

## MINORWOOD

Minorwood was invented because using Blackwood (4NT) to ask for Aces is not practical when looking for minor slams. With Minorwood, 4 of your agreed-upon minor suit becomes Ace-asking. You can use whichever version (3014 or 1430) you prefer. However, it is easy to get confused about when 4 of a minor is invitational and when it is ace-asking. The people at WednesdayGame.com have come up with clear guidelines.

- 1) You must already be in a game-forcing auction
- 2) You have not agreed on another suit
- 3) The minor has been bid naturally twice
- 4) If 1-3 are met, then a third bid of the minor, at the 4-level, is Minorwood.

They call these guidelines **Third-Time Minorwood**.

For example:

1♦    2♣  
2♥    3♣  
3NT   4♣

**Minorwood**

1♣    1♥  
2♦    3♣  
4♣

**Minorwood**

1♣    1♥  
1♠    3♣  
4♣

**Invitational**

In the first case, playing 2 over 1, the two club bid establishes a game force. No other suit is agreed, so 4C is Minorwood. In the second case, 3C was a game force after Opener made a reverse, so 4C is Minorwood also. In the third case, 3C (jump raise of original suit) is only invitational, so 4C is NOT Minorwood.

The WednesdayGame.com people also suggest using what they call **Jump Minorwood**. The conditions for that are:

- 1) You are in a constructive auction (at least inviting game)
- 2) You have not agreed on another suit
- 3) Either Opener or Responder has yet to limit his/her hand
- 4) Responder's last bid suit was a minor OR Opener's first bid was a minor
- 5) Then, a jump to 4 of a minor is **Minorwood**

Examples:

(A) 1♠    2♣	(B) 1♣    1♦	(C) 1♦    2♦	(D) 1♦    2♣
2♠    4♣	2NT 4♣/4♦	4♦	4♣/4♦

- (A) 2♣ created a game force, and so the jump is **Minorwood**.
- (B) 2NT elevated the auction to invitational, so now 4 of either minor is **Minorwood**.
- (C) If you are playing Inverted Minors, the 2♦ bid is invitational ... thus, 4♦ is **Minorwood**.
- (D) 2♣ is game-forcing, now 4 of either minor is **Jump Minorwood**.