

# Inverted Minors

A Standard Version presented by *Mike Savage*

When partner opens one of a minor and you have a good fit for that minor, no second suit and have at least game going values, it is often difficult, sometimes impossible to accurately describe your hand. *Inverted Minors* solves that problem. Instead of using three of Opener's minor as invitational, it's used to show a weak hand guaranteeing an 8+ card fit and, of course, no four-card major. **2 of Opener's Minor** also shows an 8+ card fit (however you may have only 4-card support if there is no better bid), at least invitational values (10/11 HCP & up), *denies a four-card major* and is forcing for one round. Most partnerships only use *Inverted Minors* when they are not a passed hand (in 3<sup>rd</sup>/4<sup>th</sup> seat).

After an *Inverted Minor* raise of two of Opener's minor, the partnership is well placed to discover if you can play in no-trump and at what level. Also you can explore for slam in comfort after having already set trumps and later shown game forcing values.

**1C-3C or 1D-3D:** = Shows a weak hand (5-7/8 HCP), no 4-card major, should have five-card support and a hand not suitable for bidding 1NT.

**1C-2C or 1D-2D:** = Shows 10/11 HCP & up and is forcing one round, *denies a 4-card major* and shows 5-card support (can be four if there is no better bid).

**Responses to 2C and 2D (Invitational or better raise):**

**2D** = (after 1C-2C) Shows diamonds and either is a second suit or if balanced, both majors not stopped. May not have extra values.

**2H** = Shows heart stoppers, may not be a 4-card suit and denies a balanced hand with both majors stopped. May not have extra values.

**2S** = Shows spade stoppers, may not be a 4-card suit and denies a balanced hand with both majors stopped. May not have extra values.

**2NT** = Shows a minimum balanced hand with both major stopped, may not have the unbid minor stopped.

**3 of Opener's Minor** = Shows a minimum opener without stoppers or without much interest in no-trump.

**3C (after 1D-2D)** = Natural and at least invitational to game due to extra high cards or shape (5-5, etc).

**All Jump Shifts are Splinters** = Shortness with at least game values.

**3D (after 1C-2C), always 3H & 3S and 4C after 1D-2D (see 2, page 2).**

**3NT** = Shows a balanced hand, a very good 13 to 15 HCP (or semi-balanced with 14 to around 16 HCP) and both majors stopped.

**4 of Opener's Minor** = Should be Roman Key-card Blackwood.  
If you don't play that, it's forcing and slamish.

# Suggested Partnership Agreements

## After **Inverted Minors**

### Priorities in Partnership Bidding (without competition):

1. After an invitational or better *Inverted Minor* raise of 2 of the minor:
  - A. Begin exploring for stoppers so you can play in no-trump if possible.
  - B. Meanwhile show if you have minimal, invitational or game forcing values.
  - C. Only bid above 3NT when you're sure of slam or that 4/5 of minor is best.

### After a 2 of the minor raise and a two-level response by Opener:

1. Show major suit stoppers below your minor. Does not show extra values.
2. Bid 2NT with a minimum when between you, both majors are stopped.
3. Bid 3C (after 1D-2D) to show stoppers with an opening hand or better.
4. Raise 2NT to 3NT with reasonably balanced opening hand.
5. Bid 3 of the minor with a minimum without major stoppers.
6. Bid 3H or 3NT, showing hearts stopped, over 2S with opening values.

### After a 2 of the minor raise and a minimum showing rebid of 3 of the minor:

1. Pass when unable to bid 3NT or on any hand that 11 tricks are doubtful.
2. With one major stopper, show it when you have at least an opening hand.
3. With both majors stopped bid 3NT with a balanced opening hand.
4. Bid 4 of the minor as Roman Key-card Blackwood (if played).

2. Splintering at the 4-level in clubs should show strong slam interest. After 1D-2D you can bid major stoppers *out of order* to show club shortness below 3NT. Opener bids 2S and then, over a 2NT or 3D response, bids 3H. This shows club shortness and enough values for game while still allowing 3NT to be bid by partner.

3. After a pre-emptive *Inverted Minor* raise of 3 of the minor:
  - A. Pass with all minimum and almost all intermediate sized hands.
  - B. A new suit is forcing one round and shows a very strong hand.
  - C. 3NT is to play regardless what partner had for his pre-emptive raise.
  - D. 4 of the minor is invitational (could be used as RKC Blackwood instead).

### Bidding after 1 of a Minor followed by an Overcall or a Double:

*Inverted Minors* should be off with any competition. A raise to 2 of the minor is 6-9 HCP. Over an overcall, a jump to 3 of the minor is weak and cue-bidding the opponent's suit is the invitational raise. Over a take-out double, you can use 2NT as a limit raise and 3 of the minor as pre-emptive, just like over a major-double but perhaps somewhat better is to reverse these bids after a minor opening and play **Flip-Flop** in which, after a double, 2NT is now the weak raise and 3 of the minor is invitational. If 3NT is now bid, the lead will be coming up to the stronger hand.