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Bridge Bidding Made Simple · Standard American edition



CHAPTER 5

Raising Partner

Finding a fit, dummy points, raising and giving preference

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1. Why a fit matters

Eight or more trumps between you, the **golden fit**, usually means that suit should be trumps. In Standard American your partner's 1♥ or 1♠ promises five cards, so **three** of your own complete the fit.

The golden fit: eight or more cards in a suit between you.

2. Counting "dummy points"

Once you have found a fit, short suits in your hand become useful for ruffing. When you raise partner, add:

In your hand	Add
A void	3
A singleton	2
A doubleton	1

Only count dummy points when you are **supporting partner**. Without a fit, shortness is a weakness.

3. Raising partner's major

Total (points + dummy points)	Bid
6–10, three or more trumps	Raise to 2
10–12, four or more trumps	Jump to 3 (limit raise)
13 or more	New suit first, then game (or Jacoby 2NT)

In these examples partner has opened **1♠**.

♠ K 8 6
♥ 7
♦ Q 10 5 3
♣ J 9 7 4 2

6 points + 2 for the singleton = 8, and three spades: raise to **2♠**.

♠ Q 10 7 4
♥ 5
♦ A 8 6 3
♣ K 9 4 2

9 points + 2 = 11, with four spades: **3♠**.

♠ K J 8 4
♥ —
♦ A 9 7 5 3
♣ Q 8 6 2

10 points + 3 for the void = 13: bid **2♦**, then jump to **4♠**.

4. When opener raises responder

Responder's new suit at the one level shows **four or more** cards. With four-card support, opener raises:

Opener's points	Raise to	After 1♦ – 1♥
12–15	2	2♥
16–18	3 (invites game)	3♥
19 or more	4 (game)	4♥

♠ 5
♥ A J 7 4
♦ K Q 8 3 2
♣ K 6 2

1♦ – 1♥ – ? 13 points and four hearts: **2♥**.

♠ A
♥ K Q 7 4
♦ A Q 9 5 3
♣ J 6 2

1♦ – 1♥ – ? 16 points: **3♥**.

♠ A
♥ K Q 7 4
♦ A K J 5 3
♣ K 6 2

1♦ – 1♥ – ? 20 points: **4♥**.

5. Giving preference

When partner shows two suits and you like the first one better, go back to it at the cheapest level. Because a major opening promises five cards, a **doubleton** is enough.

♠ K J 6 2
♥ Q 8
♦ 9 7 6 3
♣ 10 5 2

1♥ – 1♠ – 2♣ – ? Two hearts and three clubs, but partner has five hearts and maybe only four clubs: bid **2♥**.

6. Summary

Situation	Bid
Three+ trumps for partner's major, 6–10	Raise to 2
Four+ trumps, 10–12	Jump to 3
Support with 13+	New suit, then game
Opener with four of responder's suit	Raise to 2 / 3 / 4 (12–15 / 16–18 / 19+)
Partner shows two suits	Give preference to the one you like better

7. Test yourself

For 1–4, partner has opened **1♥**. What do you respond?

1. ♠ 8 2
♥ K 10 6
♦ Q 9 7 4
♣ J 8 3 2

2. ♠ A 9
♥ Q 10 8 3
♦ 7
♣ K 10 8 5 4 2

3. ♠ J 4
♥ Q 7 2
♦ K 10 8 5 3
♣ Q 6 4

4. ♠ K Q 7 4
♥ J 9 6 3
♦ —
♣ A J 8 5 2

5. You open **1♣** and partner responds **1♠**. 6. You open **1♦** and partner responds **1♥**. What do you rebid?

5. ♠ K Q 6 3
♥ A 5
♦ 8 2
♣ A K J 7 4

6. ♠ K 7
♥ Q 10 5 3
♦ A Q 8 4 2
♣ J 6

Answers

1. 2♥. 6 + 1 for the doubleton = 7, with three hearts.

2. 3♥. 9 + 2 = 11 with four hearts: a limit raise.

3. 2♥. 8 points (+1 for the doubleton) and three hearts: a simple raise.

4. 2♣, then 4♥. 11 + 3 for the void = 14: show your clubs first, then bid game.

5. 3♠. 17 points and four spades.

6. 2♥. 12 points and four hearts.

Next: Chapter 6, Opener's Rebids. Free lessons and challenge hands to play: **bridgescorer.com/learn**

About this guide. There are many versions of Standard American, and clubs, teachers and books do not all agree on every detail. This chapter describes one common, straightforward version for learners. We do not claim it is the only or the best way: if your teacher or club plays something different, follow them. What matters most is that you and your partner agree.

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