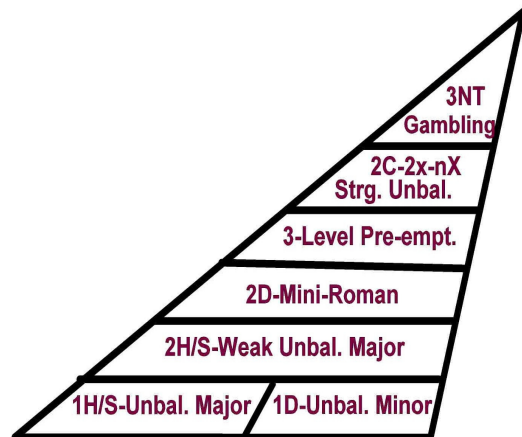
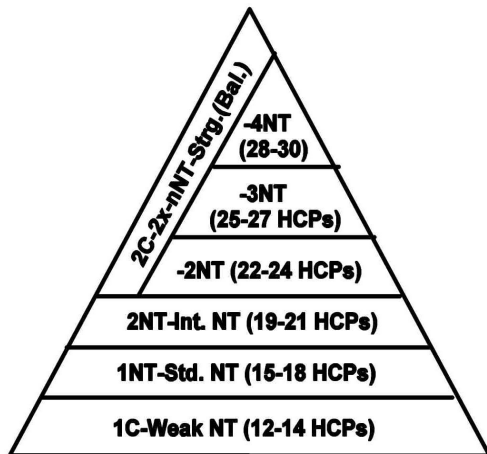


THE

***BALANCED-
UNBALANCED***

OPENINGS SYSTEM

*With
Supporting
Information*



BY J. R. DWYER

Version 1.4
September 27, 2007

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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 partnering with the author.

The Openings and Bidding of the System has been relatively satisfactory. Any lack of major success can be attributed to the author's own failings in play and defense.
- J.R.D.

Terminology:

"HCPs" denotes Goren High-Card Points with adjustments.

"NT" denotes No-Trump.

"Opener" denotes the Player that bids first."

"Responder" denotes the Partner that responds to the Opener.

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THE RATIONALE

Why A New Opening System?

Pick up your bridge hand! There is a 47.6% chance that the distribution is one of three:

5-3-3-2, 4-4-3-2 or 4-3-3-3.

This set of distributions is commonly called a "balanced distribution" or a "balanced hand". If nearly one-half of the hands that you hold are balanced, does it make sense to have one consistent set of openings for different HCP ranges that permit your partner to use common, precise response sequences for those openings?

All of the other hand distributions, consisting of 52.4% of your holdings will be described as "unbalanced". Unbalanced holdings are of thirty-seven different distributions, always contain a void, singleton or two doubletons, and consist of a 5-4-x-x, 6-x-x-x, 4-4-4-1 or greater distribution. Yes, maybe a variety of opening conventions and responses are appropriate for the unbalanced situations.

How can we "tweak" the Standard American System's opens to identify all balanced holding opens, and permit common responses? To do this, requires the following modifications:

- **Establish a set of opens that describe each holding as balanced, and covers all possible balanced hands with 12+ HCPs.**
- **Provide precise HCP ranges for each balanced open that has been established.**

To start with our modification of Standard American, let's expand and enhance the current, common No-Trump openings:

1. Expand the existing HCP ranges:
 - **1NT for 15-18 HCPs**
 - **2NT for 19-21 HCPs.**
2. Drop the Standard 3NT Open (use 3NT for Gambling 3NT or other).
3. Add a Weak "No-Trump" Open:
 - **1C for 12-14 HCPs.**

THE RATIONALE

4. For balanced holdings containing 22+ HCPs, use:

■ **2C for 22-30+ HCPs**

- **Responder bids 2D, 2H or 2S per agreement (e.g., Steps)**
- **Opener, then, shows a balanced holding and HCP range:**
 - **2NT for 22-24 HCPs**
 - **3NT for 25-27 HCPs**
 - **4NT for 28-30 HCPs**
 - **With sufficient HCPs, Responder uses Balanced Opening Responses for Game or Slam, otherwise PASS.**

5. Permit one 5-card Major, or Minor, to be held in all balanced opens.

So, what do the Balanced Openings look like now:

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

With complete coverage of all balanced opens of 12 HCPs or more, a balanced open may be identified approximately 39% of the time by a Pair. This compares to the Standard No-Trump opening percentage of 10% by a Pair. The only key change to the Standard No-Trump responses is the usage of Puppet Stayman instead of Standard Stayman for all of the Balanced Opens. Thus, all opens of 1D, 1H or 1S, and higher-level suit openings, are assured of NOT being balanced.

What else have we done to each of the Standard American openings that require adjustment to our thinking:

- **1C and 1D are now specific in describing their distribution**
 - **1C-Balanced**
 - **1D-Unbalanced, Unspecified Minor of 5+ length, with no 5+ Major, but with responses that attempt to find a Major fit when possible, and capability of specifying the Minor.**
- **All suit openings of 1H, 1S, and suit openings at the two-level, or greater, may continue to use standard opening conventions and responses, with the added knowledge that the one-level suit openings are unbalanced.**

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 is 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**

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.**

BASICS

- **Deduct 1 for a singleton Queen or Jack/10, other singleton or doubleton with points.**

In both distribution cases, after Partner bids a suit 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	ADJ. 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

SYSTEMS COMPARISONS

Analysis and Comparison

By analyzing the most common hand distributions, their common, related convention, and then ranking their occurrences, the following table results:

Rank	Distributions	HCPs	D%	P%	Open%
1	Balanced (3): 5-3-3-2 4-3-3-3 4-4-3-2	12+	47.6	34.8	16.6 (4.9)
2	Major (36): 5-4-x-x 6+-x-x-x	12-21	26.2	17.2	4.5
3	Minor (36): 5-4-x-x 6+-x-x-x	12-21	26.2	17.2	4.5
4	Weak Major- (7) Non-Vulnerable Vulnerable	6-x-x-x 7-11 8-11	8.3	28.2 18.3	2.3 1.5
5	Flannery: (3) 4-5-x- x	11-15	6.2	34.0	2.1
6	Mini-Roman (2): 4-4-4-1 5-4-4-0	11-16	4.2	37.3	1.6
7	Pre-empt: (23) 7+-x-x- x	9-10	4.0	18.8	0.8
8	Strong 2C: (39) ALL	22+	100. 0	0.4	0.4

D%:Distribution % P%:Opening Points % Open%: Opening %

SYSTEM COMPARISONS

Balanced vs. NT Openings

Std. 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

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 % =			16.6
Pair Balanced Opening % =			33.8

Standard Non-NT Openings

Non-NT Openings			
Open	D%	Points	O%
1C/D (No 5+ Major)	56.3	13-19	17+
1H/S-5+ Major		13-19	
2C-Strong		22+	
2D-Mini-Roman		11-15	
2H/S-Weak Major		8-11	
3C/D/H/S- Preempt		10-12	
Player Non-NT Openings =			17+
Pair Non-NT Openings =			35+

Conclusion

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

BALANCED OPENINGS

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

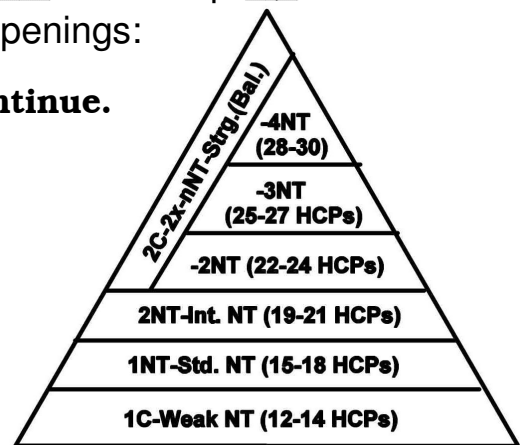
Balanced Openings permit common response sequences for each opening, and vary only by their HCP count, as defined by the six ranges below:

- 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 Openings:

- **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.)**
- **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).**

BALANCED OPENINGS

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 considerations 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.)

BALANCED OPENINGS

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.**

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.

BALANCED OPENINGS

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.**

BALANCED OPENINGS

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

Unbalanced Openings

The Unbalanced Openings fall into eight dissimilar response categories, and consists of 36 different distributions that may be grouped as follows:

5-4-x-y	23.51%
4-4-4-1	4.23%
5-4-4-0	
5-5-x-y	24.60%
6-x-y-z	
7 ⁺ -x-y-z	_____
	52.40%

Since the enhanced Balanced Openings requires the use of the 1C Open, the 1D Open becomes an open that describes an unbalanced, undefined minor of length five or greater. The following are the **two primary** Unbalanced Openings and their typical Convention Responses: The remainder of the Section discusses some of the more common unbalanced openings and responses.

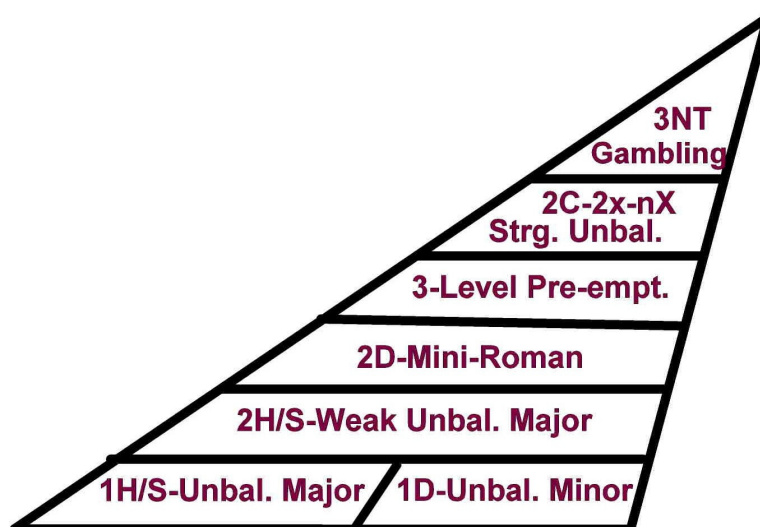
The Two Primary Unbalanced Opens

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*)**

UNBALANCED OPENINGS



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

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:

- **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)**

UNBALANCED OPENINGS

- **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 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 opening describes 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**

UNBALANCED OPENINGS

- **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 seven HCPs if non-vulnerable. or at least eight 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* 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 = 7-8 HCPs & One of the top three honors.**
- **3D = 7-8 HCPs & Two of the top three honors.**
- **3H = 9-11 HCPs & One of the top three honors.**
- **3S = 9-11 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. But, be aware that *Mini-Roman* fills a gap in the Unbalanced Openings.

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),**

UNBALANCED OPENINGS

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.

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.

UNBALANCED OPENINGS

- **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

Unbalanced OPENS	Convention	Points	Distribu- tion	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 additional Bid of a Suit promises 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. Opener bids 2NT to have short suit bid.
2H/S	Weak Two Major	7-11	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, immediate outside stoppers.
4C/D	<u>Namyats</u> Ma- jor 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

OPENINGS 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	7-11 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

OPENINGS SUMMARY

Responses to Openings of 1C Through 2C

1C Response Table

1 ♣	Answers to 1C (Weak "NT" Balanced) Open		
	Responder's BID	HCPs	Distribution & Comments
Major Holding	1D/H	0-12	5+ card Major (H/S) (Jacoby Transfer)
"Bust"	1NT	<10	No Interference
	PASS		With Interference
Possible Major or NT	2C	10+	3-4 card Major Support
Major Invite	2D/H	13+	5+ card Major (H/S) (Invite Transfer)
Major Game	3D/H	13+	6+ card Major (H/S) (Game Transfer)
Possible Minor or NT	1S	10+	5-4 or Better in Minors (Minor Stayman)
Minor Holding	2NT/3C	12+	6+ C/D (Minor Transfer)

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1C Response Action Diagram

PROCESS 1C-Balanced weak "NT" Open (12-14 HCPs) Responses

```

SELECT Responder's Holding
CASE <10 HCPs
IF 5+ Card Major (M)
THEN
  Responder BIDS 1D/H (Mini-Jacoby Transfer)
  Opener BIDS 1H/S
  DONE
ENDIF
IF Double or BID by Opponent
THEN
  PASS
ELSE
  BID 1NT
ENDIF
DONE
CASE 3-4 Card Major (M)
  Responder BIDS 2C (Puppet Stayman)

```


OPENINGS SUMMARY

```
.....
.. SELECT Opener's Major Holding
.. CASE 5-card Major (M)
.. Opener BIDS 2M
..
.. CASE 4-card Major (M)
.. Opener BIDS 2D
..
.. ELSE
.. Opener BIDS 2NT
..
.. ENDSELECT
.. CASE 5+ card Major (M)
.. SELECT HCPs & Major Length?
.. CASE 5+ card Major and 0-11 HCPs
.. BID 1D/H (Min-Jacoby Transfer)
.. Opener BIDS 1H/S
.. DONE
.. CASE 5+ card Major & 10-12 HCPs
.. BID 2D/H (Jacoby Transfer)
.. Opener BIDS 2H/S
.. DONE
.. CASE 5-card Major & 13-16 HCPs
.. Bid 3D/H
.. Opener BIDS 3H/S
.. Responder BIDS 3NT
.. IF Opener Hold 3-4 cards of Major
.. THEN
.. Opener BIDS 4M
.. ENDFIF
.. DONE
.. CASE 6+ card Major & 13-16 HCPs
.. BID 4D/H (Texas Transfer)
.. Opener BIDS 4H/S
.. DONE
.. ENDSELECT
.. CASE 5-4 Minor (or Better)
..
.. SELECT Responder's HCPs Holding
.. CASE 10-11 HCPs
.. BID 1S (Mini-Minor Stayman)
.. Opener BIDS 1/2NT or a Minor 2/3N
.. DONE
.. CASE 12-16 HCPs
.. BID 2S (Minor Stayman)
.. Opener BIDS Best Minor Suit (N)
.. Responder BIDS 3NT
.. DONE
.. CASE 17+ HCPs
.. >>>PERFORM Investifate SLAM
.. ENDSELECT
..
.. ELSE
..
.. ENDSELECT
END 1C-Balanced Weak "NT" Open Responses
```

OPENINGS SUMMARY

1D Response Table

1 ♦	Answers to 1D (Unbalanced Minor) Open		
	Responder's BID	HCPs	Distribution & Comments
"Bust"	PASS	<7	With "nterference
	1NT	0-9	No Interference
8-9		Minimal HCPs	
Show Major	2M	10+	5-card Major
	3M		6+ cards Major
Suggest NT	2NT	10-11	No 4+ card Major or Minors Support
	3NT	12-14	
Show Minor	2C	10+	3-3 or Better in the Mi- nors
	2D		5-card Diamond suit
	3C		5+ card Club suit
	3D		6+card Diamond suit

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Opener's 2nd Minor Bid signals Partner which Minor Suit has length.

OPENINGS SUMMARY

1D Response Action Diagram

```
PROCESS 1D-Unbalanced Minor Open Responses
SELECT Responder's Holding
CASE <8 HCPS
IF Double or BID by Opponent
THEN
PASS
ELSE
BID 1NT
ENDIF
DONE
CASE 4-5+ Card Major (M)
SELECT HCPS & Major Length?
CASE 4-card Major or 8-9 HCPS
BID 1M
DONE
>>PERFORM: Opeener Major Decision
CASE 5-card Major & 10+ HCPS
BID 2M
>>PERFORM: Opeener Major Decision
CASE 6+ card Major & 10+ HCPS
BID 3M
>>PERFORM: Opeener Major Decision
ENDSELECT
CASE Minor Length or 3-3 Minor Support
....
ELSE
....
ENDSELECT
END 1D-Unbalanced Minor Open Responses
```

OPENINGS SUMMARY

1H/S Response Table

1 ♥ / ♠	Answers to 1M (Unbalanced Major) Open		
	Responder's Call	HCPs	Distribution & Comments
"Bust"	PASS	<6	No Valid Response
Interference	1NT	6-8	0-2 card Major Support
No Interf.		10-11	Forcing with 3-card Major Support (Limit Raise)
Minor	2C/D	10+	4+ card Minor
Major	1S	6-9	4+ Crd Spade Suit (other Major)
	2X	10+	5+ card Other Major X
(Bergen Raises)	2M	6-9	3-card Major Support (-2NT: Bid Void/Singleton, -2/3Y: Bid 3NT w Help in Y)
	3C	7-9	4-card Major Support
	3D	9-11	4-card Major Support
	3M	3-6	4- card Major Support
	2NT	13+	4+ card Major (Jacoby)
	3NT	12-14	3-card Major Support

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OPENINGS SUMMARY

1H/S Response Action Diagram


```
..SELECT Responder's Major Support..
..CASE 0-2 Card Major M
..>>>PERFORM: No Major Support Decisions..
..CASE 3-Card Major M
..SELECT HCPS Holding..
..CASE <6 HCPS
..PASS
..DONE
..CASE 6-9 HCPS
..BID 2M
..>>>PERFORM: Major Raise Decisions..
..CASE 10-11 HCPS
..IF No Interference..
..THEN
..BID 1NT (Major Limit Raise)..
..>>>PERFORM: Major Opener Decisions..
..ELSEIF DOUBLE
..BID 1NT (Major Limit Raise)..
..>>>PERFORM: Major Opener Decisions..
..ELSEIF OVERCALL
..BID 1NT (Major Limit Raise)..
..>>>PERFORM: Major Opener Decisions..
..ENDIF
..CASE 12-14 HCPS..
..BID 3NT
..>>>PERFORM: Investigate SLAM..
..CASE 15+ HCPS..
..>>>PERFORM: Investigate SLAM..
..ENDSELECT
..CASE 4-card Major M..
..SELECT HCPS Holding..
..CASE 3-6 HCPS..
..BID 3S..
..>>>PERFORM: Major Opener Decisions..
..CASE 7-9 HCPS..
..BID 3C..
..>>>PERFORM: Major Opener Decisions..
..CASE 9-11 HCPS..
..BID 3D..
..>>>PERFORM: Major Opener Decisions..
..CASE 12+ HCPS..
..BID 2NT..
..>>>PERFORM: Jacoby2NTResponses..
..ENDSELECT
..ENDSELECT
..END 1M-Unbalanced Major Open Responses

..PROCESS Jacoby2NTResponses..
..SELECT Opener's Major Holding-M..
..CASE Minimum Opener..
..BID 4M..
..CASE Good Opener, No Shortness..
..BID 3M..
..CASE Good Major, No Shortness..
..BID 3NT..
..CASE Singleton/Void in Suit Bid..
..BID 3C/D/m..
..CASE 5-5 in Major & Suit Bid..
..BID 4C/D/m..
..ENDSELECT
..>>>PERFORM: Responder J2NT Decision..
..END Jacoby2NTResponses..
```

OPENINGS SUMMARY

1NT Response Table

1NT	Answers to 1NT Balanced Open		
	Responder's BID	HCPs	Distribution & Comments
Major Hold- ing	2H/S#	Any	5+ H/S (Jacoby Transfer)
"Bust"	PASS	<8	No Valid Response
Possible Major or NT	2C	8+	3-4 card Major
Possible Mi- nor or NT	2S!	8+	5-4 or Better in Minors (Minor Stayman)
Minor Hold- ing	2NT/3C#	10+	6+ C/D (Minor Transfer)

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1NT Response Action Diagram

```

PROCESS Balanced Standard 1NT Responses (15-18 HCPs)
IF 5+ cards Major Suit
»PERFORM: Jacoby Transfer
ELSEIF <8 HCPs
PASS
ELSEIF 8+ HCPs AND 3- or 4-Card Major
»PERFORM: Puppet Stayman
ELSEIF 8+ HCPs AND 5-4 or Better in Minors
»PERFORM: Minor Stayman
ELSEIF 10+ HCPs AND 6+ card Minor
»PERFORM: Minor Transfer
ELSE
PASS
ENDIF
DONE
END Response to 1NT (15-18 HCPs)
    
```

OPENINGS SUMMARY

```

PROCESS Jacoby Transfer
  SELECT 5+ Cards Major Suit(M)
  CASE Hearts(M)
    Responder BIDS Diamonds (2D)
    Opener BIDS Hearts
    (2H, M-Transfer Suit)
  CASE Spades(M)
    Responder BIDS Hearts (2H)
    Opener BIDS Spades
    (2S, M-Transfer Suit)
  ENDSELECT
  »PERFORM: Responder JT Control
END Jacoby Transfer

```

```

PROCESS Responder JT Control
  SELECT Responder's HCPs Holding:
  CASE <8 HCPs
    PASS
  CASE 8-9 HCPs
    IF 5-card Major(M)
      BID 2NT
      »PERFORM: Opener JT Decision
    ELSEIF 6+ card Major(M)
      BID 3M
      »PERFORM: Opener JT Decision
    ENDIF
  CASE 10-13 HCPs
    IF 5-card Major(M)
      BID 3NT
      »PERFORM: Opener JT Decision
    ELSEIF 6+ card Major(M)
      BID 4M
    ENDIF
  CASE 14+ HCPs
    »PERFORM: Investigate SLAM
  ENDSELECT
  DONE
END Responder JT Control

```

```

PROCESS Opener JT Decision
  SELECT Current Contract
  CASE 2NT or 3S
    IF Opener Holds 17-18 HCPs
      BID 3NT or 4M
      DONE
    ENDIF
  PASS
  CASE 3NT
    IF Better in Major(M)
      BID 4M
    ENDIF
  ENDSELECT
  DONE
END Opener JT Decision

```

```

PROCESS Puppet Stayman
  Responder BIDS Clubs (2C)
  SELECT Opener Holds:
  CASE 5-card Major
    BID Major(2M)
  SELECT Responder's HCPs Holding:
  CASE 8-9 HCPs
    SELECT Major Match BID:
    CASE 0-2 Cards of Major
      BID 2NT
      »PERFORM: Opener PS Decision
    CASE 3+ cards in Bid Major
      BID 3M
      »PERFORM: Opener PS Decision
    ENDSELECT
  CASE 10-13 HCPs
    SELECT BID Major Match BID:
    CASE 0-2 Cards of Major
      BID 3NT
      DONE
    CASE 3+ cards in Bid Major
      BID 4M
      DONE
    ENDSELECT
  CASE 14+ HCPs
    »PERFORM: Investigate SLAM
    DONE
  ENDSELECT
  CASE A 4-card Major
    BID Diamonds (2D)
    SELECT Resp.'s Major Holding:
    CASE One 4-card Major(M)
      BID the Opposite Major(2N)
    SELECT Opener's Major Holding:
    CASE Major Matches
      SELECT Opener's HCPs Holding:
      CASE 15-16 HCPs
        BID 3M
        »PERFORM: Responder PS Decision
      CASE 17-18 HCPs
        BID 4M
        DONE
      ENDSELECT
    ENDSELECT
  ENDSELECT

```

OPENINGS SUMMARY

```

CASE Two 4-card Majors(M and N)
  RAISE Diamonds (3D)
  SELECT Opener's HCPs Holding:
CASE 15-16 HCPs
  BID 3M (Best Major)
  »PERFORM: Responder PS Decision
  SELECT Responder's HCPs:
CASE 8-9 HCPs
  BID PASS
  DONE
CASE 10-14 HCPs
  RAISE Major to 4M
CASE 15+ HCPs
  »PERFORM: Investigate SLAM
ENDSELECT
CASE 17-18 HCPs
  BID 4M
ENDSELECT
CASE No 4-card Major
  »PERFORM: Responder PS Decision
ENDSELECT
CASE < 4-card Major
  SELECT Opener's HCPs Holding:
CASE 15-16 HCPs
  BID 2NT
CASE 17-18 HCPs
  BID 3NT
  PASS
ENDSELECT
ENDSELECT
END Puppet Stayman

PROCESS Responder PS Decision
IF 8-9 HCPs
THEN
  PASS
  DONE
ELSEIF 10-14 HCPs
  RAISE to 3NT or 4M
  DONE
ELSEIF 15+ HCPs
  »»PERFORM: Investigate SLAM
ENDIF
END Responder PS Decision
PROCESS Minor Stayman
  Responder BIDS Spades (2S)
  SELECT Opener's Holding
CASE No interest in Minors
  SELECT Opener's HCPs Holding
CASE 15-16 HCPs
  BID 2NT
  IF Responder Holds 10-15 HCPs
  THEN
    BID 3NT
  ENDIF
CASE 17-18 HCPs
  Bid 3NT
ENDSELECT
DONE
CASE Interest in a Minor Contract
  Opener BIDS Best Minor(2m)
  SELECT Responder's Holding
CASE 8-9 HCPs
  PASS
CASE 10-11 HCPs
  BID 3NT
CASE 12-13 HCPs
  RAISE Minor to 4m
  IF Opener Holds 17-18 HCPs
  THEN
    RAISE Minor to 5m
    DONE
  ENDIF
CASE 14-15 HCPs
  RAISE Minor to 5m
  IF Opener Holds 17-18 HCPs
  THEN
    RAISE Minor to 6m
    DONE
  ENDIF
CASE 16+ HCPs
  »»PERFORM: Investigate SLAM
ENDSELECT
END Minor Stayman
PROCESS Minor Transfers
  SELECT 6+ Cards Minor Suit(m):
CASE Clubs(m)
  Responder BIDS NT (2NT)
  Opener BIDS Clubs (3C, m-
  Transfer Suit)
CASE Diamonds(m)
  Responder BIDS Clubs (3C)
  Opener BIDS Diamonds (3D, m-
  Transfer Suit)
ENDSELECT
  Responder Determines Likely Contract
  IF HCPs in All Other Suits
  THEN
    BID 3NT
    DONE
  ELSE
    SELECT HCPs Holding
CASE 10-11 HCPs
  PASS
  DONE
CASE 12-13 HCPs
  BID 4m
  IF Opener Holds 17-18 HCPs
  THEN
    BID 5m
  ELSE
    PASS
  ENDIF
  DONE
CASE 14+ HCPs
  »»PERFORM: Investigate SLAM
ENDSELECT
ENDIF
END Minor Transfers

```


OPENINGS SUMMARY

2C Response Table

2♣	Answers to 2C (Strong Balanced or Unbalanced) Open		
	Responder's BID	HCPs	Steps & Comments
	2D	0-2 or 9+	Step 1 Or Waiting
	2H	3-5	Step 2
Steps	2S	6-8	Step 3

2nd Bid of 2C Opener With Balanced Holding (Steps Plus)		
Opener's BID	Pair's HCPs	Responder's Actions
2NT	22-24+	Balanced Responses
3NT	25-27	
4NT	28-30+	
Balanced NT		

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OPENINGS SUMMARY

2C Response Action Diagram

```
PROCESS 2C-Strong Open (Balanced or Unbalanced)
SELECT Responders HCPs Holding
CASE 0-2 HCPs or 9+ HCPs
  BID 2D (Step 1)
CASE 3-5 HCPs
  BID 2H (Step 2)
CASE 6-8 HCPs
  BID 2S (Step 3)
ENDSELECT
SELECT Opener's Holding
CASE Opener's Holding is Balanced
  SELECT HCPs Holding
  CASE 22-24 HCPs
    BID 2NT
  CASE 25-27 HCPs
    BID 3NT
  CASE 28-30 HCPs
    BID 4NT
  ENDSELECT
  SELECT Responder's Action Based on Total HCPs
  CASE Insufficient for Further Bidding
    PASS
  CASE Sufficient for Balanced Response Sequence
    >>>PERFORM: Balanced Responses
  ELSE
    >>>PERFORM: Investigate SLAM
  ENDSELECT
CASE Opener's Holding is Unbalanced
  BID Contract Based on Responder's HCPs response
  IF Responder Holds 9+ HCPs
    THEN
      >>>PERFORM: Investigate SLAM
    ELSE
      PASS
  ENDIF
  DONE
ENDSELECT
END 2C-Strong Open (Balanced or Unbalanced)
```

APPENDIX

Other Calls

Selection from the following set of Calls and Methods, and combined with the Balanced-Unbalanced Openings System, can provide an effective over-all System for a Pair.

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.

APPENDIX

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 longes suit.**
- **With 12+ points, cuebid Opener's suit.**

If Opener's LHO passes, a Double or Overcall by the RHO is treated as take-out 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.

Grand Slam Force

When a trump suit has been defined, and a jump to 5NT is bid, a Grand Slam must be bid if the Ace and King of the trump suit are held by the bidder, otherwise, a 6-level bid is appropriate.

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 sec-

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ond bid by the cue-bidder (other than in response to 2NT) 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 0 or 3 Keycards,**
- **5D with 1 or 4 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/Redouble/Pass/Insequence bids. (See *Steps Response Summary*.)

S.O.S Redouble

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

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Step Responses Summary

CONVENTION	Asking	Interference	STEP RESPONSES				NOTES:
			RKC 0314				
			S1	S2	S3	S4	
Gerber	4C		4D	4H	4S	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	4D	4H	
Blackwood	4NT		5C	5D	5H	5S	<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	5C	5D	
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		3C	3D	3H	3S	<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	4D	4H	
Strong 2♣	2C		2D	2H	2S		<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	2D		

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 0/3, 1/4 or 2/5 RKC response is given, then 0, 1 or 2 must be assumed by the Asking Partner, to set the Contract. If the response, actually, showed 3, 4 or 5 RKC's, Responder must 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.

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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 a suit: When Partner has lead control of a Suit (leads an Ace), and an odd card is not available to encourage the lead, 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..

Roman (Odd/Even Attitude) Signals and Discards

General: Odd-Encouraging, Even-Discouraging --

✦ **1st Lead of a Suit: Odd = Encouraging, Even = Discouraging.**

✦ **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 Led Suit (Low Odd to Continue.
3	Partner Opened a Suit or Overcalled a Suit	Lowest Odd Card of the Suit (or if no Odd Card, a High Even Card of Suit)	If Odd, Return Led Suit. If Even , Switch Suits.
4	Partner Doubled An Artificial Suit Bid.	Lowest Odd Card of the Suit (or if no Odd	If Odd, Return Led Suit If Even , change Suits.

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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)	
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 Led 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 Led 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 if Switch if Even, depending on holding
9	A Doubleton with inferred length holding by Partner.	Highest Card in Suit, but not Q.	Continue Suit or Switch if Even, 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 if Even, depending on holding.
11	Holding Three or Four Worthless Cards.	Even Signal for Suit Switch.	Avoid this 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>Notes: to Switch Suits, based on 1st Discard---</p> <p>Lo Even- 2 or 4, switch 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>1st Discards (Sluff):</p> <p>Odd-Encourage Suit.</p> <p>Lo Even-Lower Rank Switch fo Suit.</p> <p>Hi Even- Higher Rank Suit Switch.</p>

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Leads & Signaling Strategy Against A Suit Contract

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

Leads to Suit Contracts (except 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 Suits.
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 with 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, Declarer's 1 st bid suit.
With length in Trumps.	An odd card in a Long Suit that forces Declarer to use Declarer'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 sequence..	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 Even, Switch Suits.
<u>NOTE</u> : Avoid underleading an Ace.		<u>1st Discard (Sluff)</u> : Odd-Encourage Even-Discourage

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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

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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 : Q4

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	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.

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Lead Table

NO TRUMP							
		With Side Entry		Without Side Entry		SUIT	
Holding	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

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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		