

## Inverted Minor Raises

**DEFINITION:** - A deviation from standard bidding practices for showing support for an opening bid of one of either Minor suit, 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 obstructive, also with support** (Example 2). Any support, by Responder, for Opener's Minor, either, forcing or pre-emptive, 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
1C	P	<u>"2C"</u>	KX	with invitational or
			XXX	greater strength)
			KJXXX	

-----

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

-----

**VARIATION:** - Many tournament players modify the above system in order to cover three types of support, as an alternative to the two types outlined above, (forcing, invitational, and pre-emptive) for either Minor suit opening. In this variation, a jump-bid in the Minor is, as above 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>South</u>	AXX	(A jump shift into the
1C	P	<u>"2D"</u>	KX	opposing Minor suit shows
			XXX	invitational support for
			KJXXX	the original Minor suit)

-----

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

-----

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