

Slam after Slam with Force Point



The new Explicit Bridge Bidding

By Mr. Pavel Boev

THE BOLGAR FORCE POINT CLUB

SLAM AFTER SLAM WITH FORCE POINT

The New Explicit Bridge Bidding

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!

No more Quick Tricks nor 4, 3, 2, 1 in the Aquarius Era!

The book is dedicated to Alex



SLAM AFTER SLAM WITH FORCE POINT

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!
6. For any questions, use the US-based phone number:
+1 - (718) - 66 - FIT IN or +1- (718) - 663 - 4846
Around the world, use easy for remembering Toll-FREE phone number:
+1- (844) - JIDAI 2B or +1- (844) - 543 - 2422

TABLE OF CONTENTS

Introduction	12
The Abbreviations Fp Uses	15
Force Point Counting	18
Adjustments	21
The Simple Theory	26
Control Points (the Controls), CP & Equivalent Queens (EQ)	27
Table - Chart for Transferring B# to HCP ...	33
The Bidding Mechanism	35
Showing low or high range after the. Opponent's 1st Overcall	37
The Simple Trick of using 2 NT bid in Modified Stayman	41
Find Your Partner's real Queens without asking for them	43 & 80
SCOR – SCOR answers by steps	44
CPA (Control Points Asking)	49
SCOR Asking for the Colors of the TOP Honors	52
What are the Equivalent Queens (EQ) and where are they hidden?	54
Some important discoveries that you better know	70
Rules for using DBL & Overcalls with an unbalanced hand in 2nd seat	75
How to find out if your partner has a Singleton King	77
How to Calculate the Number of Partner's CP and EQ	82
Backward Check of Your Partner's	

Previously Declared B#	84
The Conjunction Between the Base Number	
(B#) and Control Points (CP)	89
Fp Requirements for Making a Slam	93
Force Point 1NT/1 Dynamic Bidding	
Mechanism	102
SCOR - SCOR Convention	106
The Meaning of the Extended SCOR	
Convention	113 & 218
1♦ Opening	123
Force Point (Fp) Formulas	142
Distributions and Side Suits	143
How CP & EQ Change in Dependence	
of the shape	145
1♥ Opening	162
Simplified Force Point Counting	171
Fp Penalty Rule of 13	172
Fp Counting for Players Who Prefer	
to Use the Classical HCP	177
1♠ Opening	197
1♣ Opening - The Most Ambitious	
Opening Ever	206
Explanation of Fp Jig	229
1♣ Opening in 3rd or 4th Positions.....	233
How to Calculate CP in Partner's Hand	245
1NT Weak Opening B(2 -3)	250
No Trump Contracts - The Most Profitable	262
1 NT Opening Based on HCP & Distribution	
Asking Bid (DAB)	265
For Strong NT B(3.5 - 4) Open 1♣.....	277
2NT Opening B(4.5)+	278

2♦ Opening - Pseudo Balanced Convention	284
Fp Overcalls in any Position	285
2♣ / 2♥ / 2♠ Openings	290/ 296 / 306
Find out how many EQ your partner holds	
depending on the CP step answers	317
3♣ / 3♦ / 3♥ / 3♠ Openings	318 - 330
3NT Opening	333
4♣ / 4♦ / 4♥ / 4♠ / 4NT Openings	340 - 345
Overcalls in Dependence on the Vulnerability	
& the Possession of a Major suit	373
Overcalls with two-suiters (bi-colors).....	374
Overcalls with any kind of balanced hand	376
Overcalls in 3rd / 4th seat	377
Overcalls on 3rd & 4th Levels	378
The Exchange Answers	386 & 491
Downloading Links	482
After Opponent's Barrage Overcall	
on 3rd Level	511
Fp Rules for Discovering partner's EQ	514
Summarizing the Fp Bidding Mechanisms	517
Theoretical Mathematical Research	520
Explain the bids if you have learned Fp	537
Installing the DEMO Fp Counting program ...	558
Summarizing the Fp bridge system	564
Force Point System Roadmap	577

**Use it or guard against it. That is your own
decision!**

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

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



This is the final updated version of Force Point bridge bidding system for Internet reading. If you remove this extra page only, the file will be ready for publishing. You may publish it and distribute both versions for free or for money at your convenience !

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 are?

Be sincere, at least to yourself; nothing else! It's like **Double Dummy Bidding**, and that's why it is almost perfect.

To destroy it, the Opponents must jump to the 4th Level immediately. Here comes the **"Penalty Rule of 13"**, an original count for discovering of the Opponents' downtricks.

Just learn how to do that. **You will need around 6 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.



**The great mathematician, high-class bridge player
and editor of The Bridge World magazine,**

Mr. Jeff Rubens said:

**The Bridge Tournaments are generally lost, not
won!**



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

Mr. Pavel Boiew

Copyright © 2016 - 2026 by Mr. Pavel Boiew

All rights reserved ®

No part of any book, e-Book of any format or this PDF file may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, source codes, computer programs, recording, or by any information storage and retrieval system without permission in writing from the copyright owner by obtaining a specific license.



If you want to learn **Fp** faster and start playing on the Internet immediately, you will need the **System Notes (Sysnotes)** computer program. To obtain a copy of it, go to: <http://force-point.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 an SMS to +1 - (718) - 66 - **FIT IN** or write to:

force-point@force-point.com

With the Force Point System, you will be able to discover the exact number of all

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

No other bridge system is capable of doing that !

Fp Bidding Developer **Mr. Pavel Boiew**,
with the help for the practical 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 for evaluations at 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 shape) 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 (Base Numbers, 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** or the **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, their colors, thus securing all Slams !

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

CP = 4*B# + 4 with up to 6 card suit

CP = 4*B# + 2 with 7 card suit

CP = 4*B# +- 0 with 8 card suit

CP = 4*B# - 2 with 9 card suit

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, you may use **CPA** with Play Level = 5.

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

Using SCOR - SCOR Convention for all your Distributional and Controlneeds 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' locations 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 weaponry arsenal**



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 it 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, it may be better to completely skip **ControlPoints Asking (CPA, the 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).

In this book, the slam games not only present the best part of **Fp**, but also show the whole **Fp Bidding Mechanisms & Asking**.

You do not need to remember the Bidding sequence. Instead, remember the **Fp Bidding Mechanisms** that follow every Opening or Overcalls!

That's much easier!

When you discover that the game's **Play Level (PL) < 5** (11 total tricks - 6 initial tricks, which are not counted in the game of bridge = 5), it is forbidden to look for a Slam if you do not hold **2 good FITs**: one 9+ card **Super FIT** and one 5 by 2-3 side **Misfit or FIT, both with all 3 TOP Honors**. 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 can go forward, backward, up and down through it to see in all seats all possible **Fp system** bids along with most of the Opponents' bids very quickly by using the mouse by the time of playing on the Internet

Sysnotes uses “**1NT_over_1.nsf**” - a data file, which grew to over 99.9 MB over the years. It is a databank 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 will also allow you to discover a Singleton King in the partner's possession without asking for it !

No other bridge system can do that !

In the US use: 1 - (718) - 66 FIT IN

+1 - (718) - 663 - 4648

Around the world, use the easy to remember

TOLL- FREE phone number :

+1- (844) JIDAI 2B or +1- (844) - 543 - 2422

The Abbreviation Fp uses

The 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).

Your 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 its length by the lengths of your side suits, thus discovering the exact distribution.

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

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

PL (Play Level) is the level at which you intend to play (after the Adjustments), which depends on Distribution and Honors held 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 the 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...

The sign ‘!’ – indicates **Forcing Relay** by the Interrogator (**the Quest**).

For example:

1♥! = **Relay!** bid. It can be any bounding bid used by the **Quest** (even **Pass – Relay!**) with opponents interfering after at least one active **Relay** by the **Quest** appearing 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 or your PL >= 5.5).

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

Board 1

Force Point

File Setup Action GS Help

Deal # 109
Dealer: S
Vul: None
B# = 2

10 NORTH B# = 1.5

Contract: 4 S X by West
N/S Tricks: 3
E/W Tricks: 10

WEST

EAST

End of Game
E/W Made The Contract
Next Game Regain Game Restart Bidding

12 Total Points Scoring
N/S 390 390
E/W 11 11

9 SOUTH B# = 0

Special Duty IMPs Scoring
N/S 11 11
E/W 11 11

ForcePoint \$ 11

Win 7.4.21



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 contract tricks minus 2

Ace = 1.5

Singleton Ace = 2

King = 1

Singleton King = 0.5

Queen =

Singleton Queen = 0.5

Any other Singleton = 0.5

Void = 0.5

Long 7+ card suit = $0.5 \times (n - 6)$, "n" = cards' number

6+/5+ bi-color = $0.5 \times (m - 10)$, "m" = cards' number

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 at 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:

King = 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 !

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 other Singleton (including the Queen) = 0.5

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

Void = 0.5 !!

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

For any 7222 add 0.5 for the 3 doubletons in addition to 0.5 for the 7th card in the long suit

For 7 card suit add 0.5

For 8 card suit add 1.0 (for the 7th & 8th cards)

For 9 card suit add 1.5 (for the 7th, 8th, 9th cards)

For 10 card suit add 2.0 and so on ...

The Formula for the long suit 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 5/7 or 6/6 bi-color add 1.0

For 7/6 bi-color add 1.5

For 8/5 bi-color add 2.0 and so on

With a bi-color the Formula is:
 $0.5 * (m - 10)$, where 'm' is the sum of the cards in both bi-color suits.

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

Subtract 0.5 when you do not have any Honors in your 5+ card suit & you are the Quest (the player who uses Relays to investigate your partner's hand). Do NOT do that when you have any 6+/5+ bi-color !



Adjustments

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

The Positive Adjustments

Add 0.25* (force*point) for 4 Aces (in one or both hands)

Add 0.25* (force*point) for AQJT+ (not in Trump)

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 Trumps 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

yopponents bid your **Singleton or Void** (do not duplicate it later if you discover that this is a "good" Singleton or a "good" Void).

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

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

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 !

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

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

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)

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

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

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 for more than 3 Positive Adjustments.
Do not do that 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, **so subtract 1.0** (do not duplicate if there is a King)

For any 7 card suit opposite a Void, your PL will go 0.5 Down, **so subtract 0.5** (do not duplicate if there is a King)

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

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

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

Your Trump Play Level is equal to your NT Play Level, but only if you have any 5 by 3 or better FIT (4 by 4 FIT will not help you !).

If you do not have such FIT, your NT PL will be 1 below your suit PL.

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

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

NOTE: The **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 the 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 !



More Negative Adjustments

**For 5 by 2 Trump Misfit in Minors,
downgrade your PL by 1.0**

**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**

**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**

Be aware to apply the Negative MIRROR Adjustments with 2 balanced or ambiguously balanced hands (hands that consist of 5+ card suit but not 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
without any gaps, accommodating all possible
distributions!**

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

The Playing is your own responsibility!



The Simple Theory

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

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

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

**B# = the sum of Honor & Distribution points
minus 2.0**

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

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

When your partner discovers your exact

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

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

The SCOR – SCOR answers are by steps.



Control Points (The Controls), CP & EQ (the Equivalents Queens)

Ace = Void = 6 CP (when opposite the Void there isn't any Control it can be counted as 10 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.

For a hand with up to 6 card suit or 5/5 bi-color

The Formula for the 1st step CP answer is:

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

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

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

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

The 5th step shows $CP = 4*B\# + 8$, no EQ (no S / V)

If you cannot ask your partner for CP, but you know the partner's $B\#$, statistically, you may expect your partner to have CP equal to the 3rd step answer, i.e.,

Expected $CP = 4*B\# + 4$ along with 2 EQ

For a hand with a 7 card suit or 6/5 bi-color

The Formula for the 1st step CP answer changes to:

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

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

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

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

The 5th step shows $CP = 4*B\# + 8$ along with 1 EQ

If you cannot ask your partner for CP, but you know the partner's $B\#$, statistically, you may expect your partner to have CP equal to the 2nd step answer with 7 card suit, i.e.,

Expected $CP = 4*B\#$ along with 4 EQ

For a hand with an 8 card suit or 6/5 or 7/5 bi-color

The Formula for the 1st step CP answer changes to:

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

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

The 3rd step shows $\text{CP} = 4 * \text{B\#} + 0$ along with 4 EQ

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

The 5th step shows $\text{CP} = 4 * \text{B\#} + 4$ along with 2 EQ

If you cannot ask your partner for CP, but you know the partner's B#, statistically, you may expect your partner to have CP equal to the 1st step answer with 8 card suit, i.e.,

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

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 your partner's TOP Honors by number & kind with 1 question - 1 answer only !

No other bridge system in the world can do it!



Formulas for discovering the maximum number of Equivalent Queens (EQ) for the 1st step CP answer with a monocolor or a bi-color suits

NOTE: EQ = everything that counts as 0.5

The maximum number of EQ for the 1st step answer for **CP** with a monocolor suit is :

x - 2, where '**x**' is the number of the cards in the monocolor suit (important to remember).

For example:

Suppose you hold up to 6 card suit and the **Quest** asks you for **CP**. Your 1st step **CP** answer is:

CP = 4*B# alongwith (6 - 2) = 4 EQ.

If you have 7 card suit, your 1st step **CP** answer is:

CP = 4*B# - 2 along with (7 - 2) = 5 EQ

If you have 8 card suit, your 1st step **CP** answer is:

CP = 4*B# - 4 along with (8 - 2) = 6 EQ

If you have 9 card suit, your 1st step **CP** answer is:

CP = 4*B# - 6 along with (9 - 2) = 7 EQ

The maximum number of EQ for the 1st step answer for **CP** with bi-color is: **m** - 6, where "**m**" 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 or 7/5 bi-color**, your 1st step answer for **CP = 4*B# - 4 along with (12 - 6) = 6 EQ**

If you have 7/6 or 8/5 bi-color, your 1st step answer for $CP = 4 * B\# - 6$ along with $(13 - 6) = 7$ EQ



Some things from the practice

To make 3 NT you will need $PL \geq 4$ & 22+ CP. You may try it with B(3.5) & 5 by 3 or better FIT (4 by 4 FIT will not help)

To make 4 HE or 4 SP, you will need $PL = 3.5$ or $PL \geq 4.5$ & 24+ CP

Important NOTE: NEVER play 4 HE or 4 SP with an exact Play Level (PL) = 4 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. REMEMBER: minimum 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 along with 9+ Trumps Super FIT with both Controls.

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

. 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



TABLE - CHART FOR TRANSFERRING THE BASE NUMBERS TO HCP & VISE VERSA

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

It is useful only when you 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 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#.

At <http://force-point.com> you can obtain the complete Fp set for \$26.10 (respectively x2, x3 or x4 for Teams of 4, 6 or 8 players) via PayPal (tax included, no hidden fees)

The Fp set for a TEAM of 4 comes with:

4 PDF eBooks for the Fp Bidding System '**Slam after Slam with Force Point**'- the latest 7th final updated edition.

4 digital versions of the book - the **Sysnotes** computer program for use by the time you play live or on the Internet.

4 licenses for using Fp in International Tournaments along with lifetime free upgrade from Google Drive of the Sysnotes data file, which consists of almost all possible Fp bidding sequences.

The cost is \$6.52 per a player for a total of \$26.10

The data file is now 99.9 MB & in my opinion ,it has reached 99% of the necessary fulfillment.

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

Search by Google:

force-point-system@force-point-bridge.com



Fp Bidding Mechanism

Fp uses contract tricks in both hands (the tricks over the initial 6 tricks that 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 3 Negative & 2 Positive Adjustments** (if any at all). You will find some repeated explanations that are made intentionally for easier memorization.

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

When you have any 5+ card Basic suit, your partner uses Relays to discover your exact distribution. a bounding bid (**including DBL /RDBL**, even a **Pass - Relay**) can also be used by the **Quest** asking for **answers by SCOR – SCOR Convention**:

The first 3 steps answers are for 5 or 7 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, except if you use the 1st step answer, which is reserved for 7 card Basic suit suit).

The next 3 steps are for 6 or 8 cards of the 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(3.5)+** strength along 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) suits**. If a new **Relay** appears, you may show your 2nd longest suit (the exact shape) naturally or semi- naturally.

If you hold below **B(3.5)** strength, **using the 6th step of SCOR-SCOR shows 6 or 8 card Basic suits only (a waiting bid), and on a new Relay, the 1st step answer, like usual, is reserved for a Void or S+V**, so one more **Relay** must be used to reveal the exact distribution (shape).

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 into your 2nd longest suit, thus showing your exact shape immediately thus entering the Extended SCOR area.

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). The answers are by steps:

The 1st step answer for $CP = 4 * B\# - N$, where 'N' is the appropriate coefficient depending of the length of your longest suit / bi-color:

- With up to 6 card suit or 5/5 bi-color $N = 0$
- With 7 card suit or 6/5 bi-color $N = 2$
- With 8 card suit or 6/6 or 7/5 bi-color $N = 4$
- With 9 card suit or 7/6 or 8/5 bi-color $N = 6$



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**:

You (the Opener) must show either the **lower B# strength range of B(2 – 2.5)**, by using the **bonding bid** (the 1st bid next over the last bid **or** use the next bids to show the higher **B# strength range of B(3 – 4)**, along with the side suits and the length of your **Basic**

suit by using the **SCOR - SCOR** Convention.

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

When the partner uses the 1st **Relay!** (which can be the bounding bid or bid of **Pass for a Relay** used in cases when opponents interfere) you always **MUST** show your side suits by **SCOR - SCOR** Convention. On the 2nd **Relay**, your partner will ask you to show your 2nd longest suit naturally, thus revealing your exact distribution.

B U T

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

After showing your side suits, 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 or 7033 shapes (use NT bid for it) shapes by showing your 2nd longest suit or 7222 shape (always use the bid in the Basic suit for it).



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

Your partner may use a Relay asking you to show your 2nd longest suit naturally, thus revealing your exact distribution. **B U T**

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**.

Use the next 5 step answers to show any of 6241, 6421, 6223, 6331, 8113 shapes, thus revealing your 2nd longest suit (respectively your exact shape) and the next answers will be for 8221 shape in dependence on your B#.

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.

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) to show exactly **3 by 3 in the side suits (except for the ♣ Basic suit because NT and ♣ suit are neighbors) !**
Also, **ALWAYS use 3 NT bid with any 5332 shape !**

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 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♥ & 4♠ bids are usually **Absolute Signoff** bids as well, but they can be used like **Relays** if the Opponent(s) use them naturally or when you are absolutely sure that your partner has a Void or a Singleton in that suit.



If the **Quest** has 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 Formulas:

- With up to 6 card suit: $CP = 4 * B\# + 4$
- With 7 card suit: $CP = 4 * B\# + 2$

With 8 card suit: $CP = 4 * B\#$ to find the expected CP in the partner's hand and the total expected CP in both hands, respectively.

If they are max 30 CP, the **Quest** will not use **CPA** if there are not a 9+ Trump Super FIT + a 2nd Fit).

With the calculated $CP \geq 32$, the **Quest** must use the **CPA** !

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



The Simple Trick of using 2 NT bid in Modified Stayman clarifies the Opening range with balanced hands !

After **1NT weak** Opening in 1st seat
(with B# from 2 to 3, balanced, no 5+ card suit,
no S / V **or**

after **1♣** Opening in the 1st seat – **1♥!**
(**Relay**) - **1NT strong** (with B# from 3.5 to 4,
balanced, no 5+ card suit, and no S / V) **or**

after **1♣** Opening in 3rd / 4th seat, when
the partner responds by showing B(1.0 to 1.5)
/ any 4441, balanced or pseudo balanced, no
5+ card suit, and no Void)

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)

- eliminating the minimum B# of 3.5 (after
1♣ – **1♥!** (**Relay**) - **1NT** = B(3.5 - 4), strong
balanced hand

- eliminating the minimum B# of 1.0 (after
responding with **1NT** = B(1 - 1.5), balanced / any
4441 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 B#s in the "**No Trump Contracts - The Most Profitable**" chapter of this Book.

With 5 to 7 card Basic suit, after the 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 computer program).

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 use the appropriate Formula depending on the length of your longer suit / bi-color to calculate your 1st step answer for **CP**. Then, the **Quest** will add **2 CP** for every step (after the 1st step) you use to find the Total of your **CP**.



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, the 1st step answer will show 4 EQ, the 2nd step answer will show 3 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** or 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 connection 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 cards!**

It is like 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.

Board 2

ForcePoint
File Setup Action GIB Help

Deal #: 10
Dealer: W
Vul: NS

Restart Bid
Restart Play
Next Game

B# = 3

WEST

8 7 6 5 4 3 2 A K Q

15

Total Points
Scoring

1190 1190 N/S
E/W 15 15

10/14/21

6 NORTH B# = 0

6 5 2 1 7 4 A 1 9 8 5 3 2

Contract: 7.0 by West
N/S Tricks: 13
E/W Tricks: 13

Auto Play

B# = 4

EAST

14 13 12 11 10 9 8 7 6 5 4 3 2

End of Game
E/W Made The Contract
Next Game Reglay Game Restart Bidding

S	W	N	E
3	4	4	1
3	4	4	1
3	4	4	1
3	4	4	1

14

Special Duty
IMPs Scoring

12 12 N/S
E/W 12

ForcePoint
\$



SCOR – SCOR answers by steps

After 1♣ Opening - 1♥ Relay! -

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

1NT = strong B(3.5 – 4), balanced (not a SCOR answer)

NOTE: The above 2 bids are not **SCOR – SCOR** answers. They are for 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**.

2♦ = the 2nd step answer will show **5 or 7 cards in ♣ 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 cards in ♣ 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 cards of ♣ 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 **B(2 – 4)** of the Opener is not clarified yet or it is **B(2 – 3)** , do not go over the 6th

step answer which is for **6 or 8 cards of the Basic suit + RANK** (waiting bid !).

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

If the Opener already proven strong with **B# >=**

3.5, from the 7th step and up the Opener will enter the Extended SCOR with a JUMP answer, thus showing directly the 2nd longest suit (the exact shape) with **6 or 8 cards Basic suit + RANK, no Void !**

The last steps of the answers will always show 8 cards Basic suit with any 8221, but with all **different B#** corresponding to the strength of the Opener with 0.5 increment.

For example:

If you are in the range from **B3 to B4** there will be 3 last-step answers. The 1st one will show **B# = 3**, the 2nd one will show **B# = 3.5** and the 3rd one will show **B# = 4**, all of them with the same distribution of the appropriate 2218 shape.

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

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

To find 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 the partner's Control Points (**CP**) and **EQ**?

For most 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 the 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 assure the percentage of any Slam (mostly with special distributions and 19+ HCP in both hands & especially for the Grand Slams) will need to penetrate deeper into the Fp system.

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

No other system will offer you such extras !

It's easy now, but 36 years for discovering the simple bridge arithmetic now surprises even me. It looks like educated people become blind to the simplest things!

Everything finished successfully when I discovered the strong connection **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**.

Usually, after the Opponents' barrage, you will calculate the partner's **CP** without asking for them, receiving very good results statistically. By the way, **Fp** uses only elementary calculations for a **7-grade student**.

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.

Any **14-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 it is better simply to choose the final contract (if you do

not have 2 FITs). If the $PL \geq 5.5$, ask your partner for the number of the Controls and even where are the TOP Honors by priority 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 simple arithmetic, not even math.



CPA (CONTROL POINTS ASKING)

The values of your Control Points (CP) are:

Ace = 6 CP, King = 4 CP

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).

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 $PL \geq 7.5$ you will have a **GRAND SLAM**.

The missing 38 CP from the chart comes from the fact that 38 CP are not physically available combinations between Aces + Kings. When 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 CP, so lower them immediately.

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

REMEMBER: With balanced hands (by Fp Requirements: no 5+ card suit, no Void) to transfer partner's **B# to HCP always associate B1 with 10 HCP** and B(1.5) with 12 HCP, and add / subtract 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 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**, **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

PL $\geq$ 3.5 with CP $\geq$ 24 including pseudo CP

To make **5 in Minor**, you will need a

PL $\geq$ 5 with CP $\geq$ 28 (including the pseudo CP)



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/5th
step of scor – Scor

For Example:

1st step = **SHAPE** King + Queen

2nd step = **COLOR** King + Queen

3rd step = **RANK** King + Queen

4th step = King + Queen in the 2nd
longer suit (if any). With equal length – King +
Queen in the lower suit

5th step = King + Queen in the longest
suit (if any). With equal length – King + Queen
in the higher suit

King + Ace - show them by **SCOR**,
but when they are in the same suit, use the
4th/5th step of scor – Scor

Queen + Ace - show them by
SCOR, but when they are in the same suit,
use the 4th/5th step of scor – Scor

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

1 King – show it naturally.

2 Queens - show them by SCOR

3 Kings - bid naturally the omitted King' suit

3 Queens - bid naturally the
omitted Queens' suit

2 Aces - show them by SCOR

1 Queen – 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.



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
- a Singleton Ace consists of 1 EQ = 0.5
- 3 Doubletons (with a maximum of 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

$6 + 5 = 11 - 10 = 1 \text{ EQ} * 0.5 = 0.5$ to add to your B#

6/6 or 7/5 bi-color consists of 2 EQ

$6 + 6 \text{ or } 7 + 5 = 12 - 10 = 2 \text{ EQ} * 0.5 = 1.0$ to add

7/6 or 8/5 bi-color consists of 3 EQ

$7 + 6 \text{ or } 8 + 5 = 13 - 10 = 3 \text{ EQ} * 0.5 = 1.5$ to add



Let's practice

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

B# = 2.5, 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♠ will show you have the King of ♠ and if a new **5NT Relay** appears, 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 suit !

Your **B# = 4**. 1st show your King naturally, then the omitted suit, where you do not have Queen).

If your hand is: ♠Q ♥Qxxxx ♦AKQx ♣Axx

Your B# = 3.5 with 5 card Basic suit + a Singleton. 1st show your King naturally, then the **'2 of a kind'** are ♥ + ♦.

They are COLOR, so use the 2nd step by SCOR.

Fp never shows the color of the Singleton!

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 Queen 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 also show 2 SHAPE Queens

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

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

When you have 2K + Q, the 1st step by **SCOR** will show the colors of the Kings, and on a

new Relay show the color of the Queen naturally.

SCOR will show the color of the 2 Queens, and on a **new Relay** (if any) show the colors of the King naturally.

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!



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)

By exception:

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 also **1 King but 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** 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.

Board 3. Dealer North. Neither Vulnerable

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

N: 1♦ = North's Opening bid

E: DBL = B2+, balanced or **B(3.5)+**, any shape

After that bid, the Opponents Pass Throughout

W: 1NT = B(-0.5 - 0), Negative, balanced or any 4441

NOTE: 1♥ bid will be a Relay asking for the strength & overall shape)

E: 2♣ = B(3.5)+, Stayman Modification Relay!

Ask for the overall shape.

W: 2♦ = B(-0.5 to 0), any balance (by Fp

Requirements: no 5+ card suit, no S / V) including any 4441

2♠ = B(3.5), 5+♠, free bid

All Pass



Board 4

Dealer West, neither Vulnerable

North bids 1♠ if possible;

South raises to 2♠ if possible.

WEST

♠5

♥AQ65

♦6432

♣A652

EAST

♠QJ3

♥KJ3

♦KQ98

♣KQ7

W: 2♦ = B2+, any 4441 pseudo balance,

N: Pass

E: 2♥ = Relay! Ask for the strength / exact shape

S: Pass

W: 2♠ = 1st step answer for B(2 - 2.5), any 4441, weak

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

After that bid, the Opponents Pass Throughout

W: $3\heartsuit = B(2 - 2.5)$, 1444 exact shape (we will use the minimum B# of 2.0)

Thinking !

The min PL = $B2 + B(2.5) + 1$ (for the

‘good’ $\spadesuit$ Singleton because of the Opponents’ $\spadesuit$ Super FIT) = 5.5 for statistically 100% Game in Minors

But for a game in Minors, the important thing is the number of 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)

NOTE: EAST with B2 pseudo-balanced hand

$3\spadesuit = \text{CPA Relay! Ask for CP \& EQ.}$

The 1st step answer for CP = $4*B\# = 4*2 =$

8 CP along with 4 EQ

The 2nd step answer CP = $4*B\# + 2 = 4*2 + 2 =$

10 CP along with 3 EQ

The 3rd step CP answer = $4*B\# + 4 = 4*2 + 4 =$

12 CP along with 2 EQ. That is the answer for this particular game.

The 4th step CP answer = $4*B\# + 4 = 4*2 + 4 =$

14 CP along with 1 EQ

The 5th step CP answer = $4*B\# + 4 = 4*2 + 4 =$

16 CP along with zero EQ

$4\diamond = 3^{\text{rd}}$ step answer for CP = $4*2 + 4 =$

12 real CP (2 Aces or 3 Kings) along with 2 EQ (1 real + 1 EQ for $\spadesuit$ Singleton).

So, the **total CP in both hands = 12 + 4 (pseudo) + 12 = 28 CP for no SLAM, but 100% game in Minor !**

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

NOTE:

The actual Double Dummy PL = $B2 + B(2.5) + 1$ (for the 'good' ♠ Singleton because of the Opponents' ♠ Super FIT) + 0.5 (for the 3 TOP Honors in 4 by 3 ♣ suit) + 0.5 (for the 3 TOP Honors in 4 by 3 ♥ suit) = 6.5 for 100% small SLAM.

CP = 12 (East's CP) + 12 (West's CP) + 4 (pseudo CP for ♠ Singleton) = 28 for statistically 100% game in Minor, but no SLAM at all.

5♦ = Signoff



What you 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#** by 1.0. Later, asking your partner for the exact shape and the **CP**, if you discover that your partner has a Singleton ♦ TOP Honor, you should downgrade your **B#** by 1.0

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

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

Let's try to count a couple of hands

Before you start counting, visually remove 2 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 count "**visually**"!

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

Your partner hold: $\spadesuit\mathbf{Kx}$ $\heartsuit\mathbf{Qxxx}$ $\diamondsuit\mathbf{Jxx}$ $\clubsuit\mathbf{QJxx}$

After discarding 2 initial contract tricks visually:

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

Your partner's $\mathbf{B\#} = \mathbf{0}$

When you discover your partner's exact $\mathbf{B\#}$ and distribution (shape) and find 2 FITs ($\heartsuit$ & $\diamondsuit$ suits)

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

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

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





Learn to count visually!

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

Board 5

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(2.5 - 4), 9+ ♦

1♥ = South's bid

After that bid the Opponents Pass Throughout

DBL = B(0.5)+, 2♦ + Honor / 3+ ♦ / B(1.5)+, any shape

2♥ = 6♦ or 8♦, **SHAPE** side suits

3♦ = Sign Off

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

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

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



Board 5 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

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

S: 1♥ = South's bid

After that bid, the Opponents Pass Throughout

W: DBL = B(0)+, 6+♠ / B(0.5)+, 2+♦/ B2+, any

E: 2♥ = 6♦ or 8♦, **SHAPE** side suits

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

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

W: Pass or 4♦ for Signoff

All Pass

Congratulation! One down!

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



ADDITIONAL NOTES FOR MOTIVATED PLAYERS ABOUT COMPUTER SOURCE CODE

1. If at least one of the opponents bids your Singleton or Void suit immediately raise temporally your B# with 0.5, but only if your $CP > 4 * B\#^{\wedge}$ (the upgraded B#^) to be able to give a correct answer to eventual CPA

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

2. If the requirement $CP > 4 * B\#^{\wedge}$ 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 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 the Opponents have a FIT or a Super FIT in that suit !

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

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

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

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

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

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

For 4 suit 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**



SOME IMPORTANT DISCOVERIES THAT ARE BETTER TO KNOW

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

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

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

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

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

Fp never asks for the exact B# with 6+/5+ bi-color in your partner's hand (but does ask for the exact B# with any 5/5 bi-colors)

The Quest must assume that with 6/5 bi-color the partner's B3 (despite that in reality it can be 2.5), respectively B(3.5) when the partner has a 6/6 or 7/5 bi-color, B4 when the partner has a 7/6 or 8/5 bi-color.

Not asking for the exact B# will prevent the

Quest 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 for the expected CP in dependence of the kind of the partner's bi-color

With any 6/5 bi-color the $CP = 4 * B\# + 2$ (the 3rd step answer, the same like with a monocolor suit)

With any 6/6 or 7/5 bi-color the $CP = 4 * B\#$

With any 7/6 or 8/5 bi-color the $CP = 4 * B\# - 2$

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 x Level !

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

It is a hard conclusion from the practice !



Rules for the right to use Relays

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

The universal Formula for the right to use Relays (if your partner didn't show B# $\geq$ 3.5) on 1st or 2nd Level, depending on the Level you intend to ask, when NOT Vulnerable, is:

your B# $\geq$ Relay's asking Level / 2

When Vulnerable, the Relay's asking Level must be equal to your B#

So, on 1st Level you will need **B(0.5)+, non-Vulnerable or B1, Vulnerable** (experienced Fp Players may use B(0.5), to continue to ask.

On 2nd Level you will need B1+, non-Vulnerable or B2, Vulnerable to continue to ask.

The universal Formula for the right to use Relays (if your partner didn't show B# $\geq$ 3.5) on 3rd Level, depending on the Level you intend to ask, when NOT Vulnerable, is:

your B# $\geq$ Relay's asking Level / 2 + 1

So, on 3rd Level, you will need B2+, non-Vulnerable or B3+, Vulnerable to continue to ask.

After Opponent's Barrage Overcall 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 the final contract.

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 Responder must make an immediate free bid; with B(-) must bid Pass.

When Vulnerable, the Relay's asking Level must be equal to your B#

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. In that case, your partner may continue with a **Relay** for a direct **Control Point Asking (CPA)**, Asking for the **exact number & kind** of all **TOP Honors A+K+Q** !

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

on **2nd Level** you will need: **B# $\geq$ 1**

on **3rd Level** you will need: **B# $\geq$ 2**

on **4th Level** you will need: **B# $\geq$ 3**

on **5th Level** you will need: **B# $\geq$ 4**



Rules for using DBL in 2nd seat with 5+ card suit

On 1st Level you need **B# $\geq$ 0.5** to use **DBL**

On 2nd Level you need **B# $\geq$ 1** to use **DBL**

On 3rd Level you need **B# $\geq$ 2** to use **DBL**

On 4th Level you need **B# $\geq$ 3** to use **DBL**



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

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)

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

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 1.0 higher 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 **B3+** to make an Overcall



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

The **most important** principle when you have a **Singleton King** & the **Quest** asks you for **CP** is:

Add 4 CP (for the disappeared value of your Singleton) before answer. If the **Quest** doesn't discover immediately that you have a **Singleton King**, s/he will perform a backward comparison of your previously shown **B#** for equality by using the information about your partner's Aces, Kings and Queens the **Quest** have obtained after the **CPA**.

If the **Quest** find any difference between the previously shown **B#** and the **B#** s/he recalculated by the check-back, the partner has a **Singleton King** & vise-versa !

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

A Singleton King counts for 0.5, but you must show it as 4 Controls if the **Quest** asks you for **CP** !

Suppose, your partner's 4315 distribution is:
♠AQxx ♥xxx ♦K ♣AQxxx with 16 CP = 2 Aces + 1 **Singleton King**, along with 2 real Queens.

So, the partner's **B#** = -2 (mandatory removal of 2 initial contract tricks) + 3.0 (for 2 Aces) + 0.5 (for the **Singleton King**) + 1 (for 2 real Queens) = 2.5.

When the **Quest** asks for the **CP**, the partner **MUST** show 20 CP, not the real 16 CP because with a King in the **Singleton** your hand lost some values & you have to compensate them !

So, when the **Quest** asks the partner for **CP** and the partner shows the **corrected CP** number, the **Quest** may immediately sense that the partner's **EQ** are not appropriate, thus indicating for the **possession of a Singleton King + 1 more real Queen!**

If the **Quest** didn't sense that immediately, s/he **MUST** perform a backward check of the previously shown **B#** for comparison of equality.

SUMMARIZING

When you have a **Singleton King** and the **Quest** asks you for the **CP**, add 4 **CP** to your real **CP** before answering, then show the updated **CP** to the **Quest**. The **Quest** may immediately discover that you have a **Singleton King** or if not, s/he will make a backward check of the previously shown **B#** with the recalculated **B#** for equality. If both **B#** are equal, the partner doesn't have a **Singleton King** and vise-versa.

The **Quest** also will pay attention that your real **CP** are with 4 **CP** less than you have shown.



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 Queens at all. Just count the Singleton for 0.5!

Your hold: ♠ - ♥ - ♦Axxxx ♣AKJxxxxx (m = 13)

What is your B#, how many EQ your partner have & the Formula for the 1st step CP answer ?

Answer: How many EQ your partner have?

B# = -2 + 2*1.5 (2 Aces) + 1.0 (King) + 0.5 (Queen) + 0.5*(m - 10) + 0.5 (♠ Void) + 0.5 (♥ Void) = 5

EQ = 1 (in ♠ Void) + 1 (in ♥ Void) + 3 (in ♣ suit) = 5

1st step CP answer = 4*B# - 6 = 4*5 - 6 = 14, 5 EQ

How to Find the Partner's Real Queen 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 that goes along with the **1st step answer for CP**, use the Formula: **EQ = m - 6**, where '**m**' is the number of 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), i.e.,

EQ for the 2nd step CP answer = $m - 7$

EQ for the 3rd step CP answer = $m - 8$

EQ for the 4th step CP answer = $m - 9$



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

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 method:

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 cases when you have 2 Aces, each of them with a value of 1.5, you may count them as 1.0, thus discarding 2 initial tricks visually and then counting the rest.



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

With up to 6 card Basic suit or 5/5 bi-color

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:

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

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

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

The Control Points (CP) for the 5th step answer:

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

With 7 card Basic suit or 6/5 bi-color

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:

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

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

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

With 8 card Basic suit or 6/6 or 7/5 bi-colors

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:

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

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

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



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# by 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 + Kings + Queens).

Suppose your partner has an exact shape of
♠K ♥AQxxx ♦Kxx ♣Axxx with B3, 20 real CP.

When the **Quest** asks for **CP**, the partner, with $B\# = 3$, will add 4 and will use the 8th steps to show 24 CP, no EQ, which obviously is impossible

The 1st step CP answer will be for $4 * B\# = 4 * 3.5 = 14$ CP, 4 EQ & 3 more steps for the 6 more CP will show $4 * 3.5 + 6 = 20$ CP, 1 EQ
Before you show them, add 4 more CP & show 24 CP instead of 20 CP without any EQ which is not possible because you showed a Singleton

That clearly indicates you have a Singleton King along with 1 more real Queen than the Quest expected !

Examples with or without a Singleton King

♠K ♥AQxxx ♦AKx ♣Jxxx with **B3**, 20 CP

If asked for the exact CP **MUST** show 24 CP

♠x ♥Axxxx ♦AKx ♣KJxx with **B(3.5)**, 20 CP

If asked for the exact CP **MUST** show 20 CP

If you find a difference between the previously shown Singleton suit by your partner and later s/he show no EQ at all, that pointed to 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 !**

The sum of both sides' **B#s** is **usually 5**, but with strongly unbalanced hands, the sum may range from 8 to 11.

This is another way to clarify a successful Penalty Double!

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

Because of the **explicit Fp Counting**, the auto hand evaluation is the core of the **Fp** system and will guarantee your success of over 75% with any crazy hands (usually over 80%).

Send an email to:

force-point@force-point.com

if you have any questions regarding Fp Bidding.



Let's Check Your Counting !

One small counting mistake and your contract may be doomed !

You hold: ♠A ♥Kxxx ♦AKQxxxx ♣x

Find your B#

**You know you must count visually by
discarding 2 contract tricks
at the front to eliminate any mistakes!**

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

B# = 1.0 (♥K) + 1.5 (♦A) + 1.0 (♦K) + 0.5 (♦Q) + 0.5 (for 7 card suit) + 0.5 (♣ Singleton) = 5, i.e., you have 5 contract tricks (3 EQ only).

Your hold: ♠Qxx ♥QJx ♦xx ♣Axxxx

You will not count ♠Q + ♣A which have the value of 1.5 + 0.5 = 2, but will count the rest:

♥Q = 0.5, i.e., you have B# = 0.5

Suppose your partner has discovered your exact shape and B# and calculated the game's PL = $B\# + B\# + \text{Adjustments (if any)} = 5 + 0.5 + 0.5$ (Adjustment for the 'good' Singleton) + 0.5 (Adjustment for 9 Trumps) = 6.5 which shows statistically 100% Small Slam.

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

Just remember that Fp always plays Small Slams with $PL \geq 6.0$ & $CP \geq 32$ (with exact $PL = 6.0$, the Small Slams are statistically 50%), but Grand Slams must always be played with $PL > 7.5$ and minimum 36 CP for statistically 100% (min 7.25* with 2 good FITs!)



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:

$$\mathbf{B\# = (CP - 4)/4 \quad or \quad CP = 4*B\# + 4}$$

2. With 7-8 card suit

$$\mathbf{B\# = (CP - 2)/4 \quad or \quad CP = 4*B\# + 2}$$

3. With balanced hands when the Aces are more than
the Kings:

$$\mathbf{B\# = (CP - 6)/4 \quad or \quad CP = 4*B\# + 6}$$

4. With 6+/5+ two-suitor (bi-color):

$\sim \mathbf{B\# = CP/4}$ or $\mathbf{CP \sim 4*B\#}$ (with a Void or 2
Singletons)

5. Without any Void or 2 Singletones

$\sim \mathbf{B\# = CP/4 - 0.5}$ or $\mathbf{CP \sim 4*B\# + 2}$ (may
have 1 Singleton)

**Attention: To make Force Point Counting
very fast and error-free, learn to count visually!**

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

Count only the rest of your Honors and

Distribution 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 ensure 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 of **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 of **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:

Your B# = 1 (for the 2 Aces after removing 2) + **0.5** (for Singleton ♠) + **1** (for K♣) + **0.5** (for Q♣) + **1** (for K♥) + **0.5** (for Q♥) = **4.5**

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#** probably.



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 ♦Axxxxxx ♣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

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.

Is your B# = 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 hold: ♠AQxxx ♥Qxxxx ♦AQ ♣x

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

You hold: ♠AQxxx ♥Kxxxx ♦AQ ♣x

Prove that your B# = 3.5 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 Fp! Go back, find Fp Counting and read it again.



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 a 'finesse' Slams forshort explanation) !

By principle, you will need 32 to 36 CP to make a Small Slam, but even with 30 CP you still 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 or 5 by 3 FIT with all 3 TOP honors

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 CP)

Important NOTE: Surprisingly, 6NT may be bid easily with $PL \geq 6.0$, so with $PL = 5.5$ you may have a finesse 6NT Slam, of course, but pay attention that in both cases you will need $CP \geq 34$.

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

There are some slight exceptions, but you must play with 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^* , preferably with 2 good FITs and 36+ CP

Never afraid to bid on a GRAND SLAM with Force Point. 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 !

SLAM after SLAM



Updated Edition

with FORCE POINT

Pawell Boiew, Svilen Boeff, Aleksander Dulevski, Milen Markov

You read the latest updated edition - July, 16, 2026



Board 5

	NORTH	
	♠92	
	♥98753	
	♦A94	
	♣JT2	
WEST		EAST
♠8543		♠AKQ76
♥6		♥4
♦KJT875		♦
♣AK		♣9876543
	SOUTH	
	♠JT	
	♥AKQJT2	
	♦Q632	
	♣Q	

Dealer East, Neither Vulnerable, only NS play Fp

EAST	SOUTH	WEST	NORTH
2♠	3♥	DBL!	Pass
3♠	Pass	3NT	Pass
5♥	Pass	5♠	Pass
6♣	Pass	6♠	All Pass

2♠ = B(3 - 4), 5+♠/5+any / B(3.5 - 4), 5+♠/5+♥

3♥ = B(2 - 3), 5+♦

NOTE: With B(3.5)+ bid DBL !

DBL! = Relay! Ask for the other bi-color suit

From that point, Opponents Pass Throughout

3♠ = B(3 - 4), 5+♠/5+♣ bi-color

3NT = Relay! Ask for 2/3/6+ card suit

5♥ = 7♣/5♠ bi-color

5♠ = **Relay!** Ask for the Singleton suit

6♣ = ♥ Singleton

Thinking!

PL = B3 + B2 + 1 (for ♥ Opponents' Super FIT) + 0.5 (for 9 Trumps in ♠) + 0.5 (for 9 cards in ♣ suit) - 1 (for “bad” ♦ Void) = **6 for statistically 50% Small SLAM !**

NOTE: No need to statistically calculate South's **CP** by the **Formula for the 3rd step CP** answer (because of up to 6 card Basic suit), although it is provided here for the practice:

$$\text{CP} = 4 * \text{B\#} + 4 = 4 * 3 + 4 = 16$$

for a total of 30 CP in both hands with 2 FITs for statistically 100% Small SLAM !

6♠ = Final Contract

All Pass



Board 6

	NORTH	
	♠T43	
	♥T973	
	♦KJ64	
	♣J6	
WEST		EAST
♠J75		♠A
♥J		♥AQ8652
♦AQ873		♦T5
♣KQ83		♣A542
	SOUTH	
	♠KQ9862	
	♥K4	
	♦92	
	♣T97	

Dealer East, All Vulnerable, only EW play Fp

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

1♥ = B(2 - 4), 5+♥

2♠ = Opponent's preemptive bid

DBL! = **Relay!** Ask for the side suits.

3♠ = To Play

4♣ = B(3.5), 5+♥

Pass = South's bid

4♦! = **Relay!** Ask for the overall shape

6♣ = 1624 exact shape

Thinking!

♠ **PL** = $B(3.5) + B2 + 1$ (for Opponents'
SuperFIT in ♠ suit) = 6.5 for statistically 100%
Small SLAM

NOTE: Let's calculate the statistical East's CP using the Formula for the 3rd step CP answer ($CP = 4*B\# + 6$, only with up to 6 card Basic suit. With 7 card suit use the Formula for the 2nd step CP answer = $4*B\# + 4$. With 8 card suit use the Formula for the 1st step CP answer = $4*B\#$) !

**REMEMBER THAT TO BE ABLE TO
CALCULATE THE CP WHEN YOU CAN NOT
ASK FOR THEM !**

$CP = 4*B\# + 4 = 4*3.5 + 4 = 18$ CP. The CP in both hands = $18 + 10 + 4$ (eventually pseudo in ♥ suit if no ♥ King in East's hand) = 32 CP for statistically 100% Small SLAM !

EVENTUALLY !!

All Pass



In BBO the Bidding :

1♣ 1♦ 2♥ 3♠ p 4♠ All Pass

Let's exercise

You 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 hold: ♠AKQxx ♥A ♦KQxxxx ♣Q

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

You hold: ♠AKxxx ♥A ♦KQxxxx ♣Q

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

You 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.



The Aquarius

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 on Opponents' bids, except for their eventual Jumps !

1. By opening 1 in a suit (except 1♣ Opening with **B# >= 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 a new 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).

5. Now your partner may use **Control Points Asking** (CPA) **Relay to ask** for your **CP** (Control Points, Controls) and **EQ** (Equivalent Queens). In other words, for your all TOP Honors.

The Formula is: $CP = 4*B\#$ minus an appropriate coefficient in dependence of your shape, and that will be your 1st step CP answer. Add by 2 CP & subtract by 1 EQ for for any of the next steps (i.e., show the rest of your CP by 2 CP for a step).

The number of steps you use to show your total **CP** also indicates the number of your **EQ** (Equivalent Queens).



REMINDER

With up to 6 card suit or 5/5 bi-color :

The 1st step answer will show $CP = 4*B\#$, 4 EQ.

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

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

The 4th or higher step answers for $CP = 4*B\# + 6$, zero EQ.

In general, if your long suit has 1 more card in length (for example, 7 card Basic suit), the number of **EQ for the 1st step** will go up by 1.

If your long suit has 2 more cards in length (for example, 8 card Basic suit), the number of EQ for the 1st step will go up by 2 and so on ...

So, with 7 card suit or with 6/5 bi-color :

The 1st step answer will show $CP = 4*B\# - 2$, 5 EQ

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

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

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

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

With 8 card suit or with 6/6 or 7/5 bi-color :

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

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

The 3rd step answer will show $CP = 4*B\# + 0$, 4 EQ

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

With 9 card suit or with 7/6 or 8/5 bi-color :

The 1st step answer will show **CP = 4*B# - 6**
along with **7 EQ**.

The 2nd step answer will show **CP = 4*B# - 4**
along with **6 EQ**

The 3rd step answer will show **CP = 4*B# - 2**
along with **5 EQ**

The 4th step answer will show **CP = 4*B#** along
with **4 EQ**.



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 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** showing that you have **7 card Basic suit**, then on a new **Relay** you show your 2nd longest suit, thus revealing your exact shape !

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

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

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

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

NOTE: The abbreviations are equal for both parts of the Convention, but if your partner thinks you have an odd number (5 or 7) card suit, 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, shown by priority, can be:
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.

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 or 8 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 you show your 2nd longest suit thus revealing your **exact shape**, but if you have 7 card suit, after showing your side suits, you **MUST** 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.

But if your partner has already **PROVED STRONG B(3.5)+**, and your side suits are **RANK**, instead of using the 7th waiting step (which is for cases when your partner hasn't proved strong yet), you **MUST JUMP** without delay to your 2nd longest suit over the 6th step of the **SCOR - SCOR Convention**, thus showing immediately your exact shape by entering the **Extended SCOR** !

In such cases, when you use the 7th step and up, thus entering the **EXTENDED SCOR** by **JUMP**, you show your 2nd longest suit immediately, thus revealing your exact shape right away. You will read about it below.

REMEMBER:

If you are strong, $B\# \geq 3.5$, the 6th step of SCOR - SCOR is 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 or not, the 6th step of SCOR - SCOR is used to show only 6 or 8 card Basic suit with RANK side suits (waiting bid !)

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

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!**



**The material below is only for
the record; there is no need to
remember it.**

NOTE: 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 cards

5 cards, 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 cards

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

1. The 1st step is reserved for 6 or 8 cards + Void / S+V. On a new Relay:

With 6 card Basic suit:

2 bids with 6 cards

6 cards + Void: 4(3) / 3(4) in the side suit

With 8 card Basic suit

4 bids with 8 cards

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

((bids)

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

With 6 card Basic suit:

4 bids with 6 cards

6 cards + 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)

With 8 card Basic suit:

1 bids with 8 cards

8 cards + 1 Singleton: 2 by 2 side suits



Extended SCOR-SCOR Convention

When you are strong B(3.5)+ or after an Opponent's Overcall when you are able to show a B# of 3.5+, and you have a Basic suit with 6 or 8 cards along with RANK side suits, your answer for the 2nd longest suit will be a JUMP entering the zone of the **ExtendedSCOR**.

Remember: That happens **ONLY** with these **3 conditions**: strength of **B(3.5)+**, **6 or 8 card Basic suit + RANK side suits** !

In such cases, you will show your 2nd longest suit immediately by **JUMPING** naturally in the suit on the 1st **Relay** (eliminating the need to use a 2nd **Relay** for that), thus saving very valuable bidding space.

Just remember that in any case with **B(3.5)+** and a 6 card Basic suit, along with **RANK** side suits, when asked for them, 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. When you become accustomed to the basic system's principles, we will explain the 1♣ Opening (by the way, it is the same, except for the first 2 steps' answers, which are reserved for **strong hands with B(4.5)+** and for **strong NT with B(3.5 to 4)** respectively, so there is nothing difficult).

You can find **Fp bids** by running the **Sysnotes** computer program for assisting 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 bidding system.

We will start with the easiest Openings to make your learning of **Fp** more comfortable. You must understand that you do not need to remember the Bidding sequences. Instead, you must **remember the Bidding Mechanism** that goes with any Opening. That is much easier than memorizing tens of sequences.

The main things you must memorize are the ranges of the Opening bids (elementary) and **SCOR - SCOR** (including **Extended SCOR**) Convention (15 to 30 hours, depending on your imagination capabilities).

It is new, and some players may find it difficult on the 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 a 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 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 in 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 continue with 1♣ Opening in 1st or 3/4 seat (20 to 25 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)

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

2♦ → The Bidding Mechanism after 2♦ is the easiest (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 imaginative **capability** and is rated from fair to difficult (15 to 30 hours to learn it)

1♣ → The Bidding Mechanisms of 1♣ Opening in 1st seat: 24 - 36 hours.

p - p - (p) - 1♣ → The Bidding Mechanism in 3rd / 4th seat is the most effective and not difficult (10 - 15 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: the 1st part of SCOR for showing '**2 of a kind**' + the 4th step for showing K + Q, K + A **or** Q + A in one suit (1 hour to learn it).

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

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



Did you learn **Fp Counting** well ?
Let me give 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 $\geq 4 \times 2 - 4$ 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 ♣xxxxx

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 special hand fulfilled ?

Can you upgrade your B# if the opponents bid ♥ and / or ♦ suit(s) ?

How many EQ do you have ? Are they 3 or ?

You hold: ♠ - ♥AQxxxxx ♦K ♣AKQxx

Do not count ♥AQ, count the rest & find your **B#**.

Is it **5.0** or ?

If you are the Dealer, will you open 1♣ or 3♥ ?

How many **CP** do you have? Are they 20 real + 4 pseudo?

Is the Fp Requirements **CP** $\geq 4 * 5 - 4$ for that special hand fulfilled ?

Can you upgrade your B# if the Opponents bid ♠ and / or ♦ suit(s)?

How many EQ do you have ? Are they 5 or 6 ?

You hold: ♠AKxxxx ♥AQxxxx ♦x ♣ -

Find your **B#**. Is it **4.5** or ? If you are the Dealer, will

you open 1♣ or 2♣ or 2♥ or 2♠ or 3♥ or 3♠ ?
How many EQ you have ? 6 or

You hold: ♠AQxxxx ♥QJxxxxx ♦ - ♣ -

Is your **B#** = **3.0** or ?

If you are the Dealer, will you open 1♣ or 2♣ or 2♥ or 2♠ or 3♥ or 3♠ ? Are your EQ = 7 ?

Are your Fp Requirements: **CP** $\geq 4*3 - 8 = 4$ or ?

NOTE: Answer all questions for the last 2 hands!



Some opinions about Fp

Here are some responses about the 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 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 discovered

that the top players do not follow the ACBL rules, and I changed the Relay to the bounding bid, thus saving valuable space.

NOTE: Except after 1♣ Opening, where the bounding bid of 1♦ is a weak bid, and the 1st Relay is 1♥ bid).

“My theory here is that if it were really that good, a bunch of experts would already be playing it”

Note by the Developer:

The Experts hesitate to learn new systems. From what I have read here, only BumJr checked and understood some details of the system. The other guys only glanced at the system's surface & of course, didn't sense anything. The system is incredibly rational & strong. Anyone can sense that if they decide to spend only 12 hours investigating it by installing the DEMO playing program, which includes the Sysnotes bidding program.

The bridge players have become incredibly lazy about reading !

Send an email to: force-point@force-point.com
& I will send back the links for FREE
installation !

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** (correct **Void = 0.5**), **Singleton = 0.5** (right!)

7 card Trump FIT = -1 winner, 9 card Fit +1 (not right! **For 7 cards, add 0.5; for 8 cards, add 1; for 9 cards, add 1.5**)

(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**). **A King opposite a Singleton or a Void = -1.0**

No more than 3 Positive Adjustments!

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 2)**)

There's additional detail, 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:

Obviously, the system is not for children!

5 years later, when I have published the system, things look much better: not only was my writing better (especially in the 2nd corrected edition), but the system has become stronger.



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 8 card Basic suit**.

Developing the responses 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)

$1\spadesuit \rightarrow 2\heartsuit = \mathbf{B(0)}$, $7\heartsuit$ or $6\heartsuit / 8\heartsuit$
 $1\spadesuit \rightarrow 2\spadesuit = \mathbf{B(0)}$, $7\spadesuit$ or $6\spadesuit / 8\spadesuit$
 $1\spadesuit \rightarrow 2\text{NT} = \mathbf{B(1 - 1.5)}$, $5+\spadesuit/5+$ any bi-color
 $1\spadesuit \rightarrow 3\clubsuit = \mathbf{B(1 - 1.5)}$, $5+\clubsuit/5+\heartsuit / 5+\clubsuit/5+\spadesuit$
 bicolor
 $1\spadesuit \rightarrow 3\spadesuit = \mathbf{B(1 - 1.5)}$, $5521 \rightarrow 5\spadesuit/5\heartsuit$ bi-color
 $1\spadesuit \rightarrow 3\heartsuit = 5512$ exact shape
 $1\spadesuit \rightarrow 3\spadesuit = 5503$
 $1\spadesuit \rightarrow 3\text{NT} = 5530$ and so on ... (See 'Sysnotes'
 computer program - the digitized version of the Force
 Point bidding system)



Development of announces after $1\spadesuit \rightarrow 1\heartsuit!$ →

- $1\spadesuit = \mathbf{B(2 - 4)}$, $5\spadesuit$ or $7\spadesuit$, **SHAPE** / $\mathbf{B2}$, $2272 \rightarrow$ new Relay
- $1\text{NT} = 5\spadesuit$ or $7\spadesuit$, **COLOR** / $\mathbf{B(2.5)}$, $2272 \rightarrow$ new Relay!
- $2\clubsuit = 5\spadesuit$ or $7\spadesuit$, **RANK** / $\mathbf{B(3 - 4)}$, $2272 \rightarrow$ new Relay!
- $2\spadesuit = 6\spadesuit$ or $8\spadesuit$, **SHAPE** → new Relay!
- $2\heartsuit = 6\spadesuit$ or $8\spadesuit$, **COLOR** → new Relay!
- $2\spadesuit = 6\spadesuit$ or $8\spadesuit$, **RANK** (waiting bid) → new Relay!
 → $2\text{NT} = \text{Relay!}$ The 1st step answer is for Void or S+V
 → $3\clubsuit = 6\spadesuit$ or $8\spadesuit$, **RANK + V** / **S+V** → new Relay!
- $3\spadesuit = 33\textcolor{red}{6}1 \rightarrow 6\spadesuit + \mathbf{RANK}$
- $3\heartsuit = 2\textcolor{red}{4}61$
- $3\spadesuit = 4261$
- $3\text{NT} = 2263 \rightarrow 6\spadesuit + \mathbf{RANK}$, no S / V
- $4\clubsuit = 1183 \rightarrow 8\spadesuit + \mathbf{RANK} + 2 \text{ Singletons}$

→ 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 V**
 → 4♣ = B4, 2281 → 8♦ + **RANK, no Void**

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

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

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

→ 2♣ = B(0), 5♣ →

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

→ 2♥ = 5♣ + **SHAPE** → new **Relay!**
 → 2♠ = 5♣ + **COLOR** → new **Relay!**
 → 2NT = 4405 → 5♣ + **RANK + Void**
 → 3♣ = 3325
 → 3♦ = 2245
 → 3♥ = 3415
 → 3♠ = 4315

→ 2♦ = B(0), 5♦ →

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

→ $2\spadesuit = 5\heartsuit + \text{SHAPE} \rightarrow \text{new Relay!}$

→ $2\text{NT} = 5\heartsuit + \text{COLOR} \rightarrow \text{new}$

Relay!

→ $3\clubsuit = 2254 \rightarrow 5\heartsuit + \text{RANK}$

→ $3\heartsuit = 3352$

→ $3\heartsuit = 3451$

→ $3\spadesuit = 4351$

→ $3\text{NT} = 4450 \rightarrow 5\heartsuit + \text{RANK} +$

Void

→ $2\heartsuit = \text{B}(0)$, $5\heartsuit \rightarrow$

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

→ $2\text{NT} = 5\heartsuit + \text{SHAPE} \rightarrow \text{new}$

Relay!

→ $3\clubsuit = 5\heartsuit + \text{COLOR} \rightarrow \text{new Relay!}$

→ $3\heartsuit = 1543 \rightarrow 5\heartsuit + \text{RANK}$

→ $3\heartsuit = 2533$

→ $3\spadesuit = 4522$

→ $3\text{NT} = 0544 \rightarrow 5\heartsuit + \text{RANK} + \text{Void}$

→ $4\clubsuit = 1534$

→ $2\spadesuit = \text{B}(0)$, $5\spadesuit \rightarrow$

→ if 2NT **Relay** appears for the side suits, the answers are:

→ $3\clubsuit = 5 + \text{SHAPE} \rightarrow \text{new}$

Relay!

→ $3\heartsuit = 5 + \text{COLOR} \rightarrow \text{new}$

Relay!

→ $3\heartsuit = 5422 \rightarrow 5\spadesuit + \text{RANK}$

→ $3\spadesuit = 5233$

→ $3\text{NT} = 5044 \rightarrow 5\spadesuit + \text{RANK} +$

Void

→ 4♣ = 5134

→ 4♦ = 5143

NOTE: With **SHAPE** or **COLOR** side suits, if a new Relay appears, show your 2nd longest suit thus revealing your exact shape.

→ 2NT = B(0), 5+ ♦/5+ any bi-color

→ 3♣ = B(0), 5+ ♣/5+ ♥ or 5+ ♣/5+ ♠
bi-color

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

→ 3♥ = 5512

→ 3♠ = 5503

→ 3NT = 5530

→ 4♣ = 5♠/6♥

→ 4♦ = 6♠/5♥

→ 4♥ = 6601 or 6610

→ 4♠ = 7♠/5♥

→ 4NT = 5♠/7♥

→ 5♣ = 6700

→ 5♦ = 7600

→ 5♥ = 5800

→ 5♠ = 8500

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



Development of announces after

1♦ → 1NT = B(0 - 0.5), balanced 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 free **Signoff** bid. If a new **Relays** appear, the Responder begins describing the hand by using **SCOR - SCOR** Convention.

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

The 1st step answer (the bonding bid) =

4 CP = 1 King + 2 EQ

The 2nd step = **6 CP = 1 Ace + 1 EQ**

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



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

RF Relay! →

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

→ **Pass = B(0) or less, any shape**

- 1♥ = B(0), 4+ ♥
- 1♠ = B(0), 4+ ♠
- 1NT = B1+, Ask for B# or 5+ card suit
- 2♣ = B(0.5), 5+ ♣
- 2♦ = B(0.5), 5+ ♦/5+♠ **SHAPE** bi-color +♦
- 2♥ = 5+ ♦/5+♥ **COLOR** bi-color, +♦
- 2♠ = 5+ ♦/5+ ♣ **RANK** bi-color, +♦
- 2NT = 5+ ♥/5+ ♣ **SHAPE** bi-color, no ♦
- 3♣ = 5+ ♠/5+ ♣ **COLOR** bi-color, no ♦
- 3♦ = 5+ ♠/5+ ♥ **RANK** bi-color, no ♦
- 3♥ = B(0.5), 7+ ♥
- 3♠ = B (0.5), 7+ ♠
- 3NT = To Play

After 2♣ & up, the **Quest** (the Interrogator), with only **B(0.5)** will make a free bid, but with **B1+** will continue with 2♦ **Relay!** (if the 2nd seat opponent overcalls now, the **Quest** will use **Pass - Relay like a next 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 $\diamond / \spadesuit$ because one of the suits is the Basic $\diamond$ suit) / **B3**, 2272

→ the 3rd step answer of $2\diamond = \mathbf{B(3-4)}$, $5\diamond$ or $7\diamond$, **COLOR** ($\clubsuit + \spadesuit$) side suits excluding the **red** Basic $\diamond$ suit / **B(3.5)**, 2272

→ the 4th step answer of $2♥ = \mathbf{B(3-4)}$, $5\diamond$ or $7\diamond$, **RANK** ($\spadesuit + ♥$) side suits / **B4**, 2272

→ the 5th step answer of $2♠ = 6\diamond$ or $8\diamond$,
SHAPE

→ the 6th step answer $2\mathbf{NT} = 6\diamond$ or $8\diamond$,
COLOR

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

→ the 8th step answer of $3\diamond = 3361 \rightarrow 6\diamond$,
RANK

→ the 9th step answer of $3♥ = 2461$

→ the 10th step answer of $3♠ = 4261$

→ the 11th step answer of $3\mathbf{NT} = 2263 \rightarrow \mathbf{no}$
S/V

→ the 12th step answer of $4♣ = 1183 \rightarrow 8\diamond +$
RANK + 2 Singletons

→ the 13th step answer of $4\diamond = \mathbf{B3}$, 2281 →
 $8\diamond + \mathbf{RANK no Void}$

→ the 14th step answer of $4♥ = \mathbf{B(3.5)}$, 2281
→ $8\diamond + \mathbf{RANK no Void}$

→ the 15th step answer of $4♠ = \mathbf{B4}$, 2281 →
 $8\diamond + \mathbf{RANK no Void}$

→ the 16th step answer of $5\diamond = \mathbf{B(4.5)}$, $9+ \diamond$

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

Without 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, 5th, & 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**.

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

If that **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#)** by steps: the 1st step for the minimum Opening; normally B2, the 2nd step for B (2.5), the 3rd step for B3 and so on ...

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, the request for the suits of your TOP Honors will follow. Show them by priority using the SCOR.

If the Opponent Overcalls 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♦, **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 proves strong with **B(3.5)+**, the answers will be by using the **EXTENDED SCOR** bids (with 6 or 8 card suit + RANK)

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

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

→ ♦ = 3361 → 6♦ + **RANK**

→ ♥ = 2461

→ ♠ = 4261

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

Remember: You must start counting the **SCOR-SCOR** steps after skipping (bypassing) the **1st (bounding) bid**, which is only **for showing a low-range opening** with:

B(2 - 2.5), 5+ cards of your Basic suit and nothing else! On a new **Relay** you will start answering by **SCOR - SCOR** from the 1st step.

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

After discovering your exact shape, your partner (the **Quest**) may ask you for your **exact B#** (answer by steps).

Then your partner may continue with **CPA**, asking you for your Controls (CP).

Suppose you have: ♠KQxxxxx ♥KQxx - ♣AQ

Your Strength (B#) = 4

Your Equivalent Queens (EQ) = 5

Show them to your partner who, let's say, used **4NT = CPA Relay!**

With 7 card suit (or 6/5 bi-color) you must

use the Formula for the **1st step CP** answer:

$$\text{CP} = 4 * \text{B\#} - 2 = 4 * 4 - 2 = 14 \text{ CP, } 5 \text{ EQ}$$

So, you must use **the 1 step CP answer** over the **4NT Relay** bid to show your partner 14 CP (A + 2K) along with **5 EQ** (because of the 1st step CP answer with 7 card suit).



Development of announces after 1♦ - 1♥! -

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

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

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

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

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

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

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

→ 3♣ = 0274 → 7♦ + SHAPE
+ Void

→ 2♠ = 4171 → 7♦ + SHAPE

→ 2NT = 0373 → 7♦ + SHAPE + Void

→ 3♣ = 1273 → 7♦ + SHAPE

→ 3♦ = 2272 → B2, 8 CP, 4 EQ

→ 3♥ = 1372 → 7♦ + SHAPE

→ 2♦ = 2353 → 5♦ + SHAPE

→ 2♥ = 1453

→ 2♠ = 4252

→ 2NT = 0454 → 5♦ + SHAPE + Void

→ 3♣ = 1354



Development of announces after 1♦ - 1♥! →

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

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

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

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

→ 2♠ = 2074 or 4072 → 7♦ +

COLOR + V

→ 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♥ = 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 announcements after 1♦ - 1♥! →

→ 2♣ = B(2 - 4), 5♦ or 7♦, **RANK** / B(3 - 4), 2277
 → 2♦! = **Relay!** Ask for 7♦ or 5♦ + shape
 → 2♥ = B(2 - 4), 7♦ + **RANK** / B(3 - 4),
 2272

→ 2♠ = **Relay!** The 1st step answer for
 any 4270

→ 2NT = 2470 or 4270 → 7♦ +
RANK + **Void**

→ 3♣ = Ask for the exact
 shape

→ 3♦ = 4270 → ♦ for 4♠,
 7♦ + **RANK** + **Void**

→ 3♥ = 2470 → 7♦ +
RANK + **Void**

→ 3♣ = 1174 → 7♦ + **RANK**
 → 3♦ = 2272 → B(3 - 4), 4 EQ
 → 3♥ = 2371
 → 3♠ = 3271

→ 3NT = 3370 → 7♦ + RANK + V

→ 2♠ = 4351 → 5♦ + RANK

→ 2NT = 3352 → no S / V

→ 3♣ = 2254

→ 3♦ = 4450 → 5♦ + COLOR + Void

→ 3♥ = 3451



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

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

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

→ 2NT! Ask for the exact shape.

→ 3♣ = 0364 → 6♦ + SHAPE + Void

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

→ 3♥ = 0382 → 8♦ + SHAPE + Void

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

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

→ 4♣ = B3, 0184 → 8♦ + SHAPE + S+V

→ 2NT = 3262 → 6♦ + SHAPE, no S / V (5 bids
before B#)

→ 3♣ = 1264 → 6♦ + SHAPE

→ 3♦ = 1363

→ 3♥ = 1462

→ 3♠ = 3181 → 8♦ + **SHAPE** + 2 Singletons
 → 3NT = B2, 1282 → 8♦ + **SHAPE**, no Void
 → 4♣ = B(2.5), 1282 → 8♦ + **SHAPE**, no Void
 → 4♦ = B3, 1282 → 8♦ + **SHAPE**, no Void
 → 4♥ = B(2.5), 1282 → 8♦ + **SHAPE**, no Void
 → 4♠ = B4, 1282 → 8♦ + **SHAPE**, no Void



Development of announces after 1♦ - 1♥! →

→ 2♥ = B(2-4), 6♦ or 8♦, **COLOR** →

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

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

→ 3♣! = Ask for the exact shape

→ 3♦ = 4063 → ♦ for 4♠, 6♦ +

COLOR + V

→ 3♥ = 3064 → ♥ for 4♣, 6♦ +

COLOR + **Void**

→ 3♠ = 3082 → 8♦ + **COLOR** + V

→ 3NT = 2083 → unusual, 8♦ +

COLOR + **Void**

→ 4♣ = 1084 → 8♦ + **COLOR** +

S+V

→ 4♦ = 4081 → ♦ for 4♠, 8♦ +

COLOR + S+V

→ 3♣ = 2164 → 6♦ + **COLOR** (5 bids before 8 card suit with different B#s)

→ 3♦ = 3163

→ 3♥ = 1381 → 8♦ + **COLOR** + 2

Singletons

→ 3♠ = 4162 → 8♦ + COLOR

→ 3NT = 2362 → 6♦ + COLOR, no S /

Void

→ 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

→ 2NT! = **Relay!** The 1st step answer is for Void or Singleton + Void (S+V)

→ 3♣ = 6♦ or 8♦, RANK + Void or S+V

→ 3♦! = **Relay!** Ask for the exact shape.

→ 3♥ = 3460 → ♣ for 4♥, 6♦ +

RANK + Void

→ 3♠ = 4360 → ♦ for 4♠, 6♦ +

RANK + Void

→ 3NT = 2380 → 8♦ + RANK +

Void

→ 4♣ = 3280 → 8♦ + RANK +

Void

→ $4\spadesuit = B(2 - 3)$, $4180 \rightarrow \spadesuit$ for $4\spadesuit$,
 $8\spadesuit + RANK + S+V$

→ $4\heartsuit = B(2 - 3)$, $1480 \rightarrow 8\spadesuit +$
 $RANK + S+V$

→ $3\spadesuit = 3361 \rightarrow 6\spadesuit + RANK$ (5 bids
before B#)

→ $3\heartsuit = 2461$

→ $3\spadesuit = 4261$

→ $3NT = 2263 \rightarrow 6\spadesuit + RANK$, no S / V

→ $4\clubsuit = 1183 \rightarrow 8\spadesuit + RANK + 2$

Singletons

→ $4\spadesuit = B2$, $2281 \rightarrow 8\spadesuit + RANK$, no Void

→ $4\heartsuit = B(2.5)$, $2281 \rightarrow 8\spadesuit + RANK$, no

Void

→ $4\spadesuit = B3$, $2281 \rightarrow 8\spadesuit + RANK$, no Void

→ $4NT = B(3.5)$, $2281 \rightarrow 8\spadesuit + RANK$, no

Void

→ $5\clubsuit = B4$, $2281 \rightarrow 8\spadesuit + RANK$, no Void

Development of announces after $1\spadesuit - 1\heartsuit \rightarrow$
Overcall $\rightarrow$ 1st step answer (the bounding bid) =
 $B(2 - 2.5)$, $5+ \spadesuit$, weak

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

→ 1st step is for a weak hand with $B(2 - 2.5)$!!

→ 2nd step = $B(3 - 4)$, $5\spadesuit$ or $7\spadesuit$, SHAPE / $B3$, 2272

→ 3rd step = $5\spadesuit$ or $7\spadesuit$, COLOR / $B(3.5)$, 2272

→ 4th step = $5\spadesuit$ or $7\spadesuit$, 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**

The Extended SCOR starts from the 8th step with a JUMP

only when the Responder proves strong, B(3.5)+

5 steps with, of which 4 steps with 6 card suit + 1 step for any 3811 along with some steps depending on the maximum B# of any 1822 for all of them.

- **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**



Force Point (Fp) Formulas

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

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

$$0.5 * (n - 6)$$

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

So, for 7 card suit add 0.5, for 8 card suit add 1.0, for 9 card suit add 1.5 and for 10 card suit add 2.0

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

$$0.5 * (m - 10)$$

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

So, for 6/5 bi-color add 0.5, for a 6/6 or 7/5 bi-color add 1.0 and for a 7/6 or 8/5 bi-color add 1.5



Buy Now



DISTRIBUTIONS AND SIDE SUITS

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

The examples below are with 5+ card **♦ Basic suit + SHAPE** side suits. The idea is the same with any other 5+ card Basic and any of **SHAPE, COLOR or RANK** side suits.

The answers are natural, semi - natural using **Fp** trick (the conjuring gag) for showing 1 suit by 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.

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)

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

NOTE: Fp puts any 2272 shape with a

different B# along with the first 3 answers by **SCOR-SCOR** & distinguishes them on the next Relays!

For example, with 6 or 8 card Basic **♦** suit + **SHAPE** side suits, the shape combinations are:

0364, 0463, 3262, 1363, 1462, 1264

0283, 0382, 0481, 0184, 1282, 3181

To show a Void or S+V with any 6 or 8 card Basic suit after showing **SHAPE**, **COLOR** or **RANK** side suits. On a new Relay, the 1st step answer is reserved for any 6 or 8 cards + Void or S+ V, and the next steps are for any 6 or 8 cards, no Void.

When your B# ≥ 3.5 & you have 6 or 8 cards with **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 the next steps are for any 6 or 8 cards, no Void, thus distinguishing the exact shapes!

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

4090, 2191, 0292, 0391, 0193



REMINDER

The maximum number of EQ for the 1st step CP answers for bi-colors, with different lengths, is:

$m - 6$, where 'm' is the sum of the cards in both bi-color suits. Try to remember that !



How CP & EQ change depending on your shape & the CPA step answers

1. For up to 6 card suit **or** for a 5/5 bi-color:

The CPA answers:

The 1st step answer ALWAYS will show:

CP = $4 * B\#$ along with 4 EQ

The 2nd step CP answer ALWAYS will show:

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

The 3rd step answer ALWAYS will show:

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

The 4th step CP answer ALWAYS will show:

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

The 5th step CP answer will show:

CP = $4 * B\# + 8$ along with zero EQ



2. For 7 card suit **or** for a 6/5 bi-color :

The CPA answers

The 1st step answer ALWAYS will show:

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

The 2nd step CP answer ALWAYS will show:

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

The 3rd step answer ALWAYS will show:

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

The 4th step CP answer ALWAYS will show:

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

The 5th step CP answer ALWAYS will show:

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



3. For 8 card suit **or** 6/6 or a 7/5 bi-color):

The CPA answers :

The 1st step answer ALWAYS will show:

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

The 2nd step CP answer ALWAYS will show:

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

The 3rd step answer ALWAYS will show:

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

The 4th step CP answer ALWAYS will show:

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

The 5th step CP answer ALWAYS will show:
CP = 4*B# + 4 along with 3 EQ



4. For 9 card suit or 7/6 or a 8/5 bi-color)

The CPA answers :

The 1st step answer ALWAYS will show:
CP = 4*B# - 6 along with 7 EQ

The 2nd step CP answer ALWAYS will show:
CP = 4*B# - 4 along with 6 EQ

The 3rd step answer ALWAYS will show:
CP = 4*B# - 2 along with 5 EQ

The 4th step CP answer ALWAYS will show:
CP = 4*B# along with 4 EQ



Board 7

	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
5♣	Pass	5♦!	Pass
5♥	Pass	6♣	All Pass

1♦ = **B**(2 – 4), 5+ ♦ cards Basic suit

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♣! = Relay! Ask for the exact B#

NOTE: **North showed B4, 5 card suit**

The 1st step answer will be for B2 only.

The 2nd step answer will be for B(2.5) only.

The 3rd step answer will be for B3 only.

The 4th step answer will be for B(3.5) only

The 5th step combined answer will show
CP = $4*B\# = 4*4 = 16$ CP, 4 EQ

The 6th step combined answer will show
CP = $4*B\# + 2 = 4*4 + 2 = 18$ CP, 3 EQ

The 7th step combined answer will show
CP = $4*B\# + 4 = 4*4 + 4 = 20$ CP, 2 EQ.

That is the correct answer.

The 8th step combined answer will show
CP = $4*B\# + 6 = 4*4 + 6 = 22$ CP, 1 EQ

The 9th step combined answer will show
CP = $4*B\# + 8 = 4*4 + 8 = 24$ CP, no EQ

4♥ = 7th step combined actual answer will
show CP = $4*B\# + 4 = 4*4 + 4 = 20$ CP (2A + 2K)
along with 2 real Queens

4♠! = Ex Relay! Ask for the Kings' suits by SCOR

5♣ = 2nd step answer for 2 COLOR Kings (red / black). Obviously red because South has the black King.

5♦! = Relay! Ask for the Queens' suits by SCOR

5♥ = 1st step answer for 2 SHAPE Queens

Thinking !

$PL = 4$ (North's B#) + 2.5 (South's B#) + 1
(for 10 ♣ Trumps) – 0.5 (for 'bad' Singleton in ♦ or ♥) – 1 (for 'bad' Singleton in ♥ or ♦) = 6 for
statistically 50 % finesse Small SLAM

$CP = 20 + 10 = 30$ for statistically no SLAM
(50 % Small SLAM with 2 FITs / Super FIT + a good side suits).

6♣ = Final Contract (probably overbid if no finesse!)

The Bidding in BBO was:

1♦ Pass 3♣ pass 3NT All

GENERAL NOTE: With **B4**, after the **Relay** for the exact **B#**, to save 2 steps of valuable bidding space, instead of showing only your **B#**, you may use a combined answer for the **B#** & Controls (**CP**) starting from the 5th step, as they are marked in **Sysnotes** computer program - the digitized version of **Fp Bidding**.

The bids from the 1st to 4th step answers are for **B2**, **B(2.5)**, **B3** & **B(3.5)** respectively.

The 5th step combined answer will show **B4** & $CP = 4 * B\# = 4 * 4 = 16$ CP, 4 EQ

The 6th step combined answer will show again **B4** & $CP = 4 * B\# + 2 = 4 * 4 + 2 = 18$ CP, 3 EQ

The 7th step combined answer will show again **B4** & $CP = 4 * B\# + 4 = 4 * 4 + 4 = 20$ CP, 2 EQ.

That will be the particular correct answer.

The 8th step combined answer will show again **B4** & $CP = 4 * B\# + 6 = 4 * 4 + 6 = 22$ CP, 1 EQ

The 9th step answer will show again **B4 & CP = $4*B\# + 4 = 4*4 + 8 = 24$ CP, no EQ**

So, the answers after:

3♣! = Relay! Ask for the exact **B#** may be:

1st step = 3♦ = **B2**

2nd step = 3♥ = **B(2.5)**

3rd step = 3♠ = **B3**

4th step = 3NT = **B(3.5)**

5th step = 4♣ = B4 & CP = $4*B\# = 4*4 = 16$ CP =

B4 & 16 CP, 4 EQ

6th step = 4♦ = B4 & CP = $4*B\# + 2 = 4*4 + 2 = 18$ CP
= **B4 & 18 CP, 3 EQ**

7th step = 4♥ = B4 & CP = $4*B\# + 4 = 4*4 + 4 = 20$ CP
= **B4 & 2 EQ) 20 CP, 2 EQ. That will be the answer for this particular case.**

8th step = 4♠ = B4 & CP = $4*B\# + 6 = 4*4 + 6 = 22$ CP
= **B4 & 22 CP, 1 EQ**

9th step = 4NT = B4 & CP = $4*B\# + 8 = 4*4 + 8 = 24$ CP
= **B4 & 18 CP, no EQ**

4♥ = B4 along with 20 CP, 2 EQ

NOTE: By comparison, the answer without the combined **B# & CP** was 4NT, so you saved 2 steps of valuable bidding space by using the combined answer of **B# & CP**

If it is difficult for you, do not use it; show your **B#** as usual & continue with **CPA**; no big deal in most cases!

Board 8

	NORTH	
	♠J2	
	♥AK	
	♦K85	
	♣KT9842	
WEST		EAST
♠Q5		♠T8763
♥T9872		♥J643
♦Q3		♦6
♣A763		♣QJ5
	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	4NT!	Pass
5♦	Pass	5♥!	Pass
6♣	Pass	6♦	All Pass

1♦ = **B(2 to 4)**, 5+ ♦ card suit, actually B(3.5)

1♥ = West's bid

DBL! = B(0.5)+, Relay! Ask for the side suits

2♥ = East's bid

After that bid, the Opponents Pass Throughout

2NT = 3rd 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 Jig**)

4NT! = **Relay!** Ask for the exact B#

5♦ = 2nd step answer for exact B# = 3.5

NOTE: South showed B(3.5), 7 card Basic suit

5♥! = CPA Relay! Ask for **CP & EQ**.

The 1ststep CP answer will be for $4*B\# - 2$
 $= 4*3.5 - 2 = 12$ CP, **5 EQ** (3 real Queens + 1 EQ
in the Void & 1 EQ in the 7 card suit)..

The 2ndstep answer for CP will be for $4*B\#$
 $\# = 4*3.5 = 14$ CP, **4 EQ** (2 real Queens + 1 EQ
in the Void & 1 EQ in the 7 card suit).

The 3rd step CP answer will be for $4*B\# + 2$
 $= 4*3.5 + 2 = 16$ CP, **3 EQ** (1 real Queen + 1 EQ in
the Void & 1 EQ in the 7 card suit). **That will be the
correct answer for this particular case !**

The 4thstep CP answer will be for $4*B\# + 4$
 $= 4*3.5 + 4 = 18$ CP, **2 EQ** (1 EQ in the Void & 1
EQ in the 7 card suit)

6♣ = the 3rd step actual answer for $CP = 4*B\# + 2 = 4*3.5 + 2 = 16$ CP, 3 EQ

Thinking !

The PL = $B(3.5) + B(2.5) + 1$ (for 10 Trumps) – 1 (for a King opposite the Void) = 6 for statistically 50% Small SLAM.

The **Total CP** in both hands are $22 + 18 = 40$ CP for statistically **100% GRAND SLAM**

6♦ = Final Contract

In BBO the Bidding went:

1♦ p 2♣ p 2♠ p 2NT p 4♦ p 4♥ p 6♦ All Pass

REMINDER

The most important principle when you have a Singleton King & the Quest asks you for CP is to add 4 CP (for the disappeared value of your Singleton) before answer. If the Quest doesn't discover immediately that you have a Singleton King, the Quest will perform a backward comparison of your previously shown B# for equality by using the information about your Aces, Kings and Queens s/he have obtained after the CPA..

Suppose, your partner's 2371 distribution is:

♠Qx ♥AQx ♦AQxxxxx ♣K

with $B(3.5)$, $16 CP = 2A + K$, along with 4 EQ, 3 real Queens and 1 EQ for the 7th card in the long suit).

In this case your partner **MUST** show: B(3.5), 20 CP (not only 16 CP) with 1 EQ which obviously will be not true, because the partner has at least 2 EQ. So, the Quest will discover immediately that the partner has a Singleton King.

In the cases when the Quest couldn't discover immediately a Singleton King, s/he must recalculate the B# for comparison with the previously shown B#.

If both B#s are equal, your partner doesn't have a Singleton King, but if they are different, your partner has a Singleton King along with 1 more real Queen !



3rd place Bulgaria youth Team July 2022

The Bulgarians are good even without Force Point, but if they want 3rd place at the Bermuda Bowl, they will need to check what **Fp** system is.

Board 9

	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	6♥	Pass	7♣
Pass	Pass	Pass	

3♠ = 7-11 HCP, 7♠ (most systems' casual barrage bid for **killing** eventual **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**

5♥ = 2317 exact shape

5♠! = **Direct CPA Relay! Direct Relay for CP & EQ.**

With over NT partner's 1st Overcall no asking for the exact B# !). REMEMBER THAT !!

The 1st step **CP** answer will be for $4*B\# - 2$
(with 7 cards) = $4*4 - 2 = 14$ **CP, 5 EQ**

6♥ = 4th step actual **CP** answer will show **20 CP** (2A + 2K), **2 EQ**

Thinking !

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**

7♣ = Final **GRAND SLAM** Contract for **2-3 more miserable IMPs** than the **Small SLAM** Contract !

Too bad for the World Bridge Federation to continue to keep and defend such a miserable difference. Do you suspect why? Because the “Super” Experts do not have weapons to catch the **GRAND SLAMS** with confidence !

In BBO the Bidding went:

3♠ 3NT p 4NT p 6♣ All Pass making 6♣ + 1

Board 10

	NORTH	
	♠52	
	♥963	
	♦AKT32	
	♣A76	
WEST		EAST
♠KQJT8		♠97643
♥J8		♥T54
♦97		♦Q86
♣T543		♣J8
	SOUTH	
	♠A	
	♥AKQ72	
	♦J54	
	♣KQ92	

West Dealer. N-S Vulnerable, only NS play **Fp**

WEST	NORTH	EAST	SOUTH
2♠	3♦	3♠	DBL!
Pass	3NT	Pass	4♣!
Pass	4♦	Pass	4♠!
Pass	4NT	Pass	5♣!
Pass	6♣	Pass	6♥
Pass	Pass	Pass	

2♠ = West's preemptive bid (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♦ / 7♦, SHAPE / B2**,
2272

4♣! = **B1+**, **Relay!** Ask for **7♦** or **5♦** + exact shape

4♦ = **2353** exact shape

4♠! = **Ex Relay!** Ask for the exact **B#**

4NT = 1st step answer for exactly **B2**

NOTE: North showed B2, 5 card Basic suit

5♣! = **CPA Relay!** Ask for **CP & EQ**.

The **1st step** answer for **CP** = $4 * B\# = 4 * 2 =$

8 CP, 4 EQ

The **2nd step** answer for **CP** = $4 * B\# + 2 = 4 * 2 + 2 =$

10 CP, 3 EQ

The **3rd step** answer for **CP** = $4 * B\# + 4 = 4 * 2 + 4 =$

12 CP, 2 EQ

The **4th step** answer for **CP** = $4 * B\# + 6 = 4 * 2 + 6 =$

14 CP, 1 EQ

The **5th step** answer for **CP** = $4 * B\# + 8 = 4 * 2 + 8 =$

16 CP, no EQ. This is the correct answer !

6♣ = 5th step actual answer for exactly **16**
CP (2A +K), no Queens

Thinking !

PL = **B2 + B(4.5) = 6.5** for statistically
100% small SLAM

CP in both hands = **16 + 20 = 36** for
statistically **100% GRAND SLAM**

6♥ = Sign Off

Board 11

	NORTH	
	♠AKT983	
	♥832	
	♦	
	♣K652	
WEST		EAST
♠Q52		♠J6
♥QJT976		♥K54
♦Q7		♦AJ642
♣83		♣JT9
	SOUTH	
	♠74	
	♥A	
	♦KT9853	
	♣AQ74	

Dealer East, Neither Vulnerable, only NS play Fp

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

All Pass

1♦ = East's (Opponent's) Opening

1NT = **B(2 - 3)**, 5+ ♦; NOTE: With B(3.5)+ bid **DBL!**

2♥ = West's natural bid

DBL! = **B(0.5)+, Relay!** Ask for the side suits.

3♥ = East's bid

4♥ = 7th step Exchanged answer (including the steps of **Pass** and **DBL**) for 6 card ♦ suit + COLOR (obviously black) side suits

Pass = West's bid

Thinking!

♠ PL = B3 + B2 + 1 (for Opponents' Super FIT in ♥ suit) - 1 (for 6 ♦ cards opposite a Void) = 5, so **no SLAM at all** (do not duplicate if ♦ Void is a “bad” Void).

4♠ = Signoff

NOTE: No need to calculate South's CP except for practice

$$\text{CP} = 4 * \text{B\#} + 4 = 4 * 3 + 4 = 16 \text{ CP}$$

The total CP in both hands = 16 + 14 real + 6 (pseudo in ♦ suit) + 4 (pseudo in ♥ suit) = 40 CP for statistically 100% Grand SLAM

Anyway, no SLAM at all because of the

low PL !All Pass

In BBO the Bidding :

1♣ 1♦ 2♥ 3♠ p 4♠ All Pass

1♥ Opening

The explanation after 1♥ and 1♠ Openings are absolutely the same as after 1♦ Opening. Open 1♥ or 1♠ with strength of **B(2 - 4), 5 to 8 cards**.

Board 12

	NORTH	
	♠AKQ862	
	♥843	
	♦Q4	
	♣A6	
WEST		EAST
♠543		♠97
♥65		♥K92
♦KJT872		♦95
♣42		♣KJT873
	SOUTH	
	♠JT	
	♥AQJT7	
	♦A63	
	♣Q95	

E-W vulnerable, Opponents Pass throughout

NORTH	EAST	SOUTH	WEST
1♠	Pass	1NT!	Pass
3♣	Pass	3♦	Pass
3NT	Pass	4♣	Pass
4♠	Pass	4NT!	Pass
5♥	Pass	5♠!	Pass
5NT	Pass	7♥	All Pass

1♠ = B(2 - 4), 5+ ♠

1NT! = B(0.5)+, Relay! Ask for the side suits
3♣ = B(2 – 4), 6♠ or 8♠, RANK (waiting bid !)

3♦! = Relay! 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

NOTE: North showed **B3, 6 card Basic suit**

4NT! = CPA Relay! Ask for **CP & EQ**.

The **1st step** answer will be for **CP = 4*B# = 4*3 = 12 CP, 4 EQ**

The **2nd step** answer will be for **CP = 4*B# + 2 = 4*3 + 2 = 14 CP, 3 EQ**

The **3rd step** answer will be for **CP = 4*B# + 4 = 4*3 + 4 = 16 CP, 2 EQ. That's the correct answer !**

The **4th step** answer will be for **CP = 4*B# + 6 = 4*3 + 6 = 18 CP, 1 EQ**

The **5th step** answer will be for **CP = 4*B# + 8 = 4*3 + 8 = 20 CP, no EQ**

5♥ = 3rd step actual answer for exactly 16 CP
(2A + K) along with 2 Queens

5♠! = Relay! Ask for the King's suit

5NT = King ♠ (natural answer for alone King)

Thinking!

Can I play 6♠ or 6♥ with a total of 28 CP only?
Where is ♥ King?

♥ PL = B3 + B2 + 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 ♥ King is onside).

♠ PL = B3 + B2 + 0.25* (force*point,
Tempo Adjustment for 4 Aces) = 5.25* for
statistically no Small Slam in a suit !

In both cases, the Small Slam may go
down if ♥ King 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!**

6♥ = Final Contract

**7♥ if you want to be 1st or last (VA-Bank
Grand Slam) !**

In the BBO the Bidding went:

1♣ 2♣ 2♥ p 3♥ 4♦ 6♥ All Pass



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 1732** along with **B# = 3.5**

After the CPA Relay with 7 card suit !

The **1st step** answer for **CP = $4*B# - 2 = 4*3.5 - 2 = 12$ CP, 5 EQ**

The **2nd step** answer for **CP = $4*B# = 4*3.5 + 0 = 14$ CP, 4 EQ**

The **3rd step** answer for **CP = $4*B# + 2 = 4*3.5 + 2 = 16$ CP, 3 EQ**

The **4th step** answer for **CP = $4*B# + 4 = 4*3.5 + 4 = 18$ CP, 2 EQ**

NOTE: If the partner has a Singleton King, he will also have and 1 additional real Queen by principle !!



Board 13

	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♦!
Pass	5NT	Pass	6♥
Pass	Pass	Pass	

1♥ = B(2 – 4), 5+ ♥

Pass = North's bid

1♠! = B(0.5)+, **Relay!** Ask for the side suits

3♣ = South's barrage Overcall

DBL = 2nd step answer (1st step = Pass) for B(3 – 4), **SHAPE** (♠ + ♦) side suits. After the

Opponent's Overcall, the **1st step** answer of **PASS** will show the strength of **B(2 – 2.5)**, weak, so the **SCOR- SCOR** answers start from the 2nd step by using **DBL / RDBL** for space saving & showing strength of **B(3 – 4)**

4♣ = North's bid raising the barrage.

Pass! = Pass-Relay! Ask for the 2nd longest suit.

NOTE: If you already used 1 active **Relay**, using **Pass - Relays** afterward can save you a huge Bidding space!

From that point, the NS Pass Throughout

4♦ = 3541 exact shape, natural bid for 2nd longest

4NT! = Relay! Ask for the exact **B#**

5♣ = 1st step answer for exactly **B3**

NOTE: **West showed B3, 5 card Basic suit**

5♦! = **CPA Relay!** Ask for **CP & EQ**.

The **1st step** answer will be for **CP = 4*B# = 4*3 = 12 CP, 4 EQ**

5NT = 3rd step actual answer for exactly **16 CP (2A + K)** along with 2 EQ

Thinking!

PL = B3 + B(1.5) + 1 (for 'good' ♣ Singleton) + **0.5** (for 9 ♥ Trumps) = **6** for statistically **50% Small SLAM**

CP = 16 + 14 + 4 (pseudo for ♣ Singleton) = **34** for statistically **100% Small SLAM**

6♥ = Signoff



Board 14

NORTH	
♠AT	
♥A3	
♦AQJT5	
♣8754	
WEST	EAST
♠5	♠KQJ876432
♥KQT9864	♥75
♦K8	♦3
♣KJ6	♣9
SOUTH	
♠9	
♥J2	
♦97642	
♣AQT32	

NS Vulnerable, both sides use **Fp**

WEST	NORTH	EAST	SOUTH
1♥	2♦	DBL!	RDBL!
Pass	2NT	Pass!	3♣!
3♦	4♣	Pass!	4♦!
Pass	4NT	Pass!	5♣!
DBL	5♥	5♠	DBL
All Pass			

W: 1♥ = B(2 - 4), 5+ ♥

N: 2♦ = B(2 - 3), 5+♦

E: **DBL!** = B(0.5)+, **Relay!** Ask for the side suits
(actual B# = 2)

S: **RDBL!** = B(0.5)+, **Relay!** Ask for the overall
shape

W: Pass = B(2 - 2.5), weak

N: 2NT = 3rd step answer for 5♦ + RANK

E: Pass! = Pass-Relay! Ask for the overall shape
(Pass-Relay are used for space saving)

S: 3♣! = Relay! Ask for the exact shape

W: 3♦ = 3rd step answer by SCOR – SCOR (counting Pass and DBL bids) for 5♥ or 7♥ card Basic suit + RANK side suits (♣ + ♦)

N: 4♣ = 2254 exact shape. The 2nd longest suit, which is **NOT** one of the previously shown RANK suit, so North **DOES NOT HAVE a Singleton**

E: Pass! = Pass-Relay! Ask for the exact shape. The 1st step answer is reserved for any of 0742 or 0724 (7♥ card Basic suit + RANK side suits + Void)

S: 4♦! = Relay! Ask for the exact B#

W: Pass = 1st step answer for 7 card ♥ suit thus postponing the answer for the exact shape

N: 4NT = 3rd step answer for exactly B3

E: Pass! = Pass - Relay! Ask for the exact shape

S: 5♣! Ask for CP & EQ. The 1st step answer will be for **CP = 4*B# = 4*3 = 12 CP, 4 EQ**

W: DBL = 1723 exact shape. The 2nd step semi-natural answer (counting Pass and DBL bids) for the 2nd longest suit, which is one of the previously shown RANK suits, so **West DOES HAVE a Singleton** in the 4th, not mentioned ♠ suit !

NOTE: North showed B3, 5 card suit

The 1st step answer for **CP = 4*B# = 4*3 = 12 CP, 4 EQ**

N: 5♥ = 4th step actual answer (counting Pass

and DBL bids) for 18 CP, 1 EQ

Thinking ! (by East)

**EW Play Level (PL) = West's B(2 to 2.5)
+ East's B2 + 0.5 (for 9 ♥ Trumps) = 4.5 to 5**

**E: 5♠ = Barrage, non-Vulnerable for
expecting max 1 down if there is 1 “bad” Singleton
(but there are 2)**

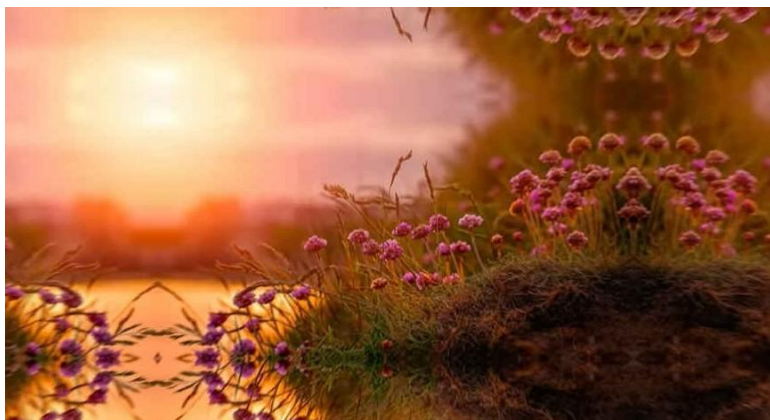
Thinking ! (by South)

**The PL = B3 + B(0.5) + 1.0 (upgrading for
Opponents' ♠ Super FIT) + 1.0 (upgrading for
Opponents' ♥ Super FIT) + 0.5 (for 5 by 5 ♦ Super
FIT) + 0.5 (for 5 by 4 ♣ Super FIT) - 0.5 (for more
than 2 Positive Adjustments) = 6 for statistically
50% Small SLAM**

**The CP = 18 + 6 + 4 (pseudo for Opps'
Super FIT in ♠) = 28, so no SLAM at all !**

S: DBL

All Pass



Simplified Force Point Counting

Singleton Ace = 2 contract tricks

Ace = 1.5

King = 1.0

Singleton King = 0.5 !!

Queen = 0.5

Any Singleton = 0.5 (except Singleton Ace).

Void = 0.5 !

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

The Formula is: $0.5 \times (n - 6)$, where ‘n’ is the number of cards in the long suit.

For any 7222 add 0.5 for the 3 doubletons in addition to 0.5 for the 7 card suit.

For 6/5 bi-color add 0.5, for **6/6 bi-color add 1**, for **7/6 bi-color add 1.5**. Do not duplicate the count of the 7 card suit by counting it separately in the bi-color !

The Formula is: $0.5 \times (m - 10)$, where ‘m’ is the sum of the cards in both long suits.

Add 0.5 for 9 card Super FIT in your or in your Opponents’ hand; respectively, add 1.0 for your 10 card Super FIT in your or in Opponents’ hand, BUT ADD ONLY 0.5 for your 5 by 5 Super FIT).

Subtract 1.0 for any King opposite a Void (‘bad’ Void) or a Singleton (‘bad’ Singleton) except in the Trump suit.

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 want to play
2. The Play Level 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

How many down the opponents will be depends on the sum you reach

If the sum is 13 - 14, the opponents will be 1+ down. If the sum is 14 - 15, the opponents will be 2+ down. If the sum is 15 - 16, the opponents will be 3+ down. If the sum is 16 - 17, the opponents will be 4+ down.

Be aware that if the Opponents have long suits (crazy distribution), the above is not true!

You must use "Penalty Rule of 16" instead !

In such cases, you will be able to sense that because of the opponents' Jumps and be aware that **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 going 1 down by yourself !

NOTE: **Penalty Rule of 13 becomes Penalty Rule of 16 when the Opponents possess very long suit(s) !**



Board 14 repeated

		NORTH	
		♠AT	
		♥A3	
		♦AQJT5	
		♣8754	
WEST		EAST	
♠5		♠KQJ876432	
♥KQT9864		♥75	
♦K8		♦3	
♣KJ6		♣9	
		SOUTH	
		♠9	
		♥J2	
		♦97642	
		♣AQT32	

NS Vulnerable. Only NS play **Fp**

WEST	NORTH	EAST	SOUTH
1♥	2♦	4♠	DBL
Pass	5♦	5♠	Pass
Pass	DBL	All Pass	

1♥ = West's Opening

DBL = **B(2.5)+**, balanced or **B(3.5)+**, any 5+ card suit

4♠ = East's bid

DBL = **Relay! B(0.5) + 1** (after upgrading for ♠ Singleton) = **B(1.5)**, any shape

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!** (by North)

The '**Penalty Rule of 16**' will show:

5 (Opponents' **PL**) + **5** (**NS PL**) + **6** (for 3 Aces)
+ **1** (for 1 small ♥ Trump) = **17** for at least 2
down for sure !

All Pass



Let's check the Penalty Rule of 16 with long Opponents' suits

Suppose the EW Opponents want to play
on 5th Level, NS want to play on 5th Level in ♦
too..

The sum is 10. North proved to have:

$$\text{CP} = 4 * \text{B\#} + 4 = 4 * 3.5 + 4 = 18 \text{ CP}$$

which will be 3 Aces or 1 Ace + 3 Kings.

Counting every Ace for 2 & every King
for 1, North will add 5-6 and along with 1 small
Trump, the sum grows to 16-17 for 1 or 2 down.

Let check **NS PL** and **Total CP**

Pay attention that both sides play **Fp**, so all of
them understand the 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 **B3** + South's **B(0.5)** + 1
 (for a '**good**' Singleton in Opponents' ♠ suit) + 0.5
 (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



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 = the 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

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 players cannot sense.

Mr. Jordan Gechev contributed to that Counting.



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 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. When you discover your partner's exact shape, you may ask for exact number of the contract tricks, thus finding your exact **PL**. After that, the Quest must apply some adjustments (if any).

With Fp you will be able to discover all of your partner's Aces + Kings + Queens with one only question - one answer and the number of Queens and the Singleton King (if any) in your 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 play starts. **This is a Double Dummy Bidding alike.** Use the "**Penalty Rule of 13**" to decide when to penalize your opponents or to barrage them.

If you bought the book, you can download the "**Sysnotes**" - **the digital version of the Force Point** bridge system (no installation needed). Keep it open for help by the time you play live or on the Internet. You can download and install both **Sysnotes & the Force Point Demo computer program** for manually playing by **Fp** rules, with the option for playing against GIB & using the bids in **Sysnotes** for practice and faster learning of **Force Point Bidding System**.

Board 15

NORTH			
♠			
♥AJT972			
♦Q			
♣Q98742			
WEST		EAST	
♠AK7432		♠QT95	
♥4		♥Q3	
♦JT54		♦AK2	
♣KJ		♣T653	
SOUTH			
♠J86			
♥K865			
♦98763			
♣A			

Dealer West. NS Vulnerable, all use **Fp** system

WEST	NORTH	EAST	SOUTH
1♠	2♠	DBL!	RDBL
4♦	5♦	Pass!	5♥!
5♠	Pass	5NT!	6♥
DBL	Pass	6♠	DBL

All Pass

W: 1♠ = **B2+**, 5+♠
N: 2♠ = **B2+**, 5+/5+ **SHAPE** bi-color excluding ♠ suit

E: DBL! = Relay! Ask for the side suits / exact shape.

Minimum **PL** = $2 + 1.5 + 0.5$ (for 9 ♠ cards) = 4

S: RDBL! = Relay! Ask for the 2/3/6+ card suit

W: ♦ = 6142 exact shape, Extended **SCOR bid**
(The 1st step answer is for B(2 – 2.5) only, weak)

N: 5♦ = 7th step answer for 6♥ + 6♠

E: Pass! = Pass-Relay! Ask for the exact **B#**

S: 5♥! = Relay! Ask for the Singleton

W: DBL = 2nd step answer for **B(2.5)**

N: Pass = 0616 → for ♦ Singleton (**DBL** will be for 1606 → ♠ Singleton)

Thinking! (by East)

EW PL = **B(2.5) + B(1.5) + 1.0** (Adjustment for 10 ♠ Trumps) + **1.0** (Adjustment for the 'good' ♥ Singleton because of the Opponents' Super FIT in that suit) = **6 for statistically 50% Small SLAM**

E: 5NT! = Pass - Relay! (CPA Relay!) The 1st step answer for **CP** = $4 * B\# = 4 * 3 = 12$ CP, 4 EQ

Thinking! (by South)

NS PL = **B3 + B1 + 1.0** (Adjustments for the 'good' Void in ♠) + **1.0** (Adjustment for 10 ♥ Trumps) = **6 for statistically 50% Small Slam!**

S: 6♥ = Signoff

W: DBL = 2nd step answer for **14 CP** = A + 2K

along with 3 EQ (1 EQ + 2 EQ for the upgrade).

N: Pass

E: 6♠ = Signoff (barrage for 1 down).

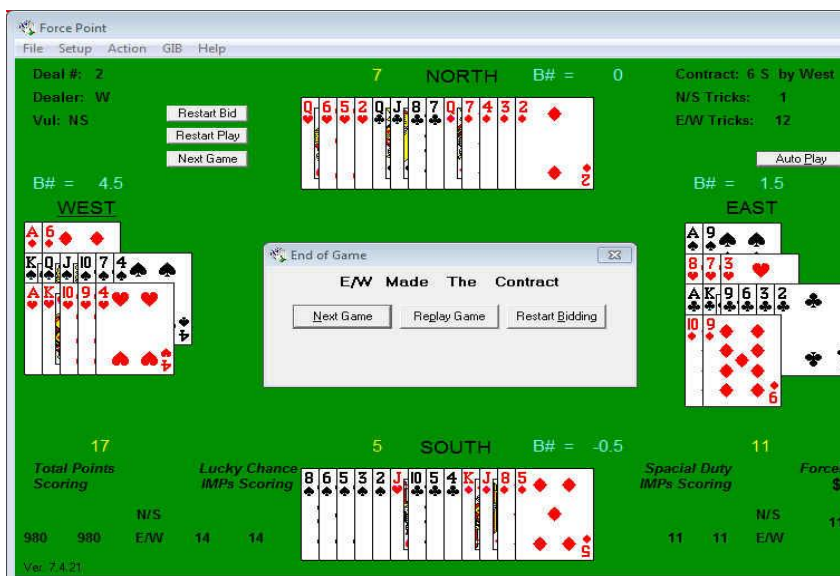
EW CP = 14 + 4 pseudo (West) + 10 (East) = 28, so no Slam at all !

S: DBL = Penalty! ‘Penalty Rule of 13’

(16 with crazy distributions) showing 17 for at least 1 down!

All Pass

Board 16



For the PDF only: Click on the picture with the right mouse button, then on the symbol of + to expand the diagrams for better viewing.



Board 17

Force Point

File Setup Action GIB Help

Deal #: 7
Dealer: N
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 3
WEST

14

Total Points
Scoring

650 1570 N/S 12 33
1620 4670 E/W 17 62

Ver. 7.4.21

NORTH

Contract: 6 C by East
N/S Tricks:
EW Tricks:

B# = 2.5
EAST

12

Special Duty
IMPs Scoring

0 7 N/S 49
15 56 E/W

ForcePoint
\$

S	W	N	E
P	2♥	P	2♠
P	2N	P	3♥
P	3♠	P	4♠
P	4♥	P	4♥
P	4N	P	5♠
P	6♠	P	P

Last Trick

The same board with open hands

Force Point

File Setup Action GIB Help

Deal #: 7
Dealer: N
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 3
WEST

14

Total Points
Scoring

1620 1620 N/S
17 17 E/W

Ver. 7.4.21

NORTH

6

Contract: 6 C by East
N/S Tricks: 1
EW Tricks: 12

B# = 2.5
EAST

12

Special Duty
IMPs Scoring

15 15 N/S 15
15 15 E/W

ForcePoint
\$

S	W	N	E
P	2♥	P	2♠
P	2N	P	3♥
P	3♠	P	4♠
P	4♥	P	4♥
P	4N	P	5♠
P	6♠	P	P

Last Trick

End of Game

E/W Made The Contract

Next Game
Reglay Game
Restart Bidding



Board 18

NORTH

♠K642
♥6542
♦AK94
♣7

WEST

♠T5
♥QT73
♦6532
♣A85

EAST

♠9873
♥KJ98
♦T87
♣K6

SOUTH

♠AQJ
♥A
♦QJ
♣QJT9432

NS Vulnerable & use **Fp Bidding**

SOUTH	WEST	NORTH	EAST
1♣	Pass	1♥!	Pass
2♣	Pass	2♦!	Pass
2♥	Pass	2♠!	Pass
3♠	Pass	4♣!	Pass
4NT	Pass	5♣	All Pass

1♣ = B2+, any shape

1♥! = **Relay!** Ask for the length of the Basic suit or / and side suits

2♣ = 5 or 7 card Basic ♣ suit + **SHAPE** or 2227

2♦! = **Relay!** Ask for 7 or 5 card suit + shape

2♥ = 1st step answer for 7♣

2♠! = Relay! Ask for the 2nd longest suit (the 1st step answer will be for 4027 or 2047, **SHAPE + Void**)

3♠ = 3127 exact shape

4♣! = Relay! Ask for the exact **B#** (3NT bid will be Absolute Signoff)

4NT = 4th step answer for exact B# = 3.5

Thinking !

PL = B(3.5) + B2 = 5.5 for 100% Game in Minors

The expected South's CP = $4 * B\# - 2 = 4 * 3.5 - 2 = 12 + 4$ (pseudo for ♥ Singleton) = 16, so the CP in both NS hands = 16 + 14 CP = 30 CP, mre than enough for game in Minors).

5♣ = Obviously Signoff (5♦ bid will be CPA)
All Pass



**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** an 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** (6th step answer) →
Find the 6th continuation !



Let me show the Bidding Mechanism
after the same 1 in suit Opening, with an
Overcall → 1♥ - 1♠! = B(0.5)+ → 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 as 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 as 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 as after 3rd continuation, but with B(3 – 4), stronger.

5th step answer = B(3 – 4), 5♥ or 7♥, SHAPE → the same as after 4th continuation, but with B(3 – 4), stronger.

6th step answer = B(3 – 4), 5♥ or 7♥, COLOR → the same as after 5th continuation, but with B(3 – 4), stronger.

7th step answer = B(3 – 4), 5♥ or 7♥, RANK → the same as after 6th continuation, but with B(3 – 4), stronger → 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 Relay! Ask for 7♥ or 5♥ + shape**

→ **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♣! (Relay!) → Ask for 7♥ or 5♥ + shape**

→ **2♦ = B(2 - 4), 7♥ + SHAPE → The 1.1 continuation!**

→ **2♥(F) = the 1st step answer is for any**
4720

→ **2♠ = 2740 or 4720 → 7♥ + SHAPE +**
Void

→ **2NT! Ask for the exact shape.**

→ **3♣ = ♣ for 4♠, 4720 → 7♥ +**
SHAPE + Void

→ **3♦ = 2740 → 7♥ + SHAPE +**
Void

→ **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

for the 2nd longest suit)

→ 3♦ = 2731 → **NT** for 3♦, 7♥ + **SHAPE (Fp Jig bid)**

→ 3♥ = 2722 → **B2, 8 CP, 4 EQ** (natural bid with 3 Doubletons)

→ 3♠ = 3721, natural for the 2nd longest



Development of the bids after 1♥ - 1♠! →

→ 2♣ = **B(2 - 4), 5♥ or 7♥, COLOR / B2, 2722**

(2nd step answer) → **find the 2.2 continuation!** →

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

→ 2♥ = **B(2 - 4), 7♥ + COLOR / B(2.5), 2722**

→ 2♠ = 4513 → 5♥ + **COLOR**

→ 2NT = 3523 → no S / V

→ 3♣ = 3514

→ 3♦ = 2542

→ 3♥ = 4504 → 5♥ + **COLOR** + Void



Development of the bids after 1♥ - 1♠! - 2♣ →
2♦(Relay!) → PL+, Ask for 7♥ or 5♥ + shape →

→ 2♥ = B(2- 4), 7♥ + COLOR → The 2.2 continuation!

→ 2♠! (Relay!) → The 1st step answer is for any 2704

**→ 2NT = 2704 or 4702 → 7♥+
COLOR + Void**

**→ 3♣! = PL+, Ask for the exact
shape**

**→ 3♦ = 4702 → ♦ for 4♠, 7♥ +
COLOR + Void**

**→ 3♥ = 2704 → ♥ for 4♣. 7♥ +
COLOR +Void**

**→ 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 of 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♥ = **Relay!** Ask for 7♥ or 5♥ + shape

→ 2♠ = B(2 - 4), 7♥ + RANK / B(3 - 4), 2722 → **Find the 3.3 continuation of 2NT! = Forcing Relay!**

→ 2NT = 2533 → 5♥ + RANK, no S / V (for any 5 - 3 - 3 - 2 shape use NT or the Basic suit bid which came 1st, except with ♣ Basic suit)

→ 3♣ = 1534

→ 3♦ = 1543

→ 3♥ = 0544 → 5♥ + RANK + Void
(but for any 5 - 0 - 4 - 4 shape use NT or the Basic suit bid which came 1st, except with ♣ Basic suit)

→ 3♠ = 4522



Development of the bids after 1♥ - 1♠! →

→ 2♦ = B(2 - 4), 5♥ or 7♥, RANK / B(3 - 4),
2722 (3rd step answer)

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

→ 2♠ = B(2 - 4), 7♥ + RANK / B(3 - 4),
2722

→ The 3.3 continuation!

→ 2NT! (Forcing Relay!) → The 1st step
answer is for any 0742

→ 3♣ = 0724 or 0742 → 7♥

+ RANK + Void

→ 3♦! = Relay! Ask for the
exact shape

3♥ = 0724 → ♥ for 4♣, 7♥

+ RANK + Void

→ 3♠ = 0742 → ♠ for 4♦,

7♥ + RANK + Void (Fp Jig)

→ 3♦ = 1732 → 7♥ + RANK

→ 3♥ = 2722 → B(3 - 4), 10 - 14

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

→ $4\clubsuit = 1723 \rightarrow 7\heartsuit + \text{RANK}$,
natural bid for the 2nd longest suit



Development of the bids after $1\heartsuit - 1\spadesuit \rightarrow$

→ $2\heartsuit = \text{B}(2 - 4)$, $6\heartsuit$ or $8\heartsuit$, **SHAPE / B2**, 2722 →
The 4th continuation:

→ $2\spadesuit$ (**Forcing!**) = The 1st step answer is for
Void / S+V

→ $2\text{NT} = 6\heartsuit$ or $8\heartsuit$, **SHAPE + Void or S+V**

→ $3\clubsuit =$ Ask for the exact shape

→ $3\diamondsuit = 3640 \rightarrow 6\heartsuit + \text{SHAPE} + \text{Void}$
(natural bid for the 2nd longest suit)

→ $3\heartsuit = 4630 \rightarrow$ unusual, $6\heartsuit + \text{SHAPE}$
+ Void

→ $3\spadesuit = 3820 \rightarrow 8\heartsuit + \text{SHAPE} + \text{Void}$
(natural bid for the 2nd longest suit)

→ $3\text{NT} = 2830 \rightarrow \text{NT for } 3\diamondsuit, 8\heartsuit$
+ SHAPE + Void (Fp gag)

→ $4\clubsuit = \text{B3}$, 4810 → $\clubsuit$ for $4\spadesuit, 8\heartsuit$
+ SHAPE + S+V (Fp Jig)

→ $4\diamondsuit = \text{B3}$, 1840 → $8\heartsuit +$
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



Development of the bids after 1♥ - 1♠! →

→ 2♠ = **B(2 - 4)**, 6♥ or 8♥, **COLOR** → **The 5th continuation:**

→ 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 + Void**

→ 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 V

→ 4♥ = B(2.5), 2812 → 8♥ + **COLOR**,

no Void

→ 4♠ = B3 2812 → 8♥ + **COLOR**, no V

→ 4NT = B(3.5), 2812 → 8♥ + **COLOR**,

no Void

→ 5♣ = B4, 2812 → 8♥ + **COLOR**, no V



Development of 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:**

→ 3♣ (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♠ = 0634 → ♠ for 4♣, 6♥
+ RANK + Void

→ 3NT = 0643 → NT for 4♦,
6♥ + RANK + Void

→ 4♣ = 0823 → 8♥ +
RANK + Void

→ 4♦ = 0832 → 8♥ +
RANK + Void

→ 4♥ = **B3**, 0814 → ♥ for
4♣, 8♥ + **RANK + S+V** (Fp Jig)

→ 4♠ = **B3**, 0841 → ♠ for
4♦, 8♥ + **RANK + S+V** (Fp Jig)

→ 3♥ = 1633 → 6♥ + **RANK + Void**

→ 3♠ = 3811 → 8♥ + **RANK**, no **Void**

→ 3NT = 3622 → 6♥ + **RANK**, no **S/ V**

→ 4♣ = 1624

→ 4♦ = 1642

→ 4♥ = **B2**, 1822 → 8♥ + **RANK**, no **V**

→ 4♠ = **B(2.5)**, 1822 → 8♥ + **RANK**

→ 4NT = **B3**, 1822 → 8♥ + **RANK**

→ 5♣ = **B(3.5)**, 1822 → 8♥ + **RANK**

→ 5♦ = **B4**, 1822 → 8♥ + **RANK**



1♠ Opening

Development of the bids after 1♠ - 1NT! → B(0.5)+

→ 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 + Void

→ 3♣! = **Relay!** Ask for the exact shape

→ 3♦ = 7204 →

unusual, 7♠ + **SHAPE + Void**

→ 3♥ = 7402 → 7♠ +

SHAPE + Void

→ 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

Development of the bids after 1♠ - 1NT!

→ B(0.5)+, Relay! → 2♦ = B(2- 4), 5♠ or 7♠,
COLOR→

→ 2♥ = Relay! Ask for 7♠ or 5♠ + shape →

The 2nd continuation:

→ 2♠ = 7♠ + **COLOR** / B(2.5), 7222

→ 2NT! = Relay! The 1st step answer is for
any 7240

→ 3♣ = 7402 or 7240 → 7♠ + **COLOR**

+ **Void**

→ 3♦ = Relay! Ask for the exact
shape

→ 3♥ = 7420 → 7♠ + **COLOR**

+ **Void**

→ 3♠ = 7240 → ♠ for 4♦, 7♠ +
COLOR + **Void**

→ 3♦ = 7231 → 7♠ + **COLOR**

→ 3♥ = 7321

→ 3♠ = 7222 → B(2.5), 10 CP, 4 EQ

→ 3NT = 7330 → 7♠ + **COLOR** +

Void

→ 4♣ = 7114

→ 2NT = 5332 → 5♠ + COLOR
 → 3♣ = 5224 → 5♠ + COLOR
 → 3♦ = 5341 → 5♠ + COLOR
 → 3♥ = 5431 → 5♠ + COLOR
 → 3♠ = 5440 → 5♠ + COLOR + Void



Development of the bids after 1♠ - 1NT! →
 B(0.5)+, 2♠+ Honor / 3+♠ / B(1.5)+ any shape

→ 2♥ = 3rd step answer for 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 + Void

→ 3NT = 7042 → NT for 4♦, 7♠ +

RANK + Void (Fp Jig)

→ 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 of the bids after 1♥ - 1NT! - 2♠ = B(2 - 4), 6♣ or 8♣, SHAPE → 2NT! (GF!) = The 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♣ = 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



Development of the bids after 1♠ - 1NT! → 2NT = B(2 - 4), 6♠ or 8♠, COLOR → 3♣! = Relay! The 1st step answer is for Void / 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

Development of the bids after 1♠ - 1NT! →
→ 3♣ = B(2 - 4), 6♠ or 8♠, RANK + Void or S+V

→ 3♦! = **Relay!** 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 + Void

→ 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

WELCOME



**Let me show the Bidding Mechanism
after 1 in suit Opening, in this case, after:**

**1♠ - 1NT! → B(0.5)+, Relay! → No
Overcall**
→ 1st step answer = **B(2- 4)**, 5♠ or 7♠,
SHAPE → Find the 1st continuation!
→ 2nd step answer = **B(2- 4)**, 5♠ or 7♠,
COLOR → Find the 2nd continuation!
→ 3rd step answer = **B(2- 4)**, 6♠ or
8♠, **RANK → Find the 3rd continuation!**
→ 4th step answer = **B(2- 4)**, 6♠ or
8♠, **SHAPE → Find the 4th continuation!**
→ 5th step answer = **B(2- 4)**, 6♠ or 8♠,
COLOR → Find the 5th continuation!
→ 6th step answer = **B(2- 4)**, 6♠ or 8♠,
RANK → Find the 5th continuation!

If the Opponent's overcalled:

1♠ - 1NT! → B(0.5)+, Relay! → With Overcall(s)
→ 1st step = **Pass = B(2 - 2.5)**, 5+♠s, weak
→ 2nd step = **DBL = B(3- 4)**, 5♠ or 7♠,
SHAPE → Find the 1st continuation!
→ 3rd step answer = **B(3- 4)**, 5♠ or 7♠,
COLOR → Find the 2nd continuation!
→ 4th step answer = **B(3- 4)**, 6♠ or 8♠,
RANK → Find the 3rd continuation!
→ 5th step answer = **B(3- 4)**, 6♠ or 8♠,
SHAPE → Find the 4th continuation!
→ 6th step answer = **B(3- 4)**, 6♠ or 8♠,
COLOR → Find the 5th continuation!
→ 7th step answer = **B(3- 4)**, 6♠ or 8♠,
RANK → a new Relay → Find the 6th continuation!

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 position 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**



Developing the bids after 1♣ Opening in 1st / 2nd seat

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 Honors

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

1♣ - 3♦ → B(1 - 1.5), 5521 --> 5♠/5♥ bi-color, NF

1♣ - 3♥ → 5512

1♣ - 3♠ → 5503

1♣ - 3NT → 5530

1♣ - 4♣ → 5♠/6♥

1♣ - 4♦ → 6♠/5♥

1♣ - 4♥ → 6601 or 6610

Developing the bids after **1♣ → 1♦ (NF) →**

→ **B(-0.5)**, unbalanced, **Negative**, artificial, any distribution, 0-6 HCP / **B(-0.5 - 0)**, any balance →

→ **1♥! Relay! = B(3.5)+**, any shape. Forcing for one round (RF)! Ask for an explanation of the Responder's strength and overall distribution; then the Opener may use a new **Relay!** which will ask for the exact shape (use **PASS** or **DBL** if opponents interfere)

→ **1♠ = B(-1)** or less, Very Weak! Deep Negative! After **1NT! (Relay!)** with a very strong hand, **B(4.5)+**, show your suit, and on a new **Relay!** Answer by **SCOR - SCOR convention**.

→ **1NT = B(-0.5 - 0)**, balanced (no 5+ card suit, no S / V) or any 4441, 0-6 HCP.

→ **2♣ ~ B(-0.5)**, 5+ ♣ or 2227.

On a new **Relay** do show the side suits by **SCOR - SCOR**, then the exact shape, ~ 3-6 HCP

→ **2♦ ~ B(-0.5)**, 5+ ♦ or 2272

On a new **Relay** do show the side suits by **SCOR - SCOR**, then the exact shape, ~ 3-6 HCP

→ **2♥ ~ B(-0.5)**, 5+ ♥ or 2722

On a new **Relay** do show the side suits by **SCOR SCOR**, then the exact shape, ~ 3-6 HCP

→ **2♠ ~ B(-0.5)**, 5+ ♠ or 7222

On a new **Relay** do show the side suits by **SCOR-SCOR**, then the exact shape, ~ 3-6 HCP

→ **2NT → B(0)**, 5+♦/5+ any bi-color.

On a new **Relay** do show the bi-color suits, then show the exact shape, ~ 7-8 HCP

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

→ **GF!** Ask for the other suit

→ 3♦ → **B(0)**, 5521 → 5♠/5♥ bi-color
 → 3♥ → 5512
 → 3♠ → 5503
 → 3NT → 5530
 → 4♣ → 5♠/6♥
 → 4♦ → 6♠/5♥
 → 4♥ → 6601 or 6610
 → 4♠ → 7♠/5♥
 → 4NT → 5♠/7♥

1♣ - 1♦ - 1♠ → **free bid, B(2 - 3)**, 5♣ + (4♠ / 4♥ / 4405), 11- 15 HCP, Non-Forcing (NF)

→ 1NT → free bid, B(3 - 4.5), strong NT, 16-20 HCP, balanced, NF

→ 2♣ → **free bid, B(2 - 3)**, 5♣, no 4+ cards in Major, 11- 15 HCP, NF



Developing the bids after 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)+, 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 asking for CP)

→ 4♦ = 6♠/5♥

→ 4♥ = 6601 or 6610

→ 4♠ = 7♠/5♥

→ 4NT = 5♠/7♥

→ 5♣ = 6700

→ 5♦ = 7600

→ 5♥ = 5800

→ 5♠ = 8500



Developing the bids after 1♣ → 1♥ (RF!) →

1♣ - 1♥! Relay! - 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 = $4*4 + 2$ = 18 CP, 3 Queens

Developing the bids after 1♣ → 1♥ (RF!) →

→ 2♣ = B(2 - 4), 5♣ or 7♣, SHAPE / B2, 2227

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

→ 2NT = B(2 - 4), 7♣ + RANK /

B(3 - 4), 2227

→ 3♣ = Relay! Ask for exact shape

→ **Find C:**

→ 3♣ = 3325 → 5♣ + **RANK** (direct answers for

RANK side suits)

→ 3♦ = 2245 → 5♣ + **RANK**

→ 3♥ = 3415 → 5♣ + **RANK**

→ 3♠ = 4315 → 5♣ + **RANK**

→ 3NT = 4405 → 5♣ + **RANK**

→ 2♠ = 6♣ or 8♣, **SHAPE**

→ 2NT = 1st step answer for Void / S+V →

Find D:

→ 2NT = 6♣ or 8♣, **COLOR**

→ 3♣ = 1st step answer for Void / S+V → **Find**

E:

→ 3♣ = 6♣ or 8♣, **RANK**

→ 3♦ = 1st step answer for Void / S+V

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

→ 3♠ = 4216 → 6♣ + **RANK**

→ 3NT = 2236 → 6♣ + **RANK**, no S / V

→ 4♣ = 3316

→ 4♦ = 1138 → 8♣ + **RANK** + 2 Singleton

→ 4♥ = 2416 → 6♣ + **RANK**

→ 4♠ = B2, 2218 → 8♣ + **RANK**, no Void

→ 4NT = B(2.5) → 2218 → 8♣ + **RANK** no

Void

→ 5♣ = B3, 2218 → 8♣ + **RANK**, no Void



Developing the bids after 1♣ - 1♥ (RF!) - 2♣ - 2♦!

→ 2♥ = B(2 - 4), 7♣ + **SHAPE** / **B2**, 2227

→ 2♠! = **Relay!** The 1st step answer is for any
2047 → **A:** → 2NT = 2047 or 4027 → 7♣ +
SHAPE + Void

→ 3♣! = PL+, Ask for the exact shape

→ 3♦ = 2047 → 7♣ + **SHAPE + Void**

→ 3♥ = 4027 → unusual, 7♣ +

SHAPE + Void

→ 3♣ = 2227 → **B2**, 8 CP, 4 EQ

→ 3♦ = 2137 → 7♣ + **SHAPE**

→ 3♥ = 1417

→ 3♠ = 3127

→ 3NT = 3037 → 7♣ + **SHAPE + V**

→ 2♠ = 4135 → 5♣ + **SHAPE**

→ 2NT = 4045 → 5♣ + **SHAPE + Void**

→ 3♣ = 3235

→ 3♦ = 3145

→ 3♥ = 2425



Developing the bids after 1♣ - 1♥ (Relay!)
- 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 + Void

→ 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** +

Void

→ 4♣ = 2227 → **B(2.5)**, 10 CP, 4 EQ

→ **2NT** = 0445 → 5♣ + **COLOR** + **Void**

→ 3♣ = 2335 → 5♣ + **COLOR**

→ 3♦ = 1345

→ 3♥ = 1435

→ 3♠ = 4225



Developing the bids after 1♣ - 1♥
(Relay!) - 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 +
Void

→ 4♣ = 2227 → B(3 - 4), 12 - 16
CP, 4 EQ

→ 4♦ = 1147

→ 3♣ = 3325 → 5♣ + RANK

→ 3♦ = 2245

→ 3♥ = 3415

→ 3♠ = 4315

→ 3NT = 4405 → 5♣ + RANK + Void



Developing the bids after 1♣ → 1♥ (Relay!)
→ 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 + **Void**

→ 4♣ = 3028 → ♣ for 3♠, 8♣ +

SHAPE + **Void**

→ 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**



Developing bids after 1♣ - 1♥! - 2NT- 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 + Void

→ 4♣ = 0328 → ♣ for 3♥, 8♣ +

COLOR + Void

→ 4♦ = 0238 → 8♣ + **COLOR +**

Void

→ 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**

Developing the bids after 1♣ - 1♥! - 3♣ - 3♦! - 3♥ = 6♣ or 8♣, RANK+ Void or S+V →

F: → 3♠! = Relay! Ask for the exact shape
→ 3NT = 3406 → NT for 4♥, 6♣ + RANK + Void
→ 4♣ = 4306 → ♣ for 4♠, 6♣ + RANK + Void
→ 4♦ = 3208 → ♦ for 3♠, 8♣ + RANK + Void
→ 4♥ = 2308 → 8♣ + RANK + Void
→ 4♠ = B3, 4108 → 8♣ + RANK + S+V
→ 4NT = B3, 1408 → NT for 4♥, 8♣ + RANK+ S+V

→ 3♠ = 4216 → 6♣ + RANK
→ 3NT = 2236 → no S / V
→ 4♣ = 3316
→ 4♦ = 1138 → 8♣ + RANK+ 2 Singletons
→ 4♥ = 2416 → 6♣ + RANK
→ 4♠ = B2, 2218 → 8♣ + RANK, no Void
→ 4NT = B(2.5), 2218 → 8♣ + RANK, no Void
→ 5♣ = B3, 2218 → 8♣ + RANK, no Void
→ 5♦ = B(3.5), 2218 → 8♣ + RANK, no Void
→ 5♥ = B4, 2218 → 8♣ + RANK, no Void



EXTENDED SCOR

If the Opener (Overcaller) proved strong
B(3.5)+, without or with Opponent's Overcall
(suppose it is 2♣ Overcall), the answers are:

1♣ - (Pass) - 1♥ - (2♣ Overcall) - DBL → B(4.5)+,
strong

From that point, opponents passed throughout

- 2♦ = **Relay!** Ask for the Basic suit or bi-color
- 2♥ = 5+ ♥ card suit (for example)
- 2♠ = **Relay!** Ask for the overall shape
- 2NT = B(4.5)+, 5♥ or 7♥, **SHAPE** / 2722
- 3♣ = 5♥ or 7♥, **COLOR**
- 3♦ = 5♥ or 7♥, **RANK**
- 3♥ = 6♥ or 8♥, **SHAPE**
- 3♠ = 6♥ or 8♥, **COLOR**
- 3NT = 6♥ or 8♥, **RANK + Void or S+V**

Below are the Extended SCOR bids

- 7th step answer = 4♣ = 1624 → 6♥ +
RANK (natural bid for the 2nd longest suit)
- 8th step answer = 4♦ = 1642 → 6♥ + **RANK**
(natural bid for the 2nd longest suit)
- 9th step answer = 4♥ = 1633 → 6♥ + **RANK**
(natural bid in the Basic suit for 3 by 3 side suits)
- 10th step answer = 4♠ = 3811 → 8♥ + **RANK** +
2 Singletons (natural bid for the suit which is outside

the side suits !)

→ **11th step answer** = **4NT** = 36**22** → 6♥ + **RANK**,
no S / V (special bid for the suit which is outside the
side suits. **ALWAYS use 3NT bid**)

→ **12th step answer** = **5♣** = **B(4.5)**, 1822 → 8♥ +
RANK, **no Void**

→ **13th step answer** = **5♦** = **B5**, 1822 → 8♥ +
RANK, **no Void**

→ **14th step answer** = **5♥** = **B(5.5)**, 1822 → 8♥ +
RANK, **no Void**

→ **15th step answer** = **5♠** = **B6**, 1822 → 8♥ +
RANK, **no Void**

→ **16th step answer** = **5NT** = **B(6.5)**, 1822 → 8♥ +
RANK, **no Void**



Example with 2♠ Overcall

After: 1♣ - (Pass) - 1♥! – (2♠ Overcall) – **DBL** =
B(4.5)+, strong, any shape.

From that point, Opponents Pass Throughout

→ **2NT!** = Relay! Ask for the Basic suit or bi-color

→ **3♣** = **B(4.5)+**, 5+ ♣

→ **3♦** = **B(4.5)+**, 5+ ♦

→ **3♥** = **B(4.5)+**, 5+ ♥

→ **3♠!** = **Relay!** Ask for the overall shape

→ **3NT** = **B(4.5)+**, 5♥ or 7♥, **SHAPE** (1st
step **SCOR** - **SCOR** answer)

→ **4♣** = **B(4.5)+**, 5♥ or 7♥, **COLOR** (2nd step
SCOR - **SCOR** answer)

→ **4♦** = **B(4.5)+**, 5♥ or 7♥, **RANK** (3rd step
SCOR - **SCOR** answer)

→ **4♥** = **B(4.5)+**, 6♥ or 8♥, **SHAPE** (4th step **SCOR - SCOR** answer)
 → **4♠** = **B(4.5)+**, 6♥ or 8♥, **COLOR** (5th step **SCOR - SCOR** answer)
 → **4NT** = **B(4.5)+**, 6♥ or 8♥, **RANK + Void or S+V** (6th step **SCOR - SCOR** answer)

From here starts the Extended SCOR bids

→ **5♣** = 162**4** (natural bid for the 2nd longest suit)
 → **5♦** = 16**4**2 (natural bid for the 2nd longest suit)
 → **5♥** = 163**3** (natural bid in the Basic suit for 3 by 3 side suits)
 → **5♠** = **3811** (natural bid for the suit which is outside the side suits !)
 → **5NT** = 36**22** → 6♥ + **RANK**, no S / V (special bid for the suit which is outside the side suits.

For any 6223 shape ALWAYS use 3NT bid)

→ **6♣** = **B(4.5)**, 1822 → 8♥ + **RANK**, no Void
 → **6♦** = **B5**, 1822 → 8♥ + **RANK**, no Void
 → **6♥** = **B(5.5)**, 1822 → 8♥ + **RANK**, no Void
 → **6♠** = **B6**, 1822 → 8♥ + **RANK**, no Void
 → **6NT** = **B(5.5)**, 1822 → 8♥ + **RANK**, no Void



force-point@force-point.com

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

→ **3NT!** → Ex Relay for the exact

shape

→ **4♣ = B(4.5)+**, 5152 →

5♠/5♦ bi-color

→ 4♦ = 525, unusual
 → 4♥ = 5350
 → 4♠ = 5053
 → 4NT = B(4.5 - 5), 6♦/5♠
 → 5♣ = 5♦/6♠
 → 5♦ = 6061 or 6160
 → 5♥ = 7♦/5♠
 → 5♠ = 7♠/5♦
 → 5NT = 6070
 → 6♣ = 7060, 10+ CP, 8- EQ
 → 6♦ = 5080, 10+ CP, 8- EQ
 → 6♥ = 8050, 10+ CP, 8- EQ
 → 6♠ = 8050, 10+ CP, 8- EQ

→ 3NT = B(4.5)+, 1255 → 5♦/5♣
 bi-color

→ 4♣ = 2155
 → 4♦ = 3055
 → 4♥ = 0355
 → 4♠ = B(4.5 - 5), 5♦/6♣
 → 4NT = 6♦/5♣
 → 5♣ = 0166 or 1066
 → 5♦ = 7♦/5♣
 → 5♥ = 7♣/5♦
 → 5♠ = 0067
 → 5NT = 0076, 10+ CP, 8- EQ
 → 6♣ = 0058, 10+ CP, 8- EQ
 → 6♦ = 0085, 10+ CP, 8- EQ

→ 3♣ = B(4.5)+, 5+♣/5+♥ / 5+♣/5+♠ bi-color

→ 3♦! = **Relay!** Ask for the overall / exact shape

→ 3♥ = B(4.5)+, 5+♥/5+♣ bi-color

→ 3♠! → Ask for the exact shape

→ **3NT** = **B(4.5)+**, 1525 →
 5+♥/5+♣ bi-color
 → 4♣ = 2515

→ 4♦ = 0535
 → 4♥ = 3505, unusual
 → 4♠ = B(4.5-5), 5♥/6♣
 → **4NT** = 6♥/5♣
 → 5♣ = 0616 or 1606
 → 5♦ = 7♣/5♥, unusual
 → 5♥ = 7♥/5♣
 → 5♠ = 0607

→ **5NT** = 0706, 10+ CP, 8- EQ
 → 6♣ = 0508, 10+ CP, 8- EQ
 → 4♦ = 0805, 10+ CP, 8- EQ
 → 4♥ = 0805, 10+ CP, 8- EQ

→ 3♠ = **B(4.5)+**, 5125 → 5♠\s/5♣ bi-color
 → **3NT** = 5215

→ 4♣ = 5305
 → 4♦ = 5035
 → 4♥ = **B(4.5 - 5)**, 5♠/6♣ bi-color
 → 4♠ = 5♣/6♠
 → **4NT** = 6016 or 6106
 → 5♣ = 7♣/5♠
 → 5♦ = 7♠/5♣
 → 5♥ = 6007
 → 5♠ = 7006
 → **5NT** = 8005, unusual, 10+ CP, 8- EQ
 → 6♣ = 5008, 10+ CP, 8- EQ

→ **3♦ = B(4.5)+**, 5521 → 5♠/5♥ bi-color
 → 3♥ = 5512
 → 3♠ = 5503
 → **3NT = 5530**
 → **4♣ = B(4.5 - 5)**, 5♠/6♥
 → 4♦ = 6♠/5♥
 → 4♥ = 6601 or 6610
 → 4♠ = 7♠/5♥
 → **4NT = 5♠/7♥**
 → 5♣ = 6700
 → 5♦ = 7600
 → 5♥ = 5800
 → 5♠ = 8500



♣ ♦ ♥ ♠

Deal 10

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

Contract: 6 S by East
N/S Tricks:
E/W Tricks:

B# = 3.5

EAST

15

Special Duty
IMPs Scoring

ForcePoint \$

N/S
E/W

Ver. 7.4.19

The same game with open hands

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

5

B# = 0

Contract: 6 S by East
N/S Tricks:
E/W Tricks:

B# = 3.5

EAST

15

Special Duty
IMPs Scoring

ForcePoint \$

N/S
E/W

Ver. 7.4.19



Board 20

NORTH

♠75432

♥Q4

♦K953

♣72

WEST

♠AQ

♥A7532

♦T872

♣Q9

EAST

♠K86

♥K

♦AQ64

♣AJT43

SOUTH

♠JT9

♥JT986

♦J

♣K865

Dealer East, All Vulnerable

EAST	SOUTH	WEST	NORTH
1♣	Pass	1♥!	Pass
2♣	Pass	2♦!	Pass
3♦	Pass	3♥!	Pass
4♣	Pass	4♦!	Pass
5♦	All Pass		

1♣ = B2+, 5+♣ or B(4.5))+, any (actually B3)

1♥! = B(0.5)+, Relay! Ask for the meaning of the Opening

2♣ = 1st step answer for 5♣ or 7♣ Basic suit +

SHAPE ♦ + ♠ side suits, excluding the Basic ♣ suit after bypassing 1♠ bid (for strong B(4.5)+, any shape) & 1NT bid (for strong, B(3.5 - 4), 18 - 19 HCP, balanced hand)

2♦! = B1+, **Relay!** Ask for the side suits,

$$\text{min PL} = B2 + B2 = 4$$

3♦ = 3145 exact shape; natural bid for 2nd longest

3♥! = **Relay!** Ask for the exact B#

4♣ = 3rd step answer for exact B# of 3

$\text{PL} = B3 + B2 + 0.5$ (for the “good” ♥ Singleton) – 0.5 (for missing 5 by 3 or better FIT) = 5.5 (and if you remember, the CPA with PL ≥ 5.5 is mandatory !)

NOTE: EAST showed 5 card Basic suit with B3

4♦! = CPA **Relay!** Ask for CP & EQ.

The 1st step CP answer will be for $4 * B\# = 4 * 3 = 12$ CP, 4 EQ

5♦ = 5th step answer for 20 CP (2A + 2K) along with zero EQ which is impossible bid because East has a Singleton !

This shows directly that East has a Singleton ♥ King and 1 more real Queen, in this case obviously in ♦ suit !

Thinking!

♦ $\text{PL} = B3 + B2 + 0.5$ (for ♥ King covered by Ace) = 5.5

NT $\text{PL} = B3 + B2 + 0.5$ (for ♥ King covered by Ace) - 0.5 (for missing 5 by 3 or better FIT) = 5, so no SLAM at all !

All Pass

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 $\heartsuit$ K along with 1 real Queen!

Obviously, the Queen can be only $\diamondsuit$ Q because of West's possessions.

There won't be any Slam because the 'good' Singleton $\heartsuit$ 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.

All Pass

In BBO the Bidding went:

$1\clubsuit$ p $1\heartsuit$ p $2\diamondsuit$ p $3\diamondsuit$ p $3\spadesuit$ p $4\diamondsuit$ p **4NT** p $5\heartsuit$ p $6\diamondsuit$
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:

The ♣ 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).

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, along with any 7330 or any 2218 shapes (but normally never ♣ or ♠ suits, which are neighboring suits to **NT**).

Let me explain 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)

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 to ask for the exact shape:

→ 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 for 1 by 1
→ 4♥ = 0526, unusual bid not in
conjunction with the ♦ short suit
→ 4♠ = 2506 → natural bid
→ 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 = ?

Summarizing the conjunction tricks (Jigs) that Fp frequently uses to save valuable Bidding space

Fp frequently uses that Jig (conjunction trick) to save Bidding space. The principle is both suits must be of '**every other**' kind (in SHAPE), including **NT bid by an exception** as if it is a suit), i.e., both suits must be every other, 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

To be able to use the system immediately 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 book.

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♣ 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 position and with no opponent 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 are 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 that is not specified (except like 'infinity').



Developing the bids after 1♣! Opening in 3rd or 4th position

- 1♦ = **B(-1 to -0.5)**, balanced / **B(-0.5)**, 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+♥

- $2\spadesuit = \mathbf{B(1.5)}$, $5\spadesuit$ or $7\spadesuit$, **SHAPE** suits / 7222
- $2\text{NT} = 5\spadesuit$ or $7\spadesuit$, **COLOR** side suits
- $3\clubsuit = 5\spadesuit$ or $7\spadesuit$, **RANK** side suits
- $3\diamond \sim 6\spadesuit$ or $6\clubsuit$, **SHAPE** side suits
- $3\heartsuit = 6\spadesuit$ or $8\spadesuit$, **COLOR** side suits
- $3\spadesuit = 6\spadesuit$ or $8\spadesuit$, **RANK** (waiting bid !)



Developing the bids after: (Pass) - Pass - Pass -
 $1\clubsuit!$ - Pass - $1\diamond$ - Pass - $1\heartsuit$, **B(3.5)+** →

- $1\spadesuit = \mathbf{B(-1)}$ or less, any shape, **VERY WEAK !**
- $1\text{NT} = \mathbf{B(-0.5 - 0)}$, balanced /. any 4441
- $2\clubsuit = \mathbf{B(-0.5)}$, $5+ \clubsuit$
- $2\diamond = \mathbf{B(-0.5)}$, $5+ \diamond$
- $2\heartsuit = \mathbf{B(-0.5)}$, $5+ \heartsuit$
- $2\spadesuit = \mathbf{B(-0.5)}$, $5+ \spadesuit$
- $2\text{NT} = \mathbf{B(0)}$, $5+\diamond/5+$ any bi-color
- $3\clubsuit = \mathbf{B(0)}$, $5\clubsuit/5+\heartsuit$ / $5+\clubsuit/5+\spadesuit$ bi-color
- $3\diamond = \mathbf{B(0)}$, 5521 → $6\spadesuit/5\heartsuit$ bi-color
- $3\heartsuit = 5512$
- $3\spadesuit = 5503$
- $3\text{NT} = 5530$
- $4\clubsuit = 5\spadesuit/6\heartsuit$
- $4\diamond = 6\spadesuit/5\heartsuit$
- $4\heartsuit = 6601$ or 6610

Developing the bids after:

(Pass) - Pass - Pass - 1♣! - Pass - 1♥ - Pass
- 1♠! → B2+ →

→ 1NT = B(0 - 0.5), any balance / B(0.5),
any 4441

→ 2♣ = B(0.5), 5+ ♣ → **Relay!** 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** →
Relay! Ask for the CPA

→ 3♥ = 5512

→ 3♠ = 5503

→ 3NT = 5530

→ 4♣ = 5♠/6♥

→ 4♦ = 6♠/5♥

→ 4♥ = 6601 or 6610

→ 4♠ = 7♠/5♥

→ 4NT = 5♠/♥

→ 5♣ = 6700

→ 5♦ = 7600

→ 5♥ = 5800

→ 5♠ = 8500

**Developing the bids after: (Pass) - Pass – Pass - 1♣!
- Pass - 1♠ - Pass - 1NT! →**

- 2♣ = **B1**, 5+ ♣ → 2♦ = **Relay!** Ask for the side suits / exact shape →
- 2♦ = **B1**, 5+ ♦ → 2♥ = **Relay!** will ask for the side suits / exact shape
- 2♥ = **B1**, 5+ ♥ → 2♠ = **Relay** will ask for the side suits exact shape
- 2♠ = **B1**, 5+ ♠ → 2NT = **Relay** will ask for the side suits / exact shape
- 2NT = **B(1 - 1.5)**, 5+♦/5+ any bi-color → 3♣ = **Relay** will ask for the exact shape
- 3♣ = **B(1 - 1.5)**, 5+♣/5+♥/ 5+♣/5+♠ bi-color → 3♦ = **Relay** will ask for the exact shape
- 3♦ = **B(1 - 1.5)**, 5521 → 5♦/5♥ bi-color → 3♥ = **Relay** will ask for the exact shape
- 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



Developing the bids after:

(Pass) - Pass - Pass - 1♣! - 1NT - 2♣! (B2+, 12+ HCP, 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 !

→ 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!)



Developing the bids after:

(Pass) - Pass - Pass - 1♣! - Pass - 2♣ -
Pass - 2♦! → B2+

→ 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 → Relay!

The 1st step answer is for Void / S+V

→ 3♦ = B(1.5), 6♣ or 8♣, COLOR → Relay!

The 1st step answer is for Void / S+V

→ 3♥ = B(1.5), 6♣ or 8♣, RANK (waiting bid)

The 1st step answer is for Void / S+V



Developing the bids after: (Pass) -Pass - Pass -
1♣! - Pass - 2♦ Pass - 2♥!

→ 2♠ = B(1.5), 5♦ or 7♦, SHAPE / 2272 →
2NT = Relay! Ask for the side suits / shape

→ 2NT = B(1.5), 5♦ or 7♦, COLOR → 3♣ =
Relay! Ask for the side suits / exact shape

→ 3♣ = B(1.5), 5♦ or 7♦, RANK → 3♦ =
Relay! Ask for the side suits / exact shape

→ 3♦ = B(1.5), 6♦ or 8♦, SHAPE → 3♥ =
Relay! The 1st step answer is for Void / S+V

→ 3♥ = B(1.5), 6♦ or 8♦, COLOR → 3♠ =
Relay! The 1st step answer is for Void / S+V

→ 3♠ = B(1.5), 6♦ or 8♦, RANK (waiting bid !)



Developing the bids after: (Pass) - Pass - Pass - 1♣!
- Pass - 2♥ - Pass - 2♠! →

→ 2NT = B(1.5), 5♥ or 7♥, SHAPE / 2722

→ 3♣ = Relay! Ask for the side suits / shape

→ 3♣ = B(1.5), 5♥ or 7♥, COLOR → 3♦ =
Relay! Ask for the side suits / exact shape

→ 3♦ = B(1.5), 5♥ or 7♥, RANK → 3♥ =
Relay! Ask for the side suits / exact shape

→ 3♥ = B(1.5), 6♥ or 8♥, SHAPE → 3♠ = Relay!
The 1st step answer is for Void / S+V

→ 3♠ = B(1.5), 6♥ or 8♥, COLOR → Relay!
The 1st step answer is for Void / S+V

→ 3NT = B(1.5), 6♥ or 8♥, RANK (waiting bid)



Developing the bids after: (Pass) - Pass - Pass - 1♣!

→ 2 spades

Attention: Direct Answers by SCOR - SCOR only
for ♠ suit !

→ 2♠ = B(1.5), 5♠ or 7♠, SHAPE / 7222 →
Relay! Ask for the side suits / shape

→ 2NT = B(1.5), 5♠ or 7♠, COLOR → Relay!
Ask for the side suits / exact shape

→ 3♣ = B(1.5), 5♠ or 7♠, RANK → Relay!
Ask for the side suits / exact shape

→ 3♦ = B(1.5), 6♠ or 8♠, SHAPE → Relay!
Ask for the side suits / exact shape

→ 3♥ = B(1.5), 6♠ or 8♠, COLOR → Relay!

Ask for the exact shape

→ 3♠ = B(1.5), 6♠ or 8♠, RANK + Void or

S+V → Relay! 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

An Example for Extended SCOR Bidding:

1♦ - DBL - RDBL - 1♥ - 1♠ - 2♥ - Pass - 2♠ -

Pass - 4NT - Pass - 5♥ - All Pass

1♦ = Opponent's Opening

DBL = B2+, any bal / B(3.5)+ any 5-7 card suit

RDBL = Opponent's bid

1♥ = Relay! Ask for the B# and 5+ card suit

From that point, the Opponents Pass Throughout

2♥ = B(3.5), 5+♥

2♠ = Relay! Ask for the overall shape

4NT = 3622, 6♥ + RANK, no S / V

The Extended SCOR Jump bid over the 6th step answer showing the exact shape

5♥ = Signoff. The PL = 3.5 + 2 = 5.5 with expected CP in both hands ≥ 28

All Pass

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.

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♥

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♦

♠ ♥ ♦ ♣

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 entry-level bridge players who want to outperform 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 obtain the Force Point Bridge Bidding System (no installation needed) & the “Slam after Slam with Force Point” e-Book for a pair or for a Team of 4, 6 or 8 players go to:

<http://force-point.com>

the official Internet site and pay \$26.10 (tax included) through PayPal

You will receive eBooks, the Sysnotes computer programs - the digital version of the Fp bridge bidding system along with licenses for the right to use the system in International Tournaments for every player.

You will also receive a link to Google Drive to install the Demo Counting computer program & to be able to update all of the Fp files anytime (the programs, the ‘Slam after Slam with Force Point’ e-Book & most importantly, the Sysnotes data file '1NT over 1.snf' .



Board 21. 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	3NT
All Pass			

1♣ = B2+, 5+ ♣ or B(4.5)+, any shape

1♥! = B(0.5)+, **Relay!** Ask for the overall shape

2♣ = 1st step answer by **SCOR - SCOR**, B(2 – 4),
5+♣ + **SHAPE** side suits

NOTE: First 2 step answers (1♠ & 1NT) are reserved for **strong 1♣ Opening B(4.5)+, any shape & strong NT, B(3.5 – 4), balanced** respectively. After them, start the answers by **SCOR - SCOR with ♣ Basic suit !**

2♦! = **Relay!** 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

Thinking!

PL = B(3.5) + B2 + 0.5 (for 9 ♣ Trumps) – 1
(for ♦ K opposite a Singleton) = **5 for 100% 3NT !**

3NT = Final Contract

5♣ = Signoff

All Pass



HOW TO CALCULATE THE TOTAL CONTROLS (CP) IN THE PARTNER'S HAND

Remembering all of the 1st steps answers for CP with different distributions are based on the BaseNumber you show and the number of cards in the longest suit you hold or the kind of bi-color by using the Formula:

1st step answer for CP = 4*B# - K, where
'K' is a coefficient depending of the distributions.

K = 0 for up to 6 cards or 5/5 bi-color

K = 2 for 7 cards or 6/5 bi-color

K = 4 for 8 cards or 6/6 or 7/5 bi-color

K = 6 for 9 cards or 7/6 or 8/5 bi-color

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 connection between the **B#**, the **CP** and the **EQ**.

Board 22

		NORTH			
		♠J73			
		♥KT96			
		♦J2			
		♣Q9			
WEST				EAST	
♠ 985				♠AQ4	
♥ 852				♥AJ7	
♦AQ987				♦KT653	
♣AJ				♣K3	
		SOUTH			
		♠KT62			
		♥Q43			
		♦4			
		♣T8752			

West Dealer. EW Vulnerable. NS Pass
Throughout

WEST	NORTH	EAST	SOUTH
Pass	Pass	1♣!	Pass
2♦	Pass	2♥!	Pass
3♣	Pass	3♦!	Pass
3NT	Pass	Pass	Pass

Pass = Not enough strength to open

NOTE: The game cannot be missed because if the partner has min **B1**, he will open 1♣ in the 3rd / 4th seat.

1♣! = **B2+**, **Initial Forcing**, any in 3rd or 4th seat

2♦ = **exactly B(1.5)**, 5+ ♦

2♥! = **Relay!** Ask for the side suits

3♣ = 3rd step answer for **RANK** side suits

3♦! = 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



Where are the West's Controls ?

Board 23

Contract: 7 S by East
 N/S Tricks:
 E/W Tricks:
 B# = 4.5
 The contract is 7 S by East

For the PDF diagrams' pictures only:
 Click the right mouse button, then choose "Image
 Preview" (+) to expand the diagram.

Board 24

	NORTH	
	♠AQJT73	
	♥87	
	♦865	
	♣98	
WEST		EAST
♠		♠54
♥A2		♥KT9543
♦AQT3		♦K972
♣AKQT754		♣3
	SOUTH	
	♠K9862	
	♥QJ6	
	♦J4	
	♣J62	

West Dealer. EW Vulnerable Only EW play **Fp**

SOUTH	WEST	NORTH	EAST
	1♣	2♠	3♥
4♠	DBL!	Pass	5♥
Pass	5♠!	Pass	6♦
Pass	7♦	All Pass	

1♣! = **B2+**, artificial multi-bid with infinite strength, may be natural with 5+ ♣ (actual B# = 5.5)

2♠ = North's weak **Jump** with 6♠ has **B(0)** or **B(0.5)** (7-8 HCP) statistically.

3♥ = **B(0.5) with an Ace or 2 kings** (mandatory by the Fp system requirements), 6♥ or 8♥, **SHAPE**

NOTE: By Fp Requirements, East needs B#
>= 1 for the right to use DBL = Relay on any 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 tries to play 4 with max PL = 0 + 0.5 + 1 (for 10
Trumps) = 1.5 for 2 - 3 down, non-Vulnerable.

DBL! = Relay! The 1st step answer **MUST** be for a
Void or a S+V (the DBL obviously is not for penalty
after both opponents bid the same suit).

From that point, NS Pass throughout

5♦ = 2641 exact shape (natural bid for the 2nd
longest suit).

Thinking !

NOTE: Statistically, East has 2 Kings + 1 EQ
(in the Singleton ♣ suit, so no real Queen). The
King are in ♥ & ♦ suits (King ♠ is statistically
discarded).

The ♦ PL = B(0.5) + B(5.5) + 1 (for 3 TOP
Honors in ♣ suit) + 1 (upgrading for the Void in the
Opponents' ♠ suit) = 8 for statistically 100%
GRAND SLAM (usually for a Void Fp adds 6 CP,
but in the cases of Opponents' Super FIT, Fp adds
10 CP for the missing AK (in the Void in the
Opponents' suit), in this case, for ♠ Void suit).

**The CP = 8 + 22 + 10 (pseudo in ♠ suit) 40 for
statistically 100% GRAND SLAM**

7♦ = Final Contract

All Pass

East's CP = 8, West's CP = 22 + 10 = 32
so the **Total CP in both hands = 40** for



1 NT weak OPENING → B(2 - 3), BALANCED

(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 an announcement with
B(2 - 3), 13 - 16 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 by the other player.

Fp uses a clever trick to distinguish the strength of the balanced hands.

- With **strong 1NT** (after 1♣ Opening – 1♥ **(Relay!)** → 1NT = B(3.5 – 4) or

- **Direct 1NT weak** Opening → B(2 – 3)



Let's clarify the 1NT bid

1. After showing a strong 1NT → B(3.5 – 4) the minimum is exactly **B(3.5) strength, 18 HCP**, followed by **B4 strength, 19 - 20 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 **the max of B4 strength**, but if you bid below or over it, you will show the low strength of **B(3.5)**. So, by using **2NT** bid, you show the maximum of the **middle 1NT** Opening.

Bidding **2NT** immediately after 2♣ (**Modified Stayman**) shows a **high range of B4 strength** with 4 card ♠ suit, but bidding 2♠ after 2♣ (**Modified Stayman**) shows **low range B(3.5) strength** with 4 card ♠ suit also !

On a new **Relay**, show your other 4 card suit or if you are any 3334, repeat your 4 card suit.

2. After a **weak 1NT** → **B(2 – 3)** Opening, the low range is with **B(2 – 2.5) strength, 13 - 15 HCP** and the maximum of **weak 1NT** Opening is with **B3 strength, 16 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.

After **2♦** or **2♥** bids, on a new **Relay**, if you use **2NT** bid, you will show the maximum of **B3 strength**, but if you bid below or over it, you will show the low range of **B(2 - 2.5) strength**. So, by using **2NT** bid, you show **B3**, the maximum of the **1NT weak** Opening.

Bidding **2♠** after **2♣ (Modified Stayman)** shows the low range of **B(2 - 2.5) Opening** with 4 card **♠** suit, but bidding **2NT** immediately after **2♣ (Modified Stayman)** shows the maximum of **B3 Opening**, also with 4 card **♠** suit !

On a new **Relay** show your other 4 card suit or if you have any 3334, repeat your 4 card suit.



Developing the bids after 1NT Opening

*** 1NT → B(2 - 3), 13 - 17 HCP**

→ **Pass** = a balanced hand, max B# = 0, (max 6 HCP), no 6+ card suit

→ **2♣ Relay! Modified Stayman**, B1+, 10+ HCP or a hand with B(0)+, 7+ HCP, containing 4+/4+ in Majors or any bi-color, ask for 4 card Major suit, **RF!**

- 2♦ = B(0.5), transfer to 5♥ or 5♠, 9 HCP
- 2♥ = B(0.5), 6♥, 9 HCP
- 2♠ = B(0.5), 6♠, 9 HCP
- 2NT = B(0.5), balanced, 9 HCP
- 3♣ = B(0.5), 6+ ♣ + 2 TOP Honors + Singleton
- 3♦ = B(0.5), 6+ ♦, + 2 TOP Honors + Singleton
- 3♥ = B(0.5), 6 + ♥ + 2 TOP Honors + Singleton
- 3♠ = B(0.5), 6+ ♠ + 2 TOP Honors + Singleton



Developing the bids after 1NT → 2♣ → (Modified Stayman)

- 2♦ → B(2 - 2.5), **xx44**, **3343** or **3334** shapes, denies 4 card Major suit, 13-15 HCP
- 2♥ → B(2 - 2.5), 4♥, can have 4♣ or 4♦, but denies 4♠, 13-15 HCP
- 2♠ → B2, 4♠, can have 4♣ or 4♦ or 4♥, showing the low-range opening (12-13 HCP)
- 2NT → B(2.5), high range opening with 4♠, can have 4♣ or 4♦, but denies 4♥ (14-15 HCP)
- 3♣ → B(2.5), higher-range opening with 4/4 in Majors and **4423** exact shape (14-15 HCP)
- 3♦ → B(2.5), higher-range opening with 4/4 in Majors and **4432** exact shape (14-15 HCP)



Developing the bids after: 1NT - 2♣! (Modified

Stayman) - 2♦ - 2♥! (RF!) →

→ 2♠ = B(2 - 2.5), 3244 exact shape with low
Opening (showing 3 card ♠ suit (because after 2♣
the opener denied 4 card Major suit), 13 - 15 HCP

→ 2NT = B3, xx44, 3334 or 3343 distributions
with high Opening only, 14-15 HCP

→ 3♣! **Relay!** Ask for the exact
distribution

→ 3♦ = B3, 3343 → absolute balance
with 4 card ♦ suit

→ 3♥ = B3, 2344 → partial balance with
3 card Major ♥ suit

→ 3♠ = B3, 3244 → partial balance with
3 card Major ♥ suit

→ 3NT = B3, 3334 → **absolute balance**
with 4 card ♣ suit

→ 3♣ = B(2 - 2.5), 3334 exact shape with low high
Opening, 12-13 HCP

→ 3♦ = B(2 - 2.5), 3343 exact shape with low
Opening, 12-13 HCP

→ 3♥ = B(2 - 2.5), 2344 exact shape with low
Opening, 12-13 HCP

After clarifying exact distribution and hand
strength, the **CPA Relay** may follow, asking for the
exact number of CP (Control Points) along with EQ.

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 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).



Board 25

	NORTH	
	♠AKQJ	
	♥KQ98	
	♦K5	
	♣T52	
WEST		EAST
♠T52		♠9643
♥AJ76		♥542
♦QJ98		♦T74
♣87		♣J93
	SOUTH	
	♠87	
	♥T3	
	♦A632	
	♣AKQ64	

NS vulnerable, Opponents Pass Throughout

WEST	NORTH	EAST	SOUTH
Pass	1♣	Pass	1♥!
Pass	1NT	Pass	2♣!
Pass	2♠	Pass	2NT!
Pass	3♥	Pass	3♠!
Pass	4♦	Pass	4NT!
Pass	5♣	Pass	5♦!
Pass	5NT	Pass	6NT
Pass	Pass	Pass	

♣ = B2+, 5+♣ / B(3.5 - 4), balanced /
B(4.5)+, any 5+ **suit** or exactly 5/5 bi-color
1♥! = B(0.5)+ (RF!), 2+♣ / B(1.5)+, **any** shape
1NT = B(3.5 - 4), strong NT, 19 HCP, balanced

2♣! = B1+, Relay! Stayman Modification

2♠ = B(3.5), 4♠, 4♠ + (4♣ / 4♦ / 4♥)

2NT = Relay! Ask for the other 4 card suit / shape

3♥ = B(3.5), 4423 exact shape, ♥ for 3♣ (Fp Jig)

3♠! = CPA Relay!

NOTE: North showed up to 6 card suit & B(3.5)

The 1st step answer for $CP = 4 * B\# = 4 * 3.5 = 14$ CP along with 4 EQ.

The 2nd step answer for $CP = 4 * 3.5 + 2 = 16$ CP along with 3 EQ.

The 3rd step answer for $CP = 4 * 3.5 + 4 = 18$ CP along with 2 EQ. In this case of a balanced hand, this is the partner's possessions!

The 4th step answer for $CP = 4 * 3.5 + 6 = 20$ CP along with 1 EQ.

The 5th step answer for $CP = 4 * 3.5 + 8 = 22$ CP along with no EQ.

4NT! = Relay! Ask for the Queens' suit by SCOR

5♥ = 3rd step answer for 2 RANK Queens

5♠! = Relay! Ask for the omitted King' suit

6♣ = ♣ King

4♦ = 3rd step answer for exactly 18 CP (A + 3 K or 3A) along with 2 Queens

Thinking !

♣ PL = NT PL = B(3.5) + B(2.5) = 6

NOTE: Suit Slams with PL = 6 are 50% finesse Slams. NT Slams with PL = 5.5 are 50%, but with PL = 6 they are 100% !

CP = 18 + 16 = 34 for 100% Small SLAM

6NT = Sign Off

Using 2NT bid - The most important thing to remember after the sequences:

1NT - 2♣! (Modified Stayman!) - 2♦ - 2♥! -
2NT = B3, xx44, 3334, 3343, 15-17 HCP → max

1NT - 2♣! (Stayman!) - 2♥ - 2♠! - 2NT = B3,
4♥, 4♥ + 4♦/4♣, 15-17 HCP → max

1NT - 2♣! (Stayman!) - 2NT = B3, 4♠, 4♠ +
(4♣/4♦), no 4♥ → max

1NT - 2♣! (Stayman!) - 3♣ = B3, 4423 → max

1NT - 2♣! (Stayman!) - 3♦ = B3, 4432 → max

In all other cases when the Opener bid over
2NT after the **GF Relay** or uses the sequence:

1NT - 2♣! (Stayman!) - 2♠ → that bid
automatically shows low Opening with B2 only, 4♠,
4♠ + (4♣/4♦/4♥)



[illegible]

Force Point

File Setup Action GB Help

Deal #: 12

Dealer: E

Vul: All

Restart Bid

Restart Play

Next Game

B# = 2.5

WEST

A 9 3

A 9 4 3

A J 8 5

9 8

13

Total Points Scoring

2220

2220

N/S

E/W

19

19

3

NORTH

B# = -2

8 7 6 4

2 J 10 9 7 5 4 2

2

Contract: 7 N by West

N/S Tricks:

E/W Tricks: 13

Auto Play

B# = 4.5

EAST

K

K Q 8 6 5

Q 5 2

A K Q J

A 5

20

Special Duty IMPs Scoring

13

13

N/S

E/W

13

13

Force Point \$

13

7

SOUTH

B# = -0.5

Q J 10 5

7 2

K 10 6 4

10 6 3

5

13

Lucky Chance IMPs Scoring

2220

2220

N/S

E/W

19

19

20

Special Duty IMPs Scoring

13

13

N/S

E/W

13

13

Force Point \$

13

End of Game

E/W Made

The Contract

Next Game

Reglay Game

Restart Bidding

Last Trick

9

2

Q

6

10



Board 27

WEST

♠9
 ♥Q92
 ♦T543
 ♣KQ642

EAST

♠AJ8
 ♥J754
 ♦AK8
 ♣AJ5

Dealer West, NS Vulnerable

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

Pass - Pass - 1♣! = **B2+**, any shape in 3rd or 4th seat
(actual East's B# = 3.5)

Opponents Pass Througout

1♥ = **B(0 - 0.5)**, balanced / **B(0.5)**, unbalanced or any
4441

1♠! = **Relay!** Ask for the overall shape

2♣ = 5+ card ♣ suit

2♦! = **Relay!** Ask for the side suits / exact
shape

2♠ = 2nd step answer for **COLOR** side suits

2NT! = **Relay!** Ask for the exact shape

3♦ = 1345 exact shape

PL = B(0.5) + B(3.5) + 4 with 5 by 3 FIT

3NT = Signoff

In the cases when your partner has
B(0) or B(0.5) and you decide to ask for CP

**REMEMBER:With B(0) or with B(0.5) the
1st step CP answer = 4 CP by Fp Requirements !**

Do not use any Formulas !

The 1st step answer must be for **4 CP** (1 King)
+ 2 EQ (2 Queens / a Queen + a Singleton / a Void.

The free bids you make on 1st Level must be
with B(0), on 2nd Level with B(0 - 0.5).on 3rd
Level they must be with B(0.5), the max for a free
bid & on that Level you must hold 1 Ace or 2 Kings.

Also, pay attention that that **Fp never scans the
Singleton Queens !**

For **Fp** a Singleton Queen is like any other
Singleton except a Singleton Ace !

To start playing **Fp immediately on Internet**
download for FREE the entire **Force Point Bridge**
System folder (no installation required), unzip it &
paste it anywhere (Windows), even on a flash drive,
then run the main executable file Sysnotes.exe !



NO TRUMP CONTRACTS – THE MOST PROFITABLE

Fp doesn't use classical HCP except when attempting to play **NT** contracts. Use the chart below to find how the **B#s** correspond to HCP with a 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 the 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 to
HCP:	7	10	13	16	19	22	25

B#:	0.5	1.5	2.5	3.5	4.5	5.5	6.5	to
HCP:	9	12	15	18	21	24	27	

The Formula: when you know the odd x.5

B#:

$$\text{HCP} = 3 * (\text{B\#} - 1.5) + 12$$

Just remember that B1 corresponds to 10 HCP, and B(1.5) corresponds 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 HCP = upper whole B# - 1

B#s which are 0.5 more than the whole B#s have HCP = 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.

Board 28

Force Point

File Setup Action GB Help

Deal #: 2

Dealer: W

Vul: EW

Restart Bid

Restart Play

Next Game

B# = 4

8 NORTH B# = 0.5

Contract: 7 N by West

N/S Tricks:

E/W Tricks: 13

Auto Play

B# = 1.5

WEST

EAST

Last Trick

End of Game

E/W Made The Contract

Next Game

Replay Game

Restart Bidding

18

2 SOUTH B# = -1.5

12

Total Points Scoring

Lucky Chance IMPs Scoring

Special Duty IMPs Scoring

ForcePoint \$

N/S

17 17

E/W

19 19

17 17

17

Ver. 7.4.21

Board 29

Force Point

File Setup Action GB Help

Deal #: 2

Dealer: W

Vul: None

Restart Bid

Restart Play

Next Game

B# = 4

6 NORTH B# = -0.5

Contract: 7 C by West

N/S Tricks:

E/W Tricks: 13

Auto Play

B# = 2

WEST

EAST

Last Trick

End of Game

E/W Made The Contract

Next Game

Replay Game

Restart Bidding

19

4 SOUTH B# = -1

11

Total Points Scoring

Lucky Chance IMPs Scoring

Special Duty IMPs Scoring

ForcePoint \$

N/S

12 12

E/W

15 15

12 12

12

Ver. 7.4.21



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 it 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 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.

1 NT Opening based on HCP & (DAB)

First opener's response	Second respondent's question	Second opener's response
1NT - 2♣! → 2♦ with 13-15 HCP By Fp: B(2 to 2.5)	→ 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♣
1NT- 2♣ → 2♥ bid check the right chart on the next page. Other suit bid over 2♥ are Signoff; 2NT is invitational.		

1NT - 2♣ → 2♥ = 4♥, no 4♠ with 16-17 HCP By Fp: B# = 3	→ 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♥! DAB → → 3♥ → Signoff → 3♠ → Signoff	→ 3♥ = 4423 → ♥ for 3♣ → 3♠ = 4432 → ♠ for 3♦ → 3♠ = 3244 → 3NT = 2344

With the Force Point Counting, a player may use the chart created by Mr. Alexcander 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 double 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.

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 they can be and will play 3NT with 24 HCP in both hands only if the Fp Requirements are fulfilled.

With the casual system, a SLAM is a hope; with Fp it is sure because all is checked. Look at the chart at the top of the chapter again, remembering that 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

B3 only! Any other bid shows the minimum opening strength of B(2 - 2.5).

If the Opener bids 2♠ immediately after 2♣ your partner has a minimum opening strength of B(2 - 2.5), 4♠ and may have any other 4 card suit.

If the Opener bids 2NT immediately after 2♣ your partner has a maximum opening strength of B3 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 B3 along with the exact shape of 4423 or 4432 respectively!



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 **B3 only!** Any other bid shows the low range Opening strength of B(2 - 2.5).

If the Opener bids 2♠ immediately after 2♣ your partner has a minimum opening strength of **B(2 - 2.5) along with 4♠** and may have any other 4 card suit.

If the Opener bids 2NT immediately after 2♣ your partner has a maximum opening strength of **B3** 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 B3 along with the exact shape of 4423 or 4432 respectively!

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 number and 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, due to the strong conjunction between the strength of the hand, its shape and Controls (CP).

The system will also allow you to discover a Singleton King in your partner's possession without asking for it !

It will provide you with a "Penalty Rule of 13" allowing you to decide whether 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.

Board 30

Force Point
File Setup Action GIB Help

Deal #: 51
Dealer: N
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 1.5

WEST

A Q 8 6 4
9 2
A J 7 5
J 10

12

Total Points
Scoring

N/S
1680 1680 E/W 17 17

Ver: 2.4.21

NORTH

Contract: 6 H by East
N/S Tricks:
EW Tricks:

B# = 3.5

EAST

J 3 2
A K Q J 8 7 3
10 2
A

15

Special Duty
IMPs Scoring

N/S
14 14 E/W 14

ForcePoint
\$

	S	W	N	E
P	1 ♠	P	1 ♥	
P	2 ♠	P	2 ♥	
P	2 ♠	P	3 ♠	
P	4 ♠	P	4 N	
P	5 ♠	P	5 ♥	
P	5 ♠	P	6 ♥	

Auto Play

Last Trick

SOUTH

6 C
10 9

6

Lucky Chance
IMPs Scoring

N/S
1680 1680 E/W 17 17

The same board with open hands

Force Point
File Setup Action GIB Help

Deal #: 51
Dealer: N
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 1.5

WEST

A Q 8 6 4
9 2
A J 7 5
J 10

12

Total Points
Scoring

N/S
1680 1680 E/W 17 17

Ver: 2.4.21

NORTH

7

B# = 0.5

7 10 6 4 K Q 4 3 0 9 6 3 2

Contract: 6 H by East
N/S Tricks: 1
EW Tricks: 12

B# = 3.5

EAST

J 3 2
A K Q J 8 7 3
10 2
A

15

Special Duty
IMPs Scoring

N/S
14 14 E/W 14

ForcePoint
\$

	S	W	N	E
P	1 ♠	P	1 ♥	
P	2 ♠	P	2 ♥	
P	2 ♠	P	3 ♠	
P	4 ♠	P	4 N	
P	5 ♠	P	5 ♥	
P	5 ♠	P	6 ♥	

Auto Play

Last Trick

SOUTH

6

B# = 0

K 10 9 5 5 9 8 6 K 8 7 5 4

End of Game
EW Made The Contract

Next Game
Replay Game
Restart Bidding

Board 31

NORTH

♠K7
♥AQ83
♦AT5
♣KQJT

WEST

♠JT843
♥J7654
♦9
♣82

EAST

♠AQ92
♥9
♦Q8642
♣764

SOUTH

♠65
♥KT2
♦KJ73
♣A953

E-W vulnerable, Opponents Pass throughout

NORTH	EAST	SOUTH	WEST
1♣	Pass	1♥!	Pass
1NT	Pass	2♣!	Pass
2♥	Pass	2♠!	Pass
2NT	Pass	3♣!	Pass
3NT	Pass	4♣!	Pass
4♠	Pass	4NT!	Pass
5♦	Pass	5♥!	Pass
5♠	Pass	6NT	All Pass

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)+, Relay! 2+ ♣ or B(1.5)+, any shape except a bi-color

1NT = B(3.5 - 4), strong, 18 – 20 HCP, balanced hand

2♣! = B1+, 9+ HCP, Stayman Modification !

2♥ = B(3.5 – 4), 4♥, 4♥ + 4♣/ 4♦, no 4♠

2♠! = Relay! Ask for other 4 card suit

2NT = B4, stronger. Postponing the answer for other 4 card suit (may have 4 card Minor suit, but no 4 card ♠ suit)

3♣! = Relay! Ask again for 4 card Minor suit

3NT = 4 card ♣ suit, 2434 exact shape

Thinking !

NT PL = 4 + 1.5 + 0.25* (for 3 TOP Honors in 4by 3 ♥ suit) – 0.75 (for 3 MIRROR suits) = 5 for no SLAM at all !

All Pass

BBO Bidding: 2NT p 3♣ p 3♦ p 4NT All Pass.



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♣ Relay!** What will you answer?

Your King's omit suit is ♣, 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 **any Kings**, and your partner asks you to show their colors with **5♦ Relay!** What will you answer?

Your Queen's omit suit is ♥, so use **5♥** bid to show you do not have $Q\heartsuit$

You have $A\spadesuit + K\heartsuit$ and your partner asks you to show their colors with **5♣ 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 wheret hey are in more than 95% of the cases, so do not worry about it). **Bid 5♠ = 3rd step answer.**

You have 4 Queens your partner asks you to show their colors with **5♣ Relay**. Whatyou answer?

Use 4th step of scor - SCOR to show that you have 4 Queens. Bid 5NT

You have 2 Kings (K♠ + K♥) + 2 Queens (Q♣ + Q♦) and your partner asks you to show their colors with 5♣ Relay. What do you answer?

Your Kings are RANK which means you can show simultaneously all of your Kings + 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 is your answer?

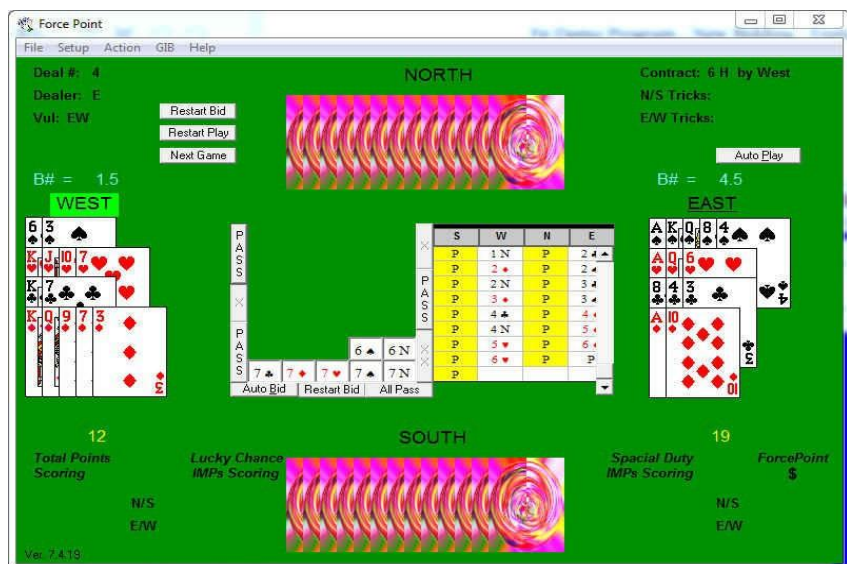
Use 4th step of SCOR - SCOR to show that you have 4 Kings. Bid 6♣



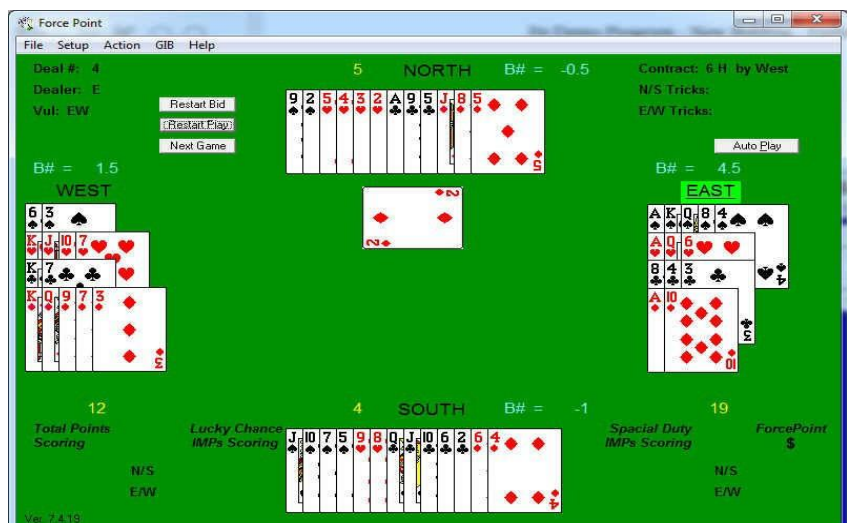
Are you going to switch your bridge system or you are too lazy for learning the new things despite the obvious improvements ?



Board 32



The same board with open hands



FOR STRONG NT (B3.5 - 4) OPEN 1♣

If a Relay appears, bid in NT

**1♣ → (Pass or Overcall) → 1♥ or DBL
(respectively) → (Pass or Overcall) → 1NT (or 2NT or 3NT respectively)**

1♣ - Pass - 1♥ - Pass - 1NT = (B(3.5 - 4), strong, 18 - 19 CP, balanced, no 5+ cards, no S / V)

After 2♣ the bid of 2♠ by your partner will show exactly B(3.5) strength along with 4 card ♠ suit!

After 2♣ the bid of 2NT will show a higher opening range of B4 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.

For example: After a strong 2NT Opening with B(4.5)+ strength and 3♣ Relay, you may reserve 3♠ answer for exactly B(4.5) and the immediate or later 3NT with B5+ (as it is in Fp) or use 3♠ bid with B(4.5 – 5) strength and an immediate or later 3NT bid with B(5.5)+ strength.

2 NT OPENING → B(4.5)+, BALANCED, VERY STRONG, 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♠

2NT - 3♥ → B (-), 0-4 HCP, 6♥, may have 4♠

2NT - 3♠ → B (-), 0-4 HCP, 6♠, may have 4♥

2NT - 3NT → B (-), 0-4 HCP, 5+ ♣ or 5+ ♦

2NT - 4♣ → B (-), 0-4 HCP, 6+ ♥ + 4♠

2NT - 4♦ → B (-), 0-4 HCP, 6+ ♠ + 4♥

2NT - 4♥ → B (-), 0-4 HCP, 6+ ♥, no 4♠

2NT - 4♠ → B (-), 0-4 HCP, 6+ ♠, no 4♥

2NT - 3♣! → RF Relay! →

→ 3♦ = B(4.5)+, xx44, 3334 or 3343

→ 3♥ = B(4.5)+, 4♥, 4♥ + (4♣/4♦), no 4♠,

→ 3♠ = B(4.5), 4♠, 4♠ + (4♣ / 4♦ / 4♥)

→ 3NT → B5+, 4♠, 4♠ + (4♣ / 4♦), no 4♥,

24+ HCP

→ 4♣ = B5+, 4423, 24+ HCP

→ 4♦ = B5+, 4432, 24+ HCP

→ 4♥ = B(5.5)+, 4432, 26+ HCP

→ 4♠ = B6, 4432, 27+ HCP

→ 4NT = B(6.5)+, 4432, 29+ HCP

→ 5♣ = B7, 4432, 30+ HCP

→ 5♦ = B(7.5)+, 4432, 32+ HCP

and so on ...



Developing the bids after opening 2NT - 3♣! →

- 3♦ = **B(4.5)+**, 21+ HCP, xx44, 3334 or 3343 distributions
- 3♥ = **B(4.5)+**, 21+ HCP, 4♥, no 4♠, can have 4 cards in Minor suit
- 3♠ = **exactly B(4.5)+**, 21 HCP, 4♠, may have another 4 card suit
- 3NT = **B5+**, 22+ HCP, 4♠, no 4♥, 4 Minor cards
- 4♣ = **B5+**, 4423, 22+ HCP
- 4♦ = **B5+**, 4432, 22+ HCP
- 4♥ = **B(5.5)**, 4432 (the same shape), 24 HCP
- 4♠ = **B6**, 4432 (the same shape), 25 HCP
- 4NT = **B(6.5)**, 4432 (the same shape), 27 HCP



Developing the bids after 2NT - 3♣! - 3♦ - 3♥! (GF Relay)

- 3♠ = **exactly B(4.5)**, 3244, 21 HCP
- 3NT = **B5+**, xx44, 3334 or 3343 shapes, 22+ HCP
- 4♣ = **exactly B(4.5)**, 3334, 21 HCP
- 4♦ = **exactly B(4.5)**, 3343, 21 HCP
- 4♥ = **exactly B(4.5)**, 2344, 21 HCP



Developing the bids after 2NT - 3♣! -
3♥ - 3♠! = Relay! Ask for the other 4 cards

→ **3NT = B5+**, 4♥, no 4♠, can have 4 card Minor suit
 → 4♣ = Repeated **Relay** for another 4 card suit
 → 4♦ = **B5+**, x44x → 4♥ + 4♦, 22+ HCP
 → 4♥ = **B5+**, 3433, 22+ HCP
 → 4♠ = **B5+**, 3424 → 4♥ + 4♣
 → **4NT = B5+**, 2434 → **NT** for 3♦

→ 4♣ = **exactly B(4.5)**, x4x4
 → 4♦! **Relay!** Ask for 3 card suit
 → 4♥ = **exactly B(4.5)**, 2434, unusual
 → 4♠ = **exactly B(4.5)**, 3424

→ 4♦ = **exactly B(4.5)**, x44x, 21 HCP
 → 4♥! = **Relay!** Ask for 3 card suit
 → 4♠ = **exactly B(4.5)**, 3442, 21 HCP
 → **4NT = exactly B(4.5)**, 2443,

unusual

→ 4♥! = **B(4.5)**, 3433 → absolute balance, 21 HCP



Developing the bids after 2NT - 3♣! - 3♠ - 4♣! =
Relay! B1+, Ask for another 4 card suit

→ 4♦ = **B(4.5)**, 4x4x, 21 HCP
 → 4♥! = **B1+**, Ex **Relay** for 3 card suit
 → 4♠ = **B(4.5)**, 4243 → ♠ for 3♣ (**Fp Jig**)
 → **4NT = B(4.5)**, 4342 → **NT** for 3♥
 (**Fp Jig**)

→ 4♥ = B(4.5)+, 44xx, 21 HCP
 → 4♠ = B1+, Ex Relay for 3 card suit
 → 4NT = B(4.5), 44³2 → NT for 3♦, 21 HCP
 → 5♣ = B(4.5), 442³, 21 HCP

 → 4♠ = B(4.5)+, 4333 → absolute balance
 → 4NT = B(4.5)+, 42³4 → NT for 3♦ (Fp Jig)
 → 5♣ = B(4.5)+, 4³24 → ♣ for 3♥



Developing the bids after 2NT - 3♣! - 3NT -
 - 4♣! = Relay! →

→ 4♦ → B5+, 4x4x, 22+ HCP
 → 4♥ = Ex Relay! Ask for 3 card suit
 → 4♠ = B5+, 4243 → ♠ for 3♣, 21+ HCP
 → 4NT! = 4342 → NT for 3♥

 → 4♥ = B5+, 4³24 → ♥ for 4♣ + 3♥
 → 4♠ = B5+, 4333, absolute balance, 22+ HCP
 → 4NT = B5+, 42³4 → NT for 3♦, 22+ HCP
 → 5♣ = B(5.5), 4234, 24 HCP
 → 4♦ = B6, 4234, 25 - 26 HCP
 → 4♥ = B(6.5), 4234, 27 HCP and so on ...



Board 33

	NORTH	
	♠T7	
	♥T86	
	♦KQJ84	
	♣643	
WEST		EAST
♠J986		♠5432
♥J943		♥A75
♦2		♦T76
♣K975		♣T82
	SOUTH	
	♠AKQ	
	♥KQ2	
	♦A953	
	♣AQJ	

NS vulnerable, EW Pass throughout

SOUTH	WEST	NORTH	EAST
2NT	Pass	3♣!	Pass
3♦	Pass	3♥!	Pass
3NT	Pass	4♣!	Pass
4♦	Pass	4♥!	Pass
5♣	Pass	5♦!	Pass
5♣	Pass	5NT	All Pass

2NT = B(4.5)+, balanced (actually 6.0)

3♣! = B(-0.5)+, **Relay!** Ask for 4 card Major suit (the same as **Modified Stayman!**)

3♦ = no 4 card Major suit

3♥! = B1+, **Relay!** Ask for 3 card Major suit

3NT = B5+, xx44, 3334 or 3343, no 4M
4♣! = **B1+**, Ask for 3 card Major suit / shape
4♦ = B(4.5), 33~~4~~3 exact shape
4♥! = **B1+**, **Ex Relay!** Ask for the exact **B#**
5♣ = 3rd step answer for exactly B6

South showed B6, absolute balance

5♦! = **CPA Relay!** Ask for **TOP Honors**. The 1st
 step answer for $CP = 4 * B\# = 4 * 6 = 24$ CP, **4 Q**
5♠ = 2nd step answer for 26 CP (3A + 2K), 3 Q

Thinking !

$PL = B6 + B(-0.5) + 0.5$ (for 9 Trumps in ♦) –
0.75 (for 3 MIRROR suits) = 5.25 for statistically
0% Small SLAM

The difference between the strength
of both NS hands = $6 - (-0.5) = 6.5 > 5.5$
 and the **PL** will go down by 0.5 more, so
 South even will need a finesse to make **5NT !**

5NT = Signoff



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+, (9 + HCP) and shows a desire to obtain additional information regarding the content of the opening hand.

2♦ - 2♠ → B# ≤ 0, (0-7 HCP), 4+ ♠, free bid.

2♦ - 2NT → B# ≤ 0 (0-7 HCP), balanced hand, no 4♠, non-forcing (NF), free bid

2♦ - 3♣ → B# ≤ 0 (0-7 HCP), 4+ ♣, no 4♠, non-forcing (NF), free bid.

2♦ - 3♦ → B# ≤ 0 (0-7 HCP), 4+ ♦, no 4♠, no 4♣, non-forcing (NF), free bid

2♦ - 3♥ → B# ≤ 0 (0-7 HCP), 4+ ♥, no 4♠, no 4♣, no 4♦



Developing the bids after 2♦ - 2♥! →

- 2♠ = B(2 - 2.5), any 4441, weak
- 2NT = B(3.5)+, any 4441, strong
- 3♣ = B3, 4414, middle strength
- 3♦ = B3, 4441
- 3♥ = B3, 1444
- 3♠ = B3, 4144

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 a minimum opening hand with **B(2 - 2.5) strength** (12-15 HCP) in any 4441, 4414, 4144 or 1444 distributions.

2♦ - 2♥ → 2NT = shows a maximum opening hand with 4441, 4414, 4144 or 1444 distributions. **The strength is B(3.5)+**, (18+ HCP).



Developing the bids after 2♦ - 2♥! →

→ 2♠ = B(2 - 2.5), any 4441

→ 2NT = Relay! B2+! = Ask for the exact shape

→ 3♣ = B(2 - 2.5), 4414

→ 3♦ = B(2 - 2.5), 4441

→ 3♥ = B(2 - 2.5), 1444

→ 3♠ = B(2 - 2.5), 4144

NOTE: The CPA Relay may follow because **Fp** never asks for B# of B(2 - 2.5) strength. The CP answers based on B2, 2-3 Q

→ 2NT = B(3.5)+, any 4441, strong

→ 3♣! = Relay! B(0.5)+, Ask for the exact shape

→ 3♦ = B(3.5), any 4441

→ 3♥ = B(3.5), 1444

→ 3♠ = B(3.5), 4144

→ 3NT = B(3.5), 4414

The next 4 steps show a semi-strong **Opening of B3**

→ 3♣ = B3 (16 - 17 HCP), 4414 exact shape (a bid that is next under the Singleton)

→ 3♦ = B3 (16 - 17 HCP), 4441 shape (a bid that is next over the Singleton)

→ 3♥ = B3 (16 - 17 HCP), 1444 exact shape (a bid that is next under the Singleton)

→ 3♠ = B3 (16 - 17 HCP), 4144 exact shape (a bid that is next over the Singleton)

NOTE: Now, the **Quest** may continue with CPA.

Let's Exercise after 2♦ Opening - 2♥! = Relay!

→ 2♠ = B(2 – 2.5), weak, any 4441

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

→ 3♣ = B(2 – 2.5), 4414

→ 3♦ = B(2 – 2.5), 4441

→ 3♥ = B(2 – 2.5), 1444

→ 3♠ = B(2 – 2.5), 4144

→ 2NT = strong B(3.5)+, any 4441

→ 3♣ = Relay! → B1+, Ask for the exact shape

→ 3♦ = B(3.5)+, 4441

→ 3♥ = B(3.5)+, 4441

→ 3♠ = B(3.5)+, 4441

→ 3NT = B(3.5)+, 4441

→ 3♣ = middle strength B3, 4414

→ 3♦ = middle strength B3, 4441

→ 3♥ = middle strength B3, 1444

→ 3♠ = middle strength B3, 4144



Force Point 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) strength, 5+ card 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, if a new relay appears over 3NT, the Relay is for CP, not for the side suits !!

On 3rd or higher Level, you will need min B# = Level minus 0.5 to bid in a suit or B# = Level plus 0.5 to bid DBL. So, on 3rd Level you will need B(2.5)+ to bid in suit or B(3.5)+ to bid DBL.

For example: On 4th Level you will need

B(3.5)+ to bid in suit or B(4.5)+ to bid DBL and so on ...

After the Overcall in a suit, if the **RF Relay!** Has to be placed **over 3NT**, the **Relay** is for **CP**, not for the side suits, 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+,

Remember, after an overcall, when the RF is over 3NT, the **Relay** is for control points, not for the side suits.



2♣ / 2♥ / 2♠ OPENINGS

2♣ Opening → B(1.5 - 2), 5+/5+ **Major** bi-color or B(2 - 2.5)+, 5+/5+ **Mix Major + Minor** bi-color or B(2 - 4), 5+/5+ **Minor** bi-color

Developing the bids after 2♣ → free bid

2♣ - 2♥ → B(0.5), 5♥, no 5♠, 7-8 HCP, NF

2♣ - 2♠ → B(0.5), 5♠, no 5♥, 7-8 HCP, NF

2♣ - 2NT → B(0.5), 4+/4+ in Majors, may have 4414 or 4441, 7-8 HCP, NF

2♣ - 3♣ → B(0.0 - 0.5), 3+ ♣, no 5+ cards in Majors, 6-8 HCP, NF

2♣ - 3♦ → B(0.0 - 0.5), 3+ ♦, no 5+ cards in Majors, 6-8 HCP, NF

2♣ - 3♥ → B(0.5), 6+ ♥, 7-8 HCP, NF

2♣ - 3♠ → B(0.5), 6+ ♠, 7-8 HCP, NF

NOTE: **The Major bi-colors' Openings** are distinguished by strength. This is made for easy discovery of the exact numbers of **the Control Points (CP)** and **the Equivalent Queens (EQ)**

1. Open 2♣ with very weak **B(1.5 - 2)**, 5+/5+ **Major** bi-color

2. Open 2♥ with middle strength **B(2.5 - 3)**, 5+/5+ **Major** bi-color

3. Open 2♠ with stronger **B(3.5 - 4)**, 5+/5+ **Major** bi-color

Answers for any 5/5 bi-colors

$2\clubsuit - 2\diamond = \mathbf{B(-)}$ 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

Answers for any 6/5 bi-colors

$\rightarrow 3\spadesuit = \mathbf{xx56}$

$\rightarrow 3\mathbf{NT}! = \mathbf{Ex Relay!}$ 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

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
 → 5♣ = 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.

**Developing the free bids after 2♣ opening 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: After 2♣ Opening:

2♣ → 2♥ = 5+ ♥ card suit

→ 2♠! (**Relay!**) → Step answers by

SCOR-SCOR

1st step answer → 2NT → 5♥ + **SHAPE** side suits

→ 3♣! = **Relay!** Ask for shape

2nd step answer → 3♣ = 5♥ + **COLOR** side suits

→ 3♦! = **Relay!** 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! **Relay!** → Step answers by

SCOR - SCOR → the same as above

2♣ → 2NT = 4/4 in Minors or Majors / any
4441

→ 3♣! = **Relay!** Clarify your distribution:

→ 3♦ = 4432 or 4441
 → 3♥! = **Relay!** Ask for the shape
 → 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♦! (**Relay!**) → Step answers by **SCOR-SCOR**

1st step answer → 3♥ → 5♥ + **SHAPE** side suits
 → 3♠! **Relay!** Ask for exact shape

2nd step answer → 3♠ = 5♥ + **COLOR** side suits
 → 3NT = Absolute Signoff
 → 4♣! **Relay!** Ask for the 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)

2♥ OPENING

2♥ Opening shows:

B(2.5 - 3), middle range Major 5♥/5♠ bi-color, 14-15 HCP or

B(3 - 4), high range mixed 5♥/5♣ or 5♥/5♦ bi-colors, 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 exact 5/5 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 of equal length, you must open in the lower bi-color suit).



Developing the bids after 2♥ Opening

2♥ - 2♠! → **B(0.5)+, Relay!** Ask for the other bi-color

2♥ - 2NT → **B(0)**, 4+ / 4+ in Minors, no 3+ ♥

2♥ - 3♣ → **B(0)**, 6+ ♣, no 3+ ♥

2♥ - 3♦ → **B(0)**, 6+ ♦, no 3+ ♥

2♥ - 3♥ → **B1**, 3+ ♥, declaring PL = 3



Developing the bids after: 2♥ - 2♠! (RF!) →
 → 2NT → B(2.5 - 3), 5♥/5♠ middle strength Major
 bi-color, 15-17 HCP

→ 3♣! = B(1.5)+ = **Relay!** 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

→ 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♣

→ 4♠ = 1606 or 0616

→ 4NT = 5♣/7♥

→ 5♣ = 7♣/5♥

→ 5♦ = 0607, unusual

→ 5♥ = 0706

→ $5\spadesuit = 0508$
→ $5\text{NT} = 0805$

→ $3\diamond = \text{B}(3 - 4), 1552$ exact shape. **Direct answers**
for high strength Mix bi-color, 15-18 HCP

→ $3\heartsuit = 1552$
→ $3\spadesuit = 3550$
→ $3\text{NT} = 0553$, unusual
→ $4\clubsuit = 5\diamond/6\heartsuit$
→ $4\diamond = 6\diamond/5\heartsuit$
→ $4\heartsuit = 1660$ or 0661
→ $4\spadesuit = 7\diamond/5\heartsuit$
→ $4\text{NT} = 5\diamond/7\heartsuit$
→ $5\clubsuit = 0760$
→ $5\diamond = 0670$
→ $5\heartsuit = 0850$
→ $5\spadesuit = 0580$

After the answer, the **Quest** may ask for the exact **B#**, then eventually ask for the Control Points (**CP**), then for the color of the TOP Honors by **SCOR** & bid SLAM.



Board 34

Force Point

File Setup Action GIB Help

Deal #: 15
Dealer: N
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 2

WEST

K 9 7 4 2
A 9 7
A K 4
Q 5

2

13

Total Points
Scoring

N/S
E/W

View 7.4.21

NORTH

6 5 4 3 2
Q 9 6 5 3 2
K 9 7 2
2

2

5

B# = 0

Contract: 5 H by East
N/S Tricks: 2
E/W Tricks: 11

Auto Play

LAST TRICK

ForcePoint
\$

15

Special Duty
IMPs Scoring

N/S
E/W

EAST

A J 10 6 4
A 0
A 6 5 4 3 2
A 2

2

4

B# = 4

Contract: 5 H by East
N/S Tricks: 2
E/W Tricks: 11

Auto Play

LAST TRICK

ForcePoint
\$

15

Special Duty
IMPs Scoring

N/S
E/W

SOUTH

J 10 8 3
K Q 8
J 10 8 7 6 5
5

5

7

B# = -0.5

Contract: 5 H by East
N/S Tricks: 2
E/W Tricks: 11

Auto Play

LAST TRICK

ForcePoint
\$

15

Special Duty
IMPs Scoring

N/S
E/W

WEST

K 9 7 4 2
A 9 7
A K 4
Q 5

2

13

Total Points
Scoring

N/S
E/W

View 7.4.21

NORTH

6 5 4 3 2
Q 9 6 5 3 2
K 9 7 2
2

2

5

B# = 0

Contract: 5 H by East
N/S Tricks: 2
E/W Tricks: 11

Auto Play

LAST TRICK

ForcePoint
\$

15

Special Duty
IMPs Scoring

N/S
E/W

EAST

A J 10 6 4
A 0
A 6 5 4 3 2
A 2

2

4

B# = 4

Contract: 5 H by East
N/S Tricks: 2
E/W Tricks: 11

Auto Play

LAST TRICK

ForcePoint
\$

15

Special Duty
IMPs Scoring

N/S
E/W

SOUTH

J 10 8 3
K Q 8
J 10 8 7 6 5
5

5

7

B# = -0.5

Contract: 5 H by East
N/S Tricks: 2
E/W Tricks: 11

Auto Play

LAST TRICK

ForcePoint
\$

15

Special Duty
IMPs Scoring

N/S
E/W

The same board with open hands

Force Point

File Setup Action GIB Help

Deal #: 15
Dealer: N
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 2

WEST

K 9 7 4 2
A 9 7
A K 4
Q 5

2

13

Total Points
Scoring

N/S
E/W

View 7.4.21

NORTH

6 5 4 3 2
Q 9 6 5 3 2
K 9 7 2
2

2

5

B# = 0

Contract: 5 H by East
N/S Tricks: 2
E/W Tricks: 11

Auto Play

LAST TRICK

ForcePoint
\$

15

Special Duty
IMPs Scoring

N/S
E/W

EAST

A J 10 6 4
A 0
A 6 5 4 3 2
A 2

2

4

B# = 4

Contract: 5 H by East
N/S Tricks: 2
E/W Tricks: 11

Auto Play

LAST TRICK

ForcePoint
\$

15

Special Duty
IMPs Scoring

N/S
E/W

SOUTH

J 10 8 3
K Q 8
J 10 8 7 6 5
5

5

7

B# = -0.5

Contract: 5 H by East
N/S Tricks: 2
E/W Tricks: 11

Auto Play

LAST TRICK

ForcePoint
\$

15

Special Duty
IMPs Scoring

N/S
E/W

WEST

K 9 7 4 2
A 9 7
A K 4
Q 5

2

13

Total Points
Scoring

N/S
E/W

View 7.4.21

NORTH

6 5 4 3 2
Q 9 6 5 3 2
K 9 7 2
2

2

5

B# = 0

Contract: 5 H by East
N/S Tricks: 2
E/W Tricks: 11

Auto Play

LAST TRICK

ForcePoint
\$

15

Special Duty
IMPs Scoring

N/S
E/W

EAST

A J 10 6 4
A 0
A 6 5 4 3 2
A 2

2

4

B# = 4

Contract: 5 H by East
N/S Tricks: 2
E/W Tricks: 11

Auto Play

LAST TRICK

ForcePoint
\$

15

Special Duty
IMPs Scoring

N/S
E/W

SOUTH

J 10 8 3
K Q 8
J 10 8 7 6 5
5

5

7

B# = -0.5

Contract: 5 H by East
N/S Tricks: 2
E/W Tricks: 11

Auto Play

LAST TRICK

ForcePoint
\$

15

Special Duty
IMPs Scoring

N/S
E/W



Board 35

NORTH

♠K986

♥AQ74

♦A

♣KT95

WEST

♠Q7542

♥J9

♦KQ

♣J864

EAST

♠3

♥T853

♦JT97652

♣

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

2♦ = B(2 - 4), any 4441 pseudo balance, 12+ HCP

2♥! = **Relay!** Ask for the exact shape

Minimum PL = B2 + B(2.5) = 4.5

2NT = B(3.5)+, no VUL / B4+, VUL, any 4441, too strong to answer for the exact shape right now

3♣! = **Repeated Relay** for the exact shape.

3NT = exactly 4414, unusual.

4♣! = **Relay!** Ask for the exact B#

4♥ = 2nd step answer for exactly **B4**

NOTE: North showed B4, 4414 pseudo balance

4♠! = **Ex CPA Relay!** (It can be in the Singleton / Void suit or because of $PL \geq 5.5$). The **1st step** answer for **CP = $4 * B\# = 4 * 4 = 16$ CP, 4 EQ**

5♦ = 3rd step answer for **20 CP** ($2A + 2K$) along with **2 EQ** (1 real Queen + a Singleton)

5♥! = **Relay!** Ask for the King's suits by **SCOR**
5NT = 2nd step answer for **2 COLOR Kings**

Thinking!

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♣ = Signoff (any bid on 6+ Level, except in Opponents' suits, is a mandatory Signoff !)



Board 36

NORTH			
♠10953			
♥K653			
♦53			
♣A96			
WEST		EAST	
♠KQJ7		♠A8	
♥94		♥AQJT7	
♦KJ1098		♦AQ742	
♣74		♣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	4NT!
Pass	6♣	Pass	6♦
All Pass			

2♥ = B(3 - 4), 5♥ / 5m / B(2.5 - 3) IF 5♥/5♠
2♠! = B(0.5)+, **Relay!** Min PL = 2 + 0.5 = 2.5
3♦ = 3rd step answer for **direct** exact 2551 shape ♦
for 2♠ (Fp Jig), 5♥/5♦ bi-color

NOTE: Be extremely careful if the real 2nd suit
matches the exact shape explanation !

That happens when the 2nd bi-color suit is the last possible suit to be shown ! (usually starts from 3rd step answer)

3♥! = B3+, Relay! Ask for the exact B#

The **1st step** answer shows B3 only. CPA may follow

The **2nd step** answer shows B(3.5) only. CPA may follow

The **3rd step** CP answer shows **CP = $4*4 + 2 = 18$ CP, 3 EQ.** That is the particular answer !

The **4th step** CP answer shows **CP = $4*4 + 2 = 18$ CP, 3 EQ.** That is the particular answer !

The **5th step** answer shows **CP = $4*4 + 4 = 20$ CP, 2 EQ.**

The **6th step** CP answer shows **CP = $4*4 + 6 = 22$ CP, 1 EQ**

4♦ = 4th step combined answer for B4, 18 CP, 3 EQ is the actual answer !

NOTE: If the partner has a Singleton King, he will also have 1 more real Queen by principle !!

4NT! = Relay! Ask for '2 of a kind' by SCOR (in this case for the colors of the 2 Queens). That bid is not necessary! It is posted here for an exercise !

The Queens are obviously in ♦ & ♥
because Fp never scans a Singleton Queen!

Thinking !

$PL = B4 + B1 + 0.5$ (for 10 ♦ Trumps, 5 by 5) +
1 (for Opponents ♣ Super FIT) = **6.5**

Total of **30 CP** in both hands for a finesse **Small SLAM**.

Fp plays Small SLAM with 30 CP with 2 good FITs or with Super FIT+ Misfit as it is in that case.

In BBO the Bidding went:

p 1♥ p 1♠ p 3♦ p 4NT p 5♦ p 6♦ All Pass

Suppose the Bidding went:

NORTH	EAST	SOUTH	WEST
Pass	2♥	3♣	DBL!
4♣	4♥	Pass	4♠!
Pass	4NT	Pass	6♦ All Pass

Try to find, after 4♣ bid, what the **Penalty Rule of 13** will show to you. If you find 16, that will indicate a maximum of 3 down (probably ♣ Super FIT) for 500 non-Vulnerable. Will you bid **DBL** (which obviously cannot be ♥ ♣ bi-color, but **Penalty**). What will you bid :

Pass = $B(2.5 - 3)$, 5♠/5♥ bi-color

DBL = **B3**, 5♥/5♦ bi-color

4♦ = $B(3.5)$, 5♥/5♦ bi-color

4♥ = **B4**, 5♥/5♦ bi-color. That is the answer for this particular game !

The $PL = 4 + 0.5 + 1.0$ (for 10 Trumps) + 1 (for Opponents' Super FIT in ♣ suit) = **6.5**

NOTE: EAST showed **B4**, 5/5 bi-color

4♠! = Ex CPA Relay! Before answering by CPA always discard $CP = 4*B\# - 2 = 4*4 - 2 = 14$ CP, **then divide the rest of your CP by 2 to find the steps you must use to show them** or pay attention to that:

The 1st step of 4♥ answer shows $CP = 4*B\# = 4*4 = 16$ CP along with 4 EQ

The 2nd step CP answer shows $CP = 4*B\# + 2 = 4*4 + 2 = 18$ CP along with 3 EQ.
That is the answer for this particular game !

The 3rd step answer shows $CP = 4*B\# + 4 = 4*4 + 4 = 20$ CP along with 2 EQ.

The 4th step CP answer shows $CP = 4*B\# + 6 = 4*4 + 6 = 22$ CP along with 1 EQ

The 5th step CP answer shows $CP = 4*B\# + 8 = 4*4 + 8 = 24$ CP , no EQ

NOTE: If the partner has a Singleton King, he will also have 1 more real Queen by principle !!

PL = 4 + 0.5 + 1.0 (for 10 Trump cards) + 1.0 (for Opponents' Super FIT in ♣ suit) = 6.5 for statistically 100% Small SLAM

CP = 18 + 12 = 30 with a Super FIT + a good Misfit for statistically 100% Small SLAM

6♦ = Signoff



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)+, **Relay!** 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 **PL = 3**

The Opener may use 4♣ **Relay**, asking for **CP** after the direct Fitting (1st step answer = 4 CP



Developing the bids after 2♠ - 2NT! →

2♠ - 2NT! - 3♣ → **B(3 - 4)**, 5♠/5♣ bi-color

→ 3♦! = **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+ cards

→ 3♠ = 5152
 → 3NT = 5251
 → 4♣ = 5053
 → 4♦ = 5350, unusual
 → 4♥ = 5♠/6♦, unusual
 → 4♠ = 6♠/5
 → 4NT = 6061 or 6160
 → 5♣ = 7♠/5♦
 → 5♦ = 5♠/7♦
 → 5♥ = 6070, unusual
 → 5♠ = 7060
 → 5NT = B3, 5080
 → 6♣ = B3, 8050, 4 CP, 8 EQ
 → 6♦ = B3, 8050, 6+ CP, 7- 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

- Board 37

♠ ♥ ♦ ♣

REMINDER / EXPLANATION NOTE

I hope you remember the **Formulas** for finding the number of 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 cards in the long suit

The Formula with a 6+/5+ bi-color:

EQ = $0.5 * (m - 10)$, where '**m**' is the sum of cards in the bi-color

The Main Formula for the 1st step CP answer with a balanced hand (no 5+ suit, no Singleton / Void) or a 5-6 cards:

CP = $4 * B\#$ along with 4 EQ



Board 38

	NORTH	
	♠J	
	♥K842	
	♦QT962	
	♣J96	
WEST		EAST
♠AT973		♠KQ65
♥9		♥AT7
♦J5		♦A84
♣AKQ43		♣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
5♣	Pass	5♦!	Pass
6♣	Pass	7♠	All Pass

2♠ = B(3 - 4), 5+♠/5+ any bi-color / B(3.5 - 4) if 5♠/ 5♥ bi-color

2NT! = B1+, RF! Ask for the other bi-color suit

3♣ = B(3 - 4), 5♠/5♣ bi-color

3♦! = GF! Ask for 2/3 card suit

3♠ = 5125 exact shape (Passing 3♥ bid, which is

natural for 2 card ♥ suit Obviously, the ♦ suit has 2 cards. The **3NT bid** will be for 3 card ♦ suit; 4♣ bid will be for 3 card ♥ suit (all bids by **Fp Jig** for space saving)

4♣! = Relay! Ask for the exact **B#** (3NT bid will be Absolute Signoff)

4♦ = 1st step answer for exactly B3

NOTE: **WEST showed 5/5 bi-color with B3**

4♥! = Ex CPA Relay! Ask for **CP & EQ**.

(The bid can be in partner's Void / Singleton suit also).

The 1st step answer shows CP = $4 * B\# = 4 * 3 = 12$ CP, 4 EQ

The 2nd step CP answer shows CP = $4 * 3 + 2 = 14$ CP, 3 EQ

The 3rd step answer shows CP = $4 * 3 + 4 = 16$ CP, 2 EQ. That is the particular answer !

The 4th step CP answer shows CP = $4 * 3 + 6 = 18$ CP, 1 EQ

The 5th step CP answer shows CP = $4 * 3 + 8 = 20$ CP , no EQ

NOTE: If the partner has a Singleton King, he will also have 1 more real Queen by principle !!

5♣ = 3rd step answer for 16 CP (2A + K) along with 2 EQ (1 real Queen + a Singleton)

5♦! = Relay! Ask for the **King's + Queen's suits by SCOR**

6♣ = 4th step answer for King + Queen in ♣ suit (the lower of the 2 equal length bi-color suits)

Thinking !

PL = B3 + B(2.5) + 0.5 (for 9 ♠ Trumps) + 1 (for 5 by 3 side ♣ FIT with all 3 TOP Honors) + 1 (for the 'good' ♥ Singleton) + 0.25* (force*point for 4 Aces, Tempo Adjustment) - 0.5 (for more than 2 Adjustments) = 7.75* for statistically 100% 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)

7♠ = Sign Off

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 depth.

That's why I have created Force Point simple rules to guide them in deciding on SLAMS

• The Rules help to distinguish a **small SLAM**

from a **GRAND SLAM**, but also to help discover all possible Small SLAMS with 18+ HCP in both hands.

By my opinion, it is better to rely on statistics and explore all opportunities, even if you can lose sometimes. Below is a game that is very dangerous to investigate in full, even with **Fp**.

If West holds ♣ King, 6♠ bid is obvious, but with ♦ King, you may overbid before you discover it. Can you manage the game?

If your pair decides to buy the **Sysnotes** computer program - the digital version of the **Fp** Bidding and to receive the PDF of '**Slam after Slam with Force Point**' eBook for FREE, the pair will be able to start the Bidding by **Fp** almost immediately, even before they learn the system. **In a day**, they will be ready to play **on the Internet**. **In 3 months**, they will be able to play **Fp** in live Tournaments **without Sysnotes**. FREE Licenses for playing in International Tournaments are included.

If you bought the book, you can download the "**Sysnotes**" - the digital version of the **Fp** bridge system (no installation needed) for FREE.

Keep it open for help by the time you play live or on the Internet. You can download and install the Force Point Demo computer program for manually playing by **Fp** rules using the announcements in the **Sysnotes** for practice and faster learning of Force Point Bidding System.

Board 39

West opens 1♣, **North** bids 1♥, **East** bids **DBL!** = **B(0.5)+**, **Relay!** **South** bids 2♥

EW Vulnerable

WEST

♠AJ3

♥8

♦AKJ9

♣AK543

EAST

♠KQ1065

♥1073

♦10

♣Q762

West doesn't have the right to upgrade or downgrade the B#. Only the partner, the Quest has these rights!

Pay Attention:

West's B# = 4.5, not 5.0 because the Aces are more than the Kings and no Queen, but no changes are allowed because West is not the Quest !

East (the Quest) will upgrade **West's B#** from **4.5 to 5.5** (for West's Singleton in the ♥ suit when discover that the Opponents have a Super FIT in that suit).

The actual bidding:

1♣ = **B2+**, 5+ ♣ / **B(3.5-4)**, balanced / **B(4.5)+**, any 5+ card suit or exactly 5/5 any bi-color (West's bid)

1♥ = North's bid

DBL! = **B(0.5)+**, 2♣ + Honor / 3+ ♣ / **B(1.5)+**, any shape. **Relay!** Ask for the shape (East's bid)

2♥ = South's raise

DBL = **B(4.5)+**, any 5+ card suit or exactly

5/5 any bi-color (West's bid)

From that point, Opponents Pass Throughout

2♠ = **Relay!** Ask for the **Basic** suit or bi-color (East's bid)

3♣ = 5+ ♣ (West's bid)

3♦! = **Relay!** Ask for the overall shape by **SCOR - SCOR** (East's bid)

3♥ = 1st step answer for 5♣ or 7♣, **SHAPE** / 2227 (West's bid)

3♠! = **Relay!** Ask for the 2nd longest suit (East's bid)

4♦ = 4 card ♦ suit, 3145 exact shape (West's bid)

4♥! = **Ex Relay!** Ask for the exact **B#** (East's bid)

4NT = 2nd step answer for exactly **B# = 5** (West's bid)

NOTE: West showed B5, 5 card suit !

4♦! = **CPA Relay!** Ask for **CP** and **EQ**.

The **1st step** answer shows $CP = 4 * B\# = 4 * 5 = 20$ CP along with 4 EQ

The **2nd step** answer shows $CP = 4 * 5 + 2 = 22$ CP along with 3 EQ

The **3rd step** answer shows $CP = 4 * 5 + 4 = 24$ CP along with 2 EQ

The **4th step** answer shows $CP = 4 * 5 + 6 = 26$ CP along with 1 EQ. That is the actual particular answer !

The **5th step** answer shows $CP = 4 * 5 + 8 = 28$ CP , no EQ

NOTE: If the partner has a Singleton King, he will also have 1 more real Queen by principle !

5NT = 4th step answer for exactly **26 CP** (3A + 2K) along with 1 EQ (because of the 4th step CP answer) (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 for sure !**

PL = **B5** + **B(0.5)** + **0.5** (for 9 ♣) + **1.0**
(for Opponents' Super FIT in Opponents' ♥ suit)
= 7 for statistically 100% Small SLAM
(0% GRAND SLAM !)

The Total **CP in both hands** = **26 + 4** (pseudo in ♥ suit) + **4** = **34 for statistically 100% Small SLAM**

6♠ = Signoff (East's bid)



Find out how many EQ your partner holds depending on the CP step answers

With up to 6 card suit or 5/5 bi-color

The 1st step answer for $CP = 4 * B\#$, 4 EQ

The 2nd step answer for $CP = 4 * B\# + 2$, 3 EQ

The 3rd step answer for $CP = 4 * B\# + 4$, 2 EQ

The 4th step answer for $CP = 4 * B\# + 2$, 1 EQ

The 4th step answer for $CP = 4 * B\# + 4$, no EQ

With 7 card suit or 6/5 bi-color

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

The 2nd step answer for $CP = 4 * B\#$, 4 EQ

The 3rd step answer for $CP = 4 * B\# + 2$, 3 EQ

The 4th step answer for $CP = 4 * B\# + 2$, 2 EQ

With 8 card suit or 6/6 or 7/5 bi-color

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

The 2nd step answer for $CP = 4 * B\# - 2$, 5 EQ

The 3rd step answer for $CP = 4 * B\#$, 4 EQ

The 4th step answer for $CP = 4 * B\# + 2$, 3 EQ

With 9 card suit or 7/6 or 8/5 bi-color

The 1st step answer for $CP = 4 * B\# - 6$, 7 EQ

The 2nd step answer for $CP = 4 * B\# - 4$, 6 EQ

The 3rd step answer for $CP = 4 * B\# - 2$, 5 EQ

The 4th step answer for $CP = 4 * B\#$, 4 EQ

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 - 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 directly for **CP** and use that info to choose the Final contract.

The **Bidding Mechanism** you should become accustomed to is how to show the exact distributions with these bi-colors.

Always 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 of 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 Signoff** bids (3NT, 4♥, 4♠) for **Exclusive Relays (Ex Relays)** to save a huge Bidding space (except when ♥ or ♠ is one of your bi-color suits).

3♣ Opening → B(4.5 - 5), 6+ ♣ / 5+ Major suit or B(4.5)+, 9+ ♣

It's important here to remember that 3♣ is possible with 6+ ♣ and any other 5+ card suit.

So, after 3♦! (**Relay!**), 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♦! →

→ **Mandatory Relay** for the other suit !

→ 3♥ = B(4.5 - 5), 6+ ♣ / 5+ ♥ bi-color

→ 3♠! = **Relay!** Ask for the length of the suits

→ 3NT = x5x6

→ 4♣! = **Relay!** Ask for exact shape

→ 4♦ = 0526

→ 4♥ = 1516

→ 4♠ = 2506

→ 4♣ = 1606

→ 4♦! = 0616

→ 4♥ = 0517

→ 4♠ = 1507

→ 4NT = 0607, unusual

→ 5♣ = 0508

→ 3♠ = B(4.5 - 5), 6+ ♣ / 5+ ♠ bi-color

→ 3NT! = Ex Relay! Ask for the length of the suits

→ 4♣ = 5xx6

→ 4♦ = Relay! Ask for exact shape

→ 4♥ = 5206

→ 4♠ = 5026 → ♠ for 2♦

→ 4NT = 5116

→ 4♦ = 6016

→ 4♥ = 6106

→ 4♠ = 5017

→ 4NT = 5107 → NT for ♥

→ 5♣ = 6007

→ 5♦ = 5008, unusual

→ 3NT = B(4.5 - 5), 6+ ♣ / 5+ ♦ bi-color

→ 4♣ = Relay! Ask for the length of the suits

→ 4♦ = xx56

→ 4♥ = Ex Relay! Ask for the exact shape.

→ 4♠ = 2056

→ 4NT = 1156

→ 5♣ = 0256 → ♣ for ♥

→ 4♥ = 0166
 → 4♠ = 1066
 → 4NT = 0157
 → 5♣ = 1057
 → 5♦ = 0067, unusual
 → 5♥ = 0058

→ 4♣ = B(3 - 5), 9+ ♣, 6+ CP, 7 EQ
 → 4♦ = B3+ ! Ex Relay! Ask for the side suits

→ 4♥ = B(3 - 5), 9♣ + SHAPE, 6+ CP, 7-EQ

→ 4♠ = B3+ ! Ex Relay! Ask for the exact shape

→ 4NT = 2029 → 9♣ + SHAPE

→ 5♣ = 1219 → ♣ for 2♥, 9♣ +

SHAPE

→ 5♦ = 1039 → 9♣ + SHAPE

→ 5♥ = 0409 → 9♣ + SHAPE

→ 5♠ = 3019 → 9♣ + SHAPE

→ 4♠ = B(3 - 5), 9♣ + COLOR, 6+ CP, 7-EQ

→ 4NT = Relay! Ask for the exact shape

→ 5♣ = 2119 → 9♣ + COLOR

→ 5♦ = 0139 → 9♣ + COLOR

→ 5♥ = 0319 → 9♣ + COLOR

→ 5♠ = 4009 → 9♣ +

COLOR

→ 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

Buy Now



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♥! (Relay!), 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♥! →

→ Mandatory Relay for the other suit !

3♠ = B(4.5 - 5), 6+♦/5+♠ bi-color

→ 3NT = B3+, Ex Relay for the length of suits

→ 4♣ = 5x6x

→ 4♦ = Relay! Ask for the exact shape

→ 4♥ = 5260

→ 4♠ = 5062 → ♠ for 2♣

→ 4NT = 5161 → NT for 1 by 1

→ 4♦ = 6061, unusual

→ 4♥ = 6160

→ 4♠ = 5071 → ♠ for ♣

→ 4NT = 5170 → NT for ♥

→ 5♣ = 6070, unusual

→ 5♦ = 5080

3NT = B(4.5 - 5), 6+♦/5+♥ bi-color

→ **4♣ = B3+, Ex Relay!** Ask for the exact shape

→ **4♦ = x56x**

→ **4♥ = Absolute Signoff**

→ **4♠ = Ex Relay!** Ask for the exact shape

→ **4NT = 1561**

→ **5♣ = 0562**

→ **5♦ = 2560** → ♦ for 2♠

→ **4♥ = 0661** → ♥ for ♣

→ **4♠ = 1660**

→ **4NT = 1570**

→ **5♣ = 0571**

→ **5♦ = 0670**

→ **5♥ = 0580, unusual**

4♣ = B(4.5 - 5), 6+♦/5+♠ bi-color

→ **4♦ = B3+, Ex Relay!** the length of suits

→ **4♥ = xx65**

→ **4♠ = Ex Relay!** Ask for the exact shape

→ **4NT = 1165**

→ **5♣ = 0265** → ♣ for 2♥

→ **5♦ = 2065** → ♦ for 2♠

→ **4♠ = 1075**

→ **4NT = 0175** → NT for ♥ Singleton

→ **5♣ = 0076, unusual**

→ **5♦ = 0085**

NOTE: For 6+♦ / 6+♠ bi-color use 3♣ Opening !

4♦ = B(3 - 4), 9♦, 6+ CP, 7 EQ

→ **4♥ = B3+ !! Ex Relay!** Ask for the side suits

→ 4♠ = **B(3 - 5)**, 9♦ + **SHAPE**, 6+ CP, 7- EQ
 → 4NT = **Relay!** Ask for the exact shape
 → 5♣ = 0193 → 9♦ + **SHAPE**
 → 5♦ = 2191 → 9♦ + **SHAPE**
 → 5♥ = 0391 → 9♦ + **SHAPE**
 → 5♠ = 4090 → 9♦ + **SHAPE**
 → 5NT = 0292 → 9♦ + **SHAPE**

→ 4NT = **B(3 - 5)**, 9♦ + **COLOR**, 6+ CP, 7- EQ
 → 5♣ = **Relay!** Ask for the exact shape
 → 5♦ = 2092 → 9♦ + **COLOR**
 → 5♥ = 0490 → 9♦ + **COLOR**
 → 5♠ = 3091 → 9♦ + **COLOR**
 → 5NT = 1291 → 9♦ + **COLOR**
 → 5♣ = 1093 → 9♦ + **COLOR**

→ 5♣ = 1192 → 9♦ + **RANK**, 6+ CP, 7- EQ
 → 5♦ = 2290 → 9♦ + **RANK**
 → 5♥ = 1390 → 9♦ + **RANK**
 → 5♠ = 3190 → 9♦ + **RANK**
 → 5NT = 0094 → 9♦ + **RANK**

4♥ = **B(3 - 5)**, 10♦ + **SHAPE**, 4+ CP, 8- EQ
 → 4♠ = **B3+ ! Ex Relay!** Ask for the exact shape
 → 4NT = 0-2-10-1, 10♦ + **SHAPE**
 → 5♣ = 0-1-10-2 → 10♦ + **SHAPE**
 → 5♦ = 1-1-10-1 → 10♦ + neutral, 4+ CP, 8-EQ
 → 5♥ = 3-0-10-0 → 10♦ + **SHAPE**, 4+ CP, 8- EQ

4♠ = **B(3 - 4)**, 10♦ + **COLOR**, 4+ CP, 8- EQ
 → 4NT = **B3+**, Ask for the exact shape
 → 5♣ = 10-2-1-0 → 10♦ + **COLOR**

→ 5♦ = 2-0-10-1 → 10♦ + COLOR

→ 5♥ = 0-3-10-0 → 10♦ + COLOR

4NT = 1-2-10-0 → 10♦ + RANK, 4+ CP, 8- EQ

5♣ = 0-0-10-3 → 10♦ + RANK

5♦ = 2-1-10-0 → 10♦ + RANK



**3♥ Opening → B(4.5 - 5), 6+ ♥ / 5+
any other suit or B(4.5)+, 9+♥**

It's important here to remember that 3♥ is possible with 6+ ♥ and any other 5+ card suit.

So, after 3♠! (**Relay!**), 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♠! →
Mandatory Relay for the other suit ! →**

→ 3NT = B(4.5 - 5), 5+ ♠ / 6+ ♥

→ 4♣! = **Relay!** Ask for the length of the suits

→ 4♦ = 56xx

→ 4♥ = Absolute Signoff

→ 4♠ = Absolute Signoff

→ 4NT! **Relay!** Ask for the shape

→ 5♣ = 5602

→ 5♦ = 5620

→ 5♥ = 5611

→ 4♥ = 6601 → 5♥ for ♣

→ 4♠ = 6610 → ♠ for ♦

→ 4NT! = 5710 → NT for ♦

→ 5♣ = 5701

→ 5♦ = 6700, unusual

→ 5♥ = 5800

→ 4♣ = **B(4.5 - 5)**, 6+ ♥ / 5+ ♣

→ 4♦! (**Relay!** Ask for the length of the suits

→ 4♥ = x6x5

→ 4♠ = **Ex Relay!** Ask for the exact shape

→ 4NT = 1615

→ 5♣ = 2605 → ♣ for 2♠

→ 5♦ = 0625

→ 4♠ = 1705

→ 4NT = 0715 → NT for ♦

→ 5♣ = 0706

→ 5♦ = 0805

NOTE: For 6+♥ / 6+♣ bi-color use 3♣
Opening !

→ 4♦ = **B(4.5 - 5)**, 6+ ♥ / 5+ ♦

→ 4♥ = Absolute Signoff

→ 4♠! **Ex Relay!** Ask for the length of the suits

→ 4NT = x65x

→ 5♣ = **Relay!** Ask for the exact shape

→ 5♦ = 1651

→ 5♥ = 0652 → ♥ for 2♣

→ 5♠ = 2650

→ 5♣ = 0751

→ 5♦ = 1750

→ 5♥ = 0760

→ 5♠ = 0850

NOTE: For 6+♥ / 6+♦ bi-color use 3♦
Opening !

→ 4♥ = **B3**, 9+ ♥, 6+ CP, 7 EQ

→ 4♠ = **B3+** ! **Ex Relay!** Ask for the side suits

→ 4NT = **B(3 - 5)**, 9♥ + **SHAPE**, 6+ CP, 7-

EQ

→ 5♣ = **Relay!** Ask for the exact shape

→ 5♦ = 9301 → 9♥ + **SHAPE**

→ 5♥ = 1912 → 9♥ + **SHAPE**

→ 5♠ = 3910 → 9♥ + **SHAPE**

→ 5NT = 2920 → 9♥ + **SHAPE**

→ 6♣ = 0904 → 9♥ + **SHAPE**

→ 5♣ = **B(3 - 5)**, 9♥ + **COLOR**, 6+ CP,
7- **EQ**

→ 5♦ = **Relay!** Ask for the exact shape.

→ 5♥ = 2902 → 9♥ + **COLOR**

→ 5♠ = 3901 → 9♥ + **COLOR**
 → 5NT = 1921 → 9♥ + **COLOR**
 → 6♣ = 1903 → 9♥ + **COLOR**
 → 5♦ = 0940 → 9♥ + **COLOR**

→ 5♦ = 0931 → 9♥ + **RANK**, 6+ CP, 7-
EQ

→ 5♥ = 0922 → 9♥ + **RANK**
 → 5♠ = 4900 → 9♥ + **RANK**
 → 5NT = 2911 → 9♥ + **RANK**
 → 6♣ = 0913 → 9♥ + **RANK**

→ 4♠ = **B(3 - 5)**, 10♥ + **SHAPE**, 4+ CP, 8- **EQ**
 → 4NT = **B3+!** **Ex Relay!** Ask for the side suits
 → 5♣ = 0-10-0-3 → 10♥ + **SHAPE**
 → 5♦ = 1-10-2-0 → 10♥ + **SHAPE**
 → 5♥ = 1-10-1-1 → 10♥ + **neutral**
 → 5♠ = 2-10-1-0 → 10♥ + **SHAPE**

→ 4NT = **B(3 - 5)**, 10♥ + **COLOR**, 4+ CP, 8- **EQ**
 → 5♣ = **B3+ !** Ask for the exact shape
 → 5♦ = 0-10-3-0 → 10♥ + **COLOR**
 → 5♥ = 1-10-0-2 → 10♥ + **COLOR**
 → 5♠ = 2-10-0-1 → 10♥ + **COLOR**

→ 5♣ = 0-10-1-2, 10♥ + **RANK**, 4+ CP, 8- **EQ**
 → 5♦ = 0-10-2-1, 10♦ + **RANK**
 → 5♥ = 3-10-0-0, 10♦ + **RANK**



3♠ Opening → B(4.5 - 5), 6 + ♠ / 5+ any other suit or B(4.5)+, 9+♠

The Exceptional Relay (Ex Relay!) 3NT!
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 Relay!)**, 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♠ shows a 9 card ♠ suit.



Development announces after 3♠ - 3NT! → Mandatory Relay for the other suit !

→ 4♣ = B(4.5 - 5), 6+ ♠ / 5+ ♣

→ 4♦! = **Relay!** Ask for the length of the suits

→ 4♥ = 6xx5 → 4♠ = Absolute Signoff

→ 4NT! = **Relay!** Ask for exact shape

→ 5♣ = 5115

→ 5♦ = 6025

→ 5♥ = 6205

→ 4♠ = 7015 → ♠ for ♦

→ 4NT = 7015 → NT for ♦

→ 5♣ = 7006, unusual

→ 5♦ = 8005

NOTE: For 6+♠ / 6+♣ bi-color use 3♣ Opening !

→ 4♦ = **B(4.5 - 5)**, 6+ ♠ / 5+ ♦
 → 4♥! = **Ex Relay!** Ask for the length of suits
 → 4♠ = 6x5x
 → 4NT = **Relay!** Ask for exact
 shape

→ 5♣ = 6052

→ 5♦ = 6151

→ 5♥ = 6250

→ 4NT = 7150 → NT for ♥

→ 5♣ = 7051

→ 5♦ = 7060

→ 5♥ = 8050

NOTE: For 6+♠ / 6+♦ bi-color use 3♦ Opening !

→ 4♥ = **B(4.5 - 5)**, 6+ ♠ / 5+ ♥ → 4♠ = Absolute
 Signoff

→ 4NT! = **Relay!** Ask for the length of the suits

→ 5♣ = 65xx

→ 5♦! = **Relay!** Ask for the exact shape

→ 5♥ = 6502 → ♥ for 2♣

→ 5♠ = 6520 → ♠ for 2♦

→ 5NT = 6511

→ 5♦ = 7510

→ 5♥ = 7501 → ♥ for ♣

→ 5♠ = 7600

→ **5NT** = 8500

→ **4♠** = ~ **B(3 - 5)**, 9+ ♠, 6+ CP, 7 EQ

→ **4NT** = **Relay!** Ask for exact shape

→ **5♣** = 9♠ + **SHAPE**, 6+ CP, 7- EQ

→ **5♦** = **Relay!** Ask for exact shape

→ **5♥** = 9301 → 9♠ + **SHAPE**

→ **5♠** = 9121 → 9♠ + **SHAPE**

→ **5NT** = 9202 → 9♠ + **SHAPE**

→ **6♣** = 9103 → 9♠ + **SHAPE**

→ **5♦** = 9040 → 9♠ + **SHAPE**

→ **5♦** = 9♠ + **COLOR**, 6+ CP, 7- EQ

→ **5♥** = **Relay!** Ask for exact shape

→ **5♠** = 9112 → 9♠ + **COLOR**

→ **5NT** = 9220 → 9♠ + **COLOR**

→ **6♣** = 9004 → 9♠ + **COLOR**

→ **5♦** = 9130 → 9♠ + **COLOR**

→ **5♥** = 9310 → 9♠ + **COLOR**

→ **5♥** = 9400, 9♠ + **RANK**, 6+ CP, 7- EQ

→ **5♠** = 9022 → 9♠ + **RANK**

→ **5NT** = 9211 → 9♠ + **RAN**

→ **6♣** = 9013 → 9♠ + **RANK**

→ **6♦** = 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**



3NT Opening → B(5.5)+, Very Strong 6+/5+ bi-color

3NT → 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-COLOR

→ 4♠ = B(5.5)+, 6+♦/5♠ bi-color
 → 4NT = **B1+**, **Relay!** 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

→ 6♦ = 8050 → 8♦/5♠

bi-color

.....

→ 4NT = **B(5.5)+**, 6+♦/5♥ bi-color

→ 5♣ = **B1+**, **Relay!** Ask for 6/7/8 card suit

→ 5♦ = **B(5.5)+**, 6♦/5♥

bi-color

→ 5♥ = **B1+**, **Relay!**

Ask for 6/7/8 card

→ 5♠ = 2560 →

6♦/5♥ bi-color

→ **5NT** = 1561

→ 6♦/5♥ bi-color

→ 6♣ = 0562

→ 6♦/5♥ bi-color

→ 5♣ = **B(5.5)+**, 6+♦/5♣ bi-color

→ 5♦ = 1066 → 6♦/6♣ bi-color

→ 5♥ = 0166 → 6♦/6♣ bi-color

→ 5♠ = 1075 → 7♦/5♣ bi-color

→ **5NT** = 0175 → unusual, 7♦/5♣

bi-color

→ 6♣ = 0076 → 7♦/6♣ bi-color

→ 6♦ = 0085 → 7♦/5♣ bi-color

.....

→ 5♣ = 6♦/5♣ bi-color

→ 5♦ = **B1+**, **Relay!** Ask for the exact shape.

→ 5♥

= 0265 → 6♦/5♣ bi-color

→ 5♠ = 2065 → 7♦/5♣

bi-color

→ 5NT = 1165 → 7♦/5♣

bi-color

.....

→ 5♦ = 1066 → 6♦/5♣ bi-color

→ 5♥ = 0166 → 6♦/5♣ bi-color

→ 5♠ = 1075 → 7♦/5♣ bi-color

→ 5NT = 0175 → 7♦/5♣ bi-color

→ 6♣ = 0076 → 7♦/6♣ 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 bi-color

→ 4NT = B(5.5)+, 6+♥/5♦ bi-

color

→ 5♣ = B 1+, Relay! Ask for

6/7/8 card suit

→ 5♦ = B(5.5)+, 6♥/5♦

bi-color

→ 5♥ = Relay! Ask

for the exact shape.

→ 5♠ = 2650 → 6♥/5♦ bi-color

→ 5NT = 1651

→ 6♥/5♦ bi-color

→ 6♣ = 5701 →

6♥/5♦ bi-color

.....

→ 5♥ = 0661 → 6♥/6♦ bi-color

→ 5♠ = 1660 → 6♥/6♦ bi-color
 → 5NT = 1750, unusual, 7♥/5♦ bi-color
 → 6♣ = 0751 → 7♥/5♦ bi-color
 → 6♦ = 0760 → 7♥/6♦ bi-color
 → 6♥ = 0850 → 8♥/5♦ bi-color

.....

→ 5♣ = **B(5.5)+**, 6+♥/5♣ bi-color
 → 5♦ = **B1+**, **Relay!** Ask for
 6/7/8 card suit

→ 5♥ = 6♥/5♣ bi-color
 → 5♠ = **B1+**, **Relay!**

Ask for exact shape

→ 5NT = 1615 →

6♥/5♣ bi-color

→ 6♣ = 2605 →

6♥/5♣ bi-color

→ 6♦ = 0625 →

6♥/5♣ bi-color

.....

→ 5♠ = 1606 → 6♥/5♣ bi-color
 → 5NT = 0616 → 6♥/5♣ bi-

color

→ 6♣ = 1705 → 7♥/5♣ bi-color
 → 6♦ = 0715 → 7♥/5♣ bi-color
 → 6♥ = 0706 → 7♥/6♣ bi-color
 → 6♠ = 0805 → 8♥/5♣ bi-color

.....

→ 5♦ = **B(5.5)+**, 1651 → 6+♥/5♠ bi-
 color

→ 5♥ = **B1+**, **Relay!** Ask for
 6/7/8 card suit

→ 5♠ = 5620 → 6♥/5♠

bi-color

→ 5NT = 5611 →

6♥/5♠ bi-color

→ 6♣ = 5602

→ 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 kind of the

bi-color

→ 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+, Relay! Ask for

6/7/8 card suit

→ 5♠ = B(5.5)+, 6250 →

unusual, 6♠/5♦ bi-color

→ 5NT = 6151 → 6♠/5♦ bi-

color

→ 6♣ = 6052 → 6♠/5♦ bi-

color

→ 6♦ = 7051 → unusual,

7♠/5♦ bi-color

→ 6♥ = 7150 → 7♠/5♦ bi-

color

→ 6♠ = 8050 → 8♠/5♦ bi-

color

→ 5♥ = B(5.5)+, 6502 → 6♠/5♥ bi-

color

→ 5♠ = 6520 → 6♠/5♥ bi-color

→ 5NT = 6511 → 6♠/5♥ bi-color

→ 6♣ = 7501 → 7♠/5♥ bi-color

→ 6♦ = 7510 → 7♠/5♥ bi-color

→ 6♥ = 8500 → 8♠/5♥ bi-color

.....

→ 4NT = B(5.5)+, 1516 → 6♣/5♥ bi-color

→ 5♣ = B1+, Relay! Ask for the exact

shape.

→ 5♦ = 0526 → 6♣/5♥ bi-color

→ 5♥ = 1516 --> unusual, 6♣/5♥ bi-

color

→ 5♠ = 2506 → 6♣/5♥ bi-color

→ 5NT = 0706 → 7♥/6♣ bi-color

→ 6♣ = 0607 → 7♣/5♥ bi-color

.....

→ 5♣ = 6♣/5♠ bi-color

→ 5♦ = B1+, Relay! Ask for the exact

shape

→ 5♥ = 5206 → 6♣/5♠ bi-color
 → 5♠ = 5026 → 6♣/5♠ bi-color
 → 5NT = 5116 → 6♣/5♠ bi-color
 → 6♣ = 6007 → 7♣/6♠ bi-color

.....

→ 5♦ = 6♣/5♦ bi-color
 → 5♥ = **B1+, Relay!** Ask for the exact shape.

→ 5♠ = 2056 → 6♣/5♦ bi-color
 → 5NT = 1156 → 6♣/5♦ bi-color
 → 6♣ = 0256 → 6♣/5♦ bi-color

.....

→ 5♥ = 0166 → 6♣/6♦ bi-color
 → 5♠ = 1066 → 6♣/6♦ bi-color
 → 5NT = 0175 → 5♣/7♦ bi-color
 → 6♣ = 1057 / 0067 / 0058 → bi-colors



♠ ♥ ♦ ♣

4♣ Openings → B(3.5 - 4), 8♣ + 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 = **Relay!** 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 Relay!**, 1st step = $4 * 3.5 - 4 = 10$

CP, 6 EQ

→ 5♣ = 4108 → ♣ for 4♠, 8♣ + RANK + S+V

→ 5♦ = **CPA**, 1st step = $4 * 3.5 - 4 = 10$

CP, 6 EQ



4♦ Openings → B(3.5 - 4), 8♦ with S+V

4♦ - 4♥! = B2+, Ex Relay for the side suits

→ 4♠! = B(3.5 - 4), 8♦ + S+V

→ 4NT = Ask for the exact shape

→ 5♣ = 0184 → 8♣ + SHAPE + S+V

→ 5♦ = 0481 → unusual, 8♣ +

SHAPE + S+V

→ 4NT = B(3.5 - 4), 8♦ + S+V

→ 5♣ = Relay! 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 Relay! 1st step = $4 * 3.5 - 4 =$

10 CP, 6 EQ

→ 5♦ = 4180 → ♦ for 4♠, 8♦ + RANK + S+V

→ 5♥ = CPA Relay! Ask for CP & EQ.

The 1st step = $4 * 3.5 - 4 = 10$ CP, 6 EQ

The 2nd step = $4 * 3.5 - 2 = 12$ CP, 5 EQ

The 3rd step = $4 * 3.5 = 14$ CP, 4 EQ



4♥ Opening → B(3.5- 4), 8♥, no 4♠

4♥ - 4♠! = B(2.5)+, Ex Relay! Ask for the side suits

→ 4NT = **B(3.5- 4), 8♥ + SHAPE**

→ 5♣ = **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**

→ 5♦ = **Relay! Ask for the**

exact shape.

→ 5♥ =

2803 → ♥ for 3♣, 8+♥ + COLOR

→ 5♠ = 3802 → 8♥ +

COLOR

→ 5NT = 2812 → 8♥ +

COLOR

→ 6♣ = 1804 → 8♥ +

COLOR

→ 6♦ = 1831 → 8♥ +

COLOR

→ 6♥ = 4801, unusual →

8♥ + COLOR

→ 5♦ = **B(3.5- 4), 0832 → 8♥ + RANK**

+ Void

→ 5♥ = 0823 → ♥ for 3♣ → 8♥ +

RANK

- $5\spadesuit = 3811 \rightarrow 8\heartsuit + \text{RANK}$
- $5\text{NT} = 1822 \rightarrow 8\heartsuit + \text{RANK}$
- $6\clubsuit = 0814 \rightarrow 8\heartsuit + \text{RANK}$
- $6\diamondsuit = 0841 \rightarrow 8\heartsuit + \text{RANK}$



**4♠ Opening → B(3.5- 4), 8♠, no 4 cards
in ♥ suit**

**4♠ - 4NT = B(2.5)+, Relay! Ask for the side
suit**

→ $5\clubsuit = \text{B}(3.5- 4), 8\spadesuit + \text{SHAPE}$

→ $5\diamondsuit = \text{Relay! B3+}, \text{Ask for the
exact shape}$

→ $5\heartsuit = 8302 \rightarrow 8\spadesuit + \text{SHAPE} +$

Void

→ $5\spadesuit = 8203 \rightarrow \spadesuit \text{ for } 3\clubsuit, 8\spadesuit +$
SHAPE + Void

→ $5\text{NT} = 8212$

→ $6\clubsuit = 8104 \rightarrow 8\spadesuit + \text{SHAPE}$

→ $6\diamondsuit = 8131 \rightarrow 8\spadesuit + \text{SHAPE}$

→ $5\heartsuit = 8401 \rightarrow 8\spadesuit + \text{SHAPE}$

→ $5\diamondsuit = \text{B}(3.5- 4), 8\spadesuit + \text{COLOR}$

→ $5\heartsuit = \text{Relay! B3+}, \text{Ask for the}$

exact shape

→ $5\spadesuit = 8230 \rightarrow \spadesuit$ for $3\heartsuit$, $8\spadesuit +$

COLOR

→ $5NT = 8221 \rightarrow NT$ for $3\heartsuit$, $8\spadesuit +$

COLOR

→ $6\clubsuit = 8113 \rightarrow 8\spadesuit + \text{COLOR}$

→ $6\heartsuit = 8140 \rightarrow 8\spadesuit + \text{COLOR}$

→ $6\heartsuit = 8320 \rightarrow \heartsuit$ for $4\clubsuit$, $8\spadesuit +$

COLOR

→ $6\spadesuit = (8410) \rightarrow \text{unusual}$, $8\spadesuit +$

COLOR

→ $5\heartsuit = B(3.5-4)$, **exception !**, $8410 +$

COLOR

→ $5\spadesuit = 8023 \rightarrow \spadesuit$ for $3\clubsuit$, $8\spadesuit + \text{RANK}$

→ $5NT = 8122 \rightarrow NT$ for $3\heartsuit$, $8\spadesuit +$

RANK

→ $6\clubsuit = 8311 \rightarrow \clubsuit$ for $3\heartsuit$, $8\spadesuit +$

→ $6\heartsuit = 8032 \rightarrow 8\spadesuit + \text{RANK}$

→ $6\heartsuit = 8014 \rightarrow \heartsuit$ for $4\clubsuit$, $8\spadesuit + \text{RANK}$

→ $5\spadesuit = 8041 \rightarrow \spadesuit$ for $4\heartsuit$, $8\spadesuit + \text{RANK}$



4 NT Opening → B(5.5)+, any 10+ card suit, 3 TOP Honors

**Direct CPA including the real & the pseudo
CP: 1st step answer = 6 CP or less**

**NOTE: The value of the real & the pseudo
Controls:**

Ace = 6 CP

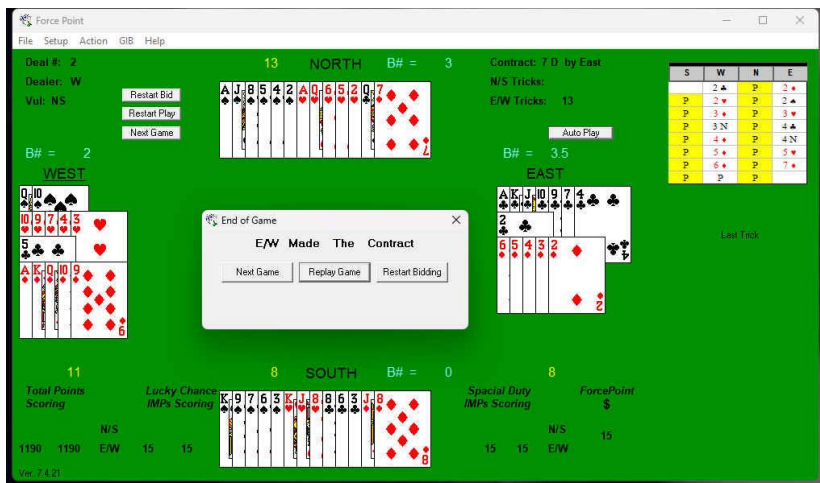
King = 4 CP , including a Singleton King

**Void = 6 CP (10 CP if your partner does NOT
have any Control in the same suit)**

**Singleton = 4 CP if your partner does NOT have a
King in the same suit**



Board 40



NOTE: Right mouse click to preview the picture !

W: $2\clubsuit = \mathbf{B}(2 - 2.5)$, weak bi-color

N: 2♦ = **Relay!** Ask for the bi-color suit(s)

E: $2\heartsuit = 5+\heartsuit/5+$ any bi-color

S: 2♠ = Relay! Ask for the other bi-color suit

W: $3\spadesuit = 2551$ exact shape, $5+\heartsuit/5+\spadesuit$ bi-color

N: 3♥ = CPA Relay! Ask for the TOP Honors

E: 3NT = 2nd step answer for 10 CP, 3 EQ

S: 4♣ = **Relay!** Ask for the Queens' suits

W: 4♦ = 2 real **SHAPE** Queens

N: 4NT = Relay! Ask for the King's suit

E: $5\spadesuit = \text{King of } \spadesuit$

S: 5♥ = Relay! Ask for the Ace's suit

W: $6\spadesuit = \text{Ace of } \spadesuit$

Thinking!

The PL = B2 + B4 (not 3.5 with bi-) + 0.5 (for 5 by 5 ♦ Trumps) + 0.5 (for ♥ ‘good’ Void) + 1.0 (for ♠ good’ Void - 0.5 (for more than 2 Positive Adjustments) = 7.5

The CP = 10 + 10 + 10 (pseudo in ♠ suit) + 10 (pseudo in ♥ suit) = 40, both for GRAND SLAM All Pass



The Book Cover's Game

This is exactly what you will see through the partner's hand if you use Fp Bridge Bidding System!
Board 19, Dealer West, EW Vulnerable.

NOTE: **You read the final updated edition !**

Board 41

		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
3♣	Pass	3♦!	Pass
3NT	Pass	4♣	Pass
4♥	Pass	4♠!	Pass
5♥	Pass	6NT	All Pass

1♠ = B(2 – 4), 5+ ♠

1NT! = **Relay!** B(0.5)+, 2+♠ / B(1.5)+, any, no bi-color,
Ask for the length of the Basic suit + side suits / exact
shape.

3♣ = 6♠ or 8♠, **RANK** (waiting bid !)

3♦! = **Relay!** 1st step answer is for V / S+V

3NT = 6322 exact shape, no S / V

4♣! = Relay! Ask for the exact B#

NOTE: The 1st step = **B2** → Then CPA
The 2nd step answer = **B(2.5)** → Then CPA
The 3rd step answer = **B3** → Then CPA
The 4th step answer = **B(3.5)** → Then CPA
The 5th step answer = **B4**, CP = $4*4 =$
16 CP, 4 EQ (combined answer)
The 6th step answer = **B4**, CP = $4*4 + 2 =$
18 CP, 3 EQ (combined answer)
The 7th step answer = **B4**, CP = $4*4 + 4 =$
20 CP, 2 EQ. This is the correct answer !
The 8th step answer = **B4**, CP = $4*4 + 6 =$
22 CP, 1 EQ (combined answer)
The 9th step answer = **B4**, CP = $4*4 + 8 =$
24 CP, no EQ (combined answer)

4♥ = 7th step combined answer (because
of North's B# = 4) for **20 CP** (2A + 2K)
along with **2 Queens**

4♠! = **Ex Relay!** Ask for the Kings' suits by **SCOR**
5♥ = 4th step combined answer for **2 RANK**
Kings (2 Major Kings obviously) + **2 COLOR**
Queens

Thinking !

South's B# = **B(1.5)**, not **B2** because the
Aces are more than the Kings and no Queen!

PL = **B4** + **B(1.5)** + **0.5** (for 9 ♠ Trumps) +
0.25* (force*point for 4 Aces) + **0.5** (for the 3 TOP
Honors in the ♣ suit) = **6.75*** for **100% Small Slam**
CP = **20 + 16 = 36** for **100% Small Slam**

6NT = Final Contract

Board 42

NORTH			
	♠J		
	♥AKQ75		
	♦AQ764		
	♣A2		
WEST			EAST
♠10542			♠K87
♥4			♥1032
♦J105			♦K983
♣KJ1043			♣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	5NT	Pass	6♥

1♣ = B2+, 5+ ♣ or B(4.5)+, any shape

1♥! = Relay! Ask for the overall shape

1♠ = B(4.5)+, any shape

1NT! = Relay! Ask for the Basic suit / 5/5 bi-color

2NT = B(4.5)+, 5♦/5+ any bi-color

3♣! = Relay! B1+, Ask for overall shape / bi-color

3♥ = 5♦/5♥ bi-color

3♠! = Relay! Ask for 2/3/6+ card suit / exact shape

4♣ = 1552 exact shape

4♦! = Relay! Ask for the exact B#

4♠ = 2nd step answer for exactly B5

NOTE: North showed B5, 5/5 bi-color

4NT! = CPA Relay! Ask for CP & EQ

The 1st step will show CP = $4 \times b\# = 4 \times 5 = 20$ CP,
4 EQ

5♦ = 2nd step answer for $4 \times B\# + 2 = 4 \times 5 + 2$
= 22 CP (3A + K) along with 3 EQ

5♥! = Relay! Ask for the '2 of a kind' (for the 2
Queens' suits)

5NT = 2nd step answer for 2 COLOR
Queens

Thinking !

PL = B5 + B1 + 0.5 (for 9 ♥ Trumps) +
0.25* (force*point for 4 Aces) = 6.75* for
100% Small 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% Small
SLAM

6♥ = Final Contract

Board 43

NORTH
♠AK4
♥AQ8632
♦AQ
♣K4

WEST
♠QJ82
♥KT7
♦T7653
♣3

EAST
♠T63
♥J954
♦K94
♣AJ9

SOUTH
♠975
♥
♦J82
♣QT87652

All vulnerable. Opponents Pass throughout

SOUTH	WEST	NORTH	EAST
Pass	Pass	1♣!	Pass
1♦	Pass	1♥!	Pass
2♣	Pass	2♦!	Pass
2♥	Pass	2♠!	Pass
2NT	Pass	3♣	Pass
3NT	Pass	5♣	All Pass

Pass – Pass - 1♣! = B1+, any in 3rd / 4th seat, Initial Forcing, actually B(5.5)

1♦ = max B(-0.5), balanced / max B(0), unbalanced

1♥! = B(3.5)+, RF! Ask for 5+ card suit

2♣ = B(-0.5), 5+ ♣

2♦! = B(3.5)+, GF! Ask for the overall shape

2♥ = B(-0.5), 5♣ or 7♣, **SHAPE** or 22272♠

! = **Relay!** B5+, Ask for 7♣ or 5♣ + shape

PL = 5.5 + (-0.5) = **5** with min 30 CP

2NT = B(-0.5), 7♣ + **SHAPE** / 2227

3♣! = **Relay!** 1st step answer is for any 2047

3NT = B(-0.5), 3037 → 7♣ + **SHAPE** + **Void**

5♣ = Final Contract

The Bidding in BBO went:

p p 1♣ p 1♦ p 1♥ p 2♣ p 2♥ p 3♣ p 3♥ p 5♣ p
6♣ DBL All Pass



♠ ♥ ♦ ♣

Board 44

	NORTH	
	♠Q965	
	♥QJ764	
	♦QJ54	
	♣	
WEST		EAST
♠J10843		♠7
♥A832		♥
♦9		♦1087632
♣J73		♣AK10864
	SOUTH	
	♠AK2	
	♥K1095	
	♦AK	
	♣Q952	

West dealer; EW vulnerable; Both sides play **Fp**

WEST	NORTH	EAST	SOUTH
Pass	Pass	1♣!	DBL
1♦	1♥	2NT	DBL!
3♣	Pass	5♣	Pass!
Pass	5NT	Pass	6♥
Pass	Pass	Pass	

W: Pass - Pass - 1♣! = **B2+**, any in 3rd or 4th seat, Initial Forcing

S: **DBL** = **B(1.5)+**, balanced or **B(3.5)+**, any shape

W: 1♦ = **B(-0.5 - 0)**, balanced / **B(0)**, unbalanced

N: $1\heartsuit = B(0)$, 4 - 5 $\heartsuit$

E: $2NT = B(2 - 3)$, 5+ $\diamond$ /5+ $\clubsuit$ bi-color

S: **DBL = Relay!** $B(3.5)+$, strong 2nd DBL, any

W: $3\clubsuit = B(0)$, 3+ $\clubsuit$

N: Pass = 1st step for 5 $\heartsuit$ or 7 $\heartsuit$, **SHAPE** side suits

E: $5\clubsuit =$ To Play (barrage)

Thinking!

Statistically, for $B(-0.5)$ North must have 3 Queens instead of $\clubsuit$ K + Q. Also, his B# can be upgraded to $B(0)$ because of $\clubsuit$ Opponents Super FIT, so North has $\clubsuit$ Void with the exact shape of 4540 !

PL = $B(0) + B(4.5) + 0.5$ (for 9 $\heartsuit$ Trumps)
+ 1 (for Opponents' $\clubsuit$ Super FIT) = 6 for
statistically 50% Small SLAM !

CP = 10 pseudo (for $\clubsuit$ Void) + 24 = 34 for
statistically 100% Small SLAM

S: 6 $\heartsuit$ = Final Contract



In BBO the West was the Dealer & the Bidding went:

p p 1 $\clubsuit$ DBL 2 $\clubsuit$ 2 $\heartsuit$ 2 $\clubsuit$ 3 $\heartsuit$ 4 $\heartsuit$ All Pass



Let's make South the Dealer in the previous game

Board 44 repeated

	NORTH	
	♠Q965	
	♥QJ764	
	♦QJ54	
	♣	
WEST		EAST
♠J10843		♠7
♥A832		♥
♦9		♦1087632
♣J73		♣AK10864
	SOUTH	
	♠AK2	
	♥K1095	
	♦AK	
	♣Q952	

Neither vulnerable. Both sides play **Fp**

SOUTH	WEST	NORTH	EAST
1♣!	Pass	1♠	2NT
DBL!	3♣	3♥	5♣
Pass	Pass	5NT	Pass
6♥	All Pass		

S: 1♣! = **B2+**, 5+ ♣ or **B(4.5)**, any shape

W: Pass = statistically B(0)

N: 1♠ = **B(0)**, unbalanced; any 5+ cards

E: 2NT = **B(2 - 3)**, 5+♦ / 5+♣ Minor bi-color

S: DBL! = B(3.5)+, Relay! Ask for the shape

W: 3♣ = B(0), Free Bid

N: 3♥ = 5+ ♥

E: 5♣ = To Play (barrage for 1 down, non-Vulnerable)

The **EW PL = 0 + 2.5 + 1** (for 'good' ♥ Void) +
0.5 (for 9 ♣ Trumps) = **4**

Thinking!

Statistically, for **B(-0.5)** North must have 3
Queens instead of ♣ K + Q. Also, his B# can be
upgraded to B(0) because of ♣ Opponents Super FIT, so
North has ♣ Void with the exact shape of 4540 !

PL = B(0) + B(4.5) + 0.5 (for 9 ♥ Trumps)
+ 1 (for Opponents ♣ FIT) = **6 for statistically**
50% Small SLAM !

CP = 10 pseudo (for ♣ Void) + **24 = 34 for**
statistically 100% Small SLAM

S: 6♥ = Final Contract

In BBO the West was the Dealer & the Bidding went:

p p 3♣ 3NT 4♣ DBL All Pass making 4♣x=



Board 44 repeated again

NORTH	
♠	Q965
♥	QJ764
♦	QJ54
♣	
WEST	EAST
♠	J10843
♥	A832
♦	9
♣	J73
SOUTH	
♠	AK2
♥	K1095
♦	AK
♣	Q952

Both sides play **Fp** for learning purposes.

EAST	SOUTH	WEST	NORTH
2♣	DBL	2♠	Pass
2NT!	DBL!	Pass	3♥
Pass!	3♠!	4♥	Pass
5♣	5♥	All Pass	

E: 2♣ = **B**(2 - 2.5), 5+/5+ any bi-color / **B**(1.5 - 2),

5+♠/5+♥ bi-color / **B**(2 - 4), 5+♣/5+♦ bi-color

S: DBL = **B**2+, balanced or **B**(3.5)+, any shape

W: 2♠ = **B**(0), 5+ ♠, free bid

N: Pass = Negative **B**(-)

E: 2NT = Relay! 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: 4♥ = 5413 exact shape

N: Pass = 1st step answer for 5♥ or 7♥, **SHAPE**

side suits

E: 5♣ = Sign off

Thinking!

Statistically, for **B(-0.5)** North must have 3 Queens instead of ♣K + Q. Also, his B# can be upgraded to B(0) because of ♣ Opponents Super FIT, so obviously North has ♣ Void with the exact shape of 4540 !

♥ PL = B(0) + B(4.5) + 0.5 (for 9 ♥ Trumps) + **1** (for Opponents ♣ Super FIT) + **0.25*** (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) = **6.5 for statistically 100% SmallSLAM !**

CP = 10 pseudo (for ♣ Void) + **24 = 34 for statistically 100% Small SLAM**

S: 6♥ = Final Contract

NOTE: The actual **PL = 6.5**, 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 6.5 !

Board 45

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
5NT	Pass	7NT	All Pass

1♣ = **B2+**, 5+ ♣ or **B(4.5)+**, any shape

3♣ = South's Preemptive Overcall

DBL! = **B(0.5)+**, **Relay!** Ask for the overall shape.

From that point, NS Pass Throughout

3♥ = **B(4.5)+**, 5+ ♥ card suit (obviously no long ♣ suit) !

3♠! = **Relay!** Ask for the overall shape

3NT = 1st step answer for 5♥ or 7♥, **SHAPE** / 2722

4♣! = **Relay!** Ask for 7♥ or 5♥ + side suits

4♠ = 4 card ♠ suit, 4531 exact shape

4NT! = **Relay!** Ask for the exact **B#**

5♦ = 2nd step answer for exactly **B5**

NOTE: Easr showed B5, 5 card suit

5♥! = CPA Relay! Ask for TOP Honors.
The 1st step will show $4*B\# = 4*5 = 20$ CP, 4 EQ

5NT = 2nd step CP answer = $4*B\# + 2 = 4*5 + 2 = 22$ CP (3 Aces + 1 King or 1 Ace + 4 Kings) along with **3 EQ**

Thinking!

PL = B5 + B2 + 0.5 (for 9 ♦ cards) + 1
(upgrading for Opponent's ♣ Super FIT) = **8.5** for
statistically **100% NT GRAND SLAM** (only
when
there is a 5 by 3 or better FIT.

Pay attention that 4 by 4 FIT will not help !

CP = 22 + 14 = 36 for statistically **100% NT
GRAND SLAM**

7NT = Final Contract



Board 46

	NORTH	
	♠8532	
	♥A3	
	♦KT7	
	♣QJT7	
WEST		EAST
♠A6		♠KQ7
♥Q87		♥JT642
♦AQ853		♦94
♣A53		♣842
	SOUTH	
	♠JT94	
	♥K95	
	♦J62	
	♣K96	

East dealer, NS Vulnerable, EW play **Fp**

EAST	SOUTH	WEST	NORTH
Pass	Pass	1♣	DBL
RDBL	1NT	Pass!	2♣
2♥	2♠	3♥	3♠
Pass	Pass	DBL	All Pass

Pass = East's bid

Pass = South's bid

1♣ = **Initial Forcing in 3/4 sit, B2+**, any (West's bid)

DBL = North's bid

RDBL = **B(-1 to -0.5)**, balanced / **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+ cards ♥ suit (East's bid)

2♠ = 4♠, South's bid

3♥ = **Signoff. 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: ♥ **PL** = **B(-0.5) + B(3.5) = 3** and **Penalty Rule of 13** showed:

3 (EW PL) + 3 (NS want to pay) + 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



Board 47

	NORTH	
	♠2	
	♥KQ43	
	♦KJT43	
	♣975	
WEST		EAST
♠QJ3		♠K9864
♥T987		♥652
♦8765		♦Q2
♣J4		♣832
	SOUTH	
	♠AT75	
	♥AJ	
	♦A9	
	♣AKQT6	

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	4♠!
Pass	5♥	Pass	5♠!
Pass	6NT	Pass	7♣
Pass	Pass	Pass	

1♣! = B(2.5)+, artificial multi bid, but may be natural with 5+ ♣, actually B6 strength

1♥! = RF! B(0.5)+, 2+♣ / B(1.5)+, any, no bi-color

1♠ = B(4.5 - 6.5), any 5+ or 5+/5+ any bi-color

1NT! = Relay! Ask for the Basic suit

$$\text{min PL} = B(4.5) + B1 = 5.5$$

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♥ = 3rd step answer for exactly B(5.5)

NOTE: SOUTH showed B(5.5), 5 card Basic suit

4♠! = Ex CPA Relay! Ask for CP & EQ.

The **1st step** answer shows $CP = 4 * B\# = 4 * 5.5$
= 22 CP, 4 EQ.

The **2nd step** answer shows $CP = 4 * 5.5 + 2 =$
24 CP, 3 EQ.

The **3rd step** answer shows $CP = 4 * 5.5 + 4 =$
26 CP, 2 EQ.

The **4th step** answer shows $CP = 4 * 5.5 + 6 =$
28 CP, 1 EQ. That is the correct answer for this
particular case.

The **5th step** answer shows $CP = 4 * 5.5 + 8 =$
30 CP, no EQ.

5♠ = 4th step answer for 28 CP = 2A + 4 K or
4A + K (for North, obviously the latter) along with 1
real Queen

5♠! = Ask for the King's + Queen's suits by SCOR

REMINDER:

When South holds **K + Q**, the answers are by **SCOR** :

5NT = SHAPE King + Queen

6♣ = COLOR King + Queen

6♦ = RANK King + Queen

6♥ = 4th step = King + Queen in the 2nd longer ♠ suit (if any). With equal length – in the lower suit

6♠ = 5th step = King + Queen in the 2nd longest ♣ suit (if any). With equal length – in the middle suit

6NT = With equal length – in the higher suit

The actual answer:

6♠ = for K + Q in the longest ♣ suit !

Thinking !

PL = B(5.5) + B1 + 0.5 (for 'good' ♠ Singleton) + 0.5 (for 4 by 2 Misfit with the 3 TOP Honors in ♥ suit) = 8 for statistically **100% 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**

7♣ = Final contract

In **BBO** the Final contract was **6 NT**



[illegible]

Force Point

File Setup Action GB Help

Deal #: 44

Dealer: E

Vul: All

Restart Bid

Restart Play

Next Game

B# = 1.5

WEST

7 6 5 A

A J 9 7 6 5 4 3 2

K Q 9 8 7 6 5 4 3 2

3 2 A K

10

Total Points Scoring

1680 1680

N/S

E/W

17 17

3

NORTH

B# = -1

J 10 4 K 8 3 J 7 10 9 8 7 4

5 4 3 2 A K

Contract: 6 H by West

N/S Tricks: 1

E/W Tricks: 12

Auto Play

B# = 4.5

EAST

A K 3

Q 10 2

A 2

A Q 6 5 2

2

19

Special Duty IMPs Scoring

14 14

N/S

E/W

14

End of Game

E/W Made The Contract

Next Game Replay Game Restart Bidding

6

SOUTH

B# = -0.5

Q 9 8 2 6 5 10 6 5 4 3 2

4 3 2 A K

Lucky Chance IMPs Scoring

17 17

ForcePoint \$

Last Trick

7 A

5 4 3 2 A K

Q 9 8 7 6 5 4 3 2

2 A

ver: 7.4.21



Board 49

	NORTH		
	♠		
	♥AJT972		
	♦Q		
	♣Q98742		
WEST		EAST	
♠AK7432		♠QT95	
♥4		♥Q3	
♦JT54		♦AK2	
♣KJ		♣T653	
	SOUTH		
	♠J86		
	♥K865		
	♦98763		
	♣A		

EW Vulnerable, only NS play Fp

WEST	NORTH	EAST	SOUTH
1♠	2♠	4♠	DBL!
Pass	6♣	Pass	6♥
Pass	Pass	DBL	All Pass

1♠ = West's Opening

2♠ = **B2+**, 5+♥/5+♣ SHAPE bi-color, actual

B(2.5) after the ♠ Opening, alerted

4♠ = East's barrage bid

DBL! = **Relay! B(1.5)+** after upgrading for 9♥, Ask for 2/3/6+ cards suit

At that point, the Opponents Pass Throughout

6♣ = 6016 or 6106 shape (expected B# for that shape is **B3**)

NOTE: I hope you remember that with 6+/5+ bi-colors, crucial about the Contract Level is the number of the CP, not the game's PL !

The **Overcall** was made on **2nd Level** with **B2**, the expected **B#s with 6/5 & 6/6 shapes are B(2.5) & B3 respectively** (if Opponents bid some short suit, the **B#s** will be upgraded by 1).

So, we will use the Formula for the **CP with 8 cards or 6/6 bi-color**: North's expected total real **CP = $4 * B\# - 4 = 4 * 3 - 4 = 8$ CP** along with **10 pseudo CP** (for undisclosed Void in **♦** or **♠** suit) + **4 pseudo CP** (for undisclosed Singleton in **♠** or **♦** suit respectively) = **22 CP**

So **North** is expected to hold **8 real + 14 pseudo (♦ or ♠ suit) = 22 CP** (min 20 CP if the B# = 2.5 instead of 3.)

The **CP** in both hands = **20 to 22 (North) + 10 (South) = 30 to 34 CP for statistically 50% (for a "finesse / cards or Honor dropping" Small SLAM) to 100% Small SLAM**

6♥ = Final Contract

DBL (by East)

All Pass

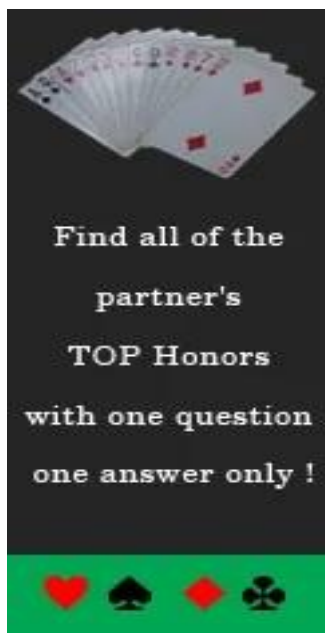
NOTE: **EW** were unable to investigate the exact PL and didn't go to **6♠** bid for a successful defense.

If **EW** play **Fp**, no doubt they will find the **♠ PL = 4.5** for a maximum 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 $\spadesuit$ PL for the record:

$\spadesuit$ PL = B2 (West's B#) + B2 (East's B#
(after upgrading with 0.5 for 9 $\spadesuit$ Trumps) + 0.5
(upgrading for the Singleton in the Opponents' $\heartsuit$
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 $\heartsuit$ for sure!



The SLAM succeed because the West's
King of $\clubsuit$ dropped, thus establishing North's
Queen of $\clubsuit$, directly affecting NS
communications !



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

♣A + 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 a 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 $6\clubsuit = 1\text{st step answer}$.

Your partner discovered that you have **2 Aces, 5 EQ** and a Void and asked you for **'2 or 3 of a kind'** for the colors of your **TOP Honors** with $5\spadesuit!$ 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 !

North opened **Pass**, East & South bid **Pass** too.
You are West & hold: $\spadesuit Kxxx$ $\heartsuit xxxx$ $\diamondsuit Axx$ $\clubsuit Qx$

Prove that your $B\# = 1.0$ and explain to yourself why you must open **1NT** in **4th seat**.

East opened $1\spadesuit$. You are South & hold:
 $\spadesuit A$ $\heartsuit Kxxxx$ $\diamondsuit Qx$ $\clubsuit Kxxxx$

Prove that your $B\# = 2.5$ and explain why you must overcall $2\spadesuit$.



A REMINDER

The CPA answers with 7 card suit or 6/5 bi-color are:

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

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

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

The **4th step** answer shows $CP = 4*B\# + 4$, 2 EQ

The **5th step** answer shows $CP = 4*B\# + 6$, 1 EQ



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

NOTE: The above Rules are not applicable with bi-colors !

OVERCALLS WITH BI-COLORS

After 1♣ Opening with B(2 - 4)

2♣ = B2+, 5+/5+ SHAPE ♣♥ bi-color including ♣ !
2♦ = B2+, 5+/5+ COLOR ♣♠ bi-color including ♣ !
2♥ = B2+, 5+/5+ RANK ♣♦ bi-color including ♣ !
2♠ = B2+, 5+/5+ SHAPE ♦♠ bi-color, no ♣
2NT = B(2.5)+, 5+/5+ COLOR ♦♥ bi- color, no ♣
3♣ = B(2.5)+, 5+/5+ RANK ♥♠ bi- color, no ♣

After 1♦ Opening with B(2 - 4)

2♦ = B2+, 5+/5+ SHAPE ♦♠ bi-color; + ♦ !
2♥ = B2+, 5+/5+ COLOR ♦♥ bi-color; + ♦ !
2♠ = B2+, 5+/5+ RANK ♦♣ bi-color; + ♦ !
2NT = B2+, 5+/5+ SHAPE ♣♥ bi-color no ♦ !
3♣ = B2+, 5+/5+ COLOR ♣♠ bi-color, no ♦ !
3♦ = B2+, 5+/5+ RANK ♥♠ bi-color, no ♦ !

After 1♥ Opening with B(2 - 4)

2♥ = B3+, 5+/5+ SHAPE bi-color, no ♥ suit
2♠ = B3+, 5+/5+ COLOR bi-color, no ♥ suit
2NT = B(3.5), 5+/5+ RANK bi-color, no ♥ suit

After 1♠ Opening with B(2 - 4)

2♠ = B2+, 5+/5+ SHAPE bi-color, no ♠ suit
2NT = B(2.5)+, 5+/5+ COLOR bi-color, no ♠ suit
3♣ = B(2.5)+, 5+/5+ RANK bi-color, no ♠ suit

After 1NT Opening with B(2 - 3), weak 12-14 HCP:

DBL = B2+, any balance / SHAPE bi-color / 5+m

2♣ = B(2 - 3), COLOR bi-color (Landy included)

2♦ = B(2 - 3), 5♥ / 5♠ / RANK bi-color

After 2♣ Opening with B(1.5 - 4)

3♣ = B(2 - 3), 5+/5+ SHAPE ♦♠ bi-color, no ♣ suit

3♦ = B(2 - 3), 5+/5+ COLOR ♦♥ bi-color, no ♣ suit

3♥ = B(2 - 3), 5+/5+ RANK ♥♠ bi-color, no ♣ suit

After 2♦ Opening with B3+

3♦ = B(2 - 3), 5+/5+ SHAPE ♣♥ bi-color, no ♦ suit

3♥ = B(2 - 3), 5+/5+ COLOR ♣♠ bi-color, no ♦ suit

3♠ = B(2 - 3), 5+/5+ RANK ♥♠ bi-color, no ♦ suit

After 2♥ Opening with B(3 - 4)

3♥ = B3, 5+♠/5+♦ SHAPE bi-color, no ♥ suit

3♠ = B3, 5+♠/5+♣ COLOR bi-color, no ♥ suit

3NT = B3, 5+♦/5+♣ RANK bi-color, no ♥ suit

After 2♠ Opening with B(3 - 4)

3♠ = B4+, 5+♥/5+♣ SHAPE bi-color, no ♠ suit

3NT = B4+, 5+♥/5+♦ COLOR bi-color, no ♠ suit

4♣ = B4+, 5+♦/5+♣ RANK bi-color, no ♠ suit

The Sysnotes computer 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 enhance your learning.



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 the Stayman Modification Relay to ask for the overall shape.

The answers are:

The 1st step answer (the bounding bid: may be Pass / **DBL** / **RDBL** if the Opponents interfere = **(2 - 2.5)**, balanced, and every **NT** bid with a higher B# after it is always for a balanced hand !

The 1st bid in NT = B(2.5 - 3), balanced or any 4441 pseudo-balanced.

After the initial 1st step, any bid in a suit will show **B(3.5)+**, 5+ card suit.



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 a **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)**, **Relay!** any shape (with 4/4 in Majors, it is allowed for 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 on 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.



Overcalls on 3rd & 4th Levels

On 3rd Level:

1. VUL with Minor:

B# = Level you intend to bid, with 6 cards

2. NO VUL with Minor:

B# = Level you intend to bid – 0.5, with 6 cards

3. VUL with Major:

B# = Level you intend to bid – 0.5, with 6 cards

4. NO VUL with Major:

B# = Level you intend to bid – 1, with 6 cards

On 4th Level:

1. VUL with Minor:

B# = Level you intend to bid, with 7+ cards

2. NO VUL with Minor:

B# = Level you intend to bid – 0.5, with 7+ cards

3. VUL with Major:

B# = Level you intend to bid – 0.5, with 7+ cards



Let's Practice

You have 2 Kings, $K\spadesuit + K\heartsuit$ and your partner asks you to show their colors with $5\heartsuit$ **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, $Q\spadesuit + Q\clubsuit$, but do not have 2 Kings, and your partner asks you to show their colors with $5\spadesuit$ Relay. What will you 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 $5\heartsuit = 1st$ 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 or learn Fp faster.

You can switch between 2 modes: infinite repeated games & infinite 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 inside the C:/ForcePoint folder created by the installation.



Board 50

		NORTH	
		♠AK7	
		♥AT32	
		♦AQ64	
		♣T6	
WEST			EAST
♠J985432			♠QT6
♥Q9			♥J87
♦K83			♦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	5NT	Pass	6♣
Pass	Pass	Pass	

1♣! = **B2+**, 5+ ♣ / **B(3.5 - 4)**, balanced / **B(4.5)+**,
any 5+ card suit or 5/5 bi-color

2♠ = West's preemptive bid

DBL! = **Relay!** Ask for the **B#** / overall or exact
shape

Minimum PL = B2 + B4 = 6

3♠ = East's barrage raise
Pass = B(2 - 2.5), 5+ ♣, weak.

From that point, Opponents Pass Throughout

DBL! = Relay! 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
5NT! = 0337 exact shape

Thinking!

$PL = B2 + B4 + 0.5$ (for 9 Trump cards) –
0.5 (for the bad ♠ Void opposite AK) = 6 for
statistically 50% Small SLAM !

South's min expected CP = $4 * \min B\# - 2$
(because of 7 card suit) + 2 (for expected 2nd step
answer with 7 card suit) = $4*2 = 8$ CP.

REMEMBER THAT !

The total CP in both hands = $8 + 22 = 30$
CP for a finesse Small SLAM

6♣ = Risky Final Contract





Mr. Svilen Boeff

Board 51

Force Point

File Setup Action GIB Help

Deal #: 89
Dealer: S
Vul: None

Restart Bid
Restart Play
Next Game

B# = 0.5

WEST

14 NORTH B# = 3

Contract: 6 S X by North
N/S Tricks: 10
EW Tricks: 3

Auto Play

B# = 0

EAST

End of Game
N/S Made 2 Trick(s) DOWN
Next Game Replay Game Restart Bidding

10 Total Points Scoring
N/S 300 300
E/W 7 7

15 SOUTH B# = 3

Special Duty IMPs Scoring
N/S 13 13
E/W 13

ForcePoint \$

Ver: 2.4.21

S	W	N	E
1 ♠	P	2 ♠	4 *
4 *	5 *	P	P
X	P	6 ♠	X
P	P	P	

Board 52

INT over 1 natural

File Setup Action GIB Help

Deal #: 25
Dealer: S
Vul: None

Restart Bid
Restart Play
Next Game

B2 1.5

WEST

7 NORTH B1 -0.5

Contract: 7 S by West
N/S Tricks: 13
EW Tricks: 13

Start AutoPlay

B5 4.5

EAST

End of Game
E/W Made The Contract
Next Game Replay Game Restart Bidding

10 Total Points Scoring
N/S 1260 1260
E/W 15 15

6 SOUTH B(0) 0

Special Duty IMPs Scoring
N/S 13 13
E/W 13

ForcePoint \$

Ver: 2.0.3

S	W	N	E
P	P	P	1 ♠ 1
P	2 *	P	3 *
P	2 N	P	3 ♠ 1
P	3 ♠	P	4 ♠ 1
P	4 *	P	4 N
P	5 ♠	P	7 ♠
P	P	P	



Board 53

NORTH
♠KQJT7
♥9764
♦
♣J862

WEST
♠543
♥5
♦KT98543
♣7

EAST
♠9
♥A82
♦AQ2
♣AKT954

SOUTH
♠A864
♥KQJT3
♦J76
♣Q

Both sides Vulnerable, EW use Fp

EAST	SOUTH	WEST	NORTH
1♣	1♥	2♦	3♥
DBL!	3♠	DBL	4♠
Pass!	Pass	DBL	Pass
4NT!	5♠	DBL	Pass
6♦	Pass	Pass	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♦ = B(0), 5+ ♦ or B(0.5) on 2n Level, West's free bid

3♥ = North's preemptive bid

DBL! = Relay! Ask for the overall shape

$$\text{Min PL} = \text{B}(0) + \text{B}(4.5) = 4.5$$

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

Thinking !

PL = B(0.5) + B(4.5) + 1 (for 10 ♦ Trumps) + 1 (for 'good' ♥ Singleton) + 1 (for 'good' ♠ Singleton) - 0.5 (Singleton ♣ opposite AK ♣) - 0.5 (for more than 2 Positive Adjustments) = 7 for statistically 100% Small SLAM

CP = 4 + 4 (pseudo) + 22 + 4 (pseudo) = 34 for statistically 100% small SLAM

6♦ = Final Contract

All Pass

NOTE: Try to make the Bidding if West use **DBL = Relay!** (instead of 2♦) thus becomming the Quest!



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).

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 then eventually **CPA** 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♥ – 2♦ – DBL - 3♦

The Opener will show his B# instead of the shape:

Pass = **B2**; DBL = **B(2.5)**; 3♥ = **B3**

3♠ = **B(3.5)**; 3NT = **B4**

After that, the Quest may continue with 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.

Board 54

The screenshot shows a bridge game interface for 'Force Point'. The game is in progress, with North and South hands displayed. North's hand is 7♠, 10♠, 7♥, 5♥, 4♥, 3♥, 2♥, 10♦, 9♦, 8♦, 5♦, 4♦, 3♦, 2♦, 10♣, 9♣, 8♣, 5♣, 4♣, 3♣, 2♣, 10♠. South's hand is 8♠, 7♠, 6♠, 5♠, 4♠, 3♠, 2♠, 10♥, 9♥, 8♥, 5♥, 4♥, 3♥, 2♥, 10♦, 9♦, 8♦, 5♦, 4♦, 3♦, 2♦, 10♣, 9♣, 8♣, 5♣, 4♣, 3♣, 2♣, 10♠. The trick table shows the following tricks: N/S: 1♠, 1♥, 2♥, 3♥, 4♥, 4♠, 4♦, 4♣, 5♣, 6♣, 7♣, 8♣, 9♣, 10♣, 11♣, 12♣, 13♣, 14♣, 15♣, 16♣, 17♣, 18♣, 19♣, 20♣, 21♣, 22♣, 23♣, 24♣, 25♣, 26♣, 27♣, 28♣, 29♣, 30♣, 31♣, 32♣, 33♣, 34♣, 35♣, 36♣, 37♣, 38♣, 39♣, 40♣, 41♣, 42♣, 43♣, 44♣, 45♣, 46♣, 47♣, 48♣, 49♣, 50♣, 51♣, 52♣, 53♣, 54♣, 55♣, 56♣, 57♣, 58♣, 59♣, 60♣, 61♣, 62♣, 63♣, 64♣, 65♣, 66♣, 67♣, 68♣, 69♣, 70♣, 71♣, 72♣, 73♣, 74♣, 75♣, 76♣, 77♣, 78♣, 79♣, 80♣, 81♣, 82♣, 83♣, 84♣, 85♣, 86♣, 87♣, 88♣, 89♣, 90♣, 91♣, 92♣, 93♣, 94♣, 95♣, 96♣, 97♣, 98♣, 99♣, 100♣. The interface also shows various game statistics and a 'Lucky Chance' section.



Board 55

	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♦	DBL!	Pass
4NT	Pass	5♣!	Pass
6♣	Pass	7♣	All Pass

1♣! = **B2+**, any shape, artificial multi-bid, may be natural with 5+ ♣ suit

3♦ = East's Overcall

DBL = Relay! Ask for the exact **B# / shape**

From that point Opponents **Pass Throughout**

4NT = 5♣ or 7♣, **RANK**

5♣! = **Relay!** Ask for the exact **SHAPE**

6♣ = 3325 **exact shape**

Thinking !

PL = B(2.5) + B4 + 0.5 (for ♣ Super FIT) + 1.0 (for Opponents' ♦ Super FIT) = 8 for statistically 100% GRAND SLAM.

Unfortunately, there is no more space to ask North for the exact **CP**, but they may be calculated:

North CP = $4 * B\# + 4 = 4 * 4 + 6$ (for the expected 3rd step answer with 5-6 card Basic suit

.

TRY TO REMEMBER THAT !!

So, the North CP = **22 CP** (3 Aces + 1 King or 1 Ace + 4 King), 2 EQ).

The **Total CP in both hands = 22 + 14 = 36** for statistically 100% GRAND SLAM

With **PL = 8**, North may play **NT GRAND SLAM**, but without real asking for **CP**, it is better to choose **7♣**

7♣ = Final Contract

All Pass

BBO Bidding went:

1♣ 3♦ DBL p 4♣ p 4♦ p 4♥ p 4♠ p 4NT p 5♦
AllPass



Board 55 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	3♠	Pass	4♣!
Pass	4♦	Pass	4♥!
Pass	5♣	Pass	5♦!
Pass	5NT	Pass	7♣

All Pass

3♦ = East's Opening

DBL = **B3** after upgrading for ♦ Singleton, any balance

After that bid, the EW Pass Throughout

3♥! = **B2+**, **Stayman Modification**

3♠ = **B(2.5)**, 4♠, 4♠ + 4♣/4♦/4♥/ any 4441

4♣! = **Relay!** Ask for the shape

Attention : Use 4♥ bid for last resort Signoff !!

4♦ = B(2.5 - 3), any 4441

4♥! = Ex **Relay!** Ask for the exact

shape 5♣ = 4414 exact shape

NOTE: **SOUTH** showed B(2.5), pseudo
balanced hand

5♦! = **CPA Relay!** Ask for CP & EQ.

The 1st step answer for **CP** = $4 * B\# = 4 * 2.5 = 10$ CP, 4
EQ

5NT = 3rd step answer for **14 CP** (Ace + 2
Kings) along with 2 EQ (1 real Queen + 1 EQ in ♦
Singleton suit)

Thinking !

PL = B(2.5) + B4 + 0.5 (for 9 ♣) + 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

7♣ = Final Contract



Board 56

	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

1♠ = B(2 – 4), 5+♠

1NT! = B(0.5)+, Forcing, actually B(4.5)

2♥ = 5♠ or 7♠, RANK / B3+, 7222

2♠! = Relay! Ask for 7♠ or 5♠ + shape

2NT! = $7\spadesuit + \text{RANK} / \text{B}(3 - 4)$, 7222

3♣! = The 1st step answer is for any 7024

3♦ = 7042 or 7024 à $7\spadesuit + \text{RANK} + \text{Void}$

3♥! = **Relay!** Ask for the 2nd longest suit (exact shape)

3♠ = 7024 --> ♠ for 4♣, $7\spadesuit + \text{RANK} + \text{Void}$ (Fp Jig)

4♣! = **Relay!** Ask for the exact **B#**

4♦ = 1st step answer for exactly **B2**

NOTE: West showed **B2**, 7 card suit

4♥! = **Ex CPA Relay!** The 1st step answer for

CP = $4*B - 2 = 4*2 - 2 = 6 \text{ CP}, 5 \text{ EQ}$

5♣ = the 3rd step answer for **CP** = $4*B\# + 2 =$

$4*2 + 2 = 10 \text{ CP}$ (Ace + King) along with 3 EQ

5♦! = **Relay!** Ask for the **K + Q** suits by **SCOR**

5♥ = 1st step answer for **SHAPE K + Q**

Thinking !

PL = $\text{B2} + \text{B}(4.5) + 1$ (for 10 ♠ Trumps) – 1
(for the ‘**bad**’ ♥ Void) + **0.5** (for the 3 TOP ♦ Honors)
= **7 for statistically 100% Small SLAM.** If North holds ♥ Ace + 4+ cards in ♦ suit, 7♠ on squeeze !)

CP = 10 real + 6 pseudo (by West) + 24 (by East) = **40 for statistically 100% GRAND SLAM**

6♠ = Final Contract (7♠ on squeeze !)



Board 57

NORTH		EAST	
♠T952		♠A7	
♥QT7542		♥KJ	
♦5		♦AQ7	
♣92		♣KQT843	
WEST		SOUTH	
♠KQJ843		♠6	
♥3		♥A986	
♦KJ986		♦T432	
♣J		♣A765	

East Dealer. EW vulnerable, EW use the **Fp** Bidding

EAST	SOUTH	WEST	NORTH
1♣	Pass	1♥!	Pass
3♣	Pass	3♦!	Pass
3NT	Pass	4♣!	Pass
5♥	Pass	5NT	All Pass

- 1♣ = **B2+**, 5+ ♣ / **B(4.5)+**, any shape
1♥! = **Relay!** Ask for the overall shape
3♣ = 6th step answer by **SCOR - SCOR** (actually 8th step because of 1♣ Opening) for 6♣ + **RANK** (**waiting bid** because of up to B3 strength + RANK)
3♦! = **Relay!** Ask for the exact shape
3NT = 2236 exact shape, 6♣ + **RANK**, no S / V, ambiguous balance
4♣! = **Relay!** Ask for the exact **B#**

**5♥ = 7th step combined answer for exactly B4,
 CP = $4 * B\# + 4 = 4 * 4 + 4 = 20$ CP, 2 Q**

NOTE: Check all step answers below

The **1st step** not combined answer will be for **B2** only

The **2nd step**, not combined answer will be for **B(2.5)** only

The **3rd step** not combined answer will be for **B3** only

The **4th step** not combined answer will be for **B(3.5)** only

The **5th step** combined answer will be for **B4**,

$$CP = 4 * B\# = 4 * 4 = 16 \text{ CP, 4 EQ}$$

The **6th step** combined answer will be again for **B4**,

$$CP = 4 * B\# + 2 = 4 * 4 + 2 = 18 \text{ CP, 3 EQ}$$

The **7th step** combined answer will be for **B4**

$$CP = 4 * B\# + 4 = 4 * 4 + 4 = 20 \text{ CP, 2 EQ}$$

The **8th step** combined answer will be for **B4**

$$CP = 4 * B\# + 2 = 4 * 4 + 6 = 22 \text{ CP, 1 EQ}$$

This is the correct answer for that case !

The **9th step** combined answer will be for **B4**

CP = $4 * B\# + 2 = 4 * 4 + 8 = 22$ CP, no EQPL =
B4 + B(1.5) + 1 to 2 (for the possible combinations
between the TOP Honors) - 1 (for a King opposite a
Singleton in ♥ suit) - 1 (for a King opposite a
Singleton in ♣ suit) = 4.5 to 5.5 for no SLAM at all !

5NT = Forced Sign Off

The Bidding in BBO:

2N p 3♥ p 3♠ p 4♦ p 4♠ p 4N p 5♥ p 5♠ All Paas

Board 58

	NORTH	
	♠985	
	♥A652	
	♦T74	
	♣KQ9	
WEST		EAST
♠A32		♠KQJT4
♥T84		♥K73
♦KQJ5		♦982
♣JT2		♣A6
	SOUTH	
	♠76	
	♥QJ9	
	♦A63	
	♣87543	

NS 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

1NT = B(1 - 1.5), 10-12 HCP, balanced / any
4441

2♣! = B2+, Stayman Modification!

$2\spadesuit = B(1 - 1.5)$, xx44 or 3334 or 3343, no 4 card
Major suit

$2\heartsuit = B2+$, Relay! Ask for the strength or / and exact shape.

Min PL = $B1 + B2 = 3$, max PL = $B(1.5) + B2 = 3.5$

$3\spadesuit =$ exactly B1, 3343 exact shape, absolute balance

NOTE: 2NT bid will show the higher B(1.5)

Thinking!

PL = 1 + 2 = 3 along with 5 by 3 FIT (in $\spadesuit$ suit)

3NT = Signoff

NOTE: By Mr. Dulevski's chart (for balanced hands):

B1 = 10 HCP B(1.5) = 12 HCP

B2 = 13 HCP B(2.5) = 15 HCP

B3 = 16 HCP B(3.5) = 18 HCP

B4 = 19 HCP B(4.5) = 21 HCP

B5 = 22 HCP B(5.5) = 24 HCP and so

on ...

The Bidding in BBO was strange:

$2\clubsuit$ p $2\heartsuit$ p $3\clubsuit$ p 3NT All Pass



Board 59

NORTH	
♠AK8	
♥76543	
♦3	
♣9632	
WEST	EAST
♠976	♠53
♥KJ	♥Q92
♦K862	♦AJT954
♣Q854	♣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	3♦!	Pass
4♣	Pass	4♥	All Pass

Pass - Pass - 1♣! = B2+, any in 3rd / 4th seat, **Initial Forcing**, actually B3

1♠ = B(0 - 0.5), balanced / B(0.5) unbalanced

/ any 4441 or any 5+/5+ bi-color

1NT! = **B2+**, **Relay!** Ask for the suit(s)

2♥ = 5+♥ Basic suit

2♠! = **Relay!** Ask for the side suits by **SCOR - SCOR**

3♣ = 2nd step answer for **COLOR** (♠ + ♣)

black side suits (excluding the color of the
Basic ♥ suit)

3♦ = **Relay!** Ask for the 2nd longest suit

4♣ = 3514 **exact shape**

Thinking!

PL = **B1** + **B3** + **1.0** (for the Opponents
Super FIT in ♠ suit) = **5** for statistically 100%
game in Major

4♥ = Signoff

All Pass

The Bidding in BBO went:

p p 1NT p 2♦ **DBL** 2♥ All Pass



Board 60

NORTH

♠J82
♥AJT2
♦J75
♣A82

WEST

♠75
♥986
♦83
♣JT6543

EAST

♠T3
♥Q743
♦AKQT2
♣K7

SOUTH

♠AKQ964
♥K5
♦964
♣Q9

EW Vulnerable, Both sides play Fp

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

Pass - Pass - 1♣! = B2+, any in 3rd / 4th seat,
Initial Forcing, actually **B(2.5)**

S: 1♠ = **B(1.5 - 3)**, 5+ ♠ (an Overcall after a passed partner)

Pass = B(0.5) or less, may be Negative, any shape, 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

N: **1NT!** = **B(1.5), Relay!** Ask for the side suits / shape

2♦ = East's free bid, 5+ ♦

S: **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

N: **2NT!** = **Relay!** Ask for the 2nd longest suit (for the exact shape

Min PL = B(1.5) + B1 + 0.5 (for 9 ♠ Trumps) = 3

S:**3NT** = exact shape 62**3**2, mandatory bid with ambiguous balance for the 2nd longest suit outside the side SHAPE suits

NOTE: **Always use 3NT bid for any ambiguous 6223 shape!**

N: **4♠** = Signoff

The Bidding in BBO was:

p p 1♦ 1♠ p 2♦ p 3♦ 3♥ p 3♠ p 4♠ **All Pass**



Board 61

	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 = East bid

Pass = B(-), **Negative**

3♦ = Opponent's Vulnerable Overcall

3♥ = 5+ ♥/5+ ♠ bi-color

Pass = East bid

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 situations with Opponents' Overcalls.



Board 62

	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	4♣	Pass	4♦!
Pass	4♥	Pass	4NT!
Pass	5♥	Pass	6♠
All Pass			

Pass - Pass - Pass - 1♣! = Opening Forcing
bid in 3rd / 4th seat, B2+, any shape,
(12+ HCP), may be strong!

$1\spadesuit = \mathbf{B1}$, any 5 card suit or $\mathbf{B(1 - 1.5)}$, any
 5+/5+ bi-color
 $1\text{NT}! = \mathbf{B2+}$, **Relay!** Ask for the overall shape
 $2\clubsuit = 5+$ card Basic $\clubsuit$ suit (by South)
 $2\diamondsuit! = \mathbf{Relay!}$ Ask for the overall shape
 $2\heartsuit = 1\text{st}$ step answer for **SHAPE** side suits
 $2\spadesuit! = \mathbf{Relay!}$ Ask for the 2nd longest suit
 $3\clubsuit = 3235$ exact shape (a bid in the Basic $\clubsuit$ suit for 3
 by 3 in the **SHAPE** side suits, no 2nd longest suit)

NOTE: South showed **B1**, 5 card suit

$3\diamondsuit! = \mathbf{CPA Relay!}$ Ask for **CP** and **EQ**.
 The 1st step answer for **CP** = $4*B\# = 4*1 =$
 4 CP, 4 EQ
 The 2nd step answer for **CP** = $4*B\# + 2 = 4*1 + 2 = 6$
 CP, 3 EQ.
 The 3rd step answer for **CP** = $4*B\# + 4 = 4*1 + 4 = 8$
 CP, 2 EQ.
 The 4th step answer for **CP** = $4*B\# + 6 = 4*1 + 6 =$
 10 CP, 1 EQ. That is the correct answer for this
particular case.
 The 5th step answer for **CP** = $4*B\# + 8 = 4*1 + 8 =$
 12 CP, no EQ

$4\clubsuit = 4\text{th}$ step answer for **CP** = $4*1 + 6 =$
 10 CP (Ace + King) along with 1 EQ (1 read Q)

$4\diamondsuit! = \mathbf{Relay!}$ Ask for the colors of the King +
 Queen (expected answer by **SCOR**)
 $4\heartsuit = 1\text{st}$ step answer for **SHAPE** King + Queen
 $\rightarrow (\spadesuit K + \diamondsuit Q \text{ or } \heartsuit K + \clubsuit Q \text{ or } \diamondsuit K + \spadesuit Q)$

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

Thinking !

PL = B1 + B5 + 1 (for 10 ♠ Trumps) + **0.25***
(**force*point** for 4 Aces) + **0.25*** (for 5 by 2 Misfit
with the 2 Controls) - 0.5 (for more than 2 Positive
Adjustments) = **7 for statistically 100% Small
SLAM, but 0% GRAND SLAM !**

CP = 10 + 22 (real) + **4** pseudo (in ♥ suit) =
36 CP for statistically **100% GRAND SLAM**

6♠ = Sign Off (by North)

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, so the chance
for making the GRAND SLAM is miserable, so in
reality, almost any GRAND SLAM bid & the play is
in jeopardy.

That's why these SLAM are disliked !

Never give up with Fp !

Be sure that your partner will never 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 establish a true partnership without any conflicts !

The Counting alone will provide you contract assurance of over 75% 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.
That is your own decision!**

If you decide to learn **Fp**, I strongly suggest using the playing computer program with **NS** playing **GIB** and **EW** open hands, for which you will enter the bids manually, watching for them in the Sysnotes computer program, which has to be run separately.

. Although it uses a very old version of **GIB** robots, on the 1st play of any game, **GIB** doesn't know what is your exact distribution and Honors possession are, and it plays with 75 % expert skills (sometimes making wrong attacks, thus helping you to fulfill your contract).

But if you replay the game, be aware that **GIB** already knows almost everything and **will play Double Dummy**. So, if you want the best defense to check if your contract is okay, replay!



Board 62 (repeated)

<u>WEST</u>	<u>EAST</u>
♠AQJ9743	♠K86
♥	♥AJ
♦A832	♦QJ5
♣AK	♣JT853

Let's make West the Dealer, 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	6♠	All Pass

1♣ = B2+, 5+ card ♣ suit or B(4.5)+, any shape

1♥! = B(0.5)+, **Relay!** Ask for strength / overall shape

1♠ = B(4.5)+, any shape, strong

1NT! = **Relay!** 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, so it is excluded)

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 reserved for a Void with 7042 or 7024, 7♠ + **RANK** + **Void**

4♦ = the 1st step answer for any 7042 = 7♠ + **RANK** + **Void**, postponing the answer for the 2nd longest suit

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 Jig for space saving)

5♣! = Relay! Ask for the exact **B#**

5♥ = 2nd step answer for exactly **B5**

NOTE: **West showed B5, 7 card suit**

5♠! = CPA Relay! Ask **CP** and **EQ**.

The 1st step answer for **CP** = $4 * B\# - 2 = 4 * 5 - 2 =$
18 CP, 5 EQ

6♦ = 3rd step answer for **CP** = $4 * B\# + 2 = 4 * 5 + 2 = 22$ **CP** (3 Aces + King or Ace + 4 Kings), **3 EQ**
(1 read Q + 2 EQ (1 for the Void & 1 for the 7th card))

Thinking !

PL = B1 + B5 + 1 (for 10 ♠ Trumps) + **0.25***
(for 5 by 2 Misfit in ♣ with the 2 Controls) + **0.25***
(**force*point** for 4 Aces) - **0.5** (for more
than 2 Possitive Adjustments) = **7 for statistically**
100% Small SLAM (0% GRAND SLAM !)

CP = 22 (real) + **4** pseudo (in ♥ suit) + **10** (East)
= **36 for a statistically 100% GRAND SLAM**

6♠ = Sign Off (by South)

Board 63

WEST

♠A82

♥A4

♦Q76

♣AKJT5

EAST

♠T94

♥Q73

♦AKT432

♣Q

EW Vulnerable. NS Pass Throughout

WEST	NORTH	EAST	SOUTH
1♣	Pass	1♥!	Pass
2♣	Pass	2♦!	Pass
3♣	Pass	3♦!	Pass
4NT	Pass	5♣!	Pass
5♠	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

3♣ = **3235** exact shape

3♦! = **Relay !** Ask for the exact B#

NOTE: With **B4**, from the 1st step to the 4th step, the answers are not combined:

The 1st step answer = 2.0 (not combined) followed eventually by **CPA Relay**.

The 2nd step answer = 2.5 (not combined) followed eventually by **CPA Relay**.

The 3rd step answer = 3 (not combined) followed eventually by **CPA Relay**.

The 4th step answer = 3.5 (not combined) following eventually by CPA Relay.

NOTE: From 5th step to the 8th step, the answers are combined, thus showing B# + CP + EQ simultaneously.

The 5th step combined answer = $4 * B\# = 4 * 4 = 16$ CP, 4 EQ

The 6th step combined answer = $4 * B\# + 2 = 4 * 4 + 2 = 18$ CP, 3 EQ.

The 7th step combined answer = $4 * B\# + 4 = 4 * 4 + 4 = 20$ CP, 2 EQ.

The 8th step combined answer = $4 * B\# + 6 = 4 * 4 + 6 = 22$ CP, 1 EQ. This is the correct particular answer !

The 9th step combined answer = $4 * B\# + 8 = 4 * 4 + 8 = 24$ CP, no EQ

4NT = The 8th step combined answer = $4 * B\# + 6 = 4 * 4 + 6 = 22$ CP, 1 EQ (the real answer)

5♣ = Relay! Ask for the K + Q suits by SCOR

5♠ = 3rd step answer for RANK K + Q with 7 to 3 chance to be in the Minors

Thinking!

NT PL = $B4 + B(1.5) + 0.5$ (for 9 ♦) + 1.0 (for 3 TOP Honors in ♦ suit) + 1.5 (for 4 Honors in ♣ suit) + 0.25* (force*point for 4 Aces) - 0.5 (for more than 2 Positive Adjustments) = 8.25* for statistically 100% NT GRAND SLAM

CP = $22 + 10 = 32$ for statistically 100% Small SLAM, or 25% GRAND SLAM, but East can count 13 fast tricks !

7NT = Final Contract

Board 64

NORTH

♠T76
♥97
♦AJ
♣AQT853

WEST

♠J95
♥K6542
♦QT94
♣6

EAST

♠KQ843
♥AQ3
♦K72
♣74

SOUTH

♠A2
♥JT8
♦8653
♣KJ92

NS Vulnerable, only EW play **Fp**

SOUTH	WEST	NORTH	EAST
Pass	Pass	2♣	2♠
DBL	RDBL!	3♣	DBL
4♣	Pass!	Pass	4♠

All Pass

Pass - Pass - 2♣ = North's '**Precision Club**' Opening
2♠ = B(2 - 3), East's Overcall in 3rd seat after partner's Pass & 2nd Level Opponent's Opening

DBL = Opponent's Active bid (probably for a short with FIT in ♣ (who knows, ask for an explanation)

RDBL! = **B1+**, Ask for the side suits by SCOR - SCOR

Min **PL** = **B2** + **B1** = 3 (after upgrading for Singleton ♣)

3♣ = North's bid

DBL = 2nd step answer for **COLOR** side suits

4♣ = South's Barrage bid

Pass! = **Pass-Relay!** Ask for the exact shape (by West)

4♠ = 5332 exact shape

PL = **B(2 to 3)** + **B(0)** + 1 (for Opponents Super FIT in ♣ suit) = 3 to 4

All Pass

The Bidding in BBO was:

p p 2♣ 2♠ DBL 3♠ All Pass



Board 65

NORTH

♠QJ2
♥AK3
♦KQT74
♣A9

WEST

♠K98
♥QT965
♦J832
♣J

EAST

♠T753
♥J742
♦A96
♣Q3

SOUTH

♠A64
♥8
♦5
♣KT876542

Dealer North, all Vulnerable

NORTH	EAST	SOUTH	WEST
1♦	Pass	1♥!	Pass
2♣	Pass	2♦!	Pass
2NT	Pass	3♣!	Pass
4♥	Pass	4♠!	Pass
5♣	Pass	5♦!	Pass
5♥	Pass	5♠!	Pass
5NT	All Pass		

1♦ = B(2 – 4), 5+ ♦

1♥! = B(0.5)+, **Relay!** Ask for strength / the side suit

2♣ = 3rd step answer for **RANK** side suit / B2, 2272

2♦! = **Relay!** Ask for the 2nd longest suit

2NT = 3352 (3♦ will be for 4450 exact shape)

3♣! = **Relay!** Ask for the exact **B#**

So, 3♦ = the 1st step answer will be for **B2** only

3♥ = the 2nd step answer will be for **B(2.5)** only

3♠ = the 3rd step answer will be for B3 only

3NT = the 4th step answer will be for B(3.5) only

4♣ = 5th step answer = B4, CP = $4*4 = 16$ CP, 4 EQ

4♦ = 6th step = B4, CP = $4*4 + 2 = 18$ CP, 3 EQ

4♥ = 7th step = B4, CP = $4*4 + 4 = 20$ CP, 2 EQ 4♠
= 8th step = B4, CP = $4*4 + 6 = 22$ CP, 1 EQ

4♥ is the actual answer in this case !

NOTE: The **Total CP** in both hands: **20 + 10 + 8 pseudo CP = 38** which clearly shows there is duplication with King opposite Single, because **38 CP do not exist in reality as a combination of Aces + Kings !**

Lower then immediately to 34 CP !

4♠! = **Ex Relay!** Ask for the Kings' suits by **SCOR**

5♣ = 2nd step answer for **2 COLOR Kings** (by North, **red** or **black**, obviously **red**)

Mama Mia, 2 'bad' Singletons !

5♦! = **Relay!** Ask for the Queens' suits

5♥ = 1st step answer for **2 SHAPE Queens**

5♠! = **Relay!** Ask for the colors of the Aces

5NT = 1st step answer for **2 SHAPE Aces**

♣ PL = B4 + B(2.5) + 1 (for 10 ♣ Trumps) – 1
(for 'bad' ♥ Singleton) – 1 (for 'bad' ♦ Singleton) =
5.5 for statistically 0% Small SLAM !

The CP = **20 + 10 = 30**, sometimes **for 50% Small SLAM** (I still can not discover when that happens !), but 100% when you have 2 good FITs)

6NT = Signoff

In BBO, the Bidding: 1♦ p 3♣ p 3NT All Pass

Board 66

	NORTH	
	♠82	
	♥AK942	
	♦Q874	
	♣J8	
WEST		EAST
♠AJ3		♠KQT65
♥8		♥T73
♦AKJ9		♦T
♣A9543		♣Q762
	SOUTH	
	♠974	
	♥QJ65	
	♦6532	
	♣KT	

Find out where is the West's King! Only EW play Fp
EW Vulerable

WEST	NORTH	EAST	SOUTH
1♣	1♥	DBL!	2♥
2♠	Pass	2NT!	Pass
3♦	Pass	3♥!	Pass
4♠	Pass	4NT!	Pass
5♦	Pass	5♠	All Pass

Watch West's hand closely. What will go for SLAM if instead of ♦K you hold ♣K? How can you find where is that veryimportant King? 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! = **Relay!** Ask for the strength or / and shape2♥ =

Opponent's (South) bid

$2\spadesuit = \mathbf{B(3 - 4)}$, $5\clubsuit$ or $7\clubsuit$, **SHAPE / B3**, 2227

From that point the Opponents Pass throughout

2NT! = Relay! Ask for $7\clubsuit$ or $5\clubsuit$ + exact shape

$3\diamond = 5\clubsuit + \mathbf{SHAPE}$, 3145 exact shape

3♥! = Relay! Ask for the exact **B#**

$3\spadesuit =$ the 1st step will show **B3 only** because West skipped the weak hand of $\mathbf{B(2 - 2.5)}$. CPA Relay will follow.

3NT = the 2nd step will show **B(3.5) only**. CPA Relay will follow.

$4\clubsuit =$ the 3rd step will show **B4**, $4*4 = 16$ CP, 4 EQ **combined** answers (here & below):

$4\diamond =$ the 4th step will show $4*4 + 2 = 18$ CP, 3 EQ **combined** answer

$4♥ =$ the 5th step will show $4*4 + 4 = 20$ CP, 2 EQ **combined** answer

$4\spadesuit =$ the 6th step will show $4*4 + 6 = 22$ CP, 1 EQ **combined** answer, **actual answer !**

4NT! = Relay! Ask for the King's suit

$5\diamond = \diamond$ King

Thinking !

$\mathbf{PL = B4 + B(0.5) + 1}$ (for Opponents ♥
Super Fit) + **0.5** (for 9 ♣ cards) - **0.5** (for the **'bad'** ♦
Singleton) = **5.5**, so no **Small SLAM** at all !

$5\spadesuit =$ **Signoff**

Board 67

NORTH			
♠			
♥AK8			
♦KJ43			
♣AK8543			
WEST		EAST	
♠J432		♠AQT5	
♥JT9764		♥Q532	
♦T82		♦A5	
♣ -		♣QT7	
SOUTH			
♠K9876			
♥			
♦Q976			
♣J962			

North dealer, Neither Vulnerable, NS play Fp

NORTH	EAST	SOUTH	WEST
1♣	2♣	DBL!	4♥
DBL	Pass	5♣	Pass
Pass	Pass		

1♣ = B2+, 5+ ♣ or B(4.5)+, any shape
2♣ = 4♠ & 4♥ (Landy, alerted by the Opponents),
DBL = Relay! Ask for the overall shape
4♥ = West's barrage bid trying to destroy the Fp
Bidding
DBL = B(4.5)+, any 5+ cards / 5/5 any bi-color
From that point, the Opponents pass throughout

Thinking!

$$PL = B(4.5) + B(0) + 1 \text{ (for the } \heartsuit \text{ Void)} = 5.5.$$

North's expected $CP = 4 * B\# + 2 = 4 * 4.5 + 2$
 $= 20$ and the total CP in both hands are 28 , enough
 for a game in Minors

5♣ = Invitational Sign Off
All Pass

NOTE: If South had more information, s/he
 would discover:

$PL = B(4.5) + B1$ (after upgrading for the Void
 in the Opponents' $\heartsuit$ suit) + 1 (for $10 \clubsuit$ Trumps) – 1
 (for 'bad' $\heartsuit$ Void opposite the King) = 5.5 , so no
Small SLAM

BBO Bidding:

$1\clubsuit$ DBL $1\spadesuit$ $4\heartsuit$ DBL p $5\clubsuit$ p $6\clubsuit$ All Pass

Board 68

The screenshot shows a Force Point bridge game interface. The main window displays the following information:

- Deal #:** 4
- Dealer:** E
- Vul:** NS
- Contract:** 4 S by South
- N/S Tricks:** 10
- E/W Tricks:** 3
- B# = 1.5** (West)
- B# = 0.5** (East)
- B# = 3** (South)
- B# = 6** (North)
- Hand 12 (North):** A 2 Q 6 2 7 6 5 3 K Q J 10 9 8 7 6 5 4 3 2 A
- Hand 13 (South):** K Q 9 8 6 4 A 4 K J 9 8 2
- Hand 9 (West):** J 10 7 5 3 A 5 4 A 5 4 A 5 4
- Hand 6 (East):** K J 10 9 8 7 5 4 3 2
- End of Game Dialog:** N/S Made The Contract. Buttons: Next Game, Replay Game, Restart Bidding.
- Scoreboard:**

S	W	N	E
4	3	3	3
- Force Point:** 5
- Special Duty IMPs Scoring:** 5 5 N/S 5 E/W
- Total Points Scoring:** 620 620 N/S 12 12 E/W
- Lucky Chance IMPs Scoring:** 12 12
- Last Trick:** 6



Board 69

WEST

♠T2
♥KQT9
♦Q65
♣8642

EAST

♠AK7
♥J63
♦AKJT98
♣7

East Dealer, All Vulnerable

EAST

1♦

2♣!

2♠!

3♦!

5♦

SOUTH

Pass

Pass

Pass

Pass

Pass

WEST

1NT

2♥

3♣

3NT

Pass

NORTH

Pass

Pass

Pass

Pass

Pass

1♦ = B2+, 5+ card ♦ suit, actual B(3.5)

1NT = B(0), any balance

2♣! = **Stayman Modification Relay!** Ask for 4 card Major suit

2♥ = 4 cards in ♥

2♠! = **Relay!** Ask for strength / another 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 !

5♦ = Signoff

Thinking!

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!



**Try to remember the bids in the digital
Fp System Notes (Sysnotes)
program after 1♣ Opening & an
Overcall(s) up to 2nd Level**

1♣ = B2+, 5+♣ / B(3.5 - 4), 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 - 2.5), 5+♣

→ The 2nd step (DBL or RDBL) = strong B(4.5 - 6.5), any 5+ / any 5/5 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 & the 1st step answer of PASS, a new Relay for the overall shape may be used:

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)

Then show your exact shape except for the 6 or 8 card suits, where the 1st step answer is reserved for **SHAPE, COLOR or RANK** always + Void or S+V respectively.

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♠ = **B(4.5 - 6.5)**, strong, any
5+ card suit or any 5+/5+ bi-color

→ 1NT = **B(3.5 - 4)**, strong, 16-
21 (22), balanced

From here starts SCOR – SCOR with B(2 to 4)

→ 2♣ = **B(2 - 4)**, 5♣ or 7♣, **SHAPE / B2**, 222

→ 2♦ = 5♣ or 7♣, **COLOR / B(2.5)**, 2227

→ 2♥ = 5♣ or 7♣, **RANK / B3+**, 2227

→ 2♠ = 6♣ or 8♣, **SHAPE**

→ 2NT = 6♣ or 8♣, **COLOR**

→ 6♣ or 8♣, **RANK** (waiting bid)

On **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♣ or 8♣, **RANK**, after a
new Relay, let it be 3♦!, which asks for the exact
shape, the answers will be:

→ 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

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 Overall !

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)

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, answering 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** follows, 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 - 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 !

The 1st, 2nd & 3rd steps by **SCOR - SCOR** are for **SHAPE, COLOR** or **RANK** with 5 or 7 card Basic suit respectively.

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 !!**

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 faster 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 stages 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 **Fp** in a month and will win many awards. 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 bidding..

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 the bids, you will not be able to play Force **Point** successfully without **Sysnotes**.

Go to: <http://force-point.com> to obtain the Sysnotes” - a program for visual observation of Fp system® bids & “Slam after Slam with Force Point” - the e-Book for you & your partner or for a Team of up to 8 players for \$26.10 (tax included) by using PayPal.

Sysnotes may be used for playing live, on the Internet, or practicing the system during the time of learning by choosing the appropriate bids very quickly.

Upon PayPal confirmation of your payment, you will receive a link to Google Drive to download and install the Demo Counting & Sysnotes programs, along with the PDF eBook. For a Team of 6 or 8 players, pay 2 times \$26.10. (the free stuff for the coach included).



Board 70

WEST

♠Q654

♥Q6542

♦KT94

♣6

EAST

♠T32

♥2

♦AQJ863

♣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 both Opponents' ♣ bid)

3♣ = North's bid

3♦ = Sign Off (upgrading the PL with 0.5 for 6 card

♦ suit





Board 71

WEST	EAST
♠AJT	♠Q876532
♥62	♥AQJT5
♦AQ	♦
♣QJ965	♣A

East Dealer, EW Vulnerable, Opponents

EAST	SOUTH	WEST	NORTH
2♠	Pass	2NT!	Pass
5♣	Pass	5♦!	Pass
5♥	Pass	5♠!	Pass
6♣	Pass	6♠	All Pass

2♠ = B3+, 6+♠ / 5+ cards, any bi-color

2NT! = **Relay!** Ask for the other bi-color suit

5♣ = B(3.5 - 4), 7♠ / 5♥ bi-color (see Sysnotes)

5♦! = **Relay!** Ask for the exact shape

5♥ = 7501 exact shape, ♥ for ♣ Singleton (**Fp Jig**)

5♠! = **Relay!** Ask for the TOP Honors

6♣ = 12 CP, 6 EQ

The PL = B(3.5 - 4) (with ♥/♠ bi-color) + 2
(West's B#) + 1 (for 10 ♠ Trumps) = **6.5 to 7 for statistically 100% Small SLAM**

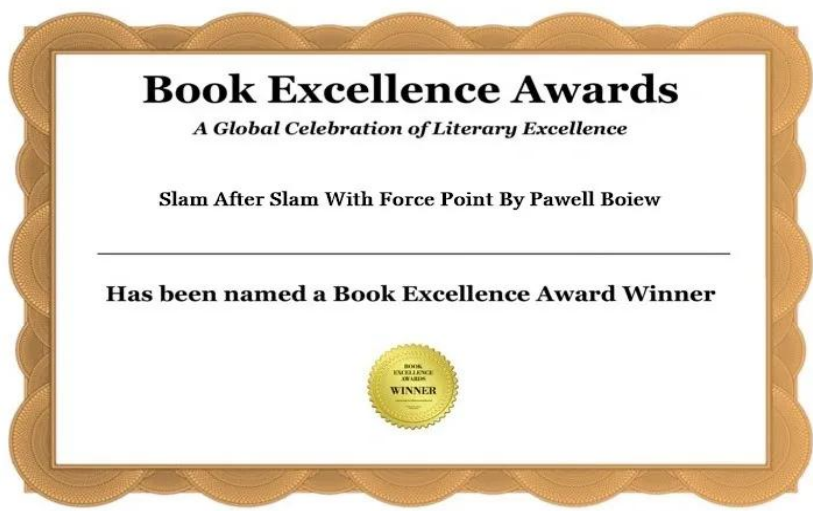
East's CP = 12 + 4 (pseudo for ♦ Void) + 4
(pseudo for ♥ Singleton) = **20 CP** along with **6 EQ**

The total CP = 20 (by East's) + 12 (by West)
= **32 CP for statistically 100% Small SLAM**

6♠ = Final Contract

Trump Super FIT of 10 cards & a side 5 by 2 ♥ Misfit.

So, the Slam must be tried by Fp requirements.



Board 72

Force Point

File Setup Action GIB Help

Deal #: 5

Dealer: S

Vul: None

Restart Bid

Restart Play

Next Game

B# = 4.5

WEST

K Q 10 8

A J 10 4

K J 10 4

4

18

Total Points Scoring

N/S

920 920

E/W

14 14

Lucky Chance IMPs Scoring

N/S

920 920

E/W

14 14

Ver: 2.4.21

NORTH

Contract: 6 C by West

N/S Tricks: 1

E/W Tricks:

Auto Play

B# = 1.5

EAST

7

A 10 8

A 9 8

A 9 8

A 9 8

A 9 8

A 9 8

A 9 8

11

Special Duty IMPs Scoring

N/S

10 10

E/W

10 10

ForcePoint \$

N/S

10

E/W

10

Lead Trick

Board 73

WEST

♠QJ3

♥AK43

♦QT9652

♣ --

EAST

♠A86

♥QT876

♦AK3

♣AQ

Dealer North. All Vulnerable

WEST	NORTH	EAST	SOUTH
--	Pass	1♣	3♣
DBL!	Pass	3♥	Pass
3♠!	Pass	3NT	Pass
4♣!	Pass	4♥	Pass
4♠!	Pass	4NT	Pass
5♣!	Pass	5♠	Pass
5NT!	Pass	5♦	Pass
7NT	All Pass		

Pass → by North (If you use Sysnotes, always discard the Opponents' passive Opening of Pass & NEVER enter it in the Sysnotes!)

1♠! = **B2+**, any shape & strength

3♣! = Immediate Overcall on 3rd Level (by South)

DBL! = **Relay!** Ask for the strength / shape

Opponents Pass Throughout

3♥ = **B(4.5)+**, 5+ ♥ card suit

3♠! = **Relay!** Ask for the overall shape

3NT = The 1st step answer for 5♥ or 7♥, **SHAPE** side suits

4♣! = **Relay!** Ask for the exact shape.

4♥ = 3532 exact shape

4♠! = **Ex Relay!** Ask for the exact B#

4NT = exactly **B(4.5)**

NOTE: **East showed B(4.5), 5 card suit**

5♣! = CPA Relay! Ask for CP & EQ.

The 1st step answer for **CP = 4*B# = 4*4.5 = 18 CP, 4 EQ**

5♠ = 3rd step answer for 22 CP (3 Aces + Kings) along with 2 EQ (2 read Q)

5NT! = Ask for the King's suit

6♦ = King of ♦

Thinking !

PL = B(4.5) + B2 + 1 (for Opponents' ♣ Super FIT) + **0.5** (for 9 ♥ cards) + **0.5** (for 9 ♦ cards) + **1** (for 3 TOP Honors in ♦) + **0.25* (force*point for 4 Aces)** – **0.5** (for more than 2 Positive Adjustments) = **8.25* for 100% NT GRAND SLAM**

CP = 22 + 10 + 4 (pseudo for ♣ Void) = **36 for statistically 100% GRAND SLAM**

7NT = Final Contract



Board 74

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	3NT!	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)+, Relay! 2+♣ / B(1.5)+, any shape

1NT = B(3.5 - 4), balanced by Fp Requirements:

2♣! = Relay! Modified Stayman

2NT = exactly B4 with 4♠, may have any other 4 cards

NOTE: 2♠ will show exactly B(3.5) with 4♠, may have any other 4 card suit

Minimum PL = B4 + B1 = 5

3♣! = B2+, Relay! Ask for other 4 card suit

3♠ = 4333 exact shape, no other 4 card suit

NOTE: West showed B4, absolute balance

3NT! = Ex CPA Relay! Ask for CP & EQ.

The 1st step answer will be for **CP = 4*B# = 4*4 = 16, 4 EQ**

4♠ = 4th step answer for **22 CP** (3 Aces + 1 King) along with **1 EQ** (1 read Q)

4NT! = Relay! Ask for the color of the **King + Queen** (for the '**2 of a kind**') by **SCOR**

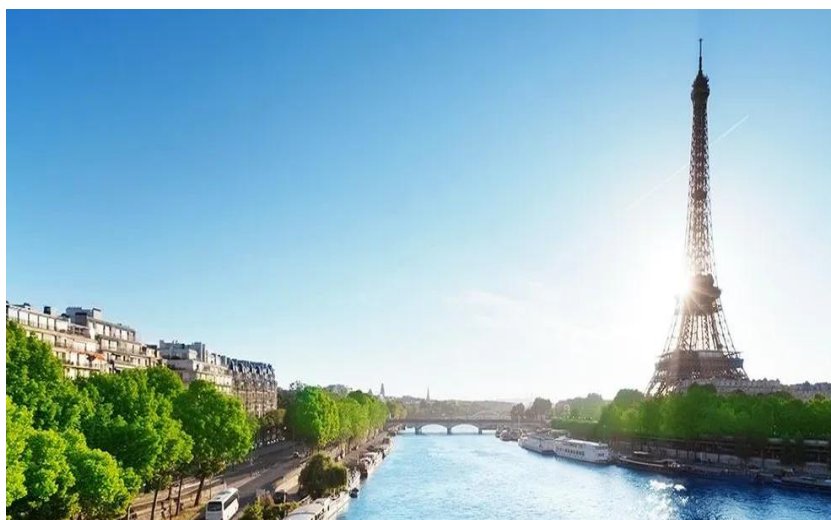
5♥ = 3rd step answer for **RANK K + Q** (for East, it is obvious that West's 2 TOP Honors are **♦K + ♣Q**)

Thinking!

PL = B4 + B1 + 1 (for 5 by 3 side FIT in **♣** suit with all 3 TOP Honors) = **6 for statistically 50% Small Slam.**

CP in both hands = 22 + 8 = 30 with 2 good FITs for statistically 100% Small Slam.

6♠ = Signoff



Board 75

WEST

♠AJT4

♥6

♦KJ843

♣652

EAST

♠K

♥KQ873

♦A

♣AKJT84

Dealer East, All Vulnerable

WEST	NORTH	EAST	SOUTH
		3♣	Pass
3♦!	Pass	3♥	Pass
3♠!	Pass	3NT	Pass
4♣!	Pass	5♣	Pass
6♣	All 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 = 1516 (for 1 by 1 in the short suits use NT bid or the bid in the closest bi-color suit)

NOTE: East showed B(4.5)+, 6/5 bi-color

4♣! = **CPA Relay!** Ask for CP & EQ.

The 1st step answer will be for CP = 4*B# - 2

(because of 6/5 bi-color) = 4*4.5 - 2 = 16 CP, 5 EQ

5♣ = 5th step answer for 24 CP = 4 Aces or 2 Aces + 3 King) along with 1 EQ (by West, it is obviously the latter).

NOTE: Obviously, East has a Singleton King of ♠

When the partner has a Singleton King s/he will have one additional real Queen !

NOTE: With 6+/5+ bi-colors, the Total **CP** in both hands decides on Slams, the number of **EQ** discovered can be up to 2 more because there is no asking for the exact partner's B#.

If you want to know the exact B#, use the Formula for 6/5 bi-color with 2 Singletons below.

Backward check of the B# if you didn't ask for it:

**B# ~ CP/4 - 1 = 24/4 - 1 = 5 if no Singleton King.
B(4.5) if you have one !**

Based on that B#, East 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 along with 1 **EQ** in ♦ suit, regardless of whether there is a Singleton Ace or not

It is not necessary to check the PL with 6+/5+ bi-color hands, although you can do that:

PL ~ 5 + 1 + 0.5 (for 9 ♣ Trumps) – 0.5 (for two 5 by 1 suits) = 6.0 for statistically 50% Small SLAM

There may be a problem with this game if one of the Opponents holds ♣QJx. EW will need some luck, but that's the usual thing with the **aggressive Fp !**

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 !

6♣ = Final Contract

Who may use the system?

1NT over 1.snf Sysnotes data file **grew to over 99.9 MB** over 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 fill **Sysnotes**, for sure he will die of 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 that inside 100MB data bank, there will be around 400,000 sequences. Now the databank consists of 399,667 sequences.

Sometimes, when I'm reaching the **SCOR-SCOR Mechanism**, I don't continue filling Sysnotes but go to fill the next sequence.

I did that to be able to fill more sequences based on the assumption that I have already explained the Convention earlier, along with the **Fp Asking & CPA**

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 **Bridge Bidding!**

36 years ago, when I was young, strong, and naive, I decided that I could conquer them all. At least, 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 2 more years to finish that **House of Cards roof completely by adding at least 2.5 MB of not critical 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!



Board 76

NORTH

♠AKT

♥AKT8

♦

♣KJ8632

WEST

♠QJ76

♥5

♦AJ42

♣QT75

EAST

♠9853

♥J4

♦KQT753

♣9

SOUTH

♠42

♥Q97632

♦986

♣A4

Dealer North; All Vulnerable; only NS play **Fp**

NORTH

1♣

DBL!

Pass!

7♥

EAST

2♦

5♦

Pass

All Pass

SOUTH

2♥

DBL

6NT

WEST

4♦

6♦

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 JUMP bid

DBL! = **B6+** !! Ask for the side suits, **SLAM TRY**
because of the barrage JUMP bid !!

5♦ = Opponent's barrage bid

DBL = 2nd step answer for 6♥ or 8♥, **COLOR**

6♦ = Opponent's Super High Barrage bid

Pass-Relay! B6+, 1st step answer is for Void or S+V

Pass = East's bid

2632 = exact shape (NT for no S / V)

Thinking!

South with B(0) is expected to have 4 CP = 1 King. But statistically **South** can not hold ♦ King (**North** holds 3 Kings), so the player must have ♣ Ace

PL = B(0) + B(4.5) + 1 (for obvious Opponents' Super FIT in ♦ suit) + **1** (for 10 ♥ Trumps) + **1** (for 6 by 2+ side FIT in ♣ suit with the 2 Controls) - **0.5** (for more than 2 Positive Adjustments) = **7.5 for statistically 100% GRAND SLAM**

CP in both hands = 40 (including 10 pseudo CP in ♦ suit) **for statistically 100% GRAND SLAM**

7♥ = Final Contract

All Pass



♠ ♥ ♦ ♣

Board 77

NORTH			
♠			
♥AK8			
♦KJ43			
♣AK8543			
WEST		EAST	
♠J432		♠AQT5	
♥JT9764		♥Q532	
♦T82		♦A5	
♣		♣QT7	
SOUTH			
♠K9876			
♥			
♦Q976			
♣J962			
NORTH	EAST	SOUTH	WEST
1♣	DBL	1♠	Pass
1NT!	Pass	2♥	Pass
2♠	Pass	3NT	Pass
5♣	All Pass		

All Vulnerable. Only NS play Fp

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), any 5 / B(0), any 5+/5+bi-color! Attention!

From that point, the Opponents Pass Throughout

1NT! = Relay! strong, B(3.5)+, any shape. Ask for
the side suits. Min PL = 4.5 + 0 = 4.5

2♠ = 5+ ♠

2NT! = Ask for side suits / exact shape

3NT = 5044 exact shape, 5♠ + RANK + Void

5♣ = Final Contract

All Pass

PL = B(4.5) + B(0) + 1 (for 10+ Trumps)
= 5.5 for statistically 100% Game in Minors.
Expected CP = 4 + 4 (pseudo for South's Void) +
24 = 32 more than enough for a Game in Minors.

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**.

The World Bridge Federation keeps 2-3 IMPs difference between the Small & the Grand Slams in the IMP chart, which is pitty & implay suspicion that the systems Expert use miss enough information to play sure GRAND SLAMS.

When playing bridge, things usually are not easy. We know they are frequently 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 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.

Board 78

WEST

♠AKQ742

♥K873

♦J4

♣K

EAST

♠3

♥AJ92

♦AT

♣A65432

Dealer West, Neither Vulnerable

WEST	NORTH	EAST	SOUTH
1♠	Pass	1NT!	Pass
2NT	Pass	3♣!	Pass
3♥	Pass	3♠!	Pass
4♣	Pass	4♦!	Pass
5♦	Pass	5♥!	Pass
6♦	Pass	6♥	All Pass

1♠ = B(2 - 4), 5+ card ♠ suit

1NT! = **RF Relay!** Ask for the side suits

2NT = 6♠ + COLOR (red) side suit

3♣! = **Relay!** Ask for the exact shape

3♥ = 6421 exact shape

3♠! = **Relay!** Ask for the exact B#

4♣ = 2nd step answer for exactly B(2.5)

NOTE: West showed B(2.5), 6 card suit

4♦! = **CPA Relay!** Ask for CP & EQ.

The **1st step** answer for CP = $4 \times B\# = 4 \times 2.5 = 10$ CP,
4 EQ.

5♦ = 5th step answer for **18 CP** (3 Aces or
1 Ace + 3 Kings), **no EQ**

If the West has a **Singleton King** West will have one additional real Queen!

Let's check for a Singleton King

West has shown: 2.5 contract tricks

B# = -2 + **1 Ace** + **3 Kings** + **a Singleton** = -2 + 1.5 + 3 + 0.5 = 3 contract tricks (**B3**), so the **declared B#** of **2.5** and the calculated **B3** are **different**, which shows that **West has a Singleton King along with 1 addition real Queen !!**

5♥ = **Relay!** Ask for the missing King's color

6♦ = missing ♦ King

Thinking!

PL = **B(2.5)** + **B3** + **0.5** (for the '**good**' ♣ Singleton) + **0.5** (for two 6 by 1 Misfits, which are counted as **0.25* each (force*point) = 6.5** for statistically 100% Small SLAM (Singleton King is a '**good**' Singleton = 1.0 only ^fwhen 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.

6♥ = Final Contract

In BBO the Bidding went:

1♠ p 2♣ p 3♥ p 4♥ All Pass

I do not expect many of the casual players to learn **Fp** in an attempt to change their system for

the better, simply because most of them play for fun and are not too interested in the result. For them, that game is only luck, so they will play a simple system.

For some of them, the most difficult part is to learn 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 wouldn't be so important and for playing almost without risk, 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 Slams of 10 IMPs each, that other table(s) cannot sense, will catapult them to the first 3 places.

Fp can calculate when the Opponents will be 1 down, so no meaningless sacrifices are needed. A 6 IMPs difference are not for discarding. The system can discover the number of the partner's Queens & the Singleton King 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 !**

Board 79

Force Point

File Setup Action GIB Help

Deal #: 15
Dealer: N
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 2

WEST

K 9 7 4 2
J 9 7
A K 4
Q 5

13

Total Points Scoring
N/S
E/W

Lucky Chance
IMPs Scoring

SOUTH

6 5 4 3 2
7 6 5 4 3 2
7 6 5 4 3 2
7 6 5 4 3 2

Auto Bid
Restart Bid
All Pass

NORTH

Contract: 5 H by East
N/S Tricks:
E/W Tricks:

Auto Play

EAST

6 5 4 3 2
7 6 5 4 3 2
7 6 5 4 3 2
7 6 5 4 3 2

Load Trick

ForcePoint

The contract is 5 H by East

OK

Win 7.4.21

The same board with open hands

Force Point

File Setup Action GIB Help

Deal #: 15
Dealer: N
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 2

WEST

K 9 7 4 2
J 9 7
A K 4
Q 5

13

Total Points Scoring
N/S
E/W

Lucky Chance
IMPs Scoring

SOUTH

6 5 4 3 2
7 6 5 4 3 2
7 6 5 4 3 2
7 6 5 4 3 2

Auto Bid
Restart Bid
All Pass

NORTH

Contract: 5 H by East
N/S Tricks: 2
E/W Tricks: 11

Auto Play

EAST

6 5 4 3 2
7 6 5 4 3 2
7 6 5 4 3 2
7 6 5 4 3 2

Load Trick

ForcePoint

The contract is 5 H by East

OK

Win 7.4.21



Board 80

NORTH

♠
♥AQ764
♦AQ2
♣JT974

WEST

♠Q852
♥K32
♦943
♣862

EAST

♠AT74
♥T
♦KJT865
♣53

SOUTH

♠KJ963
♥J985
♦7
♣AKQ

Dealer North, NS Vulnerable. NS play **Fp**

NORTH	EAST	SOUTH	WEST
2♣	Pass	2♦!	Pass
2♥	3♦	Pass!	4♦
Pass	4♠	Pass!	Pass
5♦	Pass	5♥!	Pass
6♣	Pass	6♥	All Pass

2♣ = **B(2 - 2.5)**, any 5+/5+ bi-color

Pass = East's bid

2♦! = **B(-) or B1+**, Ask for the bi-color

Pass = West's bid

2♥ = **B(1.5 - 2)** 5+♥/5+♠ / **B(2 - 2.5)** 5+♥ / 5+any

3♦ = East's Overcall

Pass! = Pass - Relay! Ask for the other bi-color suit

4♦ = West's barrage bid

Pass = for 5+ card ♣ suit

4♠ = West showed 4 cards in ♠ suit, obviously ready to play 5♦ if needed

Pass! = Pass - Relay! Ask for 2/3 card suit

Pass = West's bid, agree to play 4♠

5♦ = 0535 exact shape, 4th step answer (using **DBL**, **but not Pass**, for the first step) for 3 cards in ♦ suit

Pass = East's bid

5♥! = **CPA**, 1st step answer = $4 * 2 (2.5) = 8 (10)$ CP, 4 EQ

Pass = West's bid

6♣ = 2nd step answer for exactly **B(2.5)**

NOTE: South, the **Quest**, will upgrade North's B# with 0.5 (from 2.5 to 3) after East's 4♠ bid, because of the Opponents' FIT in that suit.

From that point, Opponents Pass Throughout

Thinking!

The **PL** = **B(2 - 2.5) + B(2.5) + 0.5** (for 9 Trumps in ♥ suit) + **1** (for Opponents' FIT in ♦) + **1** (for a side FIT in ♣ suit with the 3 TOP Honors) + **0.5** (for Opponents' FIT in ♠ suit) – **1.0** (for **'bad'**

Void in ♠ because of the opposite ♠ King) - 0.5
(for more than 2 Positive Adjustments) =
6 - 6.5 for statistically 50% or 100% 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% GRAND SLAM

Obviously 6♥ for Final Contract, but if the ♥ King is onside, it is 7♥!

The problem is with the missing ♥ Trump King !!

Where is it? 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 !

7♥ is a **risky GRAND SLAM**, but highly possible & very worthy if succeed.

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!



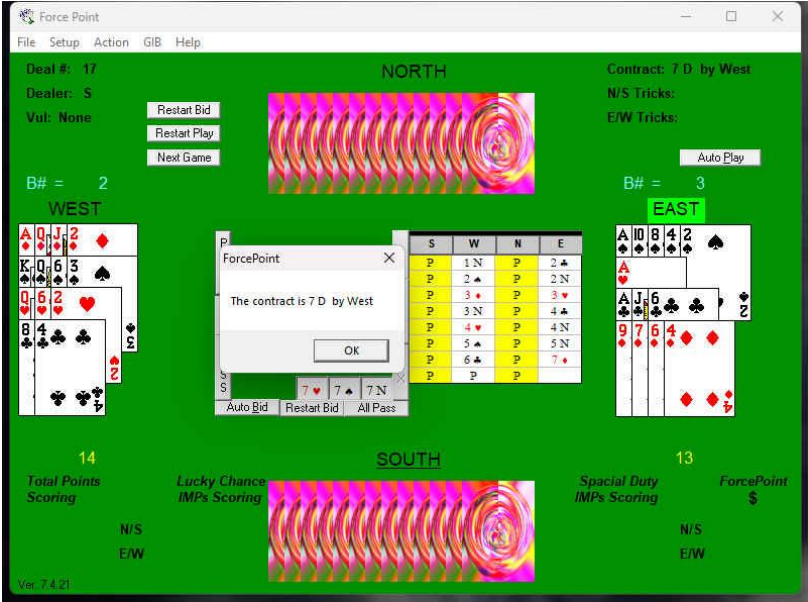
You know, by principle, the bids of 3NT, 4♥ & 4♠, if used by the **Quest**, are **Signoff** bids.

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.

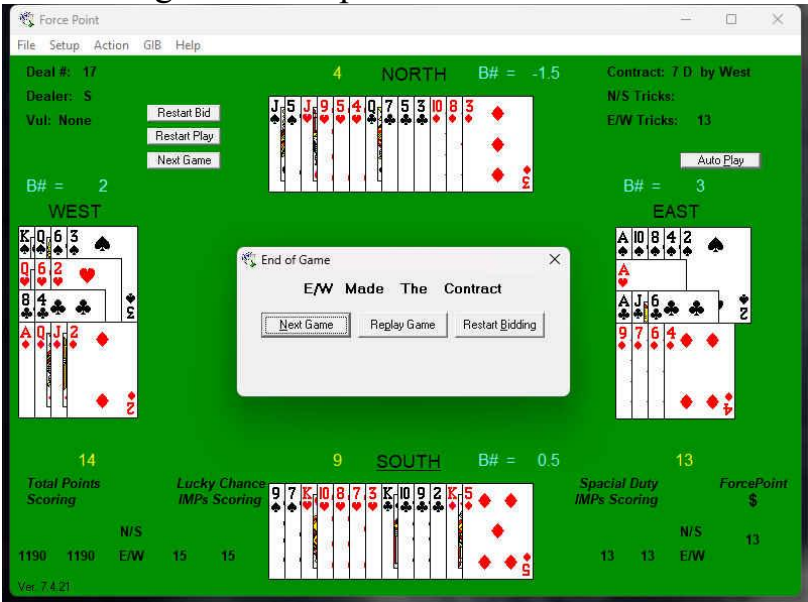
With known **PL > 5**, 3NT bid can be used for **Ex- Relay!** Other 2 bids can be used like **Relays** also when it is obvious that they are not **Signoff bids** (usually when the Opponents used them naturally or the partner has a Singleton or Void in that suit or the Play Level (PL) is above **B5**).

Anyway, use that with great caution !

Board 81



The same game with open hands



Board 82

	NORTH	
	♠A86	
	♥A76	
	♦KT3	
	♣AQJ5	
WEST		EAST
♠732		♠T9
♥T932		♥KQ54
♦A92		♦J7654
♣T94		♣87
	SOUTH	
	♠KQJ4	
	♥J8	
	♦Q8	
	♣K6532	

Dealer North, E-W vulnerable

NORTH	EAST	SOUTH	WEST
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♠	All Pass

1♣ = B2+, 5+ ♣ / B(3.5 - 4)+, balanced / B(4.5)+, any 5+ card suit or any bi-color

1♥! = B(0.5)+, Relay! 2+ / B(1.5)+, any shape, no bi-color

1NT = B(3.5 - 4), balanced

2♣! = B(0)+, Modified Stayman!

2♦ = B(3.5 - 4), xx44, 3334, 3343, no 4M
2♥! = Relay! Ask for the other 4 card suit
2NT = B4, xx44, 3334, 3343, no 4M3334 exact shape
3♣! = Relay! Ask for the exact shape
3NT = 3334, unusual

NOTE: **North showed B4, absolute balance**

4♣! = CPA Relay! Ask for CP & EQ.

The 1st step answer will be for **CP = 4*B# = 4*4 = 16 CP, 4 EQ**

4NT = 4th step answer for 22 CP = 3 Aces + 1 EQ obviously or 1 Ace + 4 Kings along with 1 real Queen

5♣! = Relay! Ask for the colors of the **King + Queen by SCOR.**

5♠ = RANK King + Queen

Thinking !

♣ PL = B4 + B1 + 0.5 (for the 3 TOP Honors in ♠ suit) = **5.5 for no SLAM at all !**

♠ PL = B4 + B1 + 1.0 (for the 3 TOP Honors in ♣ suit) = **6 for statistically 50% Small SLAM**

Total CP in both hands = 22 + 8 = 30 CP along with 2 FITs statistically for 100% Small SLAM !

6♠ = Sign off

Buy Now



Board 83

NORTH

♠QJT98
♥AQ72
♦T3
♣43

WEST

♠73
♥T98
♦KQ875
♣Q82

EAST

♠K4
♥J543
♦J
♣T975

SOUTH

♠ A652
♥ K6
♦ A42
♣ AKJ6

Dealer South, E-W Vulnerable

EAST	SOUTH	WEST	NORTH
Pass	2NT	Pass	3♣!
Pass	3♠	Pass	4♣!
Pass	4NT	Pass	5♣!
Pass	6♣	Pass	6♠
All Pass			

2NT = B(4.5)+, strong NT, balanced, 21+ HCP

3♣! = Relay! B(0.5)+, any shape

3♠ = B(4.5), 4♠, 4♠ + (4♣ / 4♦), no 4♥

4♣! = Ask for other 4 card suit / shape

4NT = 4234 exact shape (answer by eliminations)

NOTE: South showed B(4.5), absolute balance

5♣! = CPA Relay! The 1st step answer =
4*B# = 4*4.5 = 18 CP, 4 EQ.

6♣ = 5th step answer for 26 CP = 3 Aces +
2 Kings, no Queens.

Thinking!

PL = B(4.5) + B(0.5) + 0.5 (for 9 ♣
Trumps) + 0.5 (for the 3 TOP Honors in 4 by 2 ♥
suit) + 0.25* (force*point for 4 Aces) = 6.25 for
statistically 75% Small SLAM

The Total CP in both hands = 26 + 6 = 32 for
statistically 100% Small SLAM

6♠ = Final Contract

All Pass



Board 84

	NORTH	
	♠65	
	♥KT2	
	♦KJ73	
	♣A953	
WEST		EAST
♠AQ92		♠JT843
♥9		♥J7654
♦Q8642		♦9
♣742		♣86
	SOUTH	
	♠K7	
	♥AQ83	
	♦AT5	
	♣KQJT	

EW vulnerable. Opponents **Pass** Throughout

SOUTH	WEST	NORTH	EAST
1♣	Pass	1♥!	Pass
1NT	Pass	2♣!	Pass
2♥	Pass	2♠!	Pass
2NT	Pass	3♣!	Pass
3NT	Pass	4♣!	Pass
4♠	Pass	4NT!	Pass
5♦	Pass	5♥!	Pass
5♠	Pass	6♣	All Pass

1♣ = B2+, 5+ ♣ / **B(3.5 - 4)**, balanced **B(4.5)+**,
any 5+ card suit or any bi-color

1♥! = **Relay! B(0.5)+**, 2♣ + Honor / 3+♣ /
B(1.5)+, any

1NT = B(3.5 – 4), strong NT, balanced, 18-20 HCP

2♣! = B(0.5)+, Modified Stayman!

2♥ = B(3.5 – 4), 4♥, 4♥ + (4♣ / 4♦), no 4♠

2♠! = Relay! Ask for other 4 card suit / exact shape

2NT = B4, 4♥, 4♥ + (4♣ / 4♦), no 4♠

3♣! = Relay! Ask for 4 card Minor / 3 card Major

3NT = 2434 exact shape (answers by eliminations)

NOTE: **South showed B4, absolute balance**

4♣! = CPA Relay! Ask for CP & EQ

The 1st step answer will be for **CP = 4*B# = 4*4 = 16 CP, 4 EQ**

4♠ = 3rd step answer for 20 CP = 2A + 2K
along with 2 Queens.

4NT = Relay! Ask for the Kings' suits by SCOR

5♦ = 2nd step answer for 2 COLOR Kings

5♥! = Relay! Ask for the Queens' suits by SCOR

5♠ = 1st step answer for 2 SHAPE Queens

Thinking !

**PL = B4 + B(1.5) + 0.25* (for 3 TOP Honors
in 4 by 3 ♥ suit) = 5.75* for statistically 75%**

Small NT SLAM

The Total CP in both hands = **20 + 14 = 34 for
statistically 100% Small SLAM**

6♣ = Sign Off



Board 85

	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
4♥	Pass	4♠!	Pass
4NT	Pass	6♥	All Pass

1♠ = B(2 - 4), 5+ ♠

1NT! = B(0.5)+, Relay! Ask for the side suits

2♣ = 1sr step answer for 5♠ or 7♠, SHAPE / B2, 7222

2♦ = **Relay!** 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#**

The 1st step answer will be for **2.0**. ...

The 2nd & the 3rd will be for **2.5 & 3.0** respectively

The 4th step answer will be for **3.5**

The 5th step answer is for 4.0, 16 CP, 4 EQ ...

4♥ = 8th step answer will be for **B4, 22 CP = 3A + K, 1 EQ** (combined answer because of **B4**)

4♠! = Ex Relay! Ask for the **K + Q** suits by **SCOR**

4NT = 1st step answer for **SHAPE King + Queen**

Thinking !

PL = B4 + B3 + 0.25* (force*point for 5 by 2 Misfit in ♠ with the 2 Controls) – 0.5 (for the useless Q♦) = 6.75* for statistically 100% Small SLAM

CP = 22 (N) + 18 (S) = 40 for statistically 100% GRAND SLAM

6♥ = Sign Off



Board 86

	NORTH	
	♠KJ3	
	♥8632	
	♦KQ42	
	♣87	
WEST		EAST
♠Q975		♠A62
♥Q9		♥KJT
♦AJT96		♦8
♣93		♣KQT642
	SOUTH	
	♠T84	
	♥A74	
	♦753	
	♣AJ5	

Dealer North, NS vulnerable

NORTH	EAST	SOUTH	WEST
Pass	1♣	Pass	1♥!
Pass	3♣	All Pass	

1♣ = B2+, 5+ ♣ or strong, B(4.5)+, any shape

1♥! = B(0.5)+ **Relay!** Intending to make a free bid
or bid Pass if East is not strong

3♣ = 6th step answer by **SCOR – SCOR** for 6♣ or
8♣ + **RANK** side suits (waiting bid), actually 8th step
answer

All Pass



Board 87



Board 88



**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 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 to reveal 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 appears, 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.

The next 7 steps are for **SCOR - SCOR** except the 1st NT step answer, which is reserved for a strong NT hand, **B(3.5 - 4)**, 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)+**, **Relay!** 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.

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, there are **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, all bids have a 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 the exact **B#**



If the Quest becomes the dummy, the Opponents may discover the exact holding distributions of both Fp Players (surprisingly around 30% of the time). That may help them ‘not to make gifts’ and affect the ‘good’ tricks in Matchpoints Tournaments, but it doesn’t matter in 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 GRANG SLAMS 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 !!

Too bad for the World Bridge Federation for not changing that and awarding the risky GRAND SLAMS the deserved Honor !



The **Sysnotes** program is like a book and will help you learn **Fp** faster because you will be able to browse visually through the **Fp Bidding Mechanisms** and their sequences going forward or backward, up and down through the book by using your mouse during the time of the bidding.

You can install the DEMO computer program with open hands, which will provide the count for you, so you can use Sysnotes bids to enter them in the bidding grid.

The program is for manual bidding & playing, so keep it on 'Human'. However, if you find & paste in the main C:\ForcePoint folder the set of old GIB files (ver. 4), the robots can bid by SAYC & play.



Board 89

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

Contract: 7 N by East
N/S Tricks:
E/W Tricks:

B# = 1.5

EAST

11
Special Duty IMPs Scoring

N/S
E/W

ForcePoint \$

Ver. 7.4.19

	S	W	N	E
P	1 ♠		P	1 N
P	2 ♠		P	2 N
P	3 ♠		P	3 N
P	4 ♠		P	4 N
P	4 N		P	5 N
P	5 ♠		P	5 N
P	6 ♠		P	7 N
P			P	

The same game with open hands

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

N/S
E/W

ForcePoint \$

Ver. 7.4.19

	S	W	N	E
J	10	8	K	10
8				
5				
9				
7				
5				
6				
3				
5				



Board 90

NORTH

♠Q85
♥852
♦AQJ98
♣AJ

WEST

♠KT62
♥Q43
♦4
♣T8752

EAST

♠J73
♥KT96
♦72
♣Q964

SOUTH

♠A94
♥AJ7
♦KT653
♣K3

Dealer South, NS Vulnerable

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

1♦ = B(2 – 4), 5+ ♦

1♥! = **RF!** Ask for the strength or / and for the side suits

2♣ = 3rd step answer for **RANK** side suits

2♦! = **Relay!** Ask for the 2nd longest suit

2NT = **3352** exact shape

3♣ = Relay! Ask for the exact B#

3♠ = 3rd step answer for exactly B3

3NT = Signoff

All Pass

Thinking!

PL = B3 + B2 + 0.5 (for 5 by 5 Super FIT in suit) – **1** (for full MIRROR hands) = **4.5** for statistically 0% 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♦ for 2 down**. The experts on both table never heard about the **PL**, not to speak to discover that it is **4.5** only !

We have to agree on one thing:
There are too many ‘Experts’ in BBO !

Board 91

Force Point
File Setup Action GIB Help

Deal #: 55
Dealer: N
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 2

WEST

9 NORTH B# = 0.5

Contract: 6 S by East
N/S Tricks: 1
E/W Tricks: 12

Auto Play

B# = 2.5

EAST

End of Game
E/W Made The Contract
Next Game Replay Game Restart Bidding

11
Total Points Scoring
N/S
1680 1680
E/W 17 17

8 SOUTH B# = 0

12
Special Duty
IMPs Scoring
N/S
17 17
E/W 17

ForcePoint
\$

	S	W	N	E
P	2 N	P	2 ♠	
P	3 ♠	P	3 N	
P	4 ♠	P	4 ♠	
P	5 ♠	P	5 ♠	
P	6 ♠	P	6 ♠	

Ver: 2.4.21



Board 92

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
5♣	Pass	4NT!	Pass
5♠	Pass	7♠	All Pass

1♥ = **B(2 – 4)**, 5+ card suit

1♠! = **B(0.5)+, Relay!** Ask for the side suits

2♥ = 4th step answer for 6♥ + SHAPE side suits

2♠ = **B1+, Relay!** Ask for the 2nd longest suit / shape

3♥ = **3631** exact shape

3♠! = **Relay!** Ask for the exact **B#**

5♣ = 7th step answer for exactly **B4**, **CP = 4*4 + 4 = 20 CP**, 2 EQ (combined answer with **B4**)

NOTE: North showed B4, 5 card suit, so:

The 5th step answer will be for: B4, CP = 4*
B# = 4*4 = 16 CP, 4 EQ

The 6th step answer will be for: B4, CP = 4*
B# = 4*4 + 2 = 18 CP, 3 EQ

The 7th step answer will be for: B4, CP = 4
*B# = 4*4 + 4 = 20 CP, 2 EQ - the actual answer

The 8th step answer will be for: B4, CP = 4*
B# = 4*4 + 6 = 22 CP, 1 EQ

5♦ = Relay! Ask for the color of the Kings by SCOR
6♣ = 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 will show 2
SHAPE or 2 COLOR Kings respectively.

The 3rd step will show 2 RANK Kings + 2
SHAPE EQ combined answer

The 5th step will show 2 RANK Kings + 2
RANK EQ (in ♣ + ♦Q) combined answer

Thinking!

PL = B4 + B2 + 1 (for 6 by 2 side FIT with the
2 Controls) + 1 (for Opponents' Super FIT in ♣ suit)
+ 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 a force*point = 7.25* !

7♠ = Sign Off

Board 93

NORTH

♠KQJ7
♥94
♦KJT98
♣74

WEST

♠642
♥82
♦6
♣KQJT852

EAST

♠T953
♥K653
♦53
♣A96

SOUTH

♠A8
♥AQJT7
♦AQ742
♣3

Dealer West, Neither Vulnerable. Only NS play Fp.

WEST	NORTH	EAST	SOUTH
3♣	Pass	Pass	4♦
Pass	4♥	Pass	4♠
Pass	4NT	Pass	5♦
Pass	5♥	Pass	5NT
Pass	6♦	All Pass	

3♣ = Opponent's barrage, statistically with B1, no VUL, B(1.5), VUL , 7 card suit

Pass = North shows less than B2

From that point Opponent's Pass Throughout

4♦ = South's overcall with COLOR bi-color

4♥ = Ex Relay for 2/3/6+ card suit

4♠ = 2551 exact shape

4NT = Ask for the exact B#

5♦ = 2nd step answer for exactly 4.0

5♥ = CPA, the 1st step answer = $4 \times 4 = 16$ CP, 4 EQ

5NT = 2nd step answer for 18 CP, 3 EQ

Calculating (by North):

$PL = B4 + B(0.5) + 0.5$ (for KQJ in ♠) + 0.5 (for ♦ 5 by 5 Trumps) + 1 (for Opponents' Super FIT in ♣ suit) = 6.5 for statistically 100 % Small SLAM

CP = 18 + 8 + 4 (pseudo in ♣ suit) = 30 not enough for a SLAM

That game needs 2 FITs or FIT + good Misfit for a Small SLAM !

I think, the 4♠ suit qualified for a good Misfit !

6♦ = Final Contract

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, the 2nd step will show 1 Ace + 2 EQ, the 3rd step will show 2 Kings + 1 EQ

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

Board 94

NORTH			
♠A2			
♥AT92			
♦Q954			
♣A82			
WEST		EAST	
♠54		♠Q	
♥84		♥QJ73	
♦T87		♦KJ632	
♣KQJ653		♣T94	
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), 8♠

4NT! = **Relay!** Ask for the side suits

5♥ = 8311 exact shape, **SCOR** Jump in the 2nd longest suit with **RANK** side suit

NOTE: South showed B(3.5), 8 card suit

5NT! = CPA **Relay!** Ask for CP & EQ.

The 1st step answer for CP = $4 * B\# - 4 = 4 * 3.5 - 4 = 10$ CP, 6EQ

6♥ = 3rd step answer for 14 CP, 4 EQ

Thinking!

$PL = B(3.5) + B3 + 1$ (for 10 ♠ cards) +
1 (for Opponents' ♣ Super FIT) = **8.5** for
statistically 100% GRAND SLAM

$CP = 14$ (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**

7♠ = Final Contract

in BBO the contract was 6♠, making

Board 95

The screenshot shows a Bridge game interface with the following details:

- Deal #:** 75
- Dealer:** N
- Vul:** EW
- Contract:** 6C by East
- N/S Tricks:** 1
- E/W Tricks:** 12
- Auto Play** button
- End of Game** dialog box: E/W Made The Contract. Buttons: Next Game, Replay Game, Restart Bidding.
- WEST** (B# = 1.5):
 - ♠: 9, 8, 7, 6, 5, 4, 3, 2, A
 - ♥: 10, 9, 8, 7, 6, 5, 4, 3, 2, A
 - ♦: 10, 9, 8, 7, 6, 5, 4, 3, 2, A
 - ♣: 10, 9, 8, 7, 6, 5, 4, 3, 2, A
- EAST** (B# = 2):
 - ♠: A, 4, 2
 - ♥: J, 5
 - ♦: K, Q, 8, 7, 5, 4
 - ♣: K, Q, 8, 7, 5, 4
- Trick Table:**

	S	W	N	E
1	P	3♥	P	3♠
2	P	4♥	P	4♠
3	P	5♠	P	5♥
4	P	6♠	P	6♥
- South** (B# = 1.5):
 - ♠: K, Q, J, 10, 9, 8, 5, 3, 7, 2, 10, Q, 10, 5
 - ♥: 10, 9, 8, 7, 6, 5, 4, 3, 2, A
 - ♦: 10, 9, 8, 7, 6, 5, 4, 3, 2, A
 - ♣: 10, 9, 8, 7, 6, 5, 4, 3, 2, A
- Scoreboard:**
 - Total Points Scoring:** 10 (W/S), 1620 (E/W), 17 (E/W)
 - Lucky Chance IMPs Scoring:** 8 (W/S), 17 (E/W)
 - Special Duty IMPs Scoring:** 13 (W/S), 17 (E/W)
 - ForcePoint \$:** 17 (W/S), 17 (E/W)
- Version:** 2.4.21



Board 96

	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	1NT
Pass	2♣	Pass	2NT
Pass	3♣	Pass	3♥
Pass	4♠	All Pass	

(Pass) - Pass - Pass - 1NT = B(1 - 1.5), balanced or any 4441

2♣ = B(1.5), Stayman Modification

2NT = B(1.5), 4♠, 4♠ + (4♣ / 4♦), no 4♥

3♣ = Relay! Ask for the other 4 card suit

3♥ = 4324 exact shape

Thinking !

$PL = B(1.5) + B(1.5) + 0.5$ (for 6 by 2
FIT with ♦ suit with the 2 Controls) = 3.5

4♠ = Sign Off
All Pass



Sysnotes bids for Openings in 3rd/4th seat

System Notebook - C:\ForcePoint\TNT_over_1.snf

File Edit Window Help

Dealer: ☒ We ☐ They

Vulnerability: ☒ Any
☐ None ☐ They ☐ We ☐ Both

Opponents pass throughout ☐

W	N	E	S
P	P		

Browse

← East

1♣	B2+ contract trcks, any shape	→
1♦	B(1 - 1.5) or 9+ HCP, 5+♦, FREE bid	→
1♥	B(1 - 1.5) or 9+ HCP, 5+♥, FREE bid	→
1♠	B(1 - 1.5) or 9+ HCP, 5+♠, FREE bid	→
1N	B(1 - 1.5), any balance	→
2♣	B(1 - 1.5), 5+♣ FREE bid	→
2♦	B(1 - 1.5), 5+♦/5+ any bi-color	→
2♥	B(1 - 1.5), 5+♥/5+♠ / 5+♥/5+♠ bi-colo	→
2♠	B(1 - 1.5), 5+♠/5+♠ bi-color	→



Board 97

	NORTH	
	♠K	
	♥AK10	
	♦A75	
	♣AKJ743	
WEST		EAST
♠A10952		♠J643
♥J93		♥865
♦QJ83		♦K642
♣2		♣108
	SOUTH	
	♠Q87	
	♥Q742	
	♦109	
	♣Q965	

Dealer North, No Vulnerable

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
6♣	Pass	Pass	Pass

1♣ = B2+, 5+ ♣ / B(3 - 4.5), bal / B(4.5)+, any shape

1♦ = B(-0.5), unbalanced / B(-0.5 to 0), any balance
(no 5+ card suit, no S / V or any 4441 pseudo balance.

1♥! = B(3.5)+, Relay! Ask for the overall shape

1NT = B(-0.5 to 0), balanced or any 4441

2♣! = B3+, Relay! 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

4♣! = CPA Relay! The 1st step answer = 3 Queens (no CP), 2nd step = 4 CP, 1 Queen (because of the negative B#)

4♦ = 3 Queens

Do not ask for the Queen's omit suit!

The asking for the Queen's omit suit is not good because the Opponent with the King in the suit where the answerer doesn't have a Queen, will attack in that suit and may doom the contract !

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

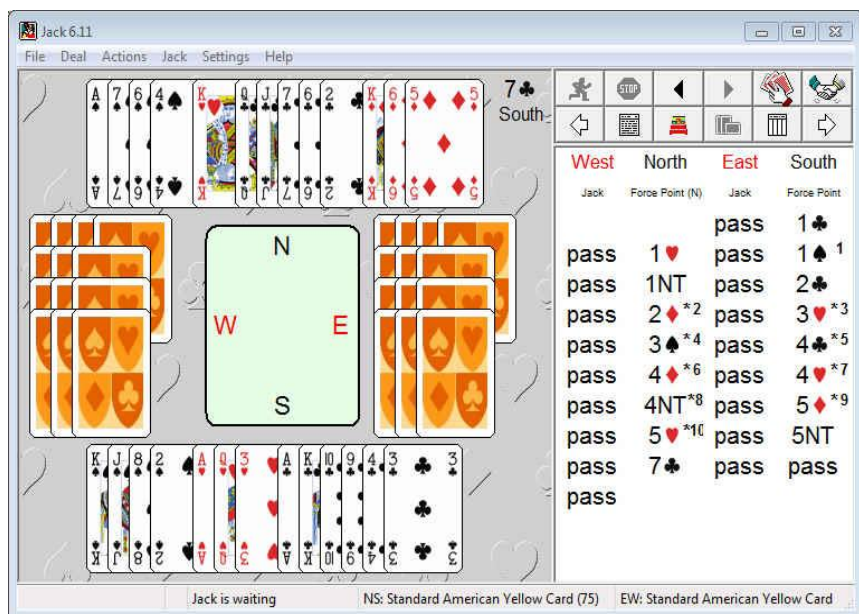
CP in both hands = 30 for statistically less than 50% small SLAM, because there are not 2 FITs, although if the ♥ are 3 by 3 in the Opponents ...

6♣ = Signoff for 36% Small SLAM ... do not do that if you want to be either first or last !

All Pass

The contract in BBO was **3NT** making **3NT + 3**

Board 98



Downloading Links

Update your 'Slam after Slam with Force Point'

PDF e-Book

https://drive.google.com/file/d/1fiocmnsI164cEc0mS0RprboRh5soq8E/view?usp=drive_link

UPDATE!

Update your Force Point '1NT_over_1.snf' data file for Team Players

<https://drive.google.com/file/d/1FLCLv1enf4yMCZVzqWLZgKGA-UPR64ll/view?usp=sharing>

Download the Force Point Bridge System (without the Playing module) – **no installation needed**

https://drive.google.com/drive/folders/173gL_LmgWIJJmUJXLpcIwejuWpPgFwao?usp=drive_link

Download the Fp Bridge System for Team Players (with the Playing module) – **installation needed**

https://drive.google.com/file/d/1yXpIf9UmnUdi395lwj8C9uCl-2K7OyOs/view?usp=drive_link

Choose what to install:

https://drive.google.com/drive/folders/1qKQctcp6OKPpZ8nBQTdGM4_jawSbGj-8?usp=drive_link



Board 99

NORTH

♠KT4
♥KQT6
♦QT954
♣9

WEST

♠QJ95
♥J7
♦K82
♣KT75

EAST

♠876
♥83
♦AJ76
♣J842

SOUTH

♠ A32
♥A9542
♦3
♣AQ63

Dealer South, Neither vulnerable

NORTH	EAST	SOUTH	WEST
--	--	1♥	Pass
1♠!	Pass	2♣	Pass
2♦!	Pass	3♣	Pass
3♦!	Pass	4♣	Pass
4♦!	Pass	4NT	Pass
5♣!	Pass	5♣	Pass
5♥	Pass	4NT	Pass
6♥	Pass	Pass	Pass

1♥ = B(2 – 4), 5+ ♥

1♠! = B(0.5)+, Relay! 2+ ♥ / 3+ ♥ / B(1.5)+, any 2♣

= 2nd step answer for 5♥ or 7♥, COLOR side suits
/ B(2.5), 2722

2♦! = **Relay!** Ask for 7♥ or 5♥ + shape

3♣ = 4 card ♣ suit, 3514 exact shape

3♦! = **Relay!** Ask for the exact B#

4♣ = 4th step answer for exactly B(3.5)

NOTE: South showed B(3.5), 5 card suit

4♦! = **CPA Relay!** Ask for CP & EQ.

The 1st step CP answer will be: $4*B\# = 4*3.5 = 14$ CP, 4 EQ

4NT = 3rd step answer for CP = $4*B\# + 4 = 4*3.5 + 4 = 18$ CP (3A or 1A + 3K), 2 EQ

Thinking!

PL = B(3.5) + B(1.5) + 0.5 (for 9 ♥ Trumps) + 0.5 (for Opponents' FIT in ♣ suit) = 6 for statistically 50 % Small SLAM

CP = 18 + 4 (pseudo) + 8 + 4 (pseudo) = 34
for statistically 100 % Small SLAM

The PL can drop to 5.5 if North has the Queen of ♣ !

The calculation showed that there will be no SLAM if South holds ♣ Queen although if the Opponents' Trumps are 2 by 2 and the communications are enough for establishing the 5th ♦ card, you can try 5♣! = **Relay!** Ask for the color of the Queen.

5NT = ♣ Queen

NOTE: No luck! North's ♣ Singleton

becomes a 'bad' Singleton & the PL drops to 5.5 !

6♥ = forced Sign Off !

All Pass

It is quite possible that NS Overbid this time !

Board 100

		NORTH			
		♠ -			
		♥ 8			
		♦ AKJT73			
		♣ AJ8653			
WEST				EAST	
♠ KQ85				♠ JT932	
♥ AQJT6				♥ 53	
♦ 2				♦ 8654	
♣ T94				♣ Q7	
		SOUTH			
		♠ A764			
		♥ K9742			
		♦ Q9			
		♣ K2			

Dealer West. All Vulnerable.

WEST	NORTH	EAST	SOUTH
1♥	2NT	Pass	3♣!
Pass	4♥	Pass	4♠!
Pass	4NT	Pass	5♣!
Pass	5NT	Pass	6♦

All Pass

1♥ = B(2 – 4), 5+ ♥

2NT = B(2.5)+, 0166 or 1066 shape, 6♣ / 6♦ bi-color

NOTE: An Overcall in Minor suit or in Minor bi-color on **1NT & 2nd Level** requires B2+, no VUL / B(2.5)+, VUL.

An Overcall in Minor suit or in Minor bi-color on **2NT & 3rd Level** requires B3+, no VUL / B(3.5)+, VUL.

Pass = East's bid

3♣! = **Relay!** Ask for 2/3/6+ card suit

From that point, Opponents Pass Throughout

4♥ = 1066 or 0166 shape

4♠ = **Relay!** Ask for the Singleton

4NT = 0166 shape (NT for Singleton ♥, Fp Jig)

NOTE: South showed B(3.5)+, 6/6 bi-color

5♣! = **Ex CPA Relay!** Ask for CP & EQ

The 1st step CP answer will be: $4 * B\# - 4 = 4 * 3.5 - 4 = 10$ CP, 6 EQ.

5NT = 4th step answer for 16 CP, 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 ♥ Single + 1 EQ for ♠ Void = 4 EQ)

Let's find North's B# for the record: - 2 (mandatory)
+ 2 Aces + 1 King + 1 Single + 1 Void + 6/6 bi-color =
-2 (initial subtraction) + $2 * 1.5 + 1 + 0.5 + 0.5 + 1 = 4$

Thinking!

PL = B4 + B2 + 1 (for 6 by 2 side suit with both Controls) - 1 (for the 'bad' ♥ Singleton) = 6 for statistically 50% Small SLAM

CP = 16 + 4 (pseudo CP for Singleton ♥) + 6 (pseudo CP for Void ♠) + 14 (South's CP) = 38 CP which are physically impossible (South holds ♠ Ace, so the ♠ Void can be counted only for 4 pseudo CP). The total CP in both hands actually are 36 for statistically 100% GRAND SLAM

6♦ = Signoff Answer the question: Why South choose the slam in ♦ instead in ♣ ?



Board 101

	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	

1♣ = B2+, 5+ ♣ or B(4.5)+, any
1♥! = B(0.5)+, Relay! 2+ ♣ / 3♣ / B(1.5)+, any
1♠ = B(4.5 - 6.5), any 5+ or 5/5 any bi-color
1NT! = Relay! Ask for the Basic suit or bi-color

$2\clubsuit = B(4.5)+, 5+ \clubsuit$

$2\diamondsuit = \text{Relay!}$ Ask for the overall shape

$2\spadesuit =$ 2nd step answer for $5\spadesuit$ or $7\spadesuit$, **COLOR / B5**, 2227

$2NT = \text{Relay!}$ Ask for $7\clubsuit$ or $5\clubsuit +$ shape

$3\clubsuit =$ 1st step answer for $7\clubsuit + \text{COLOR} / B5$, 2227

$3\diamondsuit = \text{Relay!}$ 1st step answer is for any 0427

$4\heartsuit = 1\textcolor{red}{3}27$ exact shape ($3\heartsuit = 0427$ or 0247 shape)

$4\spadesuit = \text{Ex Relay!}$ Ask for the exact **B#**

$5\clubsuit =$ 2nd step answer for exactly **B5**

NOTE: North showed B5, 7 card suit

$5\diamondsuit = \text{CPA Relay!}$ Ask for **CP & EQ**

The **1st step** answer will be for **CP** = $4*B\# - 2 = 4*5 - 2 = 18$ CP, **5 EQ**.

$5\spadesuit =$ 2nd step CP answer = $4*B\# - 2 = 4*5 - 2 = 20$ CP along with 4EQ (by the **Formula: n - 6**, where '**n**' = number of cards in the long suit = $7 - 6 = 1$ EQ in the long 7 cardsuit. Add 1 EQ for $\spadesuit$ Singleton + 2 real Queens = total of 4 EQ).

Thinking!

PL = **B5** + **B1** + **0.5** (for 9 $\clubsuit$ Trumps) = **6.5** for statistically **100% Small Slam**

CP = **20** + **10** = **30** for statistically **100% Small SLAM**, because of the Super FIT + a good Misfit

$6\clubsuit =$ Sign off



Board 102

WEST	EAST
♠A75	♠QT
♥Q862	♥AT753
♦T964	♦A8
♣T9	♣KJ53

Dealer West, E-W vulnerable

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(0) + B(2.5) = 2.5**, the **max ♥ PL = B(0.5) + B(2.5) = 3**

NOTE: To use **2♣! = Stayman Modification** after West's 1NT bid, East needs **B(4.5)+**, Vulnerable or B4+, not vulnerable, because the answer can reach 3♠ if West has a pseudo-balanced hand of any 4441 shape !!

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 of 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. how your exact B# if the next Opponent 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 suit

Board 103

	NORTH	
	♠T65	
	♥AKT85	
	♦A5	
	♣87	
WEST		EAST
♠Q43		♠J972
♥J		♥973
♦96432		♦QJ8
♣Q653		♣J94
	SOUTH	
	♠AK8	
	♥Q64	
	♦KT7	
	♣AKT2	

Dealer South, All Vulnerable

SOUTH	WES T	NORTH	EAST
2NT	Pass	3♣!	Pass
3♦	Pass	3♥!	Pass
4♣	Pass	4♦!	Pass
5♣	Pass	5♦!	Pass
5♥	Pass	5♠!	Pass
6♥	Pass	7♥	Pass
Pass	Pass	Pass	

- 2NT = B(4.5)+, balanced
- 3♣! = B(0.5)+, Modified Stayman
- 3♦ = B(4.5)+, xx44, 3334 or 3343

3♥! = **Relay!** Ask for 3 card Major suit

4♣ = **B(4.5)**, exactly 3334, absolute balance

NOTE: South showed **B(4.5)**, absolute balance

4♦! = **CPA Relay!** Ask for **CP & EQ**. The 1st step answer will be: CP = $4 * B\# = 4 * 4.5 = 18$ CP, 4 EQ

5♣ = 4th step answer for **24 CP, 1 Queen**.

5♦! = **Relay!** Ask for the missing King's suit

5♥ = missing ♥ King

5♠! = **Relay!** Ask for the Queen's suit

6♥ = ♥ Queen

Thinking !

PL = **B(4.5) + B2 + 0.5** (for 9 card ♥ suit)
= **7** for statistically **50% GRAND SLAM**

CP = **24 + 16 = 40 CP** for statistically
100% GRAND SLAM

All Pass

The casual Expert Bidding in BBO landed
on 6♥ making +1 ? for 14 IMP



Board 104

		NORTH	
		♠975	
		♥ --	
		♦J82	
		♣QT87652	
WEST		EAST	
♠T63		♠QJ82	
♥J954		♥KT7	
♦K94		♦7653	
♣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

(Pass) - Pass - Pass - 1♣! = **B2+**, any shape in 3rd / 4th seat, Initial Forcing

1♦ = max **B(-0.5)**, balanced / **max B(0)**, unbalanced 1

♥! = **B(3.5)+, Relay!** Ask for 5+ card suit

2♣ = **B(-0.5 - 0.0)**, 5+ card ♣ suit

2♦! = **B 3.5)+, Relay!** 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!** The 1st step answer is for any 2047

3NT = 3037 → 7♣ + **SHAPE** + **Void**

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 even with **PL** = 5

5♣ = **Sign Off**

Board 105

The screenshot shows a Bridge game interface for Board 105. The contract is 7 North, with a bid of 0.5. The dealer is North, and the vulnerability is EW. The hand is as follows:

Player	♠	♥	♦	♣
North	10, 3, 2, 10, 6, 3	A, K, 10, 9, 6, 5, 2	7, 2	2
West	8, 7, 6, 5, 4	A, K, 10, 9, 6, 5, 2	7, 2	2
East	A, K, 10, 9, 6, 5, 2	8, 4	7, 2	2
South	1, 9, A, K, 10, 9, 6, 5, 2	7, 2	7, 2	2

The interface also displays a trick table and various game statistics, including Total Points, Lucky Chance IMPs, Special Duty IMPs, and ForcePoint.



Board 106

NORTH

♠JT98763

♥ --

♦Q2

♣K632

WEST

♠K542

♥T65

♦5

♣QJ874

EAST

♠AQ

♥8742

♦JT64

♣AT5

SOUTH

♠ --

♥AKQJ93

♦AK9873

♣9

Dealer South, E-W vulnerable

SOUTH	WEST	NORTH	EAST
3NT	Pass	4♣!	Pass
4♦	Pass	4♥!	Pass
4NT	Pass	5♦	All Pass

3NT = B(5.5)+, Strong 6+/5+ any bi-color

4♣! = B(0.5)+, **Relay!** Ask for the bi-color

4♦ = B(5.5)+, 6+ ♦ / 5+ any bi-color

4♥! = **Ex Relay!** Ask for the length of the bi-color suits

4NT = B(5.5)+, 6+ ♦ / 5+ ♥ bi-color

5♦! = Sign Off

PL = B(5.5) + B(0.5) - 0.5 (for a ‘**bad**’ 5♥ Void for sure) – 1 (for the ‘**bad**’ ♣ Singleton opposite the King) = **4.5** (5.5 if AKQ in ♥) **for no SLAM at all !**
All Pass



Mr. Alexander Dulevski



Board 107

NORTH

♠943
♥T873
♦KJ53
♣A5

WEST

♠T762
♥J542
♦6
♣J974

EAST

♠QJ5
♥AQ96
♦QT2
♣T86

SOUTH

♠AK2
♥K
♦A9874
♣KQ32

Dealer South, N-S vulnerable

SOUTH	WEST	NORTH	EAST
1♦	Pass	1♥!	Pass
1NT	Pass	2♣!	Pass
3♣	Pass	3♦!	Pass
4♠	Pass	5♦	All Pass

1♦ = **B(2 - 4)**, 5+ ♦

1♥! = **Relay! 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 the Basic ♦ suit is red and must be excluded)

2♣! = **Relay!** Ask for the 2nd longest suit

3♣ = 3154 exact shape

3♦! = **Relay!** Ask for the exact **B#**

NOTE: ♣ is one of the **COLOR** side suits, so

North has a Singleton, obviously in ♥ suit

PAY ATTENTION:

From the 1st to the 4th step answer you will show only your B# of B2, B(2.5), B3, B(3.5) respectively

When you have B4, you must answer not only for the B# of 4, but also for your CP (a combined answers by steps), so

→ 4♦ bid will be the 5th step answer for exactly B4 with $CP = 4*4 = 16$ CP, 4 EQ

→ 4♥ bid will be the 6th step answer again for exactly B4 with $CP = 4*4 + 2 = 18$ CP, 3 EQ

→ 4♠ bid will be the 7th step answer again for B4 with $CP = 4*4 + 4 = 20$ CP, 2 EQ

→ 4NT bid will be the 8th step answer again for B4 with $CP = 4*4 + 6 = 22$ CP, 1 EQ

→ 5♣ will be the 9th step answer again for exactly B4 with $4*4 + 8 = 24$ CP with Zero EQ ! → the actual answer is impossible because South has a Singleton !

Also, let check for a Single King by calculating South' B#. **It is mandatory to subtract 2 initially !!**

The classical check: South's B# = - 2 + a Single + 2 Aces + 3 Kings + no Queens = - 2 + 0.5 + 2*1.5 + 3*1 + 2*0 = 4.5 which is not true!

South showed B# = 4, not 4.5 !!

Both cases showed only 1 thing: South has a Single King + one more real Queen !

Thinking!

$PL = B4 + B(0.5) + 0.5$ (for 9 ♦ cards) + 0.5 (for all 3 ♣ TOP Honors) = 5.5 for 100% Game in Minors

$CP = 24 + 10 = 34$ that are more than enough for making 5 in Minor

5♦ = Sign off

All Pass

Board 108

WEST

♠9

♥Q92

♦T543

♣KQ642

EAST

♠AJ8

♥AKJ754

♦A

♣AJ5

WEST

Pass

1♥

2♣

2♠

3♦

3♠

4♦

5♣

NORTH

Pass

Pass

Pass

Pass

Pass

Pass

Pass

Pass

EAST

1♣

1♠!

2♦!

2NT!

3♥!

4♣!

4♠!

7NT

SOUTH

Pass

Pass

Pass

Pass

Pass

Pass

All Pass

(Pass) - Pass - Pass - 1♣! = B2+, 11+ HCP,
any shape in 3rd / 4th seat

1♥ = B(0 - 0.5), balanced / B(0.5),
unbalanced / any 4441

1♠! = B2+, **Relay!** Ask for 5+ card suit

2♣ = B(0.5), 5+ ♣

2♦! = **Relay!** Ask for the side suits

2♠ = 2nd step answer for **COLOR** side suits

2NT! = **Relay!** Ask for 7♣ or 5♣ + shape

3♦ = 4 card suit, which is one of the previously shown
COLOR suits, so West has a Singleton, and the exact
shape is 1345

NOTE: With B(0) or B(0.5) the 1st step answer for
CP = 4 CP by presumption! Don't use any Formulas !

3♥! = **Relay!** Ask for the number of Queens
 3NT = 2nd step answer for 2 Queens
 4♣ = **Relay!** Ask for the color of the Queens by **SCOR**
 4♦ = 1st step answer for 2 **SHAPE** Queens
 4♠! = **Ex Relay!** Ask for the color of the King
 5♣ = ♣ King

Thinking !

$PL = B(0.5) + B(5.5) + 0.5$ (for 9 cards in ♥) +
 1 (for 'good' ♠ Singleton) + 1 (for all 3 TOP Honors
 in ♣ 5 by 3 FIT) - 0.5 (for more than 2 Positive
 Adjustments) = 8 for statistically 100% NT
GRAND SLAM

$CP = 4 + 4$ pseudo in ♠ (West) + 28 + 4 pseudo
 in ♦ (East) = 40 for statistically 100% **GRAND
 SLAM.**

7NT = Final Contract

Board 109

Force Point

File Setup Action GB Help

Deal #: 4
Dealer: E
Vol: All

Restart Bid
Restart Play
Next Game

B# = 3

WEST

15

3 NORTH B# = -2

Contract: 6H by West
N/S Tricks: 13
E/W Tricks: 13

Auto Play

B# = 3

EAST

15

7 SOUTH B# = 0

End of Game

E/W Made 1 GOOD Trick(s)

Next Game Replay Game Restart Bidding

Total Points Scoring

N/S 1710 1710 E/W 17 17

Lucky Chance IMPs Scoring

14 14 E/W 14 14

Special Duty IMPs Scoring

N/S 14 14 E/W 14 14

ForcePoint \$

Ver. 24.01

Board 110

WEST

♠QJ
♥KQJ104
♦A73
♣KQ5

EAST

♠A9
♥972
♦KJ10
♣A10642

Dealer East. EW Vulnerable.

WEST	NORTH	EAST	SOUTH
		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♣	Pass	Pass	Pass

1♣ = B2+, 5+ ♣ / B(4.5)+, any shape (actual B2)

1♥! = B(0.5)+, Relay! 2+♥ Ask for the overall shape

2♦ = B(2 – 4), 5♣ or 7♣, COLOR side suits

2♥! = B1+, 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

NOTE: East showed B2, 5 card suit

3♠ = CPA Relay! Ask for CP & EQ.

The 1st step answer of 3NT will show:

CP = 4*B# = 4*2 = 8 CP, 4 EQ

$4\spadesuit = \text{5th step answer} = 4 \times 2 + 8 = 16 \text{ CP}$
 (2A + K) and no EQ, actually no real Queens
4NT! = Relay! Ask for the color of the King
 $5\diamondsuit = \diamondsuit \text{ King}$
5♥! = Relay! Ask for the Aces' suits by **SCOR**
5NT = 2nd step answer for 2 COLOR Aces

Thinking!

$\clubsuit \text{ PL} = \text{B2} + \text{B3} + 1$ (for KQJTx in ♥ suit) =
6 for statistically 50% Small SLAM

$\text{CP} = 16 + 14 = 30$ only, but with **2 FITs** for
statistically 100% Small SLAM

6♣ = Sign Off

Board 111



Board 112

WEST

♠AQ84

♥K9763

♦AQ4

♣A

EAST

♠KT76

♥A4

♦KJ8752

♣8

Dealer West, E-W vulnerable

WEST

1♣

5♥

5NT

6♠

NORTH

3♣

Pass

Pass

Pass

EAST

DBL!

5♠!

6♣!

Pass

SOUTH

5♣

Pass

Pass

Pass

1♣ = B2+, 5+ ♣ / B(3.5 - 4), balanced / B(4.5)+, any 5+ card suit or 5/5 bi-color

3♣ = Opponent's overcall, probably 6-7 ♣, weak

DBL! = B1+, Relay!

5♣ = 2nd Opponent's Active bid, probably with 4+ ♣

After that bid, the Opponents Pass Throughout

All the Exchange answers because of the Active 2nd Opponent's (South) bid of 5♣ will be:

- Pass = B(3.5 - 4), strong, 18-20 HCP, balanced.

- DBL = B(4.5)+, any 5/5 bi-color, no ♣

- 5 in suit = B(4.5)+, 5+ card suit

West's correct answer is: 5♥ = B(4.5)+, 5+ ♥

The expected CP with B(4.5) by 3rd step answer will be 22 with 2 EQ, so the total CP = 40, but the Queens' suits remain unknown and for sure will be critical for trying a GRAND SLAM !

NOTE: In this particular case, **West obviously has**
B# ≥ 4.5 because his Basic suit is not $\clubsuit$ suit !
5 $\spadesuit$! = Relay! Ask for the side suits by **SCOR -**
SCOR

5NT = 1st step answer for 5 $\heartsuit$ or 7 $\heartsuit$, **SHAPE** ($\diamond$
& $\spadesuit$) side suits or 2722

6 $\clubsuit$! = Ex Relay! Ask for the 2nd longest suit,
respectively for the exact shape.

NOTE: **Any bid at 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 at the 6th Level except the bid of **6NT !**

6 $\spadesuit$ = 4 card $\spadesuit$ suit, which is one of the **SHAPE** suits,
so West has a Singleton, 4531 exact shape.

Thinking!

The **PL** = **B(4.5) + B2 + 0.5** (for 9 cards in $\diamond$ suit)
+ **0.25*** (**force*point** for 5 by 2 Misfit in $\heartsuit$ suit with the
2 Controls) = **7.25*** for **100% suit Small SLAM** in suit
or **75% NT GRAND SLAM**.

All Pass

Pay attention that the colors of the Queens
are critical.

The **GRAND SLAM** is 100% only with
SHAPE ($\diamond$ & $\spadesuit$) Queens or below 50% with
COLOR ($\diamond$ & $\heartsuit$) or **RANK** ($\heartsuit$ & $\spadesuit$) Queens !



Board 113

NORTH

♠ --
♥ K108
♦ K T82
♣ A K Q 7 5 3

WEST

♠ A Q 4 2
♥ Q 2
♦ A Q 9 5 4
♣ J 2

EAST

♠ T 9 8 6 5
♥ 9 6 5
♦ 7 3
♣ T 9 4

SOUTH

♠ K J 7 3
♥ A J 7 4 3
♦ J 6
♣ 8 6

Dealer West, N-S Vulnerable, NS play Fp

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

1♦ = 12 - 15 HCP, 4+ card suit, Opponent's bid

DBL = **B2+**, any balance **or B(3.5)+**, any 5+ card suit

Pass = East's bid

1♥! = **B1+**, **Relay!** Ask for the shape

2♠ = West's bid

3♣ = **B(3.5)+**, 5+ ♣ Basic suit, (actual **B#** = **3.5**)

3♠ = East's barrage raise

Pass! = **Pass - Relay!** Ask for the side suits.

Pass = West's bid

4♥ = 5th step answer for 6♣ or 8♣, **COLOR** side

suits (♥ + ♦) excluding the color of the Basic ♣ suit

$$\text{Minimum PL} = 3.5 + 0.5 = 4$$

All Pass

NOTE: The actual **PL = 5** because of the Adjustment for the 3 TOP Honors in ♣ suit.



Board 114

NORTH

♠J
♥KT7
♦AJT43
♣AQ85

WEST

♠T976
♥9
♦QJ2
♣J7432

EAST

♠AKQ854
♥6
♦987
♣T96

SOUTH

♠32
♥AQJ85432
♦K5
♣K

Dealer South, N-S vulnerable.

SOUTH	WEST	NORTH	EAST
1♥	Pass	1♠!	2♠
Pass	3♠	Pass!	Pass
4♦	Pass	4♠!	Pass
6♦	Pass	6♥	All Pass

1♥ = B(2 - 4), 5♥ - 7♥ or B(2 - 3), 8♥; actual B(2.5)

1♠! = B(0.5)+, Relay! 2+ ♠ / B(1.5)+, any shape, no bi-color, (actual B# = 3)

2♠ = East's Overcall

Pass = B(2 - 2.5), 5+ ♥

3♠ = West's barrage

Pass! = Pass - Relay! Ask for the overall shape

From that point, Opponents Pass Throughout

$4\spadesuit = 4\text{th step answer for } 6\heartsuit \text{ or } 8\heartsuit, \text{ SHAPE}$
 $4\clubsuit = \text{Ex Relay! 1st step answer is for Void / S+V}$
 $6\diamond = \text{B(2.5), } 2821 \rightarrow 8\heartsuit + \text{SHAPE, no Void}$

Thinking! (by North)

$\text{PL} = \text{B(2.5) (South)} + \text{B3 (North)} + 1$
 (for 11 Trumps in $\heartsuit$ suit) + **0.5** (for the **good** $\spadesuit$ Singleton because of Opponents Super FIT in that suit) = **6.5 for statistically 100% Small SLAM**

$6\heartsuit = \text{Final Contract}$
All Pass

Before we continue, let me show you **all** of **South's possible bids** and their meanings after $4\clubsuit = \text{Ex Relay!}$ (for learning purposes only)

I hope you remember South has shown $6 / 8\heartsuit, \text{ SHAPE}$ side suits, so the answers will be:
 $\rightarrow 4\text{NT} = 1\text{st step answer for } 6\heartsuit \text{ or } 8\heartsuit, \text{ SHAPE} + \text{Void or S+V}$
 $\rightarrow 5\clubsuit = 181\textcolor{blue}{3} = 8\heartsuit + \text{SHAPE, no Void}$ (bid in the longest suit, which is **outside the SHAPE** suits)
 $\rightarrow 5\diamond = 26\textcolor{red}{4}1 = 6\heartsuit + \text{SHAPE}$ (bid in the 2nd longest suit)
 $\rightarrow 5\heartsuit = \textcolor{red}{3}6\textcolor{red}{3}1$, bid in the Basic suit for 3 by 3 side suits
 $\rightarrow 5\spadesuit = 4621$ (bid in the 2nd longest suit)
 $\rightarrow 5\text{NT} = \textcolor{red}{2}6\textcolor{blue}{2}\textcolor{red}{3}$, no S / V (using NT bid for 6 card suit, no S / V, ambiguous balance)
 $\rightarrow 6\clubsuit = \text{B2, } 2821 = 8\heartsuit + \text{SHAPE, no Void}$
 $\rightarrow 6\diamond = \text{B(2.5), } 2821 = 8\heartsuit + \text{SHAPE, no Void}$
 $\rightarrow 6\heartsuit = \text{B3, } 2821 = 8\heartsuit + \text{SHAPE, no Void}$

(AKQ + Singleton King)

So, you either need a good imagination, or you have to use **Sysnotes** until you become familiar with **Fp Bidding**.

Just try to remember that with any **6 or 8 cards**, if your partner asks for the overall shape, there are a total of 7 possible answers:

The 1st step answer is reserved for Void + S+V.

4 bids with 6 card suits + 1 bid for any 8 cards +
2 Singletons = 5 bids total

2 to 5 bids with any 8221 → 8 cards, no Void
with different Base Numbers (from 2 to 4)

The last bids of 8♥ + SHAPE, no Void are distinguished only by the different B#

NOTE : Just pay attention to the Bidding

Mechanism if you want to play Fp without Sysnotes.

Also, in Sysnotes, the bids that the Opponent used are explained like Fp bids, so do not pay attention to any Opponents' bids in Sysnotes! Actually, they are Fp bids when you become Opponents !



After the Opponent's Barrage Overcall 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.

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.



SYSNOTES FRONT PAGE

West	
P	Click P & 1♠ symbols to read about Fp !
1♣	B2+, 5+♣, B(3-4.5) bal, B(4.5)+ 5+/ 5/5
1♦	B(2 - 4), 5+♦
1♥	B(2 - 4), 5+♥
1♠	B(2 - 4), 5+♠
1N	B(2 - 3), weak NT, 12-16 balanced no 5+
2♣	B(1.5 -2) MM / B(2-2.5) MIX / B2+,mm bi-
2♦	B2+, any 4441 pseudo balance 12+ HCP
2♥	B(3 - 4), 5+♥/5+m / B(2.5 - 3) IF ♥♠

For example: **1♣ Opening means:**

1♣ 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

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 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:

$$\text{CPA, 1st step CP} = 4 * \text{B\#}, 4 \text{ EQ}$$

CPA = **an abbreviation** that **indicates** that this bid is for Control Points Asking (not only for the number of **Aces** + **Kings**, but also for discovering the number of **Equivalent Queens (EQ)** **without asking for them !!**

If your partner asked using the bid of **4NT**, and your suit is **up to 6 cards**, the 1st step answer for CP will be **5♣**. If your **B#** is **3.5** the Formula will look like this:

$$\text{CP} = 4 * 3.5 = 14, 4 \text{ EQ}$$

So, with **5♣** bid, you will show your partner that you have **14 CP** (A + 2K) and **4 EQ** (4 real Queens **or** 3 real Queens + 1 EQ in the Singleton).

Of course, the 2nd step answer of **5♦** will show **CP = 4*3.5 + 2 = 16, 3 EQ**; the 3rd step answer of **5♥** will show **CP = 4*3.5 + 4 = 18, 2 EQ**; and the 4th step answer of **5♠** will show **CP = 4*3.5 + 6 = 20, 1 EQ**

Just try to remember some of the basic
Fp Formulas !





Mr. Milen Markov

Fp Rules for Discovering partner's CP & EQ without asking for them

Some **Fp** Players experience difficulties finding the expected partner's **EQ** for the 1st step **CP** answer with different shapes. If you follow these **Rules**, it will be quite easy to resolve that problem:

To find how many **EQ** to expect for the 1st step **CP** answer with any bi-color, use the Formula: $m - 6$, where '**m**' is the sum of the cards in both bi-color suits

For example:

With 6/5 bi-color you have to expect: $m - 6 = 11 - 6 = 5$ EQ.

For any of the next steps , raise the CP by 2 & lower the EQ by 1

When you can not ask for CP, use the Formulas below for calculating the partner's CP !

5-6 cards suit or 5/5 bi-color

The 1st step answer for CP = $4 * B\#$, 4 EQ

The calculated the CP = $4 * B\# + 4$, 2 EQ = 3rd step answer (when you can not ask for CP)

7 cards suit or 6/5 bi-color

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

The calculated CP = $4 * B\# + 2$, 3 EQ = 3rd step answer or CP = $4 * B\#$, 4 EQ = 2nd step answer (when you can not ask for CP). Att: Unstable !

8 card suit or 6 6 bi-color or 7/5 bi-color

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

The calculated CP = $4 * B\# - 2$, 5 EQ = 2nd step answer (when you can not ask for CP)

9 cards suit or 7/6 or 6/5 bi-color

The 1st step answer for CP = $4 \times B\# - 6$, 7 EQ

The calculated CP = $4 \times B\# - 4$, 6 EQ = the 2nd step answer (when you can not ask for CP)

It should already be obvious to you, that if you remember even only the main Formula for the 1st step CP answer with up to 6 card suit in length, 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 card over the 6th one in the long suit & adding 1 EQ for the same reasons !**

This is the whole philosophy !



force-point@force-point.com



Summarizing the Force Point Bidding Mechanisms and Tools

After the Opening bid, which 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 the 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)

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 Jig 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.

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.

The Quest, who knows the exact partner's shape and how many CP he must subtract before answering, will discover all of the partner's Aces + Kings + Queens immediately.

After that, **the Quest** may ask his partner for the colors of the Top Honors.

If **the Opener** is balanced, the **Quest** will use **Stayman** and a simple and effective proprietary Fp Relay extension to discover simultaneously the strength and the exact shape of the Opener, and then he will ask for the exact **B#**, and eventually 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 will ask for the exact **B#**, and eventually continue with **CPA**.

8 hours of free lessons in BBO from an authorized '**Bidding Expert**' coach 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 !



“Enter your own deal”

feature of the Force Point DEMO computer program.

Enter any game and explore the Fp Bidding

The Deal

	♠	♥	♦	♣
☒ North				
☐ West				
☐ East				
☐ South				

Dealer ☐ North ☐ West ☐ East ☒ South	A♠ K♠ Q♠ J♠ 10♠ 9♠ 8♠ 7♠ 6♠ 5♠ 4♠ 3♠ 2♠	Vulnerable ☒ None ☐ North/South ☐ East/West ☐ All
	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♦	
	A♣ K♣ Q♣ J♣ 10♣ 9♣ 8♣ 7♣ 6♣ 5♣ 4♣ 3♣ 2♣	



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 empirical 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 theoretically. 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 ?

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 lengths 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 :

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/>

Below is the 1st chart by Tysen

Here's how Pavell's hand evaluation system stacks up compared to some others:

	ERROR	SCORE
HCP	1.23	-0.49
HCP+321	1.07	0.00
HCP+531	1.05	0.07
Zar	1.05	0.08
Pavell	1.04 →	0.11
BUMRAP + 321	1.03	0.14
BUMRAP + 531	1.02	0.21
TSP	1.02	0.21
Binky	0.99	0.32

ERROR is the average # of tricks there is in difference between how many tricks we think we can take and how many we actually take. This is calculated using a double-dummy evaluation of over a million random hands.

SCORE is an estimation of the IMPs / board we expect to gain against a team that uses a simple HCP+321 evaluation method. It's a measure of how much payoff there is for using a better evaluation system.

HCP is A=4, K=3, Q=2, J=1

HCP + 321 is HCP + 3 per Void + 2 per Singleton + 1 per Doubleton. HCP+531 is the same with more points assigned to shortness. Zar is HCP + Controls + twice the length of the longest suit + once the length of the second-longest suit minus the length of the shortest suit.

Board 115

Force Point

File Setup Action GIB Help

Deal #: 23
Dealer: N
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 1

WEST

10 NORTH B# = 0.5

Contract: 6 H by East
N/S Tricks:
EW Tricks:

Auto Play

B# = 4

EAST

Last Trick

8

9 SOUTH B# = 1

13

Total Points Scoring

Lucky Chance IMPs Scoring

Special Duty IMPs Scoring

ForcePoint \$

100 100 N/S 3 3
1600 7070 E/W 17 114

17 108 E/W 108

Ver. 7.4.21

Board 116

Force Point

File Setup Action GIB Help

Deal #: 2
Dealer: W
Vul: All

Restart Bid
Restart Play
Next Game

B# = 4

WEST

NORTH

Contract: 6 S by West
N/S Tricks:
EW Tricks:

Auto Play

B# = 0

EAST

18

9 SOUTH

7

Total Points Scoring

Lucky Chance IMPs Scoring

Special Duty IMPs Scoring

ForcePoint \$

N/S
E/W

N/S
E/W

Ver. 7.4.19



Game by ZAR
<http://www.himbuv.com/zar2.htm>

Board 11

Dealer North, NS Vulnerable, Only EW play Fp

North / EW 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♠! = 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

3NT = Ex Relay for the exact B#

4♣ = 1st step answer for 1.0

4♦ = CPA, The 1st step answer = 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 color

6♠ = ♠ Queen

Thinking!

**PL = B1 (West) + B(1.5) (East) + 1 (for “good” ♦
Void because of the Opponents’ ♦ Super FIT) + 1.5 (for
“good” ♣ Void because of the Opponents’ ♣ Super FIT)
+ 0.5 (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!**



Pavell 2004 Old Counting: Total Tricks:

Singleton Ace = 9

Ace = 6

King = 4

Queen = 2

Any Singleton (except the Singleton Ace) = 3,

Void = 5

7+ card suit = $0.5 * (n - 6)$, where 'n' is the sum of the cards in the long suit

6+/5+ bi-color = $0.5 * (m - 10)$, where 'm' 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 that are over the first 6 tricks that are not counted in the game of bridge).

$$B\# = \text{Contract Tricks} = \text{Total Tricks} / 4 - 2$$

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**

NOTE by the Fp Developer:

Here is presented Pavell' old Counting with 4 points by step, which wasn't good enough at that time 10 years ago!

	Trick	Trick	Trick	Trick	Error	Error	Error
	Real	ZAR	TSP	Pavel	ZAR	TSP	Pavel
4-3-3-3	0.000	0.00	0.00	0.00	0.000	0.000	0.000
4-4-3-2	0.296	0.40	0.20	0.00	1.057	0.199	1.888
4-4-4-1	0.810	0.60	0.60	0.75	0.132	0.132	0.011
5-3-3-2	0.339	0.60	0.40	0.00	1.057	0.058	1.783
5-4-2-2	0.595	0.80	0.60	0.00	0.445	0.000	3.745
5-4-3-1	0.864	1.00	0.80	0.75	0.239	0.053	0.168
5-4-4-0	1.519	1.20	1.20	1.25	0.127	0.127	0.090
5-5-2-1	1.183	1.20	1.20	0.75	0.001	0.001	0.595
5-5-3-0	1.643	1.40	1.40	1.25	0.053	0.053	0.138
6-3-2-2	0.660	1.00	0.80	0.00	0.652	0.111	2.458
6-3-3-1	0.918	1.20	1.00	0.75	0.274	0.023	0.097
6-4-2-1	1.154	1.40	1.20	0.75	0.285	0.010	0.767
6-4-3-0	1.624	1.60	1.40	1.25	0.001	0.067	0.186
6-5-1-1	1.703	1.60	1.80	1.50	0.007	0.007	0.029
6-5-2-0	1.964	1.80	1.80	1.25	0.018	0.018	0.332
7-2-2-2	0.999	1.20	1.20	0.00	0.021	0.021	0.512
7-3-2-1	1.208	1.60	1.40	0.75	0.289	0.069	0.395
7-3-3-0	1.697	1.80	1.60	1.25	0.003	0.002	0.053
7-4-1-1	1.712	1.80	1.80	1.50	0.003	0.003	0.018
7-4-2-0	1.923	2.00	1.80	1.25	0.002	0.005	0.164
Totals:	3.84	0.96	13.43				

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.

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. 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.



Pavell 2016: (the Counting is already published with some changes.

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

Singleton = 0.5

Void = 1.0 (2024 changed to 0.5)

2022 change: **Void = 0.5** (for computer & Human use!

2024 change: Void = 0.5

Any Singleton (except the Ace) = 0.5

Ax doubleton = 0.25 (Fp*, for computer or Quest use) ~ 0 (for Human use)

2022 change: **Ax + xx / Ax + Ax = 0.5**, count the Aces separately.

2023 change: **Ax + Ax = 0.5: 2024 change: all == 0)**

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 cards in the long suit

6+/5+ bi-color = 0.5 * (n - 10), where 'n' is the sum of the cards in both bi-color suit



2016							
	Trick Real	Trick ZAR	Trick TSP	Trick Pavel	Error ZAR	Error TSP	Error Pavel
4-3-3-3	0.000	0.00	0.00	0.00	0.000	0.000	0.000
4-4-3-2	0.296	0.40	0.20	0.25	0.233	0.199	0.004
4-4-4-1	0.810	0.60	0.60	0.75	0.132	0.132	0.006
5-3-3-2	0.339	0.60	0.40	0.25	1.057	0.058	0.060
5-4-2-2	0.595	0.80	0.60	0.5	0.445	0.000	0.008
5-4-3-1	0.864	1.00	0.80	0.75	0.239	0.053	0.004
5-4-4-0	1.519	1.20	1.20	1.25	0.127	0.127	0.002
5-5-2-1	1.183	1.20	1.20	1.0	0.001	0.001	0.007
5-5-3-0	1.643	1.40	1.40	1.5	0.053	0.053	0.006
6-3-2-2	0.660	1.00	0.80	0.75	0.652	0.111	0.002
6-3-3-1	0.918	1.20	1.00	1.0	0.274	0.023	0.003
6-4-2-1	1.154	1.40	1.20	1.0	0.285	0.010	0.006
6-4-3-0	1.624	1.60	1.40	1.5	0.001	0.067	0.005
6-5-1-1	1.703	1.60	1.80	2.0	0.007	0.007	0.012
6-5-2-0	1.964	1.80	1.80	2.0	0.018	0.018	0.002
7-2-2-2	0.999	1.20	1.20	1.25	0.021	0.021	0.042
7-3-2-1	1.208	1.60	1.40	1.5	0.289	0.069	0.122
7-3-3-0	1.697	1.80	1.60	1.75	0.003	0.002	0.003
7-4-1-1	1.712	1.80	1.80	2.0	0.003	0.003	0.102
7-4-2-0	1.923	2.00	1.80	2.0	0.002	0.005	0.002
Total					3.84	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.



Pavell's Hand Evaluation Counting becomes 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 PDF.

Board 118

WEST

♠AJ5
♥T8
♦8
♣AKQ953

EAST

♠Q98
♥Q
♦AKQ953
♣93

Dealer North, E-W vulnerable

EAST	SOUTH	WEST	NORTH
1♦	3♥	DBL!	4♥
4♠	Pass	4NT!	Pass
5NT	Pass		
6♣	All Pass		

1♦ = **B2+**, 5+♦

3♥ = East's barrage bid

DBL! = **B2+**, **Relay!** Ask for the length of the Basic suit + side suits / exact shape or Exchange Asking Relay if West's bid is active !

4♥ = West's Active barrage bid

4♠ = 3rd step answer for exactly **B3** (Exchange Answer)

After that bid, the Opponents pass throughout

4NT! = **Relay!** Ask for the overall shape

5NT = 5th step answer by **SCOR - SCOR** for 6♦ or 8♦, **COLOR** side suits

6♥ = Final Contract

: Eventual **PL** = **B2** + **B3** + 1 (for Opponents' ♥
Super **FIT**= 6 for statistically 50% Small **SLAM**

NOTE: Actual unknown **PL** = 6.5

All Pass



Board 119

WEST	EAST
♠K65	♠A92
♥AKJ4	♥T9654
♦AKJ843	♦92
♣ --	♣874

South opens 3♣, North raises to 4♣, EW Vulnerable

SOUTH	WEST	NORTH	EAST
3♣	3♦	4♣	Pass
Pass	DBL	Pass	4♥
Pass	4♠	Pass	4NT
Pass	5♣	Pass	5♠
Pass	6♥	All Pass	

3♣ = South's preemptive barrage

3♦ = B3+ (for 3rd Level bid in Minor, Vulnerable)

4♣ = North's raise

Pass = max B(-0.5)

From that point, the Opponents pass throughout

DBL = B(4.5)+, Ask for 3♦ / 5+ ♥ / 5+ ♠

(4th Level Bidding, Vulnerable)

4♥ = B(0)+, 5+ ♥

4♠ = Ex Relay for possible shapes

4NT = 3523 = exact shape

5♣ = CPA, Ask for CP. The 1st step answer = no CP, the 2nd step answer = 4 CP, 3rd step answer = 6 CP

5♠ = 6 CP = 1 Ace

6♥ = Sign Off

PL = B(-0.5) + B(4.5) + 1 (for 6 by 2 FIT with both Controls) + 0.5 (for 9 Trumps) + 1 (upgrading for the Opponents' ♣ suit) - 0.5 (for more than 2 Adjustments) = 6 for statistically 50% Small SLAM.

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

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 Boeiv



**If you think you are ready to play Fp,
explain the bids**

Board 120

	NORTH	
	♠A2	
	♥K	
	♦AQJ84	
	♣QT986	
WEST		EAST
♠T987		♠53
♥T9		♥QJ864
♦T9762		♦K5
♣A5		♣7432
	SOUTH	
	♠KQJ64	
	♥A7532	
	♦3	
	♣KJ	

West dealer. NS Vulnerable

NOTE: Open **Sysnotes** for bids' explanations !!

WEST	NORTH	EAST	SOUTH
Pass	2♣	Pass	2♦!
Pass	3♣	Pass	3♦!
Pass	3♠	Pass	4♣!
Pass	4NT	Pass	4NT!
Pass	5♥	Pass	6♠
All Pass			

Can you discover PL (Play Level) = 6.0
with 34 CP(for statistically 50% Small SLAM ?



Board 121

NORTH

♠54
♥QJ9653
♦T842
♣6

WEST

♠K9
♥7
♦AKQJ97
♣AQ52

EAST

♠AJ107632
♥AT
♦
♣9843

SOUTH

♠Q8
♥K842
♦653
♣KJT7

WEST	NORTH	EAST	SOUTH
1♣	Pass	1♥!	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	5NT!	Pass
6♥	Pass	7♠	Pass



Board 122
 South dealer. East-West vulnerable

NORTH	
♠43	
♥KT876	
♦K9	
♣AQJ9	
WEST	EAST
♠AK8	♠QJT9765
♥J53	♥9
♦J643	♦Q85
♣T42	♣53
SOUTH	
♠2	
♥AQ42	
♦AT72	
♣K876	

SOUTH	WEST	NORTH	EAST
2♦	Pass	2♥!	2♠
3♥	3♠	Pass!	Pass
4♣	Pass	4♦!	Pass
4♥	Pass	4♠!	Pass
5♣	Pass	6♥	All Pass



Board 123
West dealer. NS vulnerable

	NORTH	
	♠ -	
	♥ KQ98632	
	♦ K7	
	♣ AQT6	
WEST		EAST
♠ AQJ		♠ KT53
♥ T		♥ 54
♦ QJT543		♦ 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	3NT!
Pass	4♣	Pass	4♦!
Pass	4♥	Pass	4♠!
Pass	4NT	Pass	5♣!
Pass	5♥	Pass	5♠!
Pass	6♣	Pass	6♦!
Pass	6♥	Pass	7♥
All Pass			



Board 124

North dealer. NS vulnerable

NORTH

♠AKQ
♥K2
♦JT
♣KQ9764

WEST

♠T973
♥J983
♦972
♣J5

EAST

♠J64
♥QT64
♦AQ643
♣8

SOUTH

♠852
♥A75
♦K85
♣AT32

WEST	NORTH	EAST	SOUTH
Pass	1♣	Pass	1♥!
Pass	2NT	Pass	3♣!
Pass	3NT	Pass	4♣!
Pass	4NT	Pass	5♣!
Pass	5♠	Pass	6NT
Pass	Pass	Pass	



Board 125

NORTH

♠632
♥A5
♦AQT96
♣976

WEST

♠KQ98
♥KQ742
♦J
♣QT4

EAST

♠T7
♥JT983
♦7432
♣85

SOUTH

♠AJ54
♥6
♦K85
♣AKJ32

West dealer EW Vulnerable

WEST	NORTH	EAST	SOUTH
1♥	Pass	Pass	DBL
Pass	1♠!	Pass	2♣
Pass	2♦!	Pass	2♥
Pass	2♠!	Pass	3♠
Pass	4♣!	Pass	4♦
Pass	4♥!	Pass	5♦
Pass	5♥!	Pass	6♣
Pass	6♦	All Pass	

Board 126

	NORTH	
	♠AKQ	
	♥K2	
	♦JT	
	♣KQ9764	
WEST		EAST
♠T973		♠J64
♥J983		♥QT64
♦972		♦AQ643
♣J5		♣8
	SOUTH	
	♠852	
	♥A75	
	♦K85	
	♣AT32	

South dealer. EW Vulnerable

SOUTH	WEST	NORTH	EAST
1NT	Pass	2♣!	Pass
2♦	Pass	2♥!	Pass
3♣	Pass	3♦!	Pass
4♦	Pass	4NT!	Pass
5♦	Pass	5♥!	Pass
5♠	Pass	6NT	All Pass



Board 127

NORTH

♠7652
♥Q52
♦KJT5
♣Q3

WEST

♠KQ4
♥J9863
♦6432
♣8

EAST

♠J983
♥AKT7
♦Q87
♣J5

SOUTH

♠AT
♥4
♦A9
♣AKT97642

South dealer. Neither side vulnerable

SOUTH	WEST	NORTH	EAST
1♣	Pass	1NT	Pass
2♣!	Pass	2♠	Pass
2NT!	Pass	3♦	Pass
3♥!	Pass	3NT	Pass
4♣!	Pass	4♦	Pass
5♣	Pass	Pass	Pass



Board 128

NORTH

♠AKT9872

♥AK93

♦6

♣2

WEST

♠65

♥QJ742

♦T84

♣Q54

EAST

♠Q3

♥85

♦AK952

♣8763

SOUTH

♠J4

♥T6

♦QJ73

♣AKJT9

WEST

Pass

Pass

Pass

Pass

Pass

Pass

Pass

Pass

All Pass

NORTH

1♣

1♠

2♠

3♥

3NT

4♥

4NT

5♠

EAST

Pass

Pass

Pass

Pass

Pass

Pass

Pass

Pass

SOUTH

1♥

1NT!

2NT!

3♠!

4♣!

4♠!

5♣!

6♠



Board 129

		NORTH	
		♠ -	
		♥ KQ973	
		♦ AK98752	
		♣ 5	
WEST		EAST	
♠ AK85		♠ QT764	
♥ J542		♥ 86	
♦ QJ		♦ 3	
♣ T83		♣ QJ62	
		SOUTH	
		♠ J932	
		♥ AT	
		♦ T64	
		♣ A974	

South dealer. EW vulnerable. Only NS play Fp

SOUTH	WEST	NORTH	EAST
Pass	1♣	2NT	3♠
DBL!	Pass	5♦	Pass
5♥!	Pass	6♣	Pass
6♦	Pass	7♦	All Pass



Best regards from outer space

The Main Force Point Principle

$2 + 2 = 4$, but not always; sometimes it is 3 !

$2 + 2.5 = 4$ always!

It is the same with $3 + 3$

You already know: with $PL = 6$ you have 50% Small Slam. For 100% Small Slam you need $PL = 6.5$, although Fp almost always plays 50% Small Slams with $PL = 6.0$

Fp 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 by 2 tricks in front of the hand counting. It is proved that one trick comes from nowhere (from the air, just because you have a **FIT**), but the 2nd one 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 !

Step answers after 2♦ Opening

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
2♦	P	2♥	P

Browse

West	
P	
2♠	B(2 - 2.5), any 4441
2N	B(3.5)+, any 4441
3♣	B3, 4414
3♦	B3, 4441
3♥	B3, 1444
3♠	B3, 4144
3N	
4♣	

The pseudo-balanced hands are very **tricky**, so the earlier you know your partner's B# the better. That's why the base number bids shown in Sysnotes look a bit unusual.

Thanks to the explicit **Fp Counting** it can be used with any system. You can even use the static bid of 4♣ 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 ...



Board 130

	NORTH	
	♠AJ864	
	♥KQJ2	
	♦Q	
	♣K65	
WEST		EAST
♠Q75		♠T3
♥9765		♥T43
♦986542		♦AKT73
♣		♣QT7
	SOUTH	
	♠K92	
	♥A8	
	♦J	
	♣AJ98432	

West Dealer. Neither vulnerable

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	5NT	Pass	6 ♣
All Pass			



Board 131

NORTH

♠Q653
♥A432
♦K42
♣QJ

WEST

♠K2
♥KJT765
♦Q5
♣763

EAST

♠JT98
♥Q9
♦J7
♣KT942

SOUTH

♠A74
♥8
♦AT9863
♣A85

WEST	NORTH	EAST	SOUTH
Pass	1NT	Pass	2♣!
Pass	3♦	Pass	3♥!
Pass	4♣	Pass	4♦!
Pass	4♠	Pass	4NT!
Pass	5♦	Pass	6♦
All Pass			



Board 132

NORTH

♠J9754

♥74

♦T74

♣K94

WEST

♠KT

♥AKQJ82

♦Q32

♣Q2

EAST

♠A86

♥53

♦A965

♣AJ63

SOUTH

♠Q32

♥T96

♦KJ8

♣T875

WEST	NORTH	EAST	SOUTH
1♥	Pass	1♠!	Pass
2♠	Pass	2NT!	Pass
3NT	Pass	4♣!	Pass
4♠	Pass	4NT!	Pass
5♦	Pass	5♥!	Pass
6♣	Pass	6NT	Pass
Pass	Pass	Pass	

Attack: 8♣ (2nd strong)



Board 133

	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	4♠!
Pass	4NT	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.

N: $2\heartsuit = B(3 - 4)$, $5+ \heartsuit / 5+ m / B(2.5 - 3)$
if $5+\spadesuit/5+\heartsuit$ bi-color

E: $3\diamondsuit = \text{East's Overcall}$

S: Pass

W: $3\heartsuit = \text{Relay!}$ Ask for the overall shape

N: $3\spadesuit = B(2.5 - 3)$, $5+ \spadesuit / 5+ \heartsuit$ bi-color

E: $4\clubsuit = 4^{\text{th}}$ step answer for $6 + \text{SHAPE}$ side suits

From that point, Opponents Pass Throughout

W: $4\diamondsuit = \text{Relay!}$ Ask for the exact shape

E: $4\heartsuit = 1462$ exact shape

W: $4\spadesuit = \text{Ex Relay!}$ Ask for the exact B#

E: $4\text{NT} = 1^{\text{st}}$ step answer will be for exact **B2**

NOTE: West showed **B2**, 6 card suit

W: $5\clubsuit = \text{CPA Relay!}$ Ask for **TOP**

Honors (Aces + Kings + Equivalent Queens, EQ).

NOTE: The **1st step** answer will be for $4*B\#$
= 8 CP, 4 EQ

E: $5\spadesuit = 3^{\text{rd}}$ step answer = $4*B\# + 4 = 4*2 + 4 = 12 \text{ CP, } 2 \text{ EQ}$

Thinking!

PL = B2 + B(2.5) + 1 (for 10 Trumps) + 1 (for 'good' Singleton $\spadesuit$ because of Opponents' $\spadesuit$ Super FIT) = 6.5 for statistically 100% Small SLAM

CP = 12 + 4 (pseudo) + 10 + 8 (pseudo) = 34 for statistically 100% Small SLAM

$6\clubsuit = \text{Final Contract}$



Board 134 Matchpoints

Force Point

File Setup Action GIB Help

Deal #: 4
Dealer: E
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 1.5

WEST

A Q 7 4

Q J 7

K 7 5 2

J 6

2

PASS
PASS
PASS
PASS
Auto Bid Restart Bid All Pass

S W N E
P 1 N P 1
P 2 P 2
P 3 P 3
P 4 P 4
P 4 N P 5
P 5 P 5
P 7 N P 2

Contract: 7 N by West
N/S Tricks:
E/W Tricks:

B# = 5

EAST

K 9 5 2

A 4

A 4

A 4

Auto Play

13

Total Points Scoring

N/S

2140 4040

E/W

19 44

Ver: 7.4.13

13

Lucky Chance IMPs Scoring

13

20

Special Duty IMPs Scoring

4 8

N/S

13 27

E/W

ForcePoint \$

19

Board 135 Matchpoints

Force Point

File Setup Action GIB Help

Deal #: 2
Dealer: W
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 2

WEST

J 2

A K 9 6 3

K J 9 6 4

5

PASS
PASS
PASS
PASS
Auto Bid Restart Bid All Pass

S W N E
P 2 P 2
P 3 P 3
P 4 P 4
P 4 N P 5
P 5 P 5
P 6 N P 6
P 7 N P 7

Contract: 3 C by West
N/S Tricks:
E/W Tricks:

B# = 2.5

EAST

K 9 5

A 7

A 6

A 5

Auto Play

12

Total Points Scoring

N/S

150 150

E/W

4 4

Ver: 7.4.13

12

Lucky Chance IMPs Scoring

12

12

Special Duty IMPs Scoring

4 4

N/S

4 4

E/W

ForcePoint \$

4





Board 136 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

Hand: ♠ Q 6 4 ♡ 3 ♣ Q 8 7 6 5 2 ♦ K Q 8 5 2

Hand: ♠ K 3 ♡ K J 9 6 4 10 9 3 7 3 ♦ 3

Hand: ♠ J 8 7 2 ♡ A 10 8 2 ♣ A J 10 6 ♦ 9

	S	W	N	E
1 ♠	P	1 ♠	X	
XX	1 N	2 ♠	X	
P	2 ♠	P	2 N	
P	3 ♠	P	3 ♠	
P	3 ♠	P	3 N	
P	5 ♠	P	P	

Hand: ♠ 6 ♡ 6 5 4 3 2 ♦ 6 5 4 3 2

Hand: ♠ 7 ♡ 7 6 5 4 3 2 ♦ 7 6 5 4 3 2

Auto Bid Restart Bid All Pass

Contract: 5 D by East
N/S Tricks:
E/W Tricks:

B# = 3

EAST

Hand: ♠ A 10 8 2 ♡ A J 10 6 ♦ 9

Hand: ♠ 7 6 5 4 3 2 ♦ 7 6 5 4 3 2

Hand: ♠ 7 6 5 4 3 2 ♦ 7 6 5 4 3 2

9 Total Points Scoring
N/S
E/W

10 SOUTH B# = 1.5
Hand: ♠ A 10 9 5 4 3 2 ♦ 4 ♡ A 10 8 2 ♣ A J 10 6

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 = Less than B2

1♥ = Natural Opponent's response

DBL = B(2.5 - 3), 2nd step Overcall after partner's Pass for any balance

RDBL = South's negative DBL/RDBL, obviously 3 card ♥ suit, 10 - 11 HCP

1NT = B(0.5)+, Relay!

2♥ = North's bid

DBL = B(2.5 - 3), any 4441 pseudo balance

From that point, Opponents Pass Throughout

3♣! = B1+, West's Relay!

3♦ = 4441 exact shape

NOTE: 3♥ will be for 1444 exact shape; 3♠ will be for 4144 exact shape; 3NT will be for 4414 exact shape

The **PL** = **B3** + **B1** + **0.5** (for 9 Trumps in ♦ suit) + **1** (statistically for at least one "good" Singleton in ♣ or ♥) = **5.5**, enough for a Game in Minors

The expected **East's real CP** = $4 * B\# + 4$
= $4 * 3 + 4 = 16$ along with **4 pseudo CP** in ♣ suit, for a Total of **20**

The expected **Total CP in both EW hands** = $20 + 4$ (real) + 4 (pseudo in ♥ suit) = **28**, enough for a Game in Minors

5♦ = Sign Off
All Pass

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 !



Instructions for downloading, installing, and using the free DEMO Force Point Counting Program

Install the DEMO Counting computer xxxx 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 rent 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 '**, decrypt 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).

When **the picture icon of a computer** appears at 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 your Team of 4 pays for the set of **\$26.10** (tax included) you will receive email instructions on how to unlock them.

Four licenses for using Fp in International Tournaments are included.

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 have enough strength, use the SCOR - SCOR convention to discover your partner's exact shape.
3. Ask your partner for the exact Base

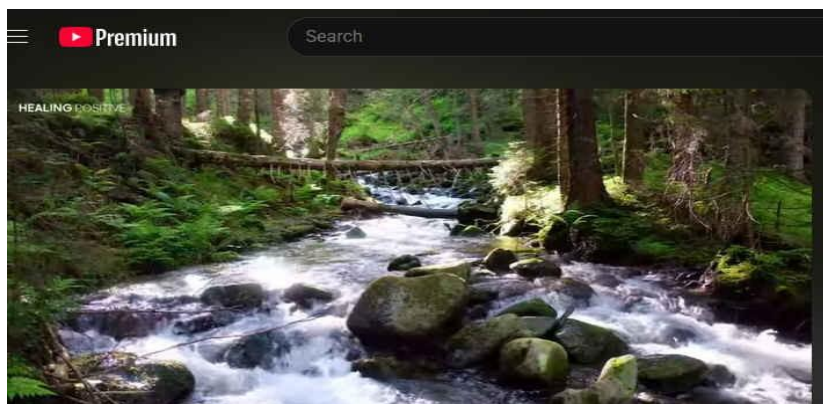
Number (B#)

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)

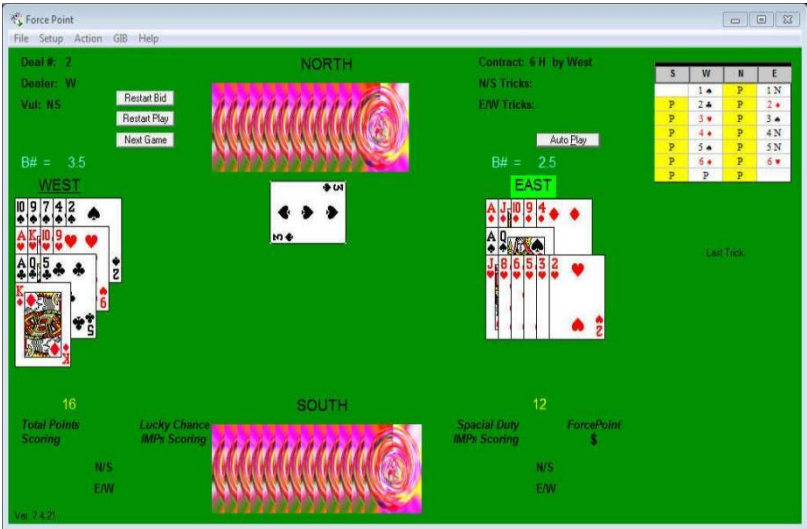
5. Depending on your game's PL, place the final contract or use CPA to ask your partner for TOP Honors and eventually for their colors.

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

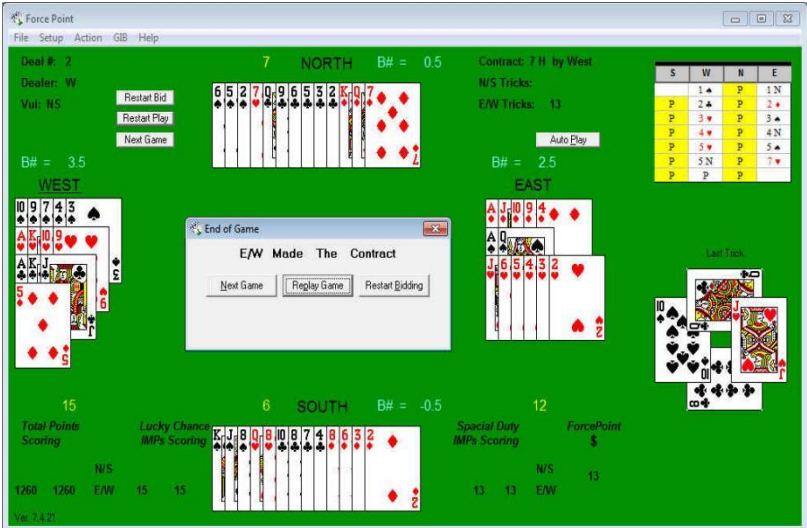
On Bidding Contests with 12 TOP Matchpoint scoring, **Fp** will provide you with over 70% (usually around 80%),. The Games are not easy because you will have to bid the most difficult distributional Games collected around the world !



Board 137



The same game with open hands



Board 138

	NORTH	
	♠T763	
	♥KQJ43	
	♦5	
	♣Q92	
WEST		EAST
♠K54		♠AQJ82
♥AT		♥9652
♦J64		♦9
♣K53		♣A86
	SOUTH	
	♠9	
	♥87	
	♦AKQT87	
	♣JT74	

E: 1♠ = B(2 - 4), 5♠ - 7♠ / B(2 - 4), 8+♠

S: 2♦ = B(2 - 3), 5-6♦ / B2+, 7+♦

W: DBL! = B1+, 3+♠ or 2♠ + Honor / B2+, 2+ ♠

N: 2♥ = B(0 - 0.5), 5+♥

E: DBL = B(3 - 4), 5♠ or 7♠, SHAPE / B3, 7222

From that, the Opponents NS Passed Throughout

W: 2♠! = B2+, Ask for 7♠ or 5♠ + exact shape

E: 3♥ = 5413 exact shape

W: 3♠! = Ask for the exact B#

E: 3NT = 1st step answer for B3

W: 4♠ = Final Contract

All Pass

*Try the system in BBO using the digital
eBook – The Sysnotes computer program.*

Success

Mr. Pavel Boiew

The Force Point Bidding Developer

7th Updated Final edition

6/28/2026, Queens, NY



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 your partner's exact 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 !



*The luxe is measured by the time you
can put aside for yourself.*



Now What ?

By the end of 2015 I thought I almost finished the research on bridge bidding. Incredibly stupid thought. It took 10 more years !

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 !***





Miss Zlatina Bogdanova





Force Point (Fp) Counting will help you count your hand Directly in contract tricks.

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 Play Level (PL).

You will be able to discover all of your partner's Aces + Kings + Queens with one only question - one answer !

Find the numbers of the Queens and the Singleton King (if any) in the 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 placing the final contract !**

Use the "**Penalty Rule of 13**" to decide when to penalize your Opponents.

No other bridge system is capable of doing all that !

Board 139

Deal #: 1

Dealer: S

Vul: None

Restart Bid

Restart Play

Next Game

B# = 1

WEST

A J 10 7 3

J 5 3

K 10 6 5 4

13 NORTH B# = 2.5

K 9 7 4 2

9 5 A 10 7 2

A 8

8

Contract: 4 H by West

N/S Tricks: 2

E/W Tricks: 11

Auto Play

S W N E

P P 1 ♠ 1 N

2 ♠ 3 ♥ P 4 ♥

P P P

End of Game

E/W Made 1 GOOD Trick(s)

Next Game

Replay Game

Restart Bidding

B# = 2

EAST

A Q 10 8 6

K Q 8 4

10 6

9

Last Trick

A K

Q

Q

Q

9

Total Points Scoring

N/S

450 450

Lucky Chance IMPs Scoring

E/W

10 10

5 SOUTH B# = -1

J 5 3

K 9 8 4

J 9 3 2

8

13

Spacial Duty IMPs Scoring

N/S

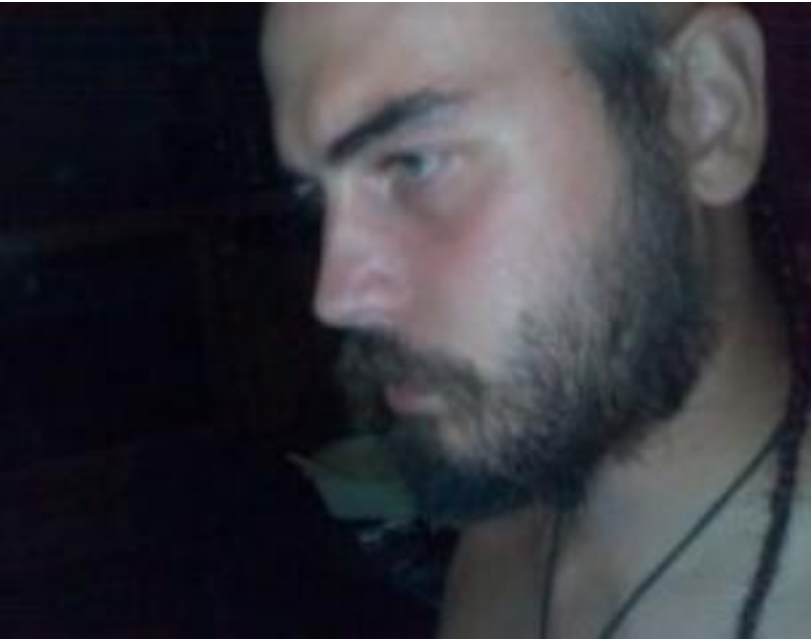
9

ForcePoint

E/W

\$

Ver: 74.21



Board 140

Force Point

File Setup Action GIB Help

Deal #: 13
Dealer: S
Vul: None

Rest Bid
Rest Play
Next Game

12 NORTH B# = 2

Contract: 5 N by East
N/S Tricks: 2
E/W Tricks: 11

Auto Play

B# = 3

WEST

EAST

End of Game
E/W Made The Contract
Next Game Replay Game Restart Bidding

15

4 SOUTH B# = -0.5

Total Points Scoring
N/S
460 460
E/W 10 10

Lucky Chance
IMPs Scoring
N/S
460 460
E/W 10 10

Special Duty
IMPs Scoring
N/S
6 6
E/W 6 6

ForcePoint
\$
6

Ver 74.21

S	W	N	E
P	1	2	X
3	3	P	3
P	4	X	4
P	4	P	4 N
P	5 N	P	P



ForcePoint 7.4.21

File Setup Action GIB Help

Deal #: 11
Dealer: N
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 2

WEST

4 2 ♠
Q 8 6 ♥
A K 10 7 ♣
K 7 5 4 ♦

12

Total Points
Scoring

N/S
E/W

NORTH

Contract: 6 S by East
N/S Tricks:
E/W Tricks:

Auto Play

B# = 5

EAST

A K Q J 10 9 7 ♠
6 5 4 3 2 ♥
A 3 2 ♣
2 ♦

15

Special Duty
IMPs Scoring

ForcePoint
\$

N/S
E/W

SOUTH

ForcePoint

The contract is 6 S by East

OK

Auto Bid Restart Bid All Pass

6 N
7 N

7 ♠ 7 ♦ 7 ♥ 7 ♣

5 W
6 N
6 E
6 S

1 ♠ X 3 ♥ P
P X P 3 ♣
P 3 N P 4 N
P 5 ♠ P 6 ♠
P 6 ♠ P P

Force Point

File Setup Action GIB Help

Deal #: 11
Dealer: N
Vul: EW

Restart Bid
Restart Play
Next Game

B# = 2

WEST

4 2
Q 8 6
A K 10 7
K 7 5 4

12

Total Points Scoring

N/S

1680 1680 EW 17 17

4 NORTH B# = -0.5

8 10 9 3 2 Q 8 5 4 Q 10 8 3

Contract: 6 S by East
N/S Tricks: 1
E/W Tricks: 12

Auto Play

B# = 5

EAST

A K Q J 10 9 7
6
J 5 2
2

15

Special Duty IMPs Scoring

ForcePoint \$

N/S 14
E/W 14

9 SOUTH B# = 0.5

5 3 K J 7 5 4 9 6 A J 8 6

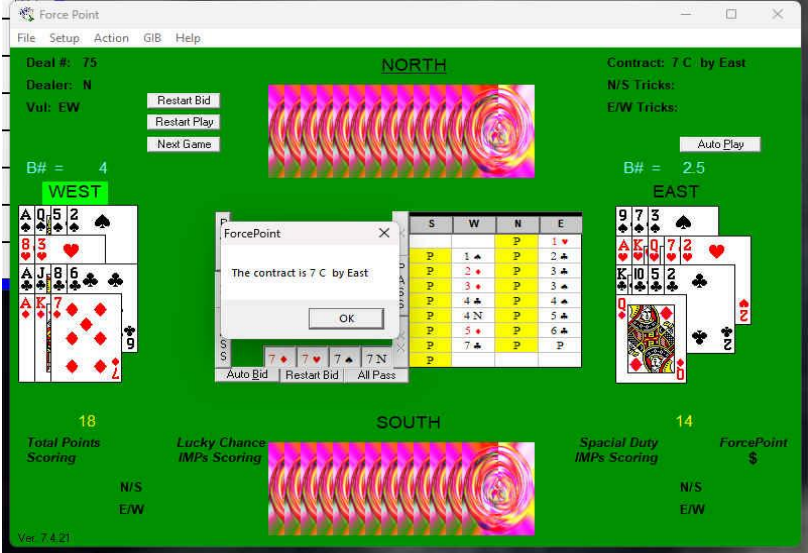
End of Game

E/W Made The Contract

Next Game Replay Game Restart Bidding

Ver: 7.4.21

Board 142



The same game with open hands



Board 143



Dealer North, N-S vulnerable, EW play Fp

SOUTH	WEST	NORTH	EAST
		2♠	4♣
4♣	DBL!	Pass	6NT
Pass	7♦	All Pass	

2♠ = North's Opening

4♣ = B(3.5)+, 5+♦/5+♣ **RANK** bi-color, no ♠ suit

2♠ = South's bid

DBL! = **Relay!** Ask for 2/3/6+ card suit

Pass = North's bid

6NT = 0085 exact shape

Pass = South's bid

7♦ = Forced Final Contract

Calculating the minimum **PL** in case **East** has
B# = 3.5 only:

$$PL = \min B(3.5) + B3 + 1 \text{ (for 10 } \spadesuit \text{ Trumps)} - 1$$

(for 'bad' ♠ King) - 1 (for 'bad' ♥ King) = 5.5

That clearly shows East must have at least 2 more contract tricks for 100% GRAND SLAM

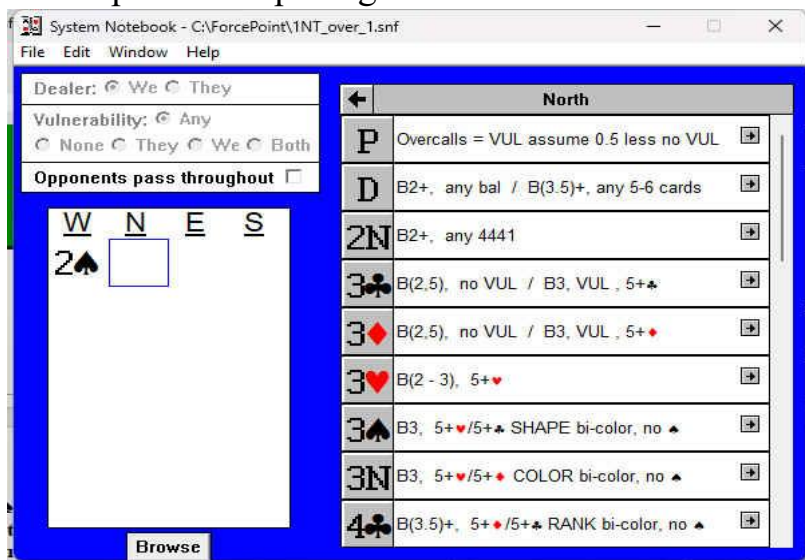
North attacks ♦10 and when East opened his cards, he was able to calculate the actual East's **B#** ('m' = the number of all bi-color cards = 13):

-2 (Fp mandatory initial discard) + 2*1.5 (2 Aces) + 1 (King) + 0.5 (Queen) + 0.5 (for ♠ Void) + 0.5 (for ♥ Void) + 0.5*(13 - 10) = 5 along with 6 EQ.

In addition to that, West added 1.0 for the 3 TOP Honors in ♣ suit.

Below you will see the bids if you use the Sysnotes computer program:

2♠ = Oponent's Opening



How you may see, your partner's Overcall will be 4♣

After the Overcall of 4♣, the 2nd opponent barraged.

System Notebook - C:\ForcePoint\1NT_over_1.snrf*

File Edit Window Help

Dealer: ☒ We ☐ They

Vulnerability: ☒ Any
☐ None ☐ They ☐ We ☐ Both

Opponents pass throughout ☐

W	N	E	S
2♠	4♣	4♠	

Browse

South

P	
D	B3+. Ask for 2/3/6+ card suit
4N	
5♣	
5♦	
5♥	
5♠	
5N	
6♣	

How you may see, your **Relay** will be **DBL** asking your partner to clarify his shape

What your partner see in next page is that the jump

System Notebook - C:\ForcePoint\1NT_over_1.snrf*

File Edit Window Help

Dealer: ☒ We ☐ They

Vulnerability: ☒ Any
☐ None ☐ They ☐ We ☐ Both

Opponents pass throughout ☐

W	N	E	S
2♠	4♣	4♠	D
P			

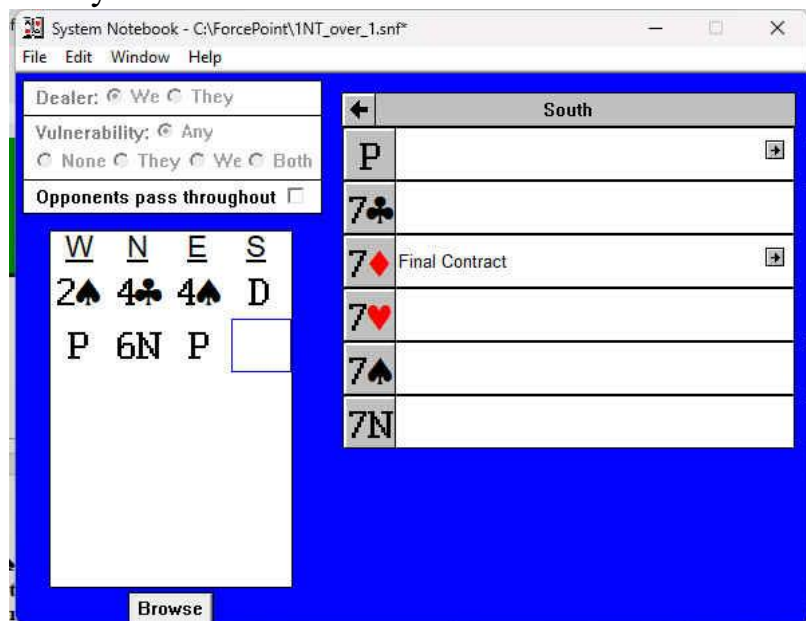
Browse

North

5♦	3055
5♥	0355
5♠	5♦/6♣ or 6♦/5♣
5N	1066 or 0166
6♣	7♦/5♣ or 5♦/7♣
6♦	0076
6♥	0067
6♠	0058
6N	0085

6NT is the only bid showing the distribution of 0085

Now you are forced to bid the GRAND SLAM with a



minimum **Play Level (PL)** = 4 (East) + 3 (West) = 7

West doesn't need to calculate East's **Control Points (CP)** because he is forced to go to 7th Level anyway, but if you are interested in how you can do that, here they are:

East's minimum real **CP** = $4 * \min B\# - 6 = 4 * 4 - 6 = 10$ and when adding 2 times 6 pseudo CP for ♠ & ♥ Voids, East reaches a minimum of 22 CP.

The minimum total CP in both hand = 22 (East) + 12 (West) = 34

So, if East has at least $B\# = 4.5$ and 24 CP, the GRAND SLAM will be made!



Quick tricks

Prior to the introduction of the point count (A = 4 points, K = 3, Q =2, J = 1), the favored valuation method was *quick tricks*. It's a measure of the defensive prospects of the hand and uses only the two highest cards in each suit. Although the point count has essentially replaced this method, it's still nice to have some defense when you open the bidding.

Here's a table:

Holding	Quick Tricks
A-K	2
A-Q	1-1/2
A-x	1
K-Q	1
K-x	1/2
Less	0

Many players like to have at least 2-1/2 quick tricks to open the bidding at the one level. The important thing is to adopt a consistent approach to opening bids and discuss this with your partner(s).

No more Quick Tricks nor 4, 3, 2, 1 in the Aquarius era!



Force Point System Roadmap

I. Opening 1♣

1. 1♣ - Relay! -

1.1. Use the bounding bid (except in NT) for a strong, unbalanced hand = B(4.5)+, any - Relay! -

1.1.1. Bid in ♣ / ♦ / ♥ / ♠ for 5+ card suit - Relay!

(continuation like after II or check the Sysnotes)

1.1.2. Bid in NT for strong 5/5 bi-color (pay attention: 5/5 only!) - Relay! -

1.1.2.1. Show 2/3 card suit to reveal the exact shape

1.2. Bid in NT for strong B(3.5 - 4), balanced, no 5+card suit, no Singleton - Stayman Modification Relay for 4 cards in Major - (continuations almost like those after the classical Stayman)

1.2.1. The bounding bid (except in NT) = B(3.5), any 4 cards - Relay! -

1.2.1.1. Another or the same 4 card suit - Relay!

1.2.1.2. 3 cards (exact shape) - CPA

1.2.2. Bid in NT = B4, strong - Relay! -

1.2.2.1. Another or the same 4 card suit - Relay!

1.2.2.2.. 3 cards (exact shape) - CPA

1.2.3. Bid in suit = B(3.5), another or the

same 4 card suit - Relay! -

1.2.3.1. 3 cards (exact shape) - **CPA**

1.3. Bid the 1st, the 2nd or the 3rd suit over the bounding bid for B(2 - 4), 5♣ or 7 ♣, SHAPE, COLOR or RANK side suits respectively - Relay for any one of them -

1.3.1. 1st step: **Showing 7 card suit - Relay! -**

1.3.1.1. Showing the side suits - **Relay! -**

1.3.1.2. Showing the 2nd longest suit (exact shape) - **Relay! -**

1.3.1.3.. Showing the exact B# - **Relay! -**

1.3.1.4.. Showing the exact number & kind of the TOP Honors - **Relay! -**

1.3.1.5. Showing the TOP Honors' suits

1.3.2. From 2nd step: **Showing 5 card suit - Relay!**

1.3.2.1. Showing the side suits - **Relay!**

1.3.2.2. Showing the 2nd longest suit (exact shape) or **bid in NT for any 5440 - Relay!**

1.3.2.3.. Showing the exact B# - **CPA Relay!**

1.3.2.3.. Showing the exact number & kind of the TOP Honors - **Relay! -**

1.3.2.4.. Showing the TOP Honors' suits



II. Opening 1♦/1♥/1♠ = B(2 - 4), 5+ cards - Relay!

2.1. Bid the 1st, the 2nd or the 3rd suit for B(2 - 4), 5♣ or 7 ♣, SHAPE, COLOR or RANK side suits respectively - Relay for any one of them -

2.1.1. 1st step: Showing 7 card suit - Relay! -

2.1.1.1. Showing the side suits - Relay! -

2.1.1.2. Showing the 2nd longest suit (exact shape) or bid in NT for any 5440 - Relay!

2.1.1.3. Showing the exact B# - Relay! -

2.1.1.4. Showing the exact number & kind of the TOP Honors - Relay! -

2.1.1.5. Showing the colors of the TOP Honors

2.1.2. From 2nd step: Showing 5 card suit - Relay! -

2.1.2.1. Showing the side suits - Relay! -

2.1.2.2. Showing the 2nd longest suit (exact shape) or bid in NT for any 5440 - Relay! -

2.1.2.3. Showing the exact B# - Relay! -

2.1.2.4. Showing the exact number & kind of the TOP Honors - Relay! -

2.1.2.5. Showing the TOP Honors' suits



III. Opening 1NT = B(2 - 3), balanced - Stayman Modification Relay for 4 cards in Major -

3.1. Any bid (except in NT) = B(2 - 2.5), any 4 card suit - Relay! -

3.1.1. Another 4 card suit - Relay!

3.1.1.2. 3 card suit (exact shape) - **CPA Relay!**

3.1.2. The same 4 card suit - **CPA Relay!**

3.2. **Bid in NT = B3, strong - Relay! -**

3.2.1. Bid in another 4 card suit - **Relay!**

3.2.1.2. 3 cards (exact shape) - **CPA Relay!**

3.2.2.. Bid in the same suit - **CPA Relay!**

3.3. **B(2 - 2.5), Bid in another 4 card suit - Relay! -**

3.3.1. 3 card suit (exact shape) - **CPA Relay!**

3.4. **B(2 - 2.5), Bid in the same 4 card suit - CPA Relay! -**



IV. Opening 2♣ - Relay! -

4.1. Bid in suit = B(1.5 - 2.5), weak bi-color with that suit - **Relay! -**

4.1.1. Showing the other bi-color suit - **Relay!**

4.1.1.2. Showing 2/3/6+ card suit - **CPA Relay!**



V. Opening 2♦ = B2+, any 4441 pseudo balance - Relay! -

5.1. **B(2 - 2.5), the bounding bid for weak pseudo balance of any 4441 - Relay! -**

5.1.2. Bid in suit for showing where is the Singleton (exact shape) - **CPA Relay!**

5..2. **B(3.5)+, any 4441 - Relay! -**

5.2.1. Bid in suit for showing where is the Singleton (exact shape) - **CPA Relay!**

5.3. **Exactly B3. Bid in suit for showing where is the Singleton (exact shape) - CPA Relay!**



VI. Opening 2♥ = B(3 - 4), 5+♠/5+♣ or 5+♠/5+♦ / B(2.5 - 3) if 5+♠/5+♥ - Relay! -

6.1. Showing the other bi-color suit - **Relay! -**

6.1.1. Showing 2/3/6+ card suit - **CPA Relay!**



VII. Opening 2♠ = B(3 - 4), 5+♠/5+♣ or 5+♠/5+♦ / B(3.5 - 4) if 5+♠/5+♥ - Relay! -

7.1. Showing the other bi-color suit - **Relay! -**

7.1.1. Showing 2/3/6+ card suit - **CPA Relay!**



VIII. Opening 2NT = B(4.5)+, balanced - Stayman Modification Relay for 4 cards in Major

8.1. Any bid (except in NT) = **B(4.5)+, any 4 card suit - Relay! -**

8.1.1. Another 4 card suit - **Relay!**

8.1.2. 3 card suit (exact shape) - **CPA Relay!**

8.1.2. The same 4 card suit - **CPA Relay!**

8.2. **Bid in NT = B5+, strong - Relay! -**

8.2.1. Another 4 card suit - **Relay!**

8.2.2. 3 card suit (exact shape) - **CPA Relay!**

8.2.2. The same 4 card suit - **CPA Relay!**

8.3.. **Bid in suit = B(4.5)+, another 4 card suit - Relay! -**

8.3.1. 3 cards (exact shape) - **CPA Relay!**

8.4. **B(4.5)+, Bid in the same 4 card suit - CPA Relay!**

-



IX. Opening 3 in suit = B(4.5 - 5), strong bi-color with that suit - Relay! -

9.1. Showing the other bi-color suit - **Relay! -**

9.1.1. Showing 2/3/6+ card suit - **CPA Relay!**

9.2. **Bid 4 in the Opening suit = B(4.5)+, 9+ card suit - Relay! -**

9.2.1. Showing the side suits - **Relay! -**

9.2.2. Showing the 2nd longest suit (exact shape) - **Relay! -**

9.2.3. Showing the exact B# - **Relay! - CPA Relay!**



X. Opening 3NT = B(5.5)+, strong 6+/5+ bi-color with that suit - Relay! -

10.1. Showing the other bi-color suit - **Relay!** -

10.1.1. Showing 2/3/6+ card suit - **CPA Relay!**



XI . Opening 4♣ = B(2 - 2.5), 8♣ + S+V - Relay! -

11.1. Showing the side suits - **Relay!** -

11.1.1. Showing the 2nd longest suit (exact shape) - **CPA Relay!**



XII . Opening 4♦ = B(2 - 2.5), 8♦ + S+V - Relay! -

12.1. Showing the side suits - **Relay!** -

12.1.1. Showing the 2nd longest suit (exact shape) - **CPA Relay!**



XIII . Opening 4♥ = B(3.5 - 4), 8♥ - Relay! -

13.1. Showing the side suits - **Relay!** -

13.1.1. Showing the 2nd longest suit (exact shape) - **CPA Relay!** -



XIV. Opening 4♠ = B(3.5 - 4), 8♠ - Relay! -

14.1. Showing the side suits - **Relay!** -

14.1.1. Showing the 2nd longest suit (exact shape) -

CPA Relay! -



XV. Opening 4NT = B5+, CPA, 10+ cards, 3 TOP, 20+ any CP - Relay! -

15.1. The answers start from 4 CP



XVI . Opening 5 in suit = B4, 10+ card suit, strong - Relay! -

16.1. Showing the side suits



XVII . Opening 5NT = B(5.5)+, 26+ CP, 6+♦/6+♣
Minor bi-color, 3A+2K+2Q



XVIII . Opening 6 in suit = AKQ xxx xxx, 30+ any Control Points (CP)

