## Review of standard raise structure when a major is opened:

1 M – 2 M: 6-9 points, 3+ card support

Partner opens 1 ♥, you hold: ♠ Q3 ♥ KT6 ♦ KJT653 ♣ T3

Your bid?\_\_\_\_\_

1M – 3 M: 10-12 points, 4+ card support: limit raise

Partner opens 1 ♠, you hold: ♠ Q932 ♥ KT6 ♦ KJT3 ♠ Q3

Your bid?\_\_\_\_\_

1M – 4 M: up to 9 points, 5+ card support, shortness somewhere: "weak freak"

Partner opens 1 ♥, you hold: ♠ K3 ♥ KT862 ♦ KT653 ♣ 3

Your bid?\_\_\_\_\_

# Other raises: Jacoby forcing raise (Jacoby 2NT), Bergen raises, Splinter raises

They all are well defined and work well to get you to part-score, game or slam.

But what if the opponent interferes with a suit bid?

# There's a simple structure if you have 6 - 9 points:

1M - (2x) - 2M: 3 card support, 6-9 points (8 card fit, safe to bid up to the 2 level)

Partner opens 1 ♥, you hold: ♠ Q3 ♥ KT6 ♦ KJT653 ♣ T3

Your bid?\_\_\_\_\_

1M - (2x) - 3M: 4 card support, 6-9 points (9 card fit, safe to bid up to the 3 level)

Partner opens 1 ♠, you hold: ♠ Q932 ♥ KT6 ♦ T983 ♣ A3

Your bid?\_\_\_\_\_

1M - (2x) - 4M: 5+ card support: 6-9 points (10+ card fit, safe to bid up to the 4 level)

Partner opens 1 ♥, you hold: ♠ K3 ♥ KT862 ♦ KT653 ♣ 3

Your bid?\_\_\_\_\_

If the Opponent doubles, the same structure applies:

1M - (X) - 2M: 3 card support, 6-9 points (8 card fit, safe to bid up to the 2 level)

1M - (X) - 3M: 4 card support, 6-9 points (9 card fit, safe to bid up to the 3 level)

1M - (X) - 4M: 5+ card support: 6-9 points (10+ card fit, safe to bid up to the 4 level)

How do you handle interference if you have 10+points and support

When the right hand opponent overcalls with a suit bid, you can use "cue bid raises". Bidding the RHO's suit shows 10+ points and at least 3 card support for partner. It is a forcing bid. Partner cannot pass!

If you have 10+ points and 3 + card support for partner's suit, cue bid the opponent's suit:

$$1 H - (1 S) - 2S$$

## **Opener's rebid:**

Rebid of their suit at lowest level: shows minimum opener (12-13 points). Responder can raise to 4 with extras.

Raise to game: at least good 14 points or more

New suit: help suit game try

# Example:

Partner opens 1 ♠, you hold: ♠ Q932 ♥ KT6 ♦ Q983 ♣ A3

RHO bids 2 hearts. Your response is 3 H

# If the overcall is a minor suit, cue bids are still used:

If you have 10+ points and support, cue bid the opponent's suit:

$$1H - (2 m) - 3 m$$

Examples:

Partner opens 1 ♥, and RHO bids 2 ♦ you hold: ♠ K3 ♥ KT2 ♦ KT3 ♣ A3

Your bid is 3 ♦

#### Minor cue bid raises

Cue bid raises also apply when your partner opens a minor, but you should have 5 clubs or 4 diamonds and 10+ points to use cue bid raises.

### Examples:

1 C - (1H) - P - 2 C: shows 5 + clubs (or 4 very good clubs) and 10 + points

1D-(1H)-P-2D: shows 4 + diamonds and 10 + points

## **Cue bid raises of your partner's overcall:**

Cue bid raises also apply when your partner has made an overcall

Example: RHO opens 1 H, your partner overcalls 2 C, LHO passes:

$$(1H) - 2C - (P) - 2H$$

Bid 2 hearts to show 3+ card support and 10+ points

# If both opponents bid:

(1 C) - 1H - (1 S) - 2 C: cue bid the **first suit bid** by the opponents: shows 3 + hearts and 10+ points

(1 D) - 1H - (2 C) - 2 D: shows 3 + hearts and 10+ points

# Opponents overcall with a pre-empt:

# Example

 $1 \, H - (2 \, S) - 3 \, S$ : shows values and support for partner's suit but you should have extra length and/or strength for this as you are forcing to game