

Hardy Major Suit Raises

Table of Contents

Introduction to Hardy Raises.....	2
Abbreviations.....	2
Summary of Hardy Raises.....	3
Pre-emptive Jump Raises.....	4
Single Raise.....	4
Bad Limit Raise – 1M 1NT 2x 3M.....	4
Good Limit Raise – 1M 3♣.....	4
3♦ enquire about shortness.....	4
3M (original major) with no shortness.....	5
3NT – singleton in Other Major (OM).....	5
4m – shortness in the minor bid.....	5
3S – Opener's suit is hearts, shortness is a void.....	5
3NT Where is the void?.....	5
4♣ Clubs.....	5
4♦ Diamonds.....	5
4♥ Spades.....	5
3♥ – Opener's suit is spades, shortness is a void.....	5
3S Where is the void?.....	5
4NT Hearts allowing Opener's 4♥ as Exclusion.....	5
4♣ Clubs.....	5
4♦ Diamonds.....	5
Game Forcing Limit Raise – Under Jump Shift.....	5
Responder's suit is hearts, jump to 3♦.....	6
3♥ Opener's asking bid (alert).....	6
3♠ Responder has a void.....	6
3NT Where is the void.....	6
3♣ Clubs.....	6
3♦ Diamonds.....	6
3♥ Spades.....	6
4♣ Singleton Club.....	6
4♦ Singleton Diamond.....	6
4♥ Singleton Spade.....	6
Responder's suit is spades, jump to 3♥.....	6
3♠ Opener's asking bid (alert).....	6
3N Responder has a void.....	6
4♣ Where is the void?.....	6
4♦ Diamonds.....	6
4♥ Hearts.....	6
4♠ Clubs.....	6
4♣ Singleton Club.....	6
4♦ Singleton Diamond.....	6
4♥ Singleton Heart.....	6
Responder's bids with 13-14 HCP.....	6

3♠ OJS Response to 1♥, 13-14 HCP, 4+ support, shortness.....	6
3NT Where is the shortness?.....	6
4♣ Clubs, Singleton or Void.....	6
4♦ Diamonds, Singleton or Void.....	6
4♥ Spades, Singleton or Void.....	6
4♥ To Play.....	6
4♠ Kickback Keycard for Hearts.....	7
4NT Exclusion Keycard for Spades.....	7
5♣ Exclusion Keycard for Clubs.....	7
5♦ Exclusion Keycard for Diamonds.....	7
3NT OJS Response to 1♠, 13-15 HCP, 4+ support, shortness.....	7
4♣ Where is the shortness?.....	7
4♦ Diamonds, Singleton or Void.....	7
4♥ Hearts, Singleton or Void.....	7
4♠ Clubs, Singleton or Void.....	7
4♠ To Play.....	7
4NT Keycard for Spades.....	7
5♣ Exclusion Keycard for Clubs.....	7
5♦ Exclusion Keycard for Diamonds.....	7
5♥ Exclusion Keycard for Hearts.....	7
4♣ Balanced support, 13-14 HCP and a good trump suit.....	7
4♦ Balanced support, 13-14 HCP and 4+ trump support.....	7
Responder's bids with 15+ HCP.....	7
2NT Jacoby with normal sequences.....	7
Other Game Forcing Sequences.....	7

Introduction to Hardy Raises

This is a guide to major suit raises as described in Max Hardy's books "The Problems with Major Suit Raises and How to Fix Them" and "Advanced Bridge Bidding for the 21st Century". The main emphasis is on proper handling of limit raises with 3 and 4 card support, and game forcing raises with 4 card support. Responder's hand is largely described by the initial response.

Abbreviations

These abbreviations are to allow compact references in tables and such.

UJS Under Jump Shift. This is a jump to the suit below the Major

OJS Over Jump Shift, a jump to the cheapest bid over the Major Suit

BAL Balanced, no singleton or void

HCP High Card Points

H A, King, or Queen

Responder's first bid shows these types of hands.

- Preemptive raises (like Bergen Raises), 4+ support weak

- Single raise, 3 or 4 card support 5-9 HCP. Will compete to 3-level with 4 card support
- **1M 1N 2x 3M** – Bad Limit Raise, 10-12 HCP, 3 card support balanced. This is standard **2/1**.
- **3♣** – Good Limit Raise, 10-12 HCP, 3 card support unbalanced or 4 card support balanced.
- **UJS** – Game Forcing Limit Raise 10-12 HCP 4+ card support unbalanced.
- **4♣** – Balanced 13-14 HCP with good 4 or 5 card support
- **4♦** – Balanced 13-14 HCP with 4+ card support
- **OJS** – 13-14 HCP 4+ card Support Unbalanced.
- 2NT 15+ HCP, 4+ card support.

Summary of Hardy Raises

This table covers bids that are different than standard **2/1** sequences.

Number of Trump	< 5 and no ace	5-9HCP or one ace	10-12HCP	12+-15-HCP	15+HCP
4 or 5 BAL	3M				
5 not BAL no A or K	4M				
5 not BAL with A or K	1N then 4M				
3 or 4, compete to 3 with 4.		2M			
3 BAL			1NT Jump to 3M		
3 unBAL, 4 BAL			3♣		
4 unBAL			UJS		
4BAL HHxx or Axxxx or Kxxxx				4♣	
4BAL xxxx or longer				4♦	
4+ unBAL				OJS	
4 or more (Jacoby 2NT)					2NT

Pre-emptive Jump Raises

Jump raises to 3 or 4 are strictly pre-emptive with less than 5 HCP unless playing **Precision** where they could express values without slam interest opposite a limited major suit raise

Usually shows 4 card support with some distributional feature. Would jump to game with must unbalanced hands with 5 card support.

With 5-card support, unbalanced, and with an Ace or King, the hand is too strong to jump directly to game so bid 1NT forcing, then jump to game.

Single Raise

This shows 5-9 HCP, and 3+ card support. It may be less in competition or holding an Ace.

Responder may compete to the 3 level holding 4+ card support based on the **Law of Total Tricks (LoTT)**.

Opener may use [Kokish Game Tries](#) following the single raise.

Bad Limit Raise – 1M 1NT 2x 3M

This is a hand with 10-12 HCP, 3 card support, and no singleton or void. Follow standard **2/1** sequence with a forcing 1NT followed by a jump to 3 of the major.

Good Limit Raise – 1M 3♣

A good limit raise has 10-12 HCP, a balanced hand with 4+ card support, 3 card support with a singleton or void.

Responder jumps to 3♣ to show the good limit raise. Opener may sign off at 3M or 4M or enquire about the shortness by bidding 3♦.

3♦ enquire about shortness.

Responder then bids:

3M (original major) with no shortness.

3NT – singleton in Other Major (OM).

4m – shortness in the minor bid.

3S – Opener's suit is hearts, shortness is a void.

3NT Where is the void?

4♣ Clubs

4♦ Diamonds

4♥ Spades.

3♥ – Opener's suit is spades, shortness is a void.

3S Where is the void?

4NT Hearts allowing Opener's 4♥ as Exclusion

4♣ Clubs

4♦ Diamonds

Game Forcing Limit Raise – Under Jump Shift.

When Responder has 4 or more cards in support of Opener's major suit and shortness (singleton or void) in another suit this is considered game forcing, and is shown by making the Under Jump Shift (UJS). Opener may sign off in 4 of the major, or ask for information by making the cheapest bid, 3 of his major. All bids are alertable.

Responder's suit is hearts, jump to 3♦.

3♥ Opener's asking bid (alert).

3♠ Responder has a void.

3NT Where is the void.

3♣ Clubs.

3♦ Diamonds.

3♥ Spades.

4♣ Singleton Club

4♦ Singleton Diamond

4♥ Singleton Spade

Responder's suit is spades, jump to 3♥.

3♠ Opener's asking bid (alert).

3N Responder has a void.

4♣ Where is the void?

4♦ Diamonds.

4♥ Hearts

4♠ Clubs.

4♣ Singleton Club

4♦ Singleton Diamond

4♥ Singleton Heart

Responder's bids with 13-15 HCP.

With 13-14 HCP Responder responds with 4♣ or 4♦ without shortness or make the Over Jump Shift (OJS) with shortness. Opener may sign off at 4M or take other action as seems appropriate.

3♠ OJS Response to 1♥, 13-15 HCP, 4+ support, shortness.

3NT Where is the shortness?

4♣ Clubs, Singleton or Void.

4♦ Diamonds, Singleton or Void.

4♥ Spades, Singleton or Void.

4♥ To Play

The following bids by Opener may be made directly or after querying for shortness.

4♠ Kickback Keycard for Hearts.

4NT Exclusion Keycard for Spades.

5♣ Exclusion Keycard for Clubs.

5♦ Exclusion Keycard for Diamonds.

3NT OJS Response to 1♠, 13-15 HCP, 4+ support, shortness.

4♣ Where is the shortness?

4♦ Diamonds, Singleton or Void.

4♥ Hearts, Singleton or Void.

4♠ Clubs, Singleton or Void.

4♠ To Play

The following bids by Opener may be made directly or after querying for shortness.

4NT Keycard for Spades.

5♣ Exclusion Keycard for Clubs.

5♦ Exclusion Keycard for Diamonds.

5♥ Exclusion Keycard for Hearts.

4♣ Balanced support, 13-15 HCP and a good trump suit.

A good trump suit is defined as 4 card support with at least two of the top 3 honors, 5 card support with the Ace or King, or six or more cards.

Opener may sign off in 4M with no slam interest or explore further with control bids, Kickback or Exclusion keycard asks.

4♦ Balanced support, 13-15 HCP and 4+ trump support.

Responder's trump suit doesn't qualify for a 4♠ response.

Responder's bids with 16+ HCP

2NT Jacoby with normal sequences

Other Game Forcing Sequences.

These are sequences where Responder's hand doesn't fit in any of the previous sequences (e.g. Responder has 3-card support or very unbalanced 4+ support). Usually this will be a normal 2/1 auction. Usually these will be slam tries.

Picture Jumps.

Responder has a hand with a good 5+ card suit and good trump support, 3-card with two of the top three honors or 4+ card support. Generally the auctions are something like 1♠ 2♣ 2♥ 3♠ which shows a good 5+ card club suit and good spade support.

There are several good articles relating to Picture jumps. These also introduce Non-Serious 3NT.

- [2/1 Auctions: Fast Arrival vs. Picture Bidding](#)
- [More About Picture Jumps and Fast Arrival](#)
- [Fast Arrival and Picture Jumps--the 3NT Slam Try](#)

Non-Serious 3NT.

In a 2/1 auction with at least an 8-card fit, a 3NT bid by either partner says, “I don't have serious slam interest, but you may make a control bid if you do”. [This article](#) has an excellent description of Non-Serious 3NT.

Alphabetical Index

3NT Non-Serious.....	8
Non-Serious 3NT.....	8
Picture Jumps.....	7