

## Raising Partner's Minor Suit Opener

### When Partner Opens a Minor:

- They have no 5+-card major
- They have one of three hands:
  - 12-14 HCP balanced
  - 18-19 HCP balanced
  - 12-21 HCP unbalanced

### Your Priorities as Responder:

- Bid a 4+-card major
- Bid some number of NT with a balanced hand and no 4+-card major:
  - 1NT = 6-10 HCP
  - 2NT = 11-12 HCP
  - 3NT = 13-15 HCP
  - For example, if partner opens 1D and you hold: K T 6, A Q, Q 9 7 5 2, K 8 3 bid 3NT instead of raising partner's diamonds!
- Raise partner's minor or bid the other minor. To raise partner's club suit, you need 5+ clubs. To raise partner's diamond suit, you need 4+ diamonds. (But with only 4-card support, your hand might be balanced and suitable for a NT response.)

### Two Systems for Raising Partner's Minor:

- Standard raises
- Inverted raises (inverted minors)

#### Standard Raises:

- 1C – 2C or 1D – 2D = 6-9 points (simple raise)
  - For example, partner opens 1C and you hold: 8 4, Q 3, 9 8 5 2, K J 7 6 3
- 1C – 3C or 1D – 3D = 10-12 points (invitational raise)
  - For example, partner opens 1C and you hold: K 8 4, 4, Q 7 6 2, A J 8 6 3
- Be careful about counting dummy points in case partner chooses to play in NT.
  - Note that you do not have a pre-emptive "weak" raise or a game forcing raise unless you play something else. With 13+ points you might start by bidding the other minor (forcing) and then showing your support later. For example, partner opens 1C and you hold: 8 7 4, 6 3, A J 2, A K J 7 6

#### Inverted Minors:

- 1C – 2C or 1D – 2D = 10+ points (invitational or better raise)
  - 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

### 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 Raises:

- 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+).
- Splinters
  - Splinters over 1C are 3D, 3H, 3S promising 5+-card support for clubs, shortness (singleton or void) in the bid suit and 12+ points
  - Splinters over 1D are 3H, 3S, 4C promising 5+-card support for diamonds, shortness (singleton or void) in the bid suit and 12+ points