Limit Raises

New and Improved!

Revised March 3, 2014 Kootenay Jewel Bridge Club

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http://watsongallery.ca/bridge/aaBidding/LimitRaises.pdf

Minor Limit Raise

1 + 3 +

1 ♦ 3 ♦

10-12 HCP (do not count distribution because one is looking for 3NT) denies a four-card major
five-card support
2NT is not bid because either both majors not stopped or there is a singleton or void

- 1 . 2NT
- 1 2NT

10-12 HCP denies a four-card major both majors stopped no singletons or voids

Major Limit Raise

1 **A** 3 **A**

10-12 points (high card points plus distribution)

3+card support

Trump	Distributional Points		
Support	Doubleton	Singleton	Void
3-card	1	2	3
4-card	1	3	5
5-card	1	4	6

2/1

A major limit raise shows four-card support otherwise one bids forcing notrump then three of the major.

Standard American

A major limit raise usually shows four-card support. With only three-card support, one bids a new suit at the two-level and then bids three of the major. If partner raises your suit, you may even bid four of the major.

2nd Suit Limit Raises

- **★**3 **♥**Q32 **◆**10983 **♣**AQ1098
 - 1♥ 2♣
- **★**32 **♥**Q32 **♦**K983 **♣**AQ109
 - 1♥ 2♣

In Competition:

If partner opens and opponents overcall or double, a jump to three of partner's suit (major or minor) is weak (2-8 not vulnerable and 5-8 vulnerable).

After Overcall:

After Double:

Rdble 10+, implies no fit

2NT 10+ with 3-card support for partner's major and 4-card support for partner's minor.

After a redouble, all doubles are penalty and each player is given a chance to double where the opponents end up.

W N E S

1
$$\star$$
 x xx 2 \star

P forcing pass

1M to 4M

1 4 4

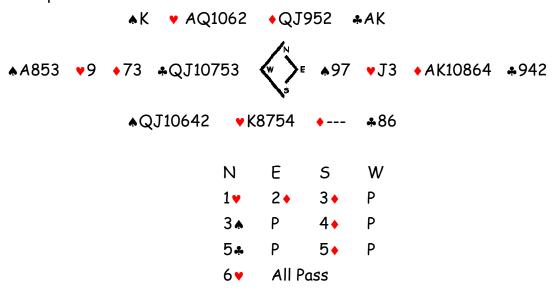
1♥ **4**♥

5-card support less than 8 HCP no voids singleton if vulnerable

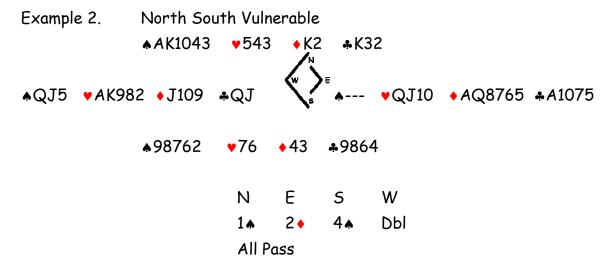
With the boss suit, one need not panic and go to four with 5-8 points. One also needs to be careful about pushing them into a makeable game. Sometimes just a simple raise can be effective.

Examples

Example 1.



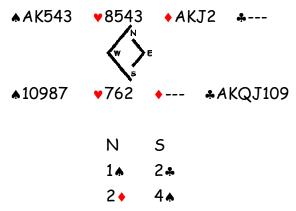
Diamond cuebid establishes \checkmark 's as trump. We will never play spades so do not bid them unless as a cuebid. $3 \spadesuit$ is a slam try. It says, "I have a spade control, 1st or 2nd round)." $5 \clubsuit$ says I have 1st round control in clubs. $4 \spadesuit$ says 1st or 2nd round control. $5 \spadesuit$ says void.



Q \blacktriangledown led against $4 \bigstar \times$. West wins King \blacktriangledown and puts $q \clubsuit$ on table. East West take 3 clubs tricks and exits $10 \blacktriangledown$. West wins $a \blacktriangledown$ and puts $j \spadesuit$ on the table. East West takes three \clubsuit 's, two diamonds, two hearts and likely one spade. West plays the $5 \spadesuit$ on the first round of trump.

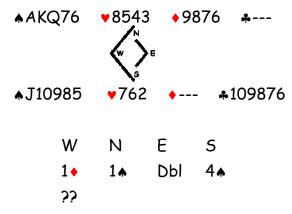
You tell me, should South pass or bid $4 \triangleq$? Not vulnerable, it is still -1100 and East is always behind North.

Example 3. Second Suit Game Raise

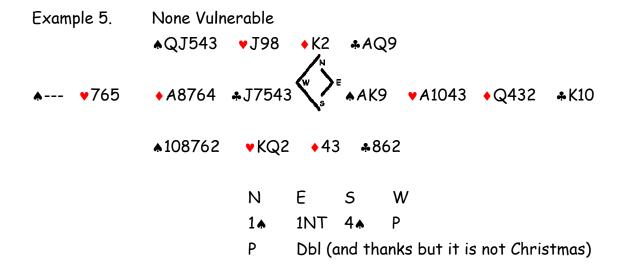


South bidding his side suit warns North against attempting any bid above 4 ... Wasted honours.

Example 4. Weak Raise



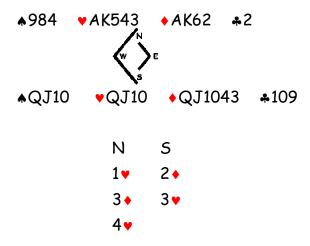
Compare example 3 and 4. I took the wasted honours away. 4* makes on a cross-ruff three rounds of hearts are taken and trump not led.



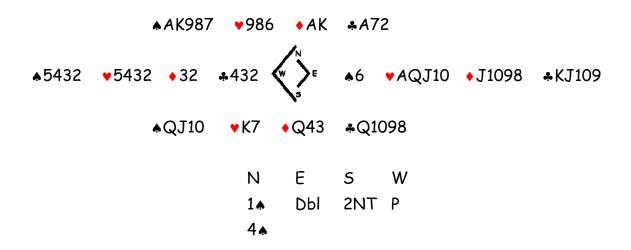
-500. At none vulnerable, -500 is probably a zero. Please get it out of your head that when partner opens one of a major and you have five-card support, you need to bid game. With 1NT behind Most of North and South's points, it is amazing, it is only 500.

The correct auction is the following:

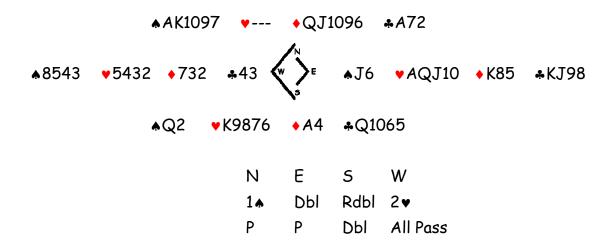
Example 6.



Example 7.



Example 8.



It is better for them to play 2Hx then 4.