

Spike's 2 Spade Mixed Raise Bid

If you currently play Inverted Minors, are you aware of the full power of the convention, and all the available bids? The Late Great Spike Lay perfected Inverted Minors by adding a bid which lets users clarify their full point value range during the bidding process, while shutting out the opponents.

When Pard opens 1C or 1D and your RHO passes, and your hand doesn't have a 4-card major, but does have support for the bid minor, then it is time to use **Inverted Minors!**

Most of us bid 2 diamonds with support and invitational plus (10 HCP+) values, and we bid 3 Diamonds when weak. But how weak? Opener doesn't know if you have a bad 10 points or a bad 5 points, and that's a huge range. Spike's solution takes the ambiguity out of the bidding AND grows the range of your weak bid!

With Spike's 2 Spade bid you can jump from opener's 1C/1D bid **to 2 Spades with support, and 7 to a bad 10 points!** The bid says nothing about your Spade holding, but this bid almost always shuts out the opponents who likely have a major fit, and could have half of the HCPs! Opener will bid 3 of the minor, and the auction typically ends!

With a very weak hand (3 - 6 HCPs) and support for Opener's minor, you just bid 3 of your minor suit, and Pard knows that you are VERY weak!.

**** Spike's 2 Spade bid is far superior to the 1NT response that many players currently use with 7-9 HCPs and minor support, because of the bidding space it consumes!**