# Raising on Three

Bidding sequences in this paper all have the opponents passing. Opponents bid are thus not shown.

# **Weak NT**

I prefer a weak No Trump to a strong one, for a number of reasons:

- It occurs more frequently (twice as often)
- It has a very powerful pre-emptive effect
- There are numerous mechanisms in place for finding major fits and getting out of trouble
- It rarely goes wrong

# **Awkward Sequences**

Both  $1 \checkmark - 1$ NT and  $1 \spadesuit - 1$ NT are difficult to deal with. Because partner requires 10 points to bid at the 2 level, the 1NT could be almost any hand with 6–9 points. Moreover, sometimes a 5–3 major fit is missed.

Wouldn't it be nice if we knew whether opener had a 4 or a 5 card suit? Of course that is precisely what the 5 card major system (5CM) does (you open a minor with only 4 in a major). The (big) problem with 5CM is that you really need to play a Strong NT, and to my mind the disadvantages of that compared to a Weak NT more than outweigh the benefits.

# Raising on three

Fortunately there is another option: raising on three. This means that if your partner opens a major, and you only have three of them (and 6–9 points) you raise to 2 instead of bidding 1NT.

How does your partner know if you have 3 or 4 (or more)? The answer is that the subsequent bidding will tell them, unless it goes 1 - 2 passed out (in which case you may be playing in a 4–3 fit at the two level – not usually a problem).

How does this work? Let's assume you open 1♠ with four cards (therefore intending to rebid NT), and partner raises to 2♠. Just like with a 1NT response, partner has 6–9 points. If you have <16, pass (maximum 24 points), 16–17 bid 2NT, 18–19 bid 3NT. The NT rebid tells partner you have exactly 4 spades – partner will convert to spades if they have 4 (or more).

More than 9 points and three of partner's major? Bid another suit at the two level – no need to raise on three

Let's look at some hands (remember opponents pass throughout):

# **Examples**

## Opener

## Responder

- ♠ KQJ2
- A84
- **♥** AJ3
- **y** 72
- ♦ KJ8
- ◆ AT93
- ♣ Q98
- **♣** T765

#### 1**♦**-2**♦**-2NT-3NT

Opener bids 1 , intending to rebid 2NT. Responder cannot bid at the 2 level (not enough points) so rather than bidding 1NT, bids 2 . Opener knows this only guarantees 3 spades, so bids 2NT (showing exactly 4 spades and 16–17 points). With only 3 spades and 8 points, responder bids 3NT.

# Compare this to

## Opener

## Responder

- ♠ KQJ2
- ♠ A843
- **♥** AJ3
- **y** 72
- ♦ KJ8
- AT9
- ♣ Q98
- **♣** T765

#### 

Opener bids 1\$\,\text{, intending to rebid 2NT. Responder has cannot bid at the 2 level (not enough points) so rather than bidding 1NT, bids 2\$\.\text{. Opener knows this only guarantees 3 spades, so bids 2NT (showing exactly 4 spades and 16–17 points). With 4 spades and 8 points, responder bids 4\$\.\text{.}\$. With a weaker hand responder should bid 3\$\.\text{.}\$.

## And to

#### Opener

## Responder

- ♠ KQJT2
- ♠ A84
- ♥ AJ3
- **y** 72
- ♦ KJ8
- ♦ AT93
- ♣ Q9
- **♣** T765

### 

Opener bids 1 , intending to rebid 2NT. Responder cannot bid at the 2 level (not enough points) so rather than bidding 1NT, bids 2 . Opener now knows they have a fit (8+ cards) in spades, so bids 3 inviting partner to game.

# Opener

# Responder

- ♠ KQJT
- ♠ A843
- ♥ AJ3
- **y** 742
- ♦ KJ8
- ◆ AT9
- ♣ Q92
- ♣ A65

#### 14-34-44

The 3♠ bid from responder guarantees 4 spades. What if responder only has three though?

	Opener		Responder
<b>^</b>	KQJT	<b>^</b>	A84
•	AJ3	•	74
•	KJ8	•	AT7
*	Q92	*	AT765

#### 1**♠**-2**♣**-2NT-3**♠**-3NT

Responder can afford to bid at the two level. Openers 2NT rebid shows 15–19 and is effectively game forcing (Rebidding NT shows 15+ points. A 2 level response shows 10 points, making at least 25 points between the two hands).

Responder bids 3 to show a 3 card suit (knowing that opener will not pass below game) and opener, with only 4 spades, reverts to NT.

# Compare this to:

	Opener		Responder
<b>^</b>	KQJT6	<b>^</b>	A84
•	AJ	•	74
•	KJ8	•	AT7
*	Q92	*	AT765

Opener knows there is a 5-3 fit so raises to 4.

# An exception: (there's always one!)

With 4333, 3 spades do not raise to 2♠ but bid 1NT instead

	Opener		Responder
٨	KQJT6	<b>^</b>	A84
•	AJ	•	T74
•	KJ8	•	AT7
*	Q92	*	T876

# 1**♠**-1NT-2NT-3NT

Although you have a 5 –3 fit in spades, the spades in the short hand have no value – you don't have any ruffing opportunities. Decline to show your 3 spades and raise partners NT.

The same thing applies if you are stronger:

	Opener		Responder
<b>^</b>	KQJT6	٨	A84
•	AJ	•	T74
•	KJ8	•	AT7
*	Q92	•	AT76

#### 1**♠**-2**♣**-2NT-3NT

Although you have a 5-3 fit in spades, the spades in the short hand have no value – you don't have any ruffing opportunities. Decline to show your 3 spades and raise partners NT.

# **Opening 1H**

The above example have all used spades. It works (almost) as well in hearts. In spades opener either has 5 or is planning on rebidding NT. With hearts there is the possibility that opener is 4441 with a black singleton, but this is quite rare and can be ignored.

The only difference in the bidding is that if you have a 4+ card spade suit, bid it in preference to 2H. So with

# Responder

- **▲** A843
- **9** 872
- AT
- **♣** T976

After partner's opening 1♥, bid 1♠ in preference to 2♥.

# **Responders Suit**

You can apply a similar approach to responder's bid.

	Opener		Responder
٨	KJ8	<b>^</b>	AT84
•	AJ	•	74
•	KQJ96	•	AT7
*	Q92	*	AT76

#### 

Responder knows your 2♠ only guarantees 3, so rebids 2NT. Opener thus bids 3NT.

## With:

Opener		Responder
KJ86	<b>^</b>	AT84
AJ	•	74
KQJ96	•	AT7
Q9	4	AT76
	KJ86 AJ KQJ96	KJ86

# 1 **♦** -1 **♦** -2 **♦** -2 NT-4 **♦**

Responder knows your 2 only guarantees 3, so rebids 2NT, showing only 4. Opener knows about the 4–4 fit, so bids 4 .

# **Caveat Ludio**

As with all bidding systems, this is an agreement you must have with partner. Don't raise on 3 if you haven't agreed it beforehand!