Kaptor

INT as a 2-Suited Overcall

reference:

https://3nt.xyz/bridge/articles/Raptor_RR.pdf

Raptor Motivation

- * You hold: AQJTX QJX AXXXX AQ
 - * Auction: (1 4)???
- * You hold: \$J \ KQxx \ AJxxx & Txx
 - * Auction: (1 4)???
- * You hold: AKXXX VX XXXX AKXXXX
 - * Auction: (P) P (1) ???
- * Po you: Pass?, Pouble for the major?, Overcall the minor?, or ...???

Raptor

How To Show Your Two Suits

- * Bid INT
- * Raptor INT shows:

 a hand of overcall strength

 but not strong enough to double and bid
- * After 1 hor 1 h, a Raptor INT shows: exactly 4 cards in at least one major AND longer (5 or more) in the other minor
- * After 1 or 1 \$\infty\$, a Raptor 1NT shows: exactly 4 cards in the other major AND longer (5 or more) in one of the minors

Raptor Examples

- *Auction: (14) INT!
 - * You hold: AQJTX QJX AXXXX AQ
 - * Shows: 5+ \(\infty\), and a 4 card major
- *Auction: (14) INT!

 - * Shows: 4 , and a 5+ card minor
- * Auction: (P) P (1) 1NT!
 - * You hold: AKXXX VX XXX AKXXXX
 - * Shows: 44, and a 5+ card minor

Kaptor When To Use Raptor INT

- * Use Raptor INT in the overcall (2nd) seat
 - * (14) INT! Shows: 5++, and a 4 card major
- * Use Raptor INT in the sandwich position
 - * (1 -) P (1 +) 1NT! Shows: 5+ +, and a 4 +s
 - * (1 4) P (1 4) 1NT! Shows: 5+4, and a 44s
- * NEVER use Raptor INT to balance
 - * (1 4) P (P) 1NT Shows: 11-14 balanced

Raptor INT

- * Bid of Raptor's known suit is to play
- * Bid of 24 is pass or correct
- * Cue bid asks for Raptor's unknown suit
 - * Poesn't promise values, but a follow-up bid is invitational or better
- * 2NT is a limit raise in Raptor's known suit
- * Anything else suggests an independent suit

Raptor Examples

- * Auction: (14) INT! (P) 24
 - * You hold: AKXXXX VXXX DXX AKX
 - * Asks for Raptor's major, promises nothing
- *Auction: (14) INT! (24) 2NT!
 - * You hold: AQXX AXXXX TAKXXX
 - * Shows: limit raise in Raptor's Vs or better
- * Auction: (P) P (1) 1NT! (2) 24
 - * You hold: A QTxx Txx ATxx Axx
 - * Shows: fit to play

Raptor

If Raptor INT is Poubled

- * Warning: special evasive action required, advancer is likely to be weak
- * Redouble: business (this hand is ours!)
- * Pass!: asks for Raptor's unknown suit
 - * Raptor Redouble!: lower suit
 - * Raptor 24!: higher suit
- * (14) INT! (X) P! (P) 24!
 - * Raptor's major is !

Kaptor With a Strong 1NT Overcall

- * With only 15 HCPs
 - * Consider defending and pass
 - * Consider T/O double
- * With 16-18 HCPs
 - * Pouble first, then bid NT
- * You hold: AQXXX PATXX AKX AKX
 - * Auction: (14) X (P) 24 (34) 44

Raptor Help? Example 1

DIr: S	N	E	S	W
Vul: none			1c	1nt!
NS 10♣ tricks	p	2c	3c	3s
EW 7♠ tricks	33			

RESULTS OF BOARD 11

SECTION A		SCORES		MATCHPOINTS				
		N-S	E-W	N-S	E-W			
3 S	E	50		2.50	2.50			
4 C	S	150		4.90	0.10			
4 C	S		50	0.70	4.30			
3 S	E	100		3.70	1.30			
4 C	S		50	0.70	4.30			

West

♠QJT4

♥QJ8

◆A6542

♣Q

North

♠93

♥AT32

♦KT87

♣J87

East

★K7652

v954

♦J93

♣K9

South

AA8

♥K76

♦Q

♣AT65432

Raptor Help?

Example 2

 DIr: W
 N
 E
 S
 W

 Vul: N/S
 1s

 NS 10♥ tricks
 1nt!2s
 2nt!4s

 EW 8♠ tricks
 P
 P

<u>West</u> **★**K9653

Y

♦KQ86

♣QJ75

North

♥KQ98

◆AJ732

♣T98

East

★T842

♥JT76

♦954

♣A6

South

AQ7

♥A5432

♦T

♣K432

RESULTS	OF	BOARD	12

SECTION		Α	SCORES		MATCHPOINTS		
			N-S	E-W	N-S	E-W	
4	S	W	100		0.50	0.50	
4	S	W	100		0.50	0.50	

Raptor Help? Example 3

DIr: S	N	E	S	W
Vul: E/W			p	р
NS 8♥ tricks	1h	1nt	! 2h	2s
EW 9♠ tricks	33			

RESULTS	OF	BOARD	35
KIDOTIO	OI	DOME	J J

SECTION A		N A	SCORES		MATCHPOINTS	
			N-S	E-W	N-S	E-W
4	H	N		50	0.63	7.38
3	Н	N	140		4.56	3.44
4	H	N	420		7.38	0.63
3	H	N	140		4.56	3.44
2	Н	N	110		2.31	5.69
4	Н	N	420		7.38	0.63
4	Н	S		50	0.63	7.38
2	H	N	140		4.56	3.44

West

♠QT97

♥T98

♦AT86

♣95

North

♦54

VAKQJ63

♦J4

♣QJ7

East

★K863

v7

♦975

♣AK864

South

AJ2

>542

♦KQ32

♣T32