You may use only the **ForcePoint Counting** and continue to use your own system. Here are the presented **C-SAYC** (**Counted SAYC**) bids

**Opening Bids**

- **1CL** / **1DI** : **B(2 - 4)**, ALWAYS with 4+ card Minor suit and can have bi-color with Major, 10-18 HCP. If you have 4/4 in Minors or 5/5 in Minors or Majors open in the higher suit, but if you have a mixed Major + Minor bi-color, use reverse bids: open in the lowest suit, then bid 2 times in the upper one if your B# allowed it.

- 1HE/1SP : **B(2 - 4)**,, 5+ card Major suit, 8 - 16 HCP, Alerted! If you have a Major bi-color, open 1SP. With 7 card Major suit, if you are Vulnerable and have exactly b2, use the preemptive opening JUMP of 3rd Level in the Major suit. Do the same on 2nd Level when VUL but with b1 and 6+ card Major suit. When no VUL use the preemptive bids with Base Number one below than when you are VUL.

- 1NT : **B(2 - 4)**,, no 5+ card suit at all; with **B(2 - 3)**,, no 4+ card Minor suit, ONLY with Majors; with B4 you can have any combination of 4 card suits; 12-20 HCP alerted! If you have B4, after Stayman the answer is always 1DI, despite if you have 4 card in Major(s) or not. Alert it!

- 2CL : B5+, no limit, any shape, 18+ HCP

- 2DI : you have 3 options to choose from:

 : - weak : If not Vulnerable: exactly b0, 6+ card suit ((the same like a response JUMP after your partner's opening), 0 - 4 HCP. If Vulnerable: exactly B1, 6+ card suit ((the same as a response JUMP after your partner's opening), 4 - 8 HCP. Alert weak bids!

 : - Multi (when allowed): exactly B4, absolute balance (any shape of 4333) or b2+ and an exact shape of 4/4 in Majors and Void in any Minor (shape of any 5440). Alert the bid!

: - Bi-color (when it is allowed): B3+, any intermediate or strong bi-color with 2 Singletons, or 1 Void + 1 Singleton, or with 1 Void only, 15+ HCP. NOTE: If your partner asks, you show your bi-color by CRASH-CRASH Extended Convention, then if he asks again, you bid your Void suit, but if you have 2 Singletons, you bid NT. Alert it! The answers are posted at the end of this chapter.

- 2 in Major : If not Vulnerable: exactly b0, 6+ card suit (the same as a response JUMP after your partner's opening), 0 - 4 HCP. If Vulnerable: exactly b1, 6+ card suit ((the same as a response JUMP after your partner's opening), 4 - 8 HCP. Alerted weak bids!

- 2NT : exactly b4, exactly 6 cards in CL suit, balanced (no Void, no Singleton), 16 - 20 HCP.

- 3CL/3DI : If not Vulnerable: exactly b1, 7+ card suit (the same as a response JUMP after your partner's opening), 4 - 8 HCP, Alerted weak. If Vulnerable: exactly b2, 7+ card suit (the same as a response JUMP after your partner's opening), 9 - 14 HCP, Alerted as an intermediate bid.

- 3HE/3SP : If not Vulnerable: exactly b1, 7+ card suit (the same as a response JUMP after your partner's opening), 4 - 8 HCP, Alerted weak." If VUL: exactly b2, 7+ card suit (the same as a response JUMP after your partner's opening), 9 - 14 HCP, Alerted intermediate.

- 4 in Major suit: b5+ (of course, 8+ card Major suit), 15 - 23 HCP

**OPENINGS, RESPONSES & OVERCALLS**

- All Opening and Responding bids are elementary, but strictly natural bids (except 2DI opening, but if you find it difficult, simply do not use it) like in SAYC or the French "5 Major" (no gadgets at all, only Stayman and clear 4 way Transfers after 1NT or 2NT Openings and if you want, a special treatment after 2DI opening).

 I'm showing them in the opposite direction, because of the priorities of the Openings:

- 3SP = exactly b1 (not Vulnerable), exactly B2, Vulnerable, 7+ card suit, weak to intermediate bid, 8-15 HCP

- 3HE = exactly b1 (no VUL), exactly B2, Vulnerable, 7+ card suit, weak to intermediate bid, 8-15 HCP

- 3DI = exactly b1 (no VUL), exactly B2, Vulnerable, 7+ card suit, weak to intermediate bid, 8-15 HCP

- 3CL = exactly b1 (no VUL), exactly B2, Vulnerable, 7+ card suit, weak to intermediate bid, 8-15 HCP

- 2NT = exactly B4, exactly 6 cards in CL suit, balanced (no Void, no Singleton), 16 - 20 HCP

- 2SP = exactly B(0), Vulnerable), exactly b1 (VUL), 6+ card suit, weak bid, 5-11 HCP

- 2HE = exactly **b0 (no VUL)**, exactly b1 (VUL), 6+ card suit, weak bid, 5-11 HCP

- 2DI = B5+, strong bi-color with Void, or a Void + a Singleton, or 2 Singletons, 16+ HCP

- 2CL = B5+, strong with any shape, 18+ HCP, Round Forcing

- 1NT = B2 - 4, no 5+ card Major suit; with b2 to b3, no 4+ card Minor suit; with B(2 -4) you can have any combination of 4 card suits; 12-18 HCP, alert it!

- 1SP = b1+, 5+ card Major suit, can have a Major bi-color, 8-17 HCP

- 1HE = b1+, 5+ card Major suit, no bi-color, 8-17 HCP

- 1DI = b1+, 6+ card suit, 8-17 HCP; b2 to b4, 4+ card suit (always), can have a bi-color with Major, 10-17 HCP

- 1CL = b1+, 6+ card suit, 8-17 HCP; b2 to b4, 4 card suit (always), can have a bi-color with Major,10-17 HCP

**OVERCALLS**

NOTE: All bids are by steps and the suits` bids are artificial showing only the B# with no connection with the card's length in the bid suit except when you bid DOUBLE.

1. OVERCALLS after Preemptive when you are Vulnerable). The general Rule is: To make a sensible bid (except Pass), your B# must be equal to the Level on which the Preemptive bid was made, if you are in the 2nd sit. If you are in the 4th sit, to make a sensible bid (except Pass), your B# can be 1 below:

- After 3CL / 3DI / 3HE / 3SP (Preemptive bids made on 3rd Level) when you are in the 2nd seat, Vulnerable). If you are in the 4th seat, to make a sensible bid (except Pass), your B# can be 1 below:

\* PASS = b2 or less, any shape

\* DOUBLE = exactly b3, 4+ cards in the Preemptive suit intending penalty

\* next step = exactly b3, any shape with less than 4 cards in the Preemptive suit

\* next step = exactly b4, any shape

\* next step = exactly b5, any shape

\* next step = exactly b6, any shape

\* next step = exactly b7, any shape and so on ...

- After 2CL / 2DI / 2HE / 2SP (Preemptive bids made on 2nd Level) when you are in the 2nd seat, VUL. If you are in the 4th seat, to make a sensible bid (except Pass), your B# can be 1 below:

\* PASS = b1 or less, any shape

\* DOUBLE = exactly B2, 4+ cards in the Preemptive suit intending penalty

\* next step = exactly B2, any shape with less than 4 cards in the Preemptive suit

\* next step = exactly B3, any shape

\* next step = exactly B4, any shape

\* next step = exactly B5, any shape

\* next step = exactly B6, any shape and so on ...

**2. OVERCALLS** after Preemptive when you are not Vulnerable. The general Rule is: To make a sensible bid, your B# may be 1 Level below the Level on which the Preemptive bid was made, if you are in the 2nd seat. If you are in the 4th seat, to make a sensible bid (except Pass), your B# may be 2 below than the Preemptive Level:

- After 3CL / 3DI / 3HE / 3SP (Preemptive bids made on 3rd Level) when you are in the 2nd seat, not Vulnerable. If you are in the 4th seat, to make a sensible bid (except Pass), your B# can be 1 below:

\* PASS =B1 or less, any shape

\* DOUBLE = exactly B2, 4+ cards in the Preemptive suit intending penalty

\* next step = exactly B2, any shape with less than 4 cards in the Preemptive suit

\* next step = exactly B3, any shape

\* next step = exactly B4, any shape

\* next step = exactly B5, any shape

\* next step = exactly B6, any shape and so on ...

NOTE: As you may see, the Overcals after 2CL/2DI/2HE/2SP when you are Vulnerable and the Overcals after 3CL / 3DI / 3HE / 3SP when you are not Vulnerable, are equal

- After 2CL / 2DI / 2HE / 2SP (Preemptive bids made on 3rd Level) when you are in the 2nd seat, not Vulnerable. If you are in the 4th seat, to make a sensible bid (except Pass), your B# can be 1 below:

\* PASS =B(0) or less, any shape

\* DOUBLE = exactly B1, 4+ cards in the Preemptive suit intending penalty

\* next step = exactly B1, any shape with less than 4 cards in the Preemptive suit

\* next step = exactly B2, any shape

\* next step = exactly B3, any shape

\* next step = exactly B4, any shape

\* next step = exactly B5, any shape and so on ...

**3. OVERCALLS after 1NT:**

\* Cappeletti :

- DOUBLE = B2+, intended for penalties

- 2CL = B2+, shows a one-suited hand. Partner should respond 2D, but can pass with a good 6-card club suit. The 2C bidder then passes with diamonds, or corrects to his suit.

- 2D = B2+, Stayman-esque bid showing 5/4 in the majors. Partner can pass with little in the majors but good long diamonds, bid 3C with good long clubs, or bid a major. Bidding 3 of a major is preemptive.

- 2H = B2+, shows hearts and a minor. Partner can pass with heart support, or bid 3H as a preemptive measure. To discover the minor suit, partner bids 2NT

- 2S = B2+, shows spades and a minor. Responses are the same as for 2H

- 2NT = B2+, shows both Minors Partner either bids their preferred minor, bids a major with 11+ points and a good suit, passes or bids 3NT with 11+ points and good major stops.

NOTE: The use of Cappelleti depends on your bidding style. Also, Double strong hands should be opened with a Takeout Double:

- Conservative:

2C = B(2 - 3), 6 Cards, 13-15pts

2D = B2, B3, 5-5 in the majors, 13-15pts

2H/2SP = B(2 - 3), 5 Cards, 13-15pts

- Aggressive:

2C : B(0), not Vulnerable, B1 Vulnerable, equivalent to a Weak Two Bid

2D : B1+, 4-4 in the majors, 9+ pts

2H, 2S : B1+, 4 card major, 5 cards minor, 9+ pts

4. OVERCASLS after the rest of the regular Opening bids on 1st Level :

\* Modified Michaels cuebids. Let's start with the Modified Michaels cuebids, which are more effective than the old ones (use all of them with b2+):

... 1C 2C shows SP + DI suits (the old meaning was for Majors). The overcaller would show a two-suited holding with Spades and Diamonds, and a distribution of 5-5 by unfavorable vulnerability and at least a distribution of 5-4 by favorable vulnerability.

... 1C 2N shows HE + DI suits. An overcall of 2 No Trump informs the partner of the overcaller that the holding promises the two lower-ranking suits, Diamonds and Hearts, and a distribution of 5-5 by unfavorable vulnerability and at least a distribution of 5-4 by favorable vulnerability.

... 1C 3C shows both Major suits (no old meaning). By jump cuebidding, the overcaller shows a holding of both Major suits, Spades and Hearts, and a distribution of 5-5 by unfavorable vulnerability and at least a distribution of 5-4 by favorable vulnerability.

... 1D 2D shows SP + CL suits (the old meaning was for Majors). The overcaller would show a two-suited holding with Spades and Clubs, and a distribution of 5-5 by unfavorable vulnerability and at least a distribution of 5-4 by favorable vulnerability.

... 1D 2N shows HE + CL suits. Again, an overcall of 2 No Trump informs the partner of the overcaller that the holding promises the two lower-ranking suits, Hearts and Clubs, and a distribution of 5-5 by unfavorable vulnerability and at least a distribution of 5-4 by favorable vulnerability.

... 1D 3D shows both Major suits (no old meaning). By jump cuebidding, the overcaller shows a holding of both Major suits, Spades and Hearts, and a distribution of 5-5 by unfavorable vulnerability and at least a distribution of 5-4 by favorable vulnerability.

... 1H 2H shows SP + Minor suit (the old meaning was the same). The overcaller is again showing a two-suited holding with Spades and an unknown Minor suit. The unknown Minor suit can be discovered by the partner of the overcaller by bidding 2 No Trump.

... 1H 2N shows both Minor suits (the old meaning was the same)

... 1S 2S shows HE + Minor suit (the old meaning was the same). The overcaller is again showing a two-suited holding with Hearts and an unknown Minor suit. The unknown Minor suit can be discovered by the partner of the overcaller by bidding 2 No Trump.

... 1S 2N shows both Minor suits (the old meaning was the same)

The Modified Michaels Cuebid convention is quite easy to learn. The differences in this variation are minimal, but definitely effective. The use of the Jump Overcall on the Three Level can obstruct the line of communication between the opponents, but can also show additional values as well.

NOTE: Our thanks to Mr. Lyse Mercille, Mr. Pierre Gauthier, and Mr. Kamel Fergami from Canada for supplying this variation of the Modified Michaels Cuebid convention.

For the rest of the situations or if Michaels is difficult for you, use:

\* 3NT = B5+, any shape. The responses by your partner may be:

- PASS

- 4CL = Control Point Asking (CPA)

- 4DI / 4HE / 4SP / 5CL = 5+ card suit, when he has a pseudo suit (Void or Singleton)

\* JUMP on 3 in suit = the same as the Opening bid. The response is a free bid depending on the Play Level

\* JUMP on 2NT after 1CL/1DI opening = exactly B4, balanced (no 5 card suit at all), 17-24 HCP

JUMP on 2NT after 1HE/1SP opening = B2, B3 with both Minors (at least 5 by 4)

\* JUMP on 2 in suit = weak (the same as the Preemptive Openings bids). The response is a free bid depending on the Play Level

\* 1NT = exactly B2, balanced (no 5 card suit, no Singleton), 12 - 17 HCP

\* 1 or 2 in Minor suit or 2 in Major suit, in both cases without JUMP = exactly B2+, 5+ card suit, 11-17 HCP

\* 1 in Major suit = B1+, 5+ card suit, 8-15 HCP

\* CUEBID = B3+, pseudo suit with at least 5/4 or better with two side suits, at least one of them in Majors

\* DOUBLE = B3+, any other shape

NOTE: The continuations are natural bids with strictly following the Level's Rule:

- The responder can bid max to the Level = his B# + 1 for any new suit. For example, if you have b1 and you want but can not bid a new suit on 3rd Level (because you need at least b2 to do that), bid 2NT (if you have to bid at all).

- The responder can repeat his own suit or fit his partner's suit up to a Level = his B# + 2. On practice, when the Responder fits his partner's suit, his B# is not interesting for the Opener. The Responder simply will JUMP to the max PL by his vision, relying on the known partner's opening B#. If the Opener has a higher B# than the Responder expected, he can raise the suit to the appropriate Level, or use the Relays 4c ! or 4n ! (which is lower) for Control Points Asking (CPA) or Roman Key Cards.

- If you opened at the 1st Level in a suit with b4, JUMP the next round. After your JUMP, the Responder's B# is not important, because he will use the sum of both B#s for his bid, thus showing the Play Level (PL) by his vision.

- If you have a 5+ card suit, it is better to show it before you FIT your partner.

- After 2CL opening, your partner will not stop bidding until you reach a game unless his B# is B(-2) or less. If he continues to bid, assume his B# = B(0)+.

 **RESPONSES after the partner's Opening bids**

After 3 in a suit :

- Any free bid depending on the Play Level and on the shape.

After 2NT:

- Pass = Less than Base of Zero (b0)

- 3CL = Stayman

- 3DI = B(0)+, Transfer to HE with 5+ card HE suit

- 3HE = B(0)+, Transfer to SP with 5+ card SP suit

- 3SP = B(0)+, Transfer to Minor with 6+ card Minor suit

- 3NT = B(1 - 2), no 5+ card Major suit, no 6+ card Minor suit.

After 2 in a suit (including 2DI if you decide not to use the special treatment shown on the end):

- Any free bid depending on the Play Level and on the shape.

After 1NT:

- Pass = exactly B(0) with exactly 5 card Minor suit

- Pass = B1 or less, balanced, no 5 card suit at all

- 2CL = B2+, Stayman

- 2DI = B(0)+, Transfer to HE with 5+ card HE suit

- 2HE = B(0)+, Transfer to SP with 5+ card SP suit

- 2SP = B(0)+, Transfer to Minor with 6+ card Minor suit

- 2NT = Unusual 2NT, exactly B1, 4+/4+ in Minor suits, no 4 card in Major suit

- 3NT = B(2 - 3), no 5+ card Major suit, no 6+ card Minor suit.

After 1SP:

- 1NT = exactly B(0), any shape or b0+, no 5 card suit at all

- 2CL = B1+, 5+ card suit

- 2DI = B1+, 5+ card suit

- 2HE = B1+, 4+ card suit

- 2SP = exactly B(0), FIT in SP or 2 cards in SP with a Control (the PL is max 2 by the Responder's vision)

- JUMP on 2NT = Unusual 2NT, exactly B1, 4+/4+ in Minor suits, no Fit in SP suit, no 4 cards in HE suit

- JUMP on 3CL = exactly B1, not Vulnerable, exactly B2, Vulnerable), in both cases 6+ card CL suit

- JUMP on 3DI = exactly B1, not Vulnerable, exactly B2 VUL, in both cases 6+ card DI suit

- JUMP on 3HE = exactly B1, not Vulnerable, exactly B2 VUL, in both cases 6+ card SP suit

- JUMP on 3SP = exactly B2, FIT in SP suit (the **PL** is max 3 by the Responder's vision)

- JUMP on 3NT = B3+, no FIT in SP suit, but at least 2 cards in SP suit, can have any other 5 card suit

- JUMP on 4CL = Control Points Asking (**CPA**). The answers will start from 8 CP = value of 2 Kings, because of the assumed B# of the Opener is B1+

- JUMP on 4DI = B2+, not Vulnerable, B3, Vulnerable, 8+ card suit, Pseudo in SP

- JUMP on 4HE = exactlyB2+, not Vulnerable, exactly b3+ VUL, 8+ card suit, Pseudo in SP

- JUMP on 4SP = exactly B3, FIT in SP suit (the PL is max 4 by the Responder's vision)

After 1HE:

- 1SP = b0+, 4+ card suit

- 1NT = exactly b0, any shape or B(0)+, no 5 card suit at all

- 2CL = b1+, 5+ card CL suit

- 2DI = b1+, 5+ card DI suit

- 2HE = exactly b0, FIT in HE or Misfit in HE with a Control (the **PL** is max 2 by the Responder's vision)

- JUMP on 2SP = exactly B(0), not Vulnerable, exactly B1, Vulnerable, in both cases 6 card SP suit

- JUMP on 2NT = Unusual 2NT, exactly B1, 4+/4+ in Minor suits, no Fit in HE suit, no 4 cards in SP suit

- JUMP on 3CL = exactly B1, not Vulnerable, exactly B2,Vulnerable, in both cases 6+ card CL suit

- JUMP on 3DI = exactly B1, not Vulnerable, exactly B2, Vulnerable, in both cases 6+ card DI suit

- JUMP on 3HE = exactly B2, FIT in HE suit (the **PL** is max 3 by the Responder's vision)

- JUMP on 3SP = exactly B1, not Vulnerable, exactly B2, Vulnerable, in both cases 6+ card SP suit

- JUMP on 3NT = B5+, no FIT in SP suit, can have any other 5 card suit

- JUMP on 4CL = Control Points Asking (**CPA**). The answers will start from 8 CP = value of 2 Kings, because of the assumed B# of the Opener is B1+

- JUMP on 4DI = exactly B2+, not Vulnerable, exactly B3+, Vulnerable, 8+ card suit, Pseudo in HE

- JUMP on 4HE = exactly B2, FIT in HE suit (the PL is max 4 by the Responder's vision)

- JUMP on 4SP = exactly B2, not L, B3+, Vulnerable, 8+ card suit, Pseudo in HE

After 1DI:

- 1HE = B(0)+, 4 card HE suit

- 1SP = B(0)+, 4+ card SP suit, no 4+ card HE suit

- 1NT = exactly B(0), any shape or B(0)+, no 5 card suit at all

- 2CL = B1+, 5+ card suit

- 2DI = exactly B(0), FIT in DI suit (the PL is max 2 by the Responder's vision)

- JUMP on 2HE = exactly B(0), not Vulnerable, exactly b1 VUL, in both cases 6 card SP suit

- JUMP on 2SP = exactly B(0), not Vulnerable, exactly b1 VUL, in both cases 6 card SP suit

- JUMP on 2NT = exactly B1, no 4+ card Major suit, no 5 card suit at all

- JUMP on 3DI = exactly B1, FIT in DI suit (the **PL** is max 3 by the Responder's vision)

- JUMP on 3HE = exactly B1, not Vulnerable, exactly B2, Vulnerable, in both cases 7 card SP suit

- JUMP on 3SP = exactly B1, not Vulnerable, exactly B2, Vulnerable, in both cases 7 card SP suit

- JUMP on 3NT = B2+, at least 2 card DI suit, no 4+ card Major suit, no 5 card suit at all

- JUMP on 4CL = Control Points Asking (**CPA**). The answers will start from 8 CP = value of 2 Kings, because of the assumed B# of the Opener is B2+

- JUMP on 4DI = exactly B2, FIT in DI suit and a side pseudo suit (the PL is max 4 by the Responder's vision).

NOTE: Think for possible 3NT before you make this JUMP !

- JUMP on 4HE = exactly B1, not Vulnerable, exactly B2, Vulnerable, in both cases 8+ card SP suit

- JUMP on 4SP = exactly B1, not Vulnerable, exactly B2,Vulnerable, in both cases 8+ card SP suit

- JUMP in 4NT = NOT useful

- JUMP in 5CL = NOT useful

- JUMP on 5DI = exactly B3, FIT in DI suit and a side pseudo suit (the PL is max 5 by the Responder's vision).

NOTE: Think for possible 3NT before you make this JUMP !

After 1CL:

- 1DI = b0+, 4+ card DI suit, no 4+ card Major suit

- 1HE = b0+, 4+ card HE suit

- 1SP = b0+, 4+ card SP suit, no 4+ card HE suit

- 1NT = exactly b0, any shape or B(0)+, no 5 card suit at all

- 2CL = exactly b0, FIT in CL suit

- JUMP on 2DI = exactly B(0), not Vulnerable, exactly B1, Vulnerable, in both cases 6 card SP suit

- JUMP on 2HE = exactly B(0), not Vulnerable, exactly B1, VUL, in both cases 6 card SP suit

- JUMP on 2SP = exactly B(0), not Vulnerable, exactly B1, VUL, in both cases 6 card SP suit

- JUMP on 2NT = exactly B1, no 4+ card Major suit, no 5 card suit at all

- JUMP on 3CL = B(1 - 2), FIT in CL suit

- JUMP on 3DI = exactly B1, not Vulnerable, exactly B2, VUL, in both cases 7 card SP suit

- JUMP on 3HE = exactly B1, not VUL, exactly b2 VUL, in both cases 7 card SP suit

- JUMP on 3SP = exactly B1, not VulnerableL, exactly B2, VUL, in both cases 7 card SP suit

- JUMP on 3NT = B2+, at least 2 card CL suit, no 4+ card Major suit, no 5 card suit at all

- JUMP on 4CL = Control Points Asking (**CPA**). The answers will start from 8 CP = value of 2 Kings, because of the assumed B# of the Opener is B2+

- JUMP on 4DI = exactly B2, not Vulnerable, exactly B3, Vulnerable, in both cases 7 card SP suit

- JUMP on 4HE = exactly B1 not Vulnerable, exactly B2, Vulnerable, in both cases 8+ card SP suit

- JUMP on 4SP = exactly B1 not Vulnerable, exactly B2,, Vulnerable, in both cases 8+ card SP suit

- JUMP in 4NT = NOT useful

- JUMP on 5CL = exactly B3, FIT in CL suit and a side pseudo suit (the PL is max 5 by the Responder's vision). NOTE: Think for possible 3NT before you make this JUMP!

NOTE: All Responses are made with 4 or more HCP. The continuations are natural bids with strictly following the Level's Rule:

- The responder's bids in a new suit must be at most to the Level = his Base Number + 1, i.e max to B# + 1 for any new suit. For example, if you have b1 and cannot bid a new suit on 3rd Level (because you need at least b2 to do that), bid 2NT, if you have to bid at all.

- The responder's repeated bids in his own suit or when he fits the partner's suit must be at most to a Level = his Base Number + 2, i.e., at to B# + 2 for any repeated suit or for showing a FIT. In practice, when the Responder FIT the partner's suit, his B# is not interesting. The Responder simply will JUMP to the max PL by his vision, relying on the known partner's opening B#. If the Opener has a higher B# than the Responder expected, he can raise the suit to the appropriate Level, or bid 4c ! or 4NT ! (which is lower), the Relays for the Control Points (CP).

 - If you decide to use 2DI Opening bid for showing the special bi-colors, here are the RESPONSES you may use after 2DI opening:

2DI = B5+, any bi-color with 2 Singletons, or 1 Void + 1 Singleton, or with 1 Void only

2h ! = B(0)+, Relay by CRASH - CRASH Extended Convention for the bi-color suits (if less than b(0) make a free bid). This is not "multi", it is defined strong bi-color, so it probably will be allowed even on ACBL Tournaments!

Opener's answers by steps:

1st step = 6/5 COLOR (red or black) bi-color with 2 Singletons or with 1 Void only

2nd step = 6/5 RANK (Major or Minor) bi-color with 2 Singletons or with 1 Void only

3rd step = 6/5 SHAPE ("every other suits") bi-color with 2 Singletons or with 1 Void only

4th step = 7/5 or 6/6 COLOR (red or black) bi-color with 1 Void + 1 Singleton

5th step = 7/5 or 6/6 RANK (Major or Minor) bi-color with 1 Void + 1 Singleton

6th step = 7/5 or 6/6 SHAPE ("every other suits") bi-color with 1 Void + 1 Singleton.

NOTE: If the bid is 3SP, it is exactly with 7SP + 5DI with 1 Void + 1 Singleton

7th step: 3NT = exactly 6/6 SHAPE ("every other suits") bi-color with 1 Void and 1 Singleton

8th step: 4CL = 7/5 SHAPE ("**every other suit**") bi-color with 1 Void and 1 Singleton.

NOTE: If the bid is 3SP, it is exactly with 7CL + 5HE with 1 Void + 1 Singleton

9th step: 4DI = 7/5 SHAPE ("**every other suit**") bi-color with 1 Void and 1 Singleton.

NOTE: If the bid is 3SP, it is exactly with 7DI + 5SP with 1 Void + 1 Singleton

10th step: 4HE = 7/5 SHAPE ("**every other suit**") bi-color with 1 Void and 1 Singleton.

NOTE: If the bid is 3SP, it is exactly with 7HE + 5CL with 1 Void + 1 Singleton

Continuations are with a Final contract bid (no Relay bid), or with a Relay for the Void suit, or with 4NT bid for Controls depending on the expected min Play Level.

 **A GENERAL NOTE ABOUT C-SAYC**

If you wish to include the features about **C-SAYC** in your partnership agreement, then please make certain that the concept is understood by both partners. Be aware whether or not the feature is alertable or not and whether an announcement should or must be made. Check with the governing body and/or the bridge district and/or the bridge unit prior to the game to establish the guidelines applied. Please include the particular feature on your convention card in order that your opponents are also aware of this feature during the bidding process, since this information must be made known to them according to the Laws of Duplicate Contract Bridge. We do not always include the procedure regarding Alerts and/or Announcements, since these regulations are changed and revised over time by the governing body. It is our intention only to present the information as concisely and as accurately as possible.

 **The Unigue Control Points Asking (CPA)**

- Control Points Asking (**CPA**) starts with the bid of 4CL (even if your partner has had shown the CL suit previously, simply sacrifice the 4CL bid if you want to be able to stop on 4 in Majors! 4CL is always for Controls, but there are 2 exceptions), or with the normal bid of 4NT (when the 4CL bid is not possible). The answers are by steps in conjunction with your B#:

NOTE: The 2 exceptions when 4CL is not a **CPA** are:

- If your partner's 1st bid was PASS, and you overcalled after opponent's opening, your partner may bid 4CL later, which is not a CPA bid, but natural (he will do that even with 7 card suit and b1, instead of bidding the required 3CL bid with this, because you will not be able to bid and play 4CL if opponents bid 3 in Major, be careful !).

- If you open 4CL or if you passed and your partner opens or overcalls with 4CL bid, which in this case is not a CPA, but natural.

**Count your Control Points (CP) this way:**

Ace = 6 Control Points (CP)

King = Singleton = 4 CP

Void = 10 CP, but if your partner had bid the suit, Void = 6CP

With 32 to 38 CP and PL >= 6 go for Small Slam.

With 40+ CP (36+ real CP) and PL >= 7 go for Grand Slam.

NOTE: Both requirements, the Control Points (CP) and the Play Level (PL) ranges, MUST be fulfilled for a successful Slam game !

NOTE: Only 38 CP is an unrealistic combination of Aces + Kings! For all other CP there are realistic combinations. With 38 CP you can be 100% sure that your partner has a Singleton, and if you suspect that this Singleton is opposite one of your Kings, you better choose to play Small Slam, instead of Grand ! Also, if both partners have balanced hands (no Void, no Singleton), sometimes it is possible to make a Small Slam with only 30 CP, especially when neither of you has upgraded his B#. I know, it is difficult to be discovered with this natural "French 5 Major" or "C-SAYC" system (however you prefer to name it), but it is possible to be managed with some experience. Do not forget, the Counting is based on statistical principles, and it will provide you with over 85% contract assurances!

- The main principle which CPA uses is the connection between your B# and the number of your Kings' value (K = 4 CP) or their equivalent (you may hold 2 Aces or 3 Kings, both of them have the value of 3 Kings or 12 CP). Your 1st step answer after 4CL/4NT, must show your Kings' value equal to your B# + 1 (with b1 your 1st step answer will show the value of 2 King = 8 CP, with B2 your 1st step answer will show the value of 3 Kings = 12 CP and so on...). For each of the upper step answers, add 2 more Control Points (CP) to your initial step. Check the detailed information below:

NOTE: In general, the 1st step answers depend on the B# you were able to show and is equal to: 4\*B# + 4, e.g. if you have shown b2, your 1st step answer for CP will show 4\*2 + 4 = 12 CP. Add 2 more CP for any of the next steps. If your partner already knows your exact shape, do NOT include in your CP's answers the Singleton's and the Void's CP, your partner will be aware of that and will take care of the corrections if needed!

- with B(-1) or less you will show the value of Zero Kings, i.e.

the 1st step = Zero CP

the 2nd step = 4 CP (that's a King)

the 3rd step = 6 CP (that's an Ace)

the 4th step = 8 CP (that's are 2 Kings)

the 4th step = 10 CP (that's are 1 King + 1 Ace) and so on...

- with B(0) your 1st step answer will show the value of 1 King or less, i.e.

1st step = 4 CP = 1 King (or less)

2nd step = 6 CP = 1 Ace

3rd step = 8 CP = 2 Kings

4th step = 10 CP = 1 King + 1 Ace

5th step = 12 CP = 3 Kings or 2 Aces

6th step = 14 CP = 2 Kings + 1 Ace, and so on...

- with B1 you will show the value of 2 Kings = 8 Control Points, the next step will be for 10 CP, and so on...

- with B2 you will show the value of 3 Kings = 12 Control Points (can be 2 Aces instead of 3 Kings, the value is the same), the next step will be for 14 CP, and so on...

- with B3 you will show the value of 4 Kings = 16 Control Points, the next step will be for 18 CP, and so on...

NOTE: From here on, the Formula for your 1st step CP answer changes from: 4\*(B# + 1) to: 2 + 4\*B#, i.e. your CP will be with 2 CP less than with the previous Formula, e.g. If you have showed b4, your 1st step answer for CP now will show: 2 + 4\*B# = 2 + 4\*4 = 18 CP. Add 2 more CP for any of the next steps. If you have showed b5+, your 1st step answer for CP now will show: 2 + 4\*B# = 2 + 4\*5 = 22 CP. Add 2 more CP for any of the next steps. See below:

- with B4 you will show the value of 4 Kings + 2 CP = 18 Control Points, the next step will be for 20 CP, and so on...

- with B5+ you will show the value of 5 Kings + 2 CP = 22 Control Points, the next step will be for 24 CP, and so on...

NOTE: Obviously, you have mentioned the connection between your Kings` value and your Base #. Of course, the equivalent value of 5 Kings = 20 CP, for example, can be reached if you have a combination of 2 Aces + 2 Kings = 20 CP.

NOTE: When you are absolutely sure that your partner doesn't have any Void(s) or Singleton(s), you can find your partner's EXACT Controls by this simple technique (for players who want to know the exact number of Aces and Kings, instead of using the CPs' range of 32-38 CP for a Smal Slams, and 38+ CP for a Grand Slams):

Divide your partner's Control Points by 6, and pay attention NOT to the result, but to the REMINDER !! :

- With REMINDER of Zero your partner has 0 or 3 Kings.

- With REMINDER of 2 your partner has exactly 2 Kings.

- With REMINDER of 4 your partner has 1 or 4 Kings.

- Because the rest of CP are for the Aces, you had discovered your partner's ACES + KINGS with one question ONLY !

**Summarizing the CPA**

- The Control Points (CP) are: Ace = 6 CP, King = 4 CP, Void = 6 CP (may be 10 CP if you are positive that your partner doesn't have Control in that suit), Singleton = 4 CP. Do not forget that the CP always include your Pseudo suits` CP. With 24 to 30 CP you can reach a game in Major suits; with 26 to 30 CP you can reach a game in Minor/Major suits; with 32 to 38 CP you can reach a Small Slam and 40+ CP are for the Grand Slams. Be aware that even with 36 REAL CP you may go to Grand Slam, but you MUST be absolutely sure that your partner didn't include Void or Singleton CP in his answer, and you have a FULL Base Number (not an upgraded B#), for example, you cannot use this with B# = 4.9 because it was upgraded to b5, you need a FULL B# of 5.0 or more. I know that it will be difficult for you from the start to manage this, so stay inside the statistically extracted CP ranges of 32 to 38 CP for Small Slams, and 40+ CP for Grand Slams.

For the 1st step answers:

- with B(-1) or less, you need the value of Zero King, i.e., B(-1) needs Zero+ CP. Add 2 CP for each of the next steps.

- with B(0) you need the value of at least 1 King, i.e., B(0) needs 4+ CP (1 King). Add 2 CP for each of the next steps.

- with B1 you need the value of at least 2 Kings, i.e., B1 needs 8+ CP (2 Kings). Add 2 CP for each of the next steps.

- with B2 you need the value of at least 3 Kings, i.e., B2 needs 12+ CP (3 Kings or 2 Aces). Add 2 CP for each of the next steps.

- with B3 you need the value of at least 4 Kings, i.e., B3 needs 16+ CP (4K or 1K + 2A). Add 2 CP for each of the next steps.

- with B4 you need the value of at least 4 Kings + 2 CP, i.e., B4 needs 18 CP (3A or 1A + 3K). Add 2 CP for each of the next steps.

- with B5+ you need the value of at least 5 Kings + 2 CP, i.e., B5 needs 22+ CP (1K + 3A or 4K + 1A). Add 2 CP for each of the next steps.

- All of the above 1st step answers are in conjunction with your minimum B# you have managed to show. Add 2 more CP for every one of the next steps answers.

For example: Suppose you have a hand with B3 and 2 Aces + 2 Kings = 20 CP. After 4NT CP Asking (when you cannot use 4CL for CPA) your 1st step answer of 5CL will show that you have (b3 + 1) King's CP value = (b3 + 1)\*4 = 16 CP (4 Kings or 2 Aces + 1 King). You actually have 20 CP. So the difference between your actual CP and the 1st step answer is 4. You need 2 more steps OVER the 1st step (2 CP for each one of them), so your total steps will be 3 to show those 20 CP, and your answer after 4NT will be 5HE (1st step for 16 CP equal to the value of 4 Kings, because of your B# = 3 and 2 more steps, for the additional 4 CP you have actually). That's it. With 32 to 38 CP go for Small Slam, with 40+ do not miss the Grand Slam. You probably already mentioned that with One Only answer (the Convention has more names: "1 Bullet for the 2 Rabbits" and "One for All"), you disclosed not only the numbers of your Controls, but also you have simultaneously disclosed the exact number of your separate Controls by kind, and your partner will know exactly how many Ace(s) and King(s) you have. Although you may have a Void or a Singleton instead of real Controls, your partner will be able to sense that, and when that's impossible, the CP range will swallow the difference to eliminate the error.

**That's why the CPA is a unique Control Points Asking**

The system not only looks like the "French 5 Majors", its Control Points Asking (**CPA**) with ONE question for all Controls by kind and by number included in ONE simultaneous answer is "One for All and All for One" dear D'Artanian !