

AFTER A RAISE



Major-suit Magic

- Long suits *and* short suits both become assets
- Add also for side-suit shape:
 - each doubleton = one point
 - singleton = three points

New Suit after Responder's Major Suit Raise

- Shows interest in bidding game (16-18 upgraded points)
- Shows a side-suit with assorted high-cards *and* losers:
 - A fitting high honor in this side-suit would be helpful
 - Shortness (esp. with four-card trump support) is helpful
 - Reject (return to raised major) with xxx and a minimum

Minor Suits are also Better when Facing Support

- Raised suits are *much* more likely to become winning tricks
- A raised five-card suit grows to *two* length points
- A raised six-card suit grows to *four* length points

After a Minor Suit Raise

- Aim for alternative contracts in notrump or a major-suit
- Rebid the agreed minor to say, "No alternative beckons."

New Suit after a Minor Suit Raise

- Describe playability if a game is possible
 - Bid Notrump with stoppers or 4-3-3-3 (5-3-3-2) shape
 - Extra length/strength in a *previously bid* major suit
 - Show a stopper with a problem suit elsewhere
- Then, partner thinks about notrump
 - Partner bids 3NT if reasonable (or shows a stopper)
 - Bypasses 3NT if there is a distinct problem suit