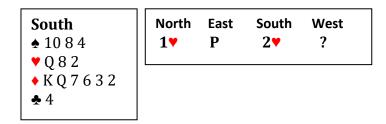
3d: Raising partner's major with 3 Card Support

NG34Bridge

With 6-9 points it is often better to raise partner's major with three cards than to respond 1NT. e.g.



There is very little risk because if partner has not opened with a 5 card major, he has a balanced hand with 15-19 points (with only 12-14 balanced would have opened 1NT!)

Only raise partner's opening bid with three cards when:

- 1) Partner opened a major.
- 2) You have 6-9 points (not more) and an honour in partner's suit.
- 3) You have a shortage (at least a doubleton), so dummy's trumps can generate extra tricks.
- 4) If partner opened 1♥ don't raise with three hearts holding four or more spades. Bid 1♠. Partner may have four hearts and four spades.

Warning: Opener should bear the above in mind when his hand is strong enough to invite (or bid) game:

North ♠ K Q 10 6 ▼ K 8 4 3	South ♠ 8 2 ▼ A J 9	Nort 1♥ 2NT	2♥
◆ A 2 ◆ A J 7	◆ K 7 6 4 ◆ 10 9 5 3		

With 4-4 in the majors and a hand too strong for a 1NT opening, North starts with $1 \checkmark$, since this gives South the opportunity to show a 4 card spade suit at the one level. South has a small doubleton in spades and three strong hearts, so chooses a raise to $2 \checkmark$ in preference to 1NT.

With 17 points North is strong enough to invite game, but with only 4 hearts it would be wrong to continue to 3♥, or make a trial bid* in a new suit, as South has only promised three hearts. Instead, North takes the opportunity to show 17-18 points balanced by rebidding 2NT. This allows the partnership to reach the best contract of 3NT.

It is important that both partners understand that a simple raise of opener's major may only show 3 card support.