

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 3rd/ 4th seat).

After an *Inverted Minor* raise to 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 show 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 to15 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 to **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 a 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 sequence 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 of 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 as over a double of a major suit, 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.