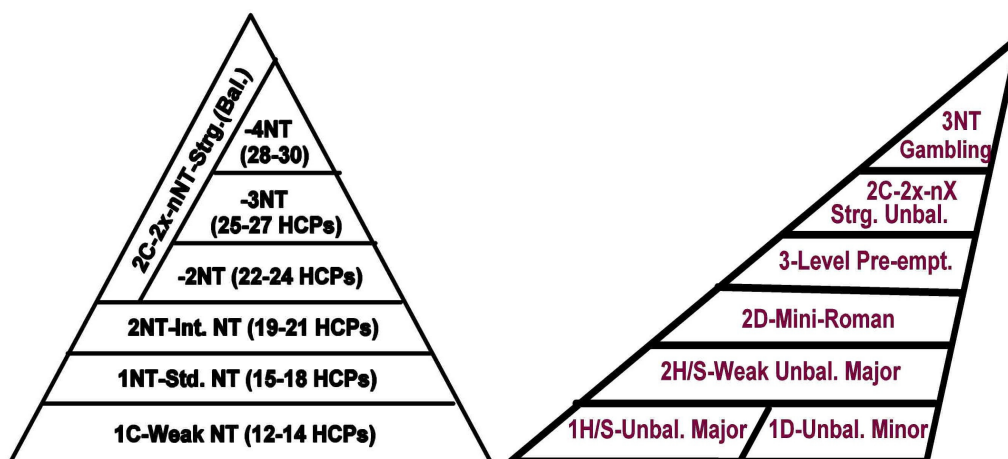


The Balanced-Unbalanced Openings System



by J.R. Dwyer

Version 1.6

June 11, 2010

The Balanced-UnBalanced Openings

NOTE

**ALL COMMENTS
ARE WELCOME,
AND WOULD BE
GRATEFULLY
APPRECIATED.**

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PAGE

SUBJECT

NOTES

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Version 1.6

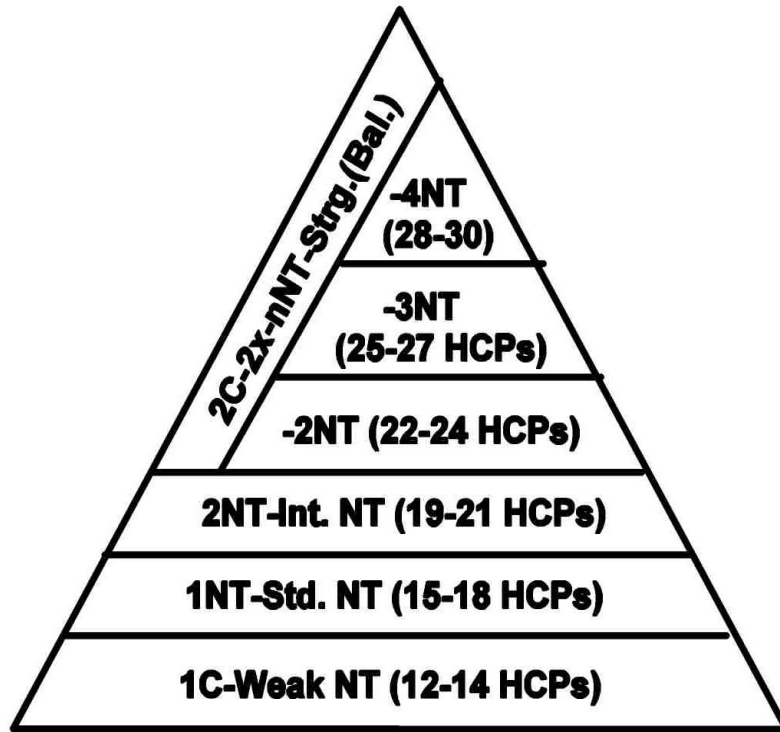
The Balanced-UnBalanced Openings

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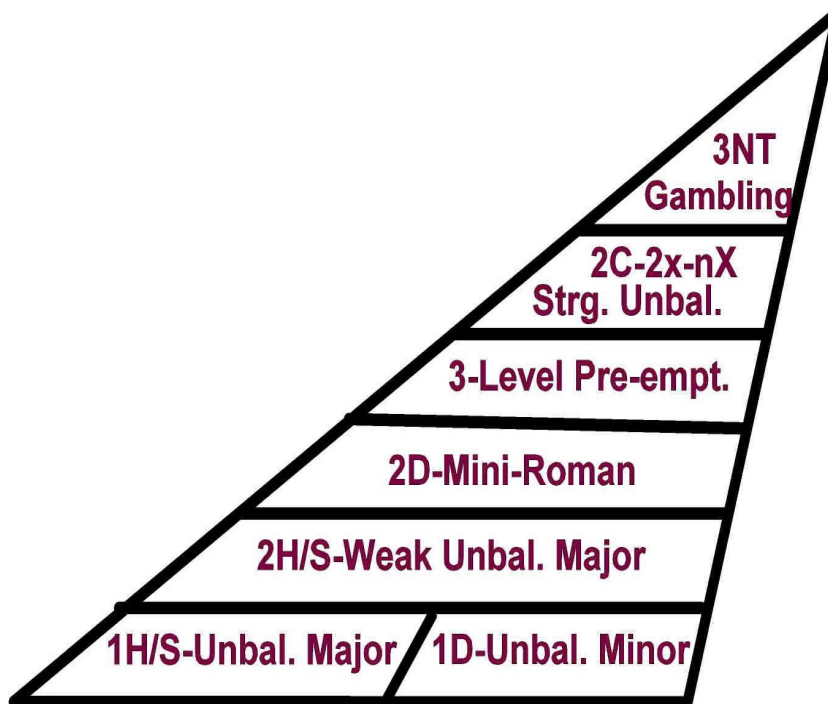
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The Balanced-UnBalanced Openings

BALANCED



UNBALANCED



The Balanced-UnBalanced Openings System

Introduction

What is It and Why?

Since nearly one-half of the hands that a bridge player is dealt are **balanced** --- one of three distributions: 4-3-3-3, 5-3-3-2 or 4-4-3-2, the Balanced-Unbalanced Openings System is designed to provide a consistent set of openings and responses for these balanced holdings over the entire range of opening points. A set of existing **unbalanced** openings (not balanced, containing a void singleton or two doubletons) and responses are proposed for the other thirty-six distributions, although a pair may pick-and-choose unbalanced openings that they prefer.

Becoming proficient at the opening and responses of the three balanced distributions is a distinct advantage over a multitude of widely different openings that do not describe the opener's distribution for partner. Since all balanced distributions are opened with a Balanced Open, the possibility that any of the unbalanced open is balanced is removed, and thus, provides more precise information for partner.

The Balanced Openings

These Openings include four openings that permit the Opener to describe balanced distribution holdings of 12-30 Points within 3-4 Point ranges. The Table below summarizes the openings.

Balanced Openings Summary						
		Opening BID	Points	Response Comments		
47.6% Balanced Distributions (3 of 39) 4-3-3-3 5-3-3-2 4-4-3-2		1C	12-14	Standard NT Responses: Cs-Puppet Stayman Ds/Hs-Major Transfer Ss-Minor Stayman		
		1NT	15-18			
		2NT	19-21			
		2C	22-30	Opener's 2 nd Bid		After Steps Response
				22-24	2NT	
				25-27	3NT	
				28-30	4NT	
		ALERT		Announce		

Note: Responses are ON with interference over all Balanced Openings, using Stolen Double or Overcall.

The Balanced-UnBalanced Openings

The UnBalanced Openings

These openings may be chosen to cover the point ranges and thirty-six distributions not established for the Balanced Openings. The Table below shows an opening set that, with the exception of the 1D-Unspecified Minor Opening, are standard, well-known openings.

UnBalanced Openings Summary			
52.4% UnBalanced Distributions (36 of 39)	Opening BID	Points	Standard Responses (Except 1D)
	1D	13-21	Unspecified 5+ Minor
	1H/S	13-21	5+ Major
	2C	22+	Strong Unbalanced Opener's 2 nd Bid Shows Suit After Steps Response (3-Pt Steps: 0-2,3-5,6-8)
	2D	11-16	Mini-Roman
	2H/S	5-11	Weak Major
	3C/D/H/S	8-11	Pre-empt
	3NT	15-18	Gambling

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Point Count Calculations

Refer to the following Tables for Opening and Responses Point Counts calculations.

	Opening Points Calculations	
	Holding	Points
Goren High-Card Points (HCPs)	A	+4
	K	+3
	Q	+2
	J	+1
	10	+½
Distribution Points Adjustments	4-3-3-3 Distribution	-1
	Suit Length (N) of each Suit of N>4	+N-4

	Responding Points Calculations		
	Holding	Points vs.	
		NT	Suit
Initial Response to Opener	Same As Opening Calculations Table		
Adjust After Responder's 1 st Call & If Partner Fails to Show 4+ in Suit	Void	-5	+3
	Singleton	-3	+2
	Kx	-2	0
	Qxx	-1	0
	Jxx	0	0

Balanced Openings

Balanced Openings

1C-Weak Balanced ("NT") Opening

Answers to 1C Weak (12-14) "NT" Balanced Open					
1 ♣ *	Level	Responder's Call	Points	Distribution & Comments	
Major Holding	Basic	1D/H	0-11+	5+ Card Major (Jacoby Transfer)	
Possible Minor or NT		1S	10+	5-4 or Better in Minors (Minor Stayman)	
Weak Escape		1NT	<10	6+ C/D (Minor Transfer)	
		PASS			With Interference
		1NT			No Interference
Possible Major or NT		2C	10+	3-/4-Card Major (Puppet Stayman-Refer to the 1NT Table using increased Points)	
Major Select		2D		5-5 or Better in Majors	
	2H	5 Ss & 4 Hs			
	2S	5 Hs & 4 Ss			
Close-Out	3NT	13-16	No Major (<3)		

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* Double of the Opponent's 1C Open in the immediate Seat is considered a "Stolen Open", and all Responses are ON, including, over interference.

Balanced Openings

1NT-Balanced Standard NT Opening

Answers to 1NT (15-18) Balanced Open				
1NT	Level	Responder's CALL	HCPs	Distribution & Comments
Major Holding	Basic	2D/H#	Any	5+ H/S (Jacoby Transfer)
Weak		PASS	<8	No Valid Response
Possible Major/NT		2C	8+	Puppet Stayman 3-/4-Card Major
Possible Minor or NT		2S		5-4 or Better in Minors (Minor Stayman)
Minor Holding		2NT/3C	10+	6+ C/D (Minor Transfer)
Major Select	Adv.	3D	8+	5-5 in Majors (Major Choice)
		3H		5S-4H
		3S		5H-4S

Answers to 2C (Puppet Stayman)			
	Opener's BID	Points	Distribution & Comments
Puppet Stayman Responses	2D	15-18	Responder then bids- Holding a 4-Card Major: 1) with a 4-Card Major, bid the opposite Major, 2) with both Majors, bid 3D. Otherwise, 2NT with 8-9 or 3NT with 10-15 Points.
	2H/S (2M)		5-Card Major (M)
	2NT	15-16	No 4-Card Major
	3C/D (3m)	16-18	5-Card Solid Minor (m) (3NT Invitational)
	3NT	17-18	No 4-Card Major
	NOTE: Raise to Game instead of bidding 3M or 2NT when Opener holds 17-18 Points, or Responder holds 10-15 Points.		

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Balanced Openings

2NT-Balanced Intermediate NT Opening

2NT	Answers to 2NT (19-21) Balanced Open			
	Level	Responder's CALL	Points	Distribution & Comments
Major Holding	Basic	3D/H#	Any	5+ H/S (Jacoby Transfer)
"Bust"		PASS	<5	No Valid Response
Possible Major/NT		3C	5+	Puppet Stayman 3-/4- Card Major
Possible Minor or NT		3S		5-4 or Better in Minors (Minor Stayman)
Minor Holding	Adv.	3NT/4C	7+	6+ C/D (Minor Transfer)
Major Select		4D	5+	5-5 in Majors (Major Choice)
		4H		5S-4H
		4S	7+	5H-4S

	Answers to 3C (Puppet Stayman)		
	Opener's CALL	Points	Distribution & Comments
Puppet Stayman Responses	3D	19-21	With a 4-Card Major. Responder then bids: 1) with a 4-Card Major, the opposite Major, 2) with both 4-Card Majors, 4D. Otherwise, bid 3NT with 6-11 Points or 4C, Gerber, with 12+.
	3H/S (3M)		5-Card Major (M)
	4C/D (4m)		5-Card Solid Minor (m) 5m Invitational
	3NT		No 4-Card Major
	Note: If Responder holds 6+ Points	Raise to Game in NT or Major. Consider Minor Game or SLAM Investigation.	

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Balanced Openings

2C-Strong Balance (& UnBalanced) Openings

2♣

Answers to 2C (Strong Balanced or Unbalanced Open)

	Responder's BID	HCPs	Steps & Comments
Steps	2D	0-2 or 9+	Step 1
	2H	3-5	Step 2
	2S	6-8	Step 3

Balanced Opening

2nd Bid of 2C Opener With Balanced Holding

	Opener's Bid	Pair's Points	Responder's Actions
Balanced (NT)	2NT	22-24+	Balanced Responses or PASS
	3NT	25-27	
	4NT	28-30+	

UnBalanced Opening

2nd Bid of 2C Opener With Unbalanced Holding

	Opener's Bid	Pair's Points	Responder's Actions
Unbalanced	nX of Suit X	22-24+	If Responder Answered Step 1, and Holds 9+HCPs, Investigate Slam. Otherwise, PASS.
	3NT or 4M	25-27	
	Game or Slam	28-30+	

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Balanced Openings

Discussion of Balanced Openings Response Selection

The choice of the response to the Balanced Opening must be evaluated using a logical priority basis. Remember that the Balanced Opener is showing Points by opening:

Balanced Open Points

- 1C12-14
- 1NT.....15-18
- 2 NT19-21
- 2C..2x..2NT.....22-24
- 2C..2x..3NT.....25-27

And, the Balanced Opener holds one of the following three distributions:

Distribution

- 4-3-3-3
- 4-4-3-2-
- 5-3-3-2

Note: Since Opener may hold one 5-card Suit, a Major or Minor, the response sequence must communicate that situation.

The following response decisions should be evaluated in the specified priority order, based on the Responder's holding:

1. With a 5+ card Major bid *Jacoby Transfe* (bid Diamonds or Hearts)r.
2. With a 3- or 4-card Major , and sufficient Points, bid *Puppet Stayman* (bid Clubs)
3. With a 5-4, or better, holding in the Minors, and with sufficient Points, bid *Minor Stayman* (bid Spades).
4. With a 6+ card Minor holding, and sufficient Points, use the *Minor Transfers* (bid NT or Clubs).

Notes: a) Responder's use of 1. or 2. will find all 8+ card Major fits by partnership, or a Contract in NT. To use the 3. or 4. responseb, the Responder will hold 2-2, or less, in the Majors, which will be rare.

b) All responses are ON with interference.

UnBalanced Openings

UnBalanced Openings

1D-UnBalanced-Unspecified Minor Opening

1 ♦ *		Answers to 1D (Unbalanced Minor) Open	
		Responder's Call	Points
Weak	PASS	<6	Minimal Points
	1NT	6-9	
Show Major	1M	8-9	4+ Card Major
	2M	10+	5-Card Major
	2D		5-5 in Majors
	3M		6+ Card Major
Suggest NT	2NT	10-11	No 4+ Card Major and No 3-3 Minors Support
	3NT	12-14	
Show Minor	2C	10+	3-3 or Better in the Minors (Inverted Minor)
	3C	6-9	
	3D	10+	5+ Card Diamond suit

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Notes: 1) Responses are ON with interference.

2) Opener's 2nd Minor Bid specifies Suit with length.

* Double of the Opponent's 1D Open in the immediate Seat is considered a "Stolen Open", and all Responses are ON, including, over interference.

The 1D-Unbalanced replaces the traditional 1C/D Openings, but provides information, in addition to a) denial of a 5-card Major, and b) 1-level opening points, and c) a 3- or 4-card Minor: d) at least, one unspecified 5-card Minor, and e) an unbalanced distribution. The responses to the 1DUnbalanced Minor Open attempt to identify a Major or NT fit as the first priority.

UnBalanced Openings

1H/S-Unbalanced Major Opening

1♥/♠

Answers to 1M (Unbalanced Major) Open			
	Responder's Call	Points	Distribution & Comments
Weak	PASS	<6	No Valid Response
	1NT	6-9	0-2 Card Major Support
	2M	6-9	3-Card Major Support (M)
Invitational	2C (1 st Seat) 2D (1 st Seat)	10-11	Two-Way Drury (Over 3 rd Seat Major Open)
			3-Card Major Support
			4-Card Major Support
	2X	10+	5+ Card Other Major X
	3M	10-11	Over 1 st /2 nd /4 th Seat Open
		12-14	Over 3 rd Seat Open
Game Force	2NT	13+	4+ Card Major Support (Jacoby 2NT)
	3NT	12-14	No Major Support
Show Minor	2C/D (2 nd - 4 th Seat)	10-11	4+ Minor, No Major
	3C/D	12-15+	No Major, Strong Minor

	Opener's Call	Distribution & Comments
Opener's Response to Jacoby 2NT	PASS	Weak-Desire to play at 2NT
	3C/D/m	Singleton or Void in Suit Bid (m: Major not opened)
	3NT	Very Strong: 16+ HCPs
	4C	Weak-Desire to play in Opener's Suit
	4D	Asks for Bid of Singleton or 4M
	4H/S	Self-Sufficient Bid in Other Major
	4M	Minimum Opening: 12-14 HCPs (M: Major opened)

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Note: Jacoby 2NT Responses are OFF with interference.

UnBalanced Openings

2D-Mini-Roman Unbalanced Opening

2 ♦

Answers to 2D (Mini-Roman, 11-16 HCPs) Open			
Responder's BID	HCPs	Comments	
2H	0-10	4-Card Hs/ No 5+ Card Suit	
2/3X	0-10	5+ Card Suit, X, or Cheapest 4-card Suit	
2NT	11+	Game Interest - Request to Bid Short Suit	
Note: If Initial Response is Opener's short Suit, Partner bids up-the-line to find a combined 8-Card Suit match.			

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UnBalanced Openings

2H/S-Weak Unbalanced Major Opening

2♥ / ♠

Answers to 2M (Major-H or S) Weak Unbalanced Major Open			
Responder's Call to Weak Major Open	Responder's Call	Points	Comments
	PASS	< 13	No Game
	3M	13-14	2+ Cards in Major, M, Invite Major Game
	4M	15-16	2-3 of Major, M, Raise to Major Game
	4C	15+	Gerber, 3+ of Major, M, Investigate Major Slam
	2NT	13+	Ogust-Possible Game or Slam

Response to Opener's 2NT Ogust Bid				
	Opener's Response	Opener's Holding		Comments
		Points	Top 3 M Honors	
Ogust Response	3C	5-8	1	Responder Uses Info to Possibly Bid 3NT or 4M or SLAM
	3D		2	
	3H	9-11	1	
	3S		2	
	3NT	9+	3	

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3C/DH/S-Pre-emptive Unbalanced Openings

3♣ / ♦

3♥ / ♠

Answers to 3-Level Unbalanced (Pre-emptive) Opens			
Initial Response	Responder's BID	HCPs	Comments
	4H/S	11- 15	Over Major Open with 2- Card Support & 3 Quick Tricks
	4NT	15+	Two Aces in Off Suits & Slam Interest
	3NT	16+	Rare - No More Than Four Losers

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UnBalanced Openings

3NT-Gambling Unbalanced Opening

3NT Opener With 7+ Minor and Some Side-Suit Stoppers	Gambling 3NT (Solid 7+ Card Minor Suit)	
	Responder's Call	Comments
	PASS	Play at 3NT
	4C	Weak---Select Minor
	4D	If Singleton, Major(M), Bid 4M, Minor, Bid Opposite. If None, Bid 4NT.
	4M	Desire to Play in Major
	4NT	Asking Steps: 1-3 Aces
	5C	Minor Game (May Correct to 5D)
	5D	Natural-Have Honor in Clubss
	5NT	Grand Slam Force
	6C	Desire to Play Minor Slam
	ALERT	

Openings Summary

Openings Summary

OPEN	Adjusted POINTS	DESCRIPTION	Alert or Announce	Alert/Info Description	RESPONSES
1C	12-14	Balanced-Weak NT	Alert	5-Card Major OK One Doubleton OK	Balanced (Special)
1D	13-21	Unbalanced-Minor (5+ card Minor,)	Alert	Unbalanced Undefined 5+ Minor, No 5+ card Major, Ds could be short)	Special
1H/S	13-21	Unbalanced-Major (5+ card Major)		Unbalanced 5+ Major	Standard
1NT	15-18	Balanced-Standard NT	Announce	Standard Balanced NT	Balanced
2C	22+ or 9+ Tricks	Balanced-Strong NT or Unbalanced Suit-Strong		Strong Balanced "NT" or Strong Unbalanced Suit	Steps & Balanced or Natural
2D	11-16 HCPs	Unbalanced-Mini-Roman (3-Suited Open)	Alert	Mini-Roman (5-4-4-0 or 4-4-4-1)	Standard
2H/S	7-11 HCPs	Unbalanced-Weak Major (6-Card Major)		Weak Major (1 of Top 3)	Ogust
2NT	19-21	Balanced-Intermediate NT		Intermediate Balanced NT	Balanced
3C/D /H/S	9-11 HCPs	Unbalanced-Preempt (7+ Card Suit)		Pre-emptive (2 of Top 3)	Natural
3NT	15-18 Adjusted	Unbalanced-Gambling (7+ Card Minor Suit)	Alert	Gambling NT	Standard

Alertable

Announce

Balanced

Unbalanced

Interference Defense

Step Responses with DoPI & RoPI

Step #	4C: RKC Gerber 1430		4NT: RKC Blackwood 1430		Weak Two - 2NT: Oguist		Strong 2C: HCPs Steps		Step Interferenc Type		Step #
	Call	Meaning	Call	Meaning	Call	Meaning	Call	Meaning	Overcall (DoPI)	Double (RoPI)	
1	4D Key Cards	1 or 4 Key Cards	5C Key Cards	1 or 4 Key Cards	3C HCPs 1 of Top 3	7-8 HCPs 1 of Top 3	2D 0-2 or 9+ HCPs	0-2 or 9+ HCPs	Double	Re- double	1
2	4H Key Cards	0 or 3 Key Cards	5D Key Cards	0 or 3 Key Cards	3D HCPs 2 of Top 3	7-8 HCPs 2 of Top 3	2H 3-5 HCPs	3-5 HCPs	Pass	Pass	2
3	4S Key Cards w/o Queen	2 or 5 Key Cards w/o Queen	5H Key Cards w/o Queen	2 or 5 Key Cards w/o Queen	3H HCPs 1 of Top 3	9-11 HCPs 1 of Top 3	2S 6-8 HCPs	6-8 HCPs	1 st Bid In Sequence		3
4	4N Key Cards with Queen	2 or 5 Key Cards with Queen	5S Key Cards with Queen	2 or 5 Key Cards with Queen	3S HCPs 2 of Top 3	9-11 HCPs 2 of Top 3			2 nd Bid In Sequence		4
5					3N HCPs AKQxx T x				3 rd Bid In Sequence		5

Appendix

Defensive Methods

Carding & Signaling

Carding Signals Summary		
Leads	Summary:	Shows...
Ace	AKQ10, AKJ9, AQJ10 (Unblock Signal). Rarely against Suit Contract, shows Ax.
King	Top of Sequence- KQJ, KQ10, maybe KQx.
Queen	Top of Sequence- QJ10, QJ9, maybe QJx. Also, from Suits headed by KQ109.
Jack	Top of Sequence- Maybe J10x (Denies Higher Honor).
Ten	Two or Zero Higher Honors.
Nine	Combinations headed by A109, K109, Q109. Possible, but rarely, a top Card.
High	Encourages Suit on 1 st Lead or Discard of Suit.
Low	Discourages Suit on 1 st Lead or Discard of Suit.

1-Level Suit-Opener Defenses

Opening	Michael's		Unusual 2NT	
	Overcall	Holding	Overcall	Holding
1C	2C	5 Hearts & 5 Spades	2NT	5 Hearts & 5 of Unbind Minor
1D	2D			
1H	2H	5 Ss & 5-card Minor		5 Clubs & 5 Diamonds
1S	2S	5 Hs & 5-card Minor		

Michael's Cue Bid:

Michael's cue bid describes a two-suited hand that is either weak or strong but not intermediate. A bid of 2C, over an opening bid of 1C, or 2D over 1D, shows hearts and spades. A bid of 2H, over 1H, or 2S over 1S, shows the other major and either minor. Both suits generally should be at least 5 cards long. A bid of 2NT by Responder asks the cue-bidder to bid the minor. A second bid by the cue-bidder (other than in response to 2NT) shows that the cue bid was strong (17 points or more).

Unusual Two No-Trump:

A direct overcall of 2NT, of an opening bid of one in a minor suit, shows a hand of weak to medium strength (depending on vulnerability), and at least 5 cards in both majors. If a major was opened, the 2NT overcall shows 5 cards, each, in a minor and the other major.

Appendix

Defense of Opponent's 1NT Open - Cappelletti

Cappelletti (1NT Defense) Immediate Seat Overcall			
Overcaller's Call	Overcall Meaning (13+ Points)	Partner's Respose	
		Call	Comments
Double	Penalty	Pass	No Partner Action
2C	Hold a 6+ Card Suit	ReDouble	When Doubled & With support in all suits.
		Pass	With 6+ solid Club suit.
		2D	Relay Bid-Permit Partner to Bid Long Suit
		2H/S	Bid 5+ Card Major
		2NT	11+ HCPs and support in all four Suits
2D	Hold 5-5 in Majors (or Better)	2H/S	Bid Best Major
		2NT	Request Bid of Minor
		3C	6+ Solid Club Suit
		3H/S	Major Limit Raise 10-11 Points
2H	Hold 5-4+ in Hearts & a Minor (or Better)	Pass	Hearts O.K.
		2NT	<u>Request Minor Suid Bid</u>
		3H	Major Limit Raise 10-11 Points
		New Suit	Natural – Non Forcing
2S	Hold 5-4+ in Spades & a Minor (Better)	Pass	Spades O.K.
		2NT	<u>Request Minor Suid Bid</u>
		3S	Major Limit Raise 10-11 Points
		New Suit	Natural – Non Forcing
2NT	Hold 5-5 in Minors	3C/D	Bid Better Minor
		3H/S	Bid 6+ Major
With interference after the OverCall, a Pass is O.K.			

Appendix

Appendix

Opening Hand Distribution Probabilities

Distribution	Total Hands	Probability	Bal.
13,0,0,0	4	6.30E-12	NO
12,1,0,0	2028	3.19E-09	NO
11,2,0,0	73008	1.15E-07	NO
11,1,1,0	158184	2.49E-07	NO
10,3,0,0	981552	1.55E-06	NO
10,2,1,0	6960096	1.10E-05	NO
10,1,1,1	2513368	3.96E-06	NO
9,4,0,0	6134700	9.66E-06	NO
9,3,1,0	63800880	0.000100	NO
9,2,2,0	52200720	8.22E-05	NO
9,2,1,1	113101560	0.000178	NO
8,5,0,0	19876428	3.13E-05	NO
8,4,1,0	287103960	0.000452	NO
8,3,2,0	689049504	0.001085	NO
8,3,1,1	746470296	0.001176	NO
8,2,2,1	1221496848	0.001924	NO
7,6,0,0	35335872	5.56E-05	NO
7,5,1,0	689049504	0.001085	NO
7,4,2,0	2296831680	0.003617	NO
7,4,1,1	2488234320	0.003918	NO
7,3,3,0	1684343232	0.002652	NO
7,3,2,1	11943524736	0.018808	NO
7,2,2,2	3257324928	0.005130	NO
6,6,1,0	459366336	0.000723	NO
6,5,2,0	4134297024	0.006511	NO
6,5,1,1	4478821776	0.007053	NO
6,4,3,0	8421716160	0.013262	NO
6,4,2,1	29858811840	0.047021	NO
6,3,3,1	21896462016	0.034482	NO
6,3,2,2	35830574208	0.056425	NO
5,5,3,0	5684658408	0.008952	NO
5,5,2,1	20154697992	0.031739	NO
5,4,4,0	7895358900	0.012433	NO
5,4,3,1	82111732560	0.129307	NO
5,4,2,2	67182326640	0.105797	NO
5,3,3,2	98534079072	0.1551680	YES
4,4,4,1	19007345500	0.029932	NO
4,4,3,2	136852887600	0.215512	YES
4,3,3,3	66905856160	0.105361	YES
Total:	635013559600	1	

Appendix

Opening Hand Point Count Probabilities

Honor Count	Occurrences	Probability	Cumulative	Avg Honors
37	4	0.00000000001	6.30E-12	13
36	60	0.00000000009	1.01E-10	12.4
35	624	0.00000000098	1.08E-09	12.0769
34	4,484	0.00000000706	8.14E-09	11.4585
33	22,360	0.00000003521	4.34E-08	11.2161
32	109,156	0.00000017190	2.15E-07	10.6851
31	388,196	0.00000061132	8.27E-07	10.4401
30	1,396,068	0.00000219849	3.03E-06	10.0376
29	4,236,588	0.00000667165	9.70E-06	9.7116
28	11,790,760	0.00001856770	2.83E-05	9.4187
27	31,157,940	0.00004906660	7.73E-05	9.0614
26	74,095,248	0.00011668300	0.000194	8.7857
25	167,819,892	0.00026427800	0.000458	8.467
24	354,993,864	0.00055903400	0.001017	8.1655
23	710,603,628	0.00111904000	0.002136	7.8697
22	1,333,800,036	0.00210043000	0.004237	7.5769
21	2,399,507,844	0.00377867000	0.008015	7.2797
20	4,086,538,404	0.00643536000	0.014451	6.9817
19	6,579,838,440	0.01036170000	0.024813	6.7023
18	10,192,504,020	0.01605080000	0.040863	6.3982
17	14,997,082,848	0.02361690000	0.064480	6.1113
16	21,024,781,756	0.03310920000	0.097590	5.8196
15	28,090,962,724	0.04423680000	0.141826	5.5275
14	36,153,374,224	0.05693320000	0.198760	5.2273
13	43,906,944,752	0.06914330000	0.267903	4.9381
12	50,971,682,080	0.08026870000	0.348172	4.645
11	56,799,933,520	0.08944680000	0.437618	4.3279
10	59,723,754,816	0.09405110000	0.531669	4.0415
9	59,413,313,872	0.09356230000	0.625232	3.7356
8	56,466,608,128	0.08892190000	0.714154	3.4192
7	50,979,441,968	0.08028090000	0.794435	3.0811
6	41,619,399,184	0.06554100000	0.859975	2.8059
5	32,933,031,040	0.05186190000	0.911837	2.462
4	24,419,055,136	0.03845440000	0.950292	2.0525
3	15,636,342,960	0.02462360000	0.974915	1.7448
2	8,611,542,576	0.01356120000	0.988477	1.4186
1	5,006,710,800	0.00788442000	0.996361	1
0	2,310,789,600	0.00363896000	1	0

635,013,599,600

Balanced-Unbalanced Openings

User Notes

Balanced-UnBalanced Openings Convention Card

NAMES _____ # _____	
GENERAL APPROACH Balanced/Unbalanced (ver 1.1)	
TWO OVER ONE: Game Forcing <input type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/>	
VERY LIGHT: Openings <input type="checkbox"/> 3rd Hand <input type="checkbox"/> Overcalls <input type="checkbox"/> Preempts <input checked="" type="checkbox"/>	
FORCING OPENING: 1♣ <input type="checkbox"/> 2♣ <input type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other 1♠, 2♠ <input checked="" type="checkbox"/>	
NOTRUMP OPENING BIDS	
1NT 15 to 18 1♣: 12 to 14 <input checked="" type="checkbox"/> ---> 5-card Major <input checked="" type="checkbox"/> System on over All 2♣ Stayman <input type="checkbox"/> Puppet <input checked="" type="checkbox"/> 2♦ Transfer to ♥ <input checked="" type="checkbox"/> Forcing Stayman <input type="checkbox"/> 2♥ Transfer to ♠ <input checked="" type="checkbox"/> 2♠ Minor Stayman <input checked="" type="checkbox"/> 2NT Transfer to ♣ <input checked="" type="checkbox"/>	2NT 19 to 21 3♣ Puppet Stayman <input checked="" type="checkbox"/> Jacoby <input checked="" type="checkbox"/> Texas <input type="checkbox"/> 3♣ Minor Stayman <input checked="" type="checkbox"/> 3NT/4♣ Trf to ♠ <input checked="" type="checkbox"/> 3NT 15 to 17 <input checked="" type="checkbox"/> Gambling NT (7+) <input type="checkbox"/>
MAJOR OPENING Expected Min. Length 4 5 1st/2nd Unbalanced <input checked="" type="checkbox"/> (waiting 20+) 3rd/4th <input checked="" type="checkbox"/> Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> After Overcall: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak Conv. Raise: 2NT <input checked="" type="checkbox"/> 3NT <input checked="" type="checkbox"/> Splitter <input type="checkbox"/> Other: <u>Bergen Raises</u> 1NT: Forcing <input type="checkbox"/> Semi-forcing <input type="checkbox"/> 2NT: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> 13 to 16 3NT: 12 to 15 Jacoby 2NT Drury <input type="checkbox"/> : Reverse <input type="checkbox"/> <input type="checkbox"/> Other: <u>Raise: Help Asking/2NT-Short</u>	MINOR OPENING Expected Min. Length 0 2 Conv. 1♣ Weak NT (see NT) <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> 1♠ Unbal. 5+ Minor <input checked="" type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> 1♠ Responses: 1♥: 4+, 6-9 HCPs <input checked="" type="checkbox"/> 1NT: 0-9 HCPs <input checked="" type="checkbox"/> 2♣: 3-3 Minors, 10+ HCPs <input checked="" type="checkbox"/> 2♦: 5+♠, 10+ Pts. <input checked="" type="checkbox"/> 2♥: 5+, 10+ HCPs <input checked="" type="checkbox"/> 3♣: 3-3 Minors, 6-9 HCPs <input checked="" type="checkbox"/> 3♦: 6+, 10+ HCPs <input checked="" type="checkbox"/> 3♥: 6+, 10+ HCPs <input checked="" type="checkbox"/> 2NT Inv <input checked="" type="checkbox"/> 10 to 12 3NT 13 to 15
2♣ 22+ to _____ HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♣ Resp: Neg. <input checked="" type="checkbox"/> Waiting <input checked="" type="checkbox"/>	DESCRIBE Or 8.5 Quick Tricks 2/3/4NT-3pt
2♦ 11 to 16 HCP Natural: Weak <input type="checkbox"/> Intermediate <input checked="" type="checkbox"/> Str <input type="checkbox"/> <input checked="" type="checkbox"/> 2♥ 7NV to 11 HCP Weak Major Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/> 2♠ 7NV to 11 HCP Weak Major Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	RESPONSES/REBIDS Steps 2♣=0-2/Waiting(9+) 2♥=3-5 2♦=6-8 After Steps-Best Suit or 2NT(22-24) 3NT(25-27) 4NT(28-30) w NT resp. 2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/> OJUST 2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/> OJUST 2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/>
OTHER CONV. CALLS: New Minor Forcing: _____ 2-Way NMF _____ Weak Jump Shifts not in Comp <input type="checkbox"/> _____ 4th Suit Forcing: 1 Round _____ Game _____	