

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).