Bergen Raises

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January 16, 2018

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

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

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
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)

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

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)
- 3DI = 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!, 4DI, 1H - 3S!, 1S - 4H! = Splinter, 13 – 16 dummy points, void/singleton in bid suit
- 4M = Weak with 5 trump, 3 – 9 dummy points (LOTT)

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
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!

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

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

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*
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

Hand 1

Dealer: S  
Contract: 4H  
Lead: S J

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

West
J7  
K6  
A6  
S

North
KQ75  
BQ643  
S3  
K4

South
KQ75A  
BQ64  
T  
A

East
9  
Q9  
J9872  
QT


Hand 2

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

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%)

West
J7  
AK72  
K6  
S

North
KQ765  
BQ643  
S3  
K4

South
KQ765A  
BQ64  
T  
A

East
9  
Q9  
J9872  
QT


Hand 3

Dealer: S  
Contract: 25 by S  
Lead: S K

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 O A

West
KQ754  
BQ64  
S3  
K4

North
A6  
BQ72  
A63  
K

South
A8742  
A9  
A87  
AQ7

East
...  
...  
...  
...
Hand 4

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

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<td>(not worried about weak trump, opp 4)</td>
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North
A863
8752
32
K43

South
97542
A
A987
AQT

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

West
Q
KJ
QT85
97652

East
KT
T9643
K4
J98
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
S J 10 9 2
H J 6
D A Q 10 2
C J 6 4

East
S Q 6 5
H 10
D K 9 8 7 6
C A 7 3 2

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

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
S J 7
H A K 7 2
D K 6 4
C 9 6 5 3

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

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

East
S K J 10
H 10 9 6 4 3
D K J 4
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