

DEFENSIVE AND COMPETITIVE BIDDINGS	LEADS AND SIGNALS		System: "Shape Control" => a mostly loser based system
OVERCALLS (Style, Responses, Reopening) Style: never with only length or strength in opponents suit! 1-level: normally 5332-, 6331 or 6322-shape, max 13 hcp 2-level: same meaning as this opening, except: 2♦ shows after (m) : 4M & 5+om, after (M) : 4oM & 5+m After (1M): 1NT = 5/6+ ♠, no 4 oM, F1 2♣ = 5/6+ ♦, no 4oM or 6oM, F1 After (1m): 1M=>3M = 6M & 3oM; 3m=6M, no 3oM, 11+hcp	OPENING LEADS STYLE		Category: BLUE (strong club) NCBO: SWITZERLAND Event: All Players: Jürg Hertli (1243) - Luca Della Ca' (7731)
	Lead	Lead in Partners Suit	
	Suit	low = encouraging	
	NT	low = encouraging	low = encouraging
	Subsequent	same but always top from sequence through declarer including surrounding play	same
		may underlead an ace	may underlead an ace
1NT OVERCALL (all positions) TRF to 2♣: shows (other) minor (6+), no 4M	LEADS => King asks for count (or unblock in NT), others for attitude		1♠ is 14+hcp; almost BAL or 3-suited hands 2♦ is Multi 2-suited opening bids (5+/4+, all with max. 6-8 Losers) - 2♣ = majors weak to low opening or very strong - 2NT = minors weak or very strong - 2♥♠ = major with minor weak to low opening
	vs. Suit	vs. NT	
	Ace	Ax(+), AKx, AQ(+)	
JUMP OVERCALLS (all positions) same meaning as this opening	King	AKQ(+), AKxx(+), KQx(+): asks for count(suit) or unblock (NT)	
	Queen	QJ(+)	AQJ(+), QJT(+), QJ9(+)
	Jack	JT(+), Jx	JT9(+), JT8(+)
DIRECT AND JUMP CUE-BIDS (all positions) (1♥) 2♥ or (1♠) 2♠: short in ♥♠ and 17+hcp 2- or 3-suited => 2NT asks: 3y = lower of 5/5-suit, 3x (cue) = 5440 / 4441 (1♦) 2♦: shows 5+♣ and 4 in a major all other bids: same meaning as this opening	Ten, 9	shows 0 or 2 higher cards	shows 0 or 2 higher cards
	low	top of xx, 3rd of xxx(+)	top of nothing, lowest of 5+
VS. NT (vs. Strong or weak NT, all positions) Multi-Landy, including: X = 4M & 5+m (or 20+hcp > 2NT): 2♣ = p/c, 2♦ = show M 2♠ = any 5/4+ M's; 2♥ = 6M; 2M = 5M & 4+m; 2NT = 5/5m 3♣ to 4NT: same meaning as this opening	SIGNALS IN ORDER OF PRIORITY		1NT Opening: 11-13 hcp (with stopper in 3 suits) 1x followed by 1NT is NOT NT-shape !
	Partners / Declarers Lead		
	Suit: 1st	low = encouraging (K: count)	
		2nd	suit preference
		3rd	count
	Trump suit	high/low shows 3rd card	
	NT: 1st	low = encouraging (K: count)	odd = enc. / even = suit pref.
		2nd	count, if Ace invisible
		3rd	suit preference
VS. PREEMPTS (all positions) (2M) 2NT = 4oM & 5+m, INV (2M) 2♠/3m = natural (5+), 13+hcp (2M) X = 14+hcp without bids above (reopen: 11+hcp) (2M) 3NT to 4NT same as this opening (freak hand) (3/4x) 3/4y = natural (3/4x) X = T/O	SIGNALS EXCEPT TRUMP SUIT		2-suited openings 2♣, 2♥, 2♠, 2NT 2♦-opening with weak M, semiforcing m, NT 20-22 hcp freak hand openings from 3♥ to 4NT 3m shows long M (7+ PRE or 6+ with 11+hcp)
	high/low = even / several small cards = may be suit preference		
VS. ANY ARTIFICIAL BID (including openings) X = length, max. 11+hcp, Pass = "invisible" (may be strong)	DOUBLES		
	direct X: 14+hcp or 11+hcp with 5332 (5-suit lower then opening) reopen X: 11+hcp => cont. same as after 1NT or (weak) 1♥/♠ = 4+M; 1NT = tolerance both m's		SPECIAL BIDS THAT MAY REQUIRE DEFENCE 2-suited openings 2♣, 2♥, 2♠, 2NT 2♦-opening with weak M, semiforcing m, NT 20-22 hcp freak hand openings from 3♥ to 4NT 3m shows long M (7+ PRE or 6+ with 11+hcp)
OVER OPPONENTS TAKEOUT DOUBLE XX = two 4-card suits, willing to double (pass = F1) other bids = system on	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES		
	if opponent bid the system relays: X = go on with system bidding if opponent doubles a 2-suited opening: XX = same length in both suits if opponent doubles relays: each bid = enc; after pass: XX bid systemic		
			SPECIAL FORCING PASS SEQUENCES 1♣ (1♦,♥,♠) pass is F1, almost 7+hcp
			IMPORTANT NOTES THAT NOT FIT ELSEWHERE 4♣ uncontested is always RKCB 41/30/52 4NT after control bid sequence is RKCB 41/30/52 in case of 2-suited openings <u>both</u> kings count as an ace DOPI / ROPI control bids: 1st <u>or</u> 2nd until game p (p) 1M (p) 3x = fit bid with 4+x, INV (8 losers) After 1♥♠ 1NT any suit and after 1♣ 1♦ any suit is 3♥/3♠ slam invit in the first/second suit: 4 in the suit = no interest, 3NT = controls pls., 4♣ = RKCB, other = Control-Bid
			Impossible bid - "promises" opponents suit(s) - is always very strong (17+hcp or <= 5 losers) and 2- or 3-suited, F1 Psychics : very, very rare