

## Inverted Minors

When partner opens 1C or 1D (better minor) and responder **has no 4 card major**, you know that there is no chance of game in major. Possibility for game is either in NT or minor. In such cases “Inverted Minor” is a good convention.

**This is how it works**, if your partner opens minor, you don't have 4-card major, **with 5+ card support for partner's minor**, you respond as follows:

- 1C → 2C           with 11+ points and 5+ club support
- 1C → 2D           with 6-10 points and 5+ club support (jump shift other minor)
- 1C → 3C           with ≤5 points and 5+ club support
- 1D → 2D           with 11+ points and 5+ diamond support
- 1D → 3C           with 6-10 points and 5+ diamond support (jump shift other minor)
- 1D → 3D           with ≤5 points and 5+ diamond support

Opener then has a good picture of partner's hand (strength & distribution) and decides further course of action. Priority should be for NT game by **asking bid for stoppers**. Alternative options are:

- May decide on game in minor
- May push & compete in minor
- May look for slam in minor (using various conventions including following RKCB).