

Unlimited Forcing Openings - UFO

OPENING BIDS and HANDS Evaluation

OPENING BID	DESCRIPTION	RECOMMENDED DEFANCE
Balanced hands: are evaluated in Milton-Work points (HPC - A=4,K=3,Q=2,J=1), NO UPPER LIMIT:		
1 ♣	12+ HPC, (max 1 doubleton, ANY 5332 is OK)	Nothing special
Unbalanced hands: - 1♦ to 2♥ - 5+ Tricks*, NO UPPER LIMIT. Hand's strength is evaluated in Tricks*, not in points!		
1♦/♥/♠/ (1NT for ♣)	4+ cards and one of 3 shapes – onesuiter: 6+ / twosuiter: suit+lower / threesuiter: suit+both neighbor suits	Same as for natural openings – take out doubles, etc. On 1NT – Double with strong (16+HPC) hand, 2 clubs – take-out on clubs, other - natural
2♦/♥ (4+♣-5+♥/4+♦-5+♠)	5+ in <u>next major suit</u> – 4+ in <u>lower minor</u>	Double with strong balanced hand, bid in major with sound take-out
2♣ (5+♣-4♥ or 5+♦-4♠)	5+minor-4 th major non touching suits	Sound natural overcall, double with strong balanced hand
Preempts: hands are evaluated in winners, openings in 1 st /2 nd position is according -2/-3 rule, not strict for 3 ^d position's opening		
2/3 ♠	Preempt with BOTH minors (5+-5+)	Double with strong balanced hand, sound natural overcall, ♣♦-Both majors, preference
2 NT/ 3 ♣/♦/♥	Transfer – Preempt OR 7+ AKQ without side strength	Double with strong balanced hand, bid in transferred suit with sound take-out
3NT (1st/2nd) position	Preempt in ONE of minors	Double with strong balanced (semi balanced) hand, sound, natural overcall with majors, 4♣ with both M
4 ♣/♦	NAMYATS	Double with strong balanced hand, bid in transferred suit - sound twosuiter with other M, 4NT – twosuiter with minors

***Tricks (for unbal. hands) = Honors tricks + Distribution tricks**

(Rounding to whole number is based on corrective factors)

<i>Honors tricks</i>		<i>Distribution tricks</i>
A=1.5 K=1 Q=0.5 (Singleton K or Q are not counted)	+	Opener adds up to 2.5 Tricks = (longest – shortest suit)/2 Responder with trump support adds (trumps - shortest suit)/2

This text background marks bids, that may require special treatment or needs for special agreement

DEFENSIVE BIDDING

Transfer overcalls (dbl for next suit) on 1st level suit openings

(lower limit at least 5 and according -2/-3 rule, no upper limit), NT overcall – Raptor, cue bid – Michaels on major, both majors on minor. Transfer to 1NT (1♣ or dbl on 1♠) is take-out dbl, transfer to not natural opening bid is overcall with 5+ in the suit, to natural (3+) is 4441 with singleton in the opening suit. Jump to 2NT is sound overcall with clubs.

RECOMMENDED DEFANCE

Double/(Redouble) shows suit/(support), bid of transferred suit substitutes negative double (FR at least and could be stronger). New suit is construction and not forcing.

COMBINED LEADS AND SIGNALS

Leads from small cards

<u>x</u> <u>x</u>	h <u>x</u>
<u>x</u> <u>x</u> x	h <u>x</u> x
<u>x</u> x x x	h <u>x</u> x x
<u>x</u> x x x x	h <u>x</u> x x x
<u>x</u> x x x x x	h <u>x</u> x x x x

Leads from Honors

<u>H</u> x	<u>H</u> <u>H</u>
<u>H</u> x <u>x</u>	<u>H</u> <u>H</u> <u>H</u> – small from even
<u>H</u> x <u>x</u> x	<u>H</u> <u>H</u> h
<u>H</u> x x x <u>x</u>	<u>H</u> h h
<u>H</u> x x <u>x</u> x x+	<u>H</u> <u>H</u> h h

From small cards – smaller from doubleton, highest from 3 and more cards (or second if highest is valuable). Second play in the suit shows initial count – small card shows even count.

Lead with small card is active and is under honor or from doubleton. From broken honor sequence lead is lower from touching honors.

LEAD 10

LEAD 9

10 x x ... / 109	9 x x ...
A J 10 ...	A 10 9 ...
K J 10 ...	K 10 9 ...
	D 10 9 ...

10 or **9** leads are either top of the nothing or from broken sequence with touching higher honor (J or 10) and top honor.

SIGNALS

Count only upside-down, first discard is Italian (odd card – command in the suit, even card – discourage and could be straight lavinthal). Second discard in the same suit shows initial count – smaller for odd, higher for even.

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