

Delayed Game Raise

e.g 1H -----2C
 2NT-----4H

Responder has (eventually) raised opener's 1H to the game level of 4H. They will have a hand with four hearts and also 13-----15 pts.

Something like this :- A7
 Q876
 K87
 AJ87

There are a couple of reasons why this sequence is adopted:-

i) to distinguish it from the weaker gambling raises [e.g 1H-----4H] which are made on fewer points and more pronounced distributional features e.g 8 -----QJ98762 -----AQ87 ---43

ii) to suggest a modest interest in going further to a slam. Opener knowing of 13+ pts may wish to continue if they have an appropriate strongish hand.

One thing that is seldom mentioned is that we also use a delayed game approach in competitive sequences to show high card raises.

e.g	N	E	S	W
	1S	2C	?	
			AQ98	
			K73	
			KJ98	
			65	

Don't go rushing up to 4Sp; bid 2D first and *then* 4Sp.

And if South has no other suit to bid ?

e.g AQ98 ----K75-----KJ8 -----987

Either be imaginative and bid a three card suit (bid 2D) or even better bid the opponent's suit ie bid 3C.

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Waiting when (not so) weak

In N.Ts with Axx -----xxx in the led suit we have always w.w.w. (waited when weak); quite right too. Less obvious is that you should also *probably* wait when you have as much as AKx -----xxx in the led suit.

e.g 3NT on a club lead

A65	K32	The technical reason why it is correct to wait and not play either the A or K clubs at trick 1 is that we know we will have to lose the lead twice before we can get to 9 tricks. If that is too difficultthen as a rule of thumb, unless you are VERY weak in another suit, ALWAYS wait, even with the A + K in the led suit.
QJ109	876	
A87	KQJ9	
K43	A65	