There are a	number of intere	sting varia	tions depending on :-
i) what to do when there is a fit ( and no competition from the opponents ) ii) what to do when there is a fit ( and competition from the opponents ) iii)what to do when there is <i>no</i> fit ( but you have a suit of your own )			
i) You like p	artner's suit ( and	there is n	o competition from the opponents)
N 1D	E 1H	S P	W ?
Your only concern here is how high to go . Game is still possible and the following arrangement works well enough :-			
a) raise 1H	2H ( with (	69 )	A542Q65876543
b) raise 1H	3H ( with	1012)	A542Q658765A3
c) raise 1H -	4H* ( with	13+)	AQ42QJ58765A3
[ "c" is standard but practised partnerships might prefer to distinguish gambling raises (bid 4H) from DGR raises (bid opponent's suit )			
ii) You like partner's suit ( and there <i>is</i> competition from the opponents )			
N 1D	E 1H	S 2D	W ?
or			
N 1D	E 1H	S 3D	W ?
Your main concern here is to try to win the partscore battle ( ie end up playing the hand) It is assumed that game is unlikely to be reached and all bids in a competitive auction are assumed to be just that, competitive.  Points are no longer counted with a great deal of accuracy!  (The thinking is that partner will know that we are not bidding to try to get to game and so it wont matter exactly how many points we do actually hold).			
As the roughest of rough guides you should be prepared to compete up to the three level (if pushed) with as few as 8 pts if the support warrants it.			
West should bid 3H in our above auction on both these hands :-			
i) AQ42QJ58765Q3			

Responding to partner's overcall

ii)A942-----QJ65-----8765-----J3