

RONF

By Warren Watson
Kootenay Jewel Bridge Club
Last Revised May 6, 2021

<http://watsongallery.ca/bridge/aaBidding/RONF.pdf>

When partner preempts, it is first determined whether game is there. If game is not there, it is then decided whether to raise the preempt using RONF.

RONF Stands for Raise is the Only NonForcing bid over a pre-empt, all other bids are forcing. This applies to any pre-empt, weak two's or higher.

An equivalent statement is:

New Suits are forcing (one round) unless by a passed hand.

Examples

W	N	E	S
2♥	P	3♥	

to play either to make or to further the pre-empt.
West can never do anything besides pass even if opponent's compete.

W	N	E	S
2♥	P	4♥	

to play either to make or to further the pre-empt,
West can also never do anything besides pass
West cannot double unless he has the tricks outside of his suit-unlikely

W	N	E	S
2♥	P	2♠	

Forcing, bid 3♠ or 4♠ with 3 spades
Bid a side entry with a maximum and with less than three spades
Otherwise West just bids 3♥

When game is not possible it is decided whether to further the preempt or not often using the [Law of Total Tricks](#).

It must be done right away or not at all.

The preempt is not raised to get a negative score if the opponents can be doubled if they compete.

Rule of 17

If partner opens a weak two, add your high card points to the number of cards you have in support. If this number is 17 or more, raise to game. In using this rule, you must realize that side suit Queens and jacks that are not with a king or ace are often useless to somebody who pre-empts.

♠Kxx ♥AQJx ♦Axxx ♣xxx	14pts	17	8 losers	Raise 2♠ to game if partner is max
♠Qxxx ♥AQJx ♦Axxx ♣x	13pts	17	6 losers	Raise 2♠ to game
♠Qxxx ♥AQJx ♦Axx ♣xx	13pts	17	7 losers	Raise 2♠ to game if partner is max

Partner has

♠AJ10xxx ♥xx ♦xx ♣xxx	minimum weak two is 9 losers
♠AJ10xxx ♥Kx ♦xx ♣Qxx	maximum weak two is 7 losers
♠AJ10xxx ♥Kx ♦xx ♣Qxx	maximum weak two is 7 losers

♠Kxx ♥Axxx ♦xxxx ♣xx	9 losers	Raise to game at equal or fav vulnerability
♠Kxxx ♥xxx ♦xxxxx ♣x	9 losers	Raise to game at equal or fav vulnerability
♠Kxx ♥Axxx ♦Kxx ♣xxx	9 losers	Raise to the 3 level unless RHO bid 3♥.

Opponents could easily have 4♥ with shortness in spades and K♦ in the pocket.

W	N	E	S	
2♠	P	3♠		good
2♠	3♥	3♠		bad, wait to see if they get to game then perhaps bid 4♠
2♥	P	3♥		good
2♥	2♠	3♥		fine
2♥	2♠	4♥		bad, forces North-South to game
2♥	2♠	5♥		good

Exception

W	N	E	S
2♥	2♠	3♥	

The rule of 17 may fail if the points are quacky. The cards that are important to the preemptive bidder are all the aces and kings and the queen of trump. When a partner preempts, the final contract is determined by counting tricks and cover cards.