

♠♥♦♣ SUPPORTING YOUR PARTNER'S OVERCALL ♠♥♦♣

You are vulnerable. West dealt and opened 1♦. Your partner overcalled 1♥ and RHO responded 1NT. It is your call. How do you advance your partner's overcall?

S	undefined
♠	K986
♥	J653
♦	76
♣	A108

If North had opened 1♥ and East had passed, you would have either raised her to 2♥ or made a "Bergen Raise" to show 8-10 points and 4-card support – 3♣. (Bergen Raises are a whole separate subject for another day. See note, below)

Since your partner overcalled rather than opened, you actually have a lot more ways of showing your supporting hand. You can show your points range; either 3-7, 8-20, 11-12 and 13+. You can show whether you have 3-card support or 4-card support. You can also show whether you have support for Hearts and a singleton or void on the side. Bids that advance an *overall* can be much more specific about support, than bids that *respond*.

In this hand you have 4-card support and 8 HCP and 1 dummy point. Your hand is a little better than a simple raise because it has the extra Heart. Yet, it's not as good as a limit raise because it doesn't have 11 to 12 points. This is a raise that is called a "Mixed Raise." It's a mixture of a simple constructive raise and a preemptive raise. The bid is 3♦. This is not only a cuebid, it is a *jump cuebid*. A cuebid of 2♦ would show 3 or 4 Hearts and 10+ support points. The *jump cuebid* by the advancer is a "mixed raise" that shows 4 Hearts and 8-10 support points. It has the preemptive quality of forcing the opponents to 4-level, if they want to play in Diamonds. Even though it puts you on the 3-level, the Law of Total Tricks says you are protected because of your 9 trump.

Of course, you and your partner must agree on using mixed raises. Otherwise, this bid could be misinterpreted.

The auction looked like this:

West	North	East	South
1♦	1♥	1NT	3♦
Pass	3♥	All Pass	

North knows exactly what your hand looks like, down to a 3-points range and exactly 4 Hearts. He doesn't elect to bid game and you have no reason to overrule.

East leads the $\spadesuit 10$. Take over for you partner and play this hand:

S	undefined
\spadesuit	K986
\heartsuit	J653
\diamondsuit	76
\clubsuit	A108

Lead: $\diamondsuit 10$

N	undefined
\spadesuit	54
\heartsuit	AQ872
\diamondsuit	A98
\clubsuit	Q52

Counting losers in your hand: you have 2 Spades, 1 Heart, 2 Diamonds and 2 Club losers. You can easily ruff one Diamond in the short hand. You can also try finessing the Clubs and the Hearts. The $\spadesuit A$ may be on side for a Spade finesse. Things don't look too bright. Your only hope is that you will not be set for more than the opponents can make in $2\diamond$.

Win the $\diamondsuit A$ and lead the $\clubsuit 2$ to dummy's $\clubsuit 10$. That wins. Lead up to your $\heartsuit Q$. That finesse loses to East's $\heartsuit K$. East will probably lead another Diamond, won by West. If West switches to a Club, East will put up the $\clubsuit J$ and you will win the $\clubsuit A$.

You then draw the remaining trump and lead up to the $\spadesuit K$. Unfortunately, this loses to West's $\spadesuit A$. West cashes his $\spadesuit Q$ and leads his last Club. East wins the $\clubsuit K$ and you can cross ruff the rest.

You did eliminate 2 of your 7 losers, but you lost 5 tricks for -50. Look at the full deal and imagine the opponents were in $2\diamond$. On a Heart lead, they will lose a 1 Heart, 1 Diamond and 2 Clubs, making 5 for a score of -110. In a duplicate game this difference in score is the difference between a top and an average board

Note: The mixed raise in this deal is called a *mixed raise by the advancer (MR-A)*. If you play Bergen Rises, you are actually using a *mixed raise by responder (MR-R)*.

This is the entire deal:

The screenshot shows a bridge deal interface with a green background. In the top left, a white box with a black border contains the number '8'. The interface is divided into four quadrants for the players' hands and a central bidding area. The North hand is at the top, West at the left, East at the right, and South at the bottom. The bidding area is in the center, showing the sequence: 1♦, 1♥, 1NT, 3♦, Pass, 3♥, Pass, Pass. The South hand has a white area, and there are score boxes at the bottom right showing 0 for both sides and a 3♥ North indicator.

W West	N North	E East	S South
♠AQ32	♠54	♠J107	♠K986
♥9	♥AQ872	♥K104	♥J653
♦KQJ43	♦A98	♦1052	♦76
♣943	♣Q52	♣KJ76	♣A108

Bidding: W: 1♦, N: 1♥, E: 1NT, S: 3♦, Pass, 3♥, Pass, Pass

Scores: 0 (West), 0 (East), 3♥ North

You can see how this hand should be played by clicking on this link: <https://tinyurl.com/25pf6sb4> or copy and paste it into your browser. Click on the "Next" button on the bottom to advance through each trick. If you don't want to see the opponents hands, click on the white area in the South hand before you start.

Alternatively, by clicking on "Play" you can play all four hands and see if you can make the hand on your own.