

Overview of Modified Transfer/Toucan Club 2/1 Bidding System Agreements (Feb 11, 2025)

By Neil H. Timm

Basic Opening Bids

- 1♣* 11-19HCP - **Forcing** (0-2 clubs)
 - 1♦ 11-19HCP - 4+ diamonds (often 5)
 - 1♥/1♠ 11-19HCP - 5+ Major - Reverse Bergen
 - 1NT **15-17HCP with Crawling Stayman**
 - 2♣* 10-15HCP & 6+clubs
 - 2♦* 11-15HCP 4441 hand & 4♠ (Mini-Roman)
 - 2♥* **11*-15 Flex Flannery with 6♥/5♥-4♠**
 - 2♠ 6-10HCP 6+cards (Weak 2-bid Vulnerable with Ogust and **New Suit NF**)
 - 2NT 20-21HCP & balanced (stoppers in all suits)
 - 3X 5-10HCP & 2/3 of top 3 Honors in the Bid Suit V/NV
 - 3NT* **GAMBLING** solid 7+ minor/major suits (AKQJxxx)
 - 4♣/4♦ **NAMYATS**
- * Indicates forcing bids/alerts (11HCP with 5 Controls A=2, K=1)

Transfer Responses to 1♣* Opening

- 1♦*/1♥* Transfer ♥/♠ with 4+ major may be 4-4 not 5-5 (**may have NO POINTS**)
- 1♠* usually 4-4 in the minors with 6+HCP with NO 4-card major (may have 5 clubs)
- 1NT* 18+ HCP slam interest – begin transfer-relay bids
- 2♣* 13+ HCP game force with **5+ diamonds**
- 2♦* 13+HCP game force with 6+ **clubs** or 5-5 in the minors
- 2♥/2♠ 0-5HCP with 6/7 cards in bid suit
- 2NT 11-12 HCP, balanced hand, no 4-card major
- 3♣/3♦ 10 or less HCP, Weak, preemptive raise 5+♣/♦ in bid suit
- 3♥/3♠ 11+HCP with 5+ cards in suit bid
- 3NT 13-15 HCP, balanced hand, no 4-card major

Rebids by Opener and Responder for major suit Transfers bids of 1♦*/1♥* are:

- 1♣-1♦*-1♥ Exactly 3 hearts
- 1♠ Denies 3♥ but has 4 spades
- 1NT Denies majors has 11-14HCP (weak NT)
- 2♣* **STRONG 22+ 2♣ opener**
- 2♦ 17+HCP REVERSE with clubs and diamonds
- 2♥ 4hearts 11+HCP may have 5+clubs
- 2♠ 19+ JUMP SHIFT with clubs and hearts
- 2NT 18-19HCP BALANCED
- 3♣ 16+HCP with clubs
- 3♦* 13+Splinter with 4+hearts
- 3♥* 18-19 with 4+hearts
- 3♠* 13+Splinter with 4+hearts
- 4♣*/4♦* 13+Splinter with 4+hearts

4♥ To Play

1♣-1♥*-1♠	Exactly 3 spades
1NT	Denies majors has 11-14HCP (weak NT)
2♣*	STRONG 22+ 2♣ opener
2♦	17+ HCP REVERSE with clubs and diamonds
2♥	19+ JUMP SHIFT with clubs and hearts
2♠	4spades and 11+HCP may have 5+clubs
2NT	18-19HCP BALANCED
3♣	16+HCP with clubs
3♦*	13+Splinter with 4+spades
3♠*	18-19 with 4+spades
3♠*	13+Splinter with 4+spades
4♣*/4♦*	13+Splinter with 4+spades
4♠	To Play

Note over 1♣-1♥* Opener may bid 1♠ to show 3 or 1NT to deny 3 spades. If opener denies 3 spades or denies 3 hearts after 1♣-1♦* then 1NT shows 1 or 2 card support for the major.

Responder bids after 1♣-1♦*-1♥ by opener:

Pass	0-6HCP
1NT	NF
2♣	2-way check-back (weak 4♥/4♦) is a relay to 2♦ (e.g., X-Y-Z)
2♦	GF check-back
2♥	5+hearts
2NT	Natural and invitational
3♣	Weak 4hearts and longer clubs
3♦	Weak 4hearts and longer diamonds
3♥	Invitational no slam interest
3NT/4♥	To Play
3♠/4♣/4♦	13+Splinter bids

Opener bids after Responder bids of 1♠* to 3NT are:

1♣ -1♠*	1NT	Opener has weak NT type hand (responder becomes captain)
	2♣*	Strong 2/1 2-club bid
	2♦/2♥/2♠	17+HCP REVERSE
	2NT	18-19 balanced hands
	3♦/3♥/3♠	13+Splinters
	3NT	Natural with long clubs
1♣ -1NT*	2♣	Stayman/Smolen
	2♦*/2♥*/2♠*	Jacoby Transfers
	3X	Mini-Maxi (5-5)
1♣-2♣*	2♦*	Relay (Natural bids follow)

1♣-2♦*	2NT 3♣/3♦ 3NT	No interest in the minor Invitational 18-19HCP
1♣-2♥/2♠/3♣/3♦	Pass/3NT	<18/18-19 with support
1♣-2NT	3♣/3NT 3♦/3♥/3♠	To Play Invitational to 4♣/5♣
1♣-3NT	4♣ 4♦/4♥/4♠	Expert Gerber Cue Bids

Responses to 1♣-1♦*/1♥*-2♣=22+ OPENER

2♦	A/K
2♥*	NO A/K
2NT*	6+Hearts

OVER INTERFERENCE DOPI/DEPO

After opener bids NT or suit responder next cue bids his control

Completive Bidding over Interference of 1♣

1♣-X	Redouble	10+
	1♦*	4+Hearts
	1♥*	4+Spades
	1♠*	Artificial, balanced 0-7HCP
	1NT	8-10HCP
	2♣	Natural 6+HCP with 5+clubs
	2♦/2♥/2♠	5-9HCP Weak 6/7card suit
	2NT	10+HCP invitational
3♣	5-9 Weak 6+clubs	
1♣-1♦	X	4+hearts
	1♥*	4+Spades (if 5-4 next bid hearts)
	1♠*	4-4 in the majors
	1NT	8-10HCP
	2♦*	10-12 or better with 5+clubs
	2♥/2♠/3♣	5-9HCP Weak 6/7card suit

1♣-1♥	X	4+spades
	1♠*	Artificial, balanced 0-7HCP
	1NT	8-10HCP with heart stopper
	2♦	10+ and forcing
	2♥/3♣/3♦	5-9HCP Weak 6/7card suit
	3♥	Western Cue
	3♠*	Transfer to 3NT
1♣-1♠	2♠	7-11HCP Good hand with clubs
	2♣/2♦/2♥	7-11HCP NF with 5+ in bid suit

Responses to 1♦ Opening (NO TRANSFERS)

1♥/1♠	6+HCP one Round Force
1NT	GF begin Relay Responses
2♣	6+HCP NF with 4+clubs
2♦*	10-12HCP with diamonds and no 4-card major
2♥2♠	6-10HCP 5+card suit
2NT	10+ with stoppers
3♣*	10+ diamond raise
3♦*	0-9HCP preemptive diamond raise
3♥*/3♠*	13+ Splinter bid with diamonds

Responses to 1♥/1♠ Rev Bergen over MAJOR

1NT	7- 12, Forcing over 1♠, semi-forcing over 1♥ (announced)
2M	6-9, 3 card support
3♦*	A 4-card raise, showing 7-9 points and exactly 4-card trump support
3♣*	A 4-card Limit Raise, showing 10-12 points and exactly 4-card trump support.
3♥*/3♠*	A 4-card "Preemptive" raise, showing 0-6 points and exactly 4-card trump support
2NT*	13+ with 4 Trumps (Special 1430 convention NOT JACOBY)
3♣*	10-12 with 4 trumps
3♦*	7-9 with 4 trumps
3M*	0-6 weak with 4 trumps
3oM*	Ambiguous <u>Singleton</u> Splinter (with Scroll Bids e.g., 3NT and 3♠) After 1♥ - 3♠*, 3NT* (ask) the responses are 4♣*=♣, and 4♦*=♦, and 4♥*=♥ After 1♠ - 3♥*, 3♠* (ask) the responses are 4♣*=♣, and 4♦*=♦, and 4♥*=♥
3NT*	Void in Other Major with 3+cards and 13+ dummy Points (Exclusion RKCB)
4♣*/4♦*	13+ with VOID (Exclusion RKCB=0,1 wQ,1woQ,2wQ,2woQ,3wQ,3woQ --- STEPS)
4M	Weak with 4+trumps

BROMAD (Reverse) Used ONLY over a double of a major

- 2♦* A 3-card raise, showing 7-9 points and exactly 3-card trump support
2♣* A 3-card limit raise or better, showing 10-12 points and exactly 3-card trump support.
2♥*/2♠* A 3-card "Preemptive" raise, showing 0-6 points and exactly 3-card trump support.
- 2NT A preempt in clubs or diamonds (hand that would normally make a 3♣ or 3♦ weak jump shift)
- XX A redouble is not part of Reverse BROMAD per se, but is worth mentioning. It shows 10+ points and denies 3+ card supports.

With Interference at the 2-level

Cue bid is Limit Raise with 3+ trumps

- X Negative
3m Weak Minor
3M Weak raise -- 0-6 Dummy Points with 4-card support for bid major
4M/5m To-Play
4m Splinter-Jump 4-card support with singleton
4oM To-Play

With Interference at the 3-level

- X THRUMP Double (asks partner if he has stopper in bid suit to bid 3NT)
4-level Cue bid Forcing raise to game in Major bid
3M weak with major fit
4m Fit jumps bids below major bid shows 5-4
4M preemptive

Kokish Game Try Bids*

1♥-2♥-2♠* (asks partner would accept a HSGT i.e., a reverse HSGT)

- 2NT* = shows shortness/Axx/Kxx in spades where 3♥ denies
- 3♣* = shows shortness in clubs/Axx/Kxx where 3♥ denies
- 3♦* = shows shortness in diamond/Axx/Kxx where 3♥ denies
- 3♥* = Trump suit GT with honor

1♠-2♠-2NT* (asks partner where he would accept a GT i.e., a reverse HSGT)

- 3♣* = shows shortness in clubs/Axx/Kxx where 3♠ denies
- 3♦* = shows shortness in diamond/Axx/Kxx where 3♠ denies
- 3♥* = show shortness in hearts/Axx/Kxx where 3♠ denies
- 3♠* = Trump Suit GT with honor

4M accepts GT

Shortness is always 1 or 0 cards in the suit.

Responses to 1NT Opening - SYSTEMS ON OVER X and 2♣

Responses to 1NT (15-17 HCP)

2♣	Stayman (with crawling and Smolen)
2♦/♥	Transfer
2♠	Minors (where if opener bids 2NT he prefers diamonds)
2NT	Invitational
3♣/3♦/3♥/3♠	5-5 Mini-Maxi

Negative Doubles (show cards NOT penalty- an exception to Lebensohl)

Over a penalty double or 2♣ over 1NT Systems ON

Negative X = 10+ HCP 3 cards in un-bid

Lebensohl OVER Interference (exception X=cards)

Larry Cohen Super accept bids over 1NT -2♦/2♥ transfers are 3M= min with 4, 2NT =17 with 4/3 and 3m= 17 with doubleton – 2M-less than 4.

Responses to 2♣* Opening

Responses to 2♣ Opening (Open 10-15 HCP, 6+ Clubs)

Partner responses

2♦* 11+ HCP, conventional and forcing for one round

Opener Rebids

2♥	11-15 HCP, 4-card ♥ suit
2♠	11-15 HCP, 4-card ♠ suit
2NT	13-15 HCP, 6+card club suit
3♦*	requests opener to clarify stoppers

Opener Bids

3♥*	♥ stopper
3♠*	♠ stopper
3NT	♥ and ♠ stoppers
4♣	no stoppers

3♣	11-15 HCP non-forcing and 6+ clubs
3♦	11-15 HCP forcing 4 diamonds and 6+clubs
3♥	11-15 HCP, 4+card ♥ suit
3♠	11-15 HCP, relay back to ♣'s, solid club suit AKJ109x allows responder to bid 3NT
3NT	14-15 HCP, 4+spades and 6+ clubs

2♥/2♠ Natural with 5+cards, 8-10 HCP

2NT* **Lebensohl (for two-suited hands – 6+ HCP)**

Partner Bids 3♣ (may be passed)

Responder next bids

3♦ = 5-5 diamonds and hearts

3♥ = 5-5 hearts and spades

3♠ = 5-5 spades and diamonds

3♣ **10-12 Invitational**

3♦/3♥/3♠ 6+ card suit, 12 HCP openers raises or bids 3NT (**Opener May Not Pass**)

4♣ RKCB for clubs

4♥/4♠ Natural and to play

With interference

Negative Free Bid through 3♦

Redouble 10/11+ HCP

Cue bid 13+ HCP

2X bid 10+ and NF and denies 2 club

Responses to 2♦* Mini-Roman Opening

Shows 11-15 HCP with 4+Spades (4441 with 4♠)

With a weak hand (0-9 HCP) and 3+ spades, partner bids two spades, to play. With invitational values (10+HCP), responder bids 2NT to ask for the singleton suit. After the suit is bid, responder places the contract or asks for the number of aces with slam interest.

Responses to 2♥* = Flex Flannery

Bid shows 5/6♥ and exactly 4♠. Any 2-level bid 2♥*/2♠* bid is to play.

Over 1♥-1♠* = 4+ spades not 5!

2NT is the shape asking GF bids; however, the response of 3NT* shows 14-15 HCP and 6♥ (don't use it with less points). 4♣ and 4♦ are 1430 bids for Hearts and Spades, respectively.

Over 1♣/1♦ (any seat) then 2♥ is Leaping Flex Flannery 5/6-4 (Hearts and spades) in the Majors 11-15 HCP

Responses to 2♠ Opening

This bid shows 6-10 HCP – 2NT Forcing with Ogust Responses (bb bg gb gg Hand Suit) – **New Suit NF over 2♠**

4♣ is RKCB [used with weak two bids (2♥)].

The responses are:

- 4♦ first step 0 keycards in the agreed suit
- 4♥ second step, 1 keycard without the Queen
- 4♠ third step, 1 keycard with the Queen
- 4NT fourth step, 2 keycards without the Queen
- 5♣ fifth step, 2 keycards with the Queen

The only step in which the queen is not known is the first step. The next bid of 4♥ is the Queen ask --- 4♠ = no and 4NT = yes. A jump over the four hearts bid (5♣/5♦/5♥/5♠) is the Specific Suit Ask (SSA).

When they Double--Mc Cabe bids

- 2♥/♠ - X
1. Redouble shows strong hand
 2. New suit at 3-level to play with no A/K
 3. 2NT forces 3♣. You want to play there or to sign off in a different suit at the 3 level or to bid ptrs suit at 3 level showing support without A or K.
 4. 3♥*/3♠* --- shows support with A or K (*=alert)

Responses to 2NT Openings

Opening 2NT with 20-21 HCP with a 6/5 card major

When one opens 2NT, we have the following bidding sequences

- 3♣ Puppet Stayman, asks about majors (**NO ALERT**)
- 3♦ transfers to hearts (announce)
- 3♥ transfers to spades (announce)
- 3♠ transfers to 3NT (announce)
- 3NT 4=4=4=1 or 4=4=1=4, shortness in a minor invitational to slam
- 4♣/4♦ Minorwood slam
- 4♥ transfers to spades (announce)
- 4♠ 2-3=4=4, 4-4 in the minors, slam try in a minor suit
- 4NT quantitative, probably with 4-3-3-3 distribution.

Continuations after Three-Level bid of 3♠* and 6+ Points

With both minors 4-4/5-5/5-4, **it is a relay to 3NT.**

Responder with a minimum will pass and with more bid 4♣ as Expert Gerber.

With slam interest hand, responder will **not bid 3♠***, but instead bid 4♣/4♦ as Minorwood.

4♣ -one suited ♣ slam invitation or better

4♦ - one suited ♦ slam invitation or better

4♥ - shortness in ♥, nominally 5-4 in the minors with 3 ♠ but may be 5-5

4♠ - shortness in ♠, nominally 5-4 in the minors with 3 ♥ but may be 5-5
4NT - 2-2 in the Majors with 5-4 in the minors. This is limited and can be passed.

1430 – Expert Gerber Convention – (Overview)

After 1NT/2NT, the bid of 4♣ is 1430 Expert Gerber

When using Expert Gerber, remember that you should also not use the convention if (1) you have a void, (2) you have worthless doubletons (e.g. Qx, Jx, xx) in an unbid suit, and (3) if you need to know if partner has controls in a specific suit.

The responses to the Expert Gerber bid of 4♣ are:

4♦ 1/4 aces

4♥ 0/3 ace

4♠ 2 aces with minimum hand

4NT 2 aces with maximum hand

The king asking bid remains 5♣.

Minorwood (1430 Recommended) – Diamonds agreed Keycard Ask 4♦

Responses

4♥ 1/4 keycards (the 14 step) **1st step**

4♠ 3/0 keycards (the 30 step) **2nd step**

4NT 2/5 keycards w/o queen **3rd step**

5♣ 2/5 keycards with queen **4th step**

5♦ To PLAY

Voids

5NT = an even number of keycards (2/4) with a void (with 0, bid 5♦ -- ignore the void)

5♥/5♠/6♣ void with an odd number of keycards (1 or 3)

Minorwood Queen Ask*

Over 4♣

4♥/4♠ are the Queen Asks bids
(next steps over 1/4 or 0/3).

Over 4♦

4♠/4NT are the Queen Ask bids
(Next steps over 1/4 or 0/3).

Minorwood for agreed clubs is similar.

Responses to 3X Openings

Responses to 3X bids by OPENER (always ensures 2 of the top 3 honors Vulnerable)

NEW 3-LEVEL BIDS ARE FORCING

- 4♣ RKCB [over three level (3♦/3♥/3♠) bids]
 - 4♦ Asks for outside controls first step 0, second step = 1(K=1), etc.
Use when you know you have AKQ of opener's suit
- The bid of 4NT should not be used since it may get the auction too high.

The responses for 4♣ RKCB are:

- 4♦ first step 0 keycards in the agreed suit
- 4♥ second step, 1 keycard without the Queen
- 4♠ third step, 1 keycard with the Queen
- 4NT fourth step, 2 keycards without the Queen
- 5♣ fifth step, 2 keycards with the Queen

The only step in which the queen is not known is the first step. The next bid of 4♥ is the Queen ask --- 4♠ = no and 4NT = yes. A jump over the four hearts bid (5♣/5♦/5♥/5♠) is the Specific Suit Ask (SSA).

5♣ = Specific King Ask

After the pre-emptive bid of 3♣, the bid of 4♣ is natural and advances the pre-empt; a jump to 4♦ is RKCB for clubs. AND a X is a THRUMP X asking partner for a stopper to bid 3NT.

Gambling 3NT* ----- Any solid 7-card suit

Solid 7+ suit (AKQJxxx)

Namyats ----- Same as 2/1

Shows a hand with 8 - 8 ½ trick in hearts (Open 4♣*), in spades open 4♦*. Refuse transfer by bidding the step in between (4♦ over 4♣ and 4♥ over 4♦), requesting that partner bid an ace if he has one or to sign off in his long suit. 4NT is RKCB.

After 1♣* - (Pass) - 1♦ - (Double = Majors)

- Pass balanced minimum no 5-card suit
- Double support for both minors
- 2♣/2♦ natural 5+ card suit
- 2♥/2♠ unusual extra values shows ♣/♦
- 2NT shows stopper with (22+ HCP)

INTERFERENCE OVER 1NT by OPPONENTS OTHER CONVENTIONAL CALLS

Blooman Modified – Direct SEAT ONLY – Balance= Natural

- 2♣* = transfer to Diamonds 6+ card suit
- 2♦* = transfer to Hearts 6+ card suit
- 2♥* = transfer to Spades 6+ card suit
- 2♠* = transfer to clubs with a good hand 6+ clubs
- 2NT* = 5-5 in the Minors

Double* = Responder bids 2♣ -- May Pass with a weak hand and 6+ clubs or bid Capp (5-5)
(Over weak NT it is penalty)

1NT OVERCALLS (15-18) ---- SYSTEMS ARE OFF - However, 2♣= Stayman and we follow the Granovetter responses: The 1NT over caller bids are:

2♦* show 4♥ or 4-4 majors-----responder in this case chooses the major to play in and becomes the declarer.
2♥* show 4♠----- responder than bids 2♠ as if he has four.
2♠* no major, and a minimum
2NT* no major and a maximum

After his partner (the advancer of the 1NT over caller) accepts the transfer, the original 1NT over caller may pass or bid more if has a maximum. Except for the bid of 2♣, any other bid 2♦/2♥/2♠ are drop-dead bids and 2NT shows a raise with 8-9 HCP. 3NT is to play. Three levels bids in a new suit promise a 5-card suit and a hand that can play either 3NT or 4 of the suits with any help at all from the NT over caller are slamish.

The cue-bid of the opener's suit promises at least 9 HCP, no 5-card suit worth showing, and no 4-card major. One should also play Lebensohl when the opponents bid over your partner's 1NT overcall bid.

Over a Major Bid Play Leaping Michaels, Unusual vs. Michaels

Leaping Flannery over 1♣/1♦ and over 1♣ – 2♦=Mexican 2♦

Lebensohl over NT Interference (over interferences X=cards not Penalty), reverses and weak 2's Support Doubles through 2♥

Unusual over Unusual (X=Penalty in one minor, 3♣ limit in hearts, 3♦ limit in spades, 3X weak)

Overcalls Michaels and 2NT=two – lowest unbid suits

3X level bids over the opponents bid are pre-emptive but a X is a Thrump X – with a stopper, bid 3NT + a minor and a X=the Minors

Over 4♠ the 4NT = ♥

Rosenkrantz doubles/re-doubles for overcalls

Negative Doubles thru infinity

4th Suit Forcing to Game, 2/3 level asks -Western Que

Sandwich 1NT/2NT=55 (weak) and weak, X=44 (opening hand) and Hess Bids=54 (opening hand) Overcalls= 10-15 HCP

LEADS and CARDING (attitude vs. NT and 3/5 vs. suits)

Over 1NT- 3NT shortest major from 3 and 4th best in suit contracts

A/Q ASKS FOR Attitude and King=count and Coded 9s and 10s NT only

Upside-down COUNT AND ATTITUDE (Suit and Notrump)

Rev Smith Echo (NT), Foster Echo (suits) and Trump Suit Preference

Defense over the Opponents Precision Bid

Use 1-level Modified Blooman bids with X=Capp

Competing over the 1X- Pass-1NT -? with 8+ HCP =Use Modified Blooman

Under-call Club Bids

The convention applies ONLY over the opening bid of 1♣. In the second (overcall) seat your overcall bids are: Opener 1♣:

1♦* = transfer to hearts (5+ hearts 10-15 and 1st or 2nd round control)

1♥* = transfer to spades (5+ spades 10-15 and 1st or 2nd round control)

1♠* = transfer to diamonds (should have 10-15 and 1st or 2nd round control)

1NT* = shortness in clubs and 10-15 HCP (Take-Out – some play it as 15-18)

X= 16+ HCP with stopper in clubs (some play it as Take-Out)

2♣* = both majors and 10-15 HCP weak

2♦* = transfer to hearts (5/6+ hearts and strong 16+ HCP)

2♥* = transfer to spades (5/6+ spades and strong 16+ HCP (Optional 2♥= Flannery/Flexible Flannery 11-15).

2♠* = 5-5 in the majors and strong (16+ HCP)

2NT* = 5+hearts and 5+diamonds; however, if you play Flannery, it is a transfer to Spades (16+HCP)

3M* = transfers to game in major

3NT= to play with stopper

*=alert

Some Simple Bridge Rules

Rule of 210 – Bid to 5-level with a void, Pass with 1 and X with 2

Rule of 88 – Bid 2NT with 8HCP and 8 cards higher than the 8

Rule of 64 – When 6-4 show 4-card suit if HCP in it are gt or eq to 6-card suit; otherwise rebid 6-card suit

Rule of 9 – Level of bid + Number of cards in their suit + Number of cards gt or equal is 10 or more = 9+ then leave X in (or used to X 3/4-level contracts when behind declarer)

Rule of 8/2 – Interfere over strong NT (Blooman) with 8 HCP and Sum of 2-longest suits – LTC=2 or more in direct seat; but, and need only 2-shortness points (natural Bid with 5+ card suit) in the balancing seat

Rule of 17 – Over weak 2-bid bid 4 if HCP + #of trumps=17 or more

Rule of 44 – Open 2♣ with 4 Quick tricks and 4 or fewer losers

Short Suit Total Rule -13-SST=# of tricks with 19-21 HCP and for each set of 3 points above 19-21 add one more trick

Law of Total Tricks ---- Total Trumps in both hands minus 11= Sum of the Bids. For example 16-11=5 (So don't bid 3 over 3 Vulnerable)