

## Gambling raise

e.g 1Sp -----4Sp  
KQJ654  
876  
7  
432

The *immediate* raise to 4sp is something of a gamble in that the 4Sp bidder does not have that many high cards. It is partly bid because it might make {!} and partly to stop the opponents bidding.

Here is an extreme example of a gambling raise.

e.g 1H-----4H  
3  
KJ7654  
109876  
2

Obviously if you are going to raise to game on only 4 high card points opener must almost always pass when the bidding returns to them.

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## Delayed Game Raise

e.g 1S-----2C  
2D-----4Sp.  
AQ43  
876  
K6  
KJ43

Responder has 13-15 points and a 4 card fit with opener's major. Rather than bidding 4Sp immediately (which would be a gambling raise), responder delays the raise to game. NB responder must bid 4Sp on their second bid. The bid is encouraging and opener can continue to slam if they wish.

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## Limit Raise

e.g 1S-----2S (6-9)  
A432  
Q76  
K3  
7654

e.g 1S-----3S (10-12)  
Q985  
KJ  
Q9876  
K5

Responder is said to be "limited" { in terms of their points}.  
Opener is free to continue bidding /raise to game.

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## Splinter Raise

e.g 1S-----4C  
AQ43  
K763  
QJ87  
4

e.g 1H-----4D  
987  
KJ876  
4  
AK32

e.g 1S-----4D  
KQJ4  
A73  
J  
A9876

The splinter raise promises a singleton ( or void) in the minor suit bid at the four level and 4 card trump support. The points should theoretically be 13-15 BUT in practise, because the splinter is such a useful bid, it can be bid quite freely with shaded values. ie 11 pts or 12 pts or 13 pts or 14 pts or 15 pts { or 10 pts } are enough for a splinter bid.

**NB-there will often be a choice of raise to make ie DGR / Splinter / Limit /Gambling.  
A Splinter is always the most helpful to opener and should be the first choice.**