

## DEFENSE AGAINST RAPTOR

The Raptor convention is a simple one:

A direct 1NT overcall of a minor opening shows the other minor and an unspecified four-card major. Advancer cue bids opener's suit to ask which major.

A direct 1NT overcall of a major opening shows four cards in the other major and an unspecified minor. Advancer cue bids opener's suit to ask which minor.

With a standard 1NT overcall, an off-shape takeout double must be made.

The defense:

Double 1NT to show a 1NT response with at least Qxx in RHO's known suit if it is a minor. Don't worry about a stopper if the known suit is a four-card major.

A cue bid of the known minor suit (partner opened the other minor) is equivalent to a negative double, implying four cards in the "unbid" major.

A cue bid of the known major suit (partner opened the other major) is a strong cue bid.

2NT is natural, not forcing, so 3NT shows only 13 or more HCP.

Raises are standard, but the 3NT artificial raise of a major is not available. With a jump raise to game still weak, preemptive, a game-going hand must find another route to game, probably by starting with a cue bid.

All other actions are standard, but jump takeouts are weak ("in competition").

The 1NT overcall is probably not forcing, so a trap pass is unwise. Partner cannot be expected to balance with a minimum opening when his RHO may hold a fairly good hand and length in his suit.