

Inverted Minor Raises

DEFINITION: - Standard bidding practice for showing support for an opening bid of one-of-either-Minor suit, Clubs or Diamonds holds that **a single raise is constructive (9-Losers), showing 6-10 HCP's in support for Opener's Minor, while a double raise is invitational (8-Losers), showing 11-12 HCP's, also in support of Opener's Minor suit.** In addition, any support, by Responder, for Opener's Minor, either, constructive or invitational, usually denies the presence of a 4-card Major suit holding, absent any "Up-the-Ladder" suit bid.

With the use of "Inverted Minor Suit Raises," (Examples 1 & 2 below), however, these HCP showings are reversed. This reversal of bids from standard bidding allows more room for investigation with good hands while, concurrently, offers a pre-emptive effect with the weaker hands. All "Inverted Minor" suit 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, shown above.

Standard "Inverted Minor Raises"

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| | | | <u>Example 1:</u> | You, South, hold: |
| <u>North</u> | | <u>South</u> | AXX | (A bid of "2C" shows support |
| 1C | P | "2C" | KX | with invitational <u>or</u> |
| | | | XXX | greater strength) |
| | | | KJXXX | (8-Losers, or fewer) |

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| | | | <u>Example 2:</u> | You, South, hold: |
| <u>North</u> | | <u>South</u> | QXX | (A bid of "3C" is pre-emptive) |
| 1C | P | "3C" | QX | (10-Losers) |
| | | | XX | |
| | | | JXXXXX | |

VARIATION: - Many Players modify the above system in order to cover three types of support, (Game-forcing, invitational, and pre-emptive) as an alternative to the two types outlined above. In this variation, (a) a **jump-bid** in the specific Minor (Clubs or Diamonds) is, as previously used in Example 2, pre-emptive; (b) a **jump-shift into the other Minor** suit (Examples 3 & 4, a "Criss-Cross") is invitational showing 11-12 HCP's, and (c) a simple raise to the 2-level in the original Minor (Example 5) is evidencing 13 or more HCP's, and is "Game-forcing."

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| | | | <u>Example 3:</u> | You, South, hold: |
| <u>North</u> | <u>East</u> | <u>South</u> | AXX | (A jump shift into the |
| 1C | P | "2D" | KX | opposing Minor suit shows |
| | | | XXX | invitational support for |
| | | | KJXXX | the original Minor suit) |

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| | | | <u>Example 4:</u> | You, South, hold: |
| <u>North</u> | <u>East</u> | <u>South</u> | AXX | (Invitational support for |
| 1D | P | "3C" | KX | Diamonds)= 8-Losers |
| | | | KJXXX | |
| | | | XXX | |

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| | | | <u>Example 5:</u> | You, South, hold: |
| <u>North</u> | <u>East</u> | <u>South</u> | AXX | (Game forcing support for |
| 1C | P | "2C" | XX | Opener's Club suit) |
| | | | KQX | (7-Losers) |
| | | | AJXXX | |