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FORCE POINT BRIDGE BIDDING SYSTEM is a Relay system created over 36 years through research on bridge bidding in spare time.

It uses only one convention, SCOR - SCOR for all of your Distributional and Control needs (along with the classical Stayman (slightly modified) & 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 two-suited (bi-color), the exact strength, the exact number and the kind of all TOP Honors & if you want to investigate a GRAND SLAM, even determine their colors.**

The system is capable of discovering the number of the partner's Queens even without asking for them, because of the strong connection between the strength of the hand, its shape and Controls.

The system will also allow you to **discover a Singleton King** in the partner's possession **without asking for it** and will provide you with a "Penalty Rule of 13" allowing you to decide whether to play or penalize your opponents.

The system does not use cue bids, considering them as bids that waste the valuable bidding space.

You probably won't be able to make good tricks half of the time because the opponents will know the exact shape of the covered hand, but despite that, they won't be able to make down tricks either because your contract will always be stable.

To present and use the system for playing on the Internet, the author used a computer program which is like a book. You may go forward, backward, up & down and choose the most appropriate bids for the explanation of your hand depending on your partner's & opponents' bids or overcalls.

You may download for free an encrypted folder, decrypt it and paste the whole folder to your C:\ hard drive (no installation needed), then read the text files & run the executable Sysnotes.exe file.

If you like the system and want to use it in live International Tournaments, you must obtain a lifetime pair license (\$26.10) (\$52.20 for a Team of 4, \$78.30 for a Team of 6 or \$104.40 for a Team of 8) along with the text & the digital books of the system for all players by visiting:

<http://force-point.com>

For the system's explanation & examples, use this group:
<https://www.facebook.com/groups/1133524473730926>

Use Facebook Messenger or send a **SMS** to the author's phone to arrange up to 8 hours of free explanations and practice of the system in BBO by using 1-718- 66 FIT IN (1-718-663-4846)

IF YOU DECIDE TO USE FORCE POINT, YOU WILL HAVE A TREMENDOUS WEAPON AGAINST YOUR OPPONENTS !



Bridge Counting Engine by Force Point's Explicit Rules. All rights reserved

The Counting and Control Points Asking (CPA) of the **Force Point Bolgar Bridge Bidding System** can be used with any system; for example, using them with SAYC, will elevate this casual system very high.

- This Counting alone is enough to change your bidding qualification from the Beginner to the Expert level immediately, and the best thing is that you can do it for 8 hours !

This presentation covers an Explicit Counting method, which will provide you with at least 75% accuracy compared to the results of the tournaments published by "The Bridge World Magazine - Challenge The Champs" and "ACBL Bulletin - Bidding Box" sections. The Counting's warranty itself, when using the Control Points Requirements, is over 95% for the extent of the HCP and the Distributions Points that are in possession of your pair (after Adjustments). I hope you understand that when your opponents hold 5 by 0 Trumps, which is only one of the examples, this Statistical Counting won't help you.

The Master Bidding Engine will make you a Bidding Expert overnight! Think about it.



Force Point Explicit Counting

Count the HCP, Distribution and Control Points (CP) by this way:

Singleton Ace = 2.0 pts, also 6 or 10 Control Points (CP, Controls), depending on your partner's suit holding of the real Controls

Ace = 1.5 points, also 6 CP

King = 1.0 pt, also 4 CP

Singleton King = 0.5 pt !! , also 4 CP (1.0 pt. when the partner holds the Ace in the same suit)

Queen = 0.5 pts

Any Singleton = 0.5 (except Singleton Ace).

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

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Void = 0.5 !!

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

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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

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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

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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 separate from the bi-color !

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

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Subtract 0.5 when you hold 3 or more Aces (in one hand) !

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Subtract 0.5 when you do not have any TOP Honors in your 5+ card suit. Do NOT do that when you have any 6+/5+ bi-color !



The Theory

Your Base Number (B#) = Your Total (T) points less 2 points (for 2 tricks by each player) because of the initial 6 tricks which are not counted in bridge. So, Fp neutralizes $2 + 2 = 4$ tricks of them, but you always have 1 trick when you have a Fit, and actually, the compensation is 5 of 6 tricks, leaving 1 trick “on the blade of the knife,” which makes Fp pretty much aggressive !

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)

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



How to show all of your CP & EQ with 1 answer only

With up to 6 card suit or 5/5 bi-color, to discover **the 1st step CP correct answer**, both partners must use the Formula:

The 1st step CP = $4 * B\#$, along with 4 EQ (Equivalent Queens)

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
The 5th step answer will show $CP = 4*B\# + 8$ along with no EQ

Then divide the rest of your CP by 2 to discover how many additional steps to add to show the total of your CP

For example:

Suppose you have 5 card suit, no Singleton / Void, B3 and 20 CP and your partner use 4CL bid asking you for your all TOP Honors

Your 1st step $CP = 4*B\# = 4*3 = 12$, so the rest of your CP = $20 - 12 = 8$

Now divide the rest of your CP by 2 to find the additional steps:
 $8/2 = 4$

1st step after 4CL Relay is 4DI. 4 more steps are: 4HE, 4SP, 4NT, 5CL.

Your answer after 4 CL Relay must be 5th step = 5CL showing a total of 20 CP along with zero EQ.



With 7 card suit or 6/5 bi-color, to discover the 1st step CP correct answer, both partners must use the Formula:

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

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

The 5th step answer will show $CP = 4*B\# + 6$ along with 1 EQ

Then divide the rest of your CP by 2 to discover how many additional steps to add to show the total of your CP

For example:

Suppose you have 7 card suit + a Singleton, B(3.5) and 18 CP and your partner use 4NT bid asking you for your all TOP Honors

Your 1st step $CP = 4*B\# - 2 = 4*3.5 - 2 = 12$, so the rest of your $CP = 18 - 12 = 6$

Now divide the rest of your CP by 2 to find the additional steps:
 $6/2 = 3$

1st step after 4NT Relay is 5CL. 3 more steps are: 5DI, 5HE, 5SP.

Your answer must be 4th step = 5SP showing a total of 18 CP along with 2 EQ.



With 8 card suit or 6/6 bi-color or 7/5 bi-color, to discover the 1st step CP correct answer, both partners must use the Formula:

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

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

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

The 3rd step answer will show $CP = 4*B\#$ along with 4 EQ

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

The 5th step answer will show $CP = 4*B\# + 4$ along with 4 EQ

The 6th step answer will show $CP = 4*B\# + 6$ along with 3 EQ

In all cases, for any of the next step 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 1 question - 1 answer only !

No other bridge system in the world can do it !



Find your Base number by visual way

1. Look for A+Q or 2 Kings or a Singleton Ace and do not count them. Count only the rest of your Honors and distributional points! That way, you won't need to subtract 2 by the end and will receive directly your B#.

2. $B\# = -2$ (for example, the value of A+Q or 2 K) + the value of the rest of the Honors (A+K+Q) + the value of the distributional points.

Suppose you hold:

AKJx KQx x AJxxx

Visually remove the $A + Q = 1.5 + 0.5 = 2$ and count the rest:

$K + K + \text{the Singleton} + A = 1 + 1 + 0.5 + 1.5 = 4$. Your $B\# = 4$

Your particular Play Level (PL) for the FIT suit is the SUM of both partners' Base Numbers (B#s). Use any system to

exchange this valuable information with your partner, find your best Fit and you will never be disappointed.

3. Add both partners' B#s to find your Play Level (PL) before the Adjustments (if any)

Of course, you can use any system to exchange the information for the B# and the Fit(s) suit(s) with your partner, using only the Counting part of Force Point, thus elevating your final contract's assurance.

With Force Point, you can reach ALWAYS an Unprecedented Bidding Accuracy of over 75%. Think about it.

For example, if you use SAYC, when the Bidding starts, you and/or your partner will find your Base Number(s) by the levels on which you bid. If you are the Opener (Overcaller) your min B# will depend on your first bid. The Responder's min B# is always 1 below the level on which s/he will bid in a new suit and usually 2 below when s/he fit the partner's suit or repeats their own suit. Add both Base numbers and you will receive your Play Level (PL) for the Fit suit.

With Force Point, one of you will Open (Overcall) with B# = 2+, and the other player (the Quest) can use the 1st Relay with B# = 0.5+ if it is on 1st Level (with 0.5 only the Quest must make a free bid in the next round). On 2nd Level the Relays must be used with B# = 1+ (1.5+ if Vulnerable). On 3rd Level the Relays must be used with B# = 2+ (2.5+ if Vulnerable). In general, you must relay on the Play Level (PL) for the right to use a Relay. Add your partner's minimum B# to your B#, apply any Adjustments (if any) and you will receive the maximum Level on which you can use a Relay without worrying about Overbidding.



Adjustments

Do not make any Positive Adjustment for 8+ by 1 Trump !
Do not make any Positive Adjustment for 7 by 2 Trump if you
do not have any Honor in the short Trump !

The Positive Adjustments

- .
Add 0.25* (force*point) for 4 Aces (in one or both hands)
- .
Add 0.25* (force*point) for AQJT+
- .
Add 0.25* (force*point) for Ax + Ax
- .
Add 0.5 for your 9 card Super FIT or for 9 card Super FIT in your Opponents' hands !
- .
Add 0.5 for 10 card Super FIT if you do NOT have an Honor in the short Trump suit or when your Super FIT consists of 5 by 5 cards or when it is 8 by 2 cards !
- .
Add 1.0 for any 6 by 4 or 7 by 3 card Super FIT if you have an Honor in the short Trump suit or for 10 card Super FIT in your Opponents' hands !
- .
Do NOT add anything for any 11+ card Super FIT if you have AK in that suit (in one or in both hands)
- .
Add 1.5 for any 11+ card Super FIT (in both hands) but only 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).

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Add 0.5 for any Singleton opposite Axxx suit (no other TOP Honors) or for a FIT in Opponents' hands if you have a Singleton / Void in that suit !

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Add 1.0 pt for any Singleton opposite Ax(x) !! (no other TOP Honors) or for a Super FIT in Opponents' hands if you have a Singleton / Void in that suit !

•

Do not add anything for any Singleton opposite any Axxxx+ suit

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Add 0.5 for a Void opposite xx(xx) empty suit ('x' up to Jack) or for a Super FIT in Opponents' hands if you have a Void in that suit !

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Do not add anything for a Void opposite any Axx xxx+ suit

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Add 0.5 for 6 by 2 FIT in a side suit with the 2 Controls (not in the Trump).

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

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Add 0.5 for KQJx+ in a side suit (not in the Trump)

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Add 1.0 for KQJTx+ in a side suit (not in the Trump)

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

- **Add 1.0 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 5 card AKQJT side suit (not in the Trump, in one hand)**



The Negative Adjustments

For NT contracts:

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

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

For suit contracts:

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

Subtract 1.0 for any two 4+ cards opposite Singletons or Voids

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

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

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Subtract 1.0 for any King + Ace opposite a Void ("semi-bad" Singleton) except in the Trump suit.

.

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

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

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Subtract 0.5 for any 5+ card suit without any Honors.

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

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Do not subtract, nor add anything when you have an Ace + a Queen opposite a Singleton !

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

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

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

.
Subtract 0.5 for any 2 Mirror suits, respectively subtract 1.0 for full Mirror hands

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

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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.

For any contract:

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

.
Subtract 0.5 when the Aces are more than the Kings and no Queen.

Do not that when you have only 1 or 2 Aces



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**.

If you have **PL** = 4 and any Fit (or 2 Misfit of 5 by 2), you have 3 NT contract (I hope you assume you need at least partial stoppers in all other suits). If you do not have any of them, you will need **PL** = 5 to make 3 NT. Fit(s) 4 by 4 won't help you !

With **PL** = 5+ do not worry about the Stoppers if you decide to play 3 NT, you will have them !

The Master Counting uses Control Points Asking (**CPA**) answers in conjunction of the known partner's B#. Here is a simplified **CPA** version, still exceptionally effective:

If you do not use Fp, use the bid of 4 CL instead of 4 NT to discover the partner's **CP**. The answers are by steps starting from 8 **CP** or less. Any of the next step answers add 2 more **CP**. If you have to use 4 NT, it is better for the 1st step answer to start from 6 **CP** or less. Also if your partner opened 2 NT or 2 CL and the weak hand asks, the answers start from 20 **CP**. Opposite, if you have B(0) and the strong hand asks, your answers start from 4 **CP**.



With the Force Point bridge system, before you answer for Control Points (CP, Controls), do the following:

1. With a balanced hand or any hand with up to 6 card suit (including) without a Void:

It is mandatory to discard $CP = 4 * B\#$. **Your 1st step answer will show 2 CP along with 3 Equivalent Queens (EQ)** and any of the next steps will add 2 more CP, lowering your EQ by 1.

2. With a Void or 2 Singletons OR with any 7 card suit, not a Void or 2 Singletons:

It is mandatory to discard $CP = 4 * B\# - 2$. **Your 1st step answer will show $CP = 4 * B\#$ along with 4 EQ** and any of the next steps will add 2 more CP, lowering your EQ by 1.

3. With a 7 card suit + a Void or 2 Singletons OR with 8 card suit, no Void or 2 Singletons:

It is mandatory to discard $CP = 4 * B\# - 4$. **Your 1st step answer will show $CP = 4 * B\# - 2$ along with 5 EQ** and any of the next steps will add 2 more CP, lowering your EQ by 1.

4. With an 8 card suit + a Void or 2 Singletons:

It is mandatory to discard $CP = 4 * B\# - 6$. **Your 1st step answer will show $CP = 4 * B\# - 4$ along with 6 EQ** and any of the next steps will add 2 more CP, lowering your EQ by 1.

In general, with $PL \geq 6$ and 32 to 36 CP go for a Small Slam; with $PL \geq 7.5$ (7.0 with 4 Aces) and 40 CP (36 with 4 Aces) go for the Grand Slam.



HOW TO FIND PARTNER'S SINGLETON KING

If your partner has a Singleton and you have asked for CP, always check back his previously shown B# for equality by using the information for 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 !

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 when 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 B#, you will discover when your partner has a Singleton King, if there is a difference between the already shown by your partner B# and the calculated B# by the check back.

To discover a Singleton King, after your partner has shown the B# and CP (respectively you have discovered the EQ also by the steps your partner used for showing the CP), you may calculate your partner's B# using the information you have obtained.

1. If the recalculated B# is different than the previously shown B#, your partner has a Singleton King and the partner's EQ are actually 1 more than you have discovered before (by the steps your partner used to show the CP)

2. If the recalculated B# is equal to the previously shown B #, 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 showing the CP). Some times, when your partner has a Singleton, the partner's CP may show to you that s/he doesn't have any EQ, which will be an obvious signal that your partner has a Singleton King, because, as you know, with a Singleton, the partner has at least 1 hidden EQ exactly in that Singleton !

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

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

- Queen = 1 EQ = 0.5 trick count
- 2+ Jacks in a balanced hand or 4 Jacks in any hand = 1 EQ = 0.5
- Singleton Ace = 1 EQ = 0.5
- Any Singleton (except a Singleton King) = 1 EQ = 0.5
- Any Void = 1 EQ = 0.5
- Ax + Ax combination = 1 EQ = 0.5
- 3 Doubletons (without any TOP Honor in them) = 1 EQ = 0.5
- Long 7+ card suit consists of : $0.5 \times (n - 6)$ EQ, where 'n' is the number of cards in the long suit, so
 - 7 card suit consists of 1 EQ = 0.5
 - 8 card suit consists of 2 EQ = 1.0
 - 9 card suit consists of 3 EQ = 1.5 and so on ...
- Any 6+/5+ bi-color consists of : $0.5 \times (m - 10)$ EQ, where 'm' is the number of cards in both bi-color suits, so
 - 6/5 bi-color = 1 EQ = 0.5
 - 6/6 or 7/5 bi-colors = 2 EQ = $2 \times 0.5 = 1.0$
 - 8/5 bi-color = 3 EQ = $3 \times 0.5 = 1.5$ (do not expect such a hand; it is just for the record).



How to find the partner's real Queens without asking for them?

How to calculate the number of partner's CP and EQ ?

When you find a PL ≥ 5.5 , it is mandatory to ask for the partner's CP. When you do that, you may discover how many Queens your partner has without asking for them and be able to check if all available TOP Honors and their colors are in possession for a SLAM.

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



CPA (CONTROL POINTS ASKING)

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

The distributional Controls (pseudo Controls) are not shown when asked for CP, but their values are:
Singleton = 4 CP, Void = 6 or 10 CP (10 when you are absolutely sure that there is no opposing duplication with a real Control in the same suit).

In general, when you have 32 to 36 CP in both hands and PL ≥ 6 (including the pseudo CP without duplication with the real Controls), you will have a small Slam.
With PL ≥ 7.5 and 36 or 40 CP (all 4 Aces) you will have a Grand Slam.

The missing 38 CP from the chart comes from the fact that 38 CP is not an available combination between Aces + Kings when you count them by Fp Requirements, and 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 **3 NT** you will need $PL \geq 4$ with any FIT that is NOT 4 by 4 or two 5 by 2 cards Misfit, along with $CP \geq 22$. If you have only 4 by 4 FIT(s), you will need $PL \geq 4.5$.

NOTE: For **3 NT** contracts, you must also use the chart for balanced hands, which is even better than the explanations above **(thanks to Mr. Alexander Dulevski) !**

For easy remembering, pay attention to the simple arithmetic progression:

B#: 0 1 2 3 4 5 6 correspond to
HCP: 7 10 13 16 19 22 25

The Formula with the whole B# is: $HCP = 3 \cdot (B\# - 1) + 10$

B#: 1.5 2.5 3.5 4.5 5.5 6.5 7.5 correspond to
HCP: 12 15 18 21 24 27 30

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

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

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

To make 4 in a Major you will need a FIT and $PL \geq 3.5$ or $PL \geq 4.5$ with $CP \geq 24$ (including the pseudo CP)

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

NOTE: For making 5 in a Minor, it is exceptionally critical for you to have a minimum of 28 CP (including the pseudo CP), remember that very well !!

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

To make a Grand SLAM you will strictly need $PL \geq 7.5$ and 36 or 40 CP (not 38 CP which are physically impossible)

OR USE THE FOLLOWING

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

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

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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 be sink !!

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

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

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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 Control



CPA STEP ANSWERS

NOTE: It will be easier for you if you remember only the 1st step answers, which follow a simple arithmetic progression.

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 directly will show you how many steps to make for the answer:

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

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

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

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 will show $CP = 4*B\# + - 0$ along with 4 EQ

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

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

.

If you cannot ask your partner for CP, **with 5-6 card Basic suit + Void or with 7 card Basic suit, no Void or 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 will show $CP = 4*B\# - 2$ along with 5 EQ

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

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

.

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.

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

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

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 $CP = 4*B\# \pm 0$ 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.,

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

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

2 Kings

K + Q

K + A

A + K + Q (1st show **K + Q** then **K + A**)

1 King

2 Queens

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

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

2 Aces

3 Aces

Remembering at least all the 1st steps for the different distributions.

Paying attention to your shape & 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 shape, 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.

That's the main idea!

Find out where the hidden Equivalent Queens (EQ) are:

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

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

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

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

The difference will be in the number of the EQ:

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

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

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

If there is still a free Bidding space after the Quest had discovered all CP, EQ and the colors of all "2 of a kind" TOP Honors, s/he may use one last Relay asking for the combination of (J + T) in your longest suit.

The answers are by steps:

- The 1st step answer is negative
- The 2nd step answer = only Jack or only Ten in the longest suit
- The 3rd step answer = Jack + Ten in the longest suit

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

$$B\# = \text{any CP} / 4 - 1, \text{ where any CP} = \text{real} + \text{pseudo CP}$$



FORCE POINT'S PENALTY RULE OF 13

Fp can calculate Opponents' Penalty tricks. How to make the calculations? Count 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:

Your own Play Level (PL) you want to play

The Play Level (PL) on which the Opponents intend to play

If you have Aces, count each of them as 2.0

If you have the King of Opponents' Trump suit, count it as 2.0

If you have any other Kings, count each of them as 1.0

If you have any other Opponents' Trumps, count each of them by 1

If you have 4 of Opponents' Trumps with an Honor (including TEN), add an extra 1.0

If you have 5 of Opponents' Trumps, add extra 2.0

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 & so on ...

Be aware that this is true only when the opponents do not make an obvious barrage or do not have a crazy distribution!

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 better to use it with exceptional caution. In such cases, it is better not to use it !

Penalty Rule is a very good weapon for catching opponents 1 down and DBL them, instead of you going 1 down!

Use this 36 years beneficiary of the Bidding Developer's work to become an Expert Bidder. The playing field is your problem. I'm giving you a tremendous Bidding weapon to become a Champion.

Of course, you can use your own bidding. If you run the Demo program, try to enter the right bids on the program's bidding grid manually. Three days of practice, and you and your partner will become Expert bidders.

Do not forget, this Fp Bidding will make you a Bidding Expert overnight !

For any questions regarding Force Point's Counting or Bidding, or the use of the computer program, send an email to:
pboev777@gmail.com

.

For the love of the game !
Mr. Pavell Boiew, The Force Point Bidding Developer

Visit us:

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No license is needed for domestic Pair or Team Tournaments:

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

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

Prices slashed for the time of the Holidays by wiping 50% !

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

Mr. Pawell Boiew – The Force Point Bidding Developer

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

<http://force-point.com>

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



Slam after Slam with Force Point

The 7th final edition of “**Slam after Slam with Force Point**” – the book will be ready by the end of November 2025 along with the Sysnotes computer program (the digital book of the Force Point Bridge Bidding System for the Windows operating system).

By the end of the year, the color paperback book will be published & you will be able to find the digital version of the Fp system on a flash drive in the pocket of the published book or to download it from Google Drive (depends of the price of the color book of 570 pages (half of them bridge game diagrams with bidding explanations, bidding sequences and relaxing pictures) which cost I’m trying to lower to \$9.99).

After that date, you may use the New York-based phone number:

+1 (718) 66 FIT IN or +1 - (718) - 663 - 4846



Around the world use TOOL FREE number:

+1 (844) JIDAI 2B or +1 (844) 5432422

If you have any questions about the system or for arranging free explanation and practice in BBO send an SMS.

