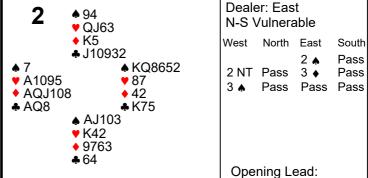
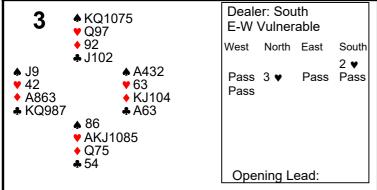


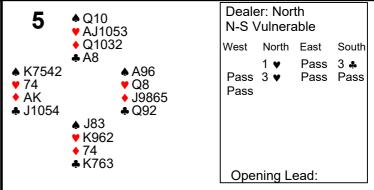
With 14HCP S enquires the strength of the 2H opener. Remembering 1-2-1-2-3 N responds 3H confirming 1 top honour and max points. S bids game.



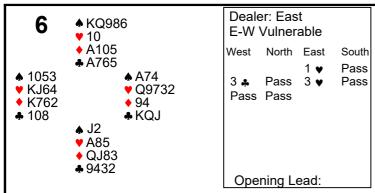
With 17HCP W needs to know the strength of his ps 2S opening bid. Learning it contains 2 top honours (5HCP) and weak W signs off in 3S. 3NT is a risk as p may only have another J somewhere and with a singleton S holding may struggle to set up the S suit.



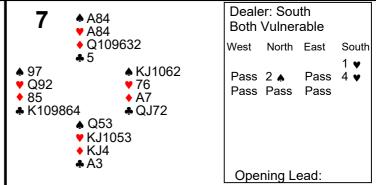
A raise of partner's Weak opening suit is weak and not intended as an invitation. With 3 card support and ps promised 6, it is safe to raise to 3H and make life hard for the ops. One light not vul, even if doubled, is better than allowing them to find their minor part score.



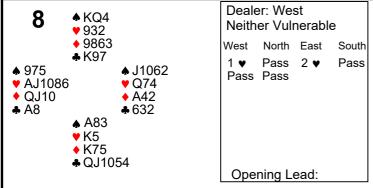
With 4 card support for p, S is able to make a Bergen raise. 3C confirms 7 to 10 HCP. N has a basic 7 loser hand and decides to leave the auction at 3H. The 3C bid must be alerted as it is a non-natural bid.



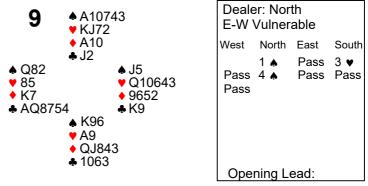
E opens a revolting H suit but finds p has 4 card support and 7 to 10 HCP with the 3C bid which must be alerted. What does N do? The premptive value of the Bergen raise is shown here. Does N leap in with 3S and hope? Or X and see if p is able to leave it in for penalties? E will sign off in 3H and the penalty X is difficult to find. NS are robbed of 3S.



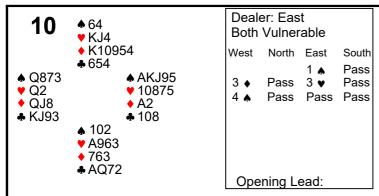
N uses Aussie Bergen to explain 3 card H support and 10 to 12 HCP. With this information S decides with shape there is enough to go to straight to game.



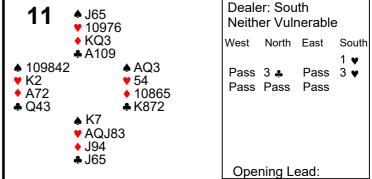
A simple raise showing 6 to 9 HCP and 3 card support. W should pass and the contract is 2H.



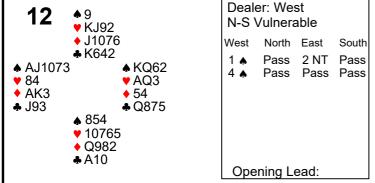
S does an Aussie Bergen raise in response to ps 1S opener. 3H, which must be alerted, shows 3 card spade support and 10 to 12 HCP. N decides with shape that is enough for game.



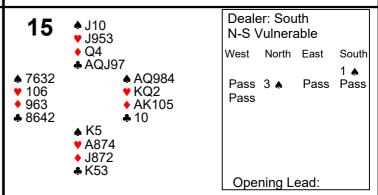
Here W has 4 card support for E and 11 HCP. A Bergen raise of 3D tells W the range and good support. With a 7 loser hand E has shape but needs p at the top end to reach game. 3H is an invitation to game. W has a 7 loser hand and should accept the game invite bidding 4S. Both the 3D and 3H bids must be alerted as artificial.



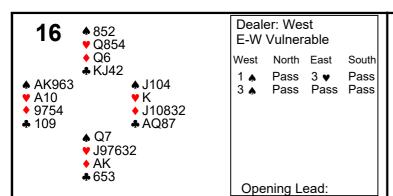
N makes a Bergen raise indicated 7 to 10 HCP. S should rebid 3H saying even at maximum that is not enough for game and signing off. N should respect his p unless he has remarkable shape to add value. Here N is flat and should leave the contract at 3H even though top of the point range. The 3C bid must be alerted as not natural.



The response by E of 2NT confirms you are the very least going to game in spades. The 2NT response says 13+ HCP and asks the opener to describe their hand in more detail. By jumping to 4S, the weakest response, W is confirming a minimum opening hand with no singleton or void. E leaves the contract at 4S.



W needs to jump straight to 3S after p opens the bidding 1S. Although zero points the Bergen raise, based on LTT, confirms a 9 card fit and weak cutting the ops out of the auction. The jump bid of 3S must be alerted since its ordinary meaning would be invitational and here it has a special meaning of 4 card support and 0 to 6 HCP. This information must be available to the ops if they ask and only by alerting the bid are they told of your special agreement. There are no secrets at the bridge table so you must alert the jump bid.



E jumps to 3H an Aussie Bergen raise. The 3H bid must be alerted as not natural. W now knows p has 3 card support and 10 to 12 HCP. With a basic opener W rebids 3S signing off. It is a lucky 4S and most players should not be in the game contract.