

Inverted Minors



Finding the Right Game

- Most partnerships have a game forcing major suit raise. (Jacoby 2 nt)
- Many do not have a forcing raise over a minor suit opening.

Imagine You Have this Hand- Partner Opens with 1 ♦

♠ A 10 4

♥ 6 2

♦ A Q 10 6 4

♣ A 9 2

- You know your side should be at game, but what game?
 - 3 no trump?
 - 5 diamonds?
 - Perhaps even 6 diamonds?
- You need more information.

The Inverted Minor as a Forcing Minor-Suit Raise

North	East	South	West
1(min)	pass	2 (min)	

Shows 11+ points and 5+ cards in the minor suit.

North	East	South	West
1(min)	pass	3 (min)	

Shows 6-10 points and 5+ cards in the minor suit.

1 ♦...2 ♦ hands

Hand 1

♠ Q J 4

♥ K 9 2

♦ Q J 10 6 4

♣ K 2

Hand 2

♠ A J 10

♥ 6 2

♦ A J 9 6 4

♣ K Q 2

1 ♦ ... 3 ♦ hands

Hand 3

♠ J 4 2

♥ Q 2

♦ Q J 10 6 4

♣ Q 8 2

Hand 4

♠ A 10 4

♥ 6 2

♦ J 9 6 5 4

♣ Q 9 2

Must Have 5-Card Support

- To raise a minor suit opening bid you must have 5-card support.
- You must not have a 4-card, or longer, major suit.

Without 5 card support: Opening Bid 1

Hand 5

 Q J 4 2


 9 2

 Q J 10 2

 Q 5 2

1 

Hand 6

 Q10 4

 Q 6


 J 9 6

 Q 9 8 5 2

1 nt

Without 5 card support: Opening Bid 1

Hand 7

 Q 4 2

 K 4 2

 Q J 10 2

 K 5 2

2nt

Hand 8

 A Q 4

 Q 6

 J 9 3 2

 K J 9 8

3nt

Bidding After 1 ♣ ...2 ♣ or 1 ♦ ...2 ♦

- After a single raise of a minor suit, the partnership is looking for a no trump final contract.
- Any new suit bid after the raise shows a stopper in that suit, not a desire to play in that suit.

South	West	North	East
1 ♣	pass	2 ♣	pass
2 ♥	pass	2 ♠	pass
3nt	all pass		

South-Hand 9

♠ 4 2

♥ A K

♦ A J 4

♣ K J 9 7 6 2

North-Hand 9

♠ K Q J

♥ 5 2

♦ 8 5 2

♣ A Q 5 4 3

South	West	North	East
1 ♣	pass	2 ♣	pass
2 ♥	pass	2 ♠	pass
3 ♣	pass	3 nt	all pass

South-Hand 10

♠ 4 2

♥ A K

♦ 7 5 4

♣ K J 9 7 6 2





North-Hand 10

♠ K Q J

♥ 5 2

♦ A 6 2

♣ A Q 5 4 3

South	West	North	East
1 	pass	2 	pass
2 	pass	3 	All pass

South-Hand 10

 A 10 9 2

 J 8 4

 A J 10

 Q J 4



North-Hand 10

 K 8 4

 5 3

 K Q 7 6 3

 K 7 6

South	West	North	East
1 	pass	2 	pass
2 	pass	3nt	All pass

South-Hand 11

 A J 6 2

 10 8

 A J 10 5

 Q 7 6

North-Hand 11

 10 4

 A J 3

 K Q 7 6 3

 K J 10

South	West	North	East
1 	pass	2 	pass
2 	pass	3 	pass
4nt	pass	5 	pass
6 	all pass		

South-Hand 12

 A K 2

 4

 A J 10 8 5 2

 A Q 4

North-Hand 12

 10 4

 Q 6 3

 K Q 7 6 3

 K J 10

South	West	North	East
1 	pass	2 	pass
2 	pass	3 	pass
4nt	pass	5 	all pass

South-Hand 13

 A K 2

 4

 A J 10 8 5 2

 A Q 4

North-Hand 13

 Q J 4

 Q 3

 Q 9 7 6 3

 K J 10

What If Opponents Overcall?

- There are a number of ways to handle an overcall. Be sure you and partner agree.
- After an overcall, the inverted minor convention is off.
- Your normal method of handling overcalls applies.
 - Negative double
 - 3 of the minor is weak
 - Appropriate level of no trump with a stopper.
 - Cue bid of the opponent's suit = limit raise

What if Opponents Make a Takeout Double?

- Over a takeout double, the inverted minor convention is on.
 - 2 of the minor shows 11+ points and 5+ cards in the minor suit.
 - 3 of the minor shows 6-9 points and 5+ cards in the minor suit.
 - Redouble show 10+ general points.
 - A new-suit bid shows 6-10 points and 4+ cards in that suit.