

**Bergen Raises and Jacoby Resonse Bids to Open 1H or 1S**

The aim is to get a fast arrival to the agreed Major suit and stop the opposition from bidding.

The system is based on finding a 9+ card trump suit fit and utilises the law of total tricks which means at the very minimum you can compete is at the three level.

The following provides additional bidding information that was first outlined in the introduction notes to handle where you have 5-3 card fits, splinters and the ability to handle competitive auctions.

**Note:**

To use the bidding system effectively the responder's hand should have shortages and or good holdings in other suits. **Not a 4-3-3-3 shape hand**

The Responder agrees the fit immediately whether it be 3 or 4 card support and does not disclose his other suit(s)!!!

Care should be given to vulnerability especially bidding from 1H/S to 3H/S with POOR DISTRIBUTION!!

Also, it pays to gain experience in using this bidding system and accept that mistakes are inevitable as part of the learning process!!!

**Links**

[https://www.bridgebum.com/bergen\\_raises.php](https://www.bridgebum.com/bergen_raises.php)

[https://www.bridgebum.com/jacoby\\_2nt.php](https://www.bridgebum.com/jacoby_2nt.php)

### Opener

1H or 1S 10+ High Card Point (HCP), 5+ card suit.

### Responder

Pass with less than 6 HCP

Bid 2H/2S with 6-10 HCP and 3 card support

2NT – 12+ HCP and 4 card support (JACOBY) in the bid major – **MUST BE ALERTED**

Bid 3C with 6-9 HCP and 4 card support - **MUST BE ALERTED**

BID 3D with 10-11 HCP and 4 card support – **MUST BE ALERTED**

BID 3H/S with less than 6 HCP and 4 card support – **MUST BE ALERTED**

BID 4H/S with less than 6 HCP and 5+ card support or enough HCPs for game

### **Note**

1. 3C/D/H/S and 4H/S are considered Bergen Raises showing 4+ card support in the Major. Therefore BE VERY CAREFUL when using these bids!!.
2. To be successful using Bergen raises you must have a potentially good cross ruffing hand, distributional with shortages, etc. **Not a 4-3-3-3 shape hand**

**The Responder can show 3 card support** with 10-11 HCP by bidding

3H for a 1S Opener – 10-11 HCP and 3 card Spade Support – **MUST BE ALERTED**

OR

2S for a 1H Opener – 10-11 HCP and 3 card Hearts Support – **MUST BE ALERTED**

### **Note:**

1. This removes the ability to do weak jump response bids in major openers.
2. This can be used for an intervening 2 level overcall like 1H 2D 2S – which shows 3 card support in Hearts and exactly 10–11 HCP points.

### **Opener Rebids**

The Opener rebids according to his hand and what he knows about partner's hand.

If the Responder has bid 2NT showing 4 card support the Opener can then use:

1. A Splinter bid on the three level to show a singleton or void in that suit  
- **MUST BE ALERTED**

The Responder can then bid 3NT which is Roman Key Card asking or 4C (CRO Gerber)

2. Rebid of 3H/S to show 10 -11 HCP Weak Opener
3. Rebid of 3NT to show 17+ HCP which is now Roman Key Card Asking or (4C CRO Gerber)
4. Jump directly to 4H/S which is considered weak with no features 12 – 14 HCP

**Note:**

1. Some people play Jacoby with just 3 or 4 card support – this is a partnership agreement
2. **Roman Key Card** asking is the preferred method for Ace asking as it also includes the king of the trump suit. Therefore there are 5 key cards now instead of 4!

Responses to Roman Key Card (RKC) using 3NT are:

- 4C – 0 or 3 key cards
- 4D – 1 or 4 key cards
- 4H – 2 key cards
- 4S – 2 key cards with Queen in trump suit

Responses to Roman Key Card (RKC) using 4NT are:

- 5C – 0 or 3 key cards
- 5D – 1 or 4 key cards
- 5H – 2 key cards
- 5S – 2 key cards with Queen in trump suit

**Note:**

- a) When using RKC the person usually has one of the key cards.
- b) 4C for Gerber or CRO Gerber can still be used

**Interfering Bids (Overcaller) Over the Opener.**

1H/S – X – Responder Bids as if no interference

1H/S – 2<sup>nd</sup> level Suit Bid – Responder still can use Bergen Raises

Eg. 2NT (Jacoby), 3C, 3D, 3H, 3S

– **MUST BE ALERTED**

1H/S – 2<sup>nd</sup> level Suit Bid – Responder X's to show the other two suits with 9+ HCP and usually no or little support for Opener's Suit.

OR

Responder Bid can show 3 card support 6-9 HCP on the 2 level

OR

Responder PASSES – may have the Overcaller's Suit!!

Opener's Bid in response to X or Pass by Responder - may PASS or rebid 2H/S or bid a 2<sup>nd</sup> suit.

The Responder may PASS or Correct

OR

Responder may bid their 6 card suit and 9+ HCP

Opener's Bid in response to X or Pass by Responder - rebids 3H/S to show 6+ card suit and 16+HCP with distribution

Opener's Bid in response to a Pass by Responder - Xs Overcaller with 16+ HCP asking Responder to bid their best suit, etc

**Note:**

1. This is getting into the realm of competitive auctions and doubles may be left in for penalties!!

**Splinter Bidding by Responder**

1H Opener followed by 4C or 4D by Responder is a splinter bid in C or D showing a singleton or void in that suit and usually has 12-14 HCP and support for hearts. Game forcing in Hearts and it's up to Opener as to whether or not to go looking for Slam using Roman Key Card by bidding 4NT.

1S Opener followed by 4C or 4D or 4H by Responder is a splinter bid in C or D or H showing a singleton or void in that suit and usually has 12-14 HCP and support for spades. Game forcing in Spades and it's up to Opener as to whether or not to go looking for Slam using Roman Key Card by bidding 4NT.

This kind of bidding is pre-emptive and is designed to stop the opposition in finding their suit contracts.

**Note:**

1. If your agreement for 4C is always ACE asking then do not play 4C as a splinter