BAM (Bergen **A**nd **M**ini-Splinter**) Raises**

1 - 2 or 1 - 2 NT:	Jacoby 2 NT or Club Mini-Splinter.
1 - 2 NT or 1 - 3 ♢:	No shortness, Limit Raise or Diamond Mini-Splinter.
1 - 3 ♡ or 1 - 3 :	Mini-Splinter in the other Major.
1 - 3 or 1 - 3 :	Single raise with 4 trumps.
1 - 3 or 1 - 3 :	Preemptive raise.

After Jacoby 2 NT or Club Mini-Splinter:

Opener shows shortness. (1 – 2 - 2NT shows Spade shortness).

Without shortness opener bids 3M = minimum, would not accept game try, 3 NT = 15+ HCP,

4M = minimum, would accept Club Mini-Splinter game try.

Responder bids 3M at next turn with Club Mini-Splinter.

After No shortness, Limit Raise or Diamond Mini-Splinter:

If opener needs to know if responder has a Diamond Mini-Splinter, the next higher step asks.

If responder returns to the Major, it denies a Diamond Mini-Splinter.