

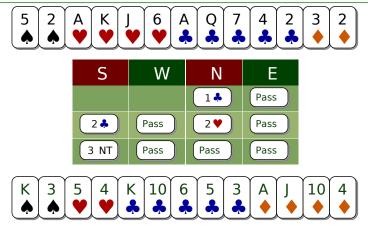


Inverted minor raises

The traditional minor-suit raises show important limitations: With a weak raise you will almost never play a part score at level 2, so it is desirable to bid 3, to preempt the opponents. With a good raise you need more room to explore for the best contract, so it is desirable to bid 2. The solution more and more players adopt is to "inver A 4 vithout interference, 8 6 3 9 2 K 10 2 0 8 K With the 'inverted . **b** 3 ♣ or 3 ♦ shows shows 10+ points, a 5+ cards 6-9 points and a 5 cards tit. A raise to 2 or 2 fit, no four-card major, a S W Ν Ε Pass 1 🔷 Pass 2 🔷 3 🔷 Pass Pass Pass 6 3 6 3 10

Quiz 10

+ HCP and a 4+ cards fit...bid an 'inverted' simple raise. The opener will further describe describe his hand... and go to 3 if weak..



'Inverted' simple raise showing a 4+ cards fit and 10+HCP. After the opener shows values in ♥, you know enough to go to 3NT...





Inverted minor raises

Opener's Rebids After 1♣ - 2♣ or 1♦ - 2♦

2 in a new suit: Bid stoppers up the line. Shows a stopper in that suit... and no stoppers in the unbid suits (if any). Forcing

2NT: Balanced 12-14 HCP, with stoppers in both majors. Not forcing

3 in the opening minor: A catch-all bid denying the ability to make any other bid. Not forcing

3 in a new suit 16+ HCP and shortness in the bid suit. If responder has opening values with no wasted high cards opposite opener's shortness, there may be a slam. Forcing

3NT: shows 18-19 HCP with a balanced hand with all unbid suits stopped. Not forcing(6)4 in Opener's minor: RKC Blackwood in the minor. Forcing.