

- ♠ KJ762      You hold this hand and partner opens 1♠, what do you bid?  
♥ 2            Clearly you want to bid 4♠ immediately – before the opponents find their  
♦ J42           ♥ or ♦ fit. You may or may not make 4♠ but that is not important – if 4♠  
♣ Q1042       goes down then the opponents surely have a game somewhere.
- ♠ KJ76        This time you hold this hand and partner opens 1♠, what do you bid?  
♥ Q82        As we have just seen, the direct 4♠ bid is best played as pre-emptive (6-9  
♦ AJ54        points with usually 5 ♠'s). So what's the answer?  
♣ K10        If you do not have more sophisticated methods such as Jacoby 2NT or Swiss then the  
                 answer is to bid your best minor suit (so 2♦ here) and then jump to 4♠ over a minimal  
                 response from partner. This is called the Delayed Game Raise and is the traditional way to  
                 show a sound raise to four of partner's major.

But there are a couple of minor problems. Suppose partner responds 2♠ (generally showing 6 ♠'s), then your jump to 4♠ may now be just three card support; and if he jumps to 3♠ the same problem may apply.

These days, few experienced players play the Delayed Game Raise. They certainly still play the direct jump to four as weak but most use an artificial bid to show a sound raise to game over partner's 1♥/♠ opening - Jacoby 2NT, 3NT, a splinter or Swiss 4♣/4♦ are examples.

My preferred treatment is to use Jacoby 2NT or splinter with a big responding hand (16+ points) and to use Keycard Swiss with a sound raise (12-15 points). This is all defined in detail in the 'Raising partner's major with a big hand' document.