

## Learning Points – 5-Card Major Raises

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Bidding Level: Basic

Goren popularized the 4,3,2,1 Point Count and brought a standard form of bidding to 25 million households playing bridge. Goren is still found in party bridge settings today. However duplicate bridge practices have evolved. Here are some of the differences you might see at club games. Assume partner opens one of a major and RHO passes:

Responder's Strength	# Cards opener's major	Classic - Goren	Modern - Kaplan Sheinwold / Roth Stone	Bergen Raises
0-4 HCP Poor	0 to 3 4 5+	Pass Pass Single Raise	Pass Pass Single Raise	Pass Jump Raise Jump Raise
5-9 HCP Weak	0-2 3 4 5+	1N Single Raise Single Raise Raise to 4	1N Single Raise Single Raise Raise to 4	1N 1NT 5-6 / Single Raise 7-9 3♣ (6-9) Raise to 4
10-12 HCP Invitational	0-2 3 4 5+	1♠ or 2 Bid then rebid 2N Temporize then support Temporize then support Jump Raise	1♠ or 1N 1♠ or 1N then jump raise Jump Raise Raise to 4	1♠ or 1N 1♠ or 1N then jump raise 3♦ Raise to 4
12+ HCP Force to Game+	0-2 3 4 5+	2-bid or 2N (Balanced) 2-bid then jump raise /2N Jump Raise Jump Raise	2-bid or 3N (Balanced) 2-bid then raise 2N Jacoby / Splinter Raise 2N Jacoby / Splinter Raise	2-bid or 3N (Balanced) 2-bid then raise 2N Jacoby / Splinter Raise 2N Jacoby / Splinter Raise

### Trends in Major Suit bidding:

- Stay low with strong hands and bid as high as safely possible with weak hands.
- Jacoby 2N as the forcing major raise replaces the natural 2N bid, gaining more bidding space for slam exploration.
- Splinter bids allow the Jacoby 2N bid to show a balanced hand.
- Limit bids are jumps raises. Direct shows 4+ card support. Indirect through 1N/S shows 3 cards.
- As more players adopt 2/1 Game Forcing and the 4<sup>th</sup> suit forcing convention,
  - The need for Strong Jump Shifts has lessened.
  - Bergen's idea of 3D as a limit raise is adopted from Shenkin's 3♣ and others.
  - With distinction between 4-card constructive and limit raises, the jump raise can be used as a preemptive bid by those

The auction is 1♠ – Pass to you:

Your Hand	Goren	Modern	Bergen
♠ A862 ♥94 ♦873 ♣9732	Pass	Pass	3♠
♠ AJ6 ♥942 ♦873 ♣9732	Pass	2♠	1N then 2♠
♠ AK62 ♥94 ♦873 ♣9732	2♠	2♠	3♣
♠ AK2 ♥94 ♦873 ♣K7632	2♠	2-bid then raise	1N then 3♠
♠ AK62 ♥94 ♦873 ♣K732	2♣ then raise ♠	3♠	3♦
♠ AK62 ♥94 ♦KJ3 ♣K732	2N then 4♠	2N	2N
♠ AK62 ♥9 ♦KJ43 ♣K732	2♦ then 3♣ then 4♠	4♥	4♥
♠ A6 ♥K92 ♦KJ43 ♣K732	2N	2♦/3N	2♦/3N
♠ AK962 ♥4 ♦873 ♣9732	4♠	4♠	4♠
♠ A9862 ♥4 ♦873 ♣9732	2♠	2♠	3♣

The modern approach fits well with Goren or Standard American. Bergen fits better with 2/1 Game Force approaches.