Bergen Raises

Brian Samuels
January 16, 2018

1

Agenda

- What Are Bergen Raises?
- Why Play Bergen Raises?
- Marty's Hints for Hand Evaluation
- Major Suit System Using Bergen Raises
- Marty's Principles for Opener's Rebid
- Bergen Raises in Competition
- Play 4 Hands Created Just for Us, by The Marty Bergen

2

What Are Bergen Raises?

- Artificial response to Partner's opening bid of 1H or 1S (1M) showing **4 card trump support** and **specific values**:
  - 3C! = Single raise (4 trump, 7 to 9 HCP)
  - 3D! = Invitational raise (4 trump, 10 – 11 HCP)
- Allows 1M – 3M to be Preemptive Raise showing 4 with < 7 HCP
- Only by Responder, after Partner opens a Major suit at the 1-level
- On by Passed Hand Responder
- 3C and 3D must be alerted!
- Works with Standard American, 2/1 and 1NT Forcing or Semi-Forcing

3

Why Play Bergen Raises?

- 9th trump is extremely important* – usually worth at least +1 trick
- Increases major suit bidding precision, Responder can show
  - 3 vs 4 card trump support
  - Specific hand strength – weak, single raise, invitational
- Preempt the Opponents = more difficult for them to bid
- Bergen Raises are based on the Law of Total Tricks*
  - "You are safe bidding to the level of your side's number of trump"
- Already have 4-card trump support, bids in Standard American
  - 1M – 3M is invitational with 4 card support
  - 1M – 2NT is game forcing with 4-card support

4

Marty's Hints for Hand Evaluation

- Reasons to Upgrade = "Good" points
  - Aces
  - Intermediates
  - Quality suits with 4+ cards and 3+ honors
  - Honors in long suits (yours or Partner's)
- Reasons to Downgrade = "Bad" points
  - Quacks (Q's and J's) in suits without higher honors
  - Dubious doubletons and singletons, worst are:
    - Doubleton QJ, Qx, Jx
    - Singleton K, Q, J
  - Honors in short suits (yours or Partner's)

5

Counting Dummy's Points

- Dummy Points = HCP + points for short suits
- Doubleton: Add 1 point for each
- Singleton:
  - With 3 trumps, add 2 points
  - With 4 trumps, add 3 points
- Void: Value = dummy's number of trumps
  - Add 5 points for a void only with 5 trumps

6

Major Suit System Using Bergen Raises

Partner opens 1H or 1S (1M), and your RHO passes
- **2M** = 3 trump, 7 – 10 dummy points
- **3C!** = 4 trump, 7 – 10 dummy points (LOTT)
- **3D!** = 4 trump, 10 – 12 dummy points (LOTT)
- **2NT!** = Jacoby, game forcing with 4 trump, 12+ dummy points
- **3M** = Very weak raise with 4 trump (LOTT)
  - Nonvul = 2 – 7 dummy points, Vul = 4 – 7 dummy points
- **3NT** = Nonforcing, 3 trump, 13 – 15 HCP, 4333, choice of games
- **4C!, 4D!, 1H - 3S!, 1S - 4H!** = Splinter, 13 – 16 dummy points, void/singleton in bid suit
- **4M** = Weak with 5 trump, 3 – 9 dummy points (LOTT)

7

Bergen Raises

Both vul, Partner opens 1S, RHO passes, Dummy points? Your bid?:
- **JTx, xxxx, Ax, Axxx**
  - 10 good dummy points, so too strong for 1S - 2S
  - If playing 2/1, bid 1NT, then 3S, if playing Standard, bid 2C, then 2S
- **Qxxx, xx, xx, Txxxx**
  - 4 dummy points, so 1S – 3S despite being vul, LOTT
- **xxxx, Qxx, AQ, Jxxx**
  - Quacks, soft 10 dummy points, so bi 1S – 3C
- **xxx, KJx, QJx, xxxx**
  - 7 "ugly" dummy points, bid 1S – 1NT

8

Bergen Raises

Both vul, Partner opens 1S, RHO passes, Dummy points? Your bid?:

- **Qxx, xx, xxxx, ATxx**
  - 7 good dummy points, 3 trump, so 1S - 2S
- **Jxx, AKx, Qxxx, KTx**
  - 13 HCP, 3 trump, bid 1S – 3NT choice of games
- **KQxx, xxx, Jxx, Qxx**
  - Quacks, 4 trump, soft 8 dummy points, so bid 1S – 3C!
- **KQTx, xxxxx, xx, Kx**
  - 10 dummy points, 4 trump, bid 1S – 3D!

9

Marty's Principles for Opener's Rebids

- After 1M - 3C/3D, Opener should force to game with:
  - a void, or,
  - 5-5, or,
  - 6-card suit + singleton
- After 3D, Opener should force to game with a singleton
- After 1M – 3M Weak Jump Raise, Opener force to game with 6-4
- After 3C/3D, Opener's new suit ABOVE 3 of his major is a Splinter and a slam try
  - If Responder has values in the other suits, he can cooperate

10

In Competition Bergen is "On" Over RHO X or 1S

Partner opens 1H/1S and your RHO doubles:

- **Redouble** = 10+ HCP, 0– 2 in Opener's suit, we have the power*
- **Raises** = Marty recommends BROMAD
- **Unbid Major at 2/3 level**
  - 1S – (X) – 2H = often a hand that would open 2H, < 10 HCP*
  - 1H - (X) – 2S = Weak Jump Shift (6-card suit, < 6 HCP)
  - 1S – (X) – 3H = Preemptive, be careful jumping to 3 level
- **2NT** – was Jordan, Marty recommends one long strong minor
  - Opener bids 3C and Responder can pass or correct

11

BROMAD

Partner opens 1H/1S and RHO X

- **2C!** = artificial, 3 trump, single raise, 7 – 10 dummy points
- **2D!** = artificial, 3 trump, invitational raise, 10+ dummy points
- **2M** = 3-card support, weak raise, 5 – 7 dummy points*
- **3C!** = Bergen Raise, 4 trump, 7 – 10 dummy points
- **3D!** = Bergen Raise, 4 trump, 10+ dummy points
- **3M** = Bergen Raise, 4 trump, weak
- **3NT** = Nonforcing, 3 trump, 13 – 15 HCP, 3334, Choice of games
- **Double jump in new suit** = Splinter, 4 trump, 13 – 16 dummy points
- **4M** = Weak with 5 trump OR tactical raise with opening hand*

12

Instructions for Play

- Hands created for us personally by Marty Bergen with his recommended bidding and play
- S is always dealer, so we will rotate boards after each hand is played
- After bidding, please wait
- We will review bidding before starting declarer play
- Opening leader should lead face down
- Then the opening lead will be prescribed
- Please wait to discuss play before bidding next hand
- Please don't look at hands in handout
- After each deal rotate table marker and boards, 1 place clockwise

13

Hand 1

Dealer: S
Contract: 4H
Lead: S J

North
874
KQ32
J53
Q95

West
JT92
J6
AQT2
J84

East
Q65
T
K9876
A732

Losers: 1 S, 0 H, 1 D, 2C
Strip & endplay to avoid 2 C losers
1. Win S A
2. H A
3. Lose a D
4. Win S return
5. Trump to dummy
6. Ruff a D
7. Trump to dummy
8. Ruff a diamond
9. Exit with S loser

South
AK3
A98754
4
KT6

S	N
1S	3C!
4S (LOTT)	

15

Hand 2

Dealer: S
Contract: 6S by S
Lead: H A

North
KQT6
86543
53
K4

West
J7
AK72
K64
9652

East
9
QJ9
JT9872
QJT

South
A85432
T
AQ
A873

S	N
1S	3D!
4H!	4NT
5D	6S

Losers: 0 S, 1 H, 1 D, 2C
Set up H suit to discard D Q
1. Opponent's H A wins
2. Win trump lead with S K
3. Cash dummy's S Q
4. Ruff a heart
5. Club to C K
6. Ruff a heart
7. Cash C A
8. Ruff a club
9. Ruff a heart
10. Ruff a club
11. Cash dummy's good H & discard D Q
(4– 3 split = 62%)

17

Hand 3

Dealer: S
Contract: 2S by S
Lead: S K

North
A63
8752
J632
K4

West
KQJT8
K964
K
932

East
--
QJT3
QT54
J8765

South
97542
A
A987
AQT

S	N
1S	2S
P* (weak trump opposite 3-card support)	

Losers: 4 S, 0 H, 3 D, 0 C
Get 8 tricks? – ruff 2 H in hand
1. Win S A and gasp!
2. Heart to A
3. Club to K
4. Ruff a H
5. Cash C A
6. Ruff C Q
7. Ruff a H
8 Cash D A

19

4

Hand 4

Dealer: S
Contract: 4S by S
Lead: H K

North
A863
8752
32
K43

West
Q
KQJ
QT65
97652

East
KJT
T9643
KJ4
J8

Losers: 2 S, 0 H, 3 D, 0 C
10 tricks? crossruff – D and H
1. Win H A
2. Duck a D
3. Ruff the H lead
4. Spade to the A
5. Crossruff – E can win his
    trump trick whenever

South
97542
A
A987
AQT

S	N
1S	3C!
4S (not worried about weak trump, opp 4)	

21

5

Deal 1

Contract: 4H
Lead: S jack

                        North
                        S 8 7 4
                        H K Q 3 2
                        D J 5 3
                        C Q 9 5

West   East

S J 10 9 2   S Q 6 5

H J 6   H 10

D A Q 10 2   D K 9 8 7 6

C J 6 4   C A 7 3 2

                        South
                        S A K 3
                        H A 9 8 7 5 4
                        D 4
                        C K 10 6

        South   **North**
        1H   3C
        4H

Endplay to avoid trying to guess club jack.

Trick 1:   Win S ace
    2   Heart ace
    3   Lose a diamond
    4   Win spade return
    5   Lead trump to dummy
    6   Ruff a diamond
    7   Lead trump to dummy
    8.   Ruff a diamond
    9.   Exit with spade loser

Deal 2

Contract: 6S
Lead: H A

                      North
                      S K Q 10 6
                      H 8 6 5 4 3
                      D 5 3
                      C K 4

West   East

S J 7   S 9

H A K 7 2   H Q J 9

D K 6 4   D J 10 9 8 7 2

C 9 6 5 3   C Q J 10

                  South
                  S A 8 5 4 3 2
                  H 10
                  D A Q
                  C A 8 7 3

        South   **North**
        1S   3D
        4H*   4NT
        5D   6S

*4H = Splinter Bid

Trick 1:   Heart ace wins
    2   Trump won in dummy with the king
    3.   Cash dummy's spade queen
    4.   Ruff a heart.
    5.   Club to king.
    6.   Ruff a heart
    7.   Cash club ace
    8.   Ruff a club
    9.   Ruff a heart
    10.   Ruff a club.
    11.   Cash dummy's last heart + discard diamond queen

        Declarer's last 2 cards are the diamond ace and a trump.
        Making 6

Deal 3

Contract: 2S
Lead: S king

```
                    North
                    S A 6 3
                    H 8 7 5 2
                    D J 6 3 2
                    C K 4
West                                    East
S K Q J 10 8                            S __
H K 9 6 4                               H Q J 10 3
D K                                     D Q 10 5 4
C 9 3 2                                 C J 8 7 6 5
                    South
                    S 9 7 5 4 2
                    H A
                    D A 9 8 7
                    C A Q 10
```

South	North
1S	2S
Pass (because of weak trump opposite only 3-card support)	

Trick 1: Win spade ace and gasp.
   2: Heart to ace
   3. Club to king
   4. Ruff a heart
   5 Cash club ace
   6. Ruff club queen
   7. Ruff a heart
   8. Cash diamond ace

Making 2

Deal 4

Contract: 4S
Lead: H king

                    North
                    S A 8 6 3
                    H 8 7 5 2
                    D 3 2
                    C K 4 3

West   East

S Q   S K J 10
H K Q J   H 10 9 6 4 3
D Q 10 6 5   D K J 4
C 9 7 6 5 2   C J 8

                    South
                    S 9 7 5 4 2
                    H A
                    D A 9 8 7
                    C A Q 10

South	North
1S	3C
4S	Loving his aces and distribution and not worried about his weak trump after North promised 4 trump. .

Trick 1:   Win H ace
      2.   Duck a diamond
      3.   Ruff the heart lead.
      4.   Duck a trump
      5.   Ruff heart lead
      6.   Lead a spade to the ace.
      7,   Crossruff. East can win his trump trick whenever he wants

Making 4