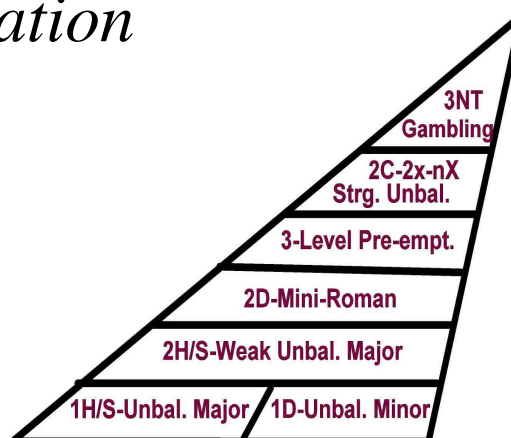
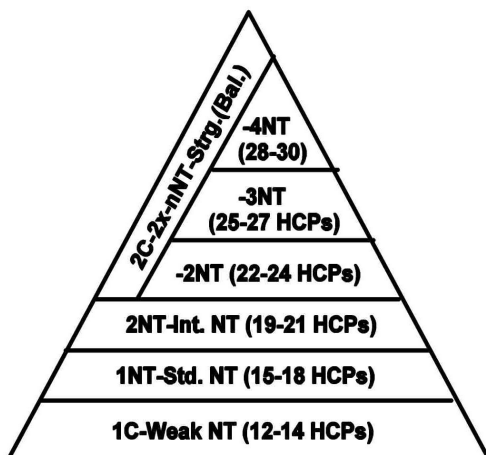


THE

***BALANCED-
UNBALANCED***

OPENINGS SYSTEM

*With
Supporting
Information*



BY J. R. DWYER

Version 1.3
April 27, 2007

Preface:

Thanks to Christopher Mucha, during the development of this System, who provided invaluable feedback and ideas, while withstanding the difficulty of tuning a new System and playing with me as a Partner.

The Openings and Bidding of the System has been relatively satisfactory. Any lack of major success can be attributed to my own failures in play and defense.

- J.R.D.

Terminology:

“**HCPs**” denotes Goren High-Card Points.

“**NT**” denotes No-Trump.

“**Points**” denotes the total of **HCPs** and adjustment points, (See Section on *Basics*).

“**Opener**” denotes the Player that bids first.”

“**Asker**” denotes the Partner that initiates a convention that requires a response

“**Responder**” denotes the Partner that responds to the **Opener** or **Asker**.

About J.R. Dwyer:

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THE BASICS

Balanced

A *balanced* hand, or *balanced* distribution, denotes an initial bridge hand of thirteen cards that falls into four suits of any one of the following suit counts:

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

Of the 635,013,559,600 possible bridge hands, 302,292,822,832, or 47.6% will be *balanced* hands. Note: One 5-card suit, a Major or Minor suit, is permitted. Since, approximately 34% of the time, one of a pair will hold sufficient adjusted points (12) to permit an opening bid of a *balanced* hand, a common set of opening responses to a *balanced* opening is described in this document.

Unbalanced

An *unbalanced* hand, or *unbalanced* distribution, denotes an initial bridge hand of thirteen cards that are not *balanced*. If the hand contains a void, singleton, or two doubletons, the hand is *unbalanced*. Slightly more than one-half, of all hands, 52.4%, are *unbalanced* hands. Of these unbalanced hands, approximately 47% of them will contain sufficient points to permit opening one of two primary bids or one of seven secondary unbalanced openings that describe the opener's hand and permit conventional responses to the unbalanced opening bid.

Point Count

Both Openings, the *Balanced Open*, and the *Unbalanced Open*, require application of the following to determine initial Points for opening:

Goren High-Card Points (HCPs) Count -

- **4 points for an Ace,**
- **3 points for a King**
- **2 points for a Queen**
- **1 point for a Jack**
- **½ point for a 10**

The *Balanced Opener* must *adjust* the HCP count for the following initial conditions:

- **Add 1 point for a 5-card suit**
- **Deduct 1 point for a 4-4-3-3 distribution**
- **When NT appears to be the likely contract:**
 - **Deduct 1 for a Jack/10 singleton or doubleton in a suit unsupported by Partner**

THE BASICS

Similarly, the *Unbalanced Opener* must *adjust* for the following initial conditions:

- **Add 1 point for each card in a suit, longer than 4 cards.**
- **Deduct 2 for a singleton King.**
- **Deduct 1 for a singleton Queen or Jack/10, other singleton or doubleton with points.**

In both distribution cases, after Partner bids a suit in which an “initial” adjustment was made:

- **Restore any points deducted earlier**

The table shows Game and Slam requirements with the total of HCPs and *adjusted* points.

GAME and SLAM REQUIREMENTS	
BID	POINTS
Game in No Trump	26 Points
Game in Major Suit	26 Points
Game in Minor Suit	29 Points
Small Slam	33 Points
Grand Slam	37 Points

System Rationale

Although 46.7% of all hands are balanced, the Standard American openings identify only 34.2% of the balanced holdings as candidates for a balanced opening of NT. The “NT” opens are restricted by HCP ranges and disallowing the 1NT opener from holding a 5-card Major. These restrictions to the “NT” open result in a probability of 0.049; meaning that a partnership will be able to open a “NT” only 10% of the hands, as shown in the following table:

No-Trump Openings			
Open	D%	HCPs	O%
		12-14	
1NT	43.7	15-17	4.4
		18-19	
2NT	47.6	20-21	.49
		22-24	
3NT	47.6	25-27	.02
		28+	
Player NT Opening % =			4.9
Pair NT Opening % =			10

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Since there are proven, standard responses to NT openings that permit a partnership to arrive at proper contracts, the purpose of the Balanced-Unbalanced Openings System is to expand these cases to the entire set of balanced holdings. This is accomplished by expanding and enhancing the standard balanced openings as shown by the following:

Balanced Openings			
Open	D%	HCPs	O%
1C	47.6	12-14	16.6
1NT		15-18	
2NT		19-21	
2C -2x-2NT		22-24	
-2x-3NT		25-27	
-2x-4NT		28+	
Player Balanced Opening % =			16.9
Pair Balanced Opening % =			33.8

In addition to the point count expansion to 12-30 HCPs, one 5-card Major or Minor is permitted. This requires Puppet Stayman to be the Stayman Club response in all cases. Since the Strong 2C open is forcing, the Responder reports HCPs using Steps, and then, is informed by Opener of being balanced by bidding as a second bid, NT, at the designated level required to show Opener's HCPs holding. Also, the use of the 1C Opening as a Weak NT Open has required introduction of the 1D Unbalanced Open to describe length in either Clubs or Diamonds. Note that knowing that the Balanced Opens are the only balanced holdings possible, Responder is assured that any other opening describes an unbalanced hand. With the additional knowledge that any Unbalanced Opening is never balanced, and that special responses are required for the unbalanced 1D opening, standard responses to the Unbalanced Opens of 1H/S, 2D, 2H/S, 3C/D/H/S, etc. remain unchanged with the System.

The above adjustments in the opening of balanced holdings increases a pair's probability of opening a "NT" from 10% to nearly 39%.

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Balanced Opens (1C, 1NT, 2NT, 2C)

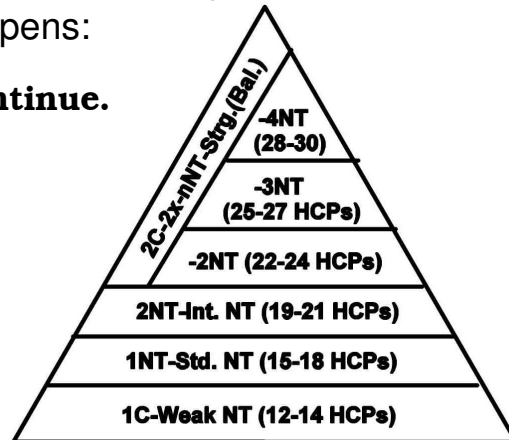
Balanced Openings permit common response sequences for each opening, and vary only by their HCP count, as defined by the six ranges below:

- 12-14 HCPs (1C)
- 15-18 HCPs (1NT)
- 19-21 HCPs (2NT)
- 22-24 HCPs (2C-2x-2NT)*
- 25-27 HCPs (2C-2x-3NT)*
- 28-30 HCPs (2C-2x-4NT)*

*When the *Strong Two* (2C) opener bids NT, based on the HCPs above, after Partner's *Steps* Response, the 2C Opener's second bid of NT, signals a balanced holding.

The same response conventions are utilized for the 2C Open, described above, as the balanced 1C, 1NT and 2NT Opens:

- **Jacoby Transfer (nD/H)**
- **PASS* with insufficient points to continue.**
- **Puppet Stayman (nC)***
- **Minor-Suit Stayman (nS)**
- **Minor-Suit Transfer (nNT/[n+1] C)***
- *** In response to 1C, 1NT is used as a replacement for PASS, and thus, the Minor-Suit Transfer bids are increased by one level.**



Strong Two (2C) (Balanced Open)

A 2C opening bid is used to show any strong suit (22+ HCPs), 9+ tricks, either a balanced or unbalanced hand. The *Steps* preface to 2C Balance Responses are described in detail, later in this section..

Balanced Opening Responses

The intention of the following conventions are to enable the "strong" Opener to be the Declarer of the contract, and thus prevent the showing of Opener's cards in the Dummy. The following are responses to NT with point counts, assuming 1NT (evaluated in the given order):

- **If you hold 5+ cards in a Major, then use Jacoby Transfer (bid Diamonds to transfer to Hearts, or Hearts to transfer to Spades).**
- **If you have less than 8 HCPs, PASS.**
- **If you hold a 3- or 4-card Major AND 8+ HCPs, then use Puppet Stayman (bid Clubs). (Note: Rarely will Responder hold less than a 3-card Major, and thus, Minor-Suit responses will be rare.)**

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- **If you have a 5-4 distribution, or better, in the Minors AND 8+ HCPs, then use Minor Stayman (bid Spades).**
- **If you have 6+ cards in a Minor, then use the Minor-Suit Transfer (bid NT or Clubs at the next level to transfer to Clubs or Diamonds, respectively).**

The above steps demand that for a 1NT Open, you either Pass or make a bid between 2C and 3C. If you have 10 HCPs or more, you must make sure that your partnership does not stop before a Game bid (when in doubt bid 3NT). When there is a match in a Suit, Responder's point count can include adjusted points (26 total for a Major, and 29 for a Minor Game). Point count response requirements for the 2NT Open can be reduced by 2-3, while the 1C Responder must increase point count requirements by 3-4 points. **Note:** Stolen Bid Doubles apply to the first convention response interference of the Balanced Response sequence.

The Balanced Open responses are described in detail, below, and should be considered in the sequence given.

Jacoby Transfers (Balanced Response)

When your partner opens with 1C, 1NT, 2NT, or 2C-2x-nNT, and you have a 5-card or longer major suit, you "transfer" to hearts by bidding diamonds, and to spades by bidding hearts. After Opener responds, you PASS with a weak hand, bid NT to invite or insist on game if your suit is 5 cards long; partner is expected to correct to your suit with 3-card support or to play in No-Trump with 2-card support. If your suit is 6 cards long, you may bid your suit a second time, or bid Game or Slam, based on your point holding. (**NOTE:** Used in conjunction with Puppet, and Minor-Suit Stayman and Transfers.)

Puppet Stayman (Balanced Response)

A method of responding to a 1C, 1NT, 2NT or the 2C-2x-nNT sequence that permits Opener is to hold a 5-card Major. For the 1NT Open, where Responder holds 8+ HCPs and a 3 or 4 card Major, the Responder bids 2C, asking Opener to bid a 5-card Major suit. If the Opener does not have a 5-card Major, but (a) holds a 4-card Major, Opener bids 2D, but with less than a 4-card Major (b) 2NT with 15-16 HCPs, or (c) 3NT with 17-18 HCPs. If the Responder to 2D has a 4-card Major, Responder bids (1) the Major that the Responder does not have, (2) 3D if holding two 4-card Majors, or with no 4-card Major, (3) 2NT with 8-9 HCPs, or (4) 3NT with 10-14 HCPs. The Opener then has the information necessary to select the appropriate suit or NT contract, without having to reveal distribution to the opponents. With con-

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siderations of point count and bidding levels, Puppet also applies to openings of 1C, 2NT and the 2C-2x-nNT sequence. (**NOTE:** Used in conjunction with *Jacoby*, and *Minor-Suit Stayman and Transfers*. Currently in popular use with 2NT Openers when standard *Stayman* is used for the 1NT open.)

Minor-Suit Stayman (Balanced Response)

The *Minor-Suit Stayman* convention uses the Spades response to the balanced open to show, at least, a five-four in the minor suits and 8+ HCPs for the 1NT Open (interest in Game), or at least four-four in the minor suits and interest in Slam. The partnership may then explore minor-suit possibilities as an alternative to playing in No-Trump. The spade response denies a four-card major, and usually denies a three-card major when *Puppet Stayman* is being utilized. Also, see *Minor-Suit Transfers*.

Minor-Suit Transfers (Balanced Response)

In conjunction with Puppet and Minor-Suit Stayman, responses to the 1NT Open of 2NT and 3C is used to transfer to Clubs and Diamonds, respectively, when 8+ HCPs and a 6+ Minor suit is held. If Opener raises to the 4-level, showing support and 17+ points, Responder may bid Game with 11-12 points, or with 14+ points, explore Slam.

Steps Plus (Strong 2C Balanced Response)

The Responder to the *Strong 2C* Opener shows, initially, one of three-point step counts as follows:

- **2D = 0-2 HCPs, or Waiting (9+ HCPs),**
- **2H = 3-5 HCPs (Game),**
- **2S = 6-8 HCPs (Game, possible Slam),**

In response, Opener may bid a long suit (6+) to show an unbalanced hand, or, with a balanced hand, Opener must show one of the following:

- **2NT = 22-24 HCPs, balanced,**
- **3NT = 25-27 HCPs, balanced (preferred to a 3NT open),**
- **4NT = 28-30 HCPs, balanced,**
- **With one of the three NT responses by the 2C Opener, Responder has the responsibility of passing or beginning the Balanced Responses sequence, and setting the final Game or Slam contract.**
- **NOTE: In each NT case, Puppet and Minor-Suit Stayman, and Major and Minor Transfers are utilized by Responder, but with insufficient points, PASS.**

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Responses to Interference Overcalls

The **Stolen Bid Double** is utilized when the first Balanced Open convention sequence response is bid by an opponent. The following describes when the Stolen Double is utilized, and when an overcall of the overcall is used:

1. If the opponent doubles, or bids at lower level than the desired convention response, the interference may be ignored, and the convention response may be bid normally.
2. If an opponent steals the bid of the desired convention response, the **Stolen Double** is utilized.
3. If the opponent bids at a level higher (non-jump) than the desired convention response, an **Overcall Response** may be made at the increased level.

NOTES: In Case 1, a Redouble of an interference Double signals sufficient strength to let the Redouble stand for penalty.

In Case 3, in the case of a jump by the opponent, a Double is for penalty.

If there is a second interference by the opponents during a convention sequence, all convention systems are off.

If a *Steps Response* is interfered, DOPI or ROPI is utilized.

In all cases, a PASS signals that the holder is too weak to make a Call at the current level.

Notes on Balanced Openings Interference

- ✦ **All Systems are ON through the first interference.**
- ✦ **The Stolen Bid Double is utilized.**
- ✦ **Convention Overcalls of Interference must be used with care, based on total HCP count and the level requirement.**

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Balanced Openings and Responses Summary

Balanced OPENS		Conventions							
No Void No Singleton Max One Doubleton Max One 5-Card Suit Distribution: 5-3-3-2 4-3-3-3 4-4-3-2 * Transfers O.K.		*PASS (with HCPs)	Puppet Stayman (3+)	Transfer Hearts (5+)	Transfer Spades (5+)	Minor Stayman	Transfer Clubs (6+)	Transfer Diamonds (6+)	<4 Clubs--BUST
OPEN	HCPs	Responses.....							
1C	12-14	<9	2C	1D	1H	1S	2NT	3C	1NT
1NT	15-18	<8	2C	2D	2H	2S	2NT	3C	
2NT	19-21	<5	3C	3D	3H	3S	3NT	4C	
2C-2x---	Responder initially answers 3-point Steps, then..								
2NT	22-24	<3	3C	3D	3H	3S	3NT	4C	
3NT	25-27	<5	4C	4D	4H	4S	4NT	5C	
4NT	28-30	<3	5C	5D	5H	5S	5NT	6C	

UNBALANCED OPENINGS

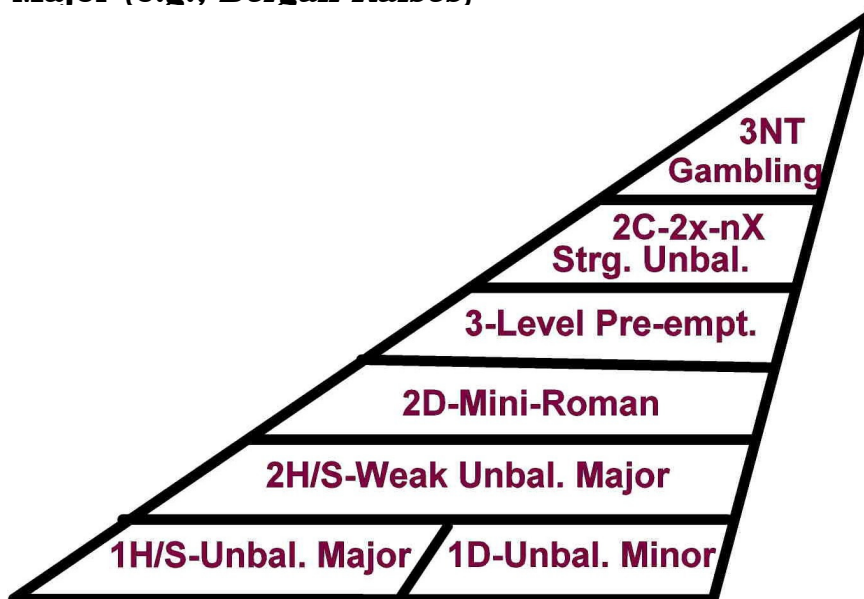
The Unbalanced Openings fall into eight dissimilar response categories; the following are the **two primary** Unbalanced Openings and their typical Convention Responses:

The Two Primary Unbalanced Opens

Unbalanced Major Open (1H/1S)

Essentially, the Standard Five-Card Major Open with the exception that the hand is never balanced: With a 5+ Major (M) Unbalanced holding of 13+ Points the responses are typically, as follows:

- ✦ **PASS with less than 6 HCPs.**
- ✦ **1S with a 4+ card Spade Suit, a 1H Open, and 6-9 HCPs.**
- ✦ **1NT when Opponents have not overcalled, and holding less than 10 HCPs and less than 3 cards of the opened Major.**
- ✦ **Major Raise (2H/2S) with 3+ H/Ss support, 6-9 HCPs.**
- ✦ **Major-Limit Raise (3H/3S) with 3+ H/S support, 10-11 HCPs.**
- ✦ **2C, Drury or Reverse Drury when Opener is in 3rd seat.**
- ✦ **Jacoby 2NT with 13+ HCPs and 4+ card support in opened Major.**
- ✦ **Minor Jump-Shift (3C/3D) with 12-15 HCPs and no 3-card Major support, but a quality 5+ cards in the Minor.**
- ✦ **And/Or, other Standard bidding sequences to an opening 5-card Major (e.g., *Bergan Raises*)**



The unbalanced Major opening responses are described in the following paragraphs.

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Major Limit-Raise (Unbalanced Major Response)

A jump raise of one of a major suit to the three-level shows 3-4 cards in the bid major, 10-11 points, and is invitational to game. Other suit bids would not be constructive. Note: A similar jump, after an overcall, could be considered defensive or invitational, depending on the partnership agreement.

Jacoby Two No-Trump (Unbalanced Major Response)

In response to a major open, and with 13+ points and 4+ card support in the suit of the Opener, then the Responder will use the Jacoby 2NT force to game or slam. The Opener, after realizing that the Responder has at least a 4-card support for his suit and that a trump suit has been established, can further describe his holding. It is important to remember that the Jacoby 2 No-Trump response is not a Limit Bid. The Responder may have more values. Opener describes holding by responding to 2NT as follows:

- * **Pass: To play 2NT.**
- * **4C: Shows weakness and indicates a desire to play in Opener's long suit.**
- * **4D: Normally an artificial bid, asking for a singleton.**
 - ▣ **If Opener has a singleton, he bids that suit.**
 - ▣ **If Opener bids 4NT, he has no singleton.**
 - ▣ **If Opener bids his Minor suit, then Opener has a singleton in other Minor suit.**
- * **4H/S: These two bids are natural and indicate a self-sufficient 6-card suit or better. Opener is required to pass.**
- * **3C/3D/3m = Singleton or void in bid suit (m: Major not opened)**
- * **3M = Very strong hand (16+), no singleton or void (M: Major opened)**
 - ▣ **3NT = Strong hand (14-15 HCPs), no singleton or void**
 - ▣ **4C/4D/4m = Quality 5 card suit**
- * **4M = Minimum opening (12-13), no singleton or void.**

If the Opener rebids the major at the 4-level, then the Opener shows minimum strength, 12-14 points, no interest in continuing the auction, and normally sets the final contract. The only situation where a slam may be attempted is when the Responder has hidden values not yet shown, such as a void or a doubleton headed by the Ace/King and a void.

Minor Jump-Shift Force (Unbalanced Major Response)

After an open of one of a Major suit, a jump-shift by Responder to a Minor, signals 5+ cards in the Minor suit, and sufficient HCPs for game, but no support in the opened Major or a secondary-suit bid

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possibility. Opener should que bid a second suit, or bid 3NT. If either partner has 17+ points, he/she must take control to investigate slam possibilities.

Unbalanced Minor Open (1D)

This open describes a an unbalanced hand with opening points and an undefined 5+ card Minor Suit. After evaluating Partner's response, below, Opener may bid a Major, NT, or identify the minor Suit by bidding the Minor. The intent is to find a non-Minor contract, if possible.

- **With 6-9 HCPs and 4+ in a Major, bid the Major, 1M.**
- **With 10+ HCPs and a 5+ card Major, bid the Major 2M**
- **With 3-3 or better in the Minors, use the Inverted-Minor Raise, described below.**
 - **2C: 10+ HCPs and 3-3 in the Minors**
 - **3C: 6-9 HCPs and 3-3 in the Minors**
 - **(Opener corrects to Diamonds when appropriate.)**
- **With 10-11 HCPs, no 4+ Major, and 5+ Diamonds, bid 2D.**
- **With 12+ HCPs, no 4+ Major, and 5+ Diamonds, bid 3D.**
- **With less than 10 HCPs and none of the above, bid 1NT, but with interference PASS.**

Inverted-Minor Raise (Unbalanced Minor Response)

In response to the Unbalanced Minor, 1D open, Responder with at least, 3-3 in the Minors, bids 3C with 6-9 HCPs, or 2C with 10+ HCPs. The idea is to keep the bidding low when the responding hand is strong. A 4+ Major bid at the 1-level is usually preferred to a double Minor raise.

The Additional Unbalanced Opens

The following six, additional, Secondary, Unbalanced Openings are described, briefly, later in this document:

- **2C –Unbalanced Strong Two**
- **2D –Mini-Roman**
- **2H/S –Weak Unbalanced Major**
- **3C/D/H/S -3-Level Pre-empts**
- **3NT –Ganbkubg 3NT (optional)**
- **4C/D –Major Strength (optional)**

Weak Major Two (2H/S) (Unbalanced Open)

An opening bid of 2H or 2S shows exactly six cards in the suit bid, with five HCPs if non-vulnerable. or at least 8 HCPs when vulnerable, but, in both cases, not strong enough to open at the one-level. Opener must have, at least, one of the top three honors in the suit. (See *Ogust*

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for weak two responses.) Used in conjunction with the *Mini-Roman Two Diamonds* opening and the **Strong Two Clubs** bid. The following response is utilized.

■ **Ogust (Unbalanced-Weak Two Response):**

In response to your weak two bid, when your partner bids 2NT, the Ogust convention allows you to clarify your hand by bidding one of the step responses, as follows:

- **3C = 5-8 HCPs & One of the top three honors.**
- **3D = 5-8 HCPs & Two of the top three honors.**
- **3H = 9+ HCPs & One of the top three honors.**
- **3S = 9+ HCPs & Two of the top three honors.**
- **3NT = AKQxxx or better**

Mini-Roman (2D) (Unbalanced Open)

This 2D open is used to describe a 4-4-4-1 or 5-4-4-0 distribution opening hand with a 11-15 HCPs count. If Responder has no interest in Game, but holds 6+ cards in diamonds, a Pass may be appropriate, but, otherwise, the best suit “up-the-line” must be bid. In this case, Opener will “correct” if Responder has bid his short suit. But, if Responder holds Game-invitational values, 2NT is bid in response to the 2D open, asking Opener to bid his short suit. Once Responder has obtained this information, and knowing Opener’s point range, a bid that invites Game, or bids Game, directly, may be made. Other 2D Opens, such as, Flannery or the Weak 2D, may be substituted for the Mini-Roman Open.

Strong Two (2C) (Unbalanced Open)

A 2C opening bid is used to show any strong suit (22+ HCPs), 9+ tricks, either a balanced or unbalanced hand. The Responder to the **Strong 2C** Opener shows, initially, three point step counts as follows:

- **2D = 0-2 HCPs, or Waiting (9+ HCPs),**
- **2H = 3-5 HCPs (Game),**
- **2S = 6-8 HCPs (Game, possible Slam),**

If Opener has not shown a Balanced hand by bidding NT, Opener’s second bid must set the Contract using Responder’s Steps response., If the 2D Steps response was 8+ HCPs, Responder must control the bidding to its conclusion. If a natural-suit cue-bid is made by Opener or Responder, after Opener’s initial suit declaration, NT is bid if a stopper is held in the cue-bid suit; otherwise, Opener’s original suit is bid at the appropriate contract level.

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Three-level Pre-empt (3C/D/H/S) (Unbalanced Open):

An opening bid at the three-level shows a holding of 7+ cards in the bid suit with, at least, two of the top three honors in the suit, and usually, a minimum of 7 HCPs, but insufficient point count to open at the one-level. Pre-emptive opens are preferred for third seat, and should be evaluated on worst-case considerations: down one or two, doubled, with known vulnerability of Opener or Overcalled, and Opponent. The guidelines are as follows for hand strength and different vulnerabilities:

- ✦ **Unfavorable vulnerability: within 1-1/2 tricks of contract.**
- ✦ **Both vulnerable: within 2 tricks of contract.**
- ✦ **Neither vulnerable: within 2-1/2 tricks of contract.**
- ✦ **Favorable vulnerability within 3 tricks of contract.**
- ✦ **These can be relaxed 1/2 trick or so if partner is a passed hand.**

Namyats Major Strength (4C/D) (Unbalanced Open)

A convention in which an opening bid of 4C promises a long Heart suit and an opening of 4D promises a long Spade suit. By its more general application, the bidder promises a hand stronger than the normal direct opening of four of a major suit. This convention was devised as part of the Little Major system, and was devised by Samuel Stayman, and the name is Stayman spelled backwards.

Gambling Three No-Trump (3NT) (Unbalanced Open)

The Open of 3NT shows a 7+card, solid minor suit (at least AKQxxxx) and one, or preferably, two, outside stoppers. Responder has these choices to bid:

- ✦ **4NT: This is a conventional bid. Opener has already shown an Ace, and therefore the responses are downgraded---**
 - ✦ **5C: Promises 1 Ace**
 - ✦ **5D: Promises 2 Aces**
 - ✦ **5H: Promises 3 Aces**
- ✦ **5C: This bid shows a desire to play in the Minor suit of the Opener. This can be a possible Preempt.**
- ✦ **5D: This bid is natural.**
With a high honor in Clubs, Responder has reasoned that Opener's suit is Diamonds. Opener should pass.
- ✦ **5NT: A forcing response asking Opener to bid. A Grand Slam if Opener has additional values, such as an 8-card Minor suit, or King/Queen in a side suit.**
- ✦ **6C: Shows a desire to play a Minor suit slam.**

UNBALANCED OPENINGS

Unbalanced Opens Summary

<u>Unbalanced OPENS</u>	Convention	Points	Distribution	Comments
1D ^{ab}	Unbalanced Minor	12-21	6 ⁺ or 5 ⁺ -4 ⁺	Opening Bid of Undefined Minor Suit promises 5 Cards. Change to Major promises 4 Cards. After Minor identification, each addi- tional Bid of a Suit prom- ises 1 more.
1H/S ^{acd}	Unbalanced Major			
2C-2x-nY	Strong 2C (in Suit Y)	22+	6 ⁺ or 5 ⁺ -4 ⁺	See above.
2D	Mini-Roman	11-15	4-4-4-1 or 5-4-4-0	Pass with six diamonds, or bid longest. Bid 2NT to have short suit bid.
2H/S	Weak Two Major	5-11	6 Exactly of Major	Ogust Responses if Game interest.
3Z	Pre-empt Three	10-11	7+ of Suit Z	Responder bids Game with 2-3 quick tricks.
3NT	Gambling 3NT	16-18	7+ Solid Minor	One, preferably two, im- mediate outside stoppers.
4C/D	<u>Namyats</u> Major Strength	17+	Solid H/S (invites Slam)	4C/D promises a hand stronger than a 4H/S Open.

Responses: ^a1NT/6-9 pts, no support ^bInverted Minor to 2/3C 3+/3+ in Minors
^cLimit Raise ^dJacoby 2NT

OPENING SUMMARY

Openings Summary Table

OPEN	POINTS	DESCRIPTION	RESPONSES
1C	12-14 HCPs	^Balanced-Weak NT	Balanced (Special)
1D	13-21 Adjusted	^Unbalanced-Minor (5+ card Minor, No 5+ card Major)	Special
1H/S	13-21 Adjusted	Unbalanced-Major (5+ card Major)	Standard
1NT	15-18 HCPs	Balanced-Standard NT	Balanced
2C	22+ Adjusted or 9 Tricks	^Balanced-Strong NT or Unbalanced-Strong	Steps & Balanced or Natural
2D	11-15 HCPs	Unbalanced Mini-Roman (5-4-4-0 or 4-4-4-1)	Standard
2H/S	5-11 HCPs	Unbalanced-Weak Major (6-Card Major)	Ogust
2NT	19-21 HCPs	Balanced-Intermediate NT	Balanced
3C/D /H/S	9-12 Adjusted	Unbalanced-Preempt (7+ Card Suit)	Natural
3NT	15-18 HCPs	Unbalanced-Gambling (7+ Card Suit)	None
4C/D	Game +	Unbalanced Strong Major (Namyats)	Slam Asking

^A Dwyer Modification

APPENDIX

Other Calls

Cappelletti [Hamilton] (Overcall)

An immediate overcall (LHO) of a 1NT opening bid describes an overcall hand of 13+ points, non-vulnerable, or 15+ points, vulnerable, and either a one-suited or a two-suited hand (see *Rule of 8*), as follows:

- **2C shows a one-suited hand (6+ cards),**
 - **If 2C is Doubled, Redouble to show 7+ points and support in all suits, plus invitation to Partner to compete at the 3-level in the long suit**
 - **Pass – 6+card, solid, Club Suit**
 - **2D – Relay Bid**
 - **Pass – 6-card Diamond Suit**
 - **Opener Bids Long Suit**
 - **2H/2S – 5+card Heart/Spade Suit**
 - **2NT – 11+ HCPs and support in all four suits**
- **2D shows both Majors (5+ cards each),**
 - **2H/2S – Bid Better Major**
 - **2NT – Request Minor Suit Bid**
 - **3C – 6+card, solid, Club Suit**
 - **3H/3S – 4+card Heart/Spade Suit, Invitational**
- **2H/2S shows Hearts or Spades, and a Minor (at least, 5-4 distribution),**
 - **Pass – Major O.K.**
 - **2NT – Minor Suit Bid Request**
 - **3H/3S – Major Limit Raise, 10-12 points**
 - **New Suit – Natural, non-forcing**
- **2NT shows both Minors (5+ cards each),**
 - **Bid Better Minor**
 - **Bid 6+card Major**
- **DOUBLE is for penalty.**

NOTE₍₁₎: Cappelletti may also be used over 2NT or 3NT openings, including Gambling 2NT and 3NT. Also, if Partner opens at the 1-level, and is overcalled with a 1NT, Cappelletti responses may be given to the Opener.

NOTE₍₂₎: Vulnerability, points holding, and the location of the NT Opener (in front, or behind you), should be considered carefully, before bidding.

NOTE₍₃₎: All Cappelletti bids and responses are Alert able.

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Control-Showing Cuebids

This is a useful tool for investigating slam possibilities. The general rule is that after a trump suit has been agreed upon, a non-jump bid higher than three of the agreed suit, in a suit not bid by your side, is a control-showing bid. Usually, the control is the ace of that suit, but in some cases, it is a void. Further bids of non-agreed suits are also control-showing cue-bids, and the second such bid, in the same suit, shows second-round control. After a control-showing cue-bid has been made, the bidding may end only in the agreed suit (or in No-Trump) at game, or higher. If the agreed trump suit is a minor, the bid of an unbid suit below 3NT is not a control-showing bid, but a natural suit bid.

Fishbein (Double/Overcall)

When the LHO of a Weak Two or 3-level Pre-empt Opener is doubled, the double is for penalty. Partner of the Doubler is expected to Pass. If the LHO bids the cheapest suit in sequence, the bid is equivalent to a Take-out Double. In this case, Partner responds with one of the following responses:

- **With 8 points or less, the RHO bids longest suit at the lowest level.**
- **With 9-11 points, bid Game in longest suit.**
- **With 12+ points, cuebid Opener's suit.**

If Opener's LHO passes, a Double or Overcall by the RHO is treated as takeout or natural, respectively.

Gerber Key-Card Identification

When the Responder to RKC 0314 Gerber answers 4H (1 or 3), and the 4C bidder holds 3 key-cards, Responder may be asked to identify the location of his key-card holding by a bid of 4NT: Responder bids the suit of the Key Card at the 5-level in response to the 4NT.

NOTE: A 5C, normal Gerber bid, is used to ask about unreported Kings,, when the 4NT Gerber Key-card Identification request is not utilized.

Michael's Cue Bid (Overcall)

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)

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shows that the cue bid was strong (17 points or more). (See the Table below, and *Unusual Two No-Trump*.)

Opponent Open	Michale's		Unusual 2NT	
	Overcall	5-Card Holdings	Overcall	5-Card Holdings
1C	2C	Hs & Ss	2NT	Hs & Ds
1D	2D	Hs & Ss		Hs & Cs
1H	2H	Ss & Minor		Cs & Ds
1S	2S	Hs & Minor		Cs & Ds

Negative Double (Overcall)

When your partner opens with one of a Major suit and the next player overcalls at the one- or two-level, a negative double is a takeout for the unbid suits. In particular, it shows 4 cards in the unbid Major with 10 points, or a 5- or 6-card major with a hand too weak to bid the major at a higher level.

Roman Key-Card (RKC) Blackwood/Gerber

This 4NT Blackwood bid asks partner about Keycards. The Keycards are the four Aces, and the King of the trump suit. If No trump suit has been agreed, the last suit bid is considered the trump suit. If no suits have been bid, the four Aces are the only four Keycards. Partner bids:

- **5C with 1 or 4 Keycards,**
- **5D with 0 or 3 Keycards,**
- **5H with 2 or 5 Keycards but no Queen of the trump suit, and**
- **5S with 2 or 5 Keycards and the Queen of the trump suit. A**

5NT Asks Responder to count Kings, minus the Key-card King, and to bid 6C for an odd total, or 6D for an even total..

Note: For RKC Gerber (4C) the response steps are identical, except that the responses begin at 4D.

RKC DoPI and RoPI

In the rare cases when RKC Blackwood/Gerber responses are interfered by the opponents, DoPI is used to respond after an interference bid, and RoPI to an opponent's Double. The normal Step Responses are replaced by Double/Reddouble,Pass,Insequence bids. (See *Steps Response Summary*.)

S.O.S Redouble

When Partner bids a second or third suit, and the opponents double, a redouble by Partner is for take-out.

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Step Responses Summary

CONVENTION	Asking	Interfer-	STEP RESPONSES				NOTES:
			RKC 0314				
			S1	S2	S3	S4	
Gerber	4♣		4♦	4♥	4♠	4NT	<i>The normal or Odd/Even 5♣ Gerber may be used to ask for Kings---</i> <i>S1: Odd #, S2: Even #</i>
DOP1		4X	D	P	4X+1	4X+2	
ROP1		D	RD	P	4♦	4♥	
Blackwood	4NT		5♣	5♦	5♥	5♠	<i>The normal or Odd/Even 5NT Blackwood may be used to ask for Kings---</i> <i>S1: Odd #, S2: Even #</i>
DOP1		5X	D	P	5X+1	5X+2	
ROP1		D	RD	P	5♣	5♦	
Exclusion	nY		nY+1	nY+2	nY+3	nY+4	<i>S1: 0 or 3 Aces, S2: 1, Ace S3: 2 Aces (All excluding suit Y Ace.)</i>
DOP1		nX	D	P	nX+1	nX+2	
ROP1		D	RD	P	nY+1	nY+2	
			Other STEP Responses				NOTES:
			S1	S2	S3	S4	
Ogust	2NT		3♣	3♦	3♥	3♠	<i>S1: 1 of Top 3, 5-7 HCPs S2: 2 of Top 3, 5-7 HCPs S3: 1 of Top 3, 8-11 HCPs S4: 2 of Top 3, 8-11 HCPs S5: 3NT, All of Top 3</i>
DOP1		2X	D	P	2X+1	2X+2	
ROP1		D	RD	P	4♦	4♥	
Strong 2♣	2♣		2♦	2♥	2♠		<i>S1: 0-2 HCPs or 9+ HCPs S2: 3-5 HCPs S3: 6-8 HCPs</i>
DOP1		2X	D	P	2X+1		
ROP1		D	RD	P	2♦		

P: Pass **D:** Double **RD:** Redouble **+n** : the nth Bid in Sequence from last call.

X: Interference Suit **Key-Cards:** 4 Aces + King of Agreed suit (or Last suit bid).

Y: Void Suit **Sn:** Step n **Q:** Queen of Agreed suit (or Last suit bid).

NOTE: If a 1/4, 0/3 or 2/5 RKC response is given, then 1, 0 or 2 must be assumed by the Asking Partner, to set the Contract. If the response, actually, showed 4, 3 or 5 RKC's, Responder would then set the appropriate Slam Contract, and the Asking Partner would have the option to modify.

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Unusual Two No-Trump (Overcall)

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 Heart Suit. (See *Michael's Cue Bid*.)

Voidwood [Exclusion Blackwood]

After a suit has been established (e.g., 1S-3S), a jump to the 5-level in a suit by Opener, indicates that Opener has a void in that suit, and asks partner about Keycards, excluding the void-suit Ace. The Keycards are the three other Aces, and the King of the trump suit. If no trump suit has been agreed, the last suit bid is the trump suit. If no suits have been bid, the three Aces are the only three Keycards. Partner bids the next bids in sequence: (next) 1 or 4 Keycards, (next+1) 0 or 3 Keycards, (next+2) 2 Keycards but no Queen of the trump suit, and (next+3) 2 Keycards and the Queen of the trump suit.

Weak Jump Overcall

A jump overcall over an opponent's opening suit bid, or one-level response, is weak and preemptive, and shows at least six cards in the suit, with about 7-11 HCPs.

APPENDIX

Signaling & Leads

General Signals

Encouraging: an odd card value,
OR,

when only even cards are held, see *High-Low Echo*.

Discouraging, an even card value.

High-Low Echo

Encouraging. Used only when an odd card is not available for signaling on the initial lead of the suit: when Partner has lead control of a Suit, play a high card on the first lead, and a low card on the second lead of the Suit, to signal that you wish a third lead of the Suit..

Odd/Even Attitude Signals

General: Odd-Encouraging, Even-Discouraging --

- **1st Lead of a Suit: Odd = Encouraging, Even(Hi) = Prefer Higher Suit Rank above current, Even(Lo) = Prefer Lower Suit Rank below current.**
- **1st Discard: Odd = Preferred Suit, Even(Hi) = Prefer Higher Suit Rank above current, Even(Lo) = Prefer Lower Suit Rank below current.**

Leads & Signaling Strategy Against NT

On the initial defensive lead, both the Leader and Partner may SIGNAL:

Leads to NT Contracts (except 6 or 7NT)			
*Pri- ority	Leader's Situation	Lead THE Suit	Partner's Response (ASAP)
1	Holding a Suit headed by a Three-Card Sequence with an Honor (XXX.. or Third Card in Sequence is one count less of being a 3-Card Sequence).	Highest Honor Card of Suit.	Return Lead Suit (Low Odd to Continue, Even to Switch)
2	Holding Suit Headed by Two Adjacent Honors (XXxxx or XXxx)	Lowest Odd Card of the Suit (or if no Odd Card, a High Even Card of Suit)	If Odd or ^High Even , Return Lead Suit (Low Odd to Continue, Even to Switch).
3	Partner Opened a Suit or Overcalled a Suit	Lowest Odd Card of the Suit (or if no Odd	If Odd , Return Lead Suit. If High Even , Switch to

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Leads to NT Contracts (except 6 or 7NT)			
*Priority	Leader's Situation	Lead THE Suit	Partner's Response (ASAP)
		Card, a High Even Card of Suit)	Higher Suit. If Low Even , Switch to Lower Suit.
4	Partner Doubled An Artificial Suit Bid.	Lowest Odd Card of the Suit (or if no Odd Card, a High Even Card of Suit)	If Odd , Return Lead Suit If High Even , Switch to Higher Suit. If Low Even , Switch to Lower Suit.
5	Hold a Four or Five Card Suit with Honor(s), but not Headed by a Sequence.	Lowest Odd Card of the Suit (or if no Odd Card, a High Even Card of Suit)	Return Lead Suit (Low Odd to Continue, Even to Switch)
6	Six + Worthless Cards with Two Outside Entries.	Lead High Odd Card	Return Lead Suit (Low Odd to Continue, Even to Switch)
7	Hold a Three-Card Suit headed by an Honor.	Lowest Odd Card of the Suit (or if no Odd Card, a High Even Card of Suit)	Return Lead Suit (Low Odd to Continue, Even to Switch)
8	A Major Suit Not Shown or Implied by Opponents.	Major Suit with an Even Signal Suit Switch.	Continue Suit or Switch per Signal, depending on holding
9	A Doubleton with inferred length holding by Partner.	Highest Card in Suit, but not Q.	Continue Suit or Switch per Signal, depending on holding
10	Bidding Implication by Defenders Showing a Short Minor Holding	Minor Suit with an Even Signal Suit Switch.	Continue Suit or Switch per Signal, depending on holding.
11	Holding Three or Four Worthless Cards.	Even Signal for Suit Switch.	If High Even , Switch to Higher Suit. If Low Even , Switch to Lower Suit.

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Leads Signals Summary for NT Contracts (except 6 or 7 NT)

Leads	Summary:	Shows...	
Ace	AKQ10, AKJ9, AQJ10 (Unblock Signal)	
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	
Odd	Encouraging	
Even	Discouraging if bid by Opponents (Suit Switch)	
<p>*Priority guidance may differ with the situation.</p> <p>^When an Odd Card is not held to Signal, the best Even Card must be used.</p>		<p>Notes: to Switch Suits</p> <p>Lo Even- 2 or 4 to Lower Suit.</p> <p>Hi Even- 6 or 8 to Higher Suit</p> <p>If two Hi or Lo Suits, use bidding, Dummy, and Holding to determine Suit.</p>	<p>Discards (Sluffs):</p> <p>Odd-Encourage Suit.</p> <p>Lo Even-Lo Suit Switch.</p> <p>Hi Even- Hi Suit Switch.</p>

APPENDIX

Leads & Signaling Strategy Against A Suit Contract

On the initial defensive lead, both the Leader and Partner may SIGNAL:

Leads to Suit Contracts (exceptf for Slams)		
Leader's Situation	Suit To Lead	Partner's Response (ASAP)
Bidding clearly implies a weak Suit...	Lead weak suit with signal for continuation.	If odd card lead, continue. Otherwise, switch.
Your winning tricks may disappear because of a long suit held by Dummy.	Attack with winners.	Signal as appropriate.
Hold 3-4 cards in Partner's Opening or Overcalled Suit.	Lead Prtner's suit wih signal.	If odd card lead, assume Partner holds minimum of Suit Q, and lead accordingly.
Strength in Declarer's 1 st Bid suit, AND Trump is a different suit.	Trump	Lead Trump, then, De-clarer's 1 st bid suit.
With length in Trumps.	An odd card in a Long Suit that forces Declarer to use De-clarer's trump in hand.	Return suit lead.
A short suit AND an early trump entry that will not use natural trump tricks.	An odd card, or high card, in short suit.	Return suit lead.
Hold 2+ high Honor card se-quence..	Top high cards of suit.	Return suit lead.
Hold AK doubleton.	Lead K of suit.	Return suit lead to give up lead.
Holding a Suit headed by a Three-Card Sequence with an Honor (XXX.. or Third Card in Sequence is one count less of being a 3-Card Sequence).	Highest Honor Card of Suit.	Return Lead Suit (Low Odd to Continue, Even to Switch)
Partner Doubled An Artificial Suit Bid.	Lead Doubled Suit with signal.	If Odd, Return Lead Suit If High Even, Switch to Higher Suit. If Low Even, Switch to

APPENDIX

Leads to Suit Contracts (except for Slams)		
Leader's Situation	Suit To Lead	Partner's Response (ASAP)
		Lower Suit.
<u>NOTE:</u> Avoid underleading an Ace.	<u>Signals:</u> Low Even- 2 or 4 High Even- 6 or 8	<u>Discard (Sluff):</u> Odd-Encourage Lo Even-Lo Suit Hi Even- Hi Suit

Initial Discard By Either Partner

The first card discarded by either Partner may provide info:

Discard Meaning (Signal)	
First Card Discarded	Action? By Partner
Odd-Encouraging	Lead (High?) in Discard Suit
Even (High-8 or 6)	Preferred Lead to Higher-Ranked non-Trump Suit
Even (Low-4 or 2)	Preferred Lead to Lower-Ranked non-Trump Suit

APPENDIX

Rules

Rule of 2, 3 & 4

Should I pre-empt?

Pre-empt such that you expect to lose two tricks with unfavorable vulnerability or three tricks with equal vulnerability, and four tricks with favorable vulnerability.

Rule of 5

If the opponents reach the 5-level in competition, defend.

A general guideline that states that if the opponents, in a competitive auction, have reached the level of five, then the conclusion is that it is better to defend. This conclusion is based on studies, experience and mathematical percentages of the average. The same principle can also be applied to low-level contracts at the three level.

Rule of 7

How many tricks to hold up when playing no trump?

When declaring at no-trump and determining how many tricks to hold up, subtract the number of cards that you and the dummy hold in the suit led from 7. Hold up that many times. Hence if spades are led and your partnership holds six spades, hold up one round and take the second spade trick. On the other hand, if you have five spades between you, hold up twice and take the third trick.

Rule of 8

Whether to make a two-suited overcall of one no_trump?

When considering a two-suited overcall after a 1 no-trump opening bid, if the number of losers you have (counting missing aces, kings and queens) subtracted from the number of cards in your two longest suits is no more than 2 and you have at least 6 high card points, ($2 + 6 = 8$ hence the rule name) then you may make a two-suited overcall with a five-four distribution.

Rule of 9

Should the suit contract be doubled?

If a contract has reached a specified level, add that level to the number of cards held in the trump suit. If the total is nine or more, double. For example, if the contract is at 4S, and you hold five spades, then $4 + 5 = 9$, and you should double.

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Rule of 11

What is the distribution of the remaining suit when fourth best is lead to no trump?

To determine the number of cards in the partner of the opening leader's hand (or in the declarer's hand) of the suit in which the opening leader lead fourth down, subtract the number of the card led from 11. Reduce this count by the number of cards you see in your hand and the dummy that are higher than the card led, the result is the number of cards higher than the card led in the other opponent's hand. Note that you may find from this exercise that your partner did not lead fourth down. This is also a valuable insight.

Rule of 13

Whether to open 2C or one of a suit when you have a 22+ point distributional hand?

To be used when you have one of those strong 2C Openers that is unbalanced hand, with less than 22 HCPs, unadjusted, and you are not sure whether to open one of a suit or 2C. Add up your defensive tricks (A=1, AK=2, KQ=1, Kx=1/2, QJx=1/2). Multiply the total by 2. Add all length cards of more than 3 in a suit. If the total is 13 or more, open 2C.

For example, you hold: AKJxxxx KQJxx A void. Only 18 high card points, but what does the rule of 13 say? You have 2 defensive tricks in spades, one in hearts, and one in diamonds...total 4. Multiply by 2=8. Add length tricks (4 in spades and 2 in hearts)=14. Open 2C. If we change the hand slightly to AKJxxx KQJx Axx void, we still have the same 18 high card points, still the same void, still the same 4 defensive tricks, but now we only have 4 length tricks, so $4 \times 2 = 8 + 4 = 12$. Now this hand is not a 2C Opener.

Rule of 15

Should I open after three initial passes to me?

After three initial passes, open the bidding if the number of High Card Points plus the number of SPADES equals 15 or more.

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Rule of 20

Should I open a borderline hand in first or second seat?

When the number of high-card points are added to the number of cards in the two longest suits total to twenty or more, then the player should decide to open. If the total equals less than twenty, then the player should not open. The other opening requirement is that the working cards or values should be located in the two longest suits. As examples, Hand 1 and Hand 2, both have HCPs of 10, and Rule of 20 points of 20, but Hand 1 should not be opened, because the HCPs are not in the two longest suits.

Hand 1

S : A

H : 109874

D : A10943

C : 94

Hand 2

S : 6

H : AQ965

D : A10965

C : 42

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Tables

Split Probability Table

YOU & PARTNER HOLD	REMAINING CARDS WILL SPLIT	%
6 cards of suit	4-3	62
	5-2	31
	6-1	7
	7-0	0.4
7 cards of suit	4-2	48
	3-3	36
	5-1	15
	6-0	1
8 cards of suit	3-2	68
	4-1	28
	5-0	4
9 cards of suit	3-1	50
	2-2	40
	4-0	10
10 cards of suit	2-1	78
	3-0	22
11 cards of suit 9/98	1-1	52
	2-0	48

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Finesse Table

YOU LACK	NUMBER of CARDS IN COMBINED HANDS	TACTIC
KING	11+	Play Ace.
	10 or less	Finesse.
QUEEN	9-10	Play Ace. If both follow, play for drop.
	8 or less	Finesse
JACK	7+	Play for drop.
	6	Toss-up. 9/98

APPENDIX

Lead Table

Holding	NO TRUMP					
	With Side Entry		Without Side Entry		SUIT	
	1st lead	2nd lead	1st lead	2nd lead	1st lead	2nd lead
AKQJ or more	A	J	A	J	K	J
AKQxxx	A	K	A	K	K	Q
AKQxx	K	Q	K	Q	K	Q
AKQx or AKQ	K	Q	K	Q	K	Q
AKJxxxx	A	K	A	K	K	A
AK10xxxx	A	K	A		K	A
AKJ10xx	A	K	J		K	A
AKJxx	A		odd		K	A
AKJxx	K		odd		K	A
AQJxx or +	A	Q	Q		avoid	
AQ109x	10		10		avoid	
AJ10x or more	10		10		avoid	
A109x or more	10		10		A	10
AKx	K	A	K	A	K	A
AK alone	avoid		avoid		A	K
KQJ or more	K	J	K	J	K	J
KQ10 or more	K		K		K	
KQxxxxx	K	odd	odd		K	
KQxxxx	K		odd		K	
KQ9xx	K		4th		K	
KQxxx	odd		4th		K	
KQxx	odd		4th		K	
KQ or KQx	K	Q	K	Q	K	Q
KJ10x or more	10		10		J	
K109x or more	10		10		10	
K98x or more	9		9		9	
QJ10x or more	Q	10	Q	10	Q	10
QJ9x or more	Q		Q		Q	
QJxx or QJxxx	odd		odd		Q	
QJ alone	avoid		avoid		Q	
Q109x or more	odd		odd		odd	
Q98xx	odd		odd		odd	
J109x or more	J		J		J	
J108x or more	J		J		J	
J10xx or more	odd		odd		odd	
J10x	J		J		J	
J98x or more	odd		odd		odd	
1098x or more	10		10		10	

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Hand Distribution Table

Distribution	Total Hands	Prob.
13,0,0,0	4	6.30E-12
12,1,0,0	2,028	3.19E-09
11,2,0,0	73,008	1.15E-07
11,1,1,0	158,184	2.49E-07
10,3,0,0	981,552	1.55E-06
10,2,1,0	6,960,096	1.10E-05
10,1,1,1	2,513,368	3.96E-06
9,4,0,0	6,134,700	9.66E-06
9,3,1,0	63,800,880	0.0001
9,2,2,0	52,200,720	8.22E-05
9,2,1,1	113,101,560	0.000178
8,5,0,0	19,876,428	3.13E-05
8,4,1,0	287,103,960	0.000452
8,3,2,0	689,049,504	0.001085
8,3,1,1	746,470,296	0.001176
8,2,2,1	1,221,496,848	0.001924
7,6,0,0	35,335,872	5.56E-05
7,5,1,0	689,049,504	0.001085
7,4,2,0	2,296,831,680	0.003617
7,4,1,1	2,488,234,320	0.003918
7,3,3,0	1,684,343,232	0.002652
7,3,2,1	11,943,524,736	0.018808
7,2,2,2	3,257,324,928	0.00513
6,6,1,0	459,366,336	0.000723
6,5,2,0	4,134,297,024	0.006511
6,5,1,1	4,478,821,776	0.007053
6,4,3,0	8,421,716,160	0.013262
6,4,2,1	29,858,811,840	0.047021
6,3,3,1	21,896,462,016	0.034482
6,3,2,2	35,830,574,208	0.056425
5,5,3,0	5,684,658,408	0.008952
5,5,2,1	20,154,697,992	0.031739
5,4,4,0	7,895,358,900	0.012433
5,4,3,1	82,111,732,560	0.129307
5,4,2,2	67,182,326,640	0.105797
5,3,3,2	98,534,079,072	0.155168
4,4,4,1	19,007,345,500	0.029932
4,4,3,2	136,852,887,600	0.215512
4,3,3,3	66,905,856,160	0.105361
Total:	635,013,559,600	1

APPENDIX

Point-Count Probability Table

Bal. Open	HCPs	Occurences	Probability	Avg. Honors
Ace Asking (4C or 4NT)	37	4	6.30E-12	13
	36	60	9.45E-11	12.4
	35	624	9.83E-10	12.0769
	34	4,484	7.06E-09	11.4585
	33	22,360	3.52E-08	11.2161
	32	109,156	1.72E-07	10.6851
	31	388,196	6.11E-07	10.4401
2C-2x-4NT	30	1,396,068	2.20E-06	10.0376
	29	4,236,588	6.67E-06	9.7116
	28	11,790,760	1.86E-05	9.4187
2C-2x-3NT	27	31,157,940	4.91E-05	9.0614
	26	74,095,248	0.000116683	8.7857
	25	167,819,892	0.000264278	8.467
2C-2x-2NT	24	354,993,864	0.000559034	8.1655
	23	710,603,628	0.00111904	7.8697
	22	1,333,800,036	0.00210043	7.5769
2NT	21	2,399,507,844	0.00377867	7.2797
	20	4,086,538,404	0.00643536	6.9817
	19	6,579,838,440	0.0103617	6.7023
1NT	18	10,192,504,020	0.0160508	6.3982
	17	14,997,082,848	0.0236169	6.1113
	16	21,024,781,756	0.0331092	5.8196
	15	28,090,962,724	0.0442368	5.5275
1C	14	36,153,374,224	0.0569332	5.2273
	13	43,906,944,752	0.0691433	4.9381
	12	50,971,682,080	0.0802687	4.645
Unbal. 2+ Level Opens	11	56,799,933,520	0.0894468	4.3279
	10	59,723,754,816	0.0940511	4.0415
	9	59,413,313,872	0.0935623	3.7356
	8	56,466,608,128	0.0889219	3.4192
	7	50,979,441,968	0.0802809	3.0811
	6	41,619,399,184	0.065541	2.8059
	5	32,933,031,040	0.0518619	2.462
	4	24,419,055,136	0.0384544	2.0525
	3	15,636,342,960	0.0246236	1.7448
	2	8,611,542,576	0.0135612	1.4186
	1	5,006,710,800	0.00788442	1
0	2,310,789,600	0.00363896	0	
		635,013,599,600		