



# Adventures in Bridge

Leaders in Bridge Entertainment and Education

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## *This Week in Bridge*

### **Weak and Mixed Raises**

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#### **Raises by Strength**

- Weak – 0 - 5 HCP (maybe 3-6 HCP Vulnerable)
- Minimum – 6-9 points
- Mixed – 7-9 HCP, good trump fit
- Limit Raise – 10 to bad 12 points
  - 3-card
  - 4-card
- Game Forcing Raise
  - 3-card
  - 4-card
- Bergen Raises

#### **Weak Raises**

- 1-Major (X) –
  - Weak Jump Raise
  - Jump to Game
- 1-Major (Overcall)
  - Weak Jump Raise
  - Jump to Game
- 1-minor (X)
  - Weak Jump Raise
  - Weak Double Jump
  - Weak Jump to Game
- 1-minor (Overcall)
  - Weak Jump Raise
  - Weak Double Jump
  - Weak Jump to Game
- Advancer
  - Jump Raise
  - Double Jump Raise



## Mixed Raises

- 1-Major (X) –
  - Red vs. White Jump Raise
  - Jump to Game
- 1-Major (Overcall)
  - Red vs. White Jump Raise
  - Jump to Game
- 1-minor (X)
  - Red Jump Raise
  - Red Double Jump
  - Jump to Game
- 1-minor (Overcall)
  - Red Jump Raise
  - Red Double Jump
  - Jump to Game
- Advancer
  - Jump Cuebid – Mixed Raise
  - Double Jump Raise