



Inverted Minors

In inverted minor raises, the responses to the opening of a minor suit are reversed:

1D p 2d becomes 10 HCP and up, WITH NO 4 CARD MAJOR

This bid is forcing for 1 round, but NOT beyond 3 of the agreed suit. Also, you must not then bid 2NT with 13, as responder, as this is NOT forcing.

1D p 3d is 5-9 hcp, also NO 4 CARD MAJOR. To make this bid one must have at least 4 diamonds, but in clubs one should have 5.

It is also recommended that one have only 4 major suit cards.

REBIDS BY OPENER

With balanced 12-13 hcp, and BOTH majors stopped, bid 2NT.

Responder, with minimum, may pass or bid 3 of anchor suit, especially if they do NOT have a stopper in the unbid minor suit.

With other minimum balanced hands, bid stoppers up the line.

If responder rebids 2NT or 3 of agreed suit, pass.

If responder bids suit below 3 of the agreed suit, consider that a stopper, but do not go beyond 3 of the agreed suit as

the game force needs to be established by responder.

With unbalanced hand and 12-13 HCP, bid 3 in anchor suit in an attempt to preempt the opponents just in case responder is also a minimum.

If responder forces action beyond 3 of agreed suit, it shows 13+ HCP and is game forcing.

If responder forces action beyond 3NT, it shows interest in slam.

With balanced 14-15 HCP, and hand good enough for game, temporize by showing a stopper, but be sure that 3NT or 4 of the anchor suit is reached. Responder may bid 3 of agreed suit to show long trumps with minimum values or cue bid a new suit at the 2 or 3 level to show stopper and make a 3NT game try.

If Opener has interest in SLAM, begin cue bidding and continue beyond attempt by responder to sign off at part score or 3NT.

Jump shift is a "splinter", and shows a singleton or void in the suit jumped into.

Double jump shift is control asking bid - 1 step = no control;

2 steps = 2nd round control (singleton or KQ, because with Kx you bid NT, which does NOT count as a step);

3 steps = first round control (Ace or void, with poor trump length);

4 steps = absolute control (void, or singleton Ace with adequate trump support or AK).

Repeat of asking bid asks 3rd round control specifically.

1 step = no controls;

2 steps = doubleton;

3 steps = Qxx or better.

Jump to 4 in agreed suit = Roman Keycard Blackwood - follow usual step responses.