

## BERGEN RAISES

Bergen Raises opposite a 1<sup>st</sup>/2<sup>nd</sup> Seat Opener (no interference by opponents)

Partner opens 1♥ or 1♠ :

**Raise to 2:** A decent single raise with 3 trumps. Promises 7-10 dummy points (see explanation of dummy points below)

**Jacoby 2NT:** A game forcing raise with 4+ trumps. Promises 13+ dummy points.

3♣ : A decent raise with 4 trumps. Promises 7-10 dummy points.

3♦ : A limit raise raise with 4 trumps. Promises 10-12 dummy points.

Note: Partners can agree to reverse the meaning of the 3♣ & 3♦ bids; this is called Reverse Bergen.

**Raise to 3 (WJR-weak jump raise):** A very weak raise with 4 trumps. Nonvul-promises 2-7 dummy points; vul-promises 4-7 dummy points.

**3NT:** Nonforcing. 13-15 hcp; 4-3-3-3, with 3 trumps.

**Double jump in new suit:** Splinter bid. 4 trumps; 13-16 dummy points, void or singleton in suit bid. (Ex. 1♠-4♣ or 1♥-3♠; 1♠-4♥)

**Raise to 4:** A weak hand with 5 trumps or 4 trumps with exceptional shape. Shows 3-10 dummy points.

The above structure is recommended, but is not carved in stone. For example, if you have 4 trumps and a 7 count, and a flat hand (4-3-3-3), consider bidding two of the major.

## DUMMY POINTS

According to Bergen, high card points (*hcp*) alone do not determine the value of your hand.

Once you and partner have found a major suit fit, you must consider the sum of *hcp* as well as points for distribution. Add points for both short suits and long.

**Long suits**—add 1 pt. for 5 card suit; 2 pts. for 6 card suit, etc.

**Short suits**

- Doubleton—1 pt. for each; Q doubleton/J doubleton are tricky. Take into account the texture of your hand.
- Singleton—with 3 trumps add 2 pts; w. 4+ trumps, add 4 pts.
- Consider deducting a point for a singleton Ace or King.

## OPENER'S HAND RE-EVALUATION OPPOSITE BERGEN RAISE

After partner's Bergen raise, opener should re-evaluate his/her own hand.

- 1. Add for Long Suits**  
1 pt. for each 5 card suit  
2 pts. for a 6 card suit  
3 pts. for a 7 card suit, etc.
- 2. Add for Extra Trumps**  
Add 1 pt. for each trump after 5. For ex. With a 7 card trump suit, add 2 pts.
- 3. Add for Short Suits**  
1 doubleton: do not add anything  
2-3 doubletons: add exactly 1 point  
Singleton: add 2 points  
Void: add 4 points
- 4. Add for Side Suits**  
Add 1 pt. for each suit with 4 cards

*Principles, after a Bergen Raise, developed by Marty Bergen based on his experience:*

1. After 3♣ or 3♦,  
•never stop below game,  
if opener has a void OR  
5-5 distribution or a 6-card suit and a singleton
2. After 3♦, don't stop in 3 with a singleton
3. After a **WJR**, always bid game with 6-4

### Miscellaneous items:

1. Interference—subject to partnership agreement
2. 3<sup>rd</sup> and 4<sup>th</sup> seat openings and use of Drury in lieu of Bergen raises
3. BROMAD—Bergen Raise of Major After Double (takeout)  
2♣ --7-10 dummy points, raise with 3-card support  
2♦--10-12 dummy points, raise with 3-card support  
3♣ & 3♦ as above  
2NT—*artificial with one long strong minor; opener bids 3♣, so partner can pass or correct.*
4. Bergen Raises after partner overcalls subject to partnership agreement.  
My partners and I do not use them in this sequence.