q 属于同一花色。

85% 的情况下，你的搭档会知道它们的位置。出 5♠ = 第四步答案。不要亮出 A 的花色，它们的优先级最低！

如果您的搭档决定包含A，您的搭档将使用5 NT出牌=接力！来要求A的花色。您的A处于SHAPE状态，因此请使用SCOR的第一步来展示它们。出牌6♣=第一步应叫。

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. S/he knows very well where they are because of the Void !

Show him the colors of your 2 Aces by SCOR.

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 1NT

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♠



你的合伙人发现你有2张A、5个平衡手和一个空张,让你以5♠!的顶牌搭配'2或3种颜色'的方式进行出价。你的回答会是什么?

显然你的合伙人没有问你女王牌的颜色。他/她很清楚由于存在空张,女王牌的位置!

用SCOR公开你两张A的颜色。

你是西方,手牌为:♠Kxxx

♥xxxx ♦Axx ♣Qx

北方首开Pass,东南双方也跟着Pass。

证明你的B#=1.0,并解释为什么你必须开出1NT

你是南方,手牌为:♠A ♥Kxxxx ♦Qx ♣Kxxxx

东方首开1♠。证明你的B#=2.5,并解释为什么你必须跟进2♠



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



依靠弱点和大牌占有来叫牌

1. 当你没有做出过叫时
有大牌：

VUL：您的 B# 必须等于您想要出价的级别

无 VUL：您的 B# 可以比您想要出价的水平低
0.5

2. 当你有牌时进行过叫
大牌：

VUL：你的 B# 可能比你的水平低 0.5
想竞标

无 VUL：您的 B# 可以比您想要出价的水平低
1.0



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 !!

超级大牌

在1♣开局后:

2♣ = B(2.5)+, 6+/5+ 型 ♣♥
双花色, 包括♣花色!!

2♦ = B(2.5)+, 6+/5+ 颜色 ♣♠
双花色, 包括♣花色!!

2♥ = B(2.5)+, 6+/5+ 等级 ♣♦ 双花色
包括♣花色!!

2♠ = B(2.5)+, 6+/5+ 型 ♦♠
双花色, 不包括♣

2NT = B(2.5)+, 6+/5+ 颜色 ♦♥
双花色, 不包括♣花色

3♣ = B(2.5)+, 6+/5+ 等级 ♥♠
双花色, 不包括♣花色

在1♦开局后:

2♦ = B(2.5)+, 6+/5+ 形状 ♦♠
双色包含 ♦ 花色!!

2♥ = B(2.5)+, 6+/5+ 颜色 ♦♥
双色包含 ♦ 花色!!

2♠ = B(2.5)+, 6+/5+ 等级 ♦♣
双色包含 ♦ 花色!!

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

2NT = B(2.5), 6+/5+ 双花色 ♣♥
不包含♦的花色

3♣ = B(2.5)+, 6+/5+ 复合花色
♣♠ 不包含♦的花色

3♦ = B(2.5)+, 6+/5+ 复合等级 ♥♠
不包含♦的花色

1♥ 开局后:

2♥ = B(2.5)+, 6+/5+ 双花色 不包含♥的花色

2♠ = B(2.5)+, 6+/5+ 复合花色 不包含♥的花色

2NT = B(2.5)+, 6+/5+ 复合等级 双花色,
不包含♥的花色

1♠ 开局后:

2♠ = B(2.5)+, 6+/5+ 双花色 不包含♠的花色

2NT = B(2.5)以上, 除♠外的5+/5+ 花色双花色牌

3♣ = B(2.5)以上, 除♠外的6+/5+ 等级双花色牌

在1NT开始后(弱 12-14分):

2NT = B3以上, (弱 12-14) 或 B(3.5)以上, (15-17), 6+/5+
小双花色 ♣♦

3♣ = B3以上, (弱 12-14) 或 B(3.5)以上, (15-17),
6+♣/5+任意主牌双花色

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:

3♦ = B3+, (弱12-14) 或 B(3.5)+, (15-17), 6+♦/5+任何花色
主牌双色

3♥ = B3+, (弱12-14) 或 B(3.5)+, (15-17), 6+♥/5+♠
主牌双色

2♣ 开局后:

3♣ = B3+, 无VUL / B(3.5)+, VUL, 6+/5+
形状♦♠双色, 不含♣

3♦ = B3+, 无VUL / B(3.5)+, VUL, 6+/5+ 色♦♥
双色, 不含♣

3♥ = B3+, 无VUL / B(3.5)+, VUL, 6+/5+
等级♥♠双色, 不含♣

2♦ 开局后:

3♦ = B3+, 无VUL / B(3.5)+, VUL, 6+/5+
形状♣♥双色, 不含♦

3♥ = B3+, 无VUL / B(3.5)+, VUL, 6+/5+ 颜色♣♠
不包含♦的双色牌款

3♠ = B3+, 无VUL / B(3.5)+, VUL, 6+/5+ 等级♥♠
不包含♦的双色牌款

2♥ 开局后:

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, no ♥ 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 new things are not easy to be assimilated by the **Established Players**, who will **regret “leaving & forgetting” to start something absolutely new!** There is only one way to convince them: winning frequently in Team Matches on BBO against exactly those **Established Players**.

The program will allow you to start playing the new Force Point bridge system on the Internet immediately !!

To play Fp in live Tournaments you will need 3 months, even less if you use Sysnotes to force your learning.



2♥ = B(2.5)+, 6+/5+ 双色形式排除♥牌

2♠ = B(2.5)+, 6+/5+ 颜色双色形式排除♥牌

2NT = B(2.5)+, 6+/5+ 级别双色形式, 无♥牌

2♠开局之后:

2♠ = B(2.5)+, 6+/5+ 双色形式排除♠牌

2NT = B(2.5)+, 5+/5+ 颜色双色形式排除♠牌

3♣ = B(2.5)+, 6+/5+ 级别双色形式排除♠

我非常清楚, 新事物很难被既定的玩家所接受,
他们会后悔'离开和遗忘'去开始一些全新的事物!
只有一个办法说服他们: 频繁获胜

在BBO上的团体赛中对上那些既定的玩家

该程序将让你在网上开始玩这个全新的力量点桥
牌系统

立即!!

要在现场锦标赛中玩Fp,你需要3个月的时间,如果使用Sysno
tes强化学习,时间甚至会 shorter。



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

1♠

Pass

Pass

NORTH

2♠

6♣

Pass

EAST

4♠

Pass

DBL

SOUTH

DBL!

6♥

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

北♠ --

♥AJT97
2♦Q♣
Q98742

西

♠AK7432
♥4
♦JT54
♥KJ

東

♠QT95
♥Q3
♦AK2
♥T653

南♠J8
6♥K86
5♦987
63
♣A

东西方易裸出局，只有南北方可玩Fp

西1♠ 北2♠ 东4♠ 南DBL!

通过 6♣ 通过 6♥
通过 通过 DBL 全部通过

1♠ = 西方的开局
2♠ = B2+, 5+♥/5+♣ 双色形状, 实际
♠ 开局后, 提醒 4♠ =
东方的弹幕投标, 最小 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# = 2.0 to 3.0 ~ B(2.5)

Pass = East's bid

6♥ = Sign off

Pass

Pass

DBL (by East)

All Pass

PL = B(2.5) + B1 + 1.0 (Adjustment for 'good' ♦ or ♠ Void) + **1.0** (Adjustment for 10 Trumps) + **0.5** (for Opponents' ♠ Super FIT) = **6** for statistically **50% Small Slam !**

Expected CP (+- 2): For **B(2.5) North** must have **4*2.5 - 4 = 6 CP + 10 CP** (for the **Void**) + **4 CP** (for the **Singleton**) = **20 CP** (by North)

Total CP = 20 CP (by North) + **14** (by South) = **34 CP** for statistically **50% Small Slam !**

EW were unable to investigate the exact **PL** and didn't go to 6♠ bid for a successful defense.

If **EW** play **Fp**, no doubt they will find the ♠ **PL = 4.5** for a max of only 2 down if they go to 6♠ and will never leave **NS** to play 6♥, regardless of whether they are Vulnerable or not. Let's calculate **EW ♠PL** for the record:

双加倍! = $B(1.5) +$ 在升级后9 ♥, 指令! 询问2/3/6+ 牌式

错过 = 西的6♣ = 6016 或 6106 形状, 假定 $B\# = 2.0$ 到 $3.0 \sim B(2.5)$

错过 = 东的6♥
= 和令

错过 错过
双加倍 (东)
全错过

$PL = B(2.5) + B1 + 1.0$ (调整 '良好' ♦ 或 ♠ 空缺) +
 1.0 (调整 10 主牌) + 0.5 (对手 ♠ 超优牌式) = 6
统计上 50% 小滚蛋!

预期资本点数(+2): 对于 $B(2.5)$, 北方必须拥有
 $4 \times 2.5 - 4 = 6$ CP + 10 CP (空缺) + 4 CP (单身) =
20 CP (北方)

总资本点数 = 20 CP (北方) + 14 (南方) = 34 CP
统计上 50% 小滚蛋!

东西双方无法调查确切的PL,也没有进行6♠竞拍以获得成功防守。

如果东西双方玩 Fp,毫无疑问他们会发现 ♠ PL = 4.5,最多只有2个down如果他们落实6♠,无论他们是否易损,他们也不会让南北双方去玩6♥。让我们为了记录来计算东西双方的♠PL:

♠ **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 will never **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

♠ PL = B2 (West的B#) + B2 (East的B#
 (升级后有9个♠ Trumps的0.5) + 0.5
 (为对手♥牌中的Singleton进行升级) =
 统计上100%大游戏的4.5分。

EW总CP = 28。如果EW掌握了这些有价值的
 信息,他们肯定不会Pass,也不会为6♥进行D
 BL!

第35副牌

西	东
♠T62	♠9754
♥7432	♥A
♦KT732	♦AQJ9
♣7	♣AKQ6

西先手, 无人有露面, 对手全部傳值

南 西 北 东 傳 傳 傳 1♣!

傳 1♦ 傳 1♥!
 傳 2♦ 傳 2♥!
 傳 3♣ 傳 3♦!
 傳 3♥ 傳 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♥ = 3451 exact shape

3NT = 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 !

Remember: With PL = 5, statistically you always have 3NT contract if you don't have any Void. No need to check for Stoppers !

通过 - 通过 - 通过 - $1\clubsuit!$ = $B1+$, $3/4$
坐位中的任意一个, 初始强制, (实际 $B\# = 5.0$)

$1\diamond = B(-1)$ 或更小, 深度负值或 $B(-0.5 - 0.0)$,
任何形状, (实际 $B\# = -0.5$)

$1\heartsuit!$ = $B(3.5)+$, RF! 要求5+花色

$2\diamond = B(-0.5)$ 或更少, 5+ 牌 $\diamond$ 花色

$2\heartsuit!$ = 强力 $B5+$, GF! 询问强度或/和
侧面套装

$3\clubsuit = B(-0.5)$ 或更少, 第三步 SCOR - 5 张牌
 $\diamond$ 花色 + RANK 边花色 $3\diamond!$ 的 SCOR 答案 =
接力! 询问确切形状

$3\heartsuit = 3451$ 精确形状

$3NT$ = 结束

全通行证

$\diamond PL = B(-0.5) + B5 + 0.5$ ($\diamond$ 花色的 9
张牌) = 5, 小牌胜率为 50%

$NT PL = B(-0.5) + B5 + 0.5$ ($\diamond$ 花色的 9 张牌)
- 0.5 (对于 $\heartsuit$ Singleton) = 4.5, 所以选择显然是
 $3NT$ 合约代替 $5\diamond$ 合约!

记住: 当 $PL = 5$

时, 统计上只要你没有空牌, 你总是有 $3NT$
合约。无需检查停牌!

OVERCALLS WITH A BALANCED OR PSEUDO BALANCED HANDS

Overcalls in 2nd seat:

Use **DBL** with **B(3.5)+**, any shape or with **B2+**, **balanced** hand (no 5+ card suit, no Singleton or a Void by Fp Requirements) or any 4441 pseudo balanced. 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), balanced or** any 4441 pseudo balanced and every **NT** bid with a **higher B#** after it is always for a balanced or any 4441 pseudo balanced hands!

The 1st bid in NT = B(2.5 - 3), balanced 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), balanced or any 4441 pseudo balanced, 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



用平衡牌或伪平衡牌过叫

第二座位的过叫：

使用 B(3.5)+ 的 DBL，任意形状，或 B2+，平衡牌（无 5+ 牌花色，无 Singleton 或 Fp 要求的 Void），或任何 4441 伪平衡牌。

伙伴，B(0.5)+ 将使用 RF! Stayman 修正接力赛询问整体形状。答案如下：

第一步答案（如果对手干扰，边界叫牌可能是 Pass 或 DBL / RDBL）= B(2 -

2.5)，平衡或任何 4441 伪平衡，并且每次 NT 出价更高的 B# 后总是为了平衡或任何 4441 伪平衡手牌！

NT 中的第一个出价 = B(2.5 - 3)，平衡或任何 4441 伪平衡

♠ ♥ ♦ ♣ 花色之后的任何出牌，或 = B(3 - 3.5)、B(3.5 - 4)、B(4 -

4.5)、平衡之间的任何 NT 出牌，或任何 4441 伪平衡出牌，等等... 直到 3NT

出牌（~~在最初的第一步~~最后一个），任何花色的叫牌都将显示 B(3.5)+、5+ 花色的牌



Overcalls in 3rd / 4th seat:

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 for your $B\#$ to be 0.5 less) & any **NT** bid after it **will raise** the strength ($B\#$) by **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 show a balanced hand, on the next **Stayman Modification Relay**, use the **Fp Rules** like after **1NT** Opening (the clever trick) to show your exact $B\#$ at the same time you reveal your suit.



第三/第四座位的过叫：

使用 B(1.5)+ 的 DBL，任意平衡（如果是 4/4 高花，您的 B# 可以少 0.5）或 B(3.5)+，任意形状，但在对手开叫 1NT 之后，

使用 DBL 与 B2+，任意平衡（4/4 英寸大专以上，你的 B# 可以是 0.5 或更少）或 B（3.5）+，任何形状。通过的伙伴，与 B（1 - 2）问整体形状。接力赛

第一步（边界叫牌）可能是 Pass，弱手，但如果对手干扰，则 DBL / RDBL = B（1.5 - 2），RF 接力！任何形状（大调中为 4/4，允许您的 B# 少 0.5）。

争叫者第一步答案 = B(1.5 - 3)，任意平衡（大调 4/4 时，允许 B# 少 0.5）并且其后的任何 NT 叫牌都会将强度（B#）提高 0.5

任何花色的叫牌都会显示 B(3.5)+、5+ 花色

如果你的搭档使用了接力，你的答案必须取决于你的牌型。当你亮出一手平衡牌时，在下次斯台曼改制接力中，使用 Fp 规则，就像 1NT 开局（聪明的技巧）之后一样，在亮出你的花色的同时亮出你的 B#。



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 !

第36号版图

北方♠A			
K7			
♥AT32			
♦AQ6			
4♣T6			
西方		东方	
♠J985432		♠QT6	
♥Q9		♥J87	
♦K83		♦J52	
♣		♣K854	
南♠♥K6			
4♦T97♣			
AQJ9732			

双方均有牌, NS使用Fp对东南西北

1♣ 2♠ 双!(DBL!)
3♠ 过 过 双!(DBL!)
过 4♣ 过 4♦! 过 4♥ 过 4♠! 过
4NT 过 5♣! 过 5NT 过 6♣ 过 过 过

使用Exchange询问

1♣! = B2+, 5+ ♣ / B(3 - 4.5), balanced / 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

$$\text{Min PL} = \text{B2} + \text{B4} = 6$$

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!

$\text{PL} = \text{B2} + \text{B4} + 0.5$ (for 9 ♣ Trump cards) – 0.5 (for bad ♠ Void opposite ♠ K) + **0.25***

(force*point) = 6.25* for statistically 75% small **SLAM !!**

$\text{CP} = 10 + 22 = 32$ for statistically 100% small

6♣ = Final Contract

1♣! = B2+, 5+ ♣ / B(3 - 4.5), 平衡 / B(4.5)+, 任何 5+ 牌 suit 或 5/5 bi-color

2♠ = West 的预先投标

DBL! = RF! 询问 B# / 整体或精确形状 最小 PL = B2 + B4 = 6

3♠ = East 的弹幕提高

Pass = B(2 - 2.5), 5+ ♣, 弱。提供同时显示最小 B# 和 suit 的 Exchange 询问投标!

从那一刻起对手一直保持沉默

DBL! = GF! 询问整体形状

4♣ = 颜色 (♦ + ♥) 侧 suit 不包括基本 ♣

suit 的第二步答复 4♦! = 中继! 询问 7♣ 或 5♣ + 精确形状

4♥ = 7 张 ♣ suit 的第一步答复 (推迟最 2 长 suit 的回答)

4♠! = Ex 中继! 要求第二长的花色

4NT! = 0247 / 0427 / 0337 → 7♣ + 花色 + 缺牌

5♣! = 中继! 要求精确形状

5NT! = 0337 精确形状, 10 CP

思考!

PL = B2 + B4 + 0.5 (对于 9 ♣ 王牌) - 0.5

(对于糟糕的 ♠ 缺牌对 ♠ K) + 0.25*

(力量*点数) = 6.25* 统计上 75% 小滚蛋!!

CP = 10 + 22 = 32 统计上 100% 小

6♣ = 最终合约

Board 37

NORTH		
♠KQJT7		
♥9764		
♦		
♣J862		
WEST		EAST
♠543		♠9
♥5		♥A82
♦KT98543		♦AQ2
♣73		♣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

第37号板

北方♠K
QJT7♥
9764
♦
♣J86

西方
♠543
♥5
♦九十八五四三
♣7三

东方
♠9
♥A82
♦A2
♣A K T九五四

南券♠A
八六四
牌型♥
KQJT三
♦J七六
♣Q

双方脆弱, EW 使用Fp

东 南 西 北 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)**, balanced / **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) = **6 for statistically 50% small SLAM**

CP = 4 + 4 (pseudo) + 22 + 4 (pseudo) = 34 **for**
statistically 100% small SLAM

1♣!是B2+, 5+♣ / B(3-4.5), 平衡 / B(4.5)+, 任意
5+牌花色或5/5双花色

1♥是南家出手

2♦是西家自由出手, B(0), 5+♦

3♥是北家预防性出手

DBL!是RF! 询问总体形状

最小PL=B(0)+B(4.5)=4.5

3♠是南家出手

DBL是5♦或7♦+COLOR副花色的第二步答复,

4♠是北家出手

Pass是Pass - 询问第二长花色(精确形状)

Pass是南家出手

双倍 = 7花色牌中的首选答复,
从而推迟了对确切花色的回答

Pass = 北家出牌

4NT! = 中继! 再次询问次长花色

5♠ = 南家出牌

双倍 = 3172 确切花色

从那时起对家一直 Pass 下去

5NT! = 中继! 询问King牌 6♦ = ♦

King 全部通过

PL = B(0) + B(4.5) + 0.5 (9 ♦ 王牌) + 1 (良好的
♥ 单牌) + 1 (良好的 ♠ 单牌) = 6,
统计约50%的小快船 CP = 4 + 4 (伪) + 22 + 4
(伪) = 34, 统计约100%的小快船

THE EXCHANGE ANSWERS

The Exchange Answers are the Fp dynamic weapons & are used for preventing Overbidding, but must be used with great caution until both partners master it.

It is used:

After the 1st player (you) opens 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).

交易所的答案

交换答案是 Fp 动态武器，用于防止过度出价，但必须

在双方都掌握它之前，必须非常谨慎地使用。

它的用途：

在第一位玩家（你）以第一或第二级开叫，并且第一位对手的叫牌达到第二级后，

同伴主动争叫（非弃牌）且第二对手主动争叫（非弃牌）激活交换答案。答案取决于第二对手的争叫（主动或被动）。

在第二位对手被动出牌（Pass）后，交换答题不再生效，并且如果持有 B(0.5)+ 的搭档使用接力成为任务，则开叫者的答案将按 SCOR - SCOR 显示边花色，然后最终显示第二长的花色，从而揭示确切的形状，

所以正常方式无需任何兑换！

但在第二个对手主动出价（而非放弃）后，如果 B(0.5)+ 的搭档使用接力成为任务，则此接力将成为交换询问接力

并要求开牌者展示他/她确切的 B# 而不是边花色！

因此，开叫者会以 0.5 为增量，从 2 到 4 依次显示 B#，但在 1♣ 开叫 B# 之后（必须在 2 到 6.5 之间）。

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 miss a Game or Overbid in the dark !

For example: $1\heartsuit - 2\diamond - \text{DBL} - 3\diamond$

The Opener will show his B# instead of the overall shape:

Pass = B2

DBL = B(2.5)

$3\heartsuit = \text{B}3$

$3\spadesuit = \text{B}(3.5)$

3 NT = B4

After that the Quest may continue with a Relays for the overall and exact shape, the exact strength (the B#), the exact number and kind of all of your TOP Honors and even for the color of them if you think about a GRAND SLAM.



寻找方式可能会继续进行新的联通，首先是旁注套装，然后可能会是第二长的套装，从而发现确切的搭档形状，如此等等...

可能是CPA，所以是正常方式或可放置最终合同。

您可能会看到,它交换了确切形状与确切B#的答案,从而为您提供一些

保证您不会在黑暗中错过游戏或投注过高!

例如: 1♥ - 2♦ - DBL - 3♦

开启者将显示其B#,而不是整体形状:

通行证 = B2

DBL = B(2.5)

3♥ = B3 3♠

= B(3.5) 3

NT = B4

之后,寻找方式可能会继续进行对整体和确切形状、确切强度(B#)、所有TOP荣誉的确切数量和种类,甚至是它们的颜色的中继,如果您考虑大滚钞。



Board 38

	NORTH	
	♠AJ9	
	♥AQ3	
	♦96	
	♣AKT92	
WEST		EAST
♠Q87		♠652
♥T8642		♥7
♦832		♦KQJT754
♣J5		♣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 balanced hand (including pseudo balance), then asking by SCOR – SCOR or using the Modified Stayman & so on ...

第38块

	北方♠A J9 ♥AQ 3♦9 6♣AKT92	
西方		东方
♠Q87		♠652
♥T8642		♥7
♦832		♦KQJT754
♣J5		♣87
	SOUTH	
	♠KT43	
	♥KJ9	
	5♦A	
	♣Q64	
	3	

交易商北方,连续受制,连续悬崖

北方	东方	南方	西方	
1♣!	3♦			4♣ 通过
4♦!	过	6♣ 过		
7NT 过	过	过	过	

1♣! = B2+, 人工多投标, 可能是自然的 5+ ♣
3♦ = 东方超级在第三级别,
使北方追击与下一出价倒置, 通过要求精确 B#,
然后要求基本套装或平衡手牌
(包括伪平衡), 然后通过 SCOR - SCOR
或使用修改后的 Stayman 等等...

$4\clubsuit = B(2.5)$ exact $B\#$

After that, the Opponents Pass Throughout

$4\diamondsuit = \text{Ex Relay!}$ Ask for the overall shape

$6\clubsuit = 4414$ shape shown by pseudo balance JUMP

$PL = B(2.5) + B4 + 0.5$ (for $\clubsuit$ Super FIT) + 0.5 (for Opponents' $\diamondsuit$ Super FIT) = 7.5 .

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 $\diamondsuit$ Singleton proved not to be a 'good' $\diamondsuit$ Singleton, but the $\clubsuit$ Trumps proved to be 9, so the PL dropped only to 7.5 for statistically 100% GRAND SLAM

BBO Bidding went:

$1\clubsuit$ $3\diamondsuit$ DBL p $4\clubsuit$ p $4\diamondsuit$ p $4\heartsuit$ p $4\spadesuit$ p $4NT$ p $5\diamondsuit$ All Pass



4♣= B(2.5) 准确 B#

此后，对手传球

4♦!= Ex Relay! 询问整体形状

6♣ = 4414 形状由伪平衡显示 JUMP PL =
B(2.5) + B4 + 0.5 (对于 ♣ Super

FIT) + 0.5 (对手的 ♦ Super FIT) =
7.5。很遗憾，没有更多空间可以询问

北方为精确的
CP，但它们可以计算出来：

$CP = 4 * B\# + 4 = 4 * 2.5 + 4 = 14$ (1 张 A + 2 张
K) ，因此两手牌的总 $CP = 14 + 22 =$
36，统计上可达到 100% GRAND

SLAM

无论如何，由于 $PL = 8$ ，North
必须打 NT GRAND SLAM

全通行证

注意：♦ Singleton 被证明不是
一个“好的”♦单张，但♣王牌被证明是9，
所以PL只下降到7.5，统计上100%的大满贯

BBO 竞标如下：

1♣ 3♦ DBL p 4♣ p 4♦ p 4♥ p 4♠ p 4NT p 5♦
全部通过



Board 38 repeated

	NORTH	
	♠AJ9	
	♥AQ3	
	♦96	
	♣AKT92	
WEST		EAST
♠Q87		♠652
♥T8642		♥7
♦832		♦KQJT754
♣J5		♣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	4NT!
Pass	5♣	Pass	5♦!
Pass	5♠	Pass	7NT
All Pass			

重复的38号棋墩

	北♠AJ9	
	♥AQ	
	3♦9	
	6♣AKT92	
西		东
♠Q87		♠652
♥T8642		♥7
♦832		♦KQJT754
♣J5		♣87
	SOUTH	
	♠KT43	
	♥KJ9	
	5♦A	
	♣Q64	
	3	

同样的棋局,让我们让EAST当开局人,NS
弱势且玩Fp

EAST SOUTH WEST NORTH 3♦ DBL
Pass 3♥!
Pass 3NT Pass Pass 4♦ Pass Pass 4♣!
4♠ Pass 4NT! Pass 5♣ Pass 5♦! 4♥!
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

3NT = **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

4NT! = **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 with all 3 Controls) + 0.25* (for 4 Aces) = 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

3♦ = 东家的开局

双加 (2.5升) +, 任何平衡或双加 (3.5升) +, 任何

此后的对手会全程PASS

3♥! = 二级B+, RFリレー!问总体手型

3NT = 二级半到三级B, 任何平衡

4♣! = GF!斯泰曼修改版

4♦ = 二级半B+, xx44, 3334, 3343 / 4414

4♥! = 精确リレー!问真实手型

4♠ = 二级半B, 任何4441

4NT! = リレー!问真实手型

5♣ = 4414 精确牌型

5♦! = CPA中继! 通过CPA回答之前弃掉CP

= 4*B# & 通过2 CP展示你剩余的CP以步骤形式

5♠ = 4 CP的第二步答复 + 之前强制移除的4*B# =

4*2.5 = 10 CP 总共14 CP (1个Ace + 2个King)

加上2个EQ (1个真正的Queen + 1个♦ 单板牌型的EQ)

PL = 2.5 + 4 + 0.5 (对于9 ♣) + 0.5 (对于♥

4, 由3个Control牌组成) + 0.25* (对于4个Aces) =

7.25* 统计75%可达大滚蛋

两手牌总计 CP = 14个真实的 + 4个 (♦

花色的虚拟CP) + 22 =

40统计100%可达大滚蛋

7NT = 最终合约

Board 39

	NORTH	
	♠Q2	
	♥A9743	
	♦JT64	
	♣T2	
WEST		EAST
♠AKJT854		♠973
♥		♥KQT
♦Q9		♦AK87
♣J943		♣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

39号棋局

北方♠Q
2♥A97
43♦JT
64♣T2

西
♠AKJT854
♥
♦Q9
♣J943

东
♠973
♥KQT
♦AK87
♣AK8

南方♠6

♥J86
52♦5
3♣Q765

西先手, 南北易位, 东西玩Fp

西 北 东 南

1♠	过 1NT! 过
2♥	传2♠! 过
2NT	传3♣! 过
3♦	传3♥! 过
3♠	传4♣! 过
4♦	传4♥! 过
5♣	传5♦! 过
5♥	通过 6♠ 全部通过

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 Jig** West's 3♠ answer showed 4 cards in ♣ suit; An answer of 4NT 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

1♠ = B(2 - 4), 5+♠

1NT! = B(0.5)+, 强制, 实际上 B(4.5)

2♥ = 5♠ 或 7♠, 等级 / B3+, 7222

2♠! = RF! 玩家+, 询问 7♠ 或 5♠ + 花色

2NT! = 7♠ + 等级 / B(3 - 4), 7222

3♣! = 玩家+, 第一步答复是任何 7024

3♦ = 7042 或 7024 ♠7 + 等级 + 亡牌

3♥! = 中继! 询问第二长牌色 (确切花色)

3♠ = 7024 ♠ 为 4♣, 7♠ + 等级 + 亡牌 (Fp 误导)

4♣! = 中继! 询问确切 B#

注意: (使用Fp Jig

West的3♠答案显示了♣牌的4张牌;

4NT的答案将用于7042的确切形状(使用Fp

jig的4♦)

4♦ = 1st步答案, 恰好是B2

4♥! = Ex CPA中继! 按照7张牌的公式

基本配牌 + 长牌! 1st步的CP答案 = $4 * B\# - 2 = 4 * 2 - 2 = 6$ CP, 5 EQ

5♣ = 3rd步答案, 10 CP, 3 EQ

注意: 明显, West手中持有A+K+1、Q + 2 EQ
(1个长牌和1个void)

5♦! = 中继! 按SCOR询问K + Q花色

5♥ = K+Q形状的1st步答案

6♠ = 最终合约

$PL = 2 + 4.5 + 1$ (针对10 ♠ Trumps) - 1 (针对
'坏的' ♥ 虚空) + 0.5 (对于3 ♦ TOP 荣誉) = 7
统计100%小SLAM (50% GRAND)

CP = 10 真实 + 6 (假) 西方 + 24 (东方) = 40
统计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

板40

北

♠T95

2♥QT75

42

♦5

♣92

西

♠KQJ843

♥3

♦KJ986

♣J

东

♠A7

♥KJ

♦AQ7

♣KQT843

南

♠6

♥A98

6♦T4

32♣A

765

东西双方脆弱,对手全程通过,东西方使用新的Fp竞标

东

3NT

5♣

过关

南

过关 1♥!

过关 4♣!

过关 5♠

过关

西

过关

北

1♣

过关

1♣ = B2+, 5+ ♣ / B(4.5)+, 任意花色
1♥! = RF! 询问整体牌型

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 disappears 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 4NT p 5♥ p 5♠ All Pass

3♣ = 第6步回答由 SCOR 给出 - SCOR (实际上是第8步, 因为有 1♣ 开局) 对 6♣ + RANK (等待出牌) 3♦! = 中继! 询问确切牌型

3NT = 2236 确切牌型, 6♣ + RANK, 无 S / V, 模糊平衡

4♣! = PL+, 询问确切的 B#

5♣ = 精确 B4 的第4步回答

注意: 在使用 5♦! = CPA 中继时, $PL = B4 + B2 = 6$, West 必须计算预期 East 的 CP, 因为 West 手上没有任何 Ace!

预期 East 的 $CP = 4 * B\# + 4 = 4 * 4 + 4 = 20 = 2A + 2K$, 所以对手很可能持有 2 个 Ace, 任何大slam都完全无望。

5♠ =
弃牌和终止

注意: 如果你仍然不相信系统的计算, 请检查 CP:

5♦! = CPA, 第1步回答 = $4 * B\# + 2$, 3 EQ

5♠ = 第二步4 CP的答案 + 之前是必须的

删除了 $4 * B\# = 4 * 4 = 16$ CP, 以及 3 EQ (2 个真实的皇后), 总共 $20 CP = 2A + 2K$

在BBO上的竞拍:

2NT p 3♥ p 3♠ p 4♦ p 4♠ p 4NT p 5♥ p 5♠ 全过

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 seat, Initial Forcing, actually B2

板块 41

北♠985			
♥A652			
♦T7			
4♣K			
Q9			
西		东	
♠A32		♠KQJT4	
♥T84		♥K73	
♦KQJ5		♦982	
♣JT2		♣A6	
南			
♠76			
♥QJ9			
♦A63			
♣8754			
3			

南北双方均弱，对手始终过牌

西 北 东 南 过 过 1♣! 过 1NT 过 2♣! 过 2♦

	传递	2♥!	全部通
3♦	传递	3NT	过

传递 – 传递 - 1♣! = B1+, 任意3/4 方位, 初始强求, 实际为B2

1NT = B(1 - 1.5), 10-12 HCP, balanced / 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 show 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



1NT = B(1 - 1.5), 10-12 HCP, 平衡 / 任何 4441

2♣! = B2+, Stayman! 最小游戏力 = 3.5;

双方最小HCP = 11 + 13 = 24

2♦ = B(1 - 1.5), xx44或3334或3343, 无4
主牌面

2♥! = B2+, RF! 中继!

询问强度或/和准确型

最小游戏力 = B1+ B2 = 3, 最大游戏力 = B(1.5) + B2 =

3♦ ^{3.5}正好 B1, 3343 准确型, 绝对平衡

注意: 2NT竞标将显示更高的B(1.5)

3NT = 以3 FIT结束, 游戏力 = 1 + 2 = 3 & 5

注: 根据杜里夫斯基图表 (平衡手)

B1 = 10 HCP; B(1.5) = 12 HCP; B2 = 13 HCP

BBO中的竞价很奇怪: 2♣ p 2♦

p 3♣ p 3NT 全部通过



Board 42

NORTH

♠AK8
♥76543
♦3
♣9632

WEST

♠976
♥KJ
♦K862
♣Q854

EAST

♠53
♥Q92
♦AJT954
♣T7

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

棋盘 42

北方 ♠A
K8♥76
543
♦3
♣9632

西方
♠976
♥KJ
♦K862
♣Q854

东方
♠53
♥Q92
♦AJT954
♣T7

SOUTH
♠QJT4
♥AT
8♦Q
7♣A
KJ

双方都有弱势, 对方在整个过程中都被动
北方 东方 南方 西方 被动 被动 1♣! 被动

1♠ 被动 1NT! 被动
2♥ 被动 2♠! 被动
3♣ 过1 3NT 全过

过 - 过 - 1♣! = B2+, 任何在第3/4副, 初始强制,
实际上 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 contracts 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 lose 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 in 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 1NT p 2♦ **DBL** 2♥ **All Pass**

1♠ = 正好是 B1、任意 5+ 花色或任意 5+/5+ 双色

1NT! = B2+, RF! 接力! 要求花色

2♥ = 5+♥ 基本花色

2♠! = GF! 接力赛! 用SCOR要求边花

3♣ = 颜色 (♠ + ♣) 黑色的第二步答案
侧花色 (不包括基本♥花色的颜色)

注意: PL = B1 + B3 = 4, 这是 Fp 系统中主要货币的“百慕大三角” PL, 并且通常所有合约都会下跌, 尽管分布不均!

在 Major 中, PL = 4, 你很强
如果您没有 Singleton / Void, 建议您玩
3NT!

思维!

3♥、3♠ 还是 3NT? 在所有情况下, 如果 NS
爆得粗囡 24 则输!

尽管北方可能有单张, 但它要么是中性的 (如果它对面是皇后), 要么是“坏的”单张 (如果它对面是国王!), 并且不会帮助在任何大牌中达成 4 的合约!

因此, 如果北家没有 7 张 ♥
花色, 最好用 3NT 冒险!

3NT =
邀请赛结束全部通过

BBO 中的竞标如下:
p p 1NT p 2♦ DBL 2♥ 全过

Board 43

	NORTH		
	♠J82		
	♥AJT2		
	♦J75		
	♣A82		
	WEST		EAST
	♠75		♠T3
	♥986		♥Q743
	♦83		♦AKQT2
	♣JT6543		♣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	

第43号棋盘

		北	
		♠J82	
		♥AJT	
		2♦J7	
		5♣A8	
		2	
西			东
♠75			♠T3
♥986			♥Q743
♦83			♦AKQT2
♣JT6543			♣K7
		南方♠AK	
		Q964♥K	
		5♦964	
		♣Q9	

EW方脆弱, 全部玩Fp

西 北 东 南 通过 通过 1♣! 1♠ 通过 1NT!
2♦ 2♠ 通过 2NT! 通过 3NT 通过 4♠
全通过

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

2NT! = 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

通过 - 通过 - $1\clubsuit!$ = B2++, 任何在第 3/4 座位, 初始强制, 实际 B(2.5)

$1\spadesuit$ = B(1.5 - 3.0), 5+ $\spadesuit$
(在合伙人通过后的抢断)

通过 = B(0.5) 或更少, 任何形状, 可能是否定的, 实际 B(-2)

注意: Fp 统计上使用 B(-1) 进行计算, 因此 East 的计算最小 PL = B(2.5) + B(-1) = 1.5 如果他们有一打

$1NT!$ = B(1.5), RF! 询问副露 / 形状

$2\diamond$ = East 的自由出价, 5+ $\diamond$

$2\spadesuit$ = 第 4 步答复 (包括通过和双手杀 for 前 2 步) 显示 6 张 $\spadesuit$ 牌 + 形状 ($\clubsuit$ + $\heartsuit$) 副露牌 (不包括基本的 $\spadesuit$ 牌)

从那时起, EW 一直通过

$2NT!$ = GF! 要求第二长端花色(准确形状)

Min PL = B(1.5) + B1 + 0.5 (9 $\spadesuit$ 王牌) = 3 $3NT$ = 6232 形状, 对第二长端花色有模糊平衡的强制性出价

注意: 任何 6223 形状都要使用 $3NT$ 出价!
 $4\spadesuit$ = 签退

BBO 上的出价是:

p p $1\diamond$ $1\spadesuit$ p $2\diamond$ p $3\diamond$ $3\heartsuit$ p $3\spadesuit$ p $4\spadesuit$ All Pass

Board 44

	NORTH		
	♠KJ432		
	♥AK984		
	♦8		
	♣K9		
WEST			EAST
♠A5			♠QT6
♥63			♥QT752
♦AJT9742			♦K6
♣A8			♣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

Board 44

	北♠KJ4 32	
	♥AK98 4♦8	
	♣K9	
西		东
♠A5		♠QT6
♥63		♥QT752
♦AJT9742		♦K6
♣A8		♣742
	南方♠9 87	
	♥J♦Q5	
	3♣QJT6 53	

庄家北, EW易受攻击, 只有NS玩Fp

北方	东方	南方	西 3♦
2♠	Pass	Pass	
3♥	过 3♠		全过

2♠ = B(3 - 4), 5♠/5
任何双花色过
过 = B(-), 无
3♦ = 对手脆弱介入

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 of EW going down by using the '**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 !



Two things are mandatory to become a Bridge Bidding Super Expert:

To learn to count without any error and to use the SCOR – SCOR Convention not only without disturbing but also in the situations with Opponents' Overcalls.

3♥ = 5♥/5♠ 双色牌

Pass

3♠ =

全部让牌

BBO竞价情况如下:

1♠ p 2♠ 3♦ 4♠ p p DBL 全部让牌

设想在北方3♠让牌后,东方出4♦,所有人均让牌至北方,他将根据'13点罚则'计算东西双方可能得分下吨,然后出DBL

'13点罚则':

惩罚总分 = 3 (NS 罚分) + 4 (EW 罚分) + 2 (♥A) +
1 (♠K) + 1 (♥K) + 1 (♣K) + 1 (1小♦ Trump) =
13!

对方必定下吨1手!



两项是成为桥牌竞标超级专家的必需品:

学会无一错误地计数,并不仅在不扰乱的情况下使用
SCOR - SCOR

公约,还要在对手追加叫牌的情况下使用。

Board 45

		NORTH	
		♠AQJ9743	
		♥	
		♦A832	
		♣AK	
WEST		EAST	
♠T		♠52	
♥KQ852		♥T97643	
♦T976		♦K4	
♣Q94		♣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			

第45块

北方
♠AQJ97
43♥♦A8
32♣AK

西方
♠T
♥KQ852
♦T976
黑桃Q94

东方
♠52
♥T97643
菱形4
黑桃762

南方
♠K86
♥AJ♦
QJ5♣
JT853

东家庄, 南北受脆

东南西北过过过 1♣! 过 1♠ 过 1NT!
过 2♣ 过 2♦! 过 2♥ 过 2♠! 过 3♣ 过
3♦! 过 3NT 过 4♣! 过 4♦ 过 4NT! 过
全过

5♥ 过 7♠

Pass - Pass - Pass - 1♣! = Opening Forcing bid in 3rd / 4th seat, B1+, any shape, (8+ HCP), may be strong!

1♠ = B1, any 5 card suit or B(1 - 1.5), any 5+/5+ bi-color

1NT! = 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)

传递-传递-传递-1♣!= 强迫开局出价
在第3/4位置, B1+, 任何形状, (8+ HCP),
可能很强!

1♠= B1, 任何5张牌的花色或 B(1 - 1.5),
任何5+/5+双色

1NT!= B2+, RF! 询问总体形状

2♣= 5+张基础♣花色 (由南方出)

2♦!= GF! 询问总体形状

2♥= 形状边牌的第一步应答

2♠!= 中继! 询问第二长花色

3♣= 3235确切形状 (基础♣花色的出价, 对于
在形状边牌中3对3, 没有第二长花色)

3♦!= CPA! 要求CP (第一步答案 = $4 * B\# + 2 = 4 * 1 + 2 = 6$ CP, 3 EQ)

3NT = 第三步答案 6 CP + 之前必须的 $4 * B\# = 4 * 1 = 4$ CP, 南方的总计 10 CP

= A + K, 以及 1 EQ (由于回答 CP 的第三步)

4♣!= 中继! 要求国王 + 女王的花色 (SCOR
预期的答案)

4♦ = 国王 + 女王的形状的第一步答案 (♠K
+ ♦Q 或 ♥K + ♣Q 或 ♦K + ♠Q)

NOTE: For North the last combination is obviously 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 = B1 + B(4.5) + 1 (for 10 ♠ Trumps) + **0.25*** (force*point for 4 Aces) + **0.25*** (for 5 by 2 Misfit with the 2 Controls) = **7** for statistically **50% GRAND SLAM**

CP = 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!

注意：对于北方来说最后一种组合显然是不可能的。)

4NT! =接力! 用SCOR来询问K+A的颜色

5♥ = RANK Ace + King 的第三步答案

注意：显然南方有♥A + ♠K + ♦Q! 7♠ = 签字 (北方)

PL = B1 + B(4.5) + 1 (10 ♠ 将牌) + (4 A 的强力*点数) + 0 (2 Misfit 和 2 Controls 的 5) = 7 统计上 50% GRAND SLAM CP = 10 + 22 (真实) + 4 伪 (♥ 花色) = 36

统计上 100% 大满贯

注意：Fp 的计算不考虑对手的牌型分布！实际上，如果对手的♣和♠花色分别不能被 3 除以 3 和 2 除以 1，再加上

成功♦技巧，赢得大满贯的几率约为66%，所以实际上，几乎任何申办和参加的大满贯都岌岌可危。这就是为什么这些大满贯不受欢迎的原因！

永不放弃 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 helps 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 your partner's cards. Now you know why the cover of this book looks strange. You can find your 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 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!

并确保你的伴侣永远不会抱怨
你可以向他证明你遵守了 Fp 要求。

桥牌系统不仅拥有强大的工具，而且还能帮助一对情侣建立真正的没有任何冲突的合作关系！

你喜欢Fp提供的工具吗？你能在开始游戏前做出叫牌双明手吗？就像看到花色的长度一样。

以及重要的大牌，可以通过你搭档的牌背面找到。现在你知道为什么这本书的封面看起来很奇怪了吧。你可以用一个问题和一个答案，找到你搭档所有A+K+Q的确切数量，然后你可以问你的

搭档们在哪儿？如果你觉得这很了不起，那就告诉桥牌圈吧

仅计数一项就能为您提供超过 70% 的 TOP 12 比赛合同保证

积分。不妨下注，尤其是在竞标赛上尝试一下。你一定会着迷。

想想吧！

使用它还是防范它，这是你自己的决定！

Board 45 (repeated)

WEST	EAST
♠AQJ9743	♠K86
♥	♥AJ
♦A832	♦QJ5
♣AK	♣JT853

Let's make West the Dealer in the 1st seat

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 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)

第45板(反复)

西	东
♠AQJ9743	♠K86
♥	♥AJ
♦A832	♦QJ5
♣AK	♣JT853

让我们让西部在第1座位作庄家,庄家北,东西易受制

西 1♣	北. 过	东 1♥!	南 过
1♠	过 1NT! 过		
2♠	过 2NT! 过		
3♥	Pass 3♠!		Pass
3NT	Pass 4♣!		Pass
4♦	Pass 4♥!		Pass
4NT	Pass 5♣!		Pass
5♦	传 5♥!		通过
6♦	通过 7♠ 全过		

1♣ = 2+B, 5+张♣牌或4.5+B、任何形状

1♥! = 0.5+B, RF! 询问强度/总体形状

1♠ = 4.5+B, 任何形状, 强

1NT! = GF! 询问总体形状

2♠ = 5+♠ 基本牌型

2NT! = 中继! 询问附加牌色

3♥ = 5♠ 或 7♠ 的第三步答复, RANK (次要)
附加牌色 (主要牌色被排除)

3♠! = **Relay!** Ask for the 2nd longest suit

3NT = B(4.5)+, 7\♠ + 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 = B1 + B(4.5) + 1 (for 10 ♠ Trumps) + 0.25*
(for 5 by 2 Misfit in ♣ with the 2 Controls) + 0.25*
(force*point for 4 Aces) = 7 for statistically 50% GRAND SLAM

CP = 10 + 22 (real) + 4 pseudo (in ♥ suit) = 36 for a statistically 100% GRAND SLAM



3♠! = 接力! 要求第二长的花色

3NT = $B(4.5) + 7\backslash s + \text{RANK}$ 或 $B(5.5) + 7222$

4♣! = 接力赛! 第一步答案是针对任何
7042 或 7024, $7\spadesuit + \text{RANK} + \text{无效}$

4♦ = 7042 或 7024 的第一步答案 = $7\spadesuit + \text{RANK}$
+ 无效, 推迟第二长花色的答案 (7033
不包含在内, 尽管无效)

4♥! = 虚空接力♥花色! 重复询问第二长的花色。

4NT = NT 为 4♦, 7042 精确形状, $7\spadesuit + \text{RANK} + \text{Void}$
(Fp 堵嘴, 节省空间)

5♣! = 接力! 要求准确的B#

5♥ = 第二步答案正好是 B5

5♠! = CPA 接力! 要求 CP (7 张基本花色 +
取消第一步答案 $\text{CP} = 4 * \text{B\#} - 2$ 和 5
EQ) = $4 * 5 - 2 = 18$ CP, 5 EQ

6♦ = 22 CP 的第三步答案 = $3A + K$ 或 $A + 4K$ 以及
3 EQ (1 个真正的 Q + 1 个 EQ (♠ 花色的第 7
张牌), + 1 个 EQ (♥ 空牌)) $7\spadesuit =$
签字 (南方)

$\text{PL} = \text{B1} + \text{B}(4.5) + 1 (10\spadesuit \text{王牌}) +$

(5 的牌面是 2 个 Misfit, ♣ 上有 2 个 Control) $+ (4 \text{ 个 Aces 的 force*point}) = 7$, 统计上大满贯概率为 50%

$\text{CP} = 10 + 22 (\text{真}) + 4 (\text{伪} (\heartsuit \text{花色})) = 36$

统计上 100% 的大满贯



Board 46

WEST

♠A82

♥A4

♦Q76

♣AKJT5

EAST

♠T94

♥Q73

♦AKT432

♣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), balanced / 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♣ = 5th step answer for B4

4♦! = CPA! Before CP answering, discard 4*B# = 16 CP

第46号板

西	东
♠A82	♠T94
♥A4	♥Q73
♦Q76	♦AKT432
♣AKJT5	♣Q

4♦!= 北方过 东 南方过
防守 梭 1♥!
评估! 过 2♦!过
在回 过 3♣!过
答防 过 4♦!过
守评 过 5♣!过
估之 通过5NT! 通过
前:吉 通过7NT 全部通过
弃4♥B
#元16
梅花Q
点防
1♣= 强2+张, 5+梅花 / 均衡 B(3 - 4.5) / B(4.5)+, 任意

- 1♥!= 中继! 询问总体实力/形状
- 2♣= 强2+张, 5梅花或7梅花, 侧边花色形状
- 2♦!= 中继! 询问确切形状
- 2NT= 3235 确切形状
- 3♣!= 中继! 询问确切B#
- 4♣= 5@进程回答B4

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 Jack or J + 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♦) + 1.0 (for 3 TOP Honors in ♦; the K + Q chance of being in Minors is statistically greater than being in Major) + 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, or 0% GRAND SLAM, but East can count 13 fast tricks !

7NT = Final Contract



4NT = 第三步答案: $6\text{ CP} + 16\text{ CP} = 22\text{ CP}$, 1 EQ

5♣! = 接力! 用 SCOR 要求 K+Q 花色

5♠ = RANK 的第三步答案: King + Q

5NT! = 接力! 要长花色的 J 或 J+T

6♥ = 第三步答案 = 长花色的 J + 10

思维!

NT PL - B4 + B(1.5) + 0.5 (9♦) + 1.0 (♦ 中的 3 个 TOP 大牌; 从统计上看, K + Q 成为小牌的概率大于成为大牌的概率) + 1.0 (3 个 TOP ♣ 中的大牌) + 0.25* (4 张 A 的牌力*点数) - 0.5 (两手牌中 A 的数量都多于 K 的数量) = 7.75*, 统计上 100% 大满贯

CP = 22 + 10 = 32, 统计上 100% 小型 SLAM, 或 0% 大满贯, 但东家可以算出 13 个快速技巧!

7NT = 最终合同



Board 47

	NORTH	
	♠T76	
	♥97	
	♦AJ	
	♣AQT853	
WEST		EAST
♠J95		♠KQ843
♥K6542		♥AQ3
♦QT94		♦K72
♣6		♣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	

第47板

		北方	
		♠T76	
		♥97	
		♦AJ ♣A	
		QT853	
西		东	
♠J95		♠KQ843	
♥K6542		♥AQ3	
♦QT94		♦K72	
♣6		♣74	
	南		
	♠A2		
	♥JT8		
	♦8653		
	♣KJ92		

南北方有弱势, 只有东西双方参与Fp

南	西	北	东	
不叫	不叫	2♣		2♠
双	再双!	3♣		DBL
传	3♦!	过		3♠
过	过	全过		

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

! = Ask for the 2nd longest suit

4♠ = Sign Off

All Pass.

The probability of East having max B# = 3 after
both Opponents had active announcements must be
excluded !



通过 - 通过 - $2\clubsuit$ = 北的'精密俱乐部'开场 $2\spadesuit$ = 东在第三坐下遵循伙伴'通过'后的超牌, 有 $5+\spadesuit$

DBL = 对手的主动出价(可能因有短 $\spadesuit$ 且有 $\clubsuit$ 支持)(想要了解请问)

RDBL! = B1+, RF! 换牌询问! 这是询问确切的B值,而非侧边花色

最小手牌值 = $B(1.5) + B1$
(考虑单一 $\clubsuit$ 后升值) = 2.5, 最大手牌值 = 4

$3\clubsuit$ = 北方出价

$3\diamond$ = 第三步回应 (第一步 = 通过, 第二步 = DBL) 代表正好 $B(2.5)$

从此以后, 南北双方一直'通过'

! = 询问第二长花色 $4\spadesuit$ = 结束出价

全部通过

东方可能有最大B值 = 3
的概率必须被排除! 双方对手都有主动出价



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 seat, 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

如果双方都玩 Fp (叫牌发布于
仅供学习之用)

NS 脆弱, 双方都玩 Fp 西南 东北 Pass Pass
1♣! 1♠

过牌 1NT! 2♣ 2♦
3♣ 4♠ 全过

通过 - 通过 - 1♣! =
强制在第三座位开局, B1+, 任何形状, 8+
HCP, 可能非常强! ♠

通过 = B(0.5) 或更少, 任何形状或任何 4441
1NT! = B(1 - 1.5)+, RF! 交换要求精确的 B#!

最小 PL = B(1.5) + B1 (西方升级为 ♣
Singleton 后的实际 B#) = 2.5, 最大 PL =
4

2♣ = B(2 - 3), 5+♣
2♦ = 第三步答案 (第一步 = 通过, 第二步 =
DBL) 恰好为 B(2.5)
3♣ = 4 张牌 ♣ 花色 (DBL 将显示 3 张牌 ♣ 花色)
4♠ = 签字

全通行证

BBO 中的叫牌方式如下:

p p 2♣ 2♠ DBL 3♠ 全过

Game after Game with Force Point

Fp is very strong in Bidding Contests. Some players say there are no opponents' overcalls in Bidding Contests, which is not quite true. So many factors can affect your result in 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 to catch 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 to learn if you do not pay enough attention to the marked defensive **Rules** based on vulnerability, the overcall levels, and your strength for effective interference. If the other Fp fields are hardwood floors, that field is 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 in Team Tournaments)



使用 Force Point 进行一场又一场的游戏

Fp 在叫牌比赛中非常强。有些玩家说叫牌比赛中没有对手的争叫，这并不完全正确。很多因素都会影响你在叫牌比赛中的结果，包括部分得分局。不要以为它们只适用于满贯赛，尽管大多数

任何比赛最有趣的部分莫过于大满贯赛场。尤其是大满贯，以及更高级的无将大满贯，而且这些大满贯的牌型并不均衡！我承认，有时候即使用 Fp 也很难抓住它们。

该系统几乎不受对手先发制人开叫或♠牌中3级以下的跳叫影响，因为它仍然可以找到游戏的胜率并计算搭档的 C P。该系统的这一部分在

仅限页面，但如果你没有足够注意基于弱点、争叫等级和有效干扰实力的标记防守规则，学习起来并不容易。如果其他 Fp 场地是硬木地板，那么该场地就如同薄冰；前往那里要非常小心。

关键是要熟悉 Fp 规则，就是这样！

你对 Fp 满意吗？如果你不认真对待桥牌叫牌，那么这个系统不适合你。它需要想象力和快速思考（除非你玩的是团队游戏）。

锦标赛



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

48号棋盘

北♠QJ
2♥AK3
♦KQT7
4♣A9

西

♠K98
♥QT965
♦J832
♣J

东

♠T753
♥J742
♦A96
♣Q3

SOUTH

♠A64
♥8
♦5
♣KT876542

庄家北, 全方位脆弱, (对手全程弃牌)

北 东 南 西

1♦ 过 1♥! 过

2♣ 过 2♦! 过

2NT 过 3♣! 过

4♣ 过 4♦! 过

4♠ 过 4NT! 过

5♦ 过 5♥! 过

5♠ 过 5NT! 过

6♣ 过 6NT全部通过

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

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 as a
combination in practice !

4NT! = **Relay!** Ask for the Kings' colors by **SCOR**

5♦ = 2nd step answer for **2 COLOR Kings (red or black)**

Mama Mia, 2 'bad' Singletons, so

♣ **PL** = B4 + B(2.5) + 1 (for 10 Trumps in in ♣ suit) – 1
(for 'bad' ♥ Singleton) - 1 (for 'bad' ♦ Singleton) = **5.5**
for statistically 0% Small SLAM in ♣

1♦ = B(2.5 - 4.5), 5+ ♦

1♥! = B(0.5)+, RF! 询问强度或附加牌色

2♣ = 第三步答复RANK附加牌色或2272

2♦! = GF! 询问形状

2NT = 投标3352确切形状的基本♦牌色

3♣! = 中继! 询问确切的B号

4♣ = 第五步答复B4

4♦! = CPA! 询问控制牌

4♠ = 第二步答复4个控制牌 + 先前必须的4*B# =
4*4 = 16个控制牌, 总计20个控制牌 = 2A + 2K
以及2EQ (显然是2个真正的王后)

因为北方没有 S / V)

双方手牌的总公制计分点数: 20 + 10 + 8

伪公制计分点数 = 38,

这明显显示存在与对方国王重复的情况

单张牌 (Singletons), 因为38公制计分点数在
实践中不存在作为组合

4NT! = 中继! 询问国王的颜色(红色或黑色)

5♦ = 答复 2 种颜色国王 (红色或黑色) 的第二步

妈呀, 2张'坏'单张牌, 所以

♣ PL = B4 + B(2.5) + 1 (对于♣ 主牌10张) - 1
(对于'坏'♥单张牌) - 1 (对于'坏'♦单张牌) = 5.5,
统计学上♣ 小滚蛋几乎为0%

5♥! = Relay! Ask for the colors of the Queens by **SCOR**

5♠ = 1st step answer for 2 SHAPE Queens

5NT! = Relay! Ask for the colors of the Aces by **SCOR**

6♣ = 1st step answer for 2 SHAPE Aces

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

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 as you may see, nothing can stop **a player from investigating** 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 great fun.

In BBO the Bidding was: 1♦ p 3♣ p **3NT All Pass**

5♥! =接力! 通过 SCOR 询问女王的颜色

5♠ = 第一步答案为 2 SHAPE 皇后

5NT! =接力赛! 通过SCOR询问Ace的颜色

6♣ = 第一步答案, 2 SHAPE A

NT PL = $B4 + B(2.5) + 1$ (♣花色的 10 张牌) -
1 (♥单张) - 1 (♦单张) = 5.5, 统计上 50%
小 NT SLAM

统计上 50% 小型 SLAM 的 CP = $20 + 10 =$
30 (100% 小型 SLAM, 具有 2 个良好 FIT) 6NT
= 签字

注意: 大满贯有点危险, 因为
北方的 Aces 可能在 ♥ 和 ♦
中, 并且如果北方至少没有
♣J, 南方就必须很幸运才能找到 ♣A
在哪里以及它是否是单例。

幸运的是, 北方拥有 ♣A, 解决了所有问题
疑问! NS 非常幸运, 没错, 但 Slam 的机会仍然
存在, 而且正如你所见, 没有什么能阻止玩家最大
限度地调查同伴的手牌, 因为游戏关卡的早期信息
。如果你学习 Fp, 你会喜欢玩所有

可能会大满贯, 并且会很有趣。

在 BBO 中, 叫牌方式为: 1♦ p 3♣ p 3NT All Pass

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 at least 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 cards in the suit

For 6+/5+ bi-color add: $n - 9$ HCP, where 'n' is the number of cards in both bi-color suits

用经典HCP进行Fp计算的玩家

单牌Ace = 7 HCP (Ace + Void = 4 + 3 = 7 HCP) Ace = 4 HCP

国王 = 3 HCP

皇后 = 2 HCP, 皇阁 = 1 HCP

单牌 (除了单牌Ace) = 2 HCP

空牌 = 3 HCP

4 张牌的花色中至少有 2 个顶级长牌, 则额外增加的 HCP 值为顶级长牌的数目 (当你手中有 AKQ 时, 你的 Jack 也算作顶级长牌)

对于 AK(xx) 或 KQ(xx), 额外增加 2 HCP
(单独计算长牌)

对于 AKQ(x), 额外增加 3 HCP
(单独计算长牌)

对于AKQJ加4个额外HCP (分别计算点数)

对于任何5张或更多牌的花色, 如果有2张最高牌位(TOP), 则加: $n - 4$ HCP, 其中 'n' 是该花色的牌数

对于6+/5+双色, 加: $n - 9$ HCP,
其中 'n' 是两种双色花色的总牌数

Your **B#** (the contract tricks) = $(T - 5)/4$, where **T** are your **Total HCP**. **Pay attention that T - 5** must always be approximated to 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 trick.

No more **Adjustments** are necessary with this **Counting**. It may be very important for the casual bridge systems that are not able to discover the exact player's distribution. A precise Counting helps in discovering the Slams that most of the players cannot sense.

Mr. Jordan Gechev contributed to that **Counting with HCP**.

你的梅度(合约技巧) = $(T - 5)/4$, 其中 T 为你的总HCP点数。注意 T - 5 必须总是近似到一个偶数!

知道如何近似你的 T - 5 结果在显示为奇数时非常重要:

手牌平衡(无6+牌suit, 无伪 S/V suit)时加1 HCP, 但手牌不平衡时减1 HCP!

游戏的出牌级别(PL) = 双方伙伴梅度之和

若双方手上有9张同花(Super Fit), 或有'良好'的单张, 或有协杀或主牌配合有2个控制牌, 或对手bid了你的单张suit时, 请升级你的梅度(或者PL)0.5个合约技巧。

若双方手上有10+张同花(Super Fit), 或有'良好'的单张, 或有第二个与3大牌配合的主牌, 或对手bid了你的单张suit时, 请升级你的梅度1个合约技巧。

有了这种计分法就不需要再做其他调整了。这对一般桥牌玩家来说非常重要

无法发现玩家确切分布的系统。精确计算有助于发现大多数玩家感知不到的拍点。

乔丹·格奇夫先生参与了该计算使用HCP。

Use the email force-point@force-point.com to buy a pair license (\$26.10, tax included) 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 the Internet or practicing the system during the time of learning. Upon PayPal 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 \$26.10 and receive 4 Sysnotes programs and 4 PDF e-Books.

The **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 during 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 the main C:\ForcePoint folder, the set of old **GIB** files, the Opponents can bid by **SAYC** & play automatically.

使用电子邮件 force-point@force-point.com
购买一对许可证（26.10
美元，含税），以便在国际锦标赛上使用 Fp
并接收 Sysnotes
的 ForcePoint system® 出价进行视觉观察
的计算机程序和适合您和您的伙伴的 PDF
电子书 “Slam after Slam with Force
Point”。

Sysnotes 可用于在
学习期间，您可以上网或在学习期间练习该系统。
PayPal 确认付款后，您和您的伙伴将收到一个
Google Drive
链接，用于下载演示计数程序、Sysnotes 以及
PDF 电子书。团队游戏，请支付
2 次 26.10 美元，可获得 4 个 Sysnotes 程序和 4
本 PDF 电子书。

Sysnotes 程序就像一本书，它将帮助你更快地学习
Fp，因为你将能够看到所有
竞标机制及其顺序贯穿整个书籍，在竞标期间使用鼠
标。

您可以安装免费的 DEMO 电脑
程序会提供手牌计数，这样您就可以通过单独的
Sysnotes 程序查看出牌情况，手动出牌和玩牌。该程
序用于手动出牌和玩牌，因此请将其设置为 “人工”
，但如果您找到并粘贴主 C:\ForcePoint

文件夹，旧的 GIB 文件集，对手可以通过 SAYC 出价
并自动玩。

Find out where is the West's King !

Board 49

	NORTH	
	♠82	
	♥AK942	
	♦Q874J8	
WEST		EAST
♠AJ		♠KQT65
♥8		♥T73
♦AKJ9		♦T
♣A9543		♣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? How to find where is that very important King?

找出西方之王的所在！

棋盘 49

北方♠8			
2			
♥AK942			
♦Q874J8			
西		东	
♠AJ		♠KQT65	
♥8		♥T73	
♦AKJ9		♦T	
♣A9543		♣Q762	
南♠97			
4			
♥QJ			
65♦6			
5♣KT			

西家庄家，东西双垒，先手至负

西 1♣	北 1♥	东 双!	南 2♥
2♠	过 2NT! 过		
3♦	过 3♥! 过		
4♣	过 4♦! 过		
4NT	过 5♣! 过		
5♦	摆过5♠全过		

密切观察West的手牌。如果♦K是♣K,你会怎么做?
如何找出那个非常重要的King的位置?

Does your system have tools for finding the colors of the TOP 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 raised 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 (for 9 ♣ cards) = 6

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 = 6 – 0.5 (for the 'bad' Singleton) = 5.5
and any hope for a Small Slam disappeared !

5♠ = **Sign Off**

您的系统是否有工具可以找到 TOP
荣誉的颜色?

1♣ = B2+, 5+ ♣ 或 B(4.5)+, 任何形状, 实际 B4

1♥ = 对手 (北) 出价

DBL! = RF 中继! 询问力量或/和形状 2♥ = 对手 (南)
出价

2♠ = B3+, 5♣ 或 7♣, 形状 / B3, 2227

从那一点开始, 对手一直通过

2NT! = GF! 询问 7♣ 或 5♣ + 形状

3♦ = 5♣ + 形状, 3145 精确形状

3♥! = 中继! 询问精确 B#

4♣ = 对于 B4 的第三步答复 (西方在对手♥出价后将
B# 从 B4 提高到 B5。检查 Fp

升级所需的条件: CP ≥ 4星 升级后B#数 = 22 ≥ 4*5
= 20)

PL = B5 + B(0.5) + 0.5 (对于9个♣卡) = 6

4♦! = CPA中继! 询问CP。第一步答案 = 4*4 + 2 = 18
CP, 3 EQ

4NT = 22 CP的第三步答案, 1 EQ (在♥单牌,
所以没有真正的王牌)

5♣! = 中继! 询问王牌花色

5♦ = ♦王牌

PL = 6 - 0.5 (对于'糟糕的'单牌) = 5.5

任何小滚石的希望都消失了!

5♠ = 结束

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
Pass	Pass	Pass	

板块 50

北
♠♥AK8
♦KJ43
♣AK854
3

西
♠J432
♥JT9764
♦T82
♣-

东
♠AQT5
♥Q532
♦A5
♣QT7

南♠K9
876♥
♦Q976

♣J962

庄家, 双方不脆弱, 只有南北打Fp NORTH 1♣

	东	南 2♠	西 4♥
	2♣		
双开! 过 5♣ 过			
通过	通过 通过		

1♣ = B2+, 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) + B1 (after upgrading with 1.0 for the Void in the Opponents' ♥ suit) + 1 (for 10 ♣ Trumps) – 1 (for 'bad' ♥ Void opposite the King) = **5.5, so no Small Slam.**

North's expected **CP = 4 + 24 = 28** are enough for a game in Minors

All Pass

BBO Bidding:

1♣ DBL 1♠ 4♥ DBL p 5♣ p 6♣ All Pass



1♣ = B2+, 5+♣ 或 B(4.5)+, 任意花色

2♣ = 4♠ & 4♥ (Landy, 由对手预先提示), 14-15 HCP

2♠ = B(0), 5+♠, 自由竞价

4♥ = West 的炮击性竞价, 试图破坏终端合约

DBL! = 请求! 问副长花色

从那时起, 对手在 5♣ 过程中一直盖牌, 是 5♠ 或 7♠ 的第三步答复, 请排列副长花色

思考中!

PL = B(4.5) + B1 (在对手♥ 花色空缺后升级 1.0) + 1 (10♣ 王牌) - 1 ('不利' ♥ 花色空缺与王相对) = 5.5, 所以没有小滚蛋

North 预期的 CP = 4 + 24 = 28, 足以在小色中实现游戏

全部通过

BBO出价:

1♣ 双倍 1♠ 4♥ 双倍 p 5♣ p 6♣ 全部通过



Board 51

WEST

♠T2

♥KQT9

♦Q65

♣8642

EAST

♠AK7

♥J63

♦AKJT98

♣7

East Dealer, All Vulnerable, Opponents **Pass** throughout

EAST	SOUTH	WEST	NORTH
-------------	--------------	-------------	--------------

1♦	Pass	1NT	Pass
----	------	-----	------

2♣!	Pass	2♥	Pass
-----	------	----	------

2♠!	Pass	3♣	Pass
-----	------	----	------

3♦!	Pass	3NT	Pass
-----	------	-----	------

5♦	Pass	Pass	Pass
----	------	------	------

1♦ = B2+, 5+ card ♦ suit

1NT = B(0), any balance

2♣! = **Stayman Modification Relay!** Ask for 4 card Major

2♥ = 4 cards in ♥

2♠! = **Relay!** Ask for strengt / 4 card suit

3♣ = exactly B(0), 4 cards in ♣ suit

3♦ = **Relay!** Ask for 3 card suit

3NT = NT for 3♦, **Fp Jig**)

5♦ = Signoff

NOTE: The minimum expected **West's CP = 4.**

The Total CP in both hands are **24 + 4 = 28, enough for a successful Game in Minors despite the Play Level (PL). Remember that very well !**

第51号板

西

♠T2

♥KQT9

♦Q65

♣8642

东

♠AK7

♥J63

♦AKJT98

♣7

东家庄, 全岗位易损, 对方全过关 东 南 西 北 1♦ 过
1NT 过

2♣! 过

2♥ 过

2♠! 过 3♣ 过

3♦! 过 3NT 过

5♦ 过 过 过

1♦ = B2+, ♦牌5+张

1NT = B(0), 任何平衡

2♣! = Stayman Modification Relay! 问问4个主牌

2♥ = 4枚のハート

2♠! = リレー! 強さ/4枚スートを確認

3♣ = 丁度B(0), 4枚のクラブ

3♦ = リレー! 3枚スートを確認

3NT = 3♦ に対するNT, Fp Jig)

5♦ = 降参

備考: 西側の最低CP合計は4と考えられる。
両者のCP合計は $24 + 4 = 28$ で、プレーレベル(PL)
)にかかわらず、マイナースーツのゲームを成立
させるのに十分である。
これを十分に肝に銘じよう!

5♦ = Sign off

PL = B(3.5) + B(0) + 1 (for the 'good' ♣ Singleton) + 0.5 (for 9 Trumps in ♦ suit) = 5 for statistically 50% game in Minor suit

CP = 28 for 100% game in Minor

I hope you paid attention to how powerful the Fp calculations are, making the system the strongest bridge bidding system in the world !

Thank you if you do!



Let me show you what bids you will see in the special System Notes (Sysnotes) computer program after 1♣ Opening

1♣ = B2+, 5+♣ / B(3 - 4.5), balanced (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+♣ + Honor / B(1.5)+, any shape, no bi-color, RF! (go to the next page)

NOTE: If there is an Overcall:

→ The 1st step (PASS) shows a weak hand: B(2 -

5♦ = 签字

PL = B(3.5) + B(0) +
1 (对于“好”的♣单张) +
0.5 (对于♦花色的9张王牌) =
5, 统计上小花色的胜率为50%
CP = 28 (小联盟100%比赛)

我希望您注意到 Fp 计算有多么强大, 这使得
该系统成为世界上最强大的桥牌叫牌系统!

如果您愿意的话, 谢谢!



让我告诉你你将在

1♣开局后的特殊系统注释 (Sysnotes) 计算机程序

1♣ = B2+, 5+♣ / B(3 - 4.5), 平衡 (没有 5+ 牌花色,
没有单张 / 空牌) / B(4.5)+, 任何 5+ 牌花色或任何
双色 (强力多重出价)。使用鼠标转到下一页。

→ 1♥! = B(0.5)+, 2+♣ + 荣誉 /
B(1.5)+, 任意形状, 无双色, RF! (转到下一页)

注意: 如果有争叫:

→ 第一步 (PASS) 表明手牌较弱: B(2 -

2.5), 5+♣

→ **The 2nd step (DBL or RDBL) = strong B(4.5 - 6.5), any 5+ / 5/5 any bi-color**

→ **Then come the answers with B(3 to 4), but use the bid in NT for B(3.5 - 4), strong NT, 18-19 HCP, balanced (no 5 + card suit, no Singleton)**

→ **B(3 - 4), 5♣ or 7♣, SHAPE / B3, 2227**

→ **5♣ or 7♣, COLOR / B(3.5), 2227**

→ **5♣ or 7♣, RANK / B4, 2227**

→ **6♣ or 8♣, SHAPE**

→ **6♣ or 8♣, COLOR**

→ **3♣ = 6♣ or 8♣, RANK (waiting bid)**

After an Overcall and the 1st step answer (PASS) may come the Relay for the overall shape:

The step answers are:

→ **B(2 - 2.5), 5♣ or 7♣, SHAPE / B2, 2227**

→ **5♣ or 7♣, COLOR / B(2.5), 2227**

→ **5♣ or 7♣, RANK**

→ **6♣ or 8♣, SHAPE**

→ **6♣ or 8♣, COLOR**

→ **3♣ = 6♣ or 8♣, RANK (waiting bid)**

On a new Relays you must show the exact shape (usually the 2nd longest suit), except for the 6 or 8 card suits, where the 1st step answer is reserved for **SHAPE, COLOR or RANK + Void or S+V** respectively.

2.5), 5+♣

→ 第2步 (DBL 或 RDBL) = 强手 B(4.5 - 6.5), 任何5张+ / 5/5 双花色

→ 然后是有 B(3 到 4)的回答, 但要用 NT 出价 B(3.5 - 4), 强NT, 18-19 HCP, 均衡 (无5张+牌suit, 无单牌)

→ B(3 - 4), 5♣ 或 7♣, 形状 / B3, 2227 → 5♣ 或 7♣, 颜色 / B(3.5), 2227 → 5♣ 或 7♣, 等级 / B4, 2227

→ 6♣ 或 8♣, 形状

→ 6♣ 或 8♣, 颜色

→ 3♣ = 6♣ 或 8♣, 等级 (等待出价)

在一次过牌和第一步回答 (PASS) 之后 可能会来中继以了解全局形状:

答题步骤如下:

→ B(2 - 2.5), 5♣或7♣, 花色 / B2, 2227

→ 5♣或7♣, 颜色 / B(2.5), 2227

→ 5♣或7♣, 等级

→ 6♣或8♣, 花色

→ 6♣或8♣, 颜色

→ 3♣ = 6♣或8♣, 等级 (等待出牌)

在新的中继过程中, 你必须显示准确的花色 (通常是最长的两种花色), 但对于6张或8张的花色手牌, 第一步回答保留用于花色、颜色或等级 + 缺失或 S+V。

If you are strong, the next steps are for the exact shape. If you are weak, a Relay may follow for clarifying the exact shape after **RANK + Void** or **S+V** respectively.

If there is not an Overcall:

→ $1\spadesuit = \mathbf{B(4.5 - 6.5)}$, strong, any 5+ card suit or any 5+/5+ bi-color

→ $1\text{NT} = \mathbf{B(3 - 4.5)}$, strong, 16-21 (22), balanced

From here start SCOR – SCOR with B(2 to 4)

→ $2\clubsuit = \mathbf{B(2 - 4)}$, $5\clubsuit$ or $7\clubsuit$, **SHAPE / B2**, 222

→ $2\diamondsuit = 5\clubsuit$ or $7\clubsuit$, **COLOR / B(2.5)**, 2227

→ $2\heartsuit = 5\clubsuit$ or $7\clubsuit$, **RANK / B3+**, 2227

→ $2\spadesuit = 6\clubsuit$ or $8\clubsuit$, **SHAPE**

→ $2\text{NT} = 6\clubsuit$ or $8\clubsuit$, **COLOR**

→ $6\clubsuit$ or $8\clubsuit$, **RANK** (waiting bid)

On a **new Relays** you must show the side suits, then the 2nd longest suit, except for the 6 or 8 card suits, where the 1st step answer is reserved for **SHAPE, COLOR or RANK respectively + Void** or **S+V**, and the next steps are for the exact shape

For example: with $6\clubsuit$ or $8\clubsuit$, **RANK**, after a new Relay, let it be $3\diamondsuit$!, which asks for the exact shape, the answers will be:

如果你很强大,接下来的步骤适用于精确的形状。如果你很弱,继而可能会有中继来澄清RANK + Void或S+V之后的精确形状。

如果没有超越:

→ 1♠ = B(4.5 - 6.5),强,任何5+牌花色或任何5+/5+双花色

→ 1NT = B(3 - 4.5),强,16-21(22),平衡

从这里开始SCOR - SCOR与B(2至4)

→ 2♣ = B(2 - 4),5♣或7♣,形状/B2,222

→ 2♦ = 5♣或7♣,颜色/B(2.5),2227

→ 2♥ = 5♣或7♣,级别/B3+,2227

→ 2♠ = 6♣或8♣,形状

→ 2NT = 6♣或8♣,颜色

→ 6♣或8♣,等级(等待出价)

在一个新的续跟加强询问中,你必须展示副花色,2nd 最后花色,除了6或8牌花色,其中1st 步答复保留为形状、颜色或等级分别 + 无牌或S+V,接下来的步骤是用于确切的形状

例如: 有6♣或8♣,等级,在新的续跟加强询问后,设为3♦!,这询问确切的形状,答复将是:

- 3♥ = 6♣ or 8♣, **RANK + Void or S+V**
- 3♠ = 4261 → 6♦ + **RANK**
- 3NT = 2263 → no S / V, ambiguous balance
- 4♣ = 1183 → 8♦ + **RANK**, no Void
- 4♦ = 3361 → 6♦ + **RANK** (what exactly East holds

with this game)

- 4♥ = 2461 → 6♦ + **RANK**
- 4♠ = B2, 2218 → 8♦ + **RANK**, no Void
- 4NT = B(2.5), 2281 → 8♦ + **RANK**, no Void
- 5♣ = B3, 2218 → 8♦ + **RANK**, no Void
- 5♦ = B(2.5), 2281 → 8♦ + **RANK**, no Void
- 5♥ = B4, 2218 → 8♦ + **RANK**, no Void

After the answer that shows 6♣ or 8♣, **SHAPE**, **COLOR** or **RANK** respectively + **Void or S+V**, a new **Relay** is required to reveal the exact shape:

For example,: The answers after 6♣ or 8♣, **SHAPE** & a new **Relay**, let it be 3♦, which will ask for the exact shape, will be:

- 3♥ = 3046 → unusual, 6♣ + SHAPE + Void
- 3♠ = 4036 → 6♣ + SHAPE + Void
- 3NT = 2038 → NT for 3♦, 8♣ + SHAPE + Void
- 4♣ = 3028 → ♣ for 3♠, 8♣ + SHAPE + Void
- 4♦ = B3, 1048 → 8♣ + SHAPE + S+V
- 4♥ = empty
- 4♠ = B3, 4018 → 8♣ + SHAPE + S+V



→ 3♥ = 6♣ 或 8♣, 等级 + 空缺 或 S+V

→ 3♠ = 4261 → 6♦ + 等级

→ 3NT = 2263 → 无 S / V, 模糊平衡 → 4♣ = 1183 → 8♦ + 等级, 无空缺

→ 4♦ = 3361 → 6♦ + 等级 (东方手中持有什么)

→ 4♥ = 2461 → 6♦ + 等级

→ 4♠ = B2, 2218 → 8♦ + 等级, 无空缺

→ 4NT = B(2.5), 2281 → 8♦ + 等级, 无空缺 →

5♣ = B3, 2218 → 8♦ + 等级, 无空缺

→ 5♦ = B(2.5), 2281 → 8♦ + 等级, 无空缺

→ 5♥ = B4, 2218 → 8♦ + 等级, 无空缺

在显示 6♣ 或 8♣, 形状, 颜色或等级 + 空缺或 S+V 之后, 需要进行新的中继以揭示确切的形状:

例如, 6♣ 或 8♣ 之后的答案, 形状 & 新的 Relay, 设为 3♦, 它将要求确切的形状, 将是:

3♥ = 3046 → 异常, 6♣ + 形状 + 单一花色

3♠ = 4036 → 6♣ + 形状 + 单一花色

3NT = 2038 → 3♦ 的 NT, 8♣ + 形状 + 单一花色

4♣ = 3028 → 3♠ 的 ♣, 8♣ + 形状 + 单一花色

4♦ = B3, 1048 → 8♣ + 形状 + 主+单一

4♥ = 空

4♠ = B3, 4018 → 8♣ + 形状 + 主+单一



NOTE: No preliminary strong bids like the above ones (for a strong hand with B(4.5)+ & for a strong balanced hand with B(3.5 to 4) **after 1♦, 1♥ & 1♠ Opening bids**, so after a **Relay**. with these Openings the **SCOR – SCOR Convention** starts from the 1st bid if there is no Overcall !

→ The step answers are:

→ **B(3 - 4), 5♦ or 7♦, SHAPE / B3, 2227**

→ 5♦ or 7♦, **COLOR / B(3.5), 2227**

→ 5♦ or 7♦, **RANK / B, 2227**

→ 6♦ or 8♦, **SHAPE** → a new **Relay** for the shape

→ 6♦ or 8♦, **COLOR** → a new **Relay** for the shape

→ 6♦ or 8♦, **RANK** (waiting bid) → a new

Relay for the exact shape

With an Overcall, the bids are the same as after 1♣ Opening:

→ **B(2 - 2.5), 5♦ or 7♦, SHAPE / B2, 2272**

→ 5♦ or 7♦, **COLOR / B(2.5), 2272**

→ 5♦ or 7♦, **RANK**

→ 6♦ or 8♦, **SHAPE**

→ 6♦ or 8♦, **COLOR**

→ 6♦ or 8♦, **RANK** (waiting bid)

注：没有像

上述（对于具有 B(4.5)+ 的强手牌和具有 B(3.5 到 4) 的强平衡手牌，在 1♦、1♥ 和 1♠ 开叫之后，因此在接力赛之后。在这些开叫中，如果没有过叫，则 SCOR - SCOR 约定从第一次叫牌开始！

→ 步骤答案是：

→ B(3 - 4), 5♦ 或 7♦, 形状 / B3, 2227 →
5♦ 或 7♦, 颜色 / B(3.5), 2227

→ 5♦ 或 7♦, 等级 / B, 2227

→ 6♦ 或 8♦, 形状 → 形状的新接力 → 6♦ 或
8♦, 颜色 → 形状的新接力 → 6♦ 或
8♦, 等级（等待出价） → 形状相同的新接力

过叫时，叫牌与 1♣ 开叫后相同：

→ B(2 - 2.5), 5♦ 或 7♦, 形状 / B2, 2272 →
5♦ 或 7♦, 颜色 / B(2.5), 2272

→ 5♦ 或 7♦, 排名

→ 6♦ 或 8♦, 形状

→ 6♦ 或 8♦, 颜色

→ 6♦ 或 8♦, RANK（等待出价）

Find all "difficult" bids in Sysnotes computer program, where they are much easier because they are visual !

It may be difficult to find your proper bid if you do not have **Sysnotes**, but let me explain how to do it faster than you expect.

First of all, classify your hand to be clear about what mechanism you have to use to show your shape.

If there is no Overcall, your range is: **B(2 - 4)**, 5+ card Basic suit and after the 6th step answer by **SCOR** it is **forbidden to enter the Extended SCOR !**

Use the 6th step to show 6 or 8 cards, **RANK** and if a new Relay follow, you will clarify your exact shape.

After an Overcall, you will show a weak hand: **B(2 - 2.5)**, 5+ card Basic suit and after the 6th step answer by **SCOR**, it is also **forbidden to enter the Extended SCOR !**

When you have are strong, **B(4.5+)**, after the 6th step answer by **SCOR**, you **MUST** enter the **Extended SCOR from the 7th step with 6 or 8 card Basic suit, RANK, no Void.**

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 6 steps !

在Sysnotes计算机程序中找到所有'困难'的竞标,因为它们很容易是视觉的!

如果你没有Sysnotes,你可能很难找到正确的竞标,但让我解释一下如何比你预期的更快地完成.

首先,分类你的手牌,清楚地了解你需要使用什么机制来展示你的牌型.

如果没有Overcall,你的范围是:B(2 - 4), 5+基本牌花色,并在第6步后用SCOR回答禁止进入延伸SCOR!

使用第6步来展示6或8张牌,RANK,如果有新的中继跟进,你将澄清你的确切牌型.

在Overcall之后,你将展示一个弱手:B(2 - 2.5), 5+基本牌花色,并在第6步后用SCOR回答,也禁止进入延伸SCOR!

当你有强手,B(4.5+), 在第6步后用SCOR回答,你必须从第7步开始进入延伸SCOR,有6或8张基本牌花色,RANK,没有单张。

这意味着你必须在你的基本牌花色上JUMP适应于 Extended SCOR 领域的 Level 3 或 Level 4, 且 JUMP 必须超过首 6 个步骤!

The 1st, 2nd & 3rd steps by **SCOR - SCOR** are for **SHAPE, COLOR or RANK** with 5 or 7 card Basic suit.

The next 4th, 5th & 6th steps are again for **SHAPE, COLOR and RANK**, but **this time with 6 or 8 card Basic suit**.

Pay attention to the **6th step**, which is for **6 or 8 card Basic suit, RANK + Void or S+V only ! A** new Relay is needed for revealing the exact shape.

NOTE: From the bid of '**x**' **Level** to '**x + 1**' **Level** (from a Level to the next Level in the same suit) are 5 steps, so add 1 more step to find where the 6th step is.

You may use your fingers to count these 6 steps, which you have to exclude if that will be easier for you. I did that in the early stage of creating the system 😊

It is quite different, I mean much easier when you are playing on the Internet and using **Sysnotes**.

Of course, the professional bridge players can master that in 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 with their own bidding system**, which of course, will help them improve their play.

I don't want to discourage you, but it is better to know upfront that if you do not learn the basic **Fp Mechanisms** and master a clear vision of them, you will not be able to play Force **Point** successfully without **Sysnotes**.

第 1、2nd 和 3 步由 SCOR - SCOR 完成，用于 5 或 7 张基本花色的形状、颜色或等级。
基本花色。

接下来的第 4、5 和 6 步再次用于形状、颜色和等级，但这次是 6 或 8 张基本花色。

特别注意第 6 步，这是针对 6 或 8 张基本花色的 RANK + 空花色或 S+V 只！需要一个新的中继来揭示确切的形状。

注意：从 'x' 级的出价到 'x+1' 级 (从同一花色的一级到下一级) 共有 5 步，所以再加 1 步就可以找到第

6 步在哪里。

你可以用手指数这 6 步，如果这样更容易的话就不用数了。我在创建这个系统的早期阶段就这样做了

它确实不同，我的意思是在网上玩和使用 Sysnotes 时要容易得多。

当然，专业桥牌玩家一个月内就能掌握这个，并用 Fp 获得很多奖项。其他桥牌玩家要么

系统笔记帮助他们在互联网上玩牌或仅用 Fp 算分而成自己的投注系统，这当然会帮助他们提高自己的水平。

我并不想打击你的信心，但最好先知道如果你不学习基本的 Fp 机制并掌握它们的清晰认知，你就无法玩好 Force Point。
你甚至无法玩好 Force Point。

Board 52

WEST

♠ AJT

♥ 62

♦ AQ

♣ QJ965

EAST

♠ Q876532

♥ AQJT5

♦

♣ 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♠ = B3+, 6+♠ / 5+ cards, 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

第52号棋盘

西	东
♠ AJT	♠ Q876532
♥ 62	♥ AQJT5
♦ AQ	♦
♣ QJ965	♣ A

东家, EW方有责, 对手全程PASS, EAST 2♠

SOUTH	WEST	NORTH
PASS	2NT!	PASS
5♣ PASS	5♦!	PASS
6♣ PASS	6♠ All PASS	

2♠ = B3+, 6+♠ / 5+牌, 任意双花色

2NT! = RF Relay! 询问另一个双花色

5♣ = B(3.5 - 4), 7♠ / 5♥ 双色 (见 Sysnotes)

最小 PL = B(3.5) + B2 + 1 (for 10 ♠ 王牌) = 6.5

5♦! = 中继! 询问准确形状

6♣ = ♣ 单牌, 7501 准确形状

6♠ = 终止

预期 PL = 3.5 (与 7/5 双色, East 的 B#) + 2 (West 的 B#) + 1 (for 10 ♠ 王牌) = 6.5, 对于统计学上 100% 小满贯

East 的最小 CP 预期由于

7/5 双色公式: 第 1 步答复 CP = 4*B# - 4 =

4* 3.5 - 4 = 最小 10 (A + K) 连同 6 等值。

两手最小总 CP 将是: 10 (预期 East 的最小 CP) + 12 (West 的 CP) + 4

(东方伪CP于♣花色) + 4 (东方伪CP于♦花色) = 最少30, 配合超级王牌

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)

适合10张牌和一个5*2的边牌 不足在♥花色中
因此必须根据Fp要求尝试大滚



第53板

西

♠Q654

♥Q6542

♦KT94

♣6

东

♠T32

♥2

♦AQJ863

♣K9

东家庄家, 所有人易输

东 南 西 北

过 过 过 1♦ 1NT 2♣ 2♦ 3♣ 3♦ 过
过 过

1♦ = 北方的精确俱乐部开场

1NT = B(1.5), 5+ ♦ (在搭档过后)

2♣ = 南家出的一步

2♦ = 要玩。最小PL = B(1.5) + B(1.5) = 3.0
(在对手的♣叫牌后升级1.0) 3♣ =

北方的出价 3♦ = 放弃

最大PL = 3.5(使用B2, 6张♦牌升级)

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 the Opponents' ♣ suit) = **6** for
statistically **50% small SLAM**

How you can see, with Opponents' barrages,
Fp uses only B# & PL in conjunction with the Levels on which the bids were made. Just learn the
Overcalls, Vul & Non-Vuld all will become clear.

板54

西	东
♠K65	♠A92
♥AKJ4	♥T9654
♦AKJ843	♦92
♣	♣874

南方开出 3♣，北方加到 4♣，E/W 易受攻击

南 西 北 东 3♣ 双响 4♣ 过 过 4♦ 过 4♥
过 6♥ 全过

3♣ = 南方的预防性进攻
3♦ = B3+ (对于三级的小色suit bid, 易受攻击), 4♣ = 越方的进攻我更少

从这一点开始，对方全程过 4♦ = B(4.5)+, 5+♦
(单独在四级level上bid,易受攻击)

5♥ = B(0)+, 5+♥
6♥ = 收工

预计 PL = B(0) + B(4.5) + 0.5 (对于9枚Trumps) + 1
(对对手的♣ suit的升级) =
6，统计上有50%可能是小SLAM

如您所见,面对对手的炮火轰击,Fp仅使用B#和P
L与所下棋局的等级相配合。只需学习抢先bid,
无论是脆弱还是非脆弱,一切都变得一目了然。

Board 55

WEST

♠QJ3

♥AK43

♦QT9652

♣ -

EAST

♠A86

♥QT876

♦AK3

♣AQ

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	5♥	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)**

5♥ = 2nd step answer for 4 CP with previously mandatory discarded CP = $4*B\# = 4*4.5 = 18$ for a total of 22 CP

PL = B(4.5) + B2 + 1 (for upgrading of ♣ 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 3 positive Adjustments) = **8.25* for 100% NT GRAND**

CP = 26 + 4 + 6 (pseudo for ♣ Void) = **36 for statistically 100% GRAND SLAM**

55号棋盘

西			东
♠QJ3			♠A86
♥AK43			♥QT876
♦QT9652			♦AK3
♣-			♣阿Q
西 --	北 过	东 1♣	南 3♣

双! 过 3♥ 过
3♠! 过 3NT 过
4♣! 过 4♥ 过
4♠! 过 4NT 过
5♣! 過 5♥ 過
7NT 过关 过关 过关

3♥ = B(4.5)+, 任何 5+ 张牌花色

3NT = 5♥ 或 7♥ 的第一步答复, 边张牌的形状

4♥ = 3532 确切的形状

4NT = 正好 B(4.5)

5♥ = 4 张圣斯分 (CP) 的第二步答复, 先前必须弃掉的
CP = 4*B# = 4*4.5 = 18, 总共 22 张 CP

PL = B(4.5) + B2 + 1 (升级 ♣ 单张后 3♣ 出价) + 0.5
(9♥ 张) + 0.5 (9♦ 张) + 0.25* (力量*点数 4 张A) -
0.5 (超过 3 个正面调整) = 8.25* 对于 100% NT
GRAND

CP = 26 + 4 + 6 (♣ 单张伪装) = 36
对于统计学上 100% GRAND SLAM

Board 56

WEST

♠A865

♥A76

♦K103

♣AQJ

EAST

♠KQJ4

♥J8

♦Q8

♣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	6♠	All Pass

1♣ = **B2+**, 5+♣ / **B(3.5 - 4)**, balanced / **B(4.5)+**, any 5+ card suit or any 5/5 bi-color

1♥! = **B(0.5)+**, **RF!** 2+♣ / **B(1.5)+**, any shape, no bi-color

1NT = **B(3.5 - 4)**, balanced (by **Fp Requirements**: no 5+ card suit, no S / V)

2♣! = **RF Relay! Modified Stayman**

2NT = exactly B4 with 4♠, may have any other 4 card suit

棋盘56

西	东
♠A865	♠KQJ4
♥A76	♥J8
♦K103	♦Q8
♣AQJ	♣K6532

西装庄家,双方都易失分W

EST 1♣

NORTH	EAST	SOUTH
通过	1♥!	通过
1NT 通过		2♣! 通过
2NT 通过		3♣! 通过
3♠ 通过		4♣! 通过
4♠ 通过		4NT! 通过
5♥ 过		6♠ 全过

- 1♣ = B2+, 5+♣ / B(3.5 - 4), 均衡 / B(4.5)+, 任何5+长牌或任何5/5双花色
- 1♥! = B(0.5)+, RF! 2+♣ / B(1.5)+, 任何形状, 无双花色
- 1NT = B(3.5 - 4), 均衡 (通过Fp要求:无5+ 长牌, 无单/长分布)
- 2♣! = RF 通告! 改良 Stayman
- 2NT = 精确 B4 带4♠, 可能有任何其他4长牌

NOTE: $2\spadesuit$ will show exactly B(3.5) with $4\spadesuit$, may have any other 4 card suit

$3\clubsuit!$ = **B2+**, Ask for other 4 card suit

$3\spadesuit$ = no other 4 card suit, 4333 exact shape

$4\clubsuit!$ = **CPA Relay!** Min PL = **B4 + B1 = 5**

$4\spadesuit$ = 3rd step answer for exactly **B4** 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)

$4NT!$ = **Relay!** Ask for the color of the **King + Queen** (for the '**2 of a kind**')

$5\heartsuit$ = 3rd step answer for **RANK K + Q** (for East, it is obvious that West's 2 TOP Honors are $\heartsuit K + \clubsuit Q$)

Thinking!

PL = B4 + B1 + 1 (for 5 by 3 side FIT in $\clubsuit$ 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.

$6\spadesuit$ = Sign off



注意: 2♠将显示确切的B(3.5),伴有4♠,可能有
任何其他4张牌的长花色

3♣!= B2+,询问其他4张牌的长花色

3♠= 没有其他4张牌的长花色,4333 正确形状

4♣!= CPA Relay! 最小牌力(PL) = B4 + B1 = 5

4♠= 3rd步答复,确切B4,6控制点(CP) +

以前强制拆除的4*B# = 4*4 = 16 CP,总共22 CP = 4K +
A或3A + K(对于东家来说,显然是后者),再加1个EQ(1个
真正的女王,因为西家是平衡手),

4NT!= Relay! 询问国王 +
女王的花色(用于'两个一样的')

5♥= 第3步答复,等级K +

Q(对于东家来说,很明显西家的2个最高分牌是♦K
+ ♣Q)

思考中!

牌力(PL) = B4 + B1 + 1

(对于♣长花色的5张3副手牌配合,拥有3个最高分牌)
= 6,统计50%小滚蛋机会。

双方手牌共30控制点(CP),2个良好配合,统计10
0%小滚蛋机会。

6♠ = 弃牌



Board 57

WEST

♠AJT4

♥6

♦KJ843

♣652

EAST

♠K

♥KQ873

♦A

♣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)

第57号棋盘

西	东
♠AJT4	♠K
♥6	♥KQ873
♦KJ843	♦A
♣652	♣AKJT84

东家庄家, 众人共易, 对家从始至终均过牌

西 北 东 南

-	- 3♣	Pass	
3♦!	Pass	3♥	Pass
3♠!	Pass	3NT	Pass
4♣!	Pass	4♥	Pass
4♠!	Pass	5♠	Pass
6♣	通过	通过	通过

3♣ = ~ B(4.5)+, 6+♣/5+ 任何 / B(2 - 4), 9+♣

3♦! = B2+, 强制继续对另一种花色!

3♥ = B(4.5)+, 6+♣/5+♥ 双花色

3♠! = B3+, 询问 2/3/6+ 牌张的花色

3NT = 6♣/5♥ 2 张牌的首次回答
控制或 1516

4♣! = B3+, 继续询问! 询问确切牌型

4♥ = 短牌 1 对 1 (短牌使用 NT
出价或最近的双花色出价)

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 decides 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#:

$$B\# \sim CP/4 - 1 = 24/4 - 1 = 5$$

Suppose East showed that B#, and used 2nd step for **CP** answering, which will also show 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 the ♦ suit, despite whether there is a Singleton Ace or not.

Total CP in both hands will be: **24** (in East's hand) + **10** (in West's hand) = **34 for statistically 100% Small SLAM**

NOTE: The pseudo 4 **CP** in West's ♥ suit cannot be counted because West knows that East has a real King in that suit !

4♠! = CPA Ex Relay!

要求CP。在用CPA回答之前，先弃掉 $CP = 4 * B\# - 4$ (6/5双色+V/2S)，然后每一步都亮出2

CP，剩余CP。

5♠ = 第5步答案， $10 CP +$ 之前强制删除的 $4 * B\# = 4 * 4.5 - 4 = 14 CP$ ，总计 $24 CP =$

4张A或2张A+3张

K (对于西方来说，显然是后者)

注意：对于6+/5+ 双色，双手的总CP

决定满贯，无法发现EQ的数量，因为没有要求

确切的合作伙伴的B#，除非您使用下面的6/5
双色公式和2个单身人士。

让我们反向检查一下东边的B#：

$B\# \sim CP/4 - 1 = 24/4 - 1 = 5$

假设东家亮出B#，并使用第二步CP应牌，这也会亮出2个EQ。对于西家来说，很明显他的搭档有一张单张♠K，所以无论东家是否有单张A，他都必须要在♦花色中多出1个真正的Q+1个EQ。

或不。

双手的总CP为： 24 (东手) + 10 (西手) = 34 ，统计上为100% 小型SLAM

注意：西方♥花色中的伪4 CP不能计算，因为西方知道东方在该花色中有一个真正的国王！

It is not necessary to check the PL with 6+/5+ bi-color hands, although you can do that:

PL $\sim 5 + 1 + 0.5$ (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 holds ♣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 92.5 MB for the last 36 years, with at least 20000 times corrected (some heavy corrections prevented more data from being filled).

Sysnotes probably will never 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 **Sysnotes**, for sure he will die by natural causes and we all may benefit from 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 400,000 sequences. Now the data bank consists of 371,665 sequences, some of them shorter because sometimes when I'm reaching the **SCOR- SCOR**

没有必要用 6+/5+ 双色手来检查
PL，尽管你可以这样做：

PL ~ 5 + 1 + 0.5 (9♣王牌) -
0.5 (两张5乘1花色) ~ 6.0，统计上50%小
满贯。如果对手持有♣QJx，这局比赛可能会出
问题。EW 需要一些运气，但对于激进的 Fp
来说，运气是常有的事！



谁可以使用该系统？

Sysnotes 的 1NT_over_1.snf 数据文件已覆盖
92.5 MB 在过去 36 年中至少进行了 20,000
次修正（一些重大修正阻止了更多数据的填充）。

Sysnotes 可能永远不会被完全填满，尽管如果
你找到一个高

安全监狱的囚犯等待被注射死刑。

如果他选择填写 Sysnotes 作为他的最后一个愿望
，那么他肯定会因自然原因而死，而我们都可能
受益于一个无价的 Sysnotes 程序，其中包含超过
100 MB 的数据库文件

这非常令人好奇，因为对于一局包含长叫牌序列的特
定游戏，其使用的数据不会超过 25 KB，这意味着 100
MB 数据库中至少包含 400,000
个序列。现在数据库包含 371,665
个序列，其中一些序列较短，因为
有时当我达到 SCOR- SCOR

Mechanism I didn't continue filling **Sysnotes**, but went 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 a completely filled **Bidding Mechanism** probably should consist of around 400,000 sequences to be completed in full for all possible variations in the **Bridge Bidding**!

36 years ago, when I was young, strong, and naive, I decided that I could conquer them all. At least, I think I have made progress in that direction, still without some part of the roof. Now I'm 76 years old and I'll need at least 5 more years to finish that **House of Cards roof completely by adding at least 2.5 MB of not necessarily mandatory information to the data file**!

Will I do that? If you ask me right now, I would tell you that I'm totally exhausted, and maybe it would be better to find an inmate with a last wish for mutual benefit ☺ Just kidding! Of course, I will try to fill up **Sysnotes** until the end of my days!

我没有继续填写系统笔记,而是转而填写下一个序列。

我这样做是为了能够填写更多基于我早前已经解释了公约以及 Fp 询问和 CPA 的前提假设的序列。

因此任何人都可以在不查看系统笔记中的出价的情况下继续操作。大多数序列都有重复出现,组合成 10 个与不同开始出价、SCOR-SCOR 公约和 3 种询问(询问伙伴牌号、CPA 询问伙伴数值和最高荣誉牌、SCOR 询问伙伴最高荣誉牌的花色)相对应的出价机制,所以一个完全填满的

出价机制可能应该包括大约 40 万个序列,以完全涵盖桥牌出价的所有可能变化!

36 年前,当我年轻、强壮,且天真时,我决定我可以统统征服。至少,我认为我在这个方向上有所进展,尽管屋顶还有一部分未完工。现在我已经 76 岁了,我还需要至少 5 年时间才能彻底完成这座纸牌屋的屋顶,新增至少 2.5 MB 的并非绝对必要的信息到数据文件中!

我会这么做吗?如果你现在问我,我会告诉你我已经完全筋疲力尽,也许这最终会更好找到一个有最后愿望的囚犯来互相受益。开玩笑的!当然,我会努力填满 Sysnotes,直到生命的尽头!

Board 58

NORTH			
♠AKT			
♥AKT8			
♦			
♣KJ8632			
WEST		EAST	
♠QJ76		♠9853	
♥5		♥J4	
♦AJ42		♦KQT753	
♣QT75		♣9	
SOUTH			
♠42			
♥Q97632			
♦986			
♣A4			

Dealer North; Both vulnerable; only NS play **Fp**

NORTH	EAST	SOUTH	WEST
1♣	2♦	2♥	4♦
DBL!	5♦	5♠	6♦
7♥	Pass	Pass	Pass

第58副牌

	北♠AK T♥AKT 8 ♦♣KJ8 632	
西		东
♠QJ76 ♥5 ♦AJ42 ♣Q755		♠9853 ♥J4 ♦K丘753 ♣9
	南方♠4 2 ♥Q976 32♦986 ♣A4	

庄家北; 双方均易位; 只有NS玩Fp

北方	东方	南方	西方	
1♣	2♦	2♥		4♦
DBL!	5♦	5♠		6♦
7♥	Pass	Pass		Pass

1♣ = B2+, 5+ ♣ / B(3 - 4.5)+, balanced / B(4.5)+, any 5+ card suit or any bi-color

2♦ = Opponent's bid

2♥ = B(0), 5+ card suit, free bid

4♦ = Opponent's barrage bid

DBL! = B(4.5)+, Ask for the length of the Basic ♥ suit + the side suits

5♦ = Opponent's bid

5♠ = 4th step answer for 6♥+ COLOR side suits

6♦ = Opponent's bid

Thinking!

PL = B(0) + 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, statistically excluding any ♦ Controls in South's hand) = 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



1♣ = B2+, 5+ ♣ / B(3 - 4.5)+, 平衡 / B(4.5)+, 任何
5+牌花色或任何双花色

2♦ = 对手的出价

2♥ = B(0), 5+牌花色, 自由出价

4♦ = 对手的全线出价

DBL! = B(4.5)+, 询问基本♥花色的长度 +
副花色的长度

5♦ = 对手的出价

5♠ = 6♥+COLOR副花色的第4步答复

6♦ = 对手的出价

思考中!

PL = B(0) + B(4.5) + 1 (for '好的' ♦ 空缺) + 1
(for 10 ♥ 王牌) + 1 (for 6 by 2+ 側面 FIT in ♣
牌色, 假設南方必須擁有 ♥Q 或 ♠Q 加上 ♣ Ace
才能顯示 B# = 0, 統計上排除任何 ♦
控制權在南方的手中) = 7.5 for 統計上 100%
大滿貫

兩手的 CP = 40 (包括 10 個假 CP in ♦ 牌色)
用於統計上 100% 大滿貫

7♥ = 最終合約,
全通過



Board 59

	NORTH	
	♠	
	♥AK8	
	♦KJ43	
	♣AK8543	
WEST		EAST
♠J432		♠AQ T5
♥JT9764		♥Q532
♦T82		♦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)+**, balanced / **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 su1NT its, **Min PL** = 4.5 + 0 = 4.5

板子 59

	北	
	♠♥AK8	
	♦KJ43	
	♣AK854	
	3	
西		东
♠J432		♠AQT5
♥JT9764		♥Q532
♦T82		♦A5
♣		♣QT7
	南	
	♠K987	
	6♥♦Q	
	976♣J	
	962	

庄家北,双方无保护,南北打÷北1♣

	东方	南 1♠	西方
	DBL		通过
1NT! 通过		2♥ 过	
2♠ 过 3NT 全过			

1♣ = B2+, 5+ ♣ / B(3 - 4.5)+, 平衡 / B(4.5)+, 任何 5+ 牌型或任何两色

DBL = 东家出

1♠ = B(0.5), 5+

♠ 过 = 西家出

1NT! = 中继! 强, B(3.5)+, 任何. RF!

询问副露的花色, 最小总值 = 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 they almost never go for **GRAND SLAMS** 😊

When playing bridge, 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 more we sorry we didn't make it. That is what makes us sick. No cure for 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 ahead about the possible partner's answers; otherwise, you will force your partner to overbid !!

从那时起，对手传球

2♥! = 5♠ + RANK ♦ + ♣ 边花的第三步答案

2♠ = 接力！询问具体形状

3NT = 5044

精确形状全部通过

BBO 竞标如下：1♣ DBL 1♠ 4♥ DBL p 5♣ p 6♣ All Pass



你可以猜测哪些 BBO 专家出价满贯，大多数时候他们都是好的，尽管他们几乎从不去

大满贯

玩桥牌通常不容易。我们都深知这一点；我们知道桥牌通常很复杂，而这正是我们所有人都为这项游戏疯狂的原因！

比赛越艰难，我们越后悔没能做到它。它让我们生病。它无药可救！

不管怎样，我们回地球吧！如果可以的话，一起回吧

顺便说一句，别忘了 6 日的接力赛

禁止使用更高级别的牌，除非对手的花色，但即便如此，也必须非常谨慎地使用它们，提前考虑可能的搭档的答案；否则，你会迫使你的搭档出价过高！！



Board 60

WEST

♠AKQ742

♥K873

♦J4

♣K

EAST

♠3

♥AJ92

♦AT

♣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

2NT = 6♠ + COLOR (red) side suits

3♣! = **Relay!** Ask for the exact shape

3♥ = 6♦21 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



第 60 号棋局

西

♠AKQ742

♥K873

♦J4

♣K

东

♠3

♥AJ92

♦AT

♣A65432

西方庄家，双方无风险，对手全程通过

西方1



北方通

过

东方1

NT!

南方通

过

2NT通过3♣!通过

3♥通过3♠!通过

4♣通过4♦!通过

5♣过5♦!过

5NT 全过

1♠ = B(2.0 - 4.0), 5+ 张♠

1NT! = RF Relay! 询问侧副绝

2NT = 6♠ + 红色侧副绝

3♣! = Relay! 询问精确形状

3♥ = 6421 精确形状

3♠! = Relay! 询问精确B#

4♣ = B(2.5)的二步答复

4♦! = CPA Relay! 在用CPA回应前,先丢弃CP = 4*B# & 用2展示剩余CP

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 a total of 18 CP (3 Aces or 1 Ace + 3 Kings), 1 real Queen + a Singleton King !

Let's check for a Singleton King

West has shown: 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

Thinking!

PL = B(2.5) + B3 - 0.5 (more Aces than Kings)

每个步骤的 CP。

第 1 步的 CP 答案 = $4 \cdot B\# + 2 = 4 \cdot 2.5 + 2 = 12$ CP, 3 EQ

第 2 步的 CP 答案 = $4 \cdot 2.5 + 4 = 14$ CP, 2 EQ, 第 3 步的 CP 答案 = $4 \cdot 2.5 + 6 = 16$ CP, 1 EQ, 第 4 步的 CP 答案 = $4 \cdot 2.5 + 8 = 18$ CP, 1

真皇后 + 单王!

5♣ = 第 4 步的答案为 8

CP,再加上之前必须扣除的 $4 \cdot B\# = 10$ CP,总共 18 CP(3 个 Ace 或 1 个 Ace + 3 个国王),1 个真皇后单王!

让我们来检查一下单王

西方展示了: 2.5 合同奖tricks

1 个 Ace + 3 个国王 + 一个单王共 3 个合同奖tricks (B3),因此声明的 B# 和计算出的 B3 是不同的,这表明西方有一个单王以及 1 个真皇后!!

5♦ = 中继牌! 询问失踪的国王的花色

5NT = 缺失的♦国王

思考中!

$$PL = B(2.5) + B3 - 0.5 \text{ (王比A多)}$$

and no Queen) + **0.5** (for the **‘good’** Singleton in ♣!)
+ **0.5** (for two 6 by 1 Misfits, which are counted for
0.25* (force*point each) = **6.25*** for statistically

**50% Small Slam (Singleton King is a ‘good’
Singleton = 1.0 only when it is opposite the Ace in
the same suit !)**

**CP = 18 + 18 = 36 for statistically 100% Small
SLAM!**

Though rarely, 6 by 1 Misfit with 2 Controls
happens, and the surprising thing is that it can
substitute a side 5 by 2 Misfit with 2 Controls.

In BBO the Bidding went:

1♠ p 2♣ p 3♥ p 4♥ All Pass



**I’m trying to create something I think may be
important for some of the Bridge Players around the
world. If they are Expert Players, 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 an attempt to change their system for the better,

和没有皇后)+ 0.5(对于'好'的单一♣!)+
0.5(对于两个6对1不合拍牌,按照计数)
 $0.25 * (\text{force} * \text{point} \text{ 每个}) = 6.25 * \text{从统计学上看}$

50%小满贯(单一国王是一个'好'的
单一= 1.0只有当它是对同一花色中的A时!)

$CP = 18 + 18 = 36$ 从统计学上看100%小满贯!

虽然很少见,但确实存在6对1不合拍牌有2
个控制点,而有趣的是它可以代替一个侧边
5对2不合拍牌有2个控制点。

在BBO上竞标进行如下:

1♠ p 2♣ p 3♥ p 4♥ 全过



我正试图创造一些我认为对世界上的一些桥牌玩家来说可能很重要的东西。如果他们是专家玩家,十多个就足够了。

这将是世界上最强的2支球队。
你将成为裁判!

我不希望普通球员会学习 Fp
来试图改善他们的系统。

simply because most of them play for fun and are not too interested in 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 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 for some professional **Team Players** to pay attention to **Fp** in an 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. A 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 of discovering a Singleton King will preserve any contract from dooming, which happens frequently if it remains in the dark before the play starts. 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 !**

只是因为他们中的大多数人只是为了好玩而玩，而不是太在意结果了。对他们来说，游戏只是碰运气，所以他们会玩简单的系统。对一些人来说，最困难的部分是学习新东西，也许是因为他们不明白这样做的意义所在。

Fp 系统是为团队比赛创建的，假设运气不是那么重要，并且几乎没有风险，因为 Fp 有工具可以发现最重要的 TOP 荣誉的确切位置

我期望一些专业的团队
玩家要注意 Fp，试图压倒其他系统，主要是在 Slams 合同领域。

其他桌子无法察觉的 2 或 3 次 10 IMP
满贯将使他们跃升至前 3 名。Fp
有附加工具。

它可以感知你何时会落后 1 点，以及对手何时会落后 1 点，所以无需做出无意义的牺牲。6 点的 IMP 差值并非用于弃牌。系统可以发现

甚至无需请求就能得到伴侣的皇后。
发现单张王的可能性将使任何合约免于毁灭，如果在游戏开始前合约仍然处于黑暗之中，这种情况经常发生。对于短牌中拥有两张牌的双色牌

套装，Fp
可能会在进入满贯之前尝试发现是否存在 TOP Honor。

这是你自己的决定，利用它或者
防范它！

Board 61

	NORTH	
	♠	
	♥AQ764	
	♦AQ2	
	♣JT974	
WEST		EAST
♠Q852		♠AT74
♥K32		♥T
♦943		♦KJT865
♣862		♣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

板子 61

	北	
	♠♥AQ	
	764♦A	
	Q2♣JT	
	974	
西		东
♠Q852		♠AT74
♥K32		♥T
♦943		♦KJT865
♣862		♣53
	南方♠	
	KJ963	
	♥J985	
	♦7	
	♣AKQ	

庄家为北,只有南北吃分

北 东 南 西 2♣ 过 2♦! 过 2♥ 3♦ 过! 4♦
过 4♠ 过! 过 5♦ 过 5♥! 过 5小 过 7♥
全过

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

2♣ = B(2 - 2.5), 任意 5+/5+ 双色
通行证 = 东方叫牌

2♦! = B(-) 或 B1+, 要求双色 Pass =
西方出价

2♥ = B(1.5 - 2) 5+♥/5+♠ / B(2 - 2.5) 5+♥ / 5+任意

3♦ = 东家争叫

传球! = 传球 - 接力! 要求另一双色花色

4♦ = 西方的弹幕叫牌

Pass = 5+张♣花色的牌

4♠ = 西方展示了 4 张 ♠
花色的牌, 显然准备在必要时打出 5♦

Pass! = Pass - 接力! 要求2/3花色的牌

Pass = 西方出牌, 同意出4♠

5♦ = 0535 精确形状, 第四步答案 (第一步使用
DBL, 但不使用 Pass) 3 张 ♦ 花色的牌 Pass =
东家出价

5♥! = 询问确切的 B#

传球 = 西方的叫牌

5NT = 第二步答案恰好为 B(2.5)

注意: 如果北家是 Quest, 那么在东家出 ♠
牌后, 他的 B# 会上升 0.5 (从 2.5 到 3)。

因为根据 Fp 要求, $CP \geq 4 \times \text{升级的 B\#}$ (对于具有 Void 的手牌, 第一步答案为 $CP = 4 \times \text{B\#}$), 即北方的 $CP \geq 4 \times 3 = 12$

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 the ♥ King is onside, it is 7♥ !
The problem is with the missing ♥ Trump King !!

Where it 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 possibly 2 Singletons in ♥ & ♣ suits (one of them for sure). Statistically that means ♥ King must be in West's possession !

从那时起，对手传球

思维！

$PL = B(2.5) + B(2.5) + 0.5$ （9 张王牌♥花色）+ 1（用于带有 3 张大牌的♣花色的边 FIT）- 0.5（用于由于对面的♠王而导致的♠花色‘不好’的空牌）= 6，统计上 50% 的小 SLAM

北方预期 CP 为： $4 \times 2.5 + 2 = 12$

CP。两手牌总 CP 为： $12 + 14 + 6$ （北方♠虚空）+ 4（♦单张）= 36 CP，统计上 100% 小 SLAM

注意：36 CP，但没有 4 个真正的 Ace，因此 CP 不是 100% 大满贯！

思维！

显然是 6♥，但如果♥国王在一边，那就是 7♥！
问题在于缺少♥特朗普王！！

在哪里？东家开叫 2♥ 后没有立即加叫，所以那位玩家肯定很弱。

有一张♦花色的 6-7 张长牌，一张♠花色的 4 张牌，以及很可能还有两张♥和♣花色的单张牌（肯定有一张）。从统计学上讲，这意味着♥国王肯定在西方手中！

7♥ = **Risky GRAND SLAM**, but highly possible & very worthy if succeeded.

BINGO !

In BBO the Bidding, actually the Playing, went horribly:

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 absolutely true. You may use the bids of 4♥ & 4♠ for Relays 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 **Signoff 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 !

7♥ = 有风险的大满贯，但如果成功则可能性很大且非常值得。

宾果！

在 BBO 中，竞标，实际上是游戏，进行得非常糟糕：

1♥ p 4♥ 全部通过，只得到
6♥，因为北方没有做出第二张 ♥
精细牌！



你知道，原则上，3NT、4♥和4♠的叫牌，如果 Quest 使用的，是 Sign Off 出价。

事实上，这并非绝对正确。你可以用 4♥ 和 4♠ 的叫牌进行接力叫牌，前提是它们是对手的花色，或者你的搭档亮出了单张或
这些诉讼无效。

如果已知胜率 > 5，3NT 出牌可用于接力出牌！其他 2 个出牌，如果明显不是签牌出牌，也可以像接力出牌一样使用（通常当
对手自然地使用它们，或者搭档在该花色中有一个单张或空张，或者游戏级别 (PL) 高于 B5)。

无论如何，请谨慎使用！

Board 62

	NORTH	
	♠A865	
	♥A76	
	♦KT3	
	♣AQJ	
WEST		EAST
♠732		♠T9
♥T932		♥KQ54
♦A92		♦J7654
♣T94		♣87
	SOUTH	
	♠KQJ4	
	♥J8	
	♦Q8	
	♣K6532	

Dealer North, E-W vulnerable

NORTH	EAS T	SOUTH	WES T
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

棋局62

			NORTH		
			865		
			A76KT3		
			AQJ		
	西部				东部
	732				T9
	T932				KQ54
	A92				J7654
	T94				87
			南发K Q		
			J 4		
			J 8 Q 8 K		
			6 5 3 2		

庄家北, 东西方受限

北	东	南	西	1			
			过		1!		通过
	1NT		过		2!		通过
	2NT		通过		3!		通过
	3	通过	4!				通过
	4	通过	4NT!	通过			
	5	通过	5				通过
	6	通过	6	全部通过			

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), balanced (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♠ = 4333 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 statistically for 100% 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 Ace of ♣ for the 3 TOP Honors in ♣ suit) = 6 for statistically 50% small SLAM

1 = B2+, 5+ ♣ / B(3 - 4.5)+, 平衡 / B(4.5)+, 任意
5张以上花色的牌或任意双色牌

1! = B(0.5)+, RF! 2+ / B(1.5)+, 任意形状,
无双色

1NT = B(3 - 4), 平衡 (无 5+ 牌, 无 S / V)

2! = 改良斯台曼! 大调或任意双色牌中 B1+ 或
B(0)+、4+/4+

最小 PL = B3 + B1 = 4 2NT
= B(3.5 - 4), 4

3! = GF! 要求另外4张花色的牌

3 = 4333 精确形状

4! = 接力! 询问确切的B#

4 = B4 的第二步答案。第一步答案为 = B(3.5)

4NT! = CPA 接力!

最低 PL = 4 + 1 = 5

5 = 第三步答案为 6 CP + 先前强制删除的 4*B# = 16
CP, 总计 22 CP = 3 A + 1 K 或

1 张 A + 4 张 K 以及 1 张 EQ (显然是 1 张真正的 Q)。

双手总 CP = 22 + 8 = 30 CP, 统计显示有 2 个
FIT, 可实现 100% 小型 SLAM!

5! = 接力! 通过 SCOR 询问国王 +
王后的颜色。

6 = RANK K + Q 的第三步答案 (主修或辅修)

PL = B4 + B1 + 最终 1 (有 3 比 1 的机会
拥有 花色的 3 张 TOP 大牌 的 Ace) = 6, 统计上
50% 的小 SLAM

6♠ = Sign off (Fp plays 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♣!

6 = 停止(Fp小SLAMS以30 CP 2个良好FITs)

63号棋盘

		北	
		QJT98	
	AQ72		
		T3	
	43		
	西		东
73			K4
T98			J543
KQ875			J
Q82			T975
		南	
A652K6A42			
AKJ6			

密封者南，东西易失攻击者通过

东南西北		
-	1 通过	1!
通过1NT通过		2
通过2NT通过！ 通过3NT通过		

Pass	4♠	Pass	4NT!
Pass	5♠	Pass	6♠
Pass	Pass	Pass	Pass

1♣ = B2+, 5+ ♣ / **B(3 - 4.5)**, balanced / **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)**, balanced (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 a 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

Thinking!

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 and no Queen in the South hand) + **0.25* (force*point for 4 Aces) = 6.25*** for statistically 75% **Small SLAM**

通过	4	通过	4NT!
通过	5	通过	6
通过	通过	通过	过了

1♣ = B2+, 5+ ♣ / B(3 - 4.5), 均衡 / B(4.5)+, 任何5+牌花色或任何双花色

1! = RF! B(0.5)+, 2+♣ / B(1.5)+, 任何形状,

1NT = B(3 - 4.5), 均衡 (没有5-牌花色, 没有主副长牌)

2! = 改良 Stayman! B1+ / B(0)+, 询问 4M

2NT = B(3.5 - 4), 4

3! = GF! 询问其他4牌花色

3NT = B(3.5 - 4.5), 4234精确形状 (通过排除)

4♣! = 中继! B3+; 询问具体的B#

4= 对于B(4.5)的第三步答复

4NT! = CPA传递!

5 = 8 CP 的第4步答案 + 之前必须的

移除 $4*B\# = 4*4.5 = 18$ CP, 总共 26 CP = $3A + 2K$, 无 Queens (因为 CP 的第4步答案) 5NT! = 传递! 通过 SCOR 询问 Kings 的花色 61st 步答案为 2 SHAPE Kings 6 = 终结

思考中!

PL = B(4.5) + B1 + 0.5 (for 9 Trump) + 0.5 (for the 3 TOP Honors in 4 by 2 suit) - 0.5 (for more Aces than Kings and no Queen in the hand) + $0.25 * (\text{force} * \text{point for 4 Aces}) = 6.25 *$
统计 75% 小滚蛋

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	T	NORTH	EAST
1♣	Pass		1♥!	Pass
1NT	Pass		2♣!	Pass
2♥	Pass		2♠!	Pass
2NT	Pass		3♣!	Pass

总计 CP 为 $26 + 6 = 32$ ，为 100% 小型 SLAM 的统计数据

64 号局

北方
65
KT2KJ7
3A953

	西		东
	AQ92		JT843
9			J7654
	Q8642		9
	742		86

SOUTH
K7
AQ83

AT5

KQJT

E-W vulnerable. Opponents Pass Throughout

西南北东 1♣

	过	1!	过
1NT	过	2!	过
2	过	2!	通过
2NT 通过		3♣!	通过

3NT	Pass	4♣!	Pass
4♥	Pass	4NT!	Pass
5♦	Pass	6NT	All Pass

1♣ = B2+, 5+ ♣ / **B(3 - 4.5)**, balanced / **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 = B4 + B(1.5) = 5.5 for statistically 50% Small
NT SLAM**

The Total CP in both hands = **20 + 14 = 34 for
statistically 100% Small SLAM**

3NT 通过

4 通过

5 通过

4♣! 通过

NT! 通过

6NT 全通过

1♣ = 2+点, 5+♣ / (3 - 4.5)点, 均衡型 / (4.5)+点,
任何5+长牌色或任何双色

1! = 响应强! (0.5)+点, 2+♣ / (1.5)+点,
任何形状, 无双色

1NT = (3 - 4.5)点, 均衡型

2! = 修改司马逊! 1+点 / (0)+点, 问询4主牌 最小
4.5分

2 = B(2.5 - 4.0), 4

2! = GF! 询问其他4张牌花色/准确牌型

2NT = B(3.5 - 4.5), 4+张牌(4), 没有4

3! = 中继! 询问4张小牌花色(4) / 3张主牌花色(3) /
准确牌型

3NT = 2434准确牌型(通过排除)

4♣! = 中继! B3+, 询问精确的B#

4 = 精确B4的第二步答复

4NT! = CPA中继!

5 = 4点卡牌加上之前强制去掉的4*B# = 4*4 =

16点卡牌, 总共20点卡牌 = 2A + 2K 加上2个Queen

PL = B4 + B(1.5) = 5.5 为统计学上50%小NT
SLAM

两只手的总 CP = 20 + 14 =

34, 为100%的小型 SLAM 的统计数据

6NT = Sign Off

Board 65

	NORTH	
	♠AKJ83	
	♥J86	
	♦AQ	
	♣AT7	
WEST		EAST
♠5		♠Q9762
♥9		♥7432
♦JT965432		♦8
♣Q93		♣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

6NT = 弃牌

板65

			北	
			AKJ83J8	
			6AQAT7	
		西		东
		5		Q9762
				7432
9				8
	JT965432			642
	Q93			
			南	
			T4AKQT5K	
			7KJ85	

庄家为北，双方易失

北 东 南 西
1 Pass 1! Pass
2 Pass 2♦! Pass
2 过 2NT! 过
3NT 过 4! 过

4♠	Pass	4NT!	Pass
5♣	Pass	7♥	All Pass

1♠ = B(2 – 4), 5+ ♠

1NT! = 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,

2NT! = **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 = B4 + B3 + 0.25* (force*point for 5 by 2
Misfit in ♠ with the 2 Controls) – 0.5 (for the useless

4 通过 4! 通过 通过 7♥ 全部通过

1 = B(2 - 4), 5+

1NT! = B(0.5)+, RF! 询问附加花色

2 = 5或7的首步答复, 形状 / B2, 7222

2♦ = GF! 询问7或5+形状

2 = 5323 确切形状, 在基本花色上的自然出价,
3个3在附加花色

2NT! = 中继! 询问精确B#

3NT = 精确B# = 4的第5步答复 (第1步答复将针对B# = 2)

4! = CPA中继! 在通过CPA回答之前, 丢弃CP = 4*B#, 并用2 CP表示其余的CP。第1步CP答复 = 4*4 + 2 = 18 CP, 3 Q, 第2步 = 20 CP, 2 Q, 第3步 = 22 CP, 1 Q, 第4步 = 24 CP, 无Q

4 = 6 CP的第3步答复 + 先前必须移除的 4*B# = 4*4 = 16 CP, 总计 22 CP = 3A + K 以及1个真正的Queen

4NT! = 中继! 使用SCOR要求 K+Q 的花色

5 = SHAPE King + Queen 的第一步答复

PL = B4 + B3 + (0.25* force*point for 5 by 2
失配于 与 2 个控制牌) - 0.5 (对无用的)

$Q\spadesuit = 7.25^*$ for statistically 75% GRAND SLAM
 $CP = 22 (N) + 18 (S) = 40$ for statistically 100%
 GRAND SLAM

$7\heartsuit =$ Sign Off , VA-BANK GRAND SLAM !!

Board 66

	NORTH		
	$\spadesuit$ KJ3		
	$\heartsuit$ 8632		
	$\diamondsuit$ KQ42		
	$\clubsuit$ 87		
WEST		EAST	
$\spadesuit$ Q975		$\spadesuit$ A62	
$\heartsuit$ Q9		$\heartsuit$ KJT	
$\diamondsuit$ AJT96		$\diamondsuit$ 8	
$\clubsuit$ 93		$\clubsuit$ KQT642	
	SOUTH		
	$\spadesuit$ T84		
	$\heartsuit$ A74		
	$\diamondsuit$ 753		
	$\clubsuit$ AJ5		

Dealer North, NS vulnerable, Opponents Pass Throughout

NORTH	EAST	SOUTH	WEST
Pass	$1\clubsuit$	Pass	$1\heartsuit!$
Pass	$3\clubsuit$	All Pass	

$1\clubsuit = B2+$, $5+\clubsuit$ or strong, $B(4.5)+$, any shape

$1\heartsuit! = RF! B(0.5)$ only, intending to make a free bid or bid Pass if East is not strong

统计上75%为 GRAND SLAM, CP = 22 (N) + 18 (S)
= 40, 统计上100%为
GRAND SLAM

7 = 签署, VA-BANK GRAND SLAM !! 板块66

	北京KJ3	
	8632	
	KQ428	
	7	
西		东
Q975		A62
Q9		KJT
AJT96		8
93		KQT642
	南方T8	
	4A7475	
	3	
	AJ5	

庄家北, NS易失, 对手始终 PASS NORTH EAST SOUTH
WEST 溜 1♣ 溜 1! 溜 3♣ 全 PASS

1♣ = B2+, 5+♣或强, B(4.5)+, 任意形状
1! = RF! B(0.5)仅,
意图进行自由出价或如果东方不强则出价 PASS

3♣ = 6th step answer by **SCOR – SCOR** for 6♣ or 8♣ +
RANK side suits (waiting bid), actually 8th step answer
All Pas

Let me show the Fp bids after 1♣ Opening - 1♥! (RF!), no Overcalls again

1♠ = the 1st step answer is reserved for a strong hand,
B(4.5)+, any 5+ card suit or any 5/5 bi-color

1NT = 2nd step answer, strong NT hand, **B(3 - 4.5)**,
balanced (no 5+ card suit, no Singleton)

From here start SCOR – SCOR answers

2♣ = 3rd step answer (1st step answer by **SCOR - SCOR**) is reserved for **B(2 - 4)**, 5♣ or 7♣ cards in the Basic suit, **SHAPE** side suits

2♦ = 4th step answer (2nd step answer by **SCOR - SCOR**) is reserved for **B(2 - 4)**, 5♣ or 7♣ cards in the Basic suit, **COLOR** side suits

2♥ = 5th step answer (3rd step answer by **SCOR - SCOR**) is reserved for **B(2 - 4)**, 5♣ or 7♣ cards in the Basic suit, **RANK** side suits

2♠ = 6th step answer (4th step answer by **SCOR - SCOR**) is reserved for **B(2 - 4)**, 6♣ or 8♣ in the Basic suit, **SHAPE** side suits

2NT = 7th step answer (5th step answer by **SCOR - SCOR**) is reserved for **B(2 - 4)**, 6♣ or 8♣ in the Basic

3♣ = SCOR 的第 6 步答案 - 6♣ 或 8♣ 的 SCOR +
RANK 边花（等待叫牌），实际上第 8 步答案全部 Pas

让我在 1♣ 开叫 -1♥! (RF!) 后展示 Fp
叫牌，不再过叫

1♠ = 第一步答案是为强牌保留的，
B(4.5)+，任何 5+ 牌花色或任何 5/5 双色 1NT =
第二步答案，强 NT 牌，B(3 - 4.5)，平衡（没有
5+ 牌花色，没有单张）从这里开始 SCOR -
SCOR 答案

2♣ = 第三步答案（SCOR 的 1st 步答案 -
SCOR) 是为基本花色中的 B(2 - 4)、5♣ 或 7♣
牌保留的，SHAPE 边花色

2 = 第四步答案（SCOR - SCOR
的第二步答案）保留给基本花色中的 B(2 - 4)、5♣ 或
7♣ 牌，COLOR 边花色

2♥ = 第 5 步答案（SCOR - SCOR 的第 3rd
步答案）保留给基本花色中的 B(2 - 4)、5♣ 或 7♣
牌，RANK 边花色

2 步骤答案（SCOR - SCOR 的第 4
步答案）在基本
西装，SHAPE 侧西装

2NT = 第 7 步回答（第 5 步回答由 SCOR - SCOR
决定）在基本规则中保留给 B(2 - 4)、6♣ 或 8♣

suit, **COLOR** side suits

3♣ = 8th step answer (**6th step answer by SCOR - SCOR**) is reserved for **B(2 - 4)**, 6♣ or 8♣ in the Basic suit, **RANK** side suits

The next **Relays** will ask for 7 or 5 cards (if 5 with exact distribution) as the 1st step answer is reserved for 7 card Basic suit with **SHAPE, COLOR or RANK** side suits respectively.

If the Opener proved strong, **B(4.5)+**, the 6th step answer from 6♣ or 8♣, **RANK** changes to 6♣ or 8♣, **RANK + Void or S+V**. A new Relay is needed for revealing the exact shape.

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 **Relays** will ask for exact **B#**



If an Overcall appear, the 1st step of DBL / RDBL is reserved for a strong hand, **B(4.5)+**, any 5+ card suit or any 5/5 bi-color.

衣服, 颜色附属服饰

3♣ = 第8步答案 (第6步答案由 SCOR - SCOR)保留给 B(2 - 4), 6♣ 或 8♣ 基本服饰, 等级附属服饰

接下来的中继会要求 7 或 5 张牌 (如果是 5 张牌就是精确分布), 因为第1步答案保留给7张基本服饰且带有形状、颜色或等级的附属服饰。

如果开叫方实力很强, B(4.5)+, 第6步答案从6♣或8♣, 等级改变为6♣ 或 8♣, 等级+空或S+V。需要新的中继来揭示精确形状。

从第7到第11步都是扩展的 SCOR 竞标, 6张基本♣服饰 + 等级自然显示第2长的服饰(3NT 竞标保留给任何2236形状)

从第12到第16步都是竞标, 6张基本服饰 + 等级总是显示任何 8122 形状, 但 B# 不同 (从 2 到 4, 增量为 0.5)

下一 Relays 将要求准确的 B#



如果出现 Overcall, DBL / RDBL 的第 1 步预留给强手, B(4.5)+, 任何 5+ 张牌花色或任何 5/5 程花色/5 双花色。

The next 7 steps are for SCOR - SCOR except the 1st NT step answer, which is reserved for a strong NT hand, **B(3 - 4.5)**, balanced (no 5+ card suit, no Singleton).

If the Opener proved strong, **B(4.5)+**, the last step answer will be for 6♣ or 8♣, **RANK + Void or S+V** and a new **Relay** will be needed to reveal the exact shape.

For example:

1♣ = **B2+**, 5+♣ / **B(3-4.5)**, balanced / **B(4.5)+**, 5+ or 5/5 bi-color

1♥ = **B(0.5)+**, 2♣+ Honor / 3+♣ / **B(1.5)+**, any shape

2♠ = Opponent's Overcall

Pass = **B(2 - 2.5)**, 5+♣, weak. A new Relay is needed to reveal the side suits

DBL = 1st step answer by SCOR - SCOR is reserved for **B(3 - 4)**, 5♣ or 7♣, **SHAPE** side suits

2NT = 2nd step answer by SCOR - SCOR) is reserved for **B(3 - 4)**, 5♣ or 7♣, **COLOR** side suits

3♣ = 3rd step answer by SCOR - SCOR) is reserved for **B(3 - 4)**, 5♣ or 7♣, **RANK** side suits

3♦ = 4th step answer by SCOR - SCOR) is reserved for **B(3 - 4)**, 6♣ or 8♣, **SHAPE** side suits

3♥ = 5th step answer by SCOR - SCOR) is reserved for **B(3 - 4)**, 6♣ or 8♣, **COLOR** side suits

3♠ = 6th step answer by SCOR - SCOR) is reserved for **B(3 - 4)**, 6♣ or 8♣, **RANK** side suits

下面7个步骤是针对SCOR的-SCOR,除了1stNT步骤答案是保留给强NT牌,B(3-4.5),平衡(不含5+牌suit,无单一分布)的情况。

如果开启者证明很强,B(4.5)+,最后一个步骤答案将是6♣或8♣,RANK + Void或S+V,需要新的中继来揭示确切的形状。

例如:

1♣ = B2+, 5+♣ / B(3-4.5), 平衡 / B(4.5)+, 5+或5/5双花色

1 = B(0.5)+, 2♣+Honors / 3+♣ / B(1.5)+, 任意形状

2 = 对手的升注

Pass = B(2 - 2.5), 5+♣, 弱。需要新的中继来揭示副牌花色

双 = 1st 步骤回答由 SCOR - SCOR 保留给 B(3 - 4)、5♣ 或 7♣ 的 SHAPE 侧面组合

2NT = 2nd 步骤回答由 SCOR - SCOR 保留给 B(3 - 4)、5♣ 或 7♣ 的 COLOR 侧面组合

3♣ = 3rd 步骤回答由 SCOR - SCOR 保留给 B(3 - 4)、5♣ 或 7♣ 的 RANK 侧面组合

4th 步骤回答由 SCOR - SCOR 保留给 B(3 - 4)、6♣ 或 8♣ 的 SHAPE 侧面组合

3♥ = 5th 步骤回答由 SCOR - SCOR 保留给 B(3 - 4)、6♣ 或 8♣ 的 COLOR 侧面组合

= 6th 步骤回答由 SCOR - SCOR 保留给 B(3 - 4)、6♣ 或 8♣ 的 RANK 侧面组合

The next **Relays** will ask for 7 or 5 cards (if 5 with exact distribution) as the 1st step answer is reserved for 7 card Basic suit with **SHAPE, COLOR or RANK** side suits respectively.

If the Opener proved strong, **B(4.5)+**, the 6th step answer from 6♣ or 8♣, **RANK** changes to 6♣ or 8♣, **RANK + Void or S+V** and a new Relay is needed for revealing the exact shape.

From 7th to 11th steps are all **Extended SCOR** bids with **6 card Basic ♣ suit + RANK, no Void** 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 **Relays** will ask for exact **B#**



I have spent 36 years to create the Force Point Bridge System. You can spend 36 days to introduce it to yourself. Add another 36 days for practice & you will start to fill

下一个接力赛将要求 7 张或 5 张牌（如果 5 张牌中有精确分布）因为 1st 步骤答案分别针对具有 SHAPE、COLOR 或 RANK 边花色的 7 张牌基本花色保留。

如果开叫者表现强劲，B(4.5)+，6♣ 或 8♣ 的 6th 步骤答案，RANK 变为 6♣ 或 8♣，RANK + Void 或 S+V，并且需要新的接力来揭示确切的形状。

第 7 至 11 步均为扩展 SCOR 叫牌，包含 6 张基本♣花色 + RANK，无空牌，自然显示第二长花色（3NT 叫牌保留给任何 2236 形状）

从第 12 步到第 16 步都是用 6 张基本牌叫牌 花色 + RANK 始终显示任何 8122 形状，但 B# 不同（从 2 到 4，增量为 0.5）

下一个中继将要求确切的 B#



我花了36年的时间创造了力点桥接系统。你可以花36天来向自己介绍它。

再加 36 天练习，你就会开始填补

the difference.



差异.



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 a CC card for automatically displaying all Fp alerts when playing in BBO. That is quite a long and difficult job, but we want to totally satisfy our customers. The CC card will be included for free for all pairs 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 is not as profitable as the SMALL one. The difference is ONLY 2-3 IMPs, which is obviously made intentionally by the creators of the IMP chart !!

如果任务成为了傀儡,对手可能会发现双方Fp的确切持有分布

玩家(统计学上约30%的时间)。这可能会帮助他们'不给礼物'并影响比赛积分赛中的'好'把戏,但在团队赛中无关紧要。

Fp团队中的一名球员正在制作一张CC卡,用于在BBO上玩游戏时自动显示所有Fp提醒。这是一项相当长且困难的工作,但我们希望完全满足客户的需求。这张CC卡将免费提供给所有有执照的组合。

当我在BBO观看专家玩家时,一场新游戏出现,我会花几秒钟检查强手的基础数字(B#),当我发现一个扑克大赢级别(PL)时,我很想知道他们会如何处理它。令我惊讶的是,约30%的小扑克大赢未被发现,约70%的大

扑克大赢陷入暮色中。

很明显,玩家(包括专家)都害怕大扑克大赢!!

解释可能只有一个:

他们无法收集到足够的信息!

也许他们知道'大满贯'比'小满贯'的收益低。差异仅仅是2-3个IMPs,这显然是IMPs图表的创造者刻意为之。2-3 IMPs,这显然是IMPs图表的创造者刻意为之。

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

棋盘 67

NORTH
Q85852

AQJ98
AJ

	西		东
	KT62		J73
	Q43		KT96
4			72
	T8752		Q964

南A94

AJ7KT65
3K3

南家庄, NS易手

南 西 北 东 1

	通过	1!	通过
2	通过	2!	通过
2NT	通过	3!	通过 全
3	通过	3NT	部通过

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 = 3352 exact shape

3 ♣! = Relay! Ask for the exact **B#**

3 ♠ = 3rd step answer for exactly B3

3NT = Sign Off

All Pass.

Thinking!

PL = 3 + 2 + 1 (for 10 ♦ cards) – **1** (for full **MIRROR hands**) = **5** for statistically 50% game in Minor suit or for 100% **3NT** game.

NOTE: **With PL = 5 there is always 3NT, no need to ask for Stoppers !**

In BBO both Tables played the incredibly stupid Slam of 6 ♦! They didn't know the **PL = 5.5**

We have to agree on one thing:
There are too many 'Experts' in BBO !!



1 = B(2 - 4), 5+
1! = 询问力量或边 suit 牌型
2 = 第三步回应 RANK 边 suit
2! = 询问第二长 suit
2NT = 3352 精确牌型
3 = 询问精确 B 数
3 = 精确 B3 的第三步回应
3NT = 挑杀

思考中!

$PL = 3 + 2 + 1 (10\text{枚牌}) - 1 (\text{MIRROR手牌}) = 5$,
统计 50% 小 suit 游戏或 100% 3NT 游戏

注意:
只要 $PL=5$, 就一定有 3NT, 不需要问 Stoppers
!

在 BBO 上, 两个桌子都打了令人难以置信的愚蠢
大滚蛋6! 他们不知道 $PL=5.5$

我们必须同意一件事: BBO 上的 '专家'
太多了!!



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

板68

北KQJA9
873

J64
A

西
4
QJ6
T98753
42

東
765
42
Q
KQJ953

南A983
2
T5AK28
76

庄家北，南北受制

北	东	南	西	1			
			过	!		过	
2			过	2!		过。	
3			过	3!		过	
4	过	4NT!	过	过	7	全过	

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♥ = **3̲631** 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** (using 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) combined answer

1 = B(2 - 4), 5+

1! = B(0.5)+, RF! 询问边牌

2 = 4th步答案, 6 + 形状边牌

2 = B1+, GF! 询问第2长套 / 精确牌型

3 = 3631 精确牌型

3! = 中继! 询问准确B#

4 = 精确B4的第5步答案

4NT! = CPA中继! 最小PL = 4 + 2 = 6

回答CPA前弃CP =

4*B# 并显示剩余CP的2步

第1步CP答案 = 4*B# + 2 = 4*4 + 2 = 18, 3平,

第2步 = 20 CP, 2平, 第3

步骤 = 22 CP, 1 EQ

4 = 2nd 步骤对于 4 CP + 以前强制 removed 4*B#

= 4*4 = 16 CP, 共计 20 CP = 2A + 2K 与 2 EQ,

一个显然是 Singleton 花色 + 1 真正的女王

4NT! = 中继! 通过分数 5 询问国王的颜色 = 第 4

步回答, 展示 RANK Kings + COLOR EQ

(使用两个国王和两个EQ的组合答案, 因为国王是 RANK)

注意: 前两个步骤答案 5 和 5

分别展示 2 SHAPE 或 2 COLOR 国王。

第 3 步 5 展示 2 RANK Kings + 2 SHAPE EQ (在 ♥ + Q) 的组合答案

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 = B4 + B2 + 1 (for 6 by 2 side ♥ FIT with the 2 Controls) + **0.25* (force*point, Tempo Adjustments for 4 Aces) = 7.25* for statistically 75% GRAND SLAM**

CP = 20 + 4 pseudo (in ♣) + **16 = 40 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 !

第4步中显示2个RANK国王+颜色
EQ(在+Q)且第5步的5NT会显示2
RANK国王+2RANK EQ(在♣+♦Q)

思考!

$PL = B4 + B2 + 1$ (供6由2侧FIT与2个控制) + $0.25 * (\text{force} * \text{point}, 4 \text{张Aces的节奏调整}) = 7.25^*$, 统计75%进入大滚蛋

$CP = 20 + 4$ 伪(在♣) + $16 = 40$, 统计100%进入大滚蛋

Fp只玩 $PL \geq 7.5$ 的大滚蛋, 或最少 $\text{force} * \text{point} = 7.25^*$!

7=弃牌

如此优雅的竞价定会说服你找个一两个月时间学习Force Point竞价机制、改良斯谭、SCOR-SCOR公约、控牌点询问(CPA)和SCOR

询问高位面值牌花色。

一个月的练习就能准备好参加百慕大碗赛了!

好好想想!
要么用它, 要么防范它!

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 !

请注意：当您有 B(0) 或 B(0.5) 并且您的搭档使用 CPA 并向您询问 CP 时，两种情况下的第一步答案是相等的，并显示 $4\text{ CP} = 1\text{ K}$ ，第二步答案将显示 $6\text{ CP} = 1\text{ Ace}$ ，第三步答案将显示 $8\text{ CP} = 2\text{ K}$ 。

区别在于 EQ 的数量：如果是 B(0)，则第一步 CP 答案将显示 $1\text{ King} + 2\text{ EQ}$ ，第二步将显示 $1\text{ Ace} + 1\text{ EQ}$ ，第三步将显示 2 King ，无 EQ

对于 B(0.5)，你的第一步答案是 CP 将显示 $1\text{ King} + 3\text{ EQ}$ ，第二步将显示 $1\text{ Ace} + 2\text{ EQ}$ ，第三步将显示 $2\text{ King} + 1\text{ EQ}$

注意：使用 B(-) 你的第一步将显示 0 个 King，也许 2 个 EQ，第二步将显示 1 个 King，也许 1 个 EQ，第三步将显示 1 个 Ace，无 EQ

温馨提醒：

你有：♠AQxx ♥KQxx ♦QJxxx ♣

你的 B# 是多少？你开叫 1♦ ，你的搭档叫 1NT ，然后继续接力满贯。

你有 3 个皇后和一个空位。你有多少个等价皇后 (EQ)？你会算出其中的几个吗？

你的 $B\# = 2.$ ，因为你无法计算第四个 EQ！如果你算上它，并认为你有 B(2.5)，那么如果你的伴侣要求您提供 CP，您将无法正确显示它们！你将被迫亮出两张 A，而不是 A+K。当你的搭档亮出满贯时，你的惊喜会非常可怕。小心 $4+\text{EQ}$ ！

Board 69

NORTH

♠KQJ7
♥94
♦KJT98
♣74

WEST

♠642
♥82
♦6
♣KQJT852

EAST

♠T953
♥K653
♦53
♣A96

SOUTH

♠A8
♥AQJT7
♦AQ742
♣3

Dealer West, Neither vulnerable

WEST	NORTH	EAST	SOUTH
3♣	Pass	Pass	4♦
Pass	5♦	Pass	6♦
All Pass			

69号棋盘

NORTH
KQJ794

KJT9874

西
642
82
6
KQJT852

东
T953
K653
53
A96

南方
A8 AQJ T7
AQ 7 4 2 3

西先手，双方不易

西 北 东 南 3 过 过 4 过 5 过 6 全过

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), **B(3.5)+**, non-vulnerable, **B4+**, Vulnerable (South may overcall with **B(3.5)+**, even Vulnerable with a **Major** bi-color)

Pass = Opponent's Pass

Calculating (by North):

PL = **B(3.5)** + **B(0.5)** + **0.5** (for **KQJ** in ♠) + **1** (for 10 ♦ Trumps) = **5.5**

5 ♦ = Promising a Game on 5th Level

Pass = Opponent's Pass

6 ♦ = raising 1 UP because South's B# = 4 + 1 = 5 (after upgrading for Opponent's ♣ suit), although it is needed 1.5 tricks for every 1 UP rise, so it will be a finesse SLAM !



3 = 对手的炮击火力, 通常伴有B1, 无
VUL, B(1.5), VUL, 7 张牌的长花色
Pass = North显示少于B2
Pass = 对手的Pass

4 = South用COLOR二花色 (不包括对手的花色)
加码, B(3.5)+, 非弱
脆弱, B4+, 弱点 (South可能会用B(3.5)+加码,
甚至在弱点下, 如果是主花色二花色)

Pass = 对手的Pass

计算(由North):

$PL = B(3.5) + B(0.5) + 0.5 \text{ (KQJ在)} + 1 \text{ (10 Trumps)} = 5.5$

5 = 在第5层Level上承诺Game
Pass= 对手的Pass

6 = 提升 1 UP, 因为南方的 $B\# = 4 + 1 = 5$
(在升级对手的套装后), 虽然每升 1 UP 需要 1.5
个小诡计, 所以它将是一个
巧妙的 SLAM!



Board 70

NORTH	
♠	A2
♥	AT92
♦	Q954
♣	A82
WEST	EAST
♠	54
♥	84
♦	T87
♣	KQJ653
SOUTH	
♠	KJT98763
♥	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 ♥

板 70

NORTH
A2

AT92 Q954

A82

54

WES T

EAS T

84

Q

T87

QJ73

KQJ653

KJ632

T94

南方KJT98
763
K65A
7

南方作庄, 南北方受众

南方 西方 北方 东方
4 过 4NT! 过
5 过 5NT! 过
6 Pass 7 全部通过

4 = B(3.5 - 4.5), 8
4NT! = RF! 询问附加长牌
5 = 8311 精确形状, SCOR 在第二长长牌上跳跃

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) + 1.0 (for ♣ Singleton) = 8.5 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% squeeze for GRAND SLAM !

基本面与边牌（非荣衔牌），故荣衔牌逐一取得

5CPA传递！第一步答案 = $4 * B\# - 4 =$
 $4 * 3.5 - 4 = 10 \text{ CP}, 6 \text{ EQ}$ (5终局信号)

6 第三步答案为14 CP, 4 EQ

思考中！

$PL = B(3.5) + B3 + 1$ (10 张牌) + 1.0 (单牌) =
8.5, 统计100%达GRAND SLAM

让我们检查南家可能持有什么主牌

最小 $B\# = 3.5$ 。假设南家持有2张主牌K和2张主牌Q。
南家 $B\#$ 为:

- 2.0 (2张初始合约取牌)

+ 1.5 (持有主牌KQ,最高可得) + 1.5
(持有主牌KQ, 最高可得)

+ 1 (对应8张牌的花色)

+ 0.5 (对应单牌, 最终单牌王有相同的0.5分值)

+ 0.5 (对应单牌, 最终单牌王有相同的0.5分值)

- 0.5 (对应6等分, 2张主牌女王, 2张属于主牌的,
2张属于次牌的, 对多于4等分的调整)

= 2.5, 但这是不可能的,

因为南家的开牌最小值为3.5,

所以南家必须有一张A, 而这张A可能是唯一的A!

$NT \text{ PL} = PL - 1$ (对应单牌) - 0.5 (对应单A) = $8.5 - 1$
- 0.5 = 7, 统计上存在50%的压缩机会获得总斗!

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.

让我们将南方的手牌设置为：1张
A，1张主王和2张主后。南方的B#将为：

- 2 (2个初始叫牌得分) + 2 (单张
A)

+ 1 (1张主王)

+ 1 (2张主后, 最大可能持有,
Fp不会计算任何小王牌单张后)

+ 1 (8张长黑桃花色)

+ 0.5 (单张, 任何潜在的单张黑桃王算0.5分)

- 0.5 (5张等值牌, 1张真正主后, 2张在黑桃花色,
2张在小王牌花色, 超过4张等值牌负面调整)

= 3.0, 但这是不可能的, 因为南方的
开叫牌最小B#值为3.5, 所以南方必须有
2张真正的主王, 才能以最小B#值3.5开出4叫

最终合约是7。

游戏的PL = 8.5

CP = 14 (南家的实际CP) + 18 (北家的实际CP) +
4 (南家的伪CP, 属于 花色) + 4 (南家的伪CP, 属于
花色) = 双方共40CP

统计学概率100%可以完成大滚蛋

注意:7NT因为东方持有K和QJ可以通过夹击来
实现

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 detecting the strength of the Opener, the **Interrogator (the Quest)** after calculating the **Play Level (PL)**, must decide whether to continue with **CPA** or appoint directly the final contract !

The program is like a book and will help you learn **Fp** faster because you will be able to see all **Bidding Mechanisms** and their sequences by going through the book using your mouse by the time of playing.

In the Fp folder, you can find a free **DEMO** computer program with open hands that will provide the count for you, and you can bid and play manually. You can enter the bids using **Sysnotes** and choose 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.

但是如果对手是三三配，而西方有一个主牌或西方有K,就不会有挤压,7NT就会输一个。

在BBO上,合同是6打入7

在指定开主手的准确分布之后,下一步是指定手中的力量,如果不知道的话。当检测开主手的力量时,

问答者(问题)在计算出玩牌水平(PL)后,必须决定是继续进行CPA还是直接指定最终合同!

该程序就像一本书,可以帮助你学习Fp更快,因为你可以玩牌时通过鼠标在书中浏览所有竞标机制及其顺序。

在Fp文件夹中,你可以找到一个免费的演示带有开放手牌的电脑程序,它可以为你提供计数,你可以手动竞标和玩牌。你可以使用Sysnotes输入投注,并选择最终合同。

该程序是用于手动竞标和玩牌的,所以保持在'Human'模式,尽管如果你在主页中找到并粘贴文件夹 'ForcePoint' 中包含一组老版本的 GIB 文件,可以通过 SAYC 系统激活对手自动竞标和游戏。

Board 71

	NORTH	
	♠J632	
	♥J	
	♦AKJ854	
	♣Q8	
WEST		EAST
♠A74		♠K9
♥Q10764		♥K532
♦Q107		♦93
♣J6		♣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	

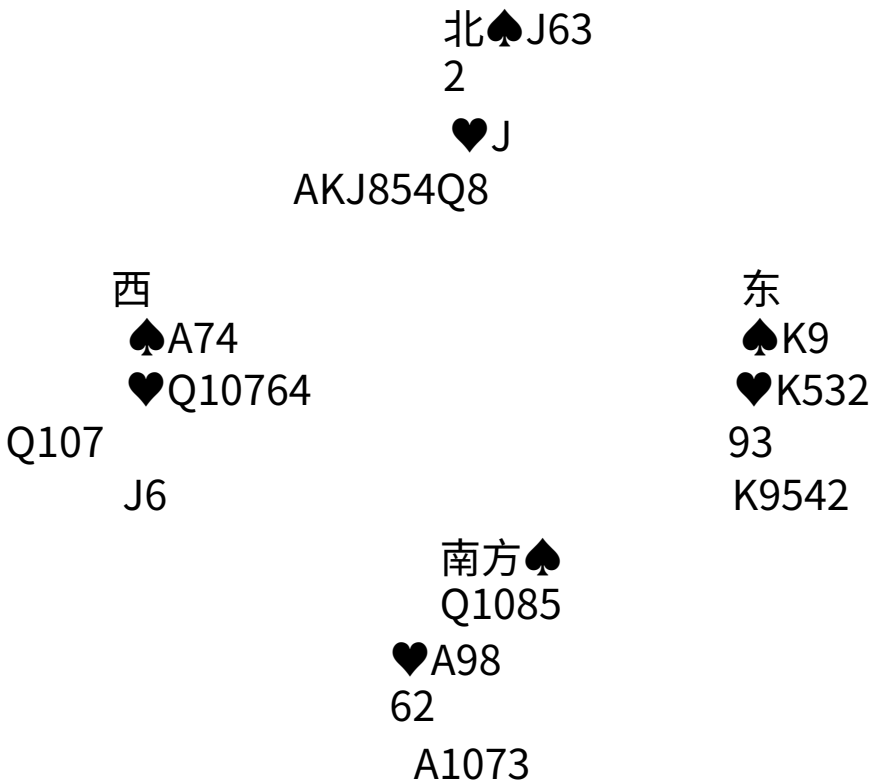
Pass - Pass - Pass - 1 ♣! = Initial Forcing!

B1+, any in 3/4 sit

2 ♦ = **B(1.5)**, 5+ ♦, no bi-color

2 ♥! = **RF!** Ask for the side suits

第71号棋盘



西先手，双方不受限

西	北	东	南	过	过
		过 2	过	1	
			过	2!	
过		3	全部通	3!	
过		4	过		

通过 - 通过 - 通过 - 1 =
初始强制!B1+,任何 3/4 座位
2 = B(1.5), 5+ , 无双色
2 = RF! 询问侧面套装

3♥ = 5th step answer for 6♦ or 8♦, **COLOR** side suits

3♠! = **GF!** Ask for 2nd longest suit

$$\text{Min PL} = 1 + 2 = 3$$

4♠ = 4 card ♠ suit, 4162 exact shape

All Pass

$$\text{PL} = \text{B}(1.5) + \text{B}(1.5) + 0.5 \text{ (for 'good' } \heartsuit \text{ Singleton)} = 3.5$$

You can always open 1♣ with B1+, any shape or you can use the 3rd / 4th seat 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



3 = 5th 步骤答案适用于 6 或 8, 颜色边装置适合

3 = GF! 询问第二长的主 PL 最小
= 1 + 2 = 3

4 = 4 牌 suit, 4162 精确形状 全过

$PL = B(1.5) + B(1.5) + 0.5$ ('好' 单一) =
3.5

你可以总是开 1 与 B1+,
任何形状或您可以使用 Sysnotes
中标记的第 3 / 4 座开标

不同开标 (由 Sysnotes)

西 北 东 南 通过 通过 通过 1NT 通过 2 通过
2NT 通过 3 通过 3 通过 4 全过

1NT = B(1 - 1.5), 任何均衡 / 任何双色

2 B(1.5), Stayman 修改 / 询问双-
颜色

2NT = B(1.5), 4, 4+ (4/ 4), 没有 4

3 寻求另一个 4 张牌花色

34324 的确切形状, 用于 4Fp gig!

4 退出



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

72号牌面

北
K
AK10

A75

AKJ743

西
A10952
J93
QJ83

东
J643
865
K642
108

2

南
Q87Q
74210
9
Q965

经销商北, 无VUL

北 东 南 西 1

过
过

1
1NT

过
过

1!
2! 过 2 过
2! 过 3 过
3! 过 3 过
4! 过 4 过
4NT! 过 5 过
6 过 过 过

1♣ = **B2+**, 5+ ♣ / **B(3 - 4.5)**, bal / **B(4.5)+**, any shape

1♦ = **B(-0.5), unbalanced** / **B(-0.5 to 0)**, balanced (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)**, balanced 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♠ = 3424 exact shape (3♦ bid will show 2434 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

1=B2+, 5+ / B(3-4.5), 均衡 / B(4.5)+, 任意型

1=B(-0.5), 不均衡 / B(-0.5到0), 均衡 (无5+花色, 无S / V), 但包括任何4441准均衡

1! = B(3.5)+, RF! 询问整体型型

1NT = B(-0.5到0), 均衡或任意4441

2! = GF! B3+, Stayman变革!

2 = B(-0.5到0), 4, 4+(4或4), 无4

2! = 中继! 问询另一个4花色

3= B(-0.5), 4花色, x4x4整体型

注意:2NT出价将显示B(0),每一个其他出价都显示B(-0.5)

3! = 中继! 询问3张牌的花色

3= 3424的准确形状(3出价将显示2434准确形状)

4! = CPA中继! 第一步答复 = 3 Q, 第二步 = 4 CP, 1Q

4= 3 Queen

4NT! = 中继! 询问缺失的Queen牌

5 = 没有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**



思考!

$NT\ PL = B(-0.5) + B5 + 1$ (对于10张牌) +
0.5 (对于4-3的牌型与3个顶级王牌) = 6
对于50%概率的小slam

两手中的CP = 30 对于小于50%概率的小slam,
因为没有两个FIT, 尽管如果对手的牌型是3-3...

6 = 弃牌for 36%小slam ... 不要这样做
如果你想要第一或最后!
全停牌

在BBO上的合约是3NT完成3NT + 3



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[https://docs.google.com/document/d/11CgeP0DfEnLEqvg6gXmxiErLv9TRZ4Q/e
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dit?usp=drive_link&oid=116991534418448606470&rtpof=true&sd=true)

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Update your original Force Point '1NT_over_1.snf' data file

[https://drive.google.com/file/d/1HhXxIkskneoADfzYzFoQIOKzieZ4YmAs/view?
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wS bGj-8?usp=drive_link)

Board 73

♠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

第73号棋盘

KT4KQT6Q
T954

9

西
QJ95
J7
K82
KT75

东
876
83
AJ76
J842

南主A32
A9542

3

AQ63

南家庄, 双方无保

北 东 南 西

1 过

- 1! 过 2 过
- 2! 过 3 过
- 3! 过 4 过
- 4! 过 4 过
- 4NT! 过 5 通吃

1 = B(2 - 4), 5+
1! = B(0.5)+, RF! 2+/ B(1.5)+, 任意, 无双色

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) = **5.5**

The calculation showed that statistically there
will be no Slam at all !

5♥ = Sign Off

All Pass

2 = 第二步回答5或7, 颜色副花色 / B(2.5),
2722

2! = 全力! 对7或5+形状询问

3 = 4张花色, 3514准确形状

3♦! = 中继! 问确切的B#

4 = 对B(3.5)的准确第二步回答

4 = CPA中继! 第一步 = $4 * 3.5 + 2 = 16$ CP, 3 EQ

PL = $3.5 + 1.5 + 0.5$ (9手黑) + 0.5 (好单一) = 6

注意: 单一是中性的, 因为有对Q)

4 = 第二步回答4 CP + 以前

必须要移除 $4 * B\# = 4 * 3.5 = 14$ CP, 总共18 CP = 3A或A
+ 3K加上2EQ(其中一个在单一花色+1个真正的Queen)
4NT! = (继续)问问女王的花色, 5 = Queen

思考中!

单一花色在 &

被证明是中性的, 因为存在相反的Queens!

PL = $B(3.5) + B(1.5) + 0.5$ (对于9 Trumps) = 5.5

计算结果显示统计上根本不会有满贯!

5 = 弃牌
全通过

Board 74

	NORTH	
	♠	
	♥8	
	♦AKJT73	
	♣AJ8653	
WEST		EAST
♠KQ85		♠JT932
♥AQJT6		♥53
♦2		♦8654
♣T94		♣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

第74号板

北手8AKJ
T73AJ86
53

西手
KQ85
AQJT6
2
T94

东手
JT932
53
8654
Q7

南4764
K9742

Q9K2

庄家西，双方脆弱

西北东南 1 4 过 4 过 4! 过 5NT 过 5!
过 6 全过

1 = B(2-4), 5+

4 = B(2.5)+, 0166 或 1066 形状, 6/6双色 过 =
东家出

4 = RF 中转! 问单一孔

From that point, Opponents Pass Throughout

4♥ = 0**1**66 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 steps. 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 a 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**)

5♥! = **Relay!** Ask for the King's suit

Thinking!

PL = **B4** + **B2** + **1** (for 6 by 2 side suit with both Controls) - **1** (for '**bad**' ♥ Singleton) = **6** for statistically **50% Small SLAM**

All Pass

NOTE: The Main Formula **CP** = $4*B\# + 2$, **3 EQ** changes to:

CP = $4*B\# + 2 \rightarrow - 2$ (for the Void) - **2** (for the 11th bi-color card) - **2** (for the 12th bi-color card), so **CP** = $4*B\# - 4$

EQ = **3** $\rightarrow + 1$ (for the Void) + **1** (for the 11th bi-color card) + **1** (for the 12th bi-color card), so the **EQ** becomes **6**

6♦ = ♦ King

从那一刻起,对手连续通过

4 = 0166 准确形状

4 = Ex CPA继电器!

注意:在用CPA回答之前,丢弃 $CP = 4 \cdot B\# - 4$ (空缺 + 6/6)来找出你的第一步CP回答,并为任何后续步骤增加2 CP。第一步CP

回答 = $4 \cdot B\# - 4 = 4 \cdot 2.5 - 4 = 6$ CP, 6 EQ, 第二步 = 8 CP, 5 EQ, 第三步 = 10 CP, 4 EQ

5 = 10 CP第三步答案 + 之前强制

移除 $4 \cdot B\# = 4 \cdot 2.5 - 4 = 6$ CP = 4K或2A + K(显然对于南,后者)总共16 CP以及

4 EQ (公式: $n - 10$, 其中' n '=

两种双色套装中的卡牌总数 = $12 - 10 = 2$ EQ in the 6/6 双色 + 1 EQ for 单例 + 1 EQ for 空缺 = 4 EQ) 5 = 继电器!询问国王的套装

思考!

$PL = B4 + B2 + 1$ (对于6张2色副长牌与双)

控制牌) - 1 (单一牌) = 6, 为50%小型大滚木概率

全部通过

注意: 主公式 $CP = 4 \cdot B\# + 2$, 3种平等度变为:

$CP = 4 \cdot B\# + 2 \rightarrow - 2$ (对于空牌) - 2 (对于第11张双色牌) - 2 (对于第12张双色牌), 所以 $CP = 4 \cdot B\# - 4$

$EQ = 3 \rightarrow + 1$ (对于空牌) + 1 (对于第11张双色牌) + 1 (对于第12张双色牌), 所以EQ变为6

6 = King

Board 75

NORTH	
♠A	
♥Q74	
♦AK	
♣KQJ6532	
WEST	EAST
♠JT3	♠7652
♥J953	♥KT6
♦T9874	♦Q62
♣8	♣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	

棋盘 75

北AQ74

AK
KQJ6532

西		东
JT3	7652J953	KT6T9874 Q62

8 南AT4

KQ984A82J5397

南方庄家, NS有保护

西 北 东 南 不出 1 不出 ! 不出 不出 1NT!

不出 2 不出 2! 不出 2 不出 2NT!

不出 3 不出 3! 不出 4 不出 4! 不出 5
不出 5! 不出 5 不出 6 不出 不出 不出

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♥ = 1327 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

Thinking!

PL = B5 + B1 + 0.5 (for 9 ♣ Trumps) = 6.5 for statistically 100% Small Slam

CP = 20 + 10 = 30 for statistically 100%
 Small SLAM, because of the ♣ Super FIT + good
 ♠ Misfit

6♣ = Sign off

1 = B2+, 5+ 或 B(4.5)+, any

1! = B(0.5)+, RF! 2+/ B(1.5)+, any shape

1 = B(4.5 - 6.5), any 5+ 或 5+/5+ any 双色

1NT! = Relay! GF! 询问基牌或双色

2 = B(4.5)+, 5+

2 = Relay! 询问整体牌型

2 = 5或 7, 颜色 / B5, 2227

2NT = Relay! 询问 7或 5+ 牌型! = B(4.5)+,

7+ 颜色 / B5, 2227

3! = Relay! 第一步回答为任意 0427

4 = 1327 精确牌型

4! = 4! = 外部继电器!正, 询问精确的B#

5 = 精确B5的第二步答复

5 =

CPA继电器!带7个牌位的第一步CP答复,无长牌,4*B#

注意5计算等值,并有4张等值女王,使用公式: $EQ = n - 6$,

其中'n'是长牌的张数 = 7 - 6 = 1张长7张牌的等值女王 +

1张单牌的等值女王 + 2张真正的女王 =

总共4张等值女王,5= 20 CP, 4 EQ

思考!

PL = B5 + B1 + 0.5(对于9张主牌) =

6.5,统计学上100%小大败

CP = 20 + 10 = 30,统计学上100%小大败,因为超级同花+较好的不配

6 = 结束

Board 76

WEST

♠A75

♥Q862

♦T964

♣T9

EAST

♠QT

♥AT753

♦A8

♣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 suit

1♥ = B(0 - 0.5) balanced / B(0.5) unbalanced / any 4441, 7 – 9 HCP,

1♠! = B2+, **RF!** Ask for 5 card suit, 12-14 HCP

1NT = max B(0), balanced 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 1NT bid, East needs B(4.5)+, Vulnerable or B4+, no Vulnerable, because the answer can reach 3♠ if West has a pseudo-balanced any 4441 shape !!

76号棋盘

西 T	东 T
A75	QT
Q862	AT753
T964	A8
T9	KJ53

西方庄家,东西双方合约,对手全程过牌

西 北 东 南 过 1

过 过 过 2 全过
过 1♠!

1NT

过 - 过 - 1♣! = 初始强制! B1+, 8+ HCP,
3/4花色任意形状

1♥ = B(0 - 0.5)平衡 / B(0.5)非平衡 /
任何4441, 7 - 9 HCP, 1♠! = B2+, RF!
询问5牌花色, 12-14 HCP

1NT = 最大 B(0), 平衡或任何 4441, 无 5 张牌花色
2♥ = 过牌

从统计学上看, 最小 ♥ PL = B(-1) + B(2.5)
= 1.5, 最大 ♥ PL = B(0) + B(2.5) = 2.5

注意: 在西方出 1NT 叫牌后使用 2♣! =
斯泰曼变形, 东方需要 B(4.5)+, 有Vulnerable(弱)
或 B4+, 无Vulnerable(弱), 因为回答可以达到 3♠
如果西方有任何 4441 伪平衡的牌型!!

Reminder of when to use the Exchange Answers

1. When the 1st player Passed and the Opponent Overcalled and the 2nd player made an Overcall, if the other Opponent used an Active bid (not a Pass) & the 1st player used a Relay, that Relay will activate the Exchange Answers for the exact B# instead of the suit or the side suits !!

2. When the 1st player opened on 1st Level and the 1st Opponent Overcalled and the 2nd player used a Relay, if the other Opponent used an Active bid (not a Pass), that bid will activate the Exchange Answers 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 the next Opponent's bid is a Passive bid (Pass)
- 2.2. Show your exact B# if the 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.

提醒何时使用 Exchange

Answers

1. 当第一个玩家放弃并且对手叫牌后，第二位玩家叫牌，如果对方使用主动叫牌（而非弃牌），而第一位玩家使用接力叫牌，则该接力叫牌将激活交换

答案是确切的 B#，而不是花色或边花色！！

2. 当第一个玩家在第一层开局时第一个对手过叫，第二个玩家使用了接力，如果另一个对手使用了主动出价（而不是通过），则该出价将激活交换答案以获得精确的 B# 而不是边花色！！

它需要将正常答案替换为边花色与 B# 的答案完全相同，但答案取决于第二个对手的叫牌：

2.1. 如果下一个对手的叫牌是被动叫牌（Pass），则亮出你的基本花色

2.2. 如果下一个对手进行了主动出价，则显示您的确切 B#

注意：当你的搭档开叫 1 并且对手以相同花色争叫时，叫牌

PASS 是为 B2+、5+ 保留的。

在下一次接力赛中，您将展示您的精确 B# / 边花色。

Board 77

	NORTH		
	♠T65		
	♥AKT852		
	♦A5		
	♣87		
WEST			EAST
♠Q43			♠J972
♥J973			♥
♦964			♦QJ832
♣Q65			♣J943
	SOUTH		
	♠AK8		
	♥Q64		
	♦KT7		
	♣AKT2		

Dealer South, All Vulnerable

SOUTH	WES T	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	6♥	All Pass

1♣ = B2+, 5+ ♣ or B(4.5)+, any shape
1♥! = B(0.5)+, Relay! Ask for the overall shape

第77号棋盘

北T65AK
T852

A5

87

西
Q43

东
J972

J973

964
Q65

QJ832
J943

南♠AK
8Q64K
T7

AKT2

南家、全部有赔

1=2B+,长度5+或4.5B+,任意形状
1!=(0.5)+ 继续问 看总形势

1NT = B(3 – 4.5), balanced

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

**PL = B(4.5) + B2 + 0.5 (for 9 card ♥ suit) = 7
and 40 CP for statistically 50% GRAND SLAM OR
100% Small SLAM**

6♥ = Sign off

**The casual Expert Bidding landed on
6♥ making +1 ? for 14 IMPs**

1NT = B(3 - 4.5), 平衡型

2 = 改良斯坦曼

2 = 没有4张主牌

2! = 中继! 询问3张主牌

NT = B# = 3.5 - 4.5 推迟回答 3 = 中继!

再次询问3张主牌 3NT = 3334 精确型

4 = 中继! 询问精确的B#

第43步回答正好为B(4.5)

最小PL = $4.5 + 2.5 + 0.5$ (9张王牌) = 7

4NT = CPA中继! 询问CP. 回答CPA前先抛弃CP = $4 * B\#$
& 以2 CP每步显示余下的CP. 第1步CP回答 = $4 * 4.5 + 2$
= 20 CP, 3 EQ, 第2步 = 22 CP, 2 EQ, 第3步

= 24 CP, 1 EQ, 第4步 = 26 CP, 无EQ

5= 第3步的答案, 6 CP + 之前必须删除的 $4 * B\# = 4 * 4.5 = 18$ CP, 共计24 CP, 再加1枚女王

PL = $B(4.5) + B2 + 0.5$ (9张牌的花色) = 7, 据统计40 CP为50%大满贯或100%小满贯

6= 签单

专家随意出价, 达到6, 额外+1, 获得 14 IMPs

Board 78

	NORTH	
	♠975	
	♥	
	♦J82	
	♣QT87652	
WEST		EAST
♠T63		♠QJ82
♥J954		♥KT7
♦K94		♦T7653
♣AJ9		♣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

板78

北975

J82QT87652

西T63

东

Q982

J954 K7

~~KQ~~3A93

南AK4AQ

8632AQK

4

庄家西, 南北双方有资格

北 东 南 西

通过 通过

1♣! 通过

1♦ 通过 1! 通过

2♣ 通过

2♦! 通过

2 通过

2♠! 通过

2NT 通过 3♣! 通过

'3NT Pass 5♣ All Pass'

Pass - Pass - Pass - 1♣! = B2+, any shape in 3rd / 4th sit, Initial Forcing

1♦ = max B(-0.5), balanced / max B(0), unbalanced

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

Thinking!

PL = B(-0.5) + B(5.5) + 0.5 (for 9 ♣ Trumps) - 0.5 (for 'bad' ♥ Void) = 5 for statistically 50% Game in Minors

CP = min 4 (pseudo in ♥ suit) + 26 = 30 for 100% game in Minors despite the game's PL



过-过-过-1♣! = B2+, 在3/4坐位任何形状,
初始强制

1 = 最大B(-0.5), 平衡 / 最大B(0),
不平衡

1 = B(3.5)+, RF! 询问5+牌花色

2 = B(-0.5 - 0.0), 5+牌花色

2 = B 3.5)+, GF! 询问整体形状

2 = B(-0.5 - 0), 5♣或7♣, 形状 / 2227

2 = 中继! 询问7♣或5♣ + 形状

2NT = B(-0.5 - 0), 7♣ + 形状 / 2227

3♣! = 中继! 第一步回答适用于任何2047

3NT = 3037 → 7♣ + 形状 + 单张

5 = 下班

思考中!

PL = B(-0.5) + B(5.5) + 0.5 (对于 9 ♣ 王牌) - 0.5
('bad' Void) = 5 对于小牌种的 50% 概率游戏统计

CP = 最少 4 (伪装于 牌种) + 26 = 30
对于小牌种的 100% 游戏尽管该游戏的 PL



Board 79

	NORTH	
	♠JT98763	
	♥	
	♦Q2	
	♣K632	
WEST		EAST
♠K542		♠AQ
♥T65		♥8742
♦5		♦JT64
♣QJ874		♣AT5
	SOUTH	
	♠	
	♥AKQJ93	
	♦AK9873	
	♣9	

Dealer South, E-W vulnerable

SOUTH	WES T	NORTH	EAS T
3NT	Pass	4♣!	Pass
4♦	Pass	4♥!	Pass
5♣	Pass	5♥	All Pass

- 3NT = B(5.5)+, Strong 6+/5+ bi-color
- 4♣! = B(0.5)+, RF! Ask for the other bi-color suit
- 4♦ = B(5.5)+, 6+♦/5+ any bi-color

板79

NORTHJ
T98763

2

K632

西
K542
T65
5
QJ874

东
AQ
8742
JT64
AT5

南方

AKQJ93

AK9873

9

交易方向南，E-W方易受攻击

南 西 北 东 3NT 4
过 过 5 过 过 4!
过

3NT = B(5.5)+, 强 6+/5+ 双花色
4 = B(0.5)+, 请求! 询问另一个双花色
4 = B(5.5)+, 6+/5+ 任意双花色

4♥! = Ex Relay! for the length of the bi-color suits

5♣ = 0661 --> 6♥ / 6♦ bi-color

PL = B(5.5) + B(0.5) + 1 (for the 3 TOP Honors in ♥ suit) – 1 (for the ‘**bad**’ ♥ Void opposite the King) – 1 (for the ‘**bad**’ ♣ Singleton opposite the King) = **5**
for statistically no SLAM !

CP = 20 + 10 (pseudo in ♠ suit) = **30** for statistically **50% small SLAM**

5♥ = Sign off

NOTE: If North uses 5♦ **Relay** for CPA, the answers will be:

Before answering by CPA, discard **CP = 4*B# - 4** by the Formula for 6/6 bi-color + S+V & show the rest of your CP by 2 CP for a step.

The 1st step answer for the:

6♥ = **CP = 4*min B# - 4 = 4*5.5 - 4 = 18 CP, 6 EQ**

6♠ = the 2nd step = **20 CP, 5 EQ**

6NT = the 3rd step = **22 CP, 4 EQ**

6♣ = the 4th step = **24 CP, 4 EQ** and so on ...

After 6♠ answer, **North** must go to **SLAM** thus **Overbidding** the Game and probably will go 1 Down !



4 = 外借 Relay! 用于双色套装的长度

5 = 0661 --> 6 / 6 双色

$PL = B(5.5) + B(0.5) + 1$ (针对该花色中的 3 个最高荣誉牌) - 1 (针对'糟糕'的与国王对应的空档) - 1 (针对'糟糕'的与国王对应的单牌) = 5, 表统计上无 SLAM!

$CP = 20 + 10$ (伪的在该花色) = 30 用于统计上 50% 小 SLAM 5 = 宣告

注意: 如果北方使用 5 Relay 作为 CPA, 答复将是:

在通过 CPA 回答之前, 按公式丢弃 $CP = 4 * B\# - 4$ 由于 6/6 双色 + S+V 公式 & 用 2 个 CP 的步长展示你剩下的 CP。

对于这个的第一步答复:

6 = $CP = 4 * \min B\# - 4 = 4 * 5.5 - 4 = 18$ CP, 6 等

6 第2步 = 20 CP, 5 EQ

6NT = 第3步 = 22 CP, 4 EQ

6 第4步 = 24 CP, 4 EQ 等等...

6 应答之后, 北方必须到 SLAM, 从而过度竞标游戏, 可能会下降 1 档!



Board 80

	NORTH	
	♠943	
	♥T873	
	♦KJ53	
	♣A5	
WEST		EAST
♠T762		♠QJ5
♥J542		♥AQ96
♦6		♦QT2
♣J974		♣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

1NT = 2nd step **SCOR - SCOR** answer for 5♦ or 7♦,
COLOR side suits (obviously **black side suits**, because

板80

北943T
873KJ5
3A5

西 T
T762
J542
6
J974

东 T
QJ5
AQ96
QT2
T86

南2000

A9874KQ32

南家庄, 北南双方脆弱

南 西 北 东 1 过 1! 过

1NT 过 2♣! 过
3♣ 过 3♦! 过
4♦ 通过 4! 通过
5 全部通过

1 = B(2 - 4), 5+
1! = RF! B(0.5)+, 2+ / B(1.5)+, any shape
1NT = 第二步 SCOR - SCOR 答复 5 或 7, 颜色 side
风格 (显然是黑色 side 风格, 因为

the Basic $\heartsuit$ suit is red and must be excluded)

$2\clubsuit!$ = **GF!** Ask for the 2nd longest suit

$3\clubsuit$ = 3154 exact shape

$3\diamonds!$ = **Relay!** Ask for the exact **B#** ($\clubsuit$ is one of the **COLOR** side suits, so North has a Singleton, obviously in $\heartsuit$ suit)

$4\diamonds$ = 4th step answer for exactly **B4**

$4\heartsuit!$ = **CPA Ex Relay in the Singleton / Void suit !**

$5\diamonds$ = 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 South's Singleton.

That means only 1 thing: South has a Singleton King + one real Queen!

PL = B4 + B(0.5) + 0.5 (for 9 $\heartsuit$ cards) + **0.5** (for all 3 TOP Honors in $\clubsuit$ suit) = **5.5** for statistically 100% Game in $\heartsuit$

Pass = Sign off

CP = 24 + 10 = 34 more than enough for making 5 $\heartsuit$

NOTE: To make 5 $\heartsuit$, South will need Opponents' $\clubsuit$ to be 4 by 3 to be able to trump one small $\clubsuit$ with J $\heartsuit$ before playing the Trumps!

基牌 $\spadesuit$ 是红色的,必须排除) $2 = GF!$

询问第二长的花色

$3 = 3154$ 确切形状

$3 = \text{Relay!}$ 询问确切 $B\#$

(是其中一个颜色边牌,所以北方有单牌,显然是该花色)

$4\spadesuit =$ 第四步回答,准确 $B4$

$4! = \text{CPA}$ 在单牌/无牌花色中的 Ex Relay!

$5\spadesuit =$ 第四步回答, $8\text{ CP} +$ 之前必须删除的 $4*B\# = 4*4 = 16\text{ CP}$, 总计 $24\text{ CP} = 4A$ 或 $2A + 3K$ 以及零 $EQ!$

思考!

南方显示 $24\text{ CP} = 2A + 3K$ 以及零 EQ , 这是不可能的, 因为南方有单牌。

这就意味着只有一种可能: 南方有单牌
王 + 一个真正的王后!

$PL = B4 + B(0.5) + 0.5 (9\text{ 张牌}) + 0.5 (\text{三个主牌全有})$
 $= 5.5$ 统计概率 100%

游戏中

通过=签下

$CP = 24 + 10 = 34$ 远远超过了制造5的需求

注意: 为了制造5, 南方需要对方的
必须是4张3张才能用J打败一张小牌,
然后才可以打出王牌!

Board 81

WEST

♠9

♥Q92

♦T543

♣KQ642

EAST

♠AJ8

♥AKJ754

♦A

♣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), balanced / B(0.5), unbalanced / 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

81号棋局

西	东
9	A J 8
Q 9 2	A K J 7 5 4
T 5 4 3	A
K Q 6 4 2	AJ5

西方发牌, E-W有漏洞

西 北 东 南 过 过 1 过

- 1 过 1! 过
- 2 过 2! 过
- 2 过 2NT! 过
- 3 过 3! 过
- 3 过 4! 过
- 4 过 4! 过
- 5♣ 过 7NT 全过

(Pass) - Pass - Pass - 1♣! = B1+, 8+ HCP, 任意形态在3/ 4坐位

1♥ = B(0 - 0.5), 均衡 / B(0.5), 不均衡 / 任意
4441

1♠! = B2+, RF! 询问5+牌花色

2♣ = B(0.5), 5+ ♣

2♦! = GF! 询问其他花色

2 = COLOR花色的第二步答复

2NT! = Relay! 询问7♣ 或 5♣ + 精确牌型

(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 13**4**5

3♥! = **CPA Relay!** 1st step = $4 * 0.5 + 2 = 4$ CP, 3 EQ. It is mandatory to ask for **CP** 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!** 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 ♥) + 0.5 (for 'good' ♠ Singleton) + 1 (for all 3 TOP Honors in ♣ 5 by 3 FIT) – 0.5 (the Aces are more than the Kings and no Queen) = 7.5 for statistically 100% **GRAND SLAM**

CP = 4 + 4 pseudo (West) + 28 + 4 pseudo (East)
= 40 for statistically 100% **GRAND SLAM**.

7NT = Final Contract



(第二长的花色)

3♦ = 4 张牌 花色，是之前展示的彩色花色之一，因此西家有单张牌，确切形状为 1345

3♥! = CPA 接力赛! 第一步 = $4 \times 0.5 + 2 = 4$ CP, 3 EQ。
当 PL ≥ 5.5 时必须要求 CP!

3 第一步答案为 4 CP = 1 国王, 3 EQ (1 EQ 为♠ Singleton + 2 真正的皇后)

! 接力赛! 通过 SCOR 寻找皇后花色

4 = 2 形状皇后

4 = Ex Relay! 询问国王的颜色

5♣ = ♣ 国王

$PL = B(0.5) + B(5.5) + 0.5 (\heartsuit \text{ 中有 } 9 \text{ 张牌}) + 0.5$
(表示“好” Singleton) + 1 (表示♣ 5 by 3 FIT
中的所有 3 张 TOP 大牌) - 0.5 (A 比 K 多, 没有 Q) =
7.5, 表示统计上 100% 的大满贯

$CP = 4 + 4 \text{ 伪 (西)} + 28 + 4 \text{ 伪 (东)}$
= 40, 表示统计上 100% 大满贯。

7NT = 最终合同



Board 82

WEST

♠QJ

♥KQJ104

♦A73

♣KQ5

EAST

♠A9

♥972

♦KJ10

♣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+**, **GF Relay!** 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**

第82板

西方	东方
QJ	A9
KQJ104	972
A73	KJ10
KQ5	A10642

北方庄家。东西双方有风险。对方始终不出牌

- 东 南 西 北
- 1 过 1 过
 - 2♦ 过 2! 过
 - 3 过 3! 过
 - 3 过 3! 过
 - 4 过 4NT! 过
 - 5 过 5! 过
 - 5NT 过 6♣ 全过

- 1♣ = B2及以上, 5+/B(4.5)+, 任意花色
- 1! = B(0.5)及以上, RF!, 2+问询总花色
- 2♦ = B(2 - 4), 5♣ 或 7♣, 颜色侧花色
- 2♥! = B1+, GF中继! 问询7♣ 或 5♣ + 花色
- 3♣ = 2335 确切花色 (第一步回答为7♣)
- 3♦! = 中继! 问询确切B#
- 3 = 确切为B2的第一步回答

3♠! = 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 = $4*B\# + 2 = 4*2 + 2 = 10$ 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 = B2 + B3 + 1** (for **KQJT**x 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



3! = CPA中继! 问问CP

在由CPA回答之前, 丢弃 $CP = 4 * B\#$ &
每步用2 CP显示剩余CP。

第1步的CP回答 = $4 * B\# + 2 = 4 * 2 + 2 = 10$ CP, 3
EQ, 第2步 = 12 CP, 2 EQ, 第3步
= 14 CP, 1 EQ, 第4步 = 16 CP, 无 EQ

4 = 第4步的回答为8 CP + 之前必须丢弃的 $4 * B\# =$
 $4 * 2 = 8$ CP, 总共16 CP (2A + K)且无EQ,
实际上没有真正的女王

4NT! = 中继! 问王的颜色

5 = 王

5! = 中继! 用SCOR问鬼牌的花色

5NT = 2个颜色的鬼牌的第2步回答

Thinking!

下一副牌(花色)总是 $B2 + B3 + 1$ (对于 KQJT_x
副花色3张FIT), 有统计学概率50%达到小满

$CP = 16 + 14 = 30$, 但有2个FIT的情
况下, 有100%小满的概率

6♣ = 签退



Board 83

WEST

♠AQ84

♥K9763

♦AQ4

♣A

EAST

♠KT76

♥A4

♦KJ8752

♣8

Dealer West, E-W vulnerable

WEST

1♣

DBL

5♥

5NT

6♠

NORTH

3♣

Pass

Pass

Pass

Pass

EAST

DBL!

5♦!

5♠!

6♣!

7NT

SOUTH

5♣

Pass

Pass

Pass

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 !

83号棋盘

西	东
AQ84	KT76
K9763	A4
AQ4	KJ8752
A	8

西家庄家，E-W有害

西 北 东 南 1

	3	双!	5
双	过	5!	过
5	通过5轮!	通过	
5NT	通过6轮!	通过	
6	通过7NT	全部通过	

1♣ = B2+, 5+ ♣ / B(3 - 4.5), 平衡 / B(4.5)+, 任何5+牌组或5/5双花色

3♣ = 对手的超叫, 可能6-7 ♣, 弱DBL! = B1+, RF! 换牌询问!

5♣ = 对手的积极出bid, 可能有4-5 ♣
在此出bid之后, 对手全程通过

DBL = 第二步回答准确B# = 5.0 (通过将是对于B# = 4.5)

注意: 在这种情况下, 西方显然有 $B\# \geq 4.5$, 因为基本套装不是套装!

$5\spadesuit! = \mathbf{GF!}$ Ask for the Basic suit, min $\mathbf{PL} = 5 + 2 = 7$

$5\heartsuit = 5 + \heartsuit$ Basic suit

$5\clubsuit! = \mathbf{Relay!}$ Ask for the side suits

$5\mathbf{NT} = 1\text{st step answer for } 5\heartsuit \text{ or } 7\heartsuit, \mathbf{SHAPE} (\spadesuit \ \& \ \clubsuit) \text{ side suits or } 2722$

$6\clubsuit! = \text{Ask for the 2nd longest suit, respectively for the exact shape.}$

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 tries, which activate all Relays on 6th Level except the bid of $6\mathbf{NT}$!

$6\spadesuit = 4 \text{ card } \spadesuit \text{ suit, which is one of the SHAPE suits, so West has a Singleton, } 4531 \text{ exact shape}$

Thinking!

The $\mathbf{PL} = 5 + 2 + 0.5$ (for 5 by 2 Misfit in $\heartsuit$ suit with the 2 Controls) + 0.5 (for 9 cards in $\spadesuit$ suit) = **8** for a **NT GRAND SLAM**, although **the colors of the Queens is critical**, because the **GRAND SLAM** is 100% only with **SHAPE** ($\spadesuit \ \& \ \clubsuit$) Queens and below 50% with **COLOR** ($\spadesuit \ \& \ \heartsuit$) or **RANK** ($\spadesuit \ \& \ \heartsuit$) Queens!

5♦! = GF! 询问基牌, 最小牌力 = 5 + 2 = 7

5♥ = 5 + ♥ 基牌

5♠! = 中继! 询问边牌

5NT = 对5♥或7♥的首步答复, 副长形 (♦ & ♠)
牌型或2722

6♣! = 询问第二长牌, 具体形状

注意: 任何由银问而提出的6+级别出价
绝对放弃, 除非是在对手的牌型上时, 出价为大滚石
中继!

这样的出价是大滚石尝试, 会激活6级除6NT
外的所有中继!

6♠ = 4长 ♠ 牌, 是形状牌之一, 所以西手有单牌,
精确4531形状

思考!

PL = 5 + 2 +

0.5(对于5张2次错配非公约牌与2个控牌) +

0.5(对于9张同花牌) = 8, 可进行无诈牌大滚蛋, 但女
王的花色很关键, 因为大滚蛋只有100%有 (& ♠)
女王及以下牌型

50%花色 (&) 或牌位 (&) 女王!

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 Opponents succeeded with that 5♣ crazy barrage not leaving enough Bidding Space for checking the Queens' colors!

One more time: 7♦, 7♠ or 7NT?

The Grand Slams are difficult to bid because Fp has strong requirements for them:

for GRAND SLAM in suit → PL ≥ 7.25 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

根据公式 $CP = 4 \cdot B\# + 2$, 西方的 CP 必须是 $4 \cdot 5 + 2 = 22$ CP (3K + A 或 3A + K, 很明显后者), 所以西方显然拥有 K + 单一手牌, 加上 3 等值牌 (2 个真正的女王牌 + 1 伞在单牌手牌中)

两只手的总 CP 必须是: $22 + 14 + 4$
(在东方手中的单一手牌) =
40, 在统计上是一个大满贯

对手们成功地进行了这 5 次疯狂的轰炸, 没有留下足够的竞价空间来检查女王牌的颜色!

再说一遍: 7, 7♠ 还是 7NT?

大满贯很难竞价, 因为 Fp 对它们有很强的要求:

对于套花大满贯 $\rightarrow PL \geq 7.25$ 且 $CP \geq 36$, 对于无定向大满贯 $\rightarrow PL \geq 8$ 且 $CP \geq 40$.

这盘游戏的竞价等级是:

$PL = 5.0 + 2.0 + 0.5$ (对于在♥中 5 配 2 的分歧) +
 0.5 (对于在♦中 6 配 3 的超级配合) = 8, 在统计上
100%

无定向大满贯。南方可以不询问就发现伙伴的 CP
(控制点) 利用公式: $CP = 4 \cdot B\# + 2 =$

$4 \cdot 5 + 2 = 22$ CP = 3A + K

The total **CP** in both hands = **40** (including 4 **CP** for **♣ Singleton**). **for a 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 eventually go for a squeeze in **♠** or **♥**.

If the real Queens are in **♦** and **♠**, the **♠** in the Opponents' hands must be dropped.

If they are in **♥** and **♠**, the Queen of **♦** must 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, an **Fp Player must follow Fp requirements!**

7NT = Final Contract

BINGO !

Too risky, but lucky!



双手的总 CP = 40（包括♣ Singleton 的 4 CP）。统计上 100% 大满贯。

公式还显示了 3 个 EQ（等效皇后、2 个真实皇后 + 1 个伪 ♣ Singleton）。

7♦、7♠ 和 7NT 的合约概率几乎相同，因为 ♦Q 和 ♠Q 的持有

对所有合约都至关重要，但北方最终决定用 ♠或♥挤压。

如果真正的皇后在 ♦和♠上，则对手手中的 ♠必须被丢弃。

如果皇后 ♦和 ♠为 ♥，则必须将其丢弃或最终将其精打细算。如果皇后 ♦和 ♥为 ♦，且对手手中的 ♥并非 3 乘 3，则会出现问题。

不管幸运与否，Fp 玩家必须遵循 Fp 要求！

7NT = 最终合同

宾果！

太冒险了，但幸运的是！



Board 84

NORTH

♠
♥K108
♦KT82
♣AKQ753

WEST

♠AQ42
♥Q2
♦AQ954
♣J2

EAST

♠T9865
♥965
♦7
♣T94

SOUTH

♠KJ73
♥AJ743
♦J6
♣86

Dealer West, N-S vulnerable, NS play **Fp**

WEST	NORTH	EAST	SOUTH
1♦	DBL	Pass	1♥!
2♠	3♣	3♠	Pass!
Pass	4♥	Pass	4♠!
Pass	4NT	Pass	5♣!
Pass	5♦	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
1NT! = **B1+**, **RF!** Ask for the shape

第84局

北方

K108
KT82
AKQ753

西
AQ42
Q2
AQ954
J2

东
T9865
965
7
T94

SOUTH
KJ73
AJ743J6
86

西家庄家, 南北双方脆弱, 南北使用Fp

西 北 东 南 1♦ 双 过 1!

2♠ 3♣ 3♠ 通过!
通过 4 通过 4 通过 4NT 通过 5♣!

通过 5♦ 通过 5!
通过 6♥ 全部通过

1♦ = 12 – 15 HCP, 4+ 对手出价
双倍 = B2+, 任何均衡或 B(3.5)+, 任何 5+ 牌组
通过 = East 的出价
1NT! = B1+, RF! 要求说明形状

2♠ = West's bid

3♣ = **B(3.5)+**, 5+ ♣ Basic suit, (actual **B#** = 3.5)

NOTE: The 1st step of **Pass** bid and any **NT** bids are for balanced hands. Also, **EW** may be easy victims with probably all missing **HCP** in **East's** hand.

3♠ = East's barrage raise

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 reserved 1st step answer with 6♣ or 8♣, **COLOR + Void** or **S+V**. The answer for the exact shape is postponed until a new **Relay**)

5♣! = Ask for the exact shape again

5♦ = 0346 exact shape

5♥! = **Relay!** Ask for the exact **B#**

6♥ = 5th step answer for **B(5.5)**

All Pass

North included in his **B#'** answer the count for upgrading the ♠ Void from 0.5 to 1.5 and for the 3 **TOP Honors** in ♣ by 1.0 because of the high level last **Relay** !

North didn't expect the **bad** ♠ Void and the actual **PL** = 5.5 + 0.5 – 1 (for the '**bad**' ♠ Void because of the opposite ♠ K) dropped to 5, but was compensated by one more time of +1 Adjustment for the 3 TOP Honors in ♣ 6 by 2 suit. Anyway, the Dealer obviously was Santa Claus, so South only moved his head silently...

2♠ = 西方的出价

3♣ = B(3.5)+, 5+ ♣ 基本牌色, (实际 B# = 3.5)

注意: 第一步的 Pass 出价和任何 NT

也可能是东方手牌缺失对均衡手有 HCP。

3♠ = 东方的猛攻加价

Pass! = Pass-Relay! 精力有限! 询问边牌花色。

从这一点开始, 对手的出价一直是 Pass

4 = 6 或 8♣ 的第五步答复, 边牌花色(♥ +
♦)排除基本的 ♣ 花色

4 = 异常中继!(出现在对手的牌色上)。
询问第二长牌色, 以确定确切的手牌形状

4NT = 预留的第一步答复, 持有 6♣ 或 8♣

颜色 + 空或 S+V。准确形状的答案被推迟到新的中继)

5♣! = 再次询问准确形状

5♦ = 0346 准确形状

5! = 中继! 询问准确的 B#

6 = B(5.5)的第五步答案 全过

北方在他的 B# 答案中包含了从0.5提升到1.5的♠空
的数量以及3个TOP

因上次中继的高级别而在♣中增加了1.0

北方没有预料到糟糕的空以及实际 $PL = 5.5 + 0.5 - 1$
(因对手的 ♠ K

而导致的'糟糕'的♠空)降至5,但因3个TOP等级的 +1
调整而得到补偿

在♣6由2副牌。无论如何,发牌员显然是圣诞老人,
所以南方只是默默地摇了摇头...

Board 85

	NORTH	
	♠J	
	♥KT7	
	♦AJT43	
	♣AQ85	
WEST		EAST
♠T976		♠AKQ854
♥9		♥6
♦Q62		♦987
♣J7432		♣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)

第85号板

北方
JKT7

AJT43

AQ85

西T97
6

东AKQ85
4

9 6
Q62 987J7432 T96

南32

AQJ85432
K5K

庄家南, N-S易失

南 西 北 东 过 1! 2 过 3 过! 过 4 过 4! 过

6 过 6 全过

1 = B(2 - 4), 5-7 或 B(2 - 3), 8 (实际 B# = 2.5)
1! = B(0.5)+, RF! 2+ / B(1.5)+, 任何形状, 无双-
色, (实际 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♠! = **Ex Relay!** 1st step answer is 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 because of Opponents' ♠ Super
FIT) + 0.5 (for 'good' ♣ King Singleton because of
North's ♣ Ace) = **7.5 for statistically 100% GRAND
SLAM**

The 1st step CP answer = $4*B\# - 2 = 4*2.5 - 2 =$
min 8, max 5 Q (for South with 8 card suit. no Void)

The min Total CP in both hands = 8 + 4 pseudo
(in ♣) + 16 + 4 pseudo (in ♠) = **14 (South) + 20 (North) =**
34 for statistically 100% small SLAM !

All Pass

Before we continue, let me show you **all** of

South's possible bids and their meanings after

4♠! = **Ex Relay!** (for 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** +

2东方的超过保卫 =

$B(2 - 2.5), 5+$

3西方的疯狂

通过! = 通过 - 中继! GF! 请求总体形状

从那时起, 对手一直通过 $4 = 6$ 或 8 的第 4

步答案, SHAPE 4! = 示例中继!

第一步答案是针对空档/S+V!

62821 8+ SHAPE 无空档

6 = 最终合同

$PL = B(2.5) + B3 + 1$ (对于11 王牌) + 0.5

(对于'良好'单一,因为对手 超级)

FIT) + 0.5 (对于'良好'国王单一,因为

北方 皇后) = 7.5 为统计100%大满贯

第一步CP答案 = $4 * B\# - 2 = 4 * 2.5 - 2 =$ 至少8,

最多5 Q (对于南方带8张牌的套装,没有空档)

两手最小总CP = $8 + 4$ 伪(在 + $16 + 4$ 伪(在 = 14 (南方) +

20 (北方) = 34 为统计100%小满贯! 全部通过

在我们继续之前,让我向你展示南方可能的所

有投标及其含义, 4! = Ex

Relay!(仅用于学习目的)

我希望你记得南方展示了6或

8,形状边上的套装:

4NT = 6或8的首步回答,形状+

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♠ = 4621, bid in the 2nd longest suit

→5NT = 2623 = no S / V (using NT bid for 6 card suit, no S / V, ambiguous balance)

→6♣ = B2, 2821 = 8♥ + **SHAPE** no Void

→6♦ = B(2.5), 2821 = 8♥ + **SHAPE** no Void (AKQ)

→6♥ = B3, 2821 = 8♥ + **SHAPE** 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 a total of 7 possible answers:

1 bid for Void + S+V, placed on 1st step answer

4 bids with 6 card suits

2 bids with 8 card suits, no Void

The last bids of 8♥ + SHAPE, no Void are distinguished only by the **different B#**

NOTE: There is no need to remember the particular bids; just pay attention to the Bidding Mechanism if you

无效或 S+V

5 = 1813 = 8+ SHAPE, 无无效, 出价最长的西装, 这是在SHAPE侧西装之外

5 = 2641 = 6+ SHAPE, 出第二长花色
5 = 3631, 出基本花色的三乘三边花色
5 = 4621, 出第二长花色

5NT = 2623 = 无 S / V (使用 NT 出价 6 张牌套装, 无S / V, 平衡模糊)

6 = B2, 2821 = 8+形状无空隙

6 = B(2.5), 2821 = 8+ SHAPE 无空位

(AKQ)6 = B3, 2821 = 8+ SHAPE 无空位

(AKQ + Singleton King)

注意: 请在 Sysnotes 中查看以上所有出价。

因此, 您要么需要有丰富的想象力, 要么必须使用 Sysnotes 直到熟悉该系统。

只要记住, 对于任何 6 张或 8 张牌, 如果您的同伴询问整体形状, 则总共有 7 个可能的答案:

1 个出价, 用于 Void + S+V, 放在第一步答案中

4 个叫牌, 6 张花色的牌

2 人出价, 8 张花色的牌, 无无效

最后的 8 +

SHAPE, 无空牌的叫牌仅通过不同的 B# 来区分

注意: 无需记住特定的出价; 只需注意竞标机制即可

want to play Fp without Sysnotes.

IMPORTANT NOTE: In Sysnotes, the bids that the Opponent used are marked like Fp bids, so do not pay attention to the explanations of any Opponents' bids in Sysnotes! Actually, they are Fp bids when you become Opponents !

SYSNOTES FRONT PAGE

For example: 1 Opening means:
strength of B2 contract tricks, 5+ card suit **or**
strength of B(3.5 to 4) contract tricks, balanced (no 5+ cards, no Singleton) **or**
strength of min B(4.5) contract tricks, any 5+ cards or any 5/5 bi-color

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

Browse

West

1♣	B2+, 5+♣, B(3-4.5) bal, B(4.5)+ 5+, 5/5	→
1♦	B(2 - 4), 5♦ - 8♦ / B(3 - 4), 9+♦	→
1♥	B(2 - 4), 5♥ - 7♥ / B(2 - 4), 8+♥	→
1♠	B(2 - 4), 5♠ - 7♠ / B(2 - 4), 8+♠	→
1N	B(2-2.5), weak NT, 12-15 bal (3+J = 0.5)	→
2♣	B(1.5 -2) MM / B(2-2.5) MIX bi- / B2+,mm	→
2♦	B(2 - 4), any 4441 pseudo bal., 12+ HCP	→
2♥	B(3 - 4), 5+♥/5+m / B(2.5 - 3) IF ♥♠	→
2♠	B(3-4), 5+♠/5+any / B(3.5-4), 5+♠/5+♥	→

想玩Fp,但不用Sysnotes。

重要提示:在Sysnotes中,对手使用的投标被标记为Fp投标,所以不要注意Sysnotes中任何对手投标的解释!事实上,当你变成对手时,它们就是Fp投标!

SYSNOTES前页

例如:1开叫意味着:
B2合约tricks强度,5+牌suit或B(3.5到4)合约tricks强度,均衡(无5+牌,无单一)

min B(4.5)合约tricks强度,任何5+牌或任何5/5双色

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

Browse

West

1♣	B2+, 5+♣, B(3-4.5) bal, B(4.5)+ 5+, 5/5	➡
1♦	B(2-4), 5♦-8♦ / B(3-4), 9+♦	➡
1♥	B(2-4), 5♥-7♥ / B(2-4), 8+♥	➡
1♠	B(2-4), 5♠-7♠ / B(2-4), 8+♠	➡
1N	B(2-2.5), weak NT, 12-15 bal (3+J = 0.5)	➡
2♣	B(1.5-2) MM / B(2-2.5) MIX bi- / B2+,mm	➡
2♦	B(2-4), any 4441 pseudo bal., 12+ HCP	➡
2♥	B(3-4), 5+♥/5+m / B(2.5-3) IF ♥♠	➡
2♠	B(3-4), 5+♠/5+any / B(3.5-4), 5+♠/5+♥	➡

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 to use.

The **CPA bid** is usually marked with an 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 discovered your exact shape and B#) uses **4NT** bid to ask you for **CP**.

That **4NT** bid in **Sysnotes** will look like:

$$\text{CPA, 1st step CP} = 4 * \text{B\#} + 2, 3 \text{ EQ}$$

CPA = abbreviation that 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:

$$\text{CP} = 4 * 3 + 2 = 14, 3 \text{ EQ}$$

注意：并非 Sysnotes 中的所有序列都被完全实现,尤其是在对手加入竞价后,FP 竞价被成功中断的情况。尽管有些序列被实现到 CPA,但有些只被实现到

对确切 B# 的询问。在这种情况下,您需要检查您的 PL 和 13 或 16 的惩罚规则(针对奇特分布),并决定使用哪一种。

CPA 竞价通常标有对首次 CP 答复的解释。

例如:假设您有 5 或 6 张基本花色牌并有一个单张,而您的搭档(已经确定了您的确切手牌分布和 B#)使用 4NT 竞价询问您的 CP。

该 4NT 竞价在 Sysnotes 中会是这样的:

CPA,首次 $CP = 4 * B\# + 2$, 3 EQ

CPA 是一个缩写,表示这个竞价是用于控制点询问(不仅是关于 A 和 K 的数量,还包括确定的数量)等值皇后(EQ)无需询问他们!!

如果你的合作伙伴使用 4NT 竞标,而你 有 5-6 张牌花色,CP 的第一步答案将是 5。如果你的 B# 是 3.0,公式如下所示:

$CP = 4 * 3 + 2 = 14$, 3 个等值皇后

So, with 5♣ bid, you will show 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 for discovering 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 mono-color suit, count the partner's distributional EQ (when you know his exact shape), and add 2 more EQ

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.

因此，通过 5 出价，您将向您的搭档表明您拥有 14 CP (A + 2K) 和 3 EQ (2 个真正的皇后 + Singleton 中的 1 个 EQ)。

当然，5♦ 的第二步答案将显示 CP = $4 \times 3 + 4 = 16$, 2 EQ, 第三步答案 5 将显示 CP = $4 \times 3 + 6 = 18$, 1 EQ

只需尝试记住一些基本的 Fp 公式！



Fp 发现伴侣情商的规则

一些 Fp 玩家在寻找
第一步 CP 答案的预期伴侣情商 (EQ) 会有所不同。
如果你遵循以下规则，这个问题会很容易解决：

找出第一步 CP 的预期 EQ 数量
用任意单色花色回答，计算搭档的分配
EQ (当你知道他的确切形状时)，再加 2 EQ

找出第一步 CP 的预期 EQ 数量
用任何双色回答，使用公式：n -
6，其中“n”是两种双色花色的牌的总和。

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 lengths 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 along with the number of his real Queens:

I have remembered very well only the 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

为任何下一步的CP答案,将EQ降低1并将CP提高
2

或者您可能会记住这些简单的算术级数,适用于具有
不同长度的基本套装或5/5双色的第一步CP答案:

5-6张牌或5/5双色(两种形状都没有空洞):

第一步答案的 $CP = 4 * B\# + 2$, $EQ = 3$

5-6张牌或5/5双色(两种形状都有空洞)或7张牌(没
有V,没有2S):

第一步答案的 $CP = 4 * B\# + 0$ (零), $EQ =$
4张牌(有V或2S)或8张牌(没有V,没有2S):

第一步答案的 $CP = 4 * B\# - 2$, $EQ = 5$

张牌(有V或2S):

第一步答案的 $CP = 4 * B\# - 4$, $EQ = 6$

实际上,当我的搭档有一个

单一套装,我想了解我的搭档在回答CP时丢弃了多少
CP,以及他真正的女王的数量:

我只很好地记住了主要的
公式针对没有空缺的5-6张基牌组:

CP的第一步答案 = $4 * B\# + 2$, $EQ = 3$

让我们假设我发现了精确的

合伙人的牌型为0273, $B\# = 3.0$
而合伙人用第二步答复了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 drops by 2, and the number of EQ increases by 1

So, what is the difference between 5-6 card suit, no Void, and the 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, but 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**
(which my partner used to answer for CP)

The 3rd step answer **CP** = $4 * B\# + 6$, **EQ** = **1**
and so on ...

For example, let's apply the changes for the shape with 7 card suit + a Void:

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) & for the same reasons add by 1 EQ respectively.

我非常清楚的是：对于任何虚空或任何
在第 6 张牌上增加一张长花色的牌，CP 数减少
2，EQ 数增加 1

那么，5-6 张牌花色、没有虚空、和 0273
的实际伙伴形状之间有什么区别？

很明显：我的搭档有 1 张虚空牌（因此，CP
必须减少 2，EQ 必须增加
1，但我的搭档的长花色中还有 1 张牌（因此，CP
必须再次减少 2，并且
EQ 必须再次提高 1）

我只记得的主要公式是：_____

第一步答案 $CP = 4 * B\# + 2$, $EQ = 3$

第二步答案 $CP = 4 * B\# + 4$, $EQ =$

2（我的搭档用来回答 CP） 第三步答案

$CP = 4 * B\# + 6$, $EQ = 1$

等等 ...

例如，让我们对具有 7 张花色 +
虚空的形状应用更改：

我将减去 4 CP，并增加 2 EQ（2 CP 用于
虚空和 2 CP（因为伙伴的基本花色增加了 1
张牌）并且由于同样的原因分别增加 1 EQ。

So, the Formula for the 2nd step answer, which my partner used, will change from:

CP = $4 * B\# + 4$, **EQ** = **2** (the main Formula) 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 should already be obvious to 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 a long suit

adding by 1 EQ for the same reasons!

For the players who want to clarify things

If you want to remember the actual Formulas for the 1st step **CP** answer, they are:

因此，我的合作伙伴使用的第二步答案的公式将发生变化：

$$CP = 4 * B\# + 4, EQ = 2 \text{ (主公式)}$$

$$CP = 4 * B\#, EQ = 4$$

因此，在回答 CP 之前，我的搭档只是丢弃了 $CP = 4 * B\# = 4 * 3 = 12$ ，并展示了其余的

通过使用第二步的答案： $2 * 2 = 4$

CP，我发现他总共拥有 16 CP = 2A + K 以及 4 EQ（1 张隐藏在他的长花色的第 7 张牌中，1 张隐藏在虚空中，所以我的搭档显然有 2 张真正的皇后）。

你应该已经很清楚，如果你只记得第一步 CP 答案的主要公式，有 5-6

张基本花色，没有虚空，你将会

能够通过以下方式提取具有不同分布的第一步 CP 答案的任意下一个公式：

任何空牌或 2 张单牌可扣除 2 个

CP，任何长花色中超过 6 张的牌可扣除 2 个 CP

出于同样的原因，增加 1 EQ！

对于想要澄清事情的玩家

如果您想记住第一步 CP 答案的实际公式，它们是：

1. For 5-6 cards, no Void (The main Formula)

CP for the 1st step answer = $4 * \mathbf{B\#} + \mathbf{2}$, **EQ** = $\mathbf{3}$

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 = $4 * \mathbf{B\#} + \mathbf{0}$, **EQ** = $\mathbf{4}$

3. For 7 cards + V or 2 S / 8 cards, no V or 2 S

CP for the 1st step answer = $4 * \mathbf{B\#} - \mathbf{2}$, **EQ** = $\mathbf{5}$

4. For 8 cards + Void or 2 Singletons

CP for the 1st step answer = $4 * \mathbf{B\#} - \mathbf{4}$, **EQ** = $\mathbf{6}$

NOTE: For any of the next steps, add 2 CP, subtract 1 EQ



1. 对于5-6张卡牌,无空位(主要公式)第一步答案的卡牌点数(CP) = $4 * B\# + 2$, 等价(EQ) = 3

注意:对于任何下一步,增加2个卡牌点数(CP),减少1个等价(EQ)

2. 对于5-6张卡牌+V或2个孤牌/7张牌,无V或2个孤牌
第一步答案的卡牌点数(CP) = $4 * B\# + 0$, 等价(EQ) = 4

3. 对于7张牌+V或2个孤牌/8张牌,无V或2个孤牌
第一步答案的卡牌点数(CP) = $4 * B\# - 2$,
等价(EQ) = 5

4. 对于8张牌+空位或2个孤牌
第一步答案的卡牌点数(CP) = $4 * B\# - 4$, 等价(EQ) = 6

注意:对于任何下一步,增加2个卡牌点数(CP),减少1个等价(EQ)



Summarizing the Force Point Bidding

Mechanisms and Tools

After the Opening bid, that will reveal the hand pattern (balanced, pseudo-balanced, mono-color suit, bi-color), the **Quest**, discovering the minimum game's **Play Level (PL)**, 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** the partner will use one of 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 a 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 a 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 using a bid in the Basic suit & with 4 by 4 using an NT bid)

总结 Force Point 竞标机制和工具

开叫后，将显示手牌模式（平衡、伪平衡、单色花色、
双色），探索者在发现最低游戏的游戏等级（PL）时，将使用 SCOR - SCOR 约定来发现搭档的确切形状（平衡、伪平衡或双色手牌除外）。

如果开叫者显示单色，则在第一次接力赛中，搭档将使用第 1 至第 6 步答案之一，立即显示基本花色的长度以及边花色）

第二轮接力赛要求第二长的花色，试图找出确切的搭档形状。



当开牌者有 5 张或 7 张基本花色

- 对于 7 张牌的花色，搭档将推迟回答第二长的花色，并使用第一步答案来显示 7 张牌的花色

- 对于 5 张牌的花色，搭档将使用接下来的 5 次叫牌来显示精确的形状，方法是通过自然叫牌显示其第二长的花色（3 乘 3 使用基本花色的叫牌，4 乘 4 使用 NT 叫牌）

When the Opener has 6 or 8 card 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 Jig bids to show the 2nd longest suit (i.e., the exact shape).

When the Quest discovers the exact partner's distribution, they 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 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 of 2 CP per step.

The Quest, who knows the exact partner's shape and how many CP he must subtract before answering, will discover all of partner's Aces + Kings + Queens immediately, and may ask his partner for the colors of his Top Honors.

当开启者拥有6或8张基本牌色时：

- 搭档将使用第一步回答来表示6或8张牌色+V或S+V,并在新的中继中显示准确形状,使用自然或FP经典竞价来表示。
- 接下来的步骤将用于显示6或8张基本牌色,没有单张虚张(可能有单张),使用自然或FP经典竞价来表示第二长的牌色(即准确形状)。

当搜索者发现搭档的准确分布时,他们将要求准确的基础点数(B#,合同技巧的强度)。

开启者将通过步骤显示他的准确B#,每一步增加开标显示的初始强度
0.5合同技巧。

搜索者将通过加上双方的B#并应用调整(如果有)来确定游戏的PL,如果 $PL \geq 5.5$,搜索者将继续进行CPA,要求他的

搭档用一个答案显示他所有的顶级王牌的数量和种类。

在回答之前,开启者将从CP中减去 $4 \times B\#$,如果有5-6张单色牌或5/5双色牌, $CP = 4 \times B\# - 2$ for 7 牌段与 V/2S 共同,并将以每步 2 CP 的步骤展示他剩余的 CP。

The Quest

知道确切的搭档形状和在回答之前他必须减去的 CP 数量,将立即发现搭档所有的 Aces + Kings + Queens,并可以询问搭档他的高牌的颜色。
知道确切的搭档形状和在回答之前他必须减去的 CP 数量,将立即发现搭档所有的 Aces、Kings 和 Queens,并可以询问搭档他的高牌的颜色。

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 practical aspects (especially for a 45 years old emigrant who came to America with a family of 4 with a total of \$470 in my 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 concepts separately. One month for learning & one month for practice along with the free explanation service by **Boeff or Pavell in BBO**.

Some free lessons from anyone of the 2 authorized coaches by '**Bidding Expert**' will be enough to **master Fp at a high level and easily** catch all possible Slams with at least 18 HCP in both hands (I never seen 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 !

如果开启者是平衡的,任务者将使用斯泰曼和一种简单有效的专有Fp

中继延伸以同时发现开启者的强度和确切形状,然后他会询问确切的B#,最终会使用CPA。

如果开启者是pseudo-balanced(任何4441),任务者将使用中继来同时发现开启者的强度和确切形状,然后他会询问确切的B#,最终会继续使用CPA。

Fp系统解释要困难得多

比实际操作(尤其是对于一个45岁的移民,带着4个家人来到美国,身上只有470美元,没有绿卡),但与他们一起学习Fp会缩短你的学习时间,所以我正尽力帮助。

我的建议是分别学习这些概念。一个月学习,一个月实践,同时可以在BBO上获得Boeff或Pavell提供的免费解释服务。

从两位'竞标专家'认可的教练中任何一位那里获得的一些免费课程足以掌握Fp的高级水平,并轻松捕捉到双方手牌总计至少18分的所有可能的大牌(我从未见过双方手牌总分低于18分的大牌)。

使用Fp最重要的是你将会能够在出牌前'看穿'搭档的手牌!

Theoretical Mathematical Research

Fp Counting is a Dynamic Hand Evaluation Counting

Force Point (Fp) counts some suits in dependence of the Possessions and the length, and makes Adjustments on the fly (GIB uses similar dynamic counting). That can bring confusion when some mathematicians try to classify the Fp Evaluation Counting with other empirical (non-dynamic) Hand Evaluators. Below is a chart in which are used the values for the lengths of the suits that are banned for counting by some Fp restrictions ($CP > 4 * B\#$, $PL \geq 5.5$ and so on), and of course, 'Pavell' got a horrible result. Under that chart is another one, where empiric values for the lengths of the suits of the same kind, which the other presented Hand Evaluators used (the values of the lengths 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 results.

In my opinion, only Hand Evaluators that use a Bidding system to prove the results in practice may be compared; otherwise, we will have theoretical results that no one will use in practice, and so what, who needs that ?

数点是一种动态手牌评估计数

Force Point

(Fp)根据持有牌和长度来计数某些花色,并进行即时调整(GIB使用类似的动态计数)。这可能会让一些数学家在尝试将Fp评估计数与其他经验(非动态)手牌评估器分类时产生困惑。下面是一个图表,其中使用了

某些Fp限制($CP > 4 * B\#$, $PL \geq 5.5$ 等)禁止计数的花色长度值

, 'Pavell'得到了糟糕的结果。在该图表下面是另一个图表,其中使用了同类型花色的经验长度值

其他提出的手牌评估器使用(不受任何限制或荣誉持有的花色长度值),与竞价系统无关,只是理论上的。当然, 'Pavel'的结果好得多。

在我看来,只有使用竞价系统来证明实践结果的手牌评估器才能进行比较;否则,我们将得到理论结果,没有人会在实践中使用,这又有什么意义呢?

In the 3rd chart, I have entered the theoretical values for the Voids, Singletons, Doubletons, 6 card suits, bi-colors, and the result changes 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 empirical theoretical charts, simply because they will not be able to see a comparison with dynamic values and will make wrong conclusions about my 36 years of research.

I cannot allow that to happen by the surfacing of wrong impressions before the system is checked in practice. By disconnecting the values for the length of the suits in the patterns presented from the practical Bidding, and using only the theoretical values of them, I will use the same theoretical values that other Hand Evaluators use here! Will you now make the comparison and draw your conclusions?

I'm publishing the 1st & the 2nd charts by tysen2k (BBO member) as 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
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在第3张图表中,我输入了Voids、Singletons、Doubletons、6张牌花色、双色的理论值,结果发生了戏剧性的变化。

如果你问我为什么要做所有这些,答案是:

会有一些玩家只注意经验性的理论图表,仅仅是因为他们无法看到与动态值的比较,并会对我36年研究得出的错误结论。

我不能允许这种情况发生,在系统实践检查之前,错误的印象就浮现了。通过将模式中花色长度的值与实际竞标断开,仅使用它们的理论值,我将使用与其他手牌

评估者在此处使用的相同理论值!你现在能进行比较并得出结论吗?

我发布了由tysen2k (BBO成员)提供的第1和第2张图表:

以下是Tysen提供的第1张图表:

这是Pavell的手牌评估系统与其他一些系统的比较:

错误分数

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 the longest suit + once the length of the second-longest suit minus the length of the shortest suit.



HCP	1.23	-0.49
HCP+321	1.07	0.00
HCP+531	1.05	0.07
扎尔	1.05	0.08
帕维尔	1.04	0.11 <--
BUMRAP+321	1.03	0.14
BUMRAP+531	1.02	0.21
TSP	1.02	0.21
宾基	0.99	0.32

错误是在其中的平均技巧数

我们认为自己能取得的 trick 数量与实际取得的 trick 数量之间的差异。这是通过对超过百万个随机手牌进行双向虚拟评估而计算出来的。

SCORE 是对每副牌的 IMPs 的估算

我们希望能对抗使用简单 HCP+321 评估方法的团队时获得优势。这是一个使用更好的评估系统所带来的回报的度量。

HCP 中 A=4, K=3, Q=2, J=1

HCP + 321 是 HCP 加上每个无 3 分、每个单 2 分、每个双 1 分。HCP+531 与之相同,但给出更多对短牌的评分。Zar 是 HCP 加上控制力加上最长牌 suit 长度的两倍加上次长 suit 长度的一倍再减去最短 suit 的长度。



Board 86

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

♠ K Q 10 7 4

♥ K J 6 3 2

♦ -

♣ 10 9 7



East

♠ 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 5+♥/5+♠ / exact shape

2NT = B(1 - 1.5), 5+♥/5+♠ bi-color

3♣ = Relay! Ask for the exact shape

3♠ = 5503 exact shape

86号棋盘

ZAR制作的游戏
<http://www.himbuv.com/zar2.htm>

北/对主场北

♠ J 2
Q
♥
♦ A 6 4 3 2
♣ K Q 4 3 2

西

♠ K Q 10 7 4
♥ K J 6 3 2
♦ -
♣ 10 9 7



东

A 9 8 5
♥ A 10 8 7 5
♦ 10 9 8 5
♣ -

南方 6
3 9 4
♠
♥
♦ K Q J 7 A J
♣ 8 6 5

在Pass - Pass - Pass -2♥ = B(1 - 1.5), 5+♥/5++ 或
5+♥/5+ 双花色 (来自西方) RF Relay! B1+, 询问5+♥/5+ /
精确形状 2NT = B(1 - 1.5), 5+♥/5+ 双花色

= Relay! 询问精确形状精确形状

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 = 3rd step answer for 8 CP, 2 EQ

5♣ = Relay! Ask for the Kings' colors by **SCOR**

5♠ = 3rd step answer for 2 RANK Kings

5NT = Relay! Ask for the Queen's colors

6♠ = Queen ♠

Thinking!

The **PL = 1** (West) + **1.5** (East) + **1** (for “good”

♦ Void because of the Opponents' **♦** Super FIT) + **1**
(for “good” **♣** Void because of the Opponents' **♣**
Super FIT) + **1** (for 10 **♥** Trumps) + **0.5** (for 9 **♠** cards)
+ **1** (for all 3 TOP Honors in **♠**) + **0.25*** (for 4 Aces, 2
real + 2 pseudo) = **7.25*** for statistically 75%

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 - 20 IMPs with 17 HCP



3NT = 3NT牌 = 准确 B#中继

41st步骤答案为1.0

4 = CPA, 第1步答案 = $4 \times 1 = 4$ CP, 4 EQ

4NT = 3rd 步骤答案, 有8 CP, 2 EQ

5 = 中继! 通过SCOR询问主牌的颜色

5 = 2个顺位KIng的第3步答案

5NT = 中继! 询问女王的颜色

6 = 女王

思考中!

PL = 1 (西) + 1.5 (东) + 1

(因对手超强配合而获得的'好'空张) + 1

(因对手超强配合而获得的'好'空张) + 1 (10 ♥
主牌) + 0.5 (9 张牌)

+ 1 (对于所有3个TOP荣誉) + $0.25 \times$ (对于4个
Ace, 2个真实 + 2个伪) = $7.25 \times$ 统计75%大满贯

CP = 8 (西方) + 12 (东方) + 10 (对'好'
Void) + 10 (对'好' Void) = 40 统计100%大满贯

7♥ 99%的信心 - 20 IMPs 17 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 = $0.5 \times (n - 6)$, where 'n' is the sum of the cards in the long suit

6+/5+ bi-color = $0.5 \times (n - 10)$, where 'n' is the sum of the cards in both bi-color suits

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 the game of bridge)

$$\mathbf{B\# = Contract\ Tricks = Total\ Tricks / 4 - 2}$$

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 here and of course, for these patterns I got the worst results.

See the chart: **by tysen2k**

BUMRAP是HCP的替代品:

$A=4.5, K=3, Q=1.5, J=0.75, T=0.25$

TSP是本文中描述的方法。它试图使用简单的整数找到最佳评估器。

Binky是托马斯·安德鲁的评估器:<http://thomaso.best.dge/valuations/>

Pavell 2004年老式计数:总牌技:单王牌 $A=9, A=6,$
 $K=4, Q=2,$ 其他=

单牌(除单王牌A外)=3, 无牌=5,

$7+$ 牌花色= $0.5*(n-6)$, 其中'n'是长花色牌数的总和

$6+/5+$ 双色= $0.5*(n-10)$, 其中'n'是两种双色花色牌数的总和

如果您将数值除以4并减去2个牌技,您将获得今天在直接合同牌技(不在桥牌游戏中计算的前6个牌技之外的牌技)

$B\# = \text{合同牌技} = \text{总牌技} / 4 - 2$

下面是塔森的第二张图表(这里未使用双子星、6张花色、7+张单一花色、5/5双色、6+/5+双色的数据),

对于这些模式,我得到了最差的结果。

看图表:by tysen2k

	Tricks	Tricks	Tricks	Tricks	Error	Error	Error
	Real	ZAR	TSP	Pavell	ZAR	TSP	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				

诡计 诡计 诡计 诡计 错误 错误 错误

Re al ZAR TSP Pave ll ZAR TSP Pave ll

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
总计:	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 show how the point count system for Zar, TSP, and Pavell's system indicates 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 represent the square of the difference between the point count estimate and the real thing. These are weighted by frequency. A smaller error is better.

At the bottom, you have the total error; again, a smaller value is better.

Pavell receives a horrible score, even though his previous test showed that it was between Zar and TSP. How is this possible? Well, it's due to 2 main factors.

Pavell's first data used the best number of points per level, while this study forces it to be what the author says. Pavell would perform much better at 3.7 points per level.

My first study also grades the proper scaling of distribution compared to high cards. This study only looks at distribution. This is where Zar falls short because Zar values distribution too highly.

第一列名为“实际花样数”，指的是每种花样比 4-3-3-3

花样好的实际花样数。你希望你的分配系统能够尽可能接近这些数字。

接下来的三列显示了 Zar、TSP 和 Pavell 的计分系统如何表明每种阵型都比 4-3-3-3 更好。注意，Zar 和 TSP 每墩计 5 分，而 Pavell 每墩计 4 分。现在

您可以比较所有 3 个系统。

最后三列表示点数估计值与实际值之差的平方。这些值按频率加权。较小的误差是

更好的。

底部显示的是总误差；同样，值越小越好。

帕维尔的得分很低，尽管他的之前的测试表明它介于 Zar 和 TSP 之间。这怎么可能呢？主要有两个因素。

Pavell 的第一个数据使用了每个级别的最佳点数，而这项研究迫使它成为作者说。如果帕维尔每级能拿到 3.7 分，他的表现会好得多。

我的第一项研究也评估了与高牌相比，分配比例的合理性。这项研究

只关注分销。Zar 的不足之处在于，它太重视分销了。

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 quarter) 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.

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 computer's values for the suits in the patterns (instead of the previously used Tysen Human values, part of them.

您可以使用这个表来查看每个系统高估和低估的手牌类型。



由jtfanclub在2004年11月3日下午3:47说:
我只是采用了Pavell的方法,每个二牌加0.25(四分之一)。这似乎与真实结果非常接近。

由tysen2k
发帖于2004年11月3日16:55
是的,这给出了一个5/3/1的分布系统,这是我在这个论坛上主张了一段时间的。我不知道为什么Pavell完全没有重视二牌。

jtfanclub
我不太确定你使用的是什么错误公式,所以那部分我没有做。

由tysen2k
误差 = (频率) * (实际值-预测值) ^ 2, 其中频率是该手牌图案出现的百分比。4333 是 10.54, 4432 是 21.55 等

Tysen
以下是我的图表,显示了计算机对图案中花色的值(而不是之前使用的Tysen人工标注的值)的一部分。

Pavell 2016: (not posted; the Counting is still locked due to the publication. I will post it after the publication).

**Contract Tricks = sum of all possessed
distributional & Honors values minus 2**

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 (for computer & Human use) !

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); (2023 change: Ax + Ax = 0.5)**

**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**

帕维尔 2016: (未发布;
计数因出版而仍被锁定。我将在出版后发布)。

合约技巧 =
所有拥有的分配和荣誉值之和减 2

单牌王牌 = 2 合约技巧 王牌 =
1.5

国王 = 1.0

女王 = 0.5

单缺牌 = 1.25 (供电脑使用) ~ 1 (供人类使用)
(2022 变更: 单缺牌 = 0.5 (供电脑和人类使用) !
任何单牌 (王牌除外) = 0.5

Ax 双牌 = 0.25 (Fp*, 供电脑或追求者使用) ~ 0
(供开叫使用)

(2022 变更: Ax + xx 或 Ax + Ax = 0.5, 单独计算
王牌); (2023 变更: Ax + Ax = 0.5) 6 牌花色 = 0.25
(Fp*, 供电脑或追求者使用) ~ 0 (供开叫使用)
(2022 变更: 6 牌花色 = 0)

双色 5/5 = 0.25 (Fp*, 供电脑或追求者使用)
使用) ~ 0 (用于开启)
(2022年变更: 双色 5/5 = 0)

7张+单色牌 = $0.5 * (n - 6)$,
其中'n'为长牌序的牌数 双色 6+/5+ = $0.5 * (n - 10)$, 其中'n'为两种双色套牌的牌数总和
双色套牌的牌数总和

	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 accurate than the values for human use, and see what happened:

	2016			
诡计重重	诡计错误连连			
真实 ZAR TSP Pavell	ZAR	TSP	Pavell	ZAR TSP Pavell

4-3-3-3	0.000	0.000	0.000	0.0000	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
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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
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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
合计				3.841	0.957	0.398	

注意:在上述图表中使用了计算机的数值,这些数值比人工使用的数值更准确,看看发生了什么:

Pavell's Hand Evaluation Counting become the BEST (for theoretical or computer use), but Human practice is always different.

What these mathematicians want:

To put computers in the heads of Humans? OK, that's possible; we will wait.

NOTE: I didn't have all the data to put it in the Formula:

$$\text{Error} = (\text{frequency}) * (\text{real-predicted}) ^ 2$$

So, I have made approximate calculations, this time entering the values that weren't included 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 & docx.**

帕维尔的手牌评估计数成为最佳
(理论或计算机使用),但人类实践总是不同的

这些数学家想要的是:

把电脑塞进人类大脑?好的,这是可能的;我们等着
看吧

注意:我没有所有数据来放在公式中:

$$\text{错误} = (\text{频率}) * (\text{实际} - \text{预测})^2$$

所以,我进行了近似计算,这次输入了第二张表
中未包含的值。也许我有点错了,但

我确信不会超过0.500

你现在可以得出你的结论!

我难以相信我已完成了36年的研究!现在我的空闲时
间该做些什么?也许它是

桥牌游戏防守部分是最难掌握的,现在开始学习
。由于这项研究,我还没来得及成为专家水平的玩
家。

幸运的是,我是个擅长竞拍的玩家(当然只限于强制
竞拍时)。

我会继续填充Sysnotes的数据文件1NT_over_1.snf,
所有持照玩家都可以从Google Drive上免费下载Sysn
otes计算机程序和这本电子书,有PDF和docx两种格
式。

Board 87

WEST

♠AJ5

♥T8

♦8

♣AKQ953

EAST

♠KQ98

♥Q

♦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

第87号棋局

西		东
AJ5		Q98
T8	Q	
8		AKQ953
AKQ953		93

北家庄家, E-W易中, 东 南 西 北 4

	3	双	4
	过	4NT!	过
6	过	过	过关

5+

3 = 东家的攻坚出价

DBL! = B2+, RF! 询问基础花色长度 + 副花色 / 确切牌型 或 换问询问约4 = 西家的攻坚出价

4 = 对精确B3(换问询问出价)的第3步答复

那个出价后,对手全程过

4NT! = 继问!询问副花色

6 = SCOR的第5步答复 - SCOR对6或, COLOR副花色

注意:第1步答复将显示B(2 - 2.5), 5+, 弱)全过

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 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 5NT. Your partner will find out where they are 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 answer?

Use one of the first 3 steps by SCOR to show the Kings' omitted suit + Queens' omitted suit, but when both omitted suits are in one and the same suit, use the 4th step to show that. Bid 5NT. Your partner will manage to find out where your omitted suits are in most 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

让我们练习一下

你持有 A♥ + Q♦，但没有两张 K，你的搭档要求你用 5♥ 接力赛来展示他们的颜色。你会怎么回答？

您的 A♥ + Q♦ 是花牌，因此使用 SCOR 的第二步，显示 A♠ + Q♣ 或 Q♠ + A♥ 或 A♥ + Q♦ 或 Q♥ + A♦。出价 5NT。您的搭档会在 95% 以上的情况下知道他们的位置。

你有 3 张 K 3 张 Q，缺少 ♣ 花色的花色，你的搭档要求你用 5♣ 接力牌亮出他们的花色。你会怎么回答？

使用 SCOR 的前 3 个步骤之一来显示国王省略的花色 + 副牌省略的花色都属同一种花色，使用第四步来表明这一点。叫 5NT。在大多数情况下，你的同伴会通过观察他的手牌找到你省略的花色。

访问我们：保加利亚，索非亚
1700 学生城，罗萨里奥 1 街 Park
Hotel Vitosha, Force Point Bar
Level-1

亚历山大·杜列夫斯基先生
力量点酒吧经理 & Fp 专家玩家

Conclusion

There are not significant changes in the **casual Bridge Bidding**, and disrupting it may be good for the game. New ideas are barely expressed and take a very long time to be absorbed. The current **casual Bridge Counting & Bidding** are far from satisfactory in 2 directions: either they are easy, which means elementary and not effective, or they are good but very difficult for learning because of many static announcements.

My goal was the maximum simplicity without affecting effectiveness. I have tried to create something in the middle of the difficulty for learning and at the TOP for effectiveness.

Be the Judge

By my opinion, there are many **Experts on Playing who** can improve 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 the expansion of the **Sysnotes data** file.

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

Success!

Fp Bidding Developer
Mr. Pavel Boiew

结论

休闲桥牌叫牌方式没有显著变化，打破这种叫牌方式或许对游戏有利。新想法很少被表达出来，而且需要一段时间才能形成。

需要很长时间才能吸收。目前休闲桥牌的算牌和叫牌远远不够

在两个方面令人满意：要么它们很容易，这意味着基础和无效，要么它们很好，但学习起来非常困难，因为

许多静态公告。

我的目标是在不影响效率的情况下，最大限度地简化流程。我尝试过

学习难度处于中等水平，但有效性处于最高水平。

做法官

我认为，很多玩牌专家在叫牌方面还有很大的提升空间。我想这就是我写这本书的目的，而且我不会阻止叫牌的推广。

Sysnotes 数据文件。

<https://www.facebook.com/groups/1133524473730926> 成功!

Fp Bidding 开发商
Pavel Boiew 先生

If you think you are ready to play Fp, explain the bids

Board 88

	NORTH	
	♠ A2	
	♥ K	
	♦ AQJ84	
	♣ Q10986	
WEST		EAST
♠ 10987		♠ 53
♥ 109		♥ QJ864
♦ 109762		♦ K5
♣ A5		♣ 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 88

如果您认为自己已经准备好玩 Fp,
解释竞价

第 88 副牌

北A2	
K	
AQJ84	
Q10986	
西	东
10987	53
109	QJ864
109762	K5
A5	7432
SOUTH	
KQJ64	
A75323	
KJ	

West dealer. North-South vulnerable
西北东南 过 2 过 2!

过 3 过 3!
过 3 过 4!
过 4 过 4升!
过 5 过 5! 过 5升 过 6 板 88

NORTH

♠54

♥QJ9653

♦10842

♦6

WEST

♠K9

♥7

♦AKQJ97

♦AQ52

EAST

♠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

北54

QJ9653

10842

6

西

K9

7

AKQJ97

AQ52

东

AJ107632

A10

9843

南Q8K8

42653

KJ107

1 Pass

1 Pass

2 Pass

3 Pass

4 Pass

4 通过

4NT 通过

5 通过

6 通过

! 通过NT! 通过!

通过 3! 通过 4!

通过 4! 通过 5!

通过 5! 通过 7

全部通过

Board 89
Dealer South. Both sides Vulnerable

NORTH

♠AJ84
♥87
♦KQ963
♣K8

WEST

♠
♥KQ642
♦J85
♣QJ764

EAST

♠Q97532
♥AJ5
♦10
♣A52

SOUTH

♠K106
♥1093
♦A742
♣1093

SOUTH	WEST	NORTH	EAST
Pass	Pass	1 ♣	1 ♠
Pass	2 ♥	DBL	3 ♥
All Pass			

第89号棋局
南家庄家。双方脆弱

北方AJ8
487

KQ963K
8

西方

KQ642J
85QJ76
4

东方Q97
532AJ51
0

A52

南方K1
061093

A7421
093

南西 通过 通过
通过 2 全部通过

北东 1 1

加倍 3

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

板91
南家庄. 东西方易受攻击

北方43K
10876K9

AQJ9

西方	东方
AK8	QJ109765
J53	9
J643	Q85
1042	53

SOUTH
2
AQ42A1
072K87
6

SOUTH WEST NORTH EAST 2 Pass
2♥! 2♠ Pass 4♥
3♠ Pass Pass Pass 4♠!
Pass Pass 5♦! Pass Pass
5 6♥ All Pass
6

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		

第92号棋牌
西方庄家。双方无抢庄资格

北方
AJ985

J108654Q
10

西方
KQ
AQ10942
A7
965

东方
106
K8763
KQ32
A3

南7543
2J9

KJ8742

西 1	北 不叫	东	南通过
		1NT!	
2 Pass	2! Pass		
3 Pass	3! Pass		
3 Pass	4! Pass		
4	全部通	4NT! Pass	
5	过		

Board 93
West dealer. Neither side vulnerable

	NORTH		
	♠AJ98		
	♥5		
	♦J108654		
	♣Q10		
WEST			EAST
♠KQ			♠106
♥AQ10942			♥K8763
♦A7			♦KQ32
♣965			♣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

第 93 个棋局
西方庄家。双方都没有优势

		北J98 5	
		J10865 Q10	
西KQA ◇10942 A7965			东1 06 K8763KQ 32A3
		南75 432 J9	
		KJ8742	
西北东南			
1 过 1! 过			
2 过 2! 过			
2NT 过 3! 过			
3 过 4! 过			
4 过 4N! 过			
5 过 过 过			

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			

R

AQ764
AQ2J10
974

西

Q852
K32
943
862

东
A1074
10
KJ10865
53

南KJ96
3
J985
7

AKQ

西牌主人. 全部易位

西方	北方 2	东方	南方 2!
通过		过手	3!
通过	3	过手	

过手 3NT 过手 4! 过手 4 过手 4! 过手
5 过手 5! 过手 5 过手 5NT! 过手 全过

6 过手 6

Board 95
 East dealer. NS vulnerable

	NORTH		
	♠		
	♥KQ98632		
	♦K7		
	♣AQ106		
WEST			EAST
♠AQJ			♠K1053
♥10			♥54
♦QJ10543			♦98
♣K32			♣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			

第95个棋局
庄家为东,南北双方都易输

R

KQ98632K
7AQ106

西
AQJ
10
QJ10543
K32

东
K1053
54
98
J9874

南98764
2
AJ7
A625

西北东南 1 DBL 过 1!

过 2 过 2! 过 3 过 3!

过 3 通过 3!
通过 3 通过 4!
通过 4 通过 4!
通过 5 通过 5!
全部通 5 通过 7
过

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		

第96号板
西方庄家。南北双方脆弱

北方
8532
A3K107
QJ107

西方
A6
Q87
AQ853
A53

东方
KQ7
J10642
94
842

南SOU
THJ109
4K95J6
2
K96

东 南 西 北 通过 通过 1 通过 1 通过
1! 通过 2 全过

Board 97
East dealer. North-South vulnerable

NORTH		
♠9654		
♥Q952		
♦AJ8		
♣96		
WEST		EAST
♠1073		♠AKJ82
♥AK73		♥86
♦7		♦Q1096
♣KQJ83		♣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

97号棋局
东家庄家。南北双方易胜

北
9654Q
952AJ8
96

西
1073
AK73
7
KQJ83

东
AKJ82
86
Q1096
102

南QJ10
4

K5432
A754

南12通 2! 3通 3! 3通 东 3NT通
西1全Pass 北1通 1NT!

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	

板98

北AKQK
2

J10KQ97
64

西
10973
J983
972
J5

东
J64
Q1064
AQ643
8

南
852
A75
K85
A1032

西北东南
Pass 1
通过 2NT 通过 3!
通过 3NT 通过 4!
通过 4NT 通过 5!
通过 5
通过 6 全部通过

通过 1!

通过 5!

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♦

第99号棋盘

北方
632
A5AQ1096
976

西方
KQ98
KQ742
J
Q104

东方
107
J10983
7432
85

SOUTH
AJ546

K85
AKJ32

西方庄家 EW 有争议

西方 弃牌 1	北行通 过 2	东行 通过 通过 通过	南行 1! 2! 3!
过了	2NT		
过了	3NT 过 4!		
过 4 过 4NT!	过 5 过 6		

Board 100

NORTH

♠AKQ
♥K2
♦J10
♣KQ9764

WEST

♠10973
♥J983
♦972
♣J5

EAST

♠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

棋局100

北方AKQ
K 2 J 10
K Q 9 7 6
4

西 T 10
9 7 3
J 9 8 3
9 7 2 J
5

東 J 6 4
Q 10 6 4
A Q 6 4
3 8

南 8 5 2

A 7 5 K
8 5 A 10
3 2

南家庄. EW 易受攻击

南 西 北 东
1NT 过 2! 过
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

WEST

♠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			

板101

北KQ53

J9K965

3J7

西J8

东106

2

A1032A

Q875

4

85432

KQ1096

南A974K

64QJ10

82A

庄家为西,东西双方有伤

西 北 东 南 过 过 过 1!

过 1 过 1NT!

过 2 过 2!

过 2 过 2NT!

过 3 过 4!

过 4 过 4

全过

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

第102号

北7652

Q52KJ10
5Q3

西
KQ4
J9863
6432
8

东
J983
AK107
Q87
J5

南A104

A9AK109764
2

南家庄家。双方均未保持安全

南 西 北 东
1 通过 1NT 通过
2 通过 2 通过
2NT! 通过 3 通过
3! 过 3NT 过
4! 过 4 过
5 过 过 过

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	

板 103

北 AJ32

KQ853

A972

西	东
K64	Q985
A7	2
1087652	QJ94
103	8654

SOUTH
107
J10964A
K3KQJ

西方交易商。南北针对

西	北	东	南
过			过 1!
过 2			过 2!
过 2NT	过 3!		
过 3			过 4!
过 4 全过			

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	

第 104 号棋盘

R
AKT9872A
K936

2

西65

东Q3
85

QJ742
T84Q5
4

AK952

南
J47
6
QJ73AK
J9T

西 北 东 南

过 1 过

过 过

过 过

过 3 过

过 3NT 过

通过 4 通过

通过 5 通过

通过 5 全部通过

1
1NT!
2NT!
!
4!
4NT!
5!

Board 105

NORTH

♠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	

105号棋盘

RA9832
6

AK94J
76

西106
4
1074
763
AQ42

东
KJ5Q9853Q81093
南Q7AKJ2J1052K85

东 南 通过 1NT
通过 2 通过 3
通过 3NT

西北通过2! 通
过2! 通过3! 全
部通过

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 the question. But 4♠ contract, especially if North has B1, is not to be missed.

106 号棋盘

北方
AQ10721
0310

QJ964

西方
86
KQ852
J943
102

东方
K953
A976
Q8
873

南方J4J
4

AK7652
AK5

南家庄家. EW易受攻击
南方 西方 北方 东方
1 通过 3♣ 通过
3 过 过
4♣! 过 4♠ 全过

南方假设北方可能有 B(0) 或最大 B1
如果是单牌，在这两种情况下 ♣ 是双色的
所以 3NT 或 5♣ 都不太可能。但 4
合约，尤其是如果北方有 B1，是不容错过的。

Board 107
West dealer. Both sides vulnerable

	NORTH		
	♠AKQ102		
	♥92		
	♦109		
	♣KQ74		
	WEST		EAST
	♠7		♠85
	♥KQ876		♥103
	♦AQJ876		♦K432
	♣3		♣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

板107
西方庄家。双方脆弱

北方A K Q
10 2
9 2 10 9
K Q 7 4

西
7
K Q 8 7 6
AQJ876
3

东
8 5
1 0 3
K432
A9852

南J964
3AJ545

J106

西 北 东 南
2 2 双 重 倍!
2NT 双倍 过!3!
3 4 Pass!
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

隐藏板108号, 东家庄家, NS脆弱

东南西北 1♠ 2♦ DBL! 2 DBL 过 2! 过

3 过

3NT 过

3! 过

全过

出牌说明

1♠ = 弱(2 - 4), 5♠ - 7♠ / 弱(2 - 4), 8+♠

2♦ = 弱(2 - 3), 5-6♦ / 强2+, 7+♦

DBL! = 强1+, 3+♠ / 强2+, 2+♠, 强制回合!

DBL = B(3 - 4), 5♠ 或 7♠, 形状 / B3, 7222 过

2! = B2+, 询问 7♠ 或 5♠ + 精确形状
过

3 = 5413 精确形状 过

3! = 询问精确 B# 过

3NT = B2 一步答复 过

= 最终合约 全过

Board 109
West dealer. Both sides vulnerable

	NORTH	
	♠A75	
	♥Q107	
	♦K9762	
	♣102	
WEST	♠KJ9	EAST
	♥986	♠Q6
	♦QJ8	♥K3
	♣KQJ7	♦105
		♣A986543
	SOUTH	
	♠108432	
	♥AJ542	
	♦A43	
	♣	

WEST	NORTH	EAST	SOUTH
Pass	Pass	2♣	3♥
DBL!	RDBL!	3♠	3NT
4♣	4♥	All Pass	

第 109 号棋盘
西方庄家。双方均有风险

北边 A 7
5
Q 10 7 K
9 7 6 2 1
0 2

西
K J 9
9 8 6
Q J 8
K Q J 7

东
Q 6
K 3
10 5
A 9 8 6 5 4 3

南 10 8 4 3
2
A J 5 4 2 A
4 3

西 北 东 南 过 过 2 3 双! 再双! 3 3 NT 4 4
全过

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

Pass
DBL!
3♠
Pass

SOUTH

Pass
RDBL!
Pass!
4♥

WEST

1♦
2NT
Pass
All Pass

NORTH

2♥
3♦
DBL

110号棋板

北A10A
J987Q7
6547

西6436

东KJ95
21043

K10932
AQJ6

8
K1092

南Q87K
Q52AJ8
543

东家庄家,南北易位

东南西北 过 过 1 2 DBL! RDBL! 2NT 3 3
过! 过 DBL 过 4 全过

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

牌局111

北方K5AJ
10432A6
KQ4

西106

东J93
K95

Q876
Q94
10983

K32AJ
76

南AQ874
2

J10875
52

北方庄家。东西双方有牌可炒

北 东 南 西
1 过
2 过
3NT过

1♠!过
2♠过
4♠ 全过

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		

棋牌112

NORTH
 A
 10953
 Q8
 1096
 953

西
 KQ762
 J104
 853
 A

东
 J
 976
 74
 KQ108642

南84
 AK532AK
 Q J27

南家庄. 双方均有

南 西 北 东
 2 过 2♠ 过
 '3 Pass ♠ 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

板牌 113

北方KQ76
4 A42
AJ83

J

西 T
A85
Q65
5
A107652

东 T
J
KJ8
Q1097642
94

南部109
32
10973KK
Q83

西牌手。南北双方易伤

西北东南 1 1 2 倍!

过 2 过 3 过 过都过

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

板 114

NORTH
1053
Q9J98
5KQ96

WESTQJ8A
K102

EASTAK
942KJ1
042

1087432

Q43

SOUTH
76
87653
A76A
J5

西方庄家。双方均无保护

西北东南过过 1! 过 1 过 1NT! 过 2 过
2! 过 3 过 3! 过 4 过全过

Step answers after 2♦ Opening

System Notebook - C:\Bridge\1NT_over_1.snf*

File Edit Window Help

Dealer: ☒ We ☐ They

Vulnerability: ☒ Any
☐ None ☐ They ☐ We ☐ Both

Opponents pass throughout ☒

W	N	E	S
2♦	P	2♥	P

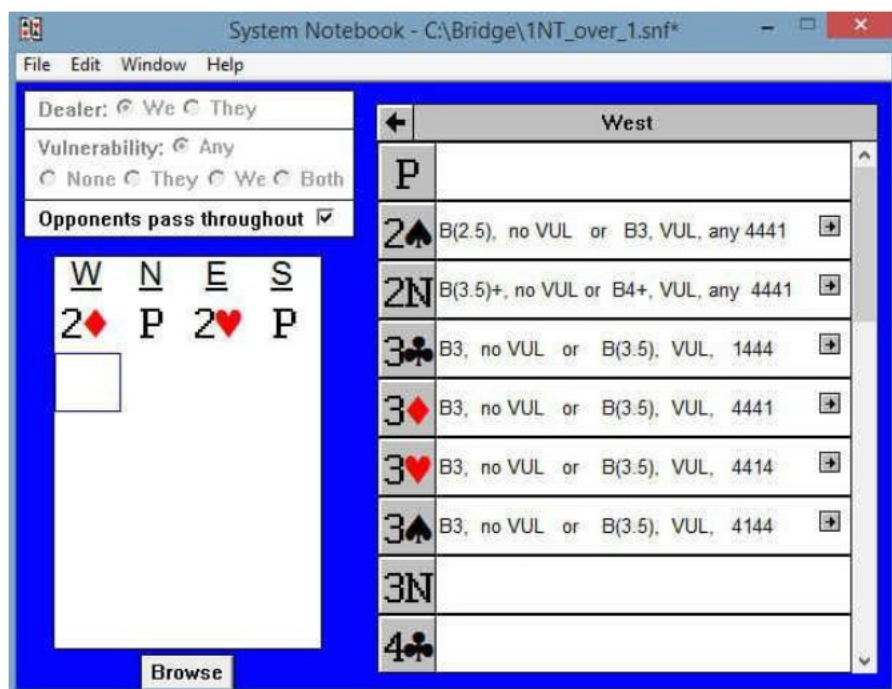
Browse

West	
P	
2♠	B(2.5), no VUL or B3, VUL, any 4441
2N	B(3.5)+, no VUL or B4+, VUL, any 4441
3♣	B3, no VUL or B(3.5), VUL, 1444
3♦	B3, no VUL or B(3.5), VUL, 4441
3♥	B3, no VUL or B(3.5), VUL, 4414
3♠	B3, no VUL or B(3.5), VUL, 4144
3N	
4♣	

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 life. One was played manually in 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.**

2♦ 开场后的步骤答案



下一场比赛在BBO上出现，就在我寻找一场比赛来完成电子书之前。这是我一生中见过的第三款如此分布的游戏。一款是在锦标赛中手动进行的，另外两款是计算机生成的。Fp在这里的关键在于

就是知道 CP 答案 $5\spadesuit$ 是什么意思。

与常规 5/5 双色手牌相比，这手牌共有 3 个变化，当玩家使用第一步答案的主要公式 $CP = 4*B\# + 2$ 以及 3 EQ (和

回答之前删除 $CP = 4*B\#$)。变化是：2张卡牌长度的延伸 + 一张虚空卡。这意味着主公式将向下改变3次，每次2 CP，向上改变3次，每次1 EQ，因此公式为： $CP = 4*B\# - 4$ 以及 6 EQ。

If the exact B# was never revealed, 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 $\sim B3$ with 6/5 bi-colors, $\sim B(3.5)$ with 6/6 and 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 answering 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 a 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 HCP, South will discover that his partner has only 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 being a 6+/5+ bi-color, you 1st will first ask for the exact B#, then for CP.

如果确切的 B# 没有透露，Quest 将无法发现伙伴真正的皇后的确切数量，因为他将使用统计提取的近似 B# 来为 $\sim B3$ ，具有 6/5 双色，为 $B(B(3,5))$ 具有 6/6 和 7/6 双色。

确切的 B# 值并不重要；合作伙伴只需要就该值达成一致以便在

公式。但现在有足够的叫牌空间，南家会用 $4\spadesuit$ Ex Relay 发现北家的 B# 正好是 4.5，于是会继续叫 $5\heartsuit!$ = CPA

接力！问题是：在回答 CP 之前，北方必须丢弃多少 CP？

在回答之前，搭档现在将丢弃 $CP = 4*B\# - 6$ （3 倍，与通常的主 $4*B\#$ 丢弃相差 2 CP） $= 4*4.5 - 6 = 12$ CP，并将迈出 1 步以表明他总共拥有 14 CP（A + 2K），以及 6 EQ（对于第一步答案）。

因为南家知道搭档的确切形状，当他在虚空中放置 2 个 EQ、在单张中放置 1 个 EQ、在 7/5 双色中放置 2 个 EQ，总共 5 个 HCP 时，南家会发现他的搭档只有 1 个真正的皇后。

注意： $4\spadesuit$ = 卓越接力赛（Ex Relay！）原则上要求 CP，但当你达到 4 级时，你可以与你的搭档达成协议，尽管它是 6+/5+ 双色，你还是先将首先询问确切的 B#，然后询问 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		

棋版 115

北

KQ973AK
987525

西
AK85
J542
QJ
1083

东
Q10764
86
3
QJ62

南J932
A10106
4

A974

南家庄家。东西易，只有南北可玩大家扑克

南 西 北 东 通过 1梅 2无 3梅 双!
通过 4♠ 双 通过! 5♠ 通过 通过 双!
通过 6 通过 7全过

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 the final contract.

The Playing is your own responsibility. I can only assist you with the Bidding.

On Bidding Contests with 12 TOP Matchpoint scoring, Fp will provide you with no less than 70% (usually close to 80%), but pay attention that on such Contests, you will have to bid the most difficult distributional games collected around the world.

$$3 + 3 = ?$$

Best regards from outer space



使用SCOR-SCOR公约可以全面满足您的分配和控制需求,让您透过扑克牌背面清晰地看到花色长度和最高荣誉

在您决定最终合约之前,您可以了解您的搭档的情况。

出牌是您自己的责任。我只能帮助您竞标。

在12个最高积分点评计分的竞标赛中,Fp将为您提供不低于70%(通常接近80%)的得分,但请注意,在此类竞标赛中,您将不得不

竞标收集自世界各地的最具挑战性的分布式游戏。

$$3 + 3 = ?$$

来自外太空的问候



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 plays 50%
Small Slams with $PL = 6.0$**

But also pay attention:

**Force Point almost never plays GRAND
SLAMS with $PL = 7$. For those special Slams
you will need at least $PL = 7.5$**

Why does the Fp arithmetic look strange? You remember that both players subtract 2 tricks from the 6 initial tricks that are not counted in the game of bridge. It is proved that one trick comes 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 in 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:

主力点原理

$2 + 2 = 4$, 但并非总是如此; 有时是3!

$2 + 2.5 = 4$ 永远如此!

$3 + 3$ 也是如此

你已知道: 当 $PL = 6$ 时, 你有50%的小满贯机会。
要实现100%的小满贯, 需要 $PL = 6.5$, 尽管 Fp 几乎总是50%

$PL = 6.0$ 的小满贯

但也要注意:

Fp 几乎从未打过 $PL = 7$ 的大满贯。对于这种特殊的满贯, 你至少需要 $PL = 7.5$

为什么 Fp 算术看起来很奇怪? 你记得两位玩家都从桥牌游戏中不计的6个初始技巧中减去2个技巧。证实了1个技巧来自虚无(来自空气, 只是因为你有配合), 但第6个技巧不会被减去以平衡

在大多数锦标赛中,
 Fp 开标和 HCP 开标要求之间存在差异,
因此您应该在竞标结束时至少补偿其一半。

这就是奇怪的 Fp 算术的解释!

仅当您需要发现准确的伙伴分布时才使用 $SCOR - SCOR$, 然后向伙伴询问确切的 $B\#$, 然后使用公式计算 CP :

**$CP = 4 * B\# + 2$ 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 $PL \geq 5.5$.

If you think you do not need to know your partner's exact distribution, after the 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 will still receive very good results, thanks to the explicit Fp Counting. You can even use the static bid of $4\clubsuit$ to interrupt the casual Bidding and ask for the exact partner's B#, based on a 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 the partner's CP using the Formula, based on the shown B# or the Asking for the Control Points (CPA).

See you at the table !

$CP = 4 * B\# + 2$ 对于不平衡的手牌, 或 $CP = 4 * B\# + 4$ 对于平衡的手牌

如果你发现计算出的 $CP > 30$ (如果你没有 2 个 FIT), 那么最终使用 CPA

当然, 你的 $PL \geq 5.5$.

如果你认为不需要知道你的伙伴的准确分布, 在伙伴开放后, 与你的伙伴交换一些出价以检查你是否有 FIT, 然后立即要求准确的 B#, 最终使用 CPA 或使用上述公式计算 CP.

你仍将获得非常好的结果, 这要归功于明确的 Fp 计数. 你甚至可以使用静态

出价4来中断随意出价并要求准确的伙伴 B#, 基于最小 B# 2.5, 所以伙伴的第一步回答将显示 B# =

2.5 或更少, 第二步将显示 $B\# = 3$, 第三步将显示 $B\# = 3.5$ 等等...

总之, 很好地学会要求准确的 B# 以及如何根据所示的 B# 或要求控制点 (CPA) 来计算伙伴的 CP.

在牌桌上见!

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 meant, presumably thinking that this was the Control Asking bid. When West passed, East understood that not bidding 5♥ was a huge mistake !

第116号棋局
诺斯赢家,NS有利

北AK10
2
K2
A987AK
7

西
QJ843
Q107
J42
92

东

AJ8643
5
QJ8543

南 S 97
' 6 S 95

KQ1063106

北 东 南 西 2NT 3 3 4 4NT 过 过 过

东没有询问4NT投标的意义,可能认为这是控制询问投标。当西方过后,东方理解不投标5是一个巨大的

'错误'!

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

板117
南家庄。双方均非易主

北♠KQ
J87♥A
92♦J10
86♣4

西
A65
10643
7542
'J9'

东
1094
QJ7
'KQ93'
'K86'

'SOUT
H32'
'K85'
'A'
'AQ107532'

'SOUTH WEST NORTH EAST 1'
 'Pass' 1! 过关
'2' 过关 2! 过关
2NT 过关 3NT 全过关

Board 118
North dealer. NS vulnerable

	NORTH	
	♠AQ4	
	♥752	
	♦J107643	
	♣J	
WEST		EAST
♠KJ1062		♠75
♥AKQ106		♥J984
♦A		♦Q82
♣Q4		♣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			

板块118
北方交易商。NS易受伤

北方
Q475
2
J107643J

西方
KJ1062
AKQ106
A
Q4

东方
75
J984
Q82
AK82

南
9833

K95
1097653

北 东 南 西 过 过

传递
1NT

传递 2
通过 3
通过 3
通过 4
通过 6
全部通过

过
过
过
过
过
过
通过 6

1♣
2!
2!
3!
3!
4NT!

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		

119号板

庄家为北,双方无保护

北 K10 9

3 K J10

6 4

Q 10 9 7

西 Q 5

4 3 2

东 A J

6 8 5

A K 9 6 5 3

5 2

J 10 2

K J 8 6 3

南872

AQ974Q

87A4

北 东 南 西

过 过

双 3♦

4 全过

1♣! 2♦

3 过

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	EAST	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	

董事会
120 西部
交易商

北AJ86
4KQJ2
QK65

西方
Q75
9765
986542

东方
103
1043
AK1073
Q107

南K92A8JAJ
98432

西 北 东 南
通过 1 通过
通过 2
Pass 3
Pass 4
过关 4
过关 5
过关 5
过关 过关 过关

通过 1NT!
通过 2!
Pass 3!
过关 4!
过关 4NT!
过关 5!
过关 6

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♦

121号棋盘
双方均无守卫

北4Q65
3A432K
2

QJ

西
K2
KJ10765
Q5
763

东
J1098
Q9
J7
K10942

南A74

8A109863A85

西 北 东 南 过 过
过. 过. 1
1NT 过 2!
过 3 过 3!
过 3NT 过 4! 过 4 过 4NT!
过 5 过 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	

板 122

北J9754
74

1074
K94

西
K10
AKQJ82
Q32
Q2

东
A86
53
A965
AJ63

南
Q321
096
KJ8
10875

西 北 东 南 1
过 过 3NT 过 4! 过 4 过 4NT! 过 5
过 5! 过 5NT 过 6NT 过 6NT 过 过

Board 123

	NORTH	
	♠AQJ109	
	♥KQ842	
	♦K9	
	♣Q	
WEST		EAST
♠753		♠4
♥6		♥A973
♦10		♦AQ7652
♣AKJ87542		♣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: force-point@force-point.com
to receive explanations.

棋盘1233

北
NORTH

♠AQJ109
KQ842K9
Q♦K9
♣Q

西
WEST

7533
66
1010
AKJ87542

东
EAST

44
A973
AQ7652
933

南
SOUTH

♠K862
J105
J843106
♣106

北家发牌, NS 脆弱
North dealer, NS vulnerable

北	南	西	东	南	西
NORTH	EAST	SOUTH	WEST		
2♥	3♦	过	3!		
3♠	4♣	过	4!		
过4	过4NT				
过5	过5!				
过5	过6				

如果您对竞标有任何疑问,请发送电子邮件至 force-point@force-point.com,请说明比赛号码,以便我们提供解释。

2♥ = B(3 - 4), 5+♥/5+m / B(2.5 - 3) IF ♥♠

3♦ = East's Overcall

Pass

3♥! = Relay! Ask for the overall shape

3♠ = 5+♥/5+♠ bi-color

4♣ = 4th step answer for 6 +SHAPE side suits

Pass

4♦! = Relay! Ask for the exact shape

Pass

4♥ = 1462 exact shape

Pass

4♠! = Ex Relay! Ask for the exact B#

Pass

4NT = 1st step answer will be for exactly B2

Pass

5♣! = CPA, 1st step answer = $4 \times 2 + 2 = 10$ CP, 3

EQ

Pass

5♥ = 2nd step answer for 12 CP, 2 EQ

Pass

Thinking!

PL = B2 + B(2.5) + 1 (for 10 Trumps) + 0.5 (for
'good' Singleton) = 6 for statistically 50% Small SLAM

CP = 12 + 4 (pseudo) + 10 + 8 (pseudo) = 34 for
statistically 100% Small SLAM

6♣ = Final Contract

2 = B(3 - 4), 5+/5+m / B(2.5 - 3) 如果

3 = 东方的超越

通过

3! = 中继! 询问整体形状

3 = 5+ 双色

4 = 6 + SHAPE 副侧手牌的 4th 步骤回答

通过

4! = 中继! 询问确切形状 通过

4 = 1462 确切形状

通过

4 = 特殊中继! 询问确切B# 通过

4NT = 1st 步骤回答确切为B2 通过

5 = CPA, 1st 步骤答案 = $4 \times 2 + 2 = 10$ CP, 3

等于

通过

5 = 2nd 步骤答案 12 CP, 2 等于

通过

思考!

$PL = B2 + B(2.5) + 1$ (10 个王牌) + 0.5 (单一牌)

= 6, 统计上 50% 小大倒灌

$CP = 12 + 4$ (伪) + 10 + 8 (伪) = 34, 统计上
100% 小大倒灌

6 最终合同

Force Point

File

Setup

Action

GIB

Help

Deal #: 2

Dealer: W

Vul: All

Restart Bid

Restart Play

Next Game

B# = 4

NORTH

Contract: 7 N by East

N/S Tricks:

E/W Tricks:

Auto Play

WEST

PASS

PASS

PASS

Auto Bid

Restart Bid

All Pass

EAST

18

Total Points Scoring

N/S

E/W

SOUTH

11

Spatial Duty IMPs Scoring

N/S

E/W

Lucky Chance IMPs Scoring

ForcePoint \$

Ver: 7.4.19

Force Point

File Setup Action GIB Help

Deal #: 2
Dealer: W
Vul: All

Restart Bid
Restart Play
Next Game

B# = 4
WEST

18
Total Points Scoring
N/S
E/W

5 NORTH B# = -1
Contract: 7 N by East
N/S Tricks:
E/W Tricks:

B# = 1.5
EAST

11
Special Duty IMPs Scoring
ForcePoint \$
N/S
E/W

6 SOUTH B# = 0

Ver: 7.4.10

棋盘124分数

Force Point

File Setup Action GIB Help

Deal #: 2
Dealer: W
Vol: All

Restart Bid
Restart Play
Next Game

B# = 4

WEST

18

Total Points Scoring

N/S

E/W

Ver 7.4.19

NORTH

Contract: 7 N by East

N/S Tricks:

E/W Tricks:

Auto Play

B# = 1.5

EAST

11

Special Duty IMPs Scoring

ForcePoint \$

N/S

E/W

Ver 7.4.19

Hand 124 Score

	S	W	N	E
1	1 ♠	P	1 N	
2	2 ♥	P	2 N	
3	3 ♠	P	3 N	
4	4 ♠	P	4 N	
5	5 ♠	P	5 N	
6	6 ♥	P	6 N	
7	7 ♠	P	7 N	

棋盘126分数

Force Point

File Setup Action GIB Help

Deal #: 2
Dealer: W
Vol: All

Restart Bid
Restart Play
Next Game

B# = 4

WEST

18

Total Points Scoring

N/S

E/W

Ver 7.4.19

NORTH

5

B# = -1

Contract: 7 N by East

N/S Tricks:

E/W Tricks:

Auto Play

B# = 1.5

EAST

11

Special Duty IMPs Scoring

ForcePoint \$

N/S

E/W

Ver 7.4.19

Hand 126 Score

	S	W	N	E
1	1 ♠	P	1 N	
2	2 ♥	P	2 N	
3	3 ♠	P	3 N	
4	4 ♠	P	4 N	
5	5 ♠	P	5 N	
6	6 ♥	P	6 N	
7	7 ♠	P	7 N	

[illegible]

Force Point

File Setup Action GIB Help

Deal #: 3
Dealer: N
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 4

WEST

12

Total Points Scoring

N/S
E/W

10 NORTH B# = 1.5

Contract: 4 N by West
N/S Tricks:
E/W Tricks:

Auto Play

B# = 2

EAST

13

Special Duty IMPs Scoring

ForcePoint \$

Ver: 7.419

板125匹配点

Force Point

File Setup Action GIB Help

Deal #: 3
Dealer: N
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 4

WEST

6♠ 5♠ 4♠ 3♠ 2♠
K♥ Q♥ 4♥ 3♥
A♦ Q♦ J♦ 8♦ 7♦ 6♦ 3♦
2♣ 3♣ 4♣ 5♣ 6♣ 7♣ 8♣ 9♣

NORTH

Contract: 4 N by West
N/S Tricks:
E/W Tricks:

B# = 2

EAST

Q♠ J♠ 5♠ 4♠ 3♠ 2♠
7♥ 2♥
K♦ 10♦ 5♦ 4♦ 3♦ 2♦
A♣ Q♣ J♣ 8♣ 7♣ 6♣ 3♣

12

Total Points Scoring

Lucky Chance IMPs Scoring

N/S
E/W

13

Special Duty IMPs Scoring

ForcePoint \$

N/S
E/W

Ver: 7.4.19

板127匹配点

Force Point

File Setup Action GIB Help

Deal #: 3
Dealer: N
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 4

WEST

6♠ 5♠ 4♠ 3♠ 2♠
K♥ Q♥ 4♥ 3♥
A♦ Q♦ J♦ 8♦ 7♦ 6♦ 3♦
2♣ 3♣ 4♣ 5♣ 6♣ 7♣ 8♣ 9♣

10 NORTH B# = 1.5

6♠ 5♠ 4♠ 3♠ 2♠
K♥ Q♥ 4♥ 3♥
A♦ Q♦ J♦ 8♦ 7♦ 6♦ 3♦
2♣ 3♣ 4♣ 5♣ 6♣ 7♣ 8♣ 9♣

EAST

Q♠ J♠ 5♠ 4♠ 3♠ 2♠
7♥ 2♥
K♦ 10♦ 5♦ 4♦ 3♦ 2♦
A♣ Q♣ J♣ 8♣ 7♣ 6♣ 3♣

12

Total Points Scoring

Lucky Chance IMPs Scoring

N/S
E/W

5 SOUTH B# = 1

6♠ 5♠ 4♠ 3♠ 2♠
K♥ Q♥ 4♥ 3♥
A♦ Q♦ J♦ 8♦ 7♦ 6♦ 3♦
2♣ 3♣ 4♣ 5♣ 6♣ 7♣ 8♣ 9♣

13

Special Duty IMPs Scoring

ForcePoint \$

N/S
E/W

Ver: 7.4.19

Board 128 Matchpoints

Force Point

File Setup Action GIB Help

Deal #: 4
Dealer: E
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 1.5

WEST

6 3
K J 10 7
K 7
K Q 9 7 3

PASS

6 6 N
7 7 7 7 N
Auto Bid Restart Bid All Pass

NORTH

Contract: 6 H by West
N/S Tricks:
E/W Tricks:

Auto Play

B# = 4.5

EAST

A K Q 8 4
A Q 6
8 4 3
A 10

	S	W	N	E
P	1 N	P	2 4	
P	2	P	2 4	
P	2 N	P	3 4	
P	3	P	4	
P	4 N	P	5	
P	5	P	6	
P	6	P		

12 Total Points Scoring
N/S
E/W

Lucky Chance IMPs Scoring

SOUTH

19 Special Duty IMPs Scoring
N/S
E/W

ForcePoint \$

Ver: 7.4.13

Board 130 Matchpoints

Force Point

File Setup Action GIB Help

Deal #: 4
Dealer: E
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 1.5

WEST

6 3
K J 10 7
K 7
K Q 9 7 3

5 NORTH B# = -0.5

9 2 5 4 3 2 A 9 5 J 8 5

2

2

B# = 4.5

EAST

A K Q 8 4
A Q 6
8 4 3
A 10

12 Total Points Scoring
N/S
E/W

Lucky Chance IMPs Scoring

4 SOUTH B# = -1

J 10 7 5 9 8 Q J 10 6 2 6 4

19 Special Duty IMPs Scoring
N/S
E/W

ForcePoint \$

Ver: 7.4.13

板128得分

Force Point

File Setup Action GIB Help

Deal #: 4
Dealer: E
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 1.5

WEST

6 3
K J 10 7
K 7
K Q 9 7 3

PASS

6 6 N
7 7 7 7 N
Auto Bid Restart Bid All Pass

NORTH

	S	W	N	E
P	1 N	P	2 4	2 4
P	2	P	2 4	2 4
P	2 N	P	3 4	3 4
P	3	P	3 4	3 4
P	4	P	4	4
P	4 N	P	5	5
P	5	P	6	6
P	6	P		

Contract: 6 H by West
N/S Tricks:
EW Tricks:

Auto Play

B# = 4.5

EAST

A K Q 8 4
A Q 6
8 4 3
A 10

12
Total Points Scoring
N/S
E/W

19
Special Duty IMPs Scoring
N/S
E/W

Ver. 7.4.13

板130得分

Force Point

File Setup Action GIB Help

Deal #: 4
Dealer: E
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 1.5

WEST

6 3
K J 10 7
K 7
K Q 9 7 3

5
NORTH

9 2 5 4 3 2 A 9 5 J 8 5

4
SOUTH

J 10 7 5 9 8 Q J 10 6 2 6 4

Contract: 6 H by West
N/S Tricks:
EW Tricks:

Auto Play

B# = 4.5

EAST

A K Q 8 4
A Q 6
8 4 3
A 10

12
Total Points Scoring
N/S
E/W

4
Lucky Chance IMPs Scoring
N/S
E/W

19
Special Duty IMPs Scoring
N/S
E/W

Ver. 7.4.13

Board 129 Matchpoints

Force Point

File Setup Action GIB Help

Deal #: 5
Dealer: S
Vul: None

Restart Bid
Restart Play
Next Game

B# = 1

WEST

8 2
5 3
A Q 8 6 4
K 10 6 4

5 3
A Q 8 6 4
K 10 6 4

4 3
A Q 8 6 4
K 10 6 4

4 3
A Q 8 6 4
K 10 6 4

9

Total Points Scoring

N/S

1710 1710 E/W 17 17

Ver: 7.4.19

NORTH

5 3
A J 9 8 2
J 7 A Q 9 3
4 3

5 3
A J 9 8 2
J 7 A Q 9 3
4 3

4 3
A J 9 8 2
J 7 A Q 9 3
4 3

4 3
A J 9 8 2
J 7 A Q 9 3
4 3

12

NORTH

B# = 1.5

Contract: 4 S by East
N/S Tricks:
E/W Tricks:

Auto Play

B# = 3.5

EAST

A K Q J 10 9 7
6 5 4 3 2
K 10 9 8 7 6 5 4 3 2
J 2

A K Q J 10 9 7
6 5 4 3 2
K 10 9 8 7 6 5 4 3 2
J 2

A K Q J 10 9 7
6 5 4 3 2
K 10 9 8 7 6 5 4 3 2
J 2

A K Q J 10 9 7
6 5 4 3 2
K 10 9 8 7 6 5 4 3 2
J 2

14

Special Duty IMPs Scoring

N/S

13 13 E/W

SOUTH

4 3
A J 9 8 2
J 7 A Q 9 3
4 3

4 3
A J 9 8 2
J 7 A Q 9 3
4 3

4 3
A J 9 8 2
J 7 A Q 9 3
4 3

4 3
A J 9 8 2
J 7 A Q 9 3
4 3

5

SOUTH

B# = 0

Contract: 4 S by East
N/S Tricks:
E/W Tricks:

Auto Play

B# = 3.5

EAST

A K Q J 10 9 7
6 5 4 3 2
K 10 9 8 7 6 5 4 3 2
J 2

A K Q J 10 9 7
6 5 4 3 2
K 10 9 8 7 6 5 4 3 2
J 2

A K Q J 10 9 7
6 5 4 3 2
K 10 9 8 7 6 5 4 3 2
J 2

A K Q J 10 9 7
6 5 4 3 2
K 10 9 8 7 6 5 4 3 2
J 2

14

Special Duty IMPs Scoring

N/S

13 13 E/W

Board 131 Matchpoints

Force Point

File Setup Action GIB Help

Deal #: 5
Dealer: S
Vul: None

Restart Bid
Restart Play
Next Game

B# = 1

WEST

8 2
5 3
A Q 8 6 4
K 10 6 4

5 3
A Q 8 6 4
K 10 6 4

4 3
A Q 8 6 4
K 10 6 4

4 3
A Q 8 6 4
K 10 6 4

9

Total Points Scoring

N/S

1710 1710 E/W 17 17

Ver: 7.4.19

NORTH

5 3
A J 9 8 2
J 7 A Q 9 3
4 3

5 3
A J 9 8 2
J 7 A Q 9 3
4 3

4 3
A J 9 8 2
J 7 A Q 9 3
4 3

4 3
A J 9 8 2
J 7 A Q 9 3
4 3

12

NORTH

B# = 1.5

Contract: 4 S by East
N/S Tricks:
E/W Tricks:

Auto Play

B# = 3.5

EAST

A K Q J 10 9 7
6 5 4 3 2
K 10 9 8 7 6 5 4 3 2
J 2

A K Q J 10 9 7
6 5 4 3 2
K 10 9 8 7 6 5 4 3 2
J 2

A K Q J 10 9 7
6 5 4 3 2
K 10 9 8 7 6 5 4 3 2
J 2

A K Q J 10 9 7
6 5 4 3 2
K 10 9 8 7 6 5 4 3 2
J 2

14

Special Duty IMPs Scoring

N/S

13 13 E/W

SOUTH

4 3
A J 9 8 2
J 7 A Q 9 3
4 3

4 3
A J 9 8 2
J 7 A Q 9 3
4 3

4 3
A J 9 8 2
J 7 A Q 9 3
4 3

4 3
A J 9 8 2
J 7 A Q 9 3
4 3

5

SOUTH

B# = 0

Contract: 4 S by East
N/S Tricks:
E/W Tricks:

Auto Play

B# = 3.5

EAST

A K Q J 10 9 7
6 5 4 3 2
K 10 9 8 7 6 5 4 3 2
J 2

A K Q J 10 9 7
6 5 4 3 2
K 10 9 8 7 6 5 4 3 2
J 2

A K Q J 10 9 7
6 5 4 3 2
K 10 9 8 7 6 5 4 3 2
J 2

A K Q J 10 9 7
6 5 4 3 2
K 10 9 8 7 6 5 4 3 2
J 2

14

Special Duty IMPs Scoring

N/S

13 13 E/W

第129手牌点数

Force Point

File Setup Action GIB Help

Deal #: 5
Dealer: S
Vul: None

Restart Bid
Restart Play
Next Game

B# = 1

WEST

8 2 ♠
5 3 ♥
A Q 8 6 4 ♣
K 10 6 4 ♦

PASS

4 N

PASS

5 ♠ 5 ♦ 5 ♥ 5 ♣ 5 N
6 ♠ 6 ♦ 6 ♥ 6 ♣ 6 N
7 ♠ 7 ♦ 7 ♥ 7 ♣ 7 N

Auto Bid Restart Bid All Pass

S W N E
P P 1 ♥ 4 ♠
P P P

Contract: 4 S by East
N/S Tricks:
E/W Tricks:

B# = 3.5

EAST

A K Q J 10 9 7 ♠
6 ♠
K ♥
3 2 ♣
J 2 ♦
2 ♦

9

Total Points Scoring

Lucky Chance IMPs Scoring

N/S
1710 1710 E/W 17 17

Ver. 7.4.13

SOUTH

14

Special Duty IMPs Scoring

ForcePoint \$

N/S 13
E/W 13

第131手牌点数

Force Point

File Setup Action GIB Help

Deal #: 5
Dealer: S
Vul: None

Restart Bid
Restart Play
Next Game

B# = 1

WEST

8 2 ♠
5 3 ♥
A Q 8 6 4 ♣
K 10 6 4 ♦

12

NORTH

5 3 ♠
A J 9 8 2 ♥
J 7 ♣
A Q 9 3 ♦
3 ♦

B# = 1.5

Contract: 4 S by East
N/S Tricks:
E/W Tricks:

B# = 3.5

EAST

A K Q J 10 9 7 ♠
6 ♠
K ♥
3 2 ♣
J 2 ♦
2 ♦

9

Total Points Scoring

Lucky Chance IMPs Scoring

N/S
1710 1710 E/W 17 17

Ver. 7.4.13

SOUTH

5

B# = 0

Special Duty IMPs Scoring

ForcePoint \$

N/S 13
E/W 13

Board 132 Matchpoints

Force Point

File Setup Action GIB Help

Deal #: 4
Dealer: E
Vul: All

Restart Bid
Restart Play
Next Game

B# = 2
WEST

12
Total Points Scoring
N/S
E/W

19
Lucky Chance
IMPs Scoring
N/S
E/W

NORTH

Contract: 6 S by East
N/S Tricks:
E/W Tricks:

B# = 3.5
EAST

15
Special Duty
IMPs Scoring
N/S
E/W

ForcePoint \$

Ver: 7.4.19

	S	W	N	E
1	P	1 N	P	1 ♠
2	P	2 ♥	P	2 ♥
3	P	3 ♠	P	3 ♥
4	P	4 N	P	4 ♥
5	P	5 ♥	P	5 N
6	P	6 ♠	P	6 ♠

Board 134 Matchpoints

Force Point

File Setup Action GIB Help

Deal #: 4
Dealer: E
Vul: All

Restart Bid
Restart Play
Next Game

B# = 2
WEST

12
Total Points Scoring
N/S
E/W

19
Lucky Chance
IMPs Scoring
N/S
E/W

5 NORTH B# = 0

Contract: 6 S by East
N/S Tricks:
E/W Tricks:

B# = 3.5
EAST

15
Special Duty
IMPs Scoring
N/S
E/W

ForcePoint \$

Ver: 7.4.19

	S	W	N	E
1	P	P	P	P
2	P	P	P	P
3	P	P	P	P
4	P	P	P	P
5	5	P	P	P
6	P	6 S	P	6 S

第132号比赛点数

Force Point

File Setup Action GIB Help

Deal #: 4
Dealer: E
Vul: All

Restart Bid
Restart Play
Next Game

B# = 2
WEST

12
Total Points Scoring
N/S
E/W

Lucky Chance
IMPs Scoring

NORTH

	S	W	N	E
P	1 N	P	1 ♠	
P	2 ♠	P	2 ♠	
P	3 ♠	P	3 ♠	
P	4 N	P	4 ♠	
P	5 ♠	P	5 N	
P	6 ♠	P	6 ♠	

Auto Bid Restart Bid All Pass

Contract: 6 S by East
N/S Tricks:
E/W Tricks:

B# = 3.5
EAST

15
Special Duty
IMPs Scoring
N/S
E/W

ForcePoint \$

Ver: 7.4.19

第134号比赛点数

Force Point

File Setup Action GIB Help

Deal #: 4
Dealer: E
Vul: All

Restart Bid
Restart Play
Next Game

B# = 2
WEST

12
Total Points Scoring
N/S
E/W

Lucky Chance
IMPs Scoring

5 NORTH B# = 0

8 SOUTH B# = 0.5

15
Special Duty
IMPs Scoring
N/S
E/W

ForcePoint \$

Ver: 7.4.19

Board 135 Matchpoints

Force Point 2.0.0.0

File Setup Action GIB Help

Deal #: 2
Dealer: W
Vul: All

B# = 3

Contract: 6 C by West
N/S Tricks: 4
E/W Tricks: 8

Restart Bid
Restart Play
Next Game
Auto Play

NORTH
K 9 8 5 3 10 9 8 5 Q 9 4
4

WEST
J 7 4
A Q P 7
A K J 6 4 3
6 9

EAST
A Q 10 5 3
J P 7
Q 7 2
A 5 3 3

SOUTH
K J 10 8 7 2 K 9 8 2 6 4 2
2

15
Total Points Scoring
130 280
Ver 7.4.19

7
Lucky Chance IMPs Scoring
4 8

B# = 1
Special Duty IMPs Scoring
4 8

13
ForcePoint \$
N/S .8
E/W .8

板133分

板135分

Force Point

File Setup Action GIB Help

Deal #: 2
Dealer: W
Vul: EW

B# = 2
WEST

Restart Bid
Restart Play
Next Game

NORTH

Contract: 3C by West
N/S Tricks:
E/W Tricks:

Auto Play

B# = 2.5
EAST

S	W	N	E
P	2 ♣	P	2 ♠
P	3 ♣	P	P

Hand cards are displayed for both sides.

Scoreboard:

Total Points Scoring		Lucky Chance IMPs Scoring		Special Duty IMPs Scoring		ForcePoint \$	
N/S	E/W	N/S	E/W	N/S	E/W	N/S	E/W
150	150	4	4	4	4	-	-

Ver: 7.419

Force Point

File Setup Action GIB Help

Deal #: 2
Dealer: W
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 2

WEST

12

Total Points Scoring

N/S
150 150

E/W 4 4

Lucky Chance IMPs Scoring

N/S
7

E/W 0

Special Duty IMPs Scoring

4 4

N/S
E/W

ForcePoint \$

Ver: 7.4.10

136号棋局比赛分数

Force Point

File Setup Action GIB Help

Deal #: 2
Dealer: W
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 2

WEST

12

Total Points Scoring

150 150

N/S

E/W 4 4

Lucky Chance IMPs Scoring

4 4

NORTH

Contract: 3 C by West
N/S Tricks:
E/W Tricks:

Auto Play

B# = 2.5

EAST

12

Special Duty IMPs Scoring

4 4

N/S

E/W

ForcePoint \$

Ver. 7.4.19

138号棋局比赛分数

136号棋局比赛分数

Force Point

File Setup Action GIB Help

Deal #: 2
Dealer: W
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 2

WEST

12

Total Points Scoring

150 150

N/S

E/W 4 4

Lucky Chance IMPs Scoring

4 4

NORTH

9

B# = 0.5

Contract: 3 C by West
N/S Tricks:
E/W Tricks:

Auto Play

B# = 2.5

EAST

12

Special Duty IMPs Scoring

4 4

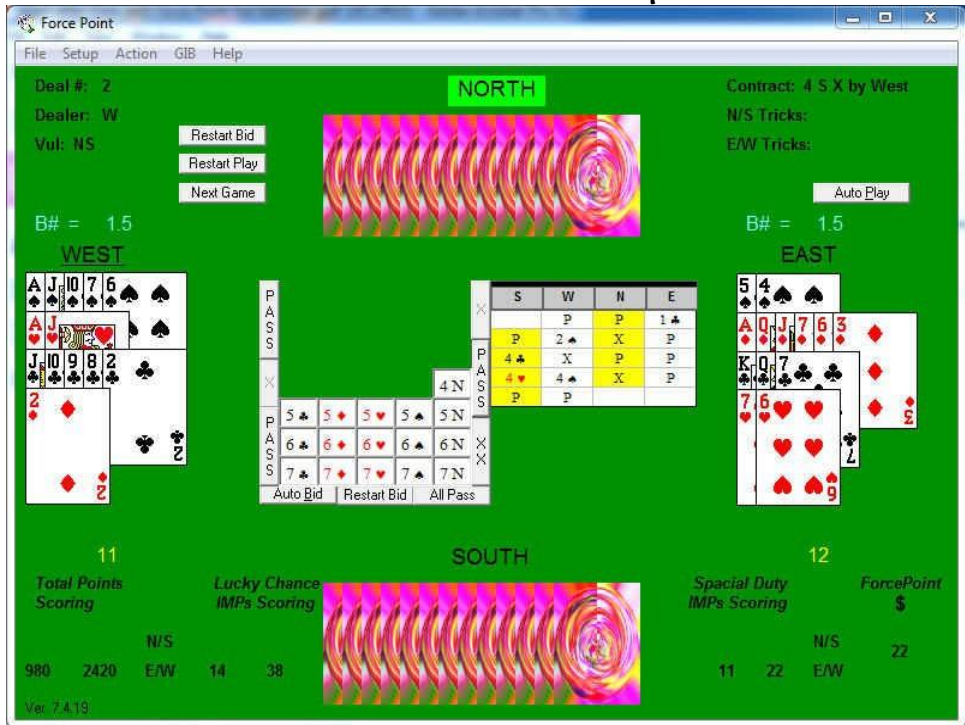
N/S

E/W

ForcePoint \$

Ver. 7.4.19

Board 137 Matchpoints



Board 139 Matchpoints



第137张比赛记录板

第139张比赛记录板

Board 140 Matchpoints

Force Point

File Setup Action GIB Help

Deal #: 1
Dealer: S
Vul: None

Restart Bid
Restart Play
Next Game

B# = 2

WEST

J 9 6 5
A Q J 7 5
K 9 6
K 9 6

PASS
PASS
PASS
6 N
7 N

Auto Bid Restart Bid All Pass

NORTH

Contract: 6 S by East
N/S Tricks:
E/W Tricks:

B# = 3.5

EAST

A Q 8 7 2
A J 5 4
A 9 4 3
A 9 4 3

	S	W	N	E
P	1 ♠	P	P	1 N
P	2 ♠	P	P	2 ♠
P	3 ♠	P	P	4 ♠
P	4 ♠	P	P	4 N
P	5 ♠	P	P	6 ♠
P	6 ♠	P	P	P

14

Total Points Scoring

460 460

N/S

E/W

10 10

Lucky Chance IMPs Scoring

15

Special Duty IMPs Scoring

0 0

E/W

ForcePoint \$

0

Ver: 7.4.19

Board 142 Matchpoints

Force Point

File Setup Action GIB Help

Deal #: 1
Dealer: S
Vul: None

Restart Bid
Restart Play
Next Game

B# = 2

WEST

J 9 6 5
A Q J 7 5
K 9 6
K 9 6

PASS
PASS
PASS
9

NORTH

2

B# = -1

Contract: 6 S by East
N/S Tricks:
E/W Tricks:

B# = 3.5

EAST

A Q 8 7 2
A J 5 4
A 9 4 3
A 9 4 3

14

Total Points Scoring

460 460

N/S

E/W

10 10

Lucky Chance IMPs Scoring

15

Special Duty IMPs Scoring

0 0

E/W

ForcePoint \$

0

Ver: 7.4.19

板 140 场点数

Force Point

File Setup Action GIB Help

Deal #: 1
Dealer: S
Vul: None

Restart Bid
Restart Play
Next Game

B# = 2

WEST

J 9 6 5
A Q J 7 5
K 9 6
K 9 6

PASS
PASS
PASS
6 N
7 ♣ 7 ♦ 7 ♥ 7 ♠ 7 N

Auto Bid Restart Bid All Pass

NORTH

Contract: 6 S by East
N/S Tricks:
E/W Tricks:

B# = 3.5

EAST

A Q 8 7 2
A J 5 4
A 9 4 3
A 9 4 3

14

Total Points Scoring

460 460

N/S

E/W

10 10

Lucky Chance IMPs Scoring

15

Special Duty IMPs Scoring

0 0

E/W

ForcePoint \$

0

Ver. 7.4.19

板 142 场点数

。板 140 场点数

Force Point

File Setup Action GIB Help

Deal #: 1
Dealer: S
Vul: None

Restart Bid
Restart Play
Next Game

B# = 2

WEST

J 9 6 5
A Q J 7 5
K 9 6
K 9 6

9

SOUTH

K 10 K 10 6 4 6 0 10 8 7 3

2

NORTH

4 3 9 8 3 2 Q 10 7 5 2 2

B# = -1

Contract: 6 S by East
N/S Tricks:
E/W Tricks:

B# = 3.5

EAST

A Q 8 7 2
A J 5 4
A 9 4 3
A 9 4 3

14

Total Points Scoring

460 460

N/S

E/W

10 10

Lucky Chance IMPs Scoring

15

Special Duty IMPs Scoring

0 0

E/W

ForcePoint \$

0

Ver. 7.4.19

Board 141 Matchpoints

Force Point

File Setup Action GIB Help

Deal #: 2
Dealer: W
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 4

WEST

A 8 5 4
A K 9 4
K Q J 7 5

PASS
X
PASS
PASS

7♦ 7♥ 7♠ 7N

Auto Bid Restart Bid All Pass

NORTH

Contract: 7 C by West
N/S Tricks:
E/W Tricks:

B# = 3.5

EAST

Q J 7 6 2
3♥
A 8 4 3
A K Q

Auto Play

	S	W	N	E
1♣	P	2♣	P	1N
2♦	P	3N	P	4♣
3♣	P	5♣	P	5N
6♣	P	P	P	7♣

17 Total Points Scoring
1620 1900 E/W 17 25

17 Lucky Chance IMPs Scoring

SOUTH

16 Special Duty IMPs Scoring
14 14 E/W

ForcePoint \$ 6

Ver: 7.4.13

Board 143 Matchpoints

Force Point

File Setup Action GIB Help

Deal #: 2
Dealer: W
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 4

WEST

A 8 5 4
A K 9 4
K Q J 7 5

6 NORTH B# = 0

10♦ 9♦ 7♦ 6♦ 5♦ K♦ 10♠ 9♠ 7♠ 6♠ 2♥

Contract: 7 C by West
N/S Tricks:
E/W Tricks:

B# = 3.5

EAST

Q J 7 6 2
3♥
A 8 4 3
A K Q

Auto Play

1 SOUTH B# = -1

3♠ J♦ 10♥ 8♥ 5♥ 10♣ 9♣ 8♣ 4♣ 3♦ 2♦

17 Total Points Scoring
1620 1900 E/W 17 25

17 Lucky Chance IMPs Scoring

16 Special Duty IMPs Scoring
14 14 E/W

ForcePoint \$ 6

Ver: 7.4.13

第141个牌局 得分

Force Point

File Setup Action GIB Help

Deal #: 2
Dealer: W
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 4

WEST

A 8 5 4
K 9 4
Q J 7 5

PASS
PASS
PASS

7 7 7 7N

Auto Bid Restart Bid All Pass

NORTH

Contract: 7 C by West
N/S Tricks:
EW Tricks:

B# = 3.5

EAST

Q J 7 6 2
3
A 8 4 3
K Q

3 2

17

Total Points Scoring

N/S

1620 1900 E/W 17 25

Ver: 7.4.13

Lucky Chance IMPs Scoring

16

Spacial Duty IMPs Scoring

ForcePoint \$

4 8 N/S 6
14 14 E/W

	S	W	N	E
1	♠	P	P	1 N
2	♠	P	P	2 ♠
3	N	P	P	4 ♠
4	♠	P	P	5 N
5	♠	P	P	7 ♠
6	♠	P	P	
7	P			

第143个牌局 得分

Force Point

File Setup Action GIB Help

Deal #: 2
Dealer: W
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 4

WEST

A 8 5 4
K 9 4
Q J 7 5

6 NORTH B# = 0

10 9 7 6 5 4 3 2
K 10 9 8 7 6 5 4 3 2
A 2

1 SOUTH B# = -1

3 2
J 10 8 5 10 9 6 2 8 4 3 2
A 2

Contract: 7 C by West
N/S Tricks:
EW Tricks:

B# = 3.5

EAST

Q J 7 6 2
3
A 8 4 3
K Q

3 2

17

Total Points Scoring

N/S

1620 1900 E/W 17 25

Ver: 7.4.13

Lucky Chance IMPs Scoring

16

Spacial Duty IMPs Scoring

ForcePoint \$

4 8 N/S 6
14 14 E/W

Board 144 Matchpoints

1NT over 1 natural

File Setup Action GIB Help

Deal #: 1
Dealer: S
Vul: None

Restart Bid
Restart Play
Next Game

B# = 1

WEST

Q 6 4 ♠
3 ♥
Q 8 7 6 ♣
K 0 8 5 2 ♦

7 NORTH B# = 0

K 3 K J 9 6 4 10 9 3 9 7 3 ♦

Contract: 5 D by East
N/S Tricks:
E/W Tricks:

Auto Play

B# = 3

EAST

J 8 7 2 ♠
A 10 8 2 ♥
A
A J 10 6 ♦

	S	W	N	E
1 ♣	P		1 ♥	X
1 ♥	1 N	2 ♥	X	
2 ♣	P	3 ♣	P	3 N
3 ♥	P	3 ♥	P	3 N
3 ♦	P	3 ♦	P	P

Auto Bid Restart Bid All Pass

9 Total Points Scoring
N/S
E/W

10 SOUTH B# = 1.5

A 10 9 5 Q 7 5 K J 5 4 2 4 ♦

14 Special Duty IMPs Scoring
N/S
E/W

ForcePoint \$

Ver: 7.4.33

Let's explain the bids above:

1♣ = Opponent's Opening

Pass = max B(1.5), 5+ Major or max B2, 5+ Minor / any balanced

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 card ♥ suit, 10 - 11 HCP 1NT = B(0.5)+, **RF Relay!**

2♥ = North's bid

DBL = B(2.5 - 3.0), any 4441 pseudo balance

144号棋盘分数



让我们解释上述投标:

1♣ = 对手的开局

Pass = 最大竞价(1.5),

5+大牌或最大竞价2, 5+小牌 / 任何均衡

1♥ = 对手的自然响应

DBL = 伙伴的Pass之后的第二步超过竞价, 竞价(2.5 - 3.0), 任何均衡

RDBL = 南方的负面双倍/再双倍, 显然有3张♥牌, 10 - 11 HCP 1NT = 竞价(0.5)+, RF中继!

2♥ = 北方的投标

DBL = 竞价(2.5 - 3.0), 任何4441 伪均衡

From that point Opponents Pass Throughout

3♣! = B1+, West's **GF Relay!** Ask for the suit next higher than the Singleton suit.

3♦ = 4441 exact shape

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** = $4 \times B\# + 4 = 4 \times 3 + 4 = \mathbf{16}$ along with **4 pseudo CP** in ♣ suit, for a Total of **20**

The Total CP in both EW hands = 20 + 4 (**real**) + 4 (**pseudo in ♥ suit**) = **28**, enough for a Game in Minors

Install the DEMO Counting computer program (for Windows), find the old set of GIB files ver. 4 (bridge.exe, Comments.txt, EVAL.DAT, GIB.exe, MB.txt & enjoy playing at Home with sometimes the crazy program's Dealer !



从那时起，对手通过 **From that point Opponents Pass Throughout**

3♣ = B1 + Western Play! Ask for the suit
接力！要求比单张花色更高的下一花色。
Next higher than the Singleton Suit.

3♦ = 4441 精确形状

5♦ = 签字全部通过

All Pass

PL = B3 + B1 + B0.5 (♦花色的9张王牌)
The PL = B3 + B1 + B0.5 for 9 trumps in ♦ suit)
+ 1 (统计上至少有一个“好”的单张
♣ 或 ♥) = 5.5，足以在小调中进行游戏

预计东方的真实 CP = $4 * B\# + 4 = 4 * 3 + 4 = 16$ ，加上4个♣花色的伪CP，总计20

两手EW牌的总CP = 20 + 4 (实际) + 4
(♥花色的伪牌) = 28，足够进行小牌游戏

安装 DEMO Counting 计算机程序（适用于 Windows），找到旧版 GIB 文件集 ver. 4
(bridge.exe、Comments.txt、EVAL.DAT、GIB.exe、MB.txt)
并享受在家与有时疯狂的程序经销商一起玩！



Force Point

File Setup Action GIB Help

Deal #: 4
Dealer: E
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 1.5

WEST

13

Total Points Scoring

N/S

2140 4040 E/W 19 44

Ver. 7.4.19

NORTH

Contract: 7 N by West
N/S Tricks:
EW Tricks:

Auto Play

B# = 5

EAST

20

Special Duty IMPs Scoring

ForcePoint \$

4 8 N/S 19
13 27 E/W

	S	W	N	E
PASS				
PASS	1 N	P		1 ♠
PASS	2 ♣	P		2 ♠
PASS	3 ♣	P		3 ♠
PASS	4 ♣	P		4 ♠
PASS	4 N	P		5 ♠
PASS	5 ♣	P		5 N
PASS	7 N	P		P

Auto Bid Restart Bid All Pass

Board 145 - 146 Matchpoints

Force Point

File Setup Action GIB Help

Deal #: 4
Dealer: E
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 1.5

WEST

13

Total Points Scoring

N/S

2140 4040 E/W 19 44

Ver. 7.4.19

1 NORTH

B# = -1.5

Contract: 7 N by West
N/S Tricks:
EW Tricks:

Auto Play

B# = 5

EAST

20

Special Duty IMPs Scoring

ForcePoint \$

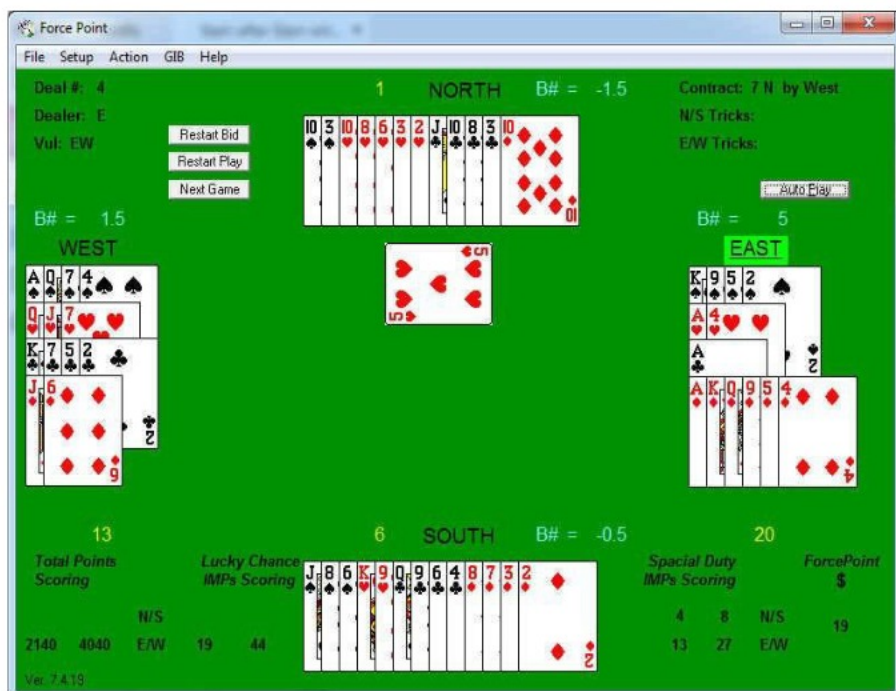
4 8 N/S 19
13 27 E/W

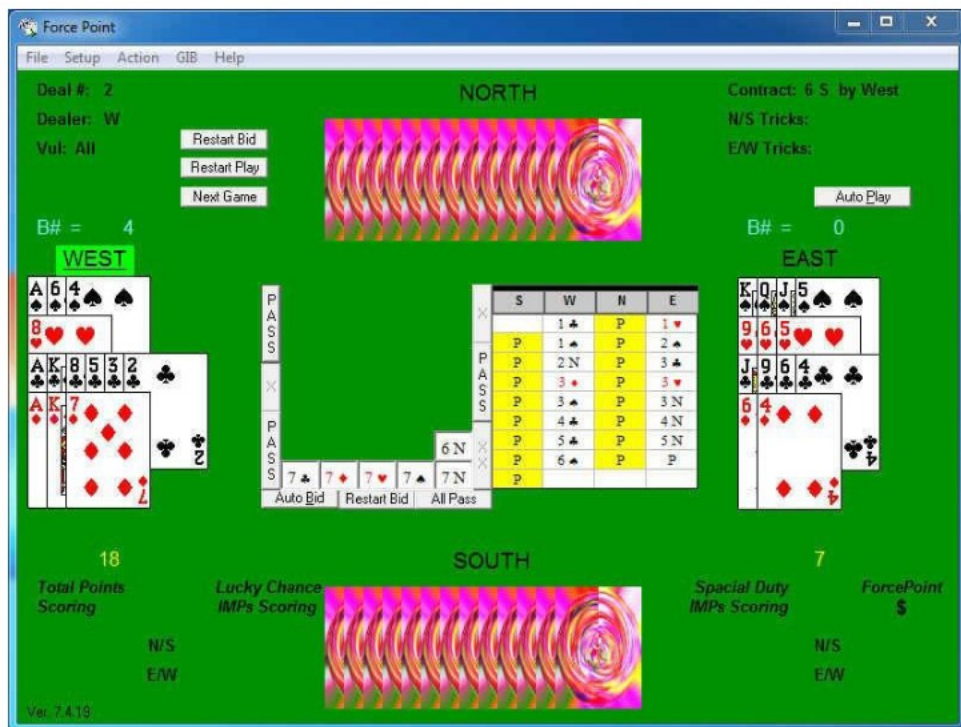
6 SOUTH

B# = -0.5



棋盘 145 - 146 积分





董事会 147 - 148 比赛分数



Instructions for downloading, installing and using the free DEMO Force Point Counting Program

It is a **Counting program**. You can enter your own bids 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: infinite repeated games and infinite random games. To switch between them, find and use 'Randomize'. You can also choose the Singletons to be played automatically or 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 for the players set to use '**GIB**'. As you may see in the next pictures, **EW may be 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 them).

下载、安装和使用免费 DEMO 的说明

力点计数程序

这是一个计数程序。您可以输入自己的出价或使用 Sysnotes 程序的出价,并手动玩游戏,尽管该程序可以 & 自动玩最多 3 手牌,如果您找到旧的4个 GIB 文件集:bridge.exe (312 KB)、Comments (9 KB)、EVAL.DAT (115 KB) 和 MT (401 KB),并将它们粘贴到主程序的文件夹中。

该程序有两种游戏模式:无限重复游戏和无限随机游戏。要在它们之间切换,请找到并使用'随机化'。您也可以选择自动玩单牌或输入您自己的游戏,并手动出价和玩游戏

如果您已添加4个 GIB 文件集,请使用'玩家设置'将玩家设置为'人类'或'GIB ver. 4',以手动出价和玩'人类',自动出价和玩设置为使用'GIB'的玩家。如您在下一张图中所见,EW 可能

被设置为'人类',出价是手动使用 Sysnotes 输入的,而 NS 可能被设置为'GIB',自动出价和玩。

下载文件'Install.rar',解压并安装程序。如果您的计算机使用了该程序试图安装的某些文件,请点击'忽略'继续安装(您已经有它们了)。

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** (both programs are locked). If you buy the separate **Sysnotes** computer program, including its **95 MB** updated data file (**\$26.10**, tax included) you will receive by email instructions on how to unlock them 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 that **Fp** uses. Also, your pair will receive a license for using **Fp** in International Tournaments.

If you have any difficulties, email:

force-point@force-point.com

NOTE: The **GIB** files are the property of '**Ginsberg's Intelligent Bridge**' player and were created by Mr. Mathew Ginsberg, a professor of artificial intelligence, and his assistants at the University of Oregon, USA.

Of these, only the file **gib.exe** (which is a playable file, not capable of bidding) is a free file for non-commercial use. 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

当出现计算机的图片图标时
在顶部，单击它即可继续，无需进行任何更改。

该程序将在您的硬盘上创建 C:\ForcePoint 文件夹，并在您的桌面上创建 2 个新图标：Force Point Counting 和 Sysnotes（两个程序被锁定）。如果您购买单独的 Sysnotes 计算机程序，包括其 95 MB 更新数据文件（26.10 美元，含税），您将通过电子邮件收到有关如何解锁它们并查看所有 Fp 和大多数对手的出价以及 Fp 的说明

SCOR - SCOR 叫牌机制，结合 Fp 使用的开叫、争叫和要牌。此外，您的搭档将获得在国际锦标赛中使用 Fp 的许可。

如果您有任何困难，请发送电子邮件至：
force-point@force-point.com

注意：GIB 文件是“Ginsberg 智能桥”播放器的财产，由 Mathew 先生创建
美国俄勒冈大学人工智能教授金斯伯格和他的助手们。

其中，只有 gib.exe 文件（可播放，不可竞标）
是非商业用途的免费文件。FP Bridge 系统概述

1. 使用 Fp 计数来找到你的 B#（手力量、契约诡计）
2. 如果你的搭档开叫（过叫），而你

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 with the Bidding, but do not forget, the Playing is your own responsibility!

On Bidding Contests with 12 TOP Match-point scoring Fp will provide you with over 70% (usually around 80%), but pay attention that the Games are not easy because you will have to bid the most difficult distributional Games collected around the world !



有足够的力量,使用 SCOR - SCOR
公约来发现确切的合伙人的形状

3. 请您的伙伴提供确切的基数
(B#)

4. 使用两个 B# 的和并应用任何
您发现的分布调整(如果有)来确定游戏的准确玩法级
别 (PL)

5. 根据您游戏的 PL,放置最终
合同或使用 CPA
询问您的伙伴关于控制和最终关于他们的颜色。

Fp 可以明确地帮助您进行竞标,但
不要忘记,比赛是您自己的责任!

在 12 TOP 积分赛中,Fp 将为您提供超过
70%(通常约 80%)的得分,但要注意游戏不是

因为你需要出价最困难的分布式游戏,这很容易



Deal #: 2

Dealer: W

Vut: NS

Restart Bid

Restart Play

Next Game

$$B\# = 25$$

WEST

Least Thick

S	W	N	E
3♥	1♦	1♥	X
P	3♠	P	4♠
P	4N	P	5♠
P	5♦	P	5♥
P	5♣	P	6♣
P	P	P	

[illegible]

10

Total Points
Scoring

W/S

EW

6

PHOTOS

PH = 15

**Lucky Chance
IMPs Scoring**

W/S

EW

10♣ 9♣ 8♣ 7♣ 6♣ 5♣ 4♣ 3♣ 2♣
 A♥ K♥ Q♥ J♥ 10♥ 9♥ 8♥ 7♥ 6♥ 5♥ 4♥ 3♥ 2♥
 A♦ K♦ Q♦ J♦ 10♦ 9♦ 8♦ 7♦ 6♦ 5♦ 4♦ 3♦ 2♦

Special Duty
IMPs Scoring

S/M

EVA

○

ForcePoint **§**

S/M

EVA

ForcePoint

The contract is 6 C by East

OK

Ver 7.4.33

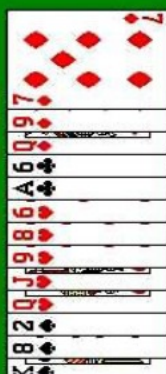
Deal #: 2

Dealer: W

Vul: NS

Restart Bid
Restart Play
Next Game

12 NORTH B# = 1.5



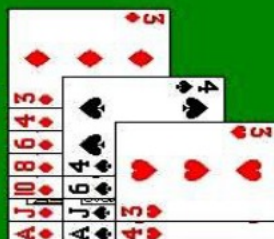
Contract: 6 C by East

N/S Tricks:

E/W Tricks:

B# = 2.5

WEST



S	W	N	E
3♥	1♦	1♥	X
P	3♠	P	4♣
P	4N	P	5♣
P	5♦	P	5♥
P	5♠	P	6♣

S	W	N	E
3♥	1♦	1♥	X
P	3♠	P	4♣
P	4N	P	5♣
P	5♦	P	5♥
P	5♠	P	6♣

EAST



B# = 3.5

Auto Play

Last Trick

10

Total Points
ScoringN/S
E/W

9 SOUTH B# = 1.5

Lucky Chance
IMPs ScoringN/S
E/WSpecial Duty
IMPs ScoringN/S
E/W

ForcePoint

The contract is 6 C by East

OK

Ver 7.4.33

Summarizing the 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 with the Bidding, but do not forget, the Playing is your own responsibility!

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



FP 桥系统概述

1. 使用 Fp 计数来找到你的 B#（手力量、契约诡计）
 2. 如果你的搭档开叫（过叫），并且如果你有足够的力量，使用 SCOR - SCOR 惯例来发现确切的伙伴形状
 3. 向你的伙伴询问确切的基数（B#）
 4. 使用两个 B# 的总和并应用任何您发现的分布调整（如果有）可以找到确切的游戏玩法等级（PL）
 5. 根据您的游戏的 PL，签订最终合同或使用 CPA 向您的合作伙伴询问控制并最终询问他们的颜色。
-

Fp 可以明确协助您进行竞标，但请不要忘记，玩牌是您自己的责任！

12个TOP Match-point竞标赛

得分，Fp 将为您提供不少于 70%（通常在 80% 左右）的分数，但请注意，游戏并不简单；在这样的比赛中，您必须竞标世界各地收集的最困难的分布式游戏！



The lux is measured by the time you can put
aside for yourself. Now What ?

May 2016 (1st submission, the 1st edition black-white book)

October 2016 (1st correction & re-submission, the 2nd edition black-white book)

August 2017 (2nd correction & re-submission, the 3rd edition black-white book) along with the color PDF e-Book.

December 2023 (3rd correction & re-submission, the 4th edition black-white paper book) along with the color PDF e-Book for sale only at: <http://force-point.com>

November 3, 2024 (6th edition OpenOffice Writer - Apache) document & PDF, fully corrected in unison with the Sysnotes computer program for assisting Internet play and **Fp** faster learning by new bridge players who want to become Expert Bidders overnight.

After 36 years in research, you have received a tremendous weapon to win against the Established Experts, but do not forget:

**THE PLAYING IS YOUR OWN
RESPONSIBILITY !**

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

奢华程度取决于你能为自己留出多少时间。现在怎么办？

2016年5月（第一次投稿，第一版黑白书）

2016年10月（第一次修改并重新提交，第二版黑白书）

2017年8月（第二次修改重新提交，第三版黑白书）以及彩色PDF电子书。

2023年12月（第三次修正和重新投稿第4版黑白纸质书）以及彩色PDF电子书仅在以下网址出售：

<http://force-point.com>

2024年11月3日（第6版 OpenOffice Writer - Apache）文档和PDF，已完全更正

与 Sysnotes 计算机程序协同工作，帮助想要一夜之间成为专家叫牌者的新桥牌玩家进行互联网游戏和 Fp 更快学习。

经过 36 年的研究，您获得了
战胜老牌专家的巨大武器，但不要忘记：

玩游戏是您自己的责任！

使用它还是防范它，这是你自己的决定！

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

北方♠T
763♥K
QJ43♦
5
♣Q92

西方
♠K54
♥AT
♦J64
梅花K53

东方
♠AQJ82
♥9652
菱形9
梅花A86

南方♠9

红桃87
方块AKQ
T87梅花J
T74

东家庄, 南北易损, 东西玩 Fp

东 南 西 北 1♠ 2♦ DBL! 2

DBL 过
3 Pass
3NT Pass

2♠! 过
3♠! 4
4 All Pass

对出价的解释

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

From that point, the Opponents Passed throughout

2♠! = B2+, Ask for 7♠ or 5♠ + exact shape

3♥ = 5413 exact shape

3♠! = Ask for the exact B#

3NT = 1st step answer for B2

4♠ = Final Contract

All Pass

Try the system in BBO using the digital e-Book

Sysnotes computer program.

Success

Mr. Pavel Boiew

The Force Point Bidding Developer

7th Final edition

4/20/2025, Queens, NY



1♠ = B(2 - 4), 5♠ - 7♠ / B(2 - 4), 8+♠
2♦ = B(2 - 3), 5-6♦ / B2+, 7+♦
加倍! = B1+, 3+♠ / B2+, 2+♠, 强制回合 (RF) !

加倍 = B(3 - 4), 5♠ 或 7♠ , 形态 / B3, 7222
从那一刻开始, 对手在整个 2! 中都被动 = B2+, 询问
7♠ 或 5♠ + 确切形态
3 = 5413 确切形态 3! =
询问确切 B# 3NT = B2
的首步回答 = 最终合约 全过

尝试在 BBO 上使用电子书 Sysnotes
计算机程序来使用这个系统。

成功

帕维尔·博耶夫先生
力量点竞标开发者 7th 最终版 4/20/2025,
皇后区, 纽约









Force Point (Fp) Counting will help you 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). **7th Final Book Edition !**

The sum of both hands' contract tricks, yours and your partner, will give you the game's **Play Level**. No need for evaluations by the time of the initial count, but

one of you, the **Quest** must apply some adjustments when some shape changes are discovered by the time of the Bidding.

When you discover your partner's exact shape, you may ask for the exact number of the contract tricks, thus finding your exact PL.

With Fp you will be able to discover all of your partner's Aces + Kings + Queens with one only question - one answer and the numbers of the Queens and the Singleton King (if any) in partner's possession without asking for them !

By using **SCOR - SCOR Convention** for all of your Distribution and Control needs you will be able to see transparently the exact TOP Honors and the lengths of the suits of your partner's hand before the attack. Use the "Penalty Rule of 13" to decide when to penalize your opponents.

No other bridge system is capable of doing all that !



Fp点计数将帮助你直接在合同琴曲(不计入桥牌游戏的初始6琴曲以上的琴曲)中计算你的手牌。7th最终图书版!

双方手牌的合同琴曲之和将给你游戏的PL。在初次计数时不需要进行评估,但

你们其中一个人必须申请这份任务
在投标时发现形状变化时进行一些调整

当你发现合伙人的确切形状时,你可以询问合同琴曲的确切数量,从而找到你的确切PL

使用Fp你将能够用一个问题-一个答复发现合伙人的所有A+K+Q

而无需询问就能知道合伙人所拥有的女王牌和单牌国王(如有)

通过使用SCOR-SCOR公约来满足你在分配和控制方面的需求,你将能够在攻击前透明地看到合伙人手牌的准确TOP荣誉和长度

使用'13点处罚规则'来决定何时惩罚你的对手

没有其他桥牌系统能做到这一切