

**Australian Team Selection - 2005 Playoff**  
**Open/Women's/Seniors : Open**

**Captain : Neill**

**Names : Klingler - Neill**

## System Summary

Bid	Meaning	Disclosures
1♣	<p>Artificial, forcing.</p> <p>Either: 11-14 HCP bal (can incl any 5332);                      Or, 18<sup>+</sup> any;                      Or: single suited, 14-17 with 6<sup>+</sup> any suit.</p>	<p>Responses:</p> <p>1♦ = Any 0-9(10) HCP. Or, 13<sup>+</sup> HCP bal; or 11-12, 5M332.                      1♥ = 4<sup>+</sup>♠, unbalanced. 10<sup>+</sup> HCP. Not 4333/4432/5332.                      1♠ = 4<sup>+</sup>♥, not 4<sup>+</sup>♠, unbal. 10<sup>+</sup> HCP. Not 4333/4432/5332.                      1N = (10)11-12 bal.                      2♣ = 10<sup>+</sup> HCP, 5<sup>+</sup>♣ 4<sup>+</sup>♦ or 5<sup>+</sup>♦ 4<sup>+</sup>♣. No 4 card major.                      2♦ = 10<sup>+</sup> HCP. 6<sup>+</sup>♣, 1 suited.                      2♥ up = 10<sup>+</sup> HCP, 6<sup>+</sup>♦, 1 suited.</p>
1♦	<p>1♦ = "transfer": 4<sup>+</sup>♥,                      10-17 HCP if 2 or 3 suited, 10-13 if 1 suited.</p> <p>Not 4333 / 4432 / 5332.</p> <p>May be canapé: with ♥ &amp; other(s), we open                      1♦ "transfer" to ♥, even if other suit longer.</p>	<p>Responses:</p> <p>1♥ = Artificial, usually less than 4♥, about 8-13 HCP.                      1♠ = Artificial relay. Forcing to game.                      1N = weak, 4<sup>+</sup>♠.                      2♣ = weak, 3<sup>+</sup>♣.                      2♦ = usually weak raise, 3<sup>+</sup>♥.; may be invitational splinter.                      2♥ up = various kinds of raises.</p>

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<p>1♥</p>	<p>1♥ = "transfer": 4<sup>+</sup>♠, denying 4<sup>+</sup>♥, 10-17 HCP if 2 or 3 suited, 10-13 if 1 suited.</p> <p>Not 4333/4432/5332.</p> <p>May be canapé: with ♠ &amp; minor(s), we open 1♥ "transfer" to ♠, even if other suit longer.</p>	<p>Responses:</p> <p>1♠ = Artificial, usually less than 4♠, about 8-13 HCP. 1N = Artificial relay. Forcing to game. 2m = weak, 3<sup>+</sup>m. 2♥ = usually weak raise, 3<sup>+</sup>♠; may be invitational splinter. 2♠ up = various kinds of raises.</p>
<p>1♠</p>	<p>1♠ = "transfer": 4<sup>+</sup>♦, denying 4<sup>+</sup>♠ or 4<sup>+</sup>♥, 10-17 HCP if 2 suited, 10-13 if 1 suited</p> <p>Not 4333/4432/5332.</p> <p>May be canapé: with ♦ and ♣, we open 1♠ showing ♦, even if ♣ longer.</p>	<p>Responses:</p> <p>1N = Artificial relay, 10<sup>+</sup>HCP. Not forcing to game. 2♣ = almost any 0-9 HCP. 2♦ / 2♥ / 2♠ transfers to ♥ / ♠ / ♣. 2N = pick a minor. Responder usually has 4<sup>+</sup>♣. Others = natural, not forcing.</p>
<p>1NT</p>	<p>15-17</p>	<p>Responses:</p> <p>2♣ = puppet to 2♦. Either: weak or FG with ♦; or (unrelated to ♦) start of invitational sequence. 2♠ = puppet to 2NT, start of FG auction. Other 2 level responses = transfers. 3-of-a-suit responses = show shortage (mostly transfers).</p>
<p>2♣</p>	<p>2♣ = 6<sup>(+)</sup>♣, no other 4 card suit, 10-13 HCP.</p> <p><b>Or</b>, weak, both majors: 5-10 HCP, 4<sup>+</sup>♥ 4<sup>+</sup>♠, not 4432. (3<sup>rd</sup>: 0-12 HCP not vul, 5-12 vul. 4<sup>th</sup>: 10-14.).</p>	<p>Responses:</p> <p>2♦ = artificial relay, usually invitational or FG. 2N = artificial enquiry, FG. Other responses mostly pass or correct.</p>

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2♦	A Weak Two Bid in a major	2♦ = 5-9 HCP, 6 <sup>(+)</sup> ♥ or 6 <sup>(+)</sup> ♠. (3 <sup>rd</sup> : 0-12 HCP not vul, 5-12 vul. 4 <sup>th</sup> : 10-14.) Responses mostly pass or correct.
2♥	A 5-card Weak Two Bid in ♥'s	2♥ = Exactly 5♥; not 4♠. 6-10 HCP. May be 4 <sup>+</sup> minor, or 5332 (3 <sup>rd</sup> : 0-12 HCP not vul, 5-12 vul. 4 <sup>th</sup> : 10-14, 5-5.)
2♠	A 5-card Weak Two Bid in ♠'s	2♠ = Exactly 5♠; not 4♥. 6-10 HCP. Maybe 4 <sup>+</sup> minor, or 5332 (3 <sup>rd</sup> : 0-12 HCP not vul, 5-12 vul. 4 <sup>th</sup> : 10-14, 5-5.)
2NT	Minors 5+/5+	2N = 5-10 HCP, 5 <sup>+</sup> ♣ 5 <sup>+</sup> ♦ (3 <sup>rd</sup> /4 <sup>th</sup> : wide range of strength. 3 <sup>rd</sup> may be very weak non vul.)
<b>Please describe any other opening OR other bids OR treatments which you consider should be pre-alerted.</b>		
3NT	Asking for specific aces	