

A “REVERSE”

Definition: A “Reverse” is any unforced, non-jump, re-bid by either an Opener or a Responder, one made at the 2D level or higher, in any higher-ranking suit than the suit originally bid by that Player. Its significance and the consequences of its use, hold specific implication for both the Opener and his/her responding Partner. *Reverses do not exist at the 1-level.* In the bidding sequence: 1C -- 1D -- 1H -- 1S, neither the Opener nor the Responder, here, has reversed. All bids, here, are simply natural “Up-the-Ladder” suit calls.

1. Reverses by an Opener: After opening one of-a-suit, if Opener then re-bids a second, higher-ranking suit than his/her first bid suit, at the 2D level or higher, Opener is said to have “Reversed.” Such bids show the following:

a. 17 HCP’s or more, distribution does not count!

b. The first bid suit consists of at least 5-cards and the second suit is shorter; i.e., with a “Reverse,” the first suit bid is *always* longer than the second. If they were of the same length, Opener would normally have bid the higher-ranking suit first and the lower-ranking suit second. Opener must *never* “Reverse” with a 5-5 distribution; rather, he/she must open with the higher-ranking suit, first; and then bid the lower-ranking suit, second.

(1) X KX AKXXX AKJXX (Open 1D, then re-bid 2C)

(2) XX KX AKXX AKJXX (Open 1C, then re-bid 2D) (A “Reverse”)

(3) XX QX AXXX AKJXX (Open 1D, then re-bid 2C) (Too weak to “Reverse”)

c. An unbalanced distribution with at least nine (9) cards in the two suits shown,

d. Opener’s “Reverse” is *forcing* for one-round and cannot be “Passed” by the Responder,

e. A “Reverse” by an Opener is a bid that prevents the Responder from returning to the 2-level in the original suit bid by Opener; i.e., it forces a 3-level preference by Responder in the first suit, if that’s the suit preferred by the Responder,

With: A 864 AK83 KQJ82: (You open 1C. After Partner likely responds 1S, you re-bid 2D. Opener’s bid, here, is a “Reverse.” Responder is unlikely to have Diamond support since his/her first bid by-passed the Diamond suit, and if he/she were to desire to support Opener’s first suit {Clubs in this instance}, Responder would be forced to bid Clubs at the 3-level.

Note: In Bridge, for Opener to make a “Reverse,” when holding fewer than 17 HCP’s, this would be the worst bidding error a bridge Player can make. Thus, if Opener held fewer than 17 HCP’s, and held this shape hand, his/her preferred re-bid would have been either 2C or 1-NT. Both would be lies but better lies than bidding a “Reverse” with too few HCP’s.

With: 8 KQ86 AK843 J65: [You open 1D. After Partner responds 1S, your best re-bid is 2D. You must not bid 2H (too few HCP’s to “Reverse”), or 1-NT (your hand is not balanced), and you may not “Pass,” since a new suit by Responder is forcing for one-round.]

f. **Exception:** If a Partnership is using the “Two-Over-One Game-Forcing” system of bidding, since such sequences are already forcing to Game, Partnership agreement allows that such supposed, “Reverse” re-bids by Opener do not necessarily show any additional values beyond the minimum opening count. “Reverses” do not exist in the “2/1” bidding system.

2. Re-Bids by a Responder Subsequent To a Reverse by an Opener: As mentioned above, after a “*Reverse*” by an Opener, his/her responding Partner knows the following: Opener has 17 (+) HCP’s, and at least nine cards in the two suits shown with the first bid suit being longer than the second. At this point in the bidding, the Responder can do any of the following: but remember, he/she cannot “*pass*,” as a “*Reverse*” by an Opener is forcing for one-round

- a. Bid “**2-NT**” (“*Ingberman 2-NT*”) which signals that the Responder holds no more than his/her originally-shown minimum 5-7 HCP values, and that the Partnership may have too few combined HCP’s for a Game-level contract if the Opener holds only 17-18 HCP’s.
- b. Bid any other bid other than “**2-NT**” which is then Game-forcing.
- c. Bid any Game-level contract, now armed with the knowledge of Opener’s two-suited distribution with a minimum point count of 17 HCP’s.
- d. Bid a “**4th suit forcing**” call – When Responder holds sufficient HCP’s, 8 or more, for Game, but is unsure of his/her Partnership’s correct Game contract, Responder should make an artificial bid of the 4th, as-yet, un-bid suit. This bid does *not* necessarily promise any strength in that specific 4th suit, just a sufficient high-card point count to force the Partnership to an as-yet, undetermined, Game-level contract.

The bidding has gone: Responder holds: A9876 A5 J84 832

<u>North</u>	<u>South (Responder)</u>
1C	1S
2H	“3D” (Artificial Game-forcing 4 th suit)

3. Reverses by a Responder: A “*Reverse*” by a Responder shows an opening count or better and is, therefore, forcing to a Game-level contract, since it shows opening count opposite opening count. Responder’s “**Reverses**” usually follow a same suit re-bid (Example 1) or a No-Trump re-bid (Example 2) by the Opener,

Example 1: The bidding has gone: Responder holds: AK86 AQ85 84 832

<u>North</u>	<u>South</u>
1D	1H
2D	2S

Example 2: The bidding has gone: Responder holds: 86 AQ85 AKJ84 32

<u>North</u>	<u>South</u>
1C	1D
1-NT	2H

4. A High-Reverse: A “*High Reverse*” is a non-jump, natural suit, re-bid by Opener in an as-yet, un-bid third suit at the 3-level. A “*High-Reverse*” is always forcing to Game since the Responder has already shown 11(+) HCP’s, by virtue of his/her new suit, bid at the 2-level.

<u>North</u>	<u>South</u>
1H	2D
3C	