

Raptor

The structure is split, depending on whether the opening bid is a major or a minor (and hence whether the unknown suit is a major or a minor).

Over a minor opening

There is more room over a minor opening bid to explore at the two level. This allows a little more flexibility. Here m=minor that was opened and om = the other minor and M = major.

1m - 1NT - Pass

Pass To play

2m Bid your major (promises another bid)

2om To play

2H Weak with both majors. Pass or correct

2S Weak with spades. If overcaller has spades then pass else bid 2NT with a maximum, 3om with a minimum

2NT Forcing to game. Show me your major.

3C Max with hearts

3D Max with spades

3H Min with hearts

3S Min with spades

3om Limit raise in the minor

3m Forcing raise in the minor

3M Preemptive

Over a major opening

Here M = major, oM = other major, m = minor.

1M - 1NT - Pass

P To play

2C Weak preference for minors Pass or correct\par

2D Weak with diamonds and no clubs. Pass with diamonds, bid 2oM with clubs

2M Invitational Bid your minor

2oM To play

2N Forcing to game, bid your minor (Likely to be followed by cue bidding)

3m Preemptive

3oM Limit raise in the major

3M Forcing raise in the major