

## Reverses

*Last Revised: March 3, 2018 (Oshawa Sectional)*

A "reverse" bid is a rebid by opener that shows a stronger than normal hand. Consider the following situation.

You hold S Axxx H xx D xxx C Qxxx

Partner opens 1C

You respond 1S

Partner rebids 2H (This is the "reverse" bid)

With this very weak hand, your only reasonable action is to give preference to partner's first suit, clubs.

So you must bid THREE clubs.

In summary, how many points to make a 3-level suit contract? About 23.

Thus, if you may have as few as 6 pts, what should partner have to force you to the 3-level?

Since  $23-6=17$ , the answer is 17 points.

Here are two definitions of a reverse (by opener)

1) A **reverse** is a rebid that forces partner to make a preference of opener's first suit at the 3 (THREE)-level. Consider the auction ....

1C – 1S

**2H** – 3C

Responder had to go back to clubs (promising nothing extra) at the 3-level.

2) A reverse is a rebid that is higher in rank than the first suit bid.

A reverse also shows a "shape" hand vs a balanced hand, and guarantees 5+ cards in the first suit, and 4+ (usually exactly 4) in the second. Note that with a 4-4 holding in your two suits, you would open or rebid NT. A reverse bid is a one-round forcing bid, meaning responder has to take one more bid (not a game force, however)

Here are some reverse sequences

1. 1C – 1S **2D**      2. 1D – 1S **2H**

A typical minimum for a reverse-worthy hand is ....

S Kx

H AJTx

D xx

C AKJxx    16 HCP + 1 length pt = 17

You open 1D and partner responds 1S. What is your rebid? (Answers below)

1. S Qx H KQJx D AKQxx C xx \_\_\_\_\_
2. S Ax H AQxx D KJxx C xxx \_\_\_\_\_
3. S xx H AQxx D KQJxxx C x \_\_\_\_\_
4. S Kxx H KQxx D ATxxx C x \_\_\_\_\_
5. S xx H AQTx D AKJTx C xx \_\_\_\_\_
6. S x H Ax D AQTxx C AKJxx \_\_\_\_\_

### Responding to a reverse rebid by opener

Typically, one needs to make a minimum response with 6 to 8 ish points. This bid could end the auction. Do so by .... (Consider above auction 1C - 1S 2H - ? )

1. Bid 3 of opener's first suit (3C from above)
2. Rebid your suit (2S), which you may have to do with 5 Spades
3. Bid 2NT (should show a stopper in the 4th (unbid) suit)
4. Raise partner's 2nd suit one level (3H)

With a good 8-12ish points, make a bid that is at game level or is a jump, or a new suit; all are forcing to game.

1. Bid 4 of opener's first suit (4C)
2. Bid 3 of your suit with 6 cards (3S)
3. Bid 3N
4. Bid the 4th suit (3D), better bid than 3NT if you have 5 cards in your first bid major (allows partner to show 3 of your first suit (3S) )
5. Jump-raise partner's 2nd suit (4H)

You hold S QJxx H Kxx D xxx C Axx

Partner opens 1D, you respond 1S

Partner reverses with 2H, showing \_\_\_\_\_

You should now bid \_\_\_\_\_, since  $17+10 = 27$  and you have a stopper in the unbid suit

You hold S KTxx H xxx D Axx C xxx

Partner opens 1D, you respond 1S

Partner reverses with 2H

You should now bid \_\_\_\_\_, which shows a weak hand, and at least 3 diamonds (partner guarantees 5)

Answers: 1. 2H 2. 1NT 3. 2D 4. 2S 5. 2D 6. 3C

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