

Inverted Minor Suit Raises

Inverted Minors:

- 1C – 2C or 1D – 2D = 10+ points (invitational or better raise, forcing)
 - For example, partner opens 1D and you hold: A 8 4, 5 3, A Q 8 5, J 7 6 3
- 1C – 3C or 1D – 3D = <=6 points (weak raise)
 - For example, partner opens 1C and you hold: 4, 7 4 3, J T 5 2, K 8 7 6 3
- The 7-9 point hand can be difficult to bid. Usually bid 1NT instead of raising the minor.
For example, partner opens 1D and you hold: 8 4, K 4 3, K J 5 2, J 9 8 3
- The system is off over any interference by the opponents. It can be on by a passed hand.

Opener's Rebids After Partner's Inverted Minor Raise:

- Bid stoppers to look for the possibility of playing in NT. The inverted minor bid is forcing to 2NT or 3 of the minor.
- 2D (after 1C – 2C): Forcing. Tends to show an unbalanced hand with diamond stoppers; may or may not have stoppers in the majors.
- 2H: Shows a stopper in hearts, denying a stopper in spades. Forcing.
- 2S: Shows a stopper in spades, denying a stopper in hearts. Forcing
- 2NT: Balanced 12-14 with stoppers in both majors. Non-forcing
- 3 of the minor: Natural, minimum, showing 5+ length. Non-forcing
- 3C (after 1D – 2D): Forcing. 4+ Clubs (tends to show an unbalanced hand and deny stoppers in the majors)
- 3NT: Balanced 18-19 with stoppers in both majors.

Game-Forcing Raise:

- Criss-cross
 - 1C – 2D: A game-forcing raise in Clubs (13+ with 5+-card support)
 - 1D – 3C: A game-forcing raise in Diamonds (13+ with 5+-card support)
 - Alternatively, some people play criss-cross as an invitational bid in the minors, and use the inverted minor bid to show game-forcing values (13+).

What Would You Bid?

Partner opens 1D:

A 2
K 3 2
Q J 10 8 7 6
J 2

12-14 bal
18-19 bal
12-21 unbal