

**Australian Team Selection - 2007 Playoff
Open**

Names :Pauline Gumby - Warren Lazer

System Summary

**If you play all of the system shown in the given meanings you are
still required to send a blank declaration**

Bid	If your bid has any of the following meanings you are not required to make any further disclosures herein unless you wish to do so	Disclosures
	Basic System Description	Standard American, 2 over 1 game forcing. 5 card majors, 2 way minor openings, 14-16 NT.
1♣	Strong Club OR 3+ Suit AND 11 HCPs	Either 2+ Clubs, 17-20 HCPs balanced or 4+ Clubs and 11+ HCPs (not 11-16 bal).
1♦	Natural 3+ AND 11 HCPs	Either 2+ Diamonds, 11-13 HCPs balanced or 4+ Diamonds and 11+ HCPs (not 14-16 bal).
1♥	Natural 4+ AND 11 HCPs	
1♠	Natural 4+ AND 11 HCPs	
1NT	Any Balanced Hand fully contained within an 11 to 18 HCP range.	14-16 balanced
2♣	Acol OR Strong AND/OR Natural 11-15 with or without Major	
2♦	Acol AND/OR Strong AND/OR Natural 11-15 with or without Major AND/OR A Weak Two Bid in ♦'s or in a major AND/OR 5+/5+ Colour/Rank/Odd.	At least 4 cards in each major and 6-10 HCPs.

2♥	Acol AND/OR Strong AND/OR Natural 11-15 with or without Major AND/OR A Weak Two Bid in ♥'s AND/OR 5+/5+ Colour/Rank/Odd.	Weak 5 or 6 Hearts, 6-10 HCPs except in 4th seat Acol 2 in Hearts.
2♠	Acol AND/OR Strong AND/OR Natural 11-15 with or without Major AND/OR A Weak Two Bid in ♠'s AND/OR 5+/5+ Colour/Rank/Odd.	Weak 5 or 6 Spades, 6-10 HCPs except in 4th seat Acol 2 in Spades.
2NT	Strong AND/OR Minors AND/OR 5+/5+ Colour/Rank/Odd.	
Please describe any other opening OR other bids OR treatments which you consider should be pre-alerted.		
	We rarely pass 1C. Responses are natural but may have 0 HCPs.	
	Good/Bad 2NT in competition. Either weak with Clubs or good hand in other suits.	
	Modified Bergen raises to 1M. 3C = GF, 3D = 8 losers. 1H-2S and 1S-3H = balanced 12-15 HCP with 4+ support	
	Specific Michaels Cue bids Cue = other major and Clubs. 3C = other major and Diamonds.	
	1NT responses 2C=GF relay; 2D=artificial invitation; 2H/S=to play; 2NT=puppet to 3C; 3C=5 card Stayman; 3D=to play; 3M=fragment.	
	Canape transfers over opponent's 1NT 2C=either weak with majors, or good hand with D or both minors 5/5.	