

MAJOR SUIT RAISES

Based on: Mini (7 - 9⁻ HCP) and Maxi (9⁺ - 12⁻ HCP) splinters
 1H → 2 SP and 1SP → 2NT are the Forcing Raises:
 (at least a balanced limit raise with 4 trumps)
 Serious 3 NT (if partnership agrees)

1 H opener

- 2H usual raise-----if 4 trumps, it is balanced
 2SP forcing raise, promising at least a balanced limit raise with 4 trumps
Opener Rebids -2NT Game forcing- could have spade shortness, else no shortness
 -3C Game forcing- club shortness
 -3D Game forcing- diamond shortness
over these 3 bids, responder is expected to bid 3H, if he has the limit raise.
 Serious 3NT would then be on by opener only
 -3H asks responder to pass with the limit raise
 -3NT Serious
 -4H denies first or second round control in all other suits
- 2NT mini splinter in spades
 3C mini splinter in clubs
 3D mini splinter in diamonds
 3H pre-emptive
 3SP unknown maxi-splinter: 3NT by opener asks where?-- 4C = CL 4D = DI 4H = SP
 3NT Raise to 4H with outside A or K
 4C 12⁺ - 14 balanced with 4 trumps and denying control in all other suits
 4D Open
 4H pre-emptive

1 SP opener

- 2SP usual raise-----if 4 trumps, it is balanced
 2NT forcing raise, promising at least a balanced limit raise with 4 trumps
Opener Rebids -3C Game forcing- could have club shortness, else no shortness
 -3D Game forcing- diamond shortness
 -3H Game forcing- heart shortness
over these 3 bids, responder is expected to bid 3SP, if he has the limit raise.
 Serious 3NT would then be on by opener only
 -3SP asks responder to pass with the limit raise
 -3NT Serious
 -4SP denies first or second round control in all other suits
- 3C mini splinter in clubs
 3D mini splinter in diamonds
 3H mini splinter in hearts
 3SP pre-emptive
 3NT unknown maxi-splinter: 4 CL by opener asks where?-- 4D = DI 4H = H 4S = CL
 4C 12⁺ - 14 balanced with 4 trumps and denying control in all other suits
 4D Open
 4H Raise to 4SP with outside A or K
 4SP Pre-emptive