

New Alert Calls:

1. You no longer have to alert the support double or redouble bids. See the Competitive Bidding—Part VIII lesson (November 1st) on Support Doubles/Redoubles.
2. Any direct cuebid that is not Michaels (showing both majors or a major and an unspecified minor) must be alerted. See Competitive Bidding—XI lesson (November 22nd) on Michaels Cuebids.
3. After a 1H opening, if you bypass the bidding of 1S to bid a forcing or semi-forcing 1NT, your partner must announce that “s/he could have 4 spades”. If you play Flannery, then a bid of 1S over 1H has to be alerted as showing 5+ spades. See The Flannery Convention lesson (August 16th) lesson.
4. If you make a transfer bid, do not say “transfer” only. You must announce that partner has the suit to which you are being transferred to. For example, 1NT, 2D—s/he has hearts; 1NT, 2H—s/he has spades; 1NT, 2S—s/he has clubs, etc.

Game Protocol:

1. Zero Tolerance Policy. No unnecessary loudness/laughter. No gloating at the table. No “teaching” to partner or opponents unless your opinion is asked. No rudeness. And, many others. We want the games to be pleasant for everyone.
2. When on lead, always lead face down. If you have inadvertently led out of turn, no harm has been done. Also, your partner has the opportunity to ask any questions about the bidding prior to telling you to turn over your card.
3. Consistent slow play causes problems in keeping the game moving. There are times when you may need to think about a particular hand(s). But, not on every single hand. If you are constantly holding up the game, you may be issued a warning to speed up.
4. A player may not leave the game early except for reasons of illness or an emergency.

**Minor Suit Openings
Inverted Minors/Rebids
(December 6, 2021)**

Today's lesson will be a basic review of minor suit openings. We will look at the responder's bids, both with and without interference. Special emphasis will be devoted to the inverted minor bids.

To open 1C/1D, you need at least three cards in the suit (unless you are playing that a one club opening could be short—in which case, you must alert your opening bid of 1C) and a minimum of 12 high card points (HCP).

With the following minor-suit distributions, the recommended opening bids are given below:

With 3D and 2C	Open 1C (IF PLAYING 2+C, bid MUST be alerted!)
With 3D and 2C	Open 1D
With 3D and 3C	Open 1C
With 4D and 4C	Open 1D
With 4D and 5C	Open 1C and rebid 2C with a good 5-card suit
	Open 1D and rebid 2C with a poor 5-card suit
	Open 1C and rebid 2D with 17+ HCP
	With 15-16 HCP, open 1NT with values in both majors

NOTE: The following bids for 1C/1D openings assume that you are playing **inverted minors, Reverse Flannery and Minorwood.**

ONE CLUB OPENING BIDS

Your partner has opened the bidding with 1C and the next opponent **passes**. The following is a summary of the possible bids which you can make.

Pass = less than 6 HCP

1D/1H/1S = 4+ cards in the suit and 6+ HCP. F1

1NT = No 4-card major; 6-9/10 HCP. NF (See Convention Card)

2C = 5+C with a singleton or void. GF+, assuming you are playing inverted minors (see Practice Hands below). **Must be alerted.**

2D = 5+C with a singleton or void. LR in clubs, assuming you are playing inverted minors (see Practice Hands below). **Must be alerted.**

2H = 5+S/4+H, 6-10 HCP, assuming you are playing Reverse Flannery (see August 16th lesson). **Must be alerted.**

2S = 5+S/4+H, 11-12 HCP, assuming you are playing Reverse Flannery (see August 16th lesson). **Must be alerted.**

2NT = No 4-card major, 11-12 HCP. NF (See Convention Card)

3C = 5+C with a singleton or void. Weak (or perhaps a mixed raise) in clubs, assuming you are playing inverted minors (see Practice Hands below). **Must be alerted.**

Example 1. x Kxx Jx(x) Jxxxx(x) Weak raise in clubs.

Example 2. xx(x) Kx Jxx Jxxxx(x) Mixed raise in clubs.

3D/3H/3S = splinter bid with club support. **Must be alerted.**

3NT = No 4-card major, 13-15 HCP. (See Convention Card)

4C = Minorwood Slam try (see August 9th lesson), if you play the system. **Must be alerted.**

Step 1. 4D = 1 or 4 keys

Step 2. 4H = 0 or 3 keys

Step 3. 4S = 2 keys without queen of clubs

Step 4. 4N = 2 keys with queen of clubs

4H/4S = To play.

5C = Signoff.

ONE DIAMOND OPENING BIDS

Your partner has opened 1D and the next opponent **passes**. The following is a summary of the bids available to you.

Pass = less than 6 HCP

1H/1S = 4+ cards in the suit and 6+ HCP. Fl

1NT = No 4-card major; 6-9/10 HCP. NF (See Convention Card)

2C = 5+ clubs. If you play 2/1, the bid is GF

2D = 5+D, with a singleton or void. GF, assuming you are playing inverted minors. **Must be alerted.**

2H/2S = Reverse Flannery bids—see above bids under 1C opening. **Must be alerted.**

2NT = No 4-card major; 11-12 HCP. NF (See Convention Card)

3C = 5+ D with a singleton or void. A limit raise in diamonds, assuming you are playing inverted minors. **Must be alerted.**

3D = 5+D with a singleton or void. Weak (or mixed raise) in diamonds, assuming you are playing inverted minors. **Must be alerted.**

3H/3S = splinter bid with diamond support. **Must be alerted.**

3NT = No 4-card major, 13-15 HCP. (See Convention Card)

4C = splinter bid with diamond support. **Must be alerted.**

4D = Minorwood slam try (see August 9th lesson), if you play the system. **Must be alerted. See step bids above for clubs.**

4H/4S = To play.

5D = Signoff, weak hand with diamonds.

INVERTED MINORS

Inverted minors flip the traditional meaning of single and double-minor suit raises. Playing inverted minors, a single raise of a 1C/1D opening bid is strong and a jump raise is weak. Players like to play inverted minors because the system allows you to preempt your opponents with bad hands and to bid more slowly and constructively with good hands. Let's look at the bids for the following situations after you have opened with 1C.

Rebids by opener after partner has raised 1C to 2C*: * Bid must be alerted.

If your partner raises your 1C opening to 2C and you are playing inverted minors, then the following rebids are available to you (assuming no interference).

2D = diamond stopper, balanced hand

2H = heart stopper, no diamond stopper, balanced hand

2S = spade stopper, no diamond or heart stopper, balanced hand

2NT = D/H/S stopper and a balanced hand

3C = unbalanced (6+ clubs). Now your partner can make the following bids:

3D = diamond stopper

3H = heart stopper, no diamond stopper

3S = spade stopper, no diamond or heart stopper

3NT = D/H/S stopper

4C = Minorwood slam try (See step bids above.) **Must be alerted.**

3D/3H/3S = splinter bids, SI (slam invitation) **Must be alerted.**

4C = Minorwood slam try. **Must be alerted.**

Rebids by opener after partner bids 2D* over your 1C opening: *Must be alerted.

2H = heart stopper, balanced

2S = spade stopper; but no heart stopper. Balanced.

2NT = spade and heart stopper, balanced

3C = balanced, no SI

3D/3H/3S = splinter bids, SI. **Must be alerted.**

3NT = probably 15-17 HCP

4C = Minorwood slam try. **Must be alerted.**

Rebids by opener after partner bids 3C* over your 1C opening:

***Must alert the bid.**

Pass = To play

3D = diamond stop and 18-19 HCP

3H = heart stop, no diamond stop, 18-19 HCP

3S = spade stop, no diamond or heart stop, 18-19 HCP

3NT = D/H/S stopper, 18-19 HCP

Similar bids as those given above are available for when your partner raises your 1D to 2D, or your 1D to 3C, or your 1D to 3D. All of the above bids are assuming no bidding interference by the opponents.

In competition, partnership agreements are needed to cover whether the inverted minor system bids are on/off. Once opponents have entered the auction the chances of game and slam both diminish; so, different bidding sequences are generally used.

If an opponent makes a takeout double of your partner's 1C/1D opening, how are the inverted minor bids affected?

1C (X) YOU:

XX = 10+ HCP
1D/1H/1S = F1
1NT = 8-10
2C = weak
2D = mixed raise in clubs **(Alert)**
2H/2S = Reverse Flannery **(Alert)**
2NT = Limit raise in clubs **(Alert)**
3C = Good preempt
3D/3H/3S = Splinter bids **(Alert)**
3N = To Play
4C = Minorwood **(Alert)**

1D (X) YOU:

XX = 10+ HCP
1H/1S = F1
1NT = 8-10 HCP
2C = 8/9 HCP, GI
2D = weak
2H/2S = Reverse Flannery **(Alert)**
2NT = Limit raise in diamonds **(Alert)**
3C = mixed raise in diamonds **(Alert)**
3D = Good preempt
3H/3S = Splinter bids **(Alert)**
3N = To Play
4C = Splinter bid **(Alert)**
4D = Minorwood **(Alert)**

If the opponent makes an overcall of your partner's 1C/1D, how are the inverted minor bids affected?

Most players play that the system is OFF once an overcall has been made. A cue-bid of the suit the opponent has overcalled shows a limit raise in either clubs or diamonds. The Reverse Flannery bids are off, i.e., a bid of 2H/2S now becomes a **weak jump shift bid**.

Practice Hands

Let's look at some examples of the Inverted Minor bids.

Example 1. 1C (P) You:

Your Hand: xxx A109 AK KQ875

With the above hand, bid 2C. There is no upper point count limit for a strong raise. With 13-15 HCP and a balanced hand, bid 3NT. You have 16 HCP. Begin by simply bidding 2C to try to find out more about the size/shape of your partner's hand. At some point, you may want to launch into Minorwood.

Example 2. 1C (P) You:

Your Hand: J10x x Axxx A10xxx

Bid 2D, showing 5+ clubs, shortness and a GI hand.

Example 3. 1D (P) You:

Your Hand: Jxx xxx KQxxx(x) x(x)

Bid 3D which shows 5+ card diamond support and 0-6 HCP.

Example 4. 1D (P) You:

Your Hand: Jxx Qxx Axxx Kxxx

Bid 1NT. A bid of 3C would promise a limit raise in diamonds and shortness.

NOTE: If you have a balanced hand with club or diamond support, it is better to bid the appropriate number of notrump rather than making an inverted minor type bid. Reserve the inverted minor bids for those hands showing suit support and shortness.

Example 5. 1C (X) You

Your Hand: xx xxx Axx Kxxxx

With this hand, bid 2D which shows a mixed raise in clubs. You have 5 clubs, 7-9 HCP and one defensive trick for your partner.

Example 6. 1D (1S) You

Your Hand: xx xxx AQxx KJxx

Bid 2S showing a limit raise in diamonds.

IN CONCLUSION:

Partnership agreements are required when:

- **Opponents interfere in the bidding by making a takeout double**
- **Opponents interfere in the bidding by making an overcall**
- **Partner is a passed hand**
- **Rebids after an inverted minor bid (shape, controls, slam initiatives and fourth suit bidding)**

Rodwell Game Suit Tries

Finally, I want to talk about **game try bids** after your partner has opened either 1C or 1D and you have responded with a 1H or 1S bid. When the opener raises your major suit to either 2H or 2S, he is showing 4-card support and 12-14 HCP. Perhaps, you are holding about 11 HCP or 11/12 total points once your partner has raised your major suit. You want to be in game if the opener has the 14 HCP hand; but, only in three if he should hold the 12 count hand. To answer this bidding problem, the famed Eric Rodwell developed the following bidding system:

1C 1H
2H 2S*

*Asks partner to bid 3H with a minimum or 4H if he is holding 14 HCP

1C 1S
2S 2N*

*Asks partner to bid 3S with a minimum or 4S if he is holding 14 HCP

1D 1H
2H 2S*

*Asks partner to bid 3H with a minimum or 4H if he is holding 14 HCP

1D 1S
2S *2N

*Asks partner to bid 3S with a minimum or 4S if he is holding 14 HCP

The asking bids (*) all **must be alerted**.

Note: There are other bids in the Rodwell system; but the above are the most important ones for you to know at the present time.

Next Week: Strong 2C Openings and Fourth-suit Forcing.

Assignment from last lesson:

1. The bidding: **South** **West** **North** **East**
 (1S) **2D** **(2S)** **X**

What is the meaning of East's double? What type of hand is he showing?

X = Responsive Double showing 4+ hearts/4+ clubs and 8+ HCP

Q1052
742
82
Q986

A7	84
J10	AQ963
KQ76543	J10
105	J732

KJ963
K83
A9
AK4

2. The bidding: **East** **South** **West** **North**
 (1H) **2NT** **(P)** **(3C)**
 (P) **???**

South's Hand: A8 9 KQ872 AKJ76

North takes preference for clubs after North bids the Unusual 2NT showing at least 5/5 in the minors. Do you make another bid? If so, what?

You have the strong 2NT hand. A cuebid of 3 spades might be the best bid to make. If your partner has a heart stopper, he should bid 3NT. If he doesn't, his bid is 4C. If you bid 3H, it would be an asking bid. By bidding 3S, you are telling your partner that you have a strong hand and that you have a spade stopper; but, that you do not hold the all important stopper in hearts.