

More on Inverted Minors

Inverted minors use a single raise of a 1♣/1♦ opening bid as strong and a jump raise as weak. The requirements for the forcing single raise (i.e. 1♣:2♣ or 1♦:2♦) are:

- 10+ points
- At least 4-card support
- No 4-card major

Responder also will tend to have semibalanced or unbalanced shape, since he can use notrump responses with balanced hands. Opener's possible rebids are:

2-of-a-major	Natural, 4 cards (or just stopper-showing), shows 14+ points and is forcing
2NT	Balanced, minimum opening bid
3-of-agreed-minor	Natural, minimum
3NT	Balanced, strong

- If the auction begins 1♣:2♣, a 2♦ rebid by opener shows 14+ points and is forcing.
- If the auction begins 1♦:2♦, a 3♣ rebid by opener is natural and does not promise extra values.
- Responder's rebids are natural.

The requirements for a weak jump raise (i.e. 1♣:3♣ or 1♦:3♦) are:

- 0-6 points (hcp)
- At least 5-card support
- No 4-card major

Opener's rebids are natural and strong.

In competition, inverted minors are off for most partnerships. A single raise is weak with 4-card support, and a jump raise is weak with 5+ card support.

The above is based on information from <http://www.bridgebum.com/invm.php>

INVERTED MINOR RAISES

~ Both the single raise and jump raise must be alerted. Don't forget! ~

Single Raise:

1♣ : 2♣!
1♦ : 2♦!

- Invitational or better values (10+ hcp)
- 4+ card support (preferably 5)
- No 4+ card major
- Not suited for a direct 2NT (10-12 balanced) or 3NT (13-15 balanced) response
- Note: this bid is forcing for 1 round

Jump Raise:

1♣ : 3♣!
1♦ : 3♦!

- Preemptive (no more than 7 hcp) (With 8-9 hcp we have too many values to raise preemptively, so bid 1NT instead.)
- 5+ card support (rarely 4 good cards)
- About 6 to 9 support points (hcp + dummy points)
To count your dummy points: add 1 point for each doubleton and 3 points for each singleton. If you have a void, add as many points as you have trump.
- Shortness in a side suit (at least a doubleton somewhere, but preferably a singleton or void)

These raises are used in conjunction with the following natural NT responses:

- 1♣/♦ : 1NT ... 6 to 10 hcp, (semi)balanced, no 4+ card major
- 1♣/♦ : 2NT ... 10 to 12 hcp, balanced, no 4+ card major
- 1♣/♦ : 3NT ... 13 to 15 hcp, balanced, no 4+ card major

Points to consider:

1. Just because we have a hand that *can* make a single raise does not mean that we necessarily *should*. Before making a 2♣/♦ raise, double check to make sure that an initial NT response wouldn't be a better description. If you start by bidding 2♣/♦ when you have an accurate NT bid available you will usually end up in the same final contract... but you will have given the opponents a lot of information along the way. **Responding in NT does not deny 4+ card support for opener's minor suit.**
2. You will sometimes have hands that aren't strong enough for a single raise, but that you don't feel are preemptive in nature either. In those instances, 1NT will often be a good choice even when you have four cards (sometimes even five!) in opener's minor. This is particularly the case when you are near the top of your strength in high card points (8-9) and/or have honor cards in your short suits. Don't worry: partner will know that you might be somewhat off-shape for your 1NT bids. One of the side effects of using Inverted Minor Raises is that these in-between hands with support often get "stuck" with an initial 1NT response -- and partner should be aware of this.

OPENER'S REBID AFTER A SINGLE RAISE

With a minimum opening hand, opener may rebid:

- **2NT = balanced minimum.** This bid does not guarantee stoppers in all three unbid suits.
- **3 of the minor = unbalanced minimum.**

Note: you should exercise your judgment when deciding whether to rebid 2NT or 3 of the minor. While the 2NT bid does not promise that you have every suit stopped, it does show a NT oriented hand, and it will sometimes be more appropriate to rebid 3m even with balanced distribution. For example, you might have all of your values concentrated in two suits, or have only aces and kings in an otherwise empty hand.

Otherwise opener may bid a new suit (natural, forcing for one round) to investigate for 3NT. A new suit bid is encouraging, so avoid doing this with an absolute minimum opening hand -- try to have at least a queen or so extra (**See note below). Another way to think about it is that you should be willing to play in game if partner has a non-minimum invite (a good 11+), so a balanced 12-13 count is not sufficient.

- **New suit bid (non-jump) = Natural**, showing a stopper in that suit. Does not promise a 4 card suit.
 - Show your stoppers up the line. **If you bypass a suit you deny having a stopper in that suit.**
 - Have at least a queen more than a dead minimum opening hand. (**See note below.)
- Opener may also **jump to 3NT**. This means that she:
 - is strong enough to want to play in game opposite as few as 10 hcp, and
 - isn't worried about any of the side suits.

Note: A popular variation is to play that a new suit bid by opener (or responder) after a single raise does not promise any extra values. Pairs who play this method start bidding stoppers regardless of strength and eventually show a minimum hand (if that is what they have) with a later 2NT or 3m bid. The advantage to this style is that good hands do not get "shut out" by a quick 2NT/3m bid from partner, which can sometimes make it awkward to determine whether the partnership belongs in 3NT or 5m (or in game at all). The disadvantage is that it can be harder to tell if the partnership has full values for a game contract, or whether it is safe to push past game to investigate for a minor suit slam.

The above is based on information from Based on information from <http://www.bridgeclasses.com/notes/InvMinor.html> (Susan Doty)