



- 3NT = balanced maximum, 14-15 with both majors stopped.
- 3♣ = second suit (either no major stopped or a hand unsuitable for NoTrumps).
- 3♦ = minimum and no desire to compete further.
- 3♥/♠ = maximum (14-15) and mini-splinter.
- 4♥/♠ = maximum (16+) splinter with slam interest.

Obviously, these require a degree of co-operation, and each player must be thinking about which contract will be best and who declarer should be. And there are a few omissions in that a few ♦ sequences are not specified.

The above is pretty standard except that the splinters are Paul's suggestions, which have worked well for him, but you would have to agree these (or something else) with your partner.

Also the opener (or responder), with a strong hand, must manufacture a forcing sequence to cater to game or slam going hands without resorting to the over-abused 4NT. One moderate solution is for opener to use 4♣ over any inverted raise as Gerber, and 4NT as a 18-19 balanced hand. This fits with the above.

The splinters etc. are up to partnership agreement, the main thing is to bid stoppers up the line and to ensure that you do not make a non-forcing bid if you have extras.

## Alternatives.

There is another version of Inverted Minors that differentiates between an invitational and game forcing initial bid from responder: Using this scheme, an inverted raise to the two level shows invitational values and a jump in the other minor shows a game-forcing raise: -

- 1♣ - 2♣ = invitational
- 1♣ - 2♦ = game forcing
- 1♦ - 2♣ = invitational
- 1♦ - 3♣ = game forcing

The drawback with this treatment is that you lose the normal meanings for the jump in the other minor.

Also note that things are different if you play a weak NoTrump, maybe I'll write something on that later, but the philosophy of bidding stoppers up the line is the same.

Paul Quodomine, Terry Quested:

Pattaya Bridge Club [www.pattayabridge.com](http://www.pattayabridge.com)