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INVERTED MINOR RAISES
Wizard of Oz Bridge System

Considering the rules for minor suit limit raises, it is not likely for opponents to let a 2-minor contract to be played after the limit raise of minor opening to two-level and based on the experiences, playing the inverted minor suit raises are more beneficial. In this application, raising the minor suit opening to two-level is one round forcing and shows 9+ HCP with five-card fit or 11+ HCP with Hxxx fit. Raising the opening minor directly to three-level is a preemptive bid that shows 5-8 HCP with five-card fit and unbalanced hand. Inverted minor raises are used after passing initially but standard application is valid if opponents interfere with overcall or double.

Raising the opening minor to three-level, is the last support bid that the responder can think of with a weak hand and 5+ cards trump fit. This prevents opponent's interference at lower level by an overcall of a suit or double. In addition, bidding room is gained for the search of game or slam contracts by the two-level support raise being a forcing bid. The only disadvantage is to lose the chance to play at two-level and go to three-level when there is no interference by the opponents. But this is not likely considering today's modern bridge understanding. This application increases the trust between partners even if it means more work for them.

Developments After Responder's Raise of the Opening Minor to Two-Level

OPENER'S REBIDS

After an inverted minor raise, conventional responses are as follows:

- * 2NT shows a suitable hand for NT with 12-13 HCP, non-forcing.
- * Raising minor to three-level shows a weak balanced or a very weak semi-balanced hand with at least a four-card suit and an unsuitable hand for no-trump.
- * 3M or 3♦ after club support shows 5-6 distribution.
- * After diamond support, 3♣ shows 6-5 or a good hand with 5-5 distributions.
- * 3NT shows 18-19 HCP with exactly three cards in the opening minor.
- * Raising minor directly to the four-level is RKCB with a very strong unbalanced hand.
- * Four-level jump in a new suit is exclusion RKCB.
- * First three steps after 2♣ and first two steps after 2♦ are showing some special hands:

S	W	N	E
1♣	Pass	2♣	Pass
?			

- 2♦ : A weak hand with six or seven clubs.
- 2♥ : 14+ HCP and good balanced or unbalanced hand.
- 2♠ : A weak unbalanced hand.

Q52	AKJ7	AKT	K92	S	W	N	E
A8	KT5	4	K973	1♣	Pass	2♣	Pass
74	K3	KT72	AT7	?			
AJ9753	KJ92	KQ973	Q64				
2♦	2♥	2♥	2NT				
KT5	A94	52	K	S	W	N	E
AK7	AT72	Q6	8	1♣	Pass	2♣	Pass
2	3	AJ53	QT742	?			
AJ9763	KJ976	KJ976	AQJ963				
2♥	2♠	3♣	3♦				

S	W	N	E
1♦ ?	Pass	2♦	Pass

- 2♥ : 14+ HCP and good balanced or unbalanced hand.
- 2♠ : A weak hand with 5+5 minors or an unbalanced distribution

AQ7 53 KT62 AJ94	5 AT3 AJ962 AQT4	K6 4 AJ853 KT762	QT2 AQ96 KJ863 4	S 1♦ ?	W Pass	N 2♦	E Pass
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2♥	2♥	2♠	2♠
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AQ 4 KT953 KQ862	2 K3 AQ9754 AJ86	4 QT742 AKJ953 6	KJT82 A AT9875 3	S 1♦ ?	W Pass	N 2♦	E Pass
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3♣	3♣	3♥	3♠
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Developments After Single Raise and Opener's Two-Level New Suit Rebids

S	W	N	E
1♣ 2♦	Pass Pass	2♣ ?	Pass

- 2NT : Asking opener's shortness.
"Opener shows shortness by bidding the suit or denies it by returning to the minor with six cards or rebidding 3NT with seven cards"
- 3♣ : Minimum.
"Opener normally passes or may show shortness with seven clubs"
- 4♣ : RKCB with a very strong unbalanced hand

S 1♣ 2♦	W Pass Pass	N 2♣ ?	E Pass	J5 KQ9 AK64 KT85 2NT	Q4 J2 AT95 AJ842 3♣	AK4 3 KQJ5 K9754 4♣
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S	W	N	E
1m 2♥	Pass Pass	2m ?	Pass

- 2♠ : Game forcing with a balanced hand. Prefers 3NT to be played by opener.
- 2NT : Game forcing with a balanced hand and suitable to play no-trump.
- 3m : Minimum; opener may pass with 14 HCP and a balanced hand.
- 3X : Shortness with a game forcing hand.

S	W	N	E				
1♦	Pass	2♦	Pass	KJT	K4	753	KJ4
2♥	Pass	?		84	AQ2	A4	5
				KJ75	KT853	QT865	AQ865
				AK93	J84	A97	KT52
				2♠	2NT	3♦	3♥

S	W	N	E
1♣	Pass	2♣	Pass
2♥	Pass	2♠	Pass
?			

- 2NT : Game forcing with balanced hand and suitable for NT.
- 3♣ : Game forcing with any shortness
- 3X : Showing stopper in the suit
- 4m : RKCB with a very strong unbalanced hand.
- 4X : Exclusion RKCB.

S	W	N	E
1♦	Pass	2♦	Pass
2♥	Pass	2♠	Pass
?			

- 2NT : Game forcing with balanced hand and suitable for NT.
- 3♣ : Game forcing with any shortness
- 3♦ : Showing club stopper
- 3M : Showing stopper in the suit
- 4m : RKCB with a very strong unbalanced hand.
- 4X : Exclusion RKCB.

After responder's 2♠ rebid, if opener bids 3♣ for showing any shortness, responder must ask shortness with 3♦. In this case opener 3NT rebid shows shortness in other minor and 3M shows shortness in the suit. Also opener can show minor shortness with a big hand at four-level.

S	W	N	E
1m	Pass	2m	Pass
2♥	Pass	2NT	Pass
?			

- 3m : 5+ cards suit, no shortness and game forcing.
- 3X : Shortness.
- 3NT : A balanced hand.
- 4NT : A balanced hand with 18-19 HCP and four cards in the minor

S	W	N	E
1m	Pass	2m	Pass
2♠	Pass	?	

- 2NT : Asking opener's distribution with better than minimum.
- 3m : Minimum.
- 3X : Shortness with a game forcing hand.
- 4m : RKCB with a very strong unbalanced hand.
- 4X : Exclusion RKCB.

S	W	N	E
1♣	Pass	2♣	Pass
2♠	Pass	2NT	Pass
?			

- 3♣ : (2-4-2-5) distribution
- 3♦ : Shortness
- 3M : Shortness

S	W	N	E
1♦	Pass	2♦	Pass
2♠	Pass	2NT	Pass
?			

- 3♣ : 5+5 in minors
- 3♦ : Non-forcing with club shortness.
- 3M : Shortness.
- 3NT : At least six diamonds without shortness

Following opener's 2♠ rebid and 2NT asking bid, responder's return to the original minor at the four-level is sign off, 3NT and 5m are contract choices where cue-bid is a slam try. If opener showed 5-5 in minors with 3♣ response after 1♦ opening, responder's 3♦ asks for shortness, his 4♦ rebid is sign-off and 3NT or 5♦ are contract choices where a cue bid is a slam try. + +

AT82	KJ73	KQ5	8	S	W	N	E
83	A962	6	AK53	1♣	Pass	2♣	Pass
K4	5	QJ82	Q64	2♠	Pass	2NT	Pass
KQT75	KQ74	AJ973	KT762	?			
3♣	3♦	3♥	3♠				

4	KJ2	KT72	6	S	W	N	E
AJ	A53	5	AT3	1♦	Pass	2♦	Pass
QJ963	K97654	KJ984	AJT54	2♠	Pass	2NT	Pass
KT752	7	AJ3	K962	?			
3♣	3♦	3♥	3♠				

S	W	N	E
1m	Pass	2m	Pass
2NT	Pass	?	

- Pass : To play.
- 3m : To play.
- 3NT : To play.
- 3X : Shortness with a game forcing hand.
- 4m : RKCB.

S	W	N	E
1m	Pass	2m	Pass
3m	Pass	?	

- Pass : To play.
- 3NT : To play.
- 3X : Stopper(s) with a game forcing hand.
- 4X : Jump bid as a Kick-Back.