

# Inverted Minor Raises

- Standard Minor Suit Raises
  - ▣ 6-10 points: raise to “Two”
  - ▣ 11-12 points: raise to “Three”
  - ▣ 13+ points: awkward - kluge needed
- Inverted Raises (in uncontested auction)
  - ▣ 6-9 (include length) pnts: raise to Three
  - ▣ 10+ pnts: raise to Two; (bal 10 = 1NT)
- Minor suit raises deny a four-card major.

## Inverted Minors - *raison d'être*

- After an “old school” simple minor-suit raise, we compete eventually to the three-level - better to do so immediately.
  - ▣ Suppress fourth-hand’s likely bidding.
  - ▣ Promote penalty (doubled or otherwise) if fourth-hand bids at too high a level.
- After an “old school” jump minor-suit raise, we had little room to explore.

## Opener's Rebid after 10+ Raise

- Opener has a minimum (13-14 points)
  - ▣ balanced, rebid 2NT (non-forcing); or...
  - ▣ notrump undesirable, rebid minor (NF).
- Opener has a more than a minimum (15+)
  - ▣ With a balanced 18-19, rebid 3NT (NF).
  - ▣ If unbalanced, show a suit (or stopper).
- Either Partner's 2NT or 3m shows a min.

## Opener's Rebid after 6-9 Raise

- Opener has a minimum (13-14 points)
  - ▣ Pass - This is the most common action.
- Opener has a more than a minimum
  - ▣ With a balanced 18-19 pnts, rebid 3NT.
  - ▣ If unbalanced, choose between:
    - Pass with only moderate extras
    - 3NT with significant extras
    - Bid new suit (shows suit or stopper).

Inverted Minor Raise

Opener shows 13 point minimum; Responder denies stop.

Board 1 K J 6
North Deals 10 4
None Vul A K J 8 3
7 4 2

10 9 5 4 2
A K J
6
J 9 8 5
Q 8
Q 9 8 6 3 2
7 4 2
10 3
A 7 3
7 5
Q 10 9 5
A K Q 6



West North East South
Pass 1 Pass 2
Pass 3 ! Pass 3
Pass 4 Pass 5

All pass

1 = Inverted minor raise - 10+ points

5 by North

Lead: 6

Bidding: Opener's 3 rebid shows a suit-oriented minimum. Responder tries for 3NT with 3, showing a stopper (and no stop). Play: Clear lead. Declarer plays 5 trumps (pitching a from South) and 3's. Ace (if unplayed), then up. West cannot hold Queen.

Inverted Minor Raise

Responder shows 6-9; Opener shows 18-19 HCP powerhouse.

Board 2 J 9 8 6 2
East Deals 7 4
N-S Vul K 8 3
A 10 7

10
Q 6 5
10 9 5 2
K J 5 3 2
A Q 3
A J 10
A J 6
Q 9 8 4
K 7 5 4
K 9 8 3 2
Q 7 4
6



West North East South
3 1 Pass 1 Pass
3 1 Pass 3 NT! All pass

1 = Inverted minor raise - 6-9 points

3 NT by East

Lead: 3

Bidding: Weak jump raise denies North a 2 bid. (Lead or Compete) It is not clear that North should bid 2, but a lead would beat 3NT. Play: Play West's Queen T1 - finesse must start from West at T2. Avoidance finesse: Build's (T2, while South is still safe) before's. If's are started before's, North will send the Jack through. Ouch! 's blocked! - Play Eight and Nine, preserving Four for late link.

Inverted Minor Raise

Opener shows 18-19 HCP powerhouse.

Board 3 10 8
South Deals 8 3
E-W Vul A K Q 8 3
10 7 5 3

Q 9 7 6 4 2
10
9 7 4
8 6 4
J
K 7 6 5 4 2
5 2
A Q 9 2
A K 5 3
A Q J 9
J 10 6
K J



West North East South
Pass 1 Pass 1
Pass 2 1 Pass 3 NT!

All pass

1 = Inverted minor raise - 10+ points

3 NT by South

Lead: 6

Bidding: Opener's 3NT rebid shows a hand too strong to open 1NT. Play: Squeeze throw-in: Ace, Ace, Queen finesse, King, Jack finesse, three more's, second (Jack) finesse, King (notice East has no more's). Exit with King - East must then lead a to you. (In's, best technique is to unblock Jack and Ten on first rounds.)

Inverted Minor Raise

Opener shows 15+ points; Responder denies a stopper.

Board 4 A Q 6 4
West Deals K 7
Both Vul 8 7 6 5 4
3 2

8 2
A Q 6 2
9 2
A K 10 7 5
9 7
5 4 3
A K J
Q J 8 6 4
K J 10 5 3
J 10 9 8
Q 10 3
9



West North East South
1 Pass 2 1 Pass
2 Pass 3 ! Pass
4 All pass

1 = Inverted minor raise - 10+ points

4 by West

Lead: A

Bidding: Opener's hand grows to 15 points after the suit is raised. 2 shows extra strength. Responder's 3 shows extra strength and denies a stopper. The stopperless auction runs out of gas at 4. Play: Elimination technique - before finessing the Queen, eliminate! Draw trump, Ace (if still unplayed), eliminate's, trump, Queen finesse. The finesse is a red herring - it cannot help, even if it wins!