

INVERTED MINOR RAISE—Standard

Here you will find standard inverted raise.

In modern bidding, Inverted minor raise is a popular convention. The natural meanings of 2-level and 3-level raises are inverted. 2-level raise shows 10+ where 3-level shows 6-9. Logic behind this change is: First, saving bidding space after stronger raise for better game choice and more accurate slam bidding. Second, 3-level raise makes life harder for opponents to get in to the auction (mostly for a partscore battle).

Inverted minor, will NOT be game forcing. But, either invitational or game forcing. (We use inv+ to mean: At least invitational)

Responder denies having a 4c major suit.

Structure Of The Development Of The Bidding

1-) After Inverted Minor Raise (2-Level)

The usual tendency after inverted minor will be to show stoppers or bid NT.

Opener's Power and Distribution

Opener first responsibility is to show if he is minimum. Minimum for the opener is 12-14. Showing his minimum, opener will also describe his distribution type, whether he has a balanced or an unbalanced hand. He will do this bidding 2NT or 3 of the original minor suit. Responder may sign-off at 3 of the agreed minor suit with 10-11 points after opener has shown he is minimum.

Stoppers

Any new suit bid by players are showing stoppers in that suit. Once both players show stoppers this creates force. If a player skips a suit, he denies having a stopper in the suit skipped.

Slam Bidding

If a player of the partnership skips 3NT then his previous stopper showing bids were advanced cue bids.

Jump new suits at the 3-level shows shortness in that suit.

4 of the agreed minor suit asks for the keycards.

2-) After 3-Level Raise

After 3-Level raise opener will decide for the contract against 6-9 points and 5+c support. Opener's possible bids are: Passing to play for a partscore or bidding 3NT with a strong hand. His 3 new suits will show shortness in the suit bid with a hope to play a game contract and asks responder to decide against his holding.

Let's see the above mentioned topics in details, one-by-one...

Auction After 2-Level Raise

1-) Opener's Power And Distribution

- ▶ If opener shows min, Responder's 3♣ is sign-off
- ▶ Any rebid by Opener other than 2N or 3♣ is GF.

OPENER

1♣

RESPONDER

2♣

2N ▶ Balanced min ; 12-14

3♣ ▶ Unbalanced min ; 12-14

2♦ ▶ 15+ ; ♦ stopper ; may have ♥/♠ stoppers

2♥ ▶ 15+ ; ♥ stopper ; may have ♠ stopper ; denies ♦ stopper

2♠ ▶ 15+ ; ♠ stopper ; denies ♦ and ♥ stoppers

3♦ ▶ 15+ ; ♦ shortness ; ♣ better than Jxxx

3♥ ▶ 15+ ; ♥ shortness ; ♣ better than Jxxx

3♠ ▶ 15+ ; ♠ shortness ; ♣ better than Jxxx

3N ▶ 18-19 balanced with either bad or good ♣ 14-16 with partial stoppers in side Suits.

4♣ ▶ RKCB-♣

4♦ ▶ Void in ♦ ; 15-18 ; Good ♣

4♥ ▶ Void in ♥ ; 15-18 ; Good ♣

4♠ ▶ Void in ♠ ; 15-18 ; Good ♣

If opener rebids other than 2NT or 3♣ showing 15+ hands than the partnership is commit to game. Any subsequent bid will be forcing and will not be passed till partnership bids a game. Only exception for this is, if Opener shows a stopper in a suit and responder shows minimum with lacking stoppers in the unbid suit then Opener's 4♣ would be sign-off.

OPENER

1♦

RESPONDER

2♦

2N ▶ Balanced min ; 12-14

3♦ ▶ Unbalanced min ; 12-14

2♥ ▶ 15+ ; ♥ stopper

2♠ ▶ 15+ ; ♠ stopper ; denies ♥ stopper

3♣ ▶ 15+ ; ♣ stopper ; denies ♥ and ♠ stoppers

3♥ ▶ 15+ ; ♥ shortness ; ♦ better than Jxxx
 3♠ ▶ 15+ ; ♠ shortness ; ♦ better than Jxxx
 4♣ ▶ 15+ ; ♣ shortness ; ♦ better than Jxxx

3N ▶ 18-19 balanced with either bad ♦ or good ♦ 14-16 with partial stoppers in side Suits.

4♦ ▶ RKCB-♦

4♥ ▶ Void in ♥ ; 15-18 ; Good ♦
 4♠ ▶ Void in ♠ ; 15-18 ; Good ♦

2-) Stopper Showing

▶ Any suit bid by partnership is first taken as “stopper showing” and creates game force.

| <u>OPENER</u> | <u>RESPONDER</u> |
|-----------------------------------|------------------|
| 1♣ | 2♣ |
| 2N (Bal ; min) | 3♦ ▶ ♦ Stopper |
| 3♥ ▶ ♥ Stopper | |
| 3♠ ▶ ♠ stopper ; denies ♥ stopper | |
| 3N ▶ ♥ and ♠ Stoppers | |
| 4♣ ▶ Denies ♥ and ♠ stoppers | |

| <u>OPENER</u> | <u>RESPONDER</u> |
|-----------------------------------|------------------|
| 1♦ | 2♦ |
| 2N (Bal ; min) | 3♣ ▶ ♣ Stopper |
| 3♦ ▶ Denies stoppers in ♥ and ♠ | |
| 3♥ ▶ ♥ Stopper | |
| 3♠ ▶ ♠ stopper ; denies ♥ stopper | |
| 3N ▶ ♥ and ♠ Stoppers | |

Auction will continue common sense natural.

▶ Responder may sign-off in 3m after opener has shown min

| <u>OPENER</u> | <u>RESPONDER</u> |
|---------------|------------------|
| 1♣ | 2♣ |
| 2N | 3♣ ▶ Sign-off |

| <u>OPENER</u> | <u>RESPONDER</u> |
|---------------|------------------|
| 1♦ | 2♦ |
| 2N | 3♦ ▶ Sign-off |

► Responder may sign-off, if lacking a stopper

OPENER

1 ♣
2N (bal ; min)
3 ♠ (denies ♥ stopper)

RESPONDER

2 ♣
3 ♦ (♦ stopper)
4 ♣ ► Sign-off ; pdship is lacking a ♥ stopper

OPENER

1 ♦
2N (bal ; min)
3 ♠ (denies ♥ stopper)

RESPONDER

2 ♦
3 ♣ (♣ stopper)
4 ♦ ► Sign-off ; pdship is lacking a ♥ stopper

► Any player realizing all suits stopped, will bid 3NT

OPENER

1 ♣
3 ♣ (unbal ; min)
3N ► Other suit stoppers

RESPONDER

2 ♣
3 ♦ (♦ stopper ; GF)

There is a bidding problem. Opener when showing minimum may have 12, 13 or 14. Responder may have 12. With 12 responder will begin showing his stoppers. We said this creates force. Pdship could not understand the range. So, with 12 to 12 game may be bid. I hope, having a fit in a suit may help making 3NT.

► 3 ♣ and 2NT rebids by responder shows minimum (10-11)

OPENER

1 ♣
2 ♥

RESPONDER

2 ♣
2N ► Stoppers in unbid suits but min
3 ♣ ► Denies stoppers in unbid suits and min
2 ♠ ► Stopper
3 ♦ ► Denies ♠ stopper but shows ♦ stopper
3 ♥ ► ♥ singleton

OPENER

1 ♦
2 ♥

RESPONDER

2 ♦
2N ► Stoppers in unbid suits but min
3 ♦ ► Denies stoppers in unbid suits and min
2 ♠ ► ♠ Stopper
3 ♣ ► ♣ Stopper but denies ♠ stopper
3 ♥ ► ♥ singleton

OPENER

1 ♣
2 ♠

RESPONDER

2 ♣
2N ► Stoppers in unbid suits but min
3 ♣ ► Denies ♥ stopper ; min
3 ♠ ► ♠ singleton

Over responder's minimum and lacking stoppers in the unbid suit bid, Opener may sign off in 4♣. (remember the exception)

► How to show shortness when partner begins showing stoppers?

Problem is, how will responder show his shortness when opener begins showing stoppers, without skipping 3NT contract? A well designed bidding system should have a solution. Because, when partner has concentration in your shortness the best contract would be 3NT instead of a slam. If partnership has 30 or combined points, jump to show shortness will work, if 4NT by partner is to play. But if there is no wasted values on partner's shortness makes slam when partnership has 24-28 combined points. So, showing shortness with 12-15 would have an importance.

Please see Inverted minor advanced for better singleton showing structure.

If Opener or responder shows minimum by bidding 2NT or 3 minor then any suit bid at the 4-level shows singleton in that suit.

Responder's strategy to show his singleton are: First, for better choice of game. Second, Slam interest.

OPENER

1♣
2N (balanced ; min)

RESPONDER

2♣
3♣ ► Sign-off
4♦ ► ♦ singleton
4♥ ► ♥ singleton
4♠ ► ♠ singleton

OPENER

1♦
2N (balanced; min)

RESPONDER

2♦
3♦ ► Sign-off
4♣ ► ♣ singleton
4♥ ► ♥ singleton
4♠ ► ♠ singleton

OPENER

1♣
3♣ (unbalanced ; min)

RESPONDER

2♣
4♦ ► ♦ singleton
4♥ ► ♥ singleton
4♠ ► ♠ singleton

OPENER

1♦
3♦ (unbalanced ; min)

RESPONDER

2♦
4♥ ► ♥ singleton
4♠ ► ♠ singleton

Opener may bid 4NT if he has wasted values in responder's shortness. 4NT is to play. Else he will try for slam.

3NT and 4♣ are pairs. Responder does not want Opener to pass 3NT. Opener with wasted values and minimum may sign-off at 4NT.

Up to now we have covered, limitations with stopper and shortness showing bids. Deciding about game contracts will be easy for partnership. Below we will begin for slam bidding auction.

Please note that I have developed a more complicated and artificial Inverted Minor Raise structure for expert to top level players. See the complete document for artificial method in **Inverted byEth – Artificial** notes. You may also find another Inverted minor for advanced players.

3-) Slam Bidding

After any shortness or stopper showing bids if players advance bidding over 3NT than partnership is trying to bid a slam.

Slam bidding is in advanced made in the above described auctions. Below we will clarify some of the sequences.

4NT by a player after his partner has shown something at the 4-level is to play there. If a player wants to ask key cards over such a bid, he should first cue bid to show his interest for the slam and then at his next turn bids 4N it is to ask for the key cards.

Any 4♣ bid by a player , except immediately after partner has shown something like minimum and/or lacking stoppers, is Kick-Back and asking for the key cards.

OPENER

- 1♣
- 2♥ (♥ stopper 15+)

- 3N▶ Sign-off
- 3♣▶ #of trumps ask

RESPONDER

- 2♣
- 2N (stoppers in the unbid suits but min)

OPENER

- 1♣
- 2♥ (♥ stopper 15+)
- 3♣ (#of trumps ask)

RESPONDER

- 2♣
- 2N (stoppers in the unbid suits but min)
- 3♦▶ No SI ; lacking decent slam values
- 3♥▶ 4 very good trumps ; decent slam values
- 3♠▶ 5 trumps with A or K
- 3N▶ 5 trumps headed with J or Q
- 4♣▶ 5 trumps with 2 of the 3 top honors

OPENER

1 ♣
2 ♥ (♥ stopper 15+)
3 ♣ (#of trumps ask)
3N ▶ Lost interest
3♥ ▶ re #of trumps ask)

RESPONDER

2 ♣
2N (stoppers in the unbid suits but min)
3 ♦ (No SI ; lacking decent slam values)

3♠ ▶ 4 very good trumps
3N ▶ 5 trumps headed with J or Q
4♣ ▶ 5 trumps with A or K
4♦ ▶ 5 trumps with 2 of the 3 top honors

Please look at the slam bidding documents to see for cue bidding styles, asking for key cards and the trump Queen and for grand slam bidding and inquiries.

Auction After 3-Level Raise ; 6-9

- ▶ Opener may sign-off placing the final game contract.
- ▶ 4 of the original minor by opener is preemptive.
- ▶ Any 3-level new suit by Opener is a stopper ask in the bid suit.
- ▶ Any 4 level new suit by Opener shows shortness there.

Passed Hand Bidding

With a passes hand system-ON. But responders slam bidding is very rare.

Bidding In Competition

RHO of the Responder Enters the Auction

RHO Doubles

System-OFF. Truscott or Flip-Flop is to be played. My recommendation is to play Flip-Flop. Please look at the documents for Flip-Flop details. Because with less values responder preempts with 2NT and if invitational values than bids 3 of the original minor if to be played 3N then the strong opener will be on lead.

| | | | |
|---------------|------------|--------------------|------------|
| <u>OPENER</u> | <u>RHO</u> | <u>RESPONDER</u> | <u>LHO</u> |
| 1♣ | dbl | 2N▶♣ support 6-9 | |
| | | 3♣▶♣ support 10-11 | |

RHO bids a suit

System-OFF. Cue bid of the RHO suit will be invite+. Responder for competitive reasons may show his support even with 4 cards. Jump supports will be preemptivish.

| | | | |
|---------------|------------|-----------------------------------|------------|
| <u>OPENER</u> | <u>RHO</u> | <u>RESPONDER</u> | <u>LHO</u> |
| 1♦ | 1♠ | 2♦▶Support 6-10 | |
| | | 2N▶Natural with ♠ stopper ; 10-12 | |
| | | 3♦▶Preemptivish | |
| | | 4♦▶Preemptive | |
| | | 2♠▶♦ support ; no 4c♥ ; invite+ | |

Generally after cue bid Responder does not have stopper in opponents suit. But with Kxx or Axx he would like to play from declarer's side to guard the lead. So cue bidding opponent's suit does not 100% deny stopper.

Examples And Tests