

3.7 Inverted Minor Suit Raises

Why Play Inverted Minor Suit Raises?

When partner opens a minor suit and we have no major to respond, but a fit for the minor the opponents will hardly ever let us play at the two level. They will see it as their task to push us up to the three level, and in doing so, will exchange some information and be able to decide better whether they should compete to three level!

So, when we have a minimum hand with support, we jump right to 3 of partner's minor, taking away their chance to communicate and going right to where we are prepared to compete.

On the other hand, when we have enough points to explore for game, we raise to 2 of partner's minor and this gives us lots of room beneath 3NT to decide which game or slam we want to bid, if any.

West	North	East	South
	1♦	Pass	2♦
Pass	?		

Opener's first obligation is to describe the strength and nature of her hand

- 2♥ = Either an unbalanced hand with hearts or a concentration of values in diamonds and hearts. In any case, enough values to try for game opposite a limit raise.
- 2♠ = Either an unbalanced hand with spades or a concentration of values in diamonds and spades. In any case, enough values to try for game opposite a limit raise.
- 2NT = 12-14 balanced. Not forcing.
- 3♣ = Either an unbalanced hand with clubs or a concentration of values in diamonds and clubs. In any case, enough values to try for game opposite a limit raise.
- 3♦ = A weak, unbalanced hand. To play opposite a limit raise.
- 3♥ = splinter
- 3♠ = splinter
- 3NT = 18-19 balanced
- 4♣ = splinter
- 4♦ = RKCB for diamonds (not in competition)
- 4♥ and higher = unused