

INVERTED MINOR NO MORE AND LOTS OF OTHER GOOD STUFF

INVERTED MINORS OR NOT

When I think about bidding and building my bidding system I think a lot about frequency and who should be playing the contract... Inverted minor sequences are not as common as a simple raise in a minor, and therefore you should have a tool for the more common hand type and not focus too much on hands that come up less often.

So what I am saying is it's more common that you have fit and 6-10 high card points than fit and 10+ high card points.

So instead of having 1C - 2C being forcing I suggest you play

1C - 2C = 6-10 with 5+C

1C - 3C = 11-12 with 5+C

1C - 2D = gameforce with 5+C

Same when you open 1D

1D - 2D = 6-10 with 4+D

1D - 3D = 11-12 with 4+D

1D - 3C = gameforce with 4+D(usually 5+)

Playing inverted minors you have a serious problem what to bid when you have 7-9 high card points and fit for partners suit and a hand that is not suitable for declaring a NT contract.

This is basically what I want to say about the inverted part of the lecture, as always you can choose to use my methods or not, that is up to you. I make no guarantees that your scores will rise immediately, but when you get used to this your scores will improve.

THE OTHER FUN STUFF

Like I said earlier I think a lot about which hand should be playing the hand and which hand should be dummy. Normally it is better for the stronger hand to be the

declarer and the weaker hand dummy. And the method I will introduce now gives you some options to decide which hand declares and which will be dummy.

Introducing 2NT forcing when partner opens 1 minor. You have made the decision to be the declarer in any NT contract or a Major suit contract.

1C - 2NT = (12)13+ forcing may have a 4 card major

3C = Stayman!

3D = Good hand with a 6 card minor

3H = shortness

3S = shortness

3N = to play

4H = 6C and 5H

4S = 6C and 5S

1D - 2NT = (12)13+ forcing may have a 4 card major

3C = Stayman!

3D = Good hand with a 6 card minor

3H = shortness

3S = shortness

3N = to play

4H = 6C and 5H

4S = 6C and 5S

Now that we have taken away the natural 2NT bid over a minor to show a game forcing hand, we need a way to show 11-12 balanced without a 4 card major, we also need to be able to show a weak hand with a good trump fit because now 1D - 3D is a limit raise.

So now let us tackle the weak raise

1C - 2S is now a weakish raise with 5+C, it is a better hand than a preemptive raise, but less than a limit raise.

A typical minimum hand for that bid would be something like

xx

xx

Axx

Jxxxxx

And a typical maximum hand is not much more

xx

xx

AJx

Qxxxxx

That is a hand that you could bid 2C on, but usually when you only bid 2C on this hand your opponents have an easy time getting into the auction.

Downside is that you no longer have the weak jump shift available for you, a bid that shows less than a 1 response and long spades.

1C - 2S = 2-5 high card points and 6+S but this bid does not come up often so I have no issues throwing it out.

1C - 2S

2NT = forcing asking for shortness

3C = to play

3any = extra shape 6C and 5 other suit.

3NT = to play

1D - 2S

2NT = forcing, asking for shortness

3C = natural and forcing

3D = to play

3M = extra shape 6D and 5M

3NT to play

1D - 2S

2N - 3D = minimum, no shortness, something like Kx xx QT9xxx xxx

1C - 2S

2NT - 3N = max, no shortness, something like xx xx AJx Qxxxxx

1C - 2S

2N - 3H = short hearts

3N = to play, bidding the right game, obviously ready for a heart lead

Finally I have arrived at how to show 11-12 balanced without a 4 card major. And this way the opener can decide who plays the contract. That is done via a relay bid - the

opener can now force the responder to bid 2NT either to pass, bid game or to show all sorts of forcing hands.

Some basic rules: If you bid the higher ranking suits w/o the relay it's shortness; if you bid lower ranking suit or same suit w/o the relay it's signing off

1C - 2H = 11-12 Balanced, no 4 card major

2S = forces partner to bid 2NT

2NT = to play

3C = to play

3any = shortness, good hand probably going to game or slam

3NT = to play

4M = 6-5

1D - 2H

2S = Relay to 2NT

2NT = To play

3C = to play in 3c or 3d

3D = to play

3H/3S = shortness, good hand probably going to game or slam

3N = to play

4M = 6-5

1C- 2H

2S - 2NT = doing what I am told

Pass = mission accomplished

3C = Forcing

3any = Natural and forcing - looking for the best game or slam

3NT = Happy to put down dummy in 3NT

1D - 2H

2S - 2N

Pass = mission accomplished

3C = natural and forcing

3D = forcing

3M = natural and forcing

3NT = happy to put down dummy in 3NT

If 2H is doubled redouble shows 4h and is to play, pass would deny a heart stopper and systems are on.