

**Hand Evaluation Bridge Lesson
Using Marty Bergen's Adjust-3 Method**

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To evaluate the value of your hand, the standard/traditional method promoted by Charles Goren in the late 1940s is to assign values to the **honor cards**:

Honor	Value
Ace	4
King	3
Queen	2
Jack	1
Ten	0
<hr/>	
	10

Even though the 10 is an “honor” it was assigned no value by Goren.

Penalty Cards and Honor Cards

Generally speaking, any card illegally exposed by a defender, even accidentally, becomes a penalty card. This is a complicated area. There are actually two sorts of penalty cards: *major* penalty cards and *minor* penalty cards. This has nothing to do with the suit they are in!

A *minor* penalty card is any single **accidentally exposed card** below a 10.

If you **deliberately expose a card**, for example by leading out of turn, or accidentally expose an honor (10 or above) **then all your penalty cards are *major* penalty cards.**

Any penalty card must remain exposed. However, A *major* penalty card must be played at the first legal opportunity. This means that if you end up on lead you must lead your major penalty card. If you have two or more penalty cards which can be played, **declarer can choose which.**

However; minor penalty cards DO NOT have to be played at the first opportunity, if exposed.

If you are on lead and partner has one or more **major** penalty cards you **must** ask declarer, **before** you lead, if he wishes to impose a lead penalty.

If you lead without asking, your lead is illegal and it too becomes a major penalty card!

Confused, I am, the best thing to do is to **call the Director** because “penalty cards” are related to Unauthorized information; another complicated area of Bridge Law.

The whole business of penalty cards and Unauthorized Information is very complicated, and in some ways contradictory.

The fact that partner has that particular card, or that he wanted to play it, is Unauthorized Information to you but the fact that he must play it at the first opportunity is Authorized Information.

In other words, you're not allowed to know that partner has, say, the King of Spades but you are allowed to know that if you were to lead a spade then partner will have to play the card you're not allowed to know he's got! Confused? I certainly am.

Always call the Director when cards are exposed – do not guess or try to solve problems at the Table without help from the game Director!

Tricks verses Point Count

Bridge is about taking tricks. There is more to a bridge hand than just counting points; however, **point count estimation** is a means of estimating the trick taking potential of a bridge hand.

Today we will review a method of estimating the trick taking potential of your partnership. Clearly the hand

♠AKQJ987642 ♥A ♦2 ♣7 (4 Quick Tricks and Less than 4 Losers)

Is about tricks NOT POINTS; but these hands are rare and we need a method of evaluation that may be applied to most standard hands.

With this as an introduction regarding tricks and points,

WHAT WOULD YOU BID WITH EACH OF THE FOLLOWING HANDS?

Playing the 2/1 Game Force System or Standard American with a 15-17 Notrump range.

Hand AA: ♠K43 ♥A73 ♦AK1092 ♣32

Hand BB: ♠QJ6 ♥QJ7 ♦KQ73 ♣KJ2

Counting HCP, OPEN Hand AA 1♦ with 14 HCP

Counting HCP, OPEN Hand BB 1NT with 15 HCP

IF THESE ARE YOUR ANSWERS --You are mistaken.

Hand AA should be opened 1NT and

Hand BB should be opened 1♦!

Now LOOK AT THESE HANDS

Hand CC: ♠KQ632 ♥A ♦QJ42 ♣QJ6

Hand DD: ♠AJ1096 ♥7 ♦A1096 ♣A92

Playing a strong two club 2/1 system, open each 1♠,
RIGHT!

Yes, but which hand do you consider stronger?

HAND CC or DD?

Counting HCP you may say that Hand CC is stronger with
15 HCP and that Hand DD is weaker with only 13 HCP!

**IF THIS IS YOUR POSITION --- YOU ARE
MISTAKEN.**

THE CORRECT ANSWER IS HAND DD!

**Why is Hand DD actually stronger than Hand
CC?**

**Because Aces and 10's are undervalued honor
cards while Q's and J's are overvalued cards!**

Marty Bergen suggests that you must consider five Qualities when evaluating the trick potential of a hand:

(1) HCP

(2) Over- and Under-rated honors

(3) Suit Length

(4) Dubious Honor doubletons

(5) Suit Quality

However, this is only a start or Starting Points

In addition you have to consider Dummy Points and Bergen Points to reach the correct point count level.

Marty Bergen, ten-time national champion, developed the ADJUST-3 Method. In his 2008 book, “Slam Bidding Made Easier” published by Bergen Books, he spends over 100 pages on the method.

Why adjust three?

Because the accuracy of the HCP in a hand depends on the difference of overvalued and undervalued honors by the value of three.

The Adjust-3 Method

Step 1: Add up your HCP using the table presented earlier

Step 2: Count the number of aces and 10s (undervalued honors).

Step 3: Count the number of queens and jacks (overvalued honors).

Step 4: Subtract the smaller number from the larger number.

Step 5: Evaluate the difference:

 If between 0-2, make no adjustment

 If within the range 3-5, adjust by 1 point

 If 6+ (rare), adjust by 2 points

Step 6: If the number of aces and 10s is more, add;

 If the number of queens and jacks is more, subtract

LOOK AT THESE HANDS

Hand (A) ♠AKQ105 ♥10982 ♦6 ♣J67

10 HCP (AKQJ)

3 (undervalued) 10A10;

2 (overvalued) honors QJ

3-2=1; no adjustment

The adjusted-3 points for the hand is 10

But, this is only the start of the evaluation method!

Hand (B) ♠AK10 ♥KJ3 ♦J1052 ♣567

12 HCP (AKKJJ)

3 aces and 10s (undervalued);

2 Js (overvalued)

3-2= 1 no adjustment,

but skewed in undervalued honors

The adjust-3 points for the hand is 12

Again this is the start of the evaluation method.

Clearly, if a suit includes AKxxx and another suit contains Axxx, one may take two tricks with the first (AK) and only one with the second (A). Thus, in addition to HCP, one must consider suit length.

After the Adjust-3 process, you must apply the following rule to modify your points for suit length:

ADD FOR SUIT LENGTH

- 1 additional point for a 5-card suit
- 2 additional points for a 6-card suit
- 3 additional points for a 7-card suit, etc.

Returning to Hands AA and BB

Hand AA: ♠K43
 ♥A73
 ♦AK1092
 ♣32

Hand AA has 15 starting points (14HCP + 1 length) (Open 1NT)

Hand BB: ♠QJ6
 ♥QJ7
 ♦KQ73
 ♣KJ2

Hand BB has $15 - 2(O - U = 6 - 0 = 6 \text{ adjust by } -2) = 13$ starting points (Open 1♦)

BUT THERE IS MORE TO THE STORY?

In addition to suit length, one has to consider dubious honors since they are OVER VALUED.

Subtract ONE point for hands with the following doubletons or singleton honors

DOUBLETONS: AJ, KQ, KJ, QJ, Qx, Jx (1, ½, 0 quick tricks)

SINGLETONS: K, Q, J (½ or 0 quick tricks)

Note that the doubletons AK, AQ are not included in the above; they include an Ace and one of top 2 honors, 2 or 1½ quick tricks, and Ax and Kx are also excluded.

Lastly, you must adjust for QUALITY SUITS - a suit with 3+ of the top **five** honor cards.

ADD ONE ADDITIONAL POINT FOR EACH QUALITY SUIT.

Adjusting a hand for dubious honor combinations and suit quality is related to Ron Klinger's "Modern Losing Trick Count" (LTC) Flipper and available on Amazon.com.

AKQ	= 0 losers	Q1052	= 2 losers
AQx	= 1 loser	Q832	= 2.5 losers
KQx	= 1 loser	AQ	= 0.5 loser
QJx	= 2 losers	KQ	= 1 loser
Q10x	= 2 losers	QJ	= 2 losers
Q9x	= 2.5 losers	Q	= 1 loser

Note that you only look at three cards in a suit to count losers.

The queen with no honor is better than 3 losers but not quite as good as 2 losers, it is a 0.5 winner.

In summary, one proceeds through the following steps to obtain the total STARTING POINT VALUE of a hand.

Step 1: HCP

Step 2: Adjust-3 (add or subtract)

Step 3: Suit Length (add for length)

Step 4: Dubious Honors (subtract)

Step 5: Suit Quality (add)

Step 6: Total Starting Points

Completing Steps 1-6, one has what Mr. Bergen calls “starting points.” **To open the bidding in the game of bridge (one of a suit), a hand is opened if it has at least twelve starting points.** There is more to a hand than simply counting high card points (HCP).

ALL HANDS AT THE TABLE USE THIS METHOD TO DETERMINE OPENING BIDS AND OVERCALLS!

One final note, IN A SUIT CONTRACT, if your shape is 4-3-3-3, 5-3-3-2, or 6-3-2-2, or 7-2-2-2, you should downgrade your hand one point for “flatness.” And if your hand has 4-3-3-3 also downgrade it by one point playing Notrump.

Looking Again at Hands (A) and (B)

Hand (A) ♠AKQ105 ♥10982 ♦6 ♣J67

HCP	10
Adjust -3 (3-1=2)	0
Suit Length	add 1
Dubious Honors	none
Suit Quality	add 1
Starting points	12

Hence Open Hand (A) - 1♠!

Hand (B) ♠AK109 ♥KJ3 ♦J109 ♣567

HCP	12
Adjust -3 (3-2=1)	0
Suit Length	none
Dubious Honors	none
Suit Quality	none
Flatness (4333)	-1
Starting points	11

Hence, do Not Open Hand (B) in the 1st seat!

Hand (B) in the first seat REQUIRES AK and A or 2 quick tricks.

Hand (C) ♠A104 ♥10543 ♦KJ67 ♣K10

HCP	11
Adjust -3 (4-1=3)	1
Suit Length	none
Dubious Honors	none
Suit Quality	none
Starting points	12

Open Hand (C) - 1♦

What would you open this Hand?

Please do the Evaluation

Hand (D) ♠AQ4 ♥AQ105 ♦K1067 ♣A2

Hand (D) ♠AQ4 ♥AQ105 ♦K1067 ♣A2

HCP	19
Adjust -3	5-2 =3 add +1
Suit Length	none
Dubious Honors	none
Suit Quality	+1
Starting points	21

Open Hand (D) - 2NT

Do not open it 1♦

Returning to Hand BB, we have to adjust our initial evaluation for flatness,

So the final evaluation results in not 13 starting points, but 12.

Hand BB: ♠QJ6
 ♥QJ7
 ♦KQ73
 ♣KJ2

Hand (BB) has $15 - 2(O - U = 6 - 0 = 6 \text{ adjust by } -2) = 13 - 1$ for flatness.

Still open the hand $1♦$; not $1NT$ based on HCP!

Observe that opening hands have at least TWO QUICK TRICKS.

BASIC RULE: Open a bridge hand one of a suit with at least 12-21 starting points and two quick tricks (in the first or second seat).

In the Third Seat one needs only 1 and (1/2) Quick Tricks.

Fourth seat decisions are usually determined by Partnership Agreement. Many require 2 quick tricks, like in seats 1 and 2. Others use some Rule like the Rule of 15 or the Rule of 20/22!

Dummy Points for Major Openings

When partner opens one of a major and you have three-card support, you have found a fit in the major. If you win the major suit contract, you will become Dummy and partner will play the hand.

Dummy Points are evaluated as follows:

Doubletons	1 point each, always
Singleton	2 points each, but 3 each with 4+ trump
Void	equal to the value of the number of trump

Dummy Points = Starter Points + Short-suit Points

Minor Suit Dummy Points

With a minor suit opening (one club or one diamond), the reevaluation process is considerably different. When partner opens in a minor suit, you do not know if the length of the suit is 5+, 4, or 3. Furthermore, game in a minor is often difficult to make. You do not in general support a minor suit opening with only four cards. Instead, you should show a four-card major suit. Remember, your goal is to discover a major suit game which may happen if you and partner is 4-4 in the majors. When partner opens a minor or notrump, **dummy points=starting points.**

However, if partner Overcalled a Minor at the 2-level showing a 5-card suit, you may evaluate your hand using Dummy Points.

Let's look at a few examples, when your partner opens 1♠ and you hold the following hands. What are your starting points and Dummy Points?

Hand A: ♠ AJ62 ♥ 6542 ♦ void ♣ AK987

Hand B: ♠ AQ67 ♥ 678 ♦ AK10432 ♣ void

Hand C: ♠ KQJ32 ♥ 1098 ♦7 ♣ J987

Hand D: ♠ 9876 ♥ AK ♦ 75 ♣AQ1084

Hand E: ♠ 10986 ♥ K ♦ 753 ♣ Q9432

Hand F: ♠ 102 ♥ J64 ♦ KQJ ♣ KQ1098

Please write your ANSWERS

Hand A: ♠ AJ62 ♥ 6542 ♦ void ♣ AK987

12 HCP + [Undervalued Honors = 2 – Overvalued Honors = 1] = 1; no adjustment + 1 for club suit length, no dubious doubletons, no points for suit quality;

Hence, the total number of starter points = 13.

If you were now Dummy with this same hand, to determine Dummy Points, add four points for the void. There are no singletons or doubletons.

Thus in Hand (A) would have 17 Dummy Points.

Hand B: ♠ AQ67 ♥ 678 ♦ AK10432 ♣ void

13 HCP + [Undervalued Honors = 3 –
Overvalued Honors = 1] = 2; no adjustment + 2
for suit length, no dubious doubletons, 1 point for
suit quality;

Total number of starter points = 16.

However, as Dummy with this hand, you have
one doubleton (1 more point) and a void (4 more
points).

Thus, Hand (B) would have 21 Dummy Points.

Hand C: ♠ KQJ32 ♥ 1098 ♦7 ♣ J876

7HCP + [Undervalued Honors = 1 –
Overvalued Honors = 3] = -2; no adjustment +
1 for length + 0 for dubious doubleton honors,
+ 1 for suit quality.

Hand (C) has 9 Starter Points (do not open).

As Dummy, with five trumps, the singleton is
worth 3 points; the hand has 12 Dummy
Points.

Hand D: ♠ 9876 ♥ AK ♦ 75 ♣ AQ1084

13HCP + [Undervalued Honors = 3 –
Overvalued Honors = 1] = 2; no adjustment
+ 1 length point in clubs + 0 for dubious
doubletons (note that the AK does not
qualify) + 1 for suit quality. Total starter
points = 15.

Hand (D) has two doubletons, add 2 points.

As Dummy, the total for the hand: Dummy
Points = 17

Hand E: ♠ 10986 ♥ K ♦ 753 ♣ Q9432

5 HCP + [Undervalued Honors = 1 –
Overvalued Honors = 1] = 0; no adjustment
+ 1 length point in clubs – 1 for the dubious
king singleton + no suit quality; total of 5
starter points.

With the singleton king and four trumps,
add 3; the total Dummy Points = 8; so if
partner opened one spade and you held
Hand (E) you would certainly raise the bid
to two spades.

Hand F: ♠ 102 ♥ J64 ♦ KQJ ♣ KQ1098

12 HCP + [Undervalued Honors = 2 –
Overvalued Honors = 4] = -2; no adjustment
+ 1 length point -0 dubious honor doubleton
+ 1 quality suits. Total starting points = 14.

As dummy, you must add 1 point for the
doubleton; the total Dummy Points = 15.

In the Following slide, we show all four hands.

For each hand calculate the

TOTAL STARTING POINTS.

The Dealer is South and N-S are Vulnerable.

Then try to bid the hand!

And also **Calculate Dummy Points** for each response.

Dealer South N-S Vulnerable

		♠ 9543	
		♥ A3	
		♦ A1065	
		♣ K75	
♠ A108	<div style="background-color: green; color: white; text-align: center; padding: 10px;"> N W E S </div>	♠ J	
♥ J86		♥ K1095	
♦ 83		♦ J972	
♣ QJ1032		♣ 9864	
		♠ KQ762	
		♥ Q742	
		♦ KQ4	
		♣ A	

Bidding

South	West	North	East
1♠	2♣	3♣	4♣
4♠	Pass	Pass	Pass

South has 17 Starting Points (16HCP+1 Length Pt).

West has 9 (8HCP+1 Length Pt) so he bids 2♣.

North has 11 Starting Points and 12 Dummy points (1 for the doubleton), and makes a cue bid to show spades support (a limit raise with 10-12 points).

East has 4 Starting Points and 7 dummy Points (with 4-card club support and the singleton add 3 Pts) and bids 4♣. Or east competes to 1 OVER the level of total trumps (8) since NV.

South bids game! But, did N-S miss slam? Why, because South needs to re-evaluate one more time to establish “Bergen Points”!

Hand Evaluation – Bergen Points

When you have a fit, a major, minor, or notrump, the value of your hand will often increase. Recall that as opener, you only considered your starting points which EXCLUDED short-suit points.

And, while you did account for suit length and suit quality, you may have additional value with a FIT.

These observations suggest that your Starting Points must be modified with a fit. Adding “fit” points to Starting Points, your total points are called Bergen Points.

It works as follows.

Bergen Points (the final hand evaluation)

Step 1: Extra Trump Length (with 6+ trumps, add 1 for each trump after 5)

Add 1 Point 6 card suit
 2 Points 7 card suit, etc.

Step 2: Side Suits (for a 4-card or 5-card suit)

Add 1 point for each

Step 3: Short-Suit Points (Used with suit contracts only NOT notrump)

Add 1 extra point for 2 or 3 doubletons, **not each**
 2 extra points for a singleton
 4 extra points for a void (some use # of trumps)

Adding the above re-evaluated “fit points” to your Starting Points, your total is called Bergen Points. Bergen Points + Dummy Points = Total Points are now used to determine if you have 26 points for game in a major, 26 total points for notrump, 29 total points for game in a minor, or 33 total points for a slam.

Let's look at the Following Hands

Hand 1

♠AKQ105

♥10982

♦6

♣J67

Hand 2

♠AKJ109

♥KJ3

♦J105

♣56

Hand 3

♠K78

♥AQ9852

♦A109

♣A

With 12, 15, and 19 starting points, respectively.

WHAT ARE YOUR BERGEN POINTS with a FIT?

For Hands 1 and 2 with a Spade fit and for Hand 3 with Hearts

Hand 1 ♠AKQ105 ♥10982 ♦6 ♣J67

To calculate Bergen Points for Hand 1, you add 2 points for the singleton. Thus, Hand (1) has 13 starting + 2 short-suit points + 1 for the 4-card suit = 16 Bergen Points.

Hand 2 ♠AKJ109 ♥KJ3 ♦J105 ♣56

Because Hand (2) is balanced, there is no adjustment
Starting Points = Bergen Points.

Hand 3 ♠K78 ♥AQ9852 ♦A109 ♣A

For Hand 3, you add 1 more point for 6th trump and 2 more points for the ace singleton. Hence, Bergen Points = 19 Starting + 3 Bergen = 22 Total Points..

LET'S LOOK AT ANOTHER EXAMPLE

♠AK42 ♥ KQ632 ♦ AK109 ♣ void

How do you evaluate your hand?

19 HCP

Adjust-3 no adjustment (3 overvalues -1 under value=2)

Length points: Add 1

Quality Suit: Add 1

Starting Points: 21

However, finding a fit in hearts, you must reevaluate

Short-suit: Add 4 points for void (# of trumps)

Side Suits: Add 1 point (4-card diamond suit)

Bergen Points Total= 26 points

Suppose you have the following hand:

♠A598 ♥ KJ87 ♦ AJ ♣ 1085.

How do you evaluate your (4-4-3-2) hand?

With two four-card majors and 12 starting points (13HCP – 1 dubious doubleton), you open 1♣ (better minor). Partner with the following hand ♠K3 ♥ 56 ♦ KJ5 ♣ AJ7432 with 14 Starting Points, bids 2♣* (INVERTED MINOR).

Remember no Dummy Points when opening a minor.

You now reevaluate your hand, using the Bergen Method. You add 2 points for the 4-card suits (1 each). You have 15 Bergen Points. Adding this to partner's minimum 13+ Starting Points = 28 points, bid 3NT. Playing 2/1 inverted minors equal 13+ since with criss-cross 3♦ = 10-12.

RETURNING TO OUR COMPLETE 4-HAND EXAMPLE

The hands where we previously calculated Starting Points and Dummy Points.

How many Bergen Points are in South's hand?

Recall the hands were:

Dealer South N-S Vulnerable

		♠ 9543	
		♥ A3	
		♦ A1065	
		♣ K75	
♠ A108	<div style="background-color: green; color: white; text-align: center; padding: 10px;"> N W E S </div>	♠ J	
♥ J86		♥ K1095	
♦ 83		♦ J972	
♣ QJ1032		♣ 9864	
		♠ KQ762	
		♥ Q742	
		♦ KQ4	
		♣ A	

South has 17 Starting Points and knows partner has 10-12 Dummy Points with a fit. Adding 1 point for the 4-card suit and 2 for the singleton, South has 20 Bergen Points

Because partner made a cue bid, you know you have 30-32 Total Points, not enough for slam so Pass!

THERE IS NO SLAM. You Need 33 points or a good 6-card suit with 32 total points.

Note: N-S must lose the Spade Ace and the Heart King.

Write down your Starting and Bergen Points answers for the following hands and partner gives you a limit raise.

With a Heart fit (Limit Raise 10-12 Dummy Points) how many Starting and Bergen Points do you have for each hand?

1. ♠A10 ♥ AK7652 ♦ 3 ♣ AJ109

2. ♠KQ ♥ AKJ64 ♦ K763 ♣ Q3

3. ♠AJ4 ♥ KQ872 ♦ AQ1093 ♣ void

With a Spade fit (Limit Raise 10-12 Dummy Points) how many Starting and Bergen Points do you have for each hand?

4. ♠K97654 ♥ AK5 ♦ 985 ♣ 5

1. ♠A10 ♥ AK7652 ♦ 3 ♣ AJ109

(1) 18 Starting and 21 Bergen Points (18 +2 short suit+1 for 6th trump+1 side suit=22) you have
22+10/12=32/33 Total points (slam zone).

2. ♠KQ ♥ AKJ64 ♦ K763 ♣ Q3

(2) 18 Starting and 20 Bergen Points (18+1 for 4-card suit +1 doubletons =20) after the limit raise, bid game.

3. ♠AJ4 ♥ KQ872 ♦ AQ1093 ♣ void

(3) 19 Starting and 24 Bergen Points (19+5(void)+1 for 5-card diamond= 25 after the limit raise again, investigate slam.

4. ♠K97654 ♥AK5 ♦985 ♣5

(4) 12 Starting and 15 Bergen Points (12+2singleton+1 for 6th trump =15) after the limit raise, bid game.

In the Following slide, we again show all four hands.

For each hand calculate the

TOTAL STARTING POINTS.

The Dealer is again South and N-S are Vulnerable.

Try to bid the hand and also **Calculate Dummy Points and Bergen Points** with each response.

	♠	97543		
	♥	94		
	♦	A85		
	♣	1082		
♠	AKJ108	<div style="background-color: green; color: white; text-align: center; padding: 10px;"> N W E S </div>	♠	Q62
♥	J763		♥	Q10
♦	Q103		♦	KJ642
♣	4		♣	J97
	♠	Void		
	♥	AK853		
	♦	97		
	♣	AKQ653		

East West Venerable and South is the Dealer

Determine Starting Points, Bergen Points and Bid the Hand.

Bidding

South	West	North	East
1♣	1♠	Pass	2♠
3♥	Pass	5♣	All Pass

South has 16HCP + 3 Length Points + 1 for a Quality Suit or 20 Starting Points and opens 1♣ (some may open 2♣*).

West has 11 HCP + 1 Length Point = 12 Starting Points and Overcalls 1♠.

North has 5 Starting Points and Passes (partner opened a minor).

East has 9 Starting Points (9HCP-1 adjustment +1 Length) and 9 Dummy Points and bids 2♠.

South shows his heart suit and bids 3♥ and North, preferring club, bids 5♣.

* Rule of 44 = 4-Quick Tricks and 4-Losers or Less

END OF HAND EVALUATION LESSON

However, if time permits I will next review the

Bergen and Reverse Bergen Bids

Playing the 2/1 Game Force System, when partner opens the bidding one of a major, a **Bergen Raise** is used to show 4-card support and 0-6 or 7-12 dummy points (the bid of 2NT* shows 13+ Dummy points and 4-card support- Jacoby).

Marty Bergen in explaining the system stated that the jump to 3♠* shows 0-6 dummy points (weak), a jump raise to 3♣* shows 7-9 dummy points, and a jump raise to 3♦* diamonds shows 10-12 dummy points (limit raise).

These are Bergen Raise and always shows 4-card support. After the bid of 3♦*, the bid of 3♥ is a help-asking bid by the opening bidder. It ASKS!

Do you have 12 dummy points; if so, bid game. Otherwise, pass if hearts is the major bid or bid 3♠, if spades is the major suit bid. Note that the *=alert.

Just when Bergen Raises gained popularity, Marty changed his mind and said that 3♣* should show 10-12 dummy points and 3♦* 7-9 dummy points. Naturally, this became known as the **Reverse Bergen Raises**. The Reverse Bergen Raise system is almost universally used today. Then after 3♣*= limit raise, and 3♦ becomes the help-ask bid. One bids the major at the 3-level with less than 12 dummy points and game with 12 dummy points.

With both conventions and only 3-card support for the major, one makes the forcing 1NT bid (announced as forcing – which may conceal a fit and allow the opponents to interfere, but includes 7-12 dummy points) and then one jumps in the opener's major suit by bidding at the 3-level: 3♥*/3♠*.

Again with 0-6 dummy points one bids the major at the 3-level (3♥*/3♠*). Again *=alert.

Interference Over Reverse Bergen

With no interference, the Reverse Bergen bids are straightforward; however, over a double, one-, two-, and three-level bids other options are employed --- there is no standard approach so you should discuss this with your partner.

Many players play that “Reverse Bergen” Raises are OFF in competition. Others play that if one can make the jump bid they are on by partnership agreement. **They are usually always OFF if you are a passed hand.**

I now discuss a method suggested by Marty Bergen when the opponents double.

Over a double one may play the **REVERSE BROMAD**
(Bergen Raises of Major over Double) Convention:

1. A **redouble** denies in principle 3-card support, but shows 10+ unlimited starting points.
2. A response of $2\clubsuit^*$ is a limit raise with 10-12 points and 3-card support.
3. A response of $2\diamondsuit^*$ shows an invitational raise with 7-9 dummy points and 3-card support.
4. A raise to the $2\heartsuit^*/2\spadesuit^*$ is preemptive in nature (0-6 and 3-card support).
5. Jump 3-level raises are normal Reverse Bergen Raises with 4-card support.
6. A response of **2NT*** is used to show a preempt bid with a **long minor**. However, some use it to show 10-12 dummy points and 4-card support called Jordon 2NT*. In any case, it is almost NEVER Jacoby!

A disadvantage of Reverse BROMAD is that it eliminates some “standard” two-over-one bids. Hence, many partnerships exclude these bids over a double and allow all bids to be natural showing a suit with 13+ points, playing the 2/1 System. Hence “Bergen” is Off over a Double; however, some may use the Jordon 2NT* bid = 10-12 dummy points with either 3/4 card support.

All these decisions must be discussed with your partner, there is no “right or wrong”.

Thanks for attending this Lesson – Enjoy Bridge

And bid them like you have them

Get your bid in Early