

## Inverted Minor Raises

**DEFINITION:** - Inverted Minor suit raises are a deviation from standard bidding practices for showing support for an opening bid of one of either Minor suits, Clubs or Diamonds. **Upon Partnership agreement, a single raise is strong and forcing (10 or more HCP's) with support for Opener's Minor** (Example 1), **while a double raise is weak and preemptive, also with support** (Example 2). Any support, by Responder, for Opener's Minor, either, forcing or preemptive, denies the presence of a 4-card Major suit holding. This combination of a reversal of bids from standard bidding allows more room for investigation with good hands while, concurrently, offering a pre-emptive effect with weak hands. **All Inverted Minor bids are alertable. Inverted Minor Raises are off: (1) by a previously passed Partner, and (2) in competition when there has been an Overcall by Responder's Right-Hand opponent (RHO). In both instances, the responses of support revert to the Standard responses; i.e., 1B/2B = 6-10 HCP's and 1B/3B = 11-12 HCP's.**

		<u>Example 1:</u> You, South, hold:		
<u>North</u>		<u>South</u>	AXX	(A bid of "2C" shows support with invitational or greater strength)
1C	P	<b>"2C"</b>	KX	
			XXX	
			KJXXX	

		<u>Example 2:</u> You, South, hold:		
<u>North</u>		<u>South</u>	KXX	(A bid of "3C" is pre-emptive)
1C	P	<b>"3C"</b>	XX	
			XX	
			JXXXXX	

**VARIATION:** - Many tournament players modify the above system in order to cover three types of support, (forcing, invitational, and pre-emptive) as an alternative to the two types outlined above, for either Minor suit opening. In this variation, a jump-bid in the Minor is, as previously used in Example 2, pre-emptive; but a jump-shift into the other Minor suit (Examples 1 & 2) is invitational showing 11-12 HCP's, and a simple raise to the 2-level in the original Minor (Example 3) is evidencing 13 or more HCP's and is game-forcing..

		<u>Example 1:</u> You, South, hold:		
<u>North</u>	<u>East</u>	<u>South</u>	<b>AXX</b>	(A jump shift into the opposing Minor suit shows invitational support for the original Minor suit)
1C	P	<b>"2D"</b>	<b>KX</b>	
			<b>XXX</b>	
			<b>KJXXX</b>	

		<u>Example 2:</u> You, South, hold:		
<u>North</u>	<u>East</u>	<u>South</u>	<b>AXX</b>	(Invitational support for Diamonds)
1D	P	<b>"3C"</b>	<b>KX</b>	
			<b>KQXXX</b>	
			<b>XXX</b>	

		<u>Example 3:</u> You, South, hold:		
<u>North</u>	<u>East</u>	<u>South</u>	<b>AXX</b>	(Game forcing support for Opener's Club suit)
1C	P	<b>"2C"</b>	<b>XX</b>	
			<b>KQX</b>	
			<b>AJXXX</b>	