

Inverted Minors

The standard bids of 1m-2m and 1m-3m are reversed or inverted. With support and more points, the partnership wants to explore for a NT contract, so wants to keep the bidding lower. With fewer points, might as well pre-empt immediately!

Responses to 1m opening:

1. Bid a 4+ card major rather than supporting partner's minor.
2. Bid NT with a **balanced hand** AND face cards in both majors AND 8+ points. Bid NT even with support in the minor.
 - 8-10 points, bid 1NT (except, if the opening is 1 Club and you can bid 1D, bid 1D so that opener, the stronger hand, will be the first to bid NT)
 - 11-12 points, bid 2NT (except, as above, after a 1C opening, bid 1D, unless the lead coming to you is beneficial, since you have roughly the same points as opener).
 - 13-15 points and all suits stopped, bid 3NT. (Do not bid 3NT with a stronger hand.)
3. With support for the opened minor (generally 5+). (the Inverted Minor aspect)
 - 1m-3m with 6-9 points.
 - 1m-2m with 10+ points.
4. With a **singleton or void** AND support for the opened minor (generally 5+) and 12-15 points, you can make a splinter bid, a double jump. (Do not splinter with a stonger hand.)
 - 1C-3D/3H/3S: Singleton or void in the suit bid.
 - 1D-3H/3S/4C: Singleton or void in the suit bid.

Basic structure with support for the minor:

- 10+ points: 1m-2m: Promises 10+ points and usually 5+ card support. (Can raise diamonds with 4 good diamonds. Should have 5 clubs since opener might have only 3.)
- 6-9 points: Preempt. 1m-3m with 9 combined trump between the two hands; 1m-4m with 10 combined trump; 1m-5m with 11 combined trump.
- 0-5 points: Probably best to pass. Some might want to pre-empt as with 6-9 points. If you do want to pre-empt, it is better to do it sooner rather than later in the auction.

After a 1m-2m start to the auction, the goal is to try to find a NT contract. Both opener and responder bid stoppers up the line. A minimum opener of 12-13 AND a minimum responder of 10-11 do not have enough for game and the partnership needs to stop at 2NT or 3m. But if either player has more than their minimum and all outside suits are stopped, then there is a good chance for game in 3NT. With more points, there may be game in the minor if stoppers are missing. With even more points or great distribution, there may be slam in the minor or NT.

After a 1m-2m start, the opener's first priority is to try to bid 2NT or 3NT, which show respectively 12-13 points and both majors stopped or 18-19 points and all suits stopped. These

bids are very informative for partner. If opener doesn't have the points or stoppers required for these bids, then they start bidding stoppers up the line.

Opener's limiting bids:

Bid	Points	other
2NT	Limits to 12-13 points	Both Majors stopped
3NT	Limits to 18-19 points	All 3 outside suits stopped
3m immediate rebid	Limits to about 11 HCP with long suit	6+ card minor suit.
3m rebid later	Limits to 12-13 points	No more stoppers below 3m

An opener with 12-13 points will not bid past 3m unless responder has done so. If the opener has 14-17 points and both Majors stopped they cannot bid 2NT as their hand is too strong, cannot bid 3NT as their hand is too weak, so must temporize by bidding stoppers up the line.

Responder's limiting bids:

2NT	Limits to 10-11	Rest of suits stopped
3NT	Limits 12-15	Rest of suits stopped
3m	Limits to 10-11	No more stoppers below 3m

A responder with a minimum hand of 10-11 points. will not bid past 3m, unless opener does.

Notes:

- Any bid, other than a limiting bid, is forcing 1 round.
- 2NT or 3m bids are limiting so are NOT forcing and can be passed.
- If either player makes a limiting bid, their partner needs to decide on the contract.
- Opener with 14+ OR Responder with 12+ continue to bid stoppers past 3m.
- If either partner bids past 3m that is forcing to 3NT (or 4m).
- The pair is bidding stoppers (A or K), not controls. Shortness is not a stopper.
- If partner skips a suit, you continue to bid your next stopper, whether you have the skipped suit stopped or not. This does not mean that you have a stopper in the skipped suit. (1D-2D; 2S-3C: Responder is showing a club stopper. Does not confirm or deny a heart stopper.)
- The 2NT bid by opener and responder have slightly different meanings. 1C-2C; 2NT by opener means **both majors** stopped (nothing about diamonds) and limited hand. 1C-2C; 2H-2NT by responder means **all of the outside suits stopped** and a limited hand.
- If you have a big hand and are interested in slam, keep bidding stoppers (bid a suit twice if you have it double stopped). Be sure not to bid a cut-off or limiting bid.
- Responder will have more trump than opener the majority of the time (e.g. 5 clubs versus 3 or 4). So responder should not count shortness points when evaluating their hand.

After interference:

Most authors say that Inverted Minors should be OFF after interference (T/O double or overcall). Bid the same as you would if you were not playing inverted minors. To recap:

- 1m-(interference)-2m: 6-9 points with enough support to have an 8 card fit.
- 1m-(interference)-3m: 0-5 points. Preemptive, not enough to strength to bid 2m.
- 1m-(1 of a suit)- 2 of opponent suit: Support cue bid. 10+ points with sufficient support.
- 1m (X) - XX: 10+ points. Indicates this is our hand. We either play it or double for penalty.

By a passed hand:

Inverted Minors can be ON by a passed hand, but it is not forcing since responder is limited to 10-11 points. Opener can pass if they opened weak in third seat, or continue forward if they have a full opening hand.

Redwood 1430:

Using 4NT to ask about keycards for a minor suit often gets us too high. If clubs is the agreed suit, 4NT-5D (0 keycards) takes us past the safe spot of 5C when two keycards are missing.

Using the suit above the agreed minor (always a red suit, hence the name Redwood) to ask about keycards avoids this problem. Examples with 1430 responses:

- 1C-4D; 4S (0 or 3): If responder has 0, we can still pull out at 5C. (5D asks about Kings.)
- 1D-4H; 4N (0 or 3): If responder has 0, we can still pull out at 5D. (5H asks about Kings.)
- 1D-2D; 2S-3C; 4H-4S: 4H is keycard for diamonds. 4S shows 1 or 4 keycards.

Queen Ask:

If we are missing one keycard and missing the queen of trump, we should stay out of slam. After the first step (1 or 4) or second step (3 or 0) responses, bidding the next suit up the line asks if partner has the queen of trump. Responses:

- 5m: No, I do not have the queen of trump.
- 5 of a suit below 6m: Yes, I have the queen of trump and the king in the bid suit.
- 6m: Yes, I have the queen of trump but no other king below 6m.