# Inverted Minors

How to use them effectively

#### The Inverted Minors Convention

- The purpose of the inverted minors convention is to help the partnership find the best game when they have a minor suit fit.
- Playing the standard way a single raise of a minor suit opening shows:
  - 5-10 points
  - 5+cards in the minor suit.
  - No 4-card or longer major suit,
- A jump raise shows same as above, with 10+ points.

# When You Play Inverted

- The convention simply reverses the standard bidding.
- The Idea is to save bidding space when your side has strength and use up bidding space when the other side is likely to have strength.
- Remember: a direct raise of a minor suit (either single or jump) guarantees no 4card or longer major suit.

# A Jump Raise of a Minor-Suit Opening Bid

- A bad 10 or fewer points
- At least 5 cards in the minor suit.
- No 4-card or longer major suit.

Hand 1

**★** 4 2

♥ J 9 7

♦ 10 5 3

**♣** K Q 9 4 3

Hand 2

**4** 

**♥** J 9

♦ A J 10 8 5 3

♣ Q 7 4 2

Partner opens 1 ♣

Partner opens 1 ◆

#### How Weak Can a Jump Raise Be?

- Vulnerability is a factor here.
- At favorable vulnerability, your hand might be as weak as 5 or six points and a suit like J 8 6 5 4 2.
- At unfavorable vulnerability, you'll need a stronger hand and suit.
  - Perhaps K J 8 6 4 3 and about 7 to 10 points.

# A Single Raise of a Minor-Suit Opening Bid

- A good 10+ points
- 5 or more card in the minor suit,
- No 4-card or longer major suit
- No upper limit points.

#### A Good 10 Point Hand

#### Hand 3

- **♠** 2
- **y** 9 7
- ♦ K 10 9 5
- ♣ A Q J 10 4 3

Partner opens 1 ♣. Notice, your points are concentrated in your long suits and you have solid middle cards.

# There's No Upper Limit

Hand 4

- **♠** Q 2
- **♥** A 9 7
- ♦ K 10 9
- **♣** K Q 10 6 4

Hand 5

- **♠** A Q 2
- ♥ Q 9 7
- ♦ KJ 1096
- ♣ A K

Your single raise is forcing for at least one round of bidding. Even with hands as strong as these, you don't have to worry that partner will pass.

# After a Single Raise of a Minor Opening Bid

- Any new-suit bid shows a stopper with the intention of playing no trump.
- Bid stoppers up the line.
- To skip a suit means no stopper.

#### After 1 ... 2 ...

#### Opener's rebids

- 2 ◆ shows a diamond stopper.. Responder will bid his most convenient stopper.
- 2 ♥ shows a heart stopper, denies a diamond stopper.
- 2 ♠ shows a spade stopper denies a stopper in diamonds or hearts.
- 2nt shows both major suits stopped, says nothing about diamonds.
- 3 nt shows a hand with all unbid suits stopped, with a good 13 or 14 points.

#### After 1 ♦ ....2 ♦

- Opener's rebids
  - 2 ♥ shows a heart stopper, says nothing about clubs.
  - 2 ★ shows a spade stopper, denies a heart stopper and says nothing about clubs.
  - 2nt shows both major suits stopped, says nothing bout clubs.
  - 3 no trump shows all unbid suits stopped, with a good 13 or 14 points

South

**♦** 4

**♥**AJ 5

♦ A J 4

♣ KJ9763

North

**★** K Q J

**Y** 10 9

♦ K 10 9

♣ A Q 10 6 4

```
South West North East

1 ♣ pass 2 ♣ pass

2 ♦ pass

3nt all pass
```

South

**★** 4 2

A K

♦ 7 5 4

♣ A Q 9 7 6 3

North

**★**K Q J

**v** 10 9

♦ A J 9

♣ K 10 8 6 4

South	West	North	East
1 ♣	pass	2 🍁	pass
2 🔻	pass	2 🏚	pass
3 🍁	pass	3nt	all pass

South

**A** A Q 7

**v** 8 7

♦ J 5 4 3

♣ A J 4 2

North

**★** K J

♥ J 10 6

♦ K Q 10 7 3

♣ Q 7 6

South

**♠** AJ74

**v** 8 7

♦ A J 10 4

♣ Q 4 2

North

**★** 10 5

**♥** A Q 3

♦ K Q 7 5 3

♣ A J 10

South	West	North	East
1 ♦	pass	2 🔸	pass
2 🏚	pass	3nt	all pass

South

**♠** AJ74

**♥** A 9 7

♦ AJ 10 4

**♣** 4 2

North

**★** 10 5

**Y** 10 3

♦ K Q 7 5 3

**♣** A K J 10

South West North East

1 → pass 2 → pass

2 nt pass 3nt all pass

South

**★** 542

**Y** A 9 7

♦ A Q 10 6

♣ Q 4 2

North

**★** 10

▼ K Q

♦ KJ9753

♣ A K J 10

South	West	North	East
1 ♦	pass	2 🔸	pass
2 🔻	pass	3 🍁	pass
3 ♦	pass	<b>5</b> 🔸	all pass

#### The Minorwood Convention

- Minorwood is a variation of RKC Blackwood.
- When a minor suit is the agreed trump suit, a regular RKC response can occasionally take you beyond the 5 level of your minor and still not show you enough key cards for a small slam.

#### How Minorwood Works

- The 4 level of the agreed minor suit initiates the convention.
- Obviously, playing minorwood, you can never sign off at the 4 level of a minor suit.
- When a minor suit has been agreed, either by direct bidding or inference, a bid of 4 of that suit initiates the convention.

#### Minorwood RKC 1430 Version

- Following 4 ♣.
  - 4 ♦ shows 1 or 4 key cards
  - 4 ♥ shows 0 or 3 key cards
  - -4 ◆ Shows 2 or 5 key cards, without the queen of trump,
  - 4nt Shows 2 or 5 key cards, with the queen of trump,

#### Minorwood RKC 1430 Version

- Following 4
  - 4 ♥ shows 1 or 4 key cards
  - -4 ◆ Shows 0 or 3 key cards
  - 4nt Shows 2 or 5 key cards, without the queen of trump
  - 5 ♣ Shows 2 or 5 key cards, with the queen of trump,,

South

**♠** AK2

**v** 7

♦ AJ 10 8 5 2

**♣** A Q 2

North

**♠** Q 5

♥ Q 6 3

♦ KQ763

♣ KJ 10

South	West	North	East
1 •	pass	2 •	pass
2 🖈	pass	3 🍁	pass
4 🔸	pass	4 💙	pass
<b>6</b> ♦			

### What if Opponents Overcall

- With an overcall the inverted minor is off.
- Use your normal way of handling an overcall.
  - Negative double
  - 3 of the minor is weak
  - The appropriate level of no trump with a stopper
  - A cue bid of the opponent's suit is a limit raise.

# If the Opponents Make a Takeout Double

- After a takeout double the inverted minor convention is on.
  - 2 of the minor is strong.
  - You can also redouble to show 10+ points
  - 3 of the minor is weak
  - A new suit shows 6-10 points and 4+ cards in the suit.