

The Optimal Modified 2/1-Club

Integrating 2/1 with a Strong Club

A New Approach

Using the Optimal Point Count Method

Neil H. Timm, Ph.D.

202?

The Modified Optimal 2/1-Club System

As of 02/15/2022

1♣*	Artificial 18+ HLD points any distribution
1♦*	12-17 HLD artificial with 0-2 diamonds
1♥/1♠	12-17 HLD and 5+ Majors
1NT	15-17 HLD All Seats with Crawling Stayman
2♣*	15-17 HLD 5/6+ Clubs (may have a 4-card major)
2♦*	15-17 HLD 7+ diamonds
2♥*/2♠*	12-14 HLD 6+cards
2NT*	12-14 HLD 5-5 in the Minors
3♣*	12-14 HLD 7+clubs
3♦*	12-14 HLD 6-diamonds
3♥*/3♠*	12-14 HLD 7-cards
3NT*	GAMBLING solid 7+ minor suit AKQxxxx
4♣*/4♦*	NAMYATS

* Indicates forcing alert bids

(1) 1NT* Forcing Convention over Majors

Over 1♠ 1NT* (13+**HL/HLD=flatness**)

2♣*	Minimum hand 12/14
2♦	5♠ - 4♦ 15/17
2♥	5♠ - 4♥ 15/17
2♠	6♠ 15/17
2NT	5332 balanced 15/17
3♣	5♠ - 4♣ 15/17
3♦	5♠ - 5♦ 15/17
3♥	5♠ - 5♥ 15/17
3♠	6♠ - 4♣ 15/17

Responder over the Minimum bid of 2♣* may bid 2♥/2♠/2NT/3♣/3♦ as natural bids

2♦* is an artificial shape ask bid with the following responses by the opener

2♥	5♠ - 4♥ 12/14
2♠	6♠ - 4♥ (since 6♠ & 12-14 weak 2-bid opening)
2NT	5332 balanced 12/14

3♣	5♠ - 4♣ 12/14
3♦	5♠ - 4♦ 12/14
3♥	5♠ - 5♥ 12/14
Over 1♥	1NT*
2♣*	Minimum hand 12/14
2♦	5♥ - 4♦ 15/17
2♥	6♥ 15/17
2♠	5♥ - 4♠ 15/17
2NT	3532 balanced 15/17
3♣	5♥ - 4♣ 15/17
3♦	5♥ - 5♦ 15/17

Responder over the Minimum bid of 2♣* may bid 2♥/2♠/2NT/3♣/3♦ as natural bids

But 2♦* is again a shape asking bid as above

2♥	6♥ - 4♠ 12/14
2♠	5♥ - 4♠ 12/14
2NT	5♥332 balanced
3♣	5♥ - 4♣ 12/14
3♦	5♥ - 4♦ 12/14

For both the OPC 2/1 method and Traditional 2/1 the strong NT zone is 15-17; hence, the 12-14 zone may be considered a “weak” NT zone.

If the opening bidder has 15/17HLD points after the forcing 1NT* bid, game is likely if responder has 12HLD points. However, if opener has 12/14 without a majors suit fit, game is less likely if responder has <14HL points, so there is nothing to prevent responder from passing.

An example follows:

O: ♠AJ1054 ♥987 ♦KJ109 ♣7 13.5 HLD with no Q

R: ♠K2 ♥AQ5 ♦A7532 ♣Q94 17.5HL

The bidding would go:

Opener	Responder
1♠	1NT*
2♣*(12/14min)	2♦
3♦	5♦ (add 2 F for 9-card ♦ Fit – 17.5+2F+12=31.5)

\

(2)The sequence 1♥-1♠-1NT=12/14 and 1♥-1♠-2NT=15-17

After the bid 1♥-1♠ =7+HLD one bids:

1♥	1♠
1NT	3532 12/14
2♣*	Minimum hand 12/14 unbalanced
2♦	5♥ - 4♦ 15/17
2♥	6♥ 15/17
2♠	5♥ - 4♠ 15/17
2NT	3532 balanced 15/17
3♣	5♥ - 4♣ 15/17
3♦	5♥ - 5♦ 15/17

Responder over the Minimum bid of 2♣* may bid 2♥/2♠/2NT/3♣/3♦ as natural bids

But 2♦* is a shape asking bid

2♥	6♥ - 4♠ 12/14
2♠	5♥ - 4♠ 12/14
2NT	5♠- 5♥ 12/14
3♣	5♥ - 4♣ 12/14
3♦	5♥ - 4♦ 12/14

Opener ♠ 54 ♥AQ982 ♦K965 ♣ AQ and 17HLD
Responder ♠ AJ1098 ♥ K ♦ J75 ♣ 10984

Opener	Responder
1♥	1♠
2♦*	Pass No reason to bid 3♦. Responder may pass on 2♦ as he only has 7 misfit pts (-2 for the singleton in partner's suit, -1 for no Q, only 2 pts for the singleton).
Pass	Pass
Pass	Pass

(3)Rebids after 1♥/♠-2NT*= Modified Jacoby with 16+HLD

Rebids by Opener	Suit Length	HLDF
3♣*	Club Singleton/Void	12-14
3♦*	Diamond Singleton/Void	12-14
3♥*	Heart Singleton/Void	12-14 with Spades as trumps

3♠*	Spade Singleton/Void	12-14 with Hearts as trumps
3♥*	No Singleton/Void	12-14 with Hearts as trumps
3♠*	No Singleton/Void	12-14 with Spades as trumps
3NT*	Spade Singleton/Void	15-17
4♣*	Club Singleton/Void	15-17
4♦*	Diamond Singleton/Void	15-17
4♥*	Heart Singleton/Void	15-17 with Spades as trumps
4♥*	No Singleton/Void	15-17 with Hearts as trumps
4♠*	No Singleton/Void	15-17 with Spades as trumps

(4) Responses to 1♣* 18+HLD

1♦*	0-6HLD points or 13+HLD pts
1♥*	Transfer bid for 5+♠ with 7-12HLD pts
1♠*	Transfer bid for 1 NT 7-9HLD pts
1NT*	Transfer bid for 5+♣ with 7-12HLD pts
2♣*	Transfer bid for 5+♦ with 7-12HLD pts
2♦*	Transfer bid for 5+♥ with 7-12HLD pts.
2♥*/2♠*	6+ card suit with 7-9HLD
2NT*	10-12HLD balanced no 5-card major/minor

(1) After Negative: 1♦* 0-6 HLD

Opener Rebids after 1♦*:

1♥/1♠/2♣/2♦ Natural forcing one round with 5/6 cards, unbalanced and 18+HLD

1NT* 18-20 balanced

Responder Bids

Pass	0-4 HLD/Garbage Stayman
2♣	5+HLD, Stayman
2♦/2♥	Jacoby Transfer
2♠	The Minors

Opener Bids

2NT	Prefer Diamonds
3♣	Prefer Clubs

2♠* shows 5+cards and 21-23HLD or 21+HLD, forcing one round

2♥ shows 5+cards and 21-23HLD or 21+HLD, forcing one round

Responder bids 2♠ (ask)

2NT 22-23 and balanced

3NT 24-26 and balanced

3X = Natural (4/5 cards) with 22+HLD and 5+ hearts

2NT* 21-23HLD balanced

Responder Rebids

Pass	0-2 HLD
3♣	3+HLD-Stayman
3♦/3♥/3♠	Jacoby Transfers (5-card suit- H/S/Clubs) May correct to 4♦ over 4♣-transfer bid
4♣	Expert Gerber
4♦	transfers to hearts (6-card)
4♥	transfers to spades (6-card)
4♠	transfers to clubs (6-card) Or correct to 5♦ over 5♣-transfer bid

3NT* 24+HLD balanced

Responder Rebids

Pass	0HLD
4♣	Expert Gerber
4♦	transfers to hearts
4♥	transfers to spades
4♠	transfers to clubs (with correction to diamonds)

(2) After Positive Transfer Responses to 1♣* Opening--Positive Transfer Responses to 1♣* are 5+ card suits. Opener must have 3+ card supports to accept transfer.

To transfer to a minor, you need **7-12HLD**. Opener will accept again with 3+-card support even though he may have a 5-card major.

Bids of 1NT=18-20, 2NT=21-23, 3NT=24-26 show NO-FIT

(3) After 1♠* (7-9 HLD) === Positive Transfer and relay to 1NT by Opener

After opener accepts the suit transfer responder next tells opener about his controls

First Step 0-1 control (K=1), next step = 2 (1Ace/2kings) etc.

TAB (trump asking bid) Opener may next bid the Trump suit at lowest available level if he wants to ask about responder's trump suit

1 st step	Five or more trumps with no top honor (A, K, Q)
2 nd step	Five with one top honor
3 rd step	Five with two top honors
4 th step	Six or more with one honor
5 th step	Six or more with two honors
6 th step	Five/Six or more with three top honors

CAB (control asking bid) Opener next may bid any non-trump suit if he wants to ASK for controls in that suit

1 st step	No Controls (Qxx or worse)
2 nd step	Second round Control (K/singleton)
3 rd step	First round Control (A/void)

(4) Responder bids 2♥*/2♠*/3♣*/3♦* shows singleton in bid suit (7+HLD)

Opener Rebids:

3♥/3♠	1430 for bid major
4♣/4♦	1430 for bid minor
4♥/4♠/5♣/5♦	To Play

(5) Responder's bid of 2NT* 10-12HLD, balanced/semi-balanced

Opener Rebids

3♣* Ask bid
 Responder bids 4-card suits up the line (3♦/3♥/3♠) 3NT*
 show clubs

3♦/3♥/3♠ Natural bids show 5-card suit

3NT* Asking Bid

Responder bids

4♣*=14 points

4♦*= 15 points

After 4 clubs and 4 diamonds, opener bids 4-card suits up-the-line or bids 4NT (to-play)

4♥*/4♠*/5♣*/5♦*=16+

4♣ Expert Gerber Ace ask

(5) 1♦*- Auctions

Recall that the bid 1♦* has the bidding range 12-17HLD points like major suit bids (with two bidding zones 12-14 and 15-17), however, the bid is **artificial** and may have 0-2 diamonds, so it is forcing.

Partner knows you do not have a 5-card major, that your hand may be balanced or unbalanced with 4-clubs or 4/5+diamonds, that it may have a 4-card major or be 4-4 in the majors, that it may be 5-4 clubs and diamonds or even a 4-4-4-1/ 4-4-5-0 hand.

Responder ranges are defined:

- (1) **Weak with 7-9HLD**
- (2) **Invitational 10-12HLD**
- (3) **Strong 13+HLD**

XYZ Convention

The convention goes by two names XYZ or Two-Way Checkback and is like but better than Two-Way New Minor Forcing. It is a corner stone convention for the Modified Optimal 2/1 System when opening 1♦* = 12-17HLD.

It applies to the following bidding sequences:

Opener	Responder
1♦*	1♥/1♠
1NT	?
1♥	1♠
1NT	?
1♦*	1♥
1♠	?

The system's basic premise is that bids of 2♣* and 2♦* are both artificial. There are three features to the system

- 1) The 2♣* response to a 1NT/1♠ rebid is a forced relay to 2♦*
- 2) The 2♦* response to a 1NT/1♠ rebid is an artificial game force (yes even if partner's opening bid was 1♦). It is usually a Major suit Checkback but is occasionally a prelude to showing a forcing bid in a minor.
- 3) Jump rebids by responder, in any suit, are forcing. They describe good hands or good suit(s) with good values and long suit(s).

The approach to signing off in a minor is as follows. To sign-off in 2♦ responder bids 2♣* - Opener should alert and explain as a RELAY to 2♦*, either to play or the start of some invitational sequence.

The auction may go	1♦*	1♠
	1NT	2♣*
	2♦*	Pass

This is how responder gets back to 2♦. Remember you can't bid 2♦ directly over 1NT as a preference for it is an artificial force.

1♦* 1♥ (7+HLD)
1NT ?

Responder's Bids

Pass	To play
2♣*	Forces 2♦*
2♦*	GF
2♥	To Play
2♠	Invitational with 4-Spades
2NT	6+ diamonds
3♣	Sign-off in Clubs (5-4)
3♦	5♦-5♥ slam try
3♥	6+Hearts, slam try
3♠	4-Spades and 6+Hearts

follows.

1♦* 1♠ (7+HLD)
1NT ?

Responder's Bids

Pass	To Play
2♣*	Forces 2♦*
2♦*	GF
2♥	5+spades – 4+hearts Opener Pass or bids 2♠ - 3♥ not a possible bid)
2♠	To Play
2NT	6+ diamonds
3♣	Sign-off in Clubs
3♦	Slam try 5-5
3♥	Slam try 5-5
3♠	6+Spades Slam try

Using the XYZ convention the auctions may be weak, invitational, or strong.

Weak	1♦* 1♥	1♦* 1♥
	1♠ 2♥	1♠ 1NT 2♣* 2♦

Invitational	1♦* 1♥	1♦* 1♥	1♦* 1♥
	1♠ 2♣*	1♠ 2♣*	1♠ 2♣
		2♦* 3♦	2♦ 2♥ 3NT

Slam	1♦* 1♠
	1NT 2♦*

3♣ 3♦
 4♦ 4♥
 5♦ 7♦

Opener ♠106 ♥AQ52 ♦J86 ♣KQ64
 Responder ♠KJ875 ♥76 ♦AKQ72 ♣7

Opener Responder
 1♦* 1♠
 1NT 2♦*
 2♥ 3♦
 3NT

Opener ♠Q102 ♥A5 ♦K987 ♣A872
 Responder ♠7 ♥KJ10974 ♦A52 ♣Q73

Opener Responder
 1♦* 1♥
 1NT 2*
 2NT 3NT

Opener ♠Q62 ♥K65 ♦AK987 ♣72
 Responder ♠AK7 ♥AQ972 ♦52 ♣863

Opener Responder
 1♦* 1♥
 1NT 2♦*
 2♥ 4♥

We have seen how useful the XYZ convention is when the sequence is X-Y-Z; however, there are other responses: 2-level bids and 3-level bids. In general, 2-level bids are invitational and 3-level bids are GF bids.

The sequence 1♦*- Pass - 1♥ - (1♠) - X = Support Double developed by Eric Rodwell (more on this later).

(6) 1♥/1♠ - Auctions

Playing “traditional” 2/1, many partnerships play Bergen raises (e.g., Bergen, Reverse Bergen, or Combined Bergen) because they believe that it is safe to bid to the 3-level with 9 trumps. The idea behind Bergen raises is that, if you are aware of your nine-card fit, you should take up as much space as possible, and bid directly to the 3-level (“your safety level”). Therefore, the bids of 3 Clubs and 3 Diamonds have become the foundation for Bergen’s major suit raises.

Larry Cohen (1994, p.15), "Following the Law" states "The Total Number of Tricks available on any deal is approximately equal to the Total Number of Trumps". And Mike Lawrence and Andres Wirgren (2004, p.25), "I Fought the Law of Total Trick" found based upon 1500 deals that only 601 hands or 40.07% of the hands matched exactly the number of tricks. Or approximately a 40% of the time! Why?

As shown by Patrick Darricades (2020, p.46-58), "Optimal Hand Evaluation in Competitive Bidding" show that taking tricks depend on "distribution" not the number of trumps. It is short suits, and their location that determine the effectiveness of the trumps.

Neil Timm (2021, p. 332), "2/1 Game Force System" developed a formula that tried to correct the flawed "Law" that considers hand shape (distribution), double fits, and poor honor combinations.

I agree with Darricades that the solution in the determination of the level of the bid includes trump fit, secondary suit fit, distribution, D-fit, honor valuation, and suit quality is the application of the Optimal Point Count Method. One of the major reasons for this book.

Paulo Brum in his March 20, 2020, Article "Bye, Bye, Bergen" States "The major drawback of Bergen raises is that they are pretty much *incompatible with 2/1 GF*. Yes, you heard me. One of the most popular systems in America right now includes both 2/1 GF and Bergen raises -- and this leaves an enormous, unsolvable gap in your system. When you use the bids of 3 Clubs and 3 Diamonds to support partner, you no longer have them available in their natural sense. This means that any hand in which the primary suit is clubs (or diamonds) cannot use any other route than bidding its suit at the 2-level, or 1NT. But the 2-level new suit is game forcing! And so, we have a huge range of club (and diamond) hands that are shoveled into the forcing 1NT response. (If you play it as semi-forcing, meaning that your partner can pass with a balanced minimum, your problem becomes even worse)".

What is one to do?

- (1) Redefine the meaning of 1NT* forcing as defined above.
- (2) Replace Bergen bids with mini splinters.
- (3) Say bye, bye to Bergen and adopt the Optimal Point Count method of hand evaluation.

What about the Rules of 19/20/22 which state: Count your two longest suits and add to that total your H points; if it adds to 19/20+points open the hand using good judgement. The Rule of 22 uses the same method but also requires adding +2 points for quick tricks (two A's or AK in the hand) for a total of 22 points to open.

Two problems are clear, the honor point values are counted incorrectly, there is no mention of suit quality, and distribution is ignored! You no longer need these misguided rules if you adopt the OPC method.

When partner opens a major responder's primary obligation is to show shortness with a fit with an unbalanced hand. This is done with the aid of mini splinters and full splinters. High card points

are great for bidding balanced hands. As distribution enters the picture, the location of cards becomes increasingly important. In general, no single bid describes an unbalanced hand better than a short suit bid. Recall the following over a major suit bid.

Mini splinter - 13-15 **HLDF** points with 4-card support
Full Splinter – 16+ **HLDF** points 4-card support

1NT* - 13+ **HLD** points

2NT* - 16+ **HLDF** points 4-card fit no shortness

2/1 Bid with 15+ **HLDF** points

2M -7-9 **HLDF** points

3M – 10-12 **HLDF** points

<7 **HLD** Pass

The structure of the responses to the opening major suit are:

1♥ - 1♠ =7+ **HL**

1NT*-One-round forcing

2♣/2♦ - Natural (10/12)

2♥ - simple raise 7-9 **HLDF** pts

2♠* - mini-splinter in spades with 4 hearts, 13-15 **HLDF** pts

2NT* GF – 4-hearts 16+ **HLDF**

3♣* - mini-splinter, short in clubs with 4 hearts, 13-15 **HLDF** pts

3♦* - mini-splinter, short in diamonds with 4 hearts, 13-15 **HLDF** pt

3♥ - Natural invite 10-12.

3♠ - full splinter, short in spades with 4 hearts, 16 + **HLDF** pts.

3NT – 13-15 3-card support

4♣* - full splinter short in clubs with 4 hearts, 16 + **HLDF** pts.

4♦* - full splinter short in diamonds. with 4 hearts, 16 + **HLDF** pts.

4♥ - To play

1♠ - 1NT*--One-round forcing

2♣/2♦ - Natural (10-12)

2♠ - simple raise 7-9 **HLDF** pts

2NT*- 4-spades 16+ **HLDF**

3♣* - mini-splinter, short in clubs with 4 spades, 13-15 **HLDF** pts.

3♦* - mini-splinter, short in diamonds with 4 spades, 13-15 **HLDF** pts.

3♥* - mini-splinter, short in hearts with 4 spades, 13-15 **HLDF** pts.

3♠ - Natural invite 10-12

3NT -13-15 3-card support

4♣* - full splinter short in clubs with 4 spades, 16 + **HLDF** pts.

4♦* - full splinter short in diamonds with 4 spades, 16 + **HLDF** pts.

4♥* - full splinter short in hearts with 4 spades, 16 + **HLDF** pts.

4♠ - To Play

(1) Your partner opens 1♠ and you hold the following hand.

Responder ♠1095 ♥ A1032 ♦A106 ♣Q98

You have 9.5HLD points (+1 Fit -1 no K and -1 for 4 3 3 3) and would bid 2♠. And if you had 10-12HLD pts you would bid 3♠. You cannot bid 2♥ because you hold only four cards.

(2) Your partner opens 1♠ and you hold:

Responder ♠AQJ762 ♥7 ♦AK983 ♣5

You have great spade support with 27 HLDF pts (7.5 + 2 Q + 2 L + 3 Fit + 2 + 7.5 + 1 L + 2). But you have a singleton and cannot bid 2NT*. Bid 1NT*

DO NOT SPLINTER with 4♥* an absurd bid with two singletons.

(7) Responses to 2NT*

This bid is like the unusual 2NT bid playing 2/1. The responses go:

All 3-level bids are to play except 3♥* which is an asking bid.

Over 2NT*=12-14 what follow are the responses to the 3♥* asking bid.

3♠*/3NT*	12/13-14
4♣*/4♦*	6♣-5♦/6♦-5♣ min=12
4♥*/4♠*	6♦-5♣/6♦-5♣ max=13/14
4NT*/5♣	6♦/6♣ min/max with singleton ♥
5♠*/5NT*	6♦/6♣ min/max with singleton ♠
5♠/5NT*	7♣-6♦/6♣-7♦ min
6♣	7♣-6♦/6♣-7♦ max

Wrap-Up

By adopting the philosophy of the Modified Optimal 2/1-Club System, what have we learned and what have we given up by dumping both “traditional” 2/1 and Precision?

First and foremost, opening bids must be counted using **HLD** points with bidding decisions restricted to 3-point increments: 7-9, 10-12, 12-14, 15-17, 18-20, 21-23, 24-26, 27+. All 1-level bids have at most 2 intervals with at most a **6HLD** point range, and all 2-level bids are within a 3-point range to ensure “bidding safety”. All strong hands require 18+**HLD** points and are opened 1♣*, all 1-level suit bids require 12-17**HLD** points, and 1NT is defined by 15-17**HLD** points. Yes, partners no longer need to bid with 5H points and may pass with less than 7**HL** points without the fear of missing a game.

Secondly, one must account for fit and misfit points **for all suits and NT contracts** and eliminate terrible bidding practices like responding 2NT to 1NT, 4NT quantitative bids, and opening NT hands with 6-card suits.

Weak major suit 2-level bids in all seats are opened with a 12/14**HLD range, not 6-10** because this wider range is outside the bidding safety zone, a 3-point range. Hence, conventions like Drury and Two-Way Drury are not needed.

Playing 2/1 and opening 2NT with 20HCP, you are already too high. Goren’s original recommendation was to use 22-24 HCP points since it provides more protection. We solved this problem by opening all hands with 18+**HLD** points $1♣^*$ where a rebid of 1NT=18-20**HLD**, 2NT=21-23**HLD**, and 3NT=24+**HLD** points.

One must always make competitive bidding adjustments to account for the impact of the number of cards one has in the opponents suit and honors cards both within and outside the overcall suit to accurately reflect a hands Offensive or Defensive nature and to make 1/2 level overcall bids. Adjustments must also be made for an alone King in any 3/4 card suit and an alone J in any suit when contemplating a 1NT overcall for balanced hands. These are termed **AOC** points.

The Modified Optimal 2/1-Club System allows one to “trash” a host of prior learned Rules like the rule of 9/N, rule of 15, rule of 20/22, rule of 44, rule of 26 (LTC), rule of 44, and many more including the Law of total trumps since the alternative approach to bidding provides optimal accuracy which in turn leads to improved bidding judgement and hence better results at the bridge table for all levels of players.

Optimal Point Count (OPC)

The Opening bidder considers HLD points and Responder’s only HL points where $L \leq 2$ w/o a fit except for flatness -1 4333. With a suit Fit, add/deduct F, Semi-Fit, Distribution-Fit, MS: (HLDF).

HONOR POINTS (H)

Ace: $4\frac{1}{2}$ pts K: 3pts Q w/A, K, J: 2 pts Qxx: $1\frac{1}{2}$ pts Qx=1pt
 J w/A, K, Q: 1pt Jxx: $\frac{1}{2}$ pts Jx=0 pts

Value of **10s** vary: 10K= $\frac{1}{2}$, 10A=0, 10Q/J=1, 10J=2

No Aces = -1 pt (Only Opener) No Q =-1 No K=-1 (all hands) with Max=-2

3Ks = +1 pt, 4Ks = +2pts, 4Qs = +1pt

For 3 of the top 5 honors (**suit quality-Q**) in a 5-card suit add +1 pt and in a 6-card suit add +2 pts.

For a Singleton honor or for **TWO** Honor doubletons (AK/AQ/KQ/QJ deduct -1 pt
However, **DO NOT** deduct a point for an AJ/KJ doubleton since they are better than Ax and Kx.

LENGTH POINTS (L)

For a suit headed with at least 3 points (QJ/K) and 5-cards add +1 pt and for 6-cards add +2 pts
 Suit Quality (Q). A 6-card suit without 3 points add only +1 pt.
 Add +2 pts for **each point** from the 7th-card on in any 7+ card suit – Length alone has value.

DISTRIBUTION POINTS (D)

VOID = 4pts Singleton= 2 points **ONE** doubleton= 0 pts **TWO** doubletons = 1pt
 4333 = -1pt
 Singleton in a NT contract = -1pt

**The values defined for HLD apply to Opener’s hands for both NT and Suit contracts.
 Responder adds D points once any suit fit is found.**

SUIT FIT POINTS (F)

8/9/10 card fit= +1/2/3 pts (all suits)

SEMI-FIT (SF)

Add +1 if you hold an honor doubleton Kx/Qx/J10/Jx doubleton (other than the Ace) in partners long suit (5+cards). Both the opener and the responder make the +1-point adjustment with 2-card suit support.

DISTRIBUTION-FIT (DF)

Number of trumps	4	3	2
Void	4pts	3pts	2pts
Singleton	3pts	2pts	1pts
Doubleton	2pts	1pts	0pts

MISFIT POINTS (MF)

Opposite a long 5-card suit deduct -3/-2/-1 for void /singleton/doubleton
With a Fit, add F, Semi-Fit, Distribution-Fit, and MS pts called (HLDF) points.

WASTED HONOR (WH) ADJUSTMENTS where S=Singleton and V=Void

K/Q/J Honors opposite a S/V -2/-3 Non-Honors opposite S/V +2/+3
 Ace opposite Singleton= +1

MIRROR HAND/SUIT (MHS) ADJUSTMENTS

For two perfectly mirror hands or two mirror suits deduct -2 points/-1 point.

Adjusted Optimal Count

To open 1M requires 12-17HLD points; however, for a suit overcall in a competitive auction one needs 12-17AOC points for a 1-level bid and for a 2-level overcall bid one needs 15-17AOC points. Evaluation of AOC points are a 3-step process:

- (1) Starting Points HLD
- (2) Adjustments for Opponent’s suit length and Honors Held in their suit

(3) Adjustments for Honors in 3 or 4 suits Outside the Opponents' suit

Overall Suit Adjustments

Deduct -1 point for 3-cards in the opponent's suit

Deduct -2 point for 4-cards in the opponent's suit

Deduct -3 point for 5-cards in the opponent's suit

Add +1 for a singleton in the opponent's suit (i.e., 2D becomes 3D)

Add +1 for a void in the opponent's suit (i.e., 4D becomes 5D)

The opponents open 1♥ open and you hold:

♥xx	No adjustment
♥xxx	-1L point
♥Axx	-1L point = 3.5 points (4.5-1L)
♥Axxx	-2L point = 2.5 points (4.5-2L)
♥Kxxx	-2L point = 1.0 points (3.0-2L)
♥x	+1D so total =3D
♥ -	+1D so total =5D

A second factor that effects an over call bid are **honors in and outside the opponent's suit**. The honors in 3 and 4 card suits and lone honors help to determine whether your hand is more defensive than offensive orientated.

Overall Honor Adjustments

(1) Honors in Opponent's Suit

Kxx/Kxxx (K alone) deduct -1 point (regardless of position) with KJx
or Kx no adjustment

K with Q -1 when before opponents' suit
+1 when after opponents' suit

Qxx/QJx no adjustment

J **without** a 10 -0.5 (e.g., Jxx/Jxxx J alone); otherwise, no adjustment

(2) Honors in 3/4 card side suits

Kxx/Kxxx alone -1 point with Q/J no adjustment

Jxx/Jxxx alone -0.5 with 10 no adjustment

(3) No other honor adjustments

A simple overcall at the one-level requires 12-17AOC points for 1-level bid and includes 2 zones 12/14 and 15/17; for a 2-level bid one needs 15-17AOC points.

1NT Overcall

When considering a 1NT overcall bid, holding 4+ cards in the opponent's suit is neither a liability or an asset since it may not generate an additional trick or add any additional protection. However, if the opponent's card were in another suit, it would add offensive value to the hand by having 5-cards in a side suit. Hence, one must deduct -1 point for having 4-cards in the opponent's suit; but not 2. And holding 5-cards, while rare, is a greater liability so one must make a -2-point adjustment.

NT Overcall Suit Length Adjustments

Deduct -1 point for 4-cards in the opponent's suit

Deduct -2 point for 5-cards in the opponent's suit

NT Overcall Honor Card Adjustments

Deduct -1 point for a King alone (Kxx/Kxxxx) in any 3/4-card suit

Deduct -0.5 points for a lone Jack in any suit