

Raising partner – coping with interference (Zoom Lesson 2)

It is necessary to differentiate between a preemptive raise to game and a high card raise. Why is that, you ask?

Well...

1. There could be a slam on! Partner needs to know what you have;
2. If they bid on, partner will be well positioned to bid one more, Pass, or double. Help partner!

1♥ - (2♣) - 2♥	1♥ - (2♣) - 3♥	1♥ - (2♣) - 4♥ OR
1♥ - (x) - 2♥	1♥ - (x) - 3♥	1♥ - (x) - 4♥
3 - 6 points	7 - 10 pts	preemptive (unchanged)
xxx, Qxx, Jxxxx, xx	xx, AQxx, Jxxx, xxx	x, QJxxx, KQxxx, xx
xx, Qxxx, J10xxx, xx	x, Axxx, Jxxxxx, Jx	-, QJxx, AQxxxx, xxx

So how do we show a 10+ with support (Invite or better)?

1♥ - (2♣) - 3♣	Kx, Qxx, Axxxxx, xx	or	Kx, AQxx, Axxxx, xx
1♥ - (2♣) - 4♣ (splinter)	Kx, KJxx, Axxxxx, x	or	Kxxx, Axxx, Axxx, x
1♥ - (x) - 2NT <i>(remember the redouble = 10+ NO SUPPORT)</i>	Kx, Qxxx, Axxxx, xx	or	Kx, AQxx, Axxxx, xx

Opener has to support partner

1♦ - 1♠	1♦ - 1♠	1♦ - 1♠	1♦ - 1♠
2♠	3♠	4♠	4♣/4♥
12-15 pts (Can be 3 trumps)	16-17 points (4 trumps)	18-20 points (4 trumps, no shortage)	18-20 points (4 trumps, SPLINTER)

Opener copes with interference

1♦ - (P) - 1♠ - (2♥)

?

- 1- DOUBLE = 3♠s, point count still 12-20 points ("support dble")
- 2- 2♠/3♠/4♠ = FOUR card support raises, 12-15, 16-17, 18-20 points resp.
- 3- 4♣/4♥ = splinter raises 18-20 points
- 4- Pass = Minimum opener, less than 3 spades!
- 5- 3♠/3♦ = better hand, 16+, less than 3 spades!
- 6- 3♥ = forcing to game, no clear direction, less than 3 spades!