

Shape Control Summary

Version 8e.01 /22.11.2015

#	Opening	√ = artif.	No of Cards	Description	Responses	Subsequent Auction	After Interference
1	1♣	√	0	Strong Club: 14+hcp a) 14-19 hcp, BAL (5M or 6m possible) b) 14+hcp, any 3-suiter (incl. 643, 553, 543) c) 14-16 hcp, any 5/4+ minor-2-suiter d) strong and long m (20+hcp) e) 1♣ any 3♣, ♠, ♥, ♣ = 5+♣, ♠, ♥, ♣, FG, mostly 2-suited & ≤ 3 losers 3m ask stopper, 3M ask cuebid (both: (3NT = no more))	1♣ = 7+hcp and max. 9 losers, any shape except 7+M 1♥ = 0-6 hcp, 4-5M, BAL => 1♠/NT/2M/♥/♣ = 3+♠/3+♥/NT/INV/GF 1♣ 1♥ 1♠ 2♣ = 1-4-4-4; 1♣ 1♥ 1NT 2♣ = 4-1-4-4 1♣ = 0-6 hcp, no 4M, BAL => 1NT, 2x = to play; 3x = INV 1NT = 6+m, 6M, 5/4+m's => 2♣, ♠, ♥, ♣ (=polish); p/c (2SA=5/4+ m's) 2♣ = 5m & 4M => 2♥♠, NT (polish): p/c; => 3♣ = 6+♣, no 4M 2NT = INV, 4+♣ / other = as op., 0-6 hcp (2♣ = 4/4+, 3♣, ♠ unlimited)	1♣ any 3x = FG (m ask stopper; M ask cuebid (both: (3NT = no more) 1♣ 1♠ 1♥ = 14-16 hcp, 3-suiter => 1♣ = F1; 1NT = FG; 2x = 7-9 HP 1♣ 1♠ 1♥ = 17+hcp, 3-suiter => c); 1NT = FG; 2x = 7-9 HP; 2NT=4441 1♣ 1♠ 1/2NT = 14-16/17-19 or 23+hcp => Puppet, Transfer => #4 1♣ 1♠ 2♣/2♠ = 14-19/16 hcp, 6+♣/any 54+m's => 3♥♠=SI 1st/2nd suit 1♣ 1♠ 2M = 14-19, 4M & 5+♣ => 2NT => 3♣/♠=weak 6+5♣, other=17+ 1♣ 1♠: 3♥ff = Freak strong (shorter suit); 4NT = Freak m's strong	after X: XX = 4+/4+ & 7+hcp or any 10+ after X: others = system on, 2x=7-9 hcp after 1y: pass = F1 after 1y: others = system on after 1NT: X = penalty after 2/3y: X = T/O, INV
2	1♠		5-7 (4-7)	Unbalanced: a) 7♠ solid, 11-13 hcp or any 7♠ without 4M, 11-13 hcp => 3NT / 3♠ b) any 5+4+ minor-2-suiter, 11-13 hcp c) 3-suiter, 11-13 hcp (incl. 643, 553, 543 with max. 4M) d) 4M & 5+♠, 14-19 hcp (74xx, 6421, 5422)	1M = 5-11 hcp, F1 1NT (F1) = asks for 2♣, if not 7♦ or 5+♦ & 4M; 6M weak possible 2♣ = 4M & 5+♠, 5-11 hcp 2NT = 4+Fit: ask for losers => 3♣/♠/other = 7/6/5 or less 2♣, 2M, 3♣ff = same as this opening with 5-11 hcp	1♣ any 3♣ = 7♣ weak, 1♠ any 3NT = AKJxxxx/AQJxxxx => a) 1♣ any 2♣ = any 5+4+ minor-2-suiter, 11-13 hcp => b) 1♣ 1♥ 1♠/NT and 1♦ 1♠ 1NT shows a 3-suiter => c) 1♣ any 2M = 14-19 hcp, 4M & 5+♦ (74xx, 6421, 5422) => d) 1♦ 1NT any 2NT = F1 / 1♦ 1NT any 3♥♠ = slam invit in 1st/2nd suit	after X: XX = 4+/4+ & 7+hcp or any 10+ after X: others = system on after 1-3y: X = T/O, INV after 1-3y: 1-3 NT = stopper
3	1♥♠		5-6(7)	Unbalanced: a) any 7♥♠, 11-13 hcp b) 2-suiter, with m: 14-19 hcp, with oM: 14-16 hcp c) 3-suiter, 11-13 hcp (incl. 643, 553, 543 with max. 4M) d) 1-suiter with 3oM, 14-19 hcp (6331 or 6322)	1♠ = 4-6♠, 5-11 hcp, F1 => 1NT = 2/3-suiter, 0-2♠ 1NT (F1) = asks for 2♣, if not 6M or 5M/4m & 14+hcp; 6oM possible 2♣ = transfer (6♦ or 6oM) 2♠ = 4oM & 5+m, 5-11 hcp 3♣/♠ = 4+♥/♠: ask for losers => 1/2/3+steps = 7/6/5 or less 3oM = Freak with 5oM & 6m => 3NT ask for m; 4m=p/c; 4oM=3+Fit	1M any 3M = 7M, 11-13 hcp => a) 1♥ 1♠ 2♣/♠ = 5/4+ 2-suiter, 14-19 hcp => b) 1♥♠ 1NT 2♠/oM = 5/4+ 2-suiter, 14-19/16 hcp => b) 1M 1y 2M = 6M, 3oM, 14-19 hcp => d) 1M 1NT 2♣ 2♠ = tolerance in ♣, ♠, oM 1M 1NT any 2NT = F1 / 1M 1NT any 3♥♠ = slam invit in 1st/2nd suit => 4/5x = no interest, 3NT = controls pls., 4♣ = RKCB, other = control	after X: XX = 4+/4+ & 7+hcp or any 10+ after X: others = system on after 1-3y: X = T/O, INV after 1-3y: 1-3 NT = stopper
4	1NT		2+ in each suit	Balanced: 11-13 hcp (5M or 6m possible), stopper in 3 suits and with: 11 hcp: 1+A & 1+K & 1+Q; 12 hcp: 1+A & 2+Q; 13 hcp: 2+K 1NT 2♠ 2♥ 2♣ = 55+m, weak => with 5♥4♠ bid Stayman, then 2NT 1NT 2NT 3♣ 3♦ = (21)55, FG => with 3055/0355: 3♠/3♥ = good 3M	2♣ = Puppet Stayman (details see lower right corner) 2♥/♥NT/3♣ = Transfer to ♥/♠/♣ => rebid after 3m = strong 2♠ = MIN/MAX? => 2NT = MIN no 4m; 3m=MIN & 4+m, 3x=MAX & 5 => after 2NT: 3♣/3♦ = wk 55 m/M; 3♥/♠ = str and 64 in ♣/♦ => after 2/3NT: 4♣ = Aces?; 4♦ = 55 in M / => after 3x: 4T = RKCB 3♥/♠ = strong, INV with 3♥♠/3♠/3♥/3♠ to a 4-3-Fit-M-Game	1NT 2♠ 2M = 5M 1NT 2♠ 2♦ = no 5M => 2M = not 4; 2NT = both 4 1NT 2♠ 2♣ 3m = INV with solid 6+m, headed by AK, AQ or KQ 1NT 2♠ 2♣ 3M = INV for 3NT with 1 stop in M and 0 Stop in oM 1NT TRF-to-M Accept: 3m = F1, short in oM; 2♠/3♥ = (53)(32), INV 1NT 2♠ 2♣ = SupAcc. => 2NT = 55m, weak // 1NT 2♥ 2NT = SupAcc.	after X: pass forces XX => 2m weak after X: 2♠ = "normal" Stayman after X: weak with 4333/3433: => Transfer in 4-card-M after 1NT pass pass X: pass=4/4M, 2x=5x, XX=m's each 3+
5	2♣	√	0	Majors: a) 9-10 cards in Majors (5/5, 5/4, 6/4), 6-8 Losers, 5/7-13 hcp b) same as a), but 17+ hcp => Rebid 3m (better/longer m) c) 11-12 cards in Majors (6/6, 6/5), 4-6 Loser => Rebid 2NT	2♠ = Relais (weak or strong) 2M = Preference, n.f. 2NT = Help! I have 10+ cards in minors, bid better m 3♣/♠ = 4+♥/♠: ask for losers => 1/2/3 steps = 8/7/6 losers 3+♥/♠ = PRE	2♣ 2♠ 2M = longer/better M, n.f. => 3M = INV with 3+ cards 2♣ 2♠ 2NT = 6/6 or 6/5, 6-8 Losers 2NT = 2♠ = 17+ hcp, longer/better m, F1 2♣ 2x 3M = 7M/5oM, 4-6 Loser	after X: system on after 2♣: pass=weak, oth=system on after 3m: X = bid your better suit
6	2♠	√	0	Multi: a) 6M, 5-11 hcp b) Semiforcing m, 17+ hcp or max. 5.5 losers if ♣ c) BAL 20-22 hcp (5M or 6m possible) d) AKQxxx M or AKQxxx(x) m (Rebid 3♥ or 3♠ !)	2♥ = relais, n.f. 2♠ = 3+♥ (polish), pass/correct; 3♣/♠: 7♥/♠ as opening (#9) 2NT = describe your hand (may have only tolerance in M's): 3♠=good 6M => 3♠=TRF; 3M=p/c // 3♥/♥=TRF // 3NT (!)=strong m After 2♠ 2M 2NT: Puppet, Transfer, 3♠ = 4+/4+m	2♠ 2M 2NT = BAL, 20-22 hcp 2♠ 2M 3m = Semiforcing m, 17+hcp 2♠ - 2♥/♠ - 3♥/♠ = AKQxxx-Major/ AKQxxx(x)-minor 2♠ 2NT => see left column 2♠ 2♥ 2♠ 3♥ = to play with 6+♥ and 0-1♠	after X: system on after 2M: pass = long, X = short after any: X from opener = strong
7	2♥♠		5 (6)	Major & Minor: 9-10 cards in long M (5) plus long m (4+) 5+M & 4+m, 6-8 Losers, 5/7-13 hcp	2NT = bid minor (not promising strength) => later 3M = INV 3♣/♠ = 4+♥/♠: ask for losers => 1/2/3 steps = 8/7/6 losers 3+M = PRE	2M 2NT 3m 4m = INV m 2♥ 2♠ = 6+♠, 0-1♥, to play	after X/2♠: system on
8	2NT	√	0	Minors: *) if 5/4* or 6/5*: with 2 Top-Honneurs in shorter m a) 9-10 cards in Minors (5/5, 5/4*, 6/4*), 6-8 Losers, 5/7-10/11 hcp b) same as a), but 17+ hcp => Rebid 3M (better/longer M) c) 11-12 cards in Minors (6/6, 6/5*), 4-6 Loser => Rebid 3NT	3m = Preference, n.f. 3M/SA = Stopper in M/both M, INV to 3NT 4m = Fit & Aces?	2NT 3m 3M = 17+ hcp, better M, F1 2NT 3m 3SA = 6/6 or 6/5 with 2 Tops in 5er-m, 4-6 Loser 2NT 3♣/♠ 4m = 7m/5oM, 4-6 Loser 2NT 3M/SA 4m = very weak, better m	after X: XX = same length in m's, pass = length diff. = 1, 3m = diff. = 2+
9	3♣/♠	√	0	Asks for quick tricks in side suits and help in trump suit a) any 7♥/♠ b) 6♥/♠ without 3oM, good opening (11+hcp, max. 6 losers)	1 step / 2 steps / other = 0-1 / 2-3 / 4+ quick tricks (AKQ=3, AK=2, AQJ=2, A=1, KQ=1, Kx=0.5, QJT=0.5 trump tricks count only half the value, trump shortness = -1 trick) 4♣ = RKCB / direct 4+M = PRE	3m=> +2 steps => 4M by opener shows good hand (11+ hcp) or 8+M	after X: pass/XX/suit = 0-1/2/3 steps after 3y: pass/XX/suit = 0-1/2/3 steps
10	3♥ 3♠ 3NT	√ √ √	(5) (5) 0	Freak Hands with 6/6, 6/5, 7m/4-5M or 8+m and 4-6 losers: 5♠ & 6+m or 6♠ & 5m, max. 6 Losers 5♥ & 6+m or 6♥ & 5m, max. 6 Losers 7m & 4M or 7m & 4oM or 8+m, max. 6 Losers	4NT is always RKCB 41/30/52 (kings in both suits count as "ace" !) 3NT = m?; 4♣ = TRF: 4♠/4♠/NT/5m = 6♥/6♠/6♦/7m); 4♦ = bid 6-suit 3NT = m?; 4♣ = TRF: 4♥/4♥/NT/5m = 6♠/6♠/6♦/7m); 4♦ = bid 6-suit 4♣ = p/c, not 4+♠; 4♦ = 4+♠; 4M = p/c; 5m = p/c	Explanation to ABBREVIATIONS: BAL = Balanced, 5M and 6m in 1NT/2NT possible INV / SI = Invitational for game / slam invit PRE = Preemptive F1 / FG = forcing for one round / forcing game M / oM / m / om = Major / other Major / minor / other minor n.f. = non forcing p/c = pass or correct wk / str = weak / strong steps = next suit, over next suit, ..., incl. NT-step	All Freaks: after X: pass = let them bid after xy: X = penalty Our Puppet Stayman: 1NT 2♠ 2♠ = no 5-card M, possible 4M 1NT 2♠ 2♥ = no 4♥, may have 4♠ 1NT 2♠ 2♥ 2♠ 2NT = also no 4♣ 1NT 2♠ 2♠ = no 4♠, but 4♥ 1NT 2♠ 2♠ 2NT = both 4♥ and 4♠ 1NT 2♠ 2♠ pass = 2+♠, 2+♥ and 5+♦ wk
11	4♣ 4♠ 4♥ 4♠	√ √ √ √	7/4 7/4 (7) (7)	7♥ & 4♠, max. 6 Losers 7♠ & 4♥, max. 6 Losers 7♥ & 4m 7♠ & 4m	4M to play; 4NT = Aces? 4M to play; 4NT = Aces? 5m = p/c; 4NT = Aces? 5m = p/c; 4NT = Aces?		
12	4NT	√	0	Italian Controls?	5♠/♠/♥... = 0/1/2...		
13	5x		8	PRE: 5m = 4+ losers; 5M = max. 1 ace or 2 kings			