

## REVERSES BY THE OPENING BIDDER

When you open one of a suit, there is like a glass ceiling at the 2 level of that suit. If you introduce a new suit beyond this point you are reversing. The following are reverses by opener:

1♣ 1♠  
2♦

1♦ 1♠  
2♠

1♥ 2♣  
2♠

A reverse shows 16+ points and 5+ cards in the first bid suit and 4+ cards in the second suit. It is forcing for a round.

The major mistake I see in this area is players reversing when they don't have the strength to do it. When you reverse it is very hard to stop before the 2NT level. If you have a bare 12 count and partner has just the 6, you could find yourself in 2NT on an 18 count with the opposition having the other 22 points. It is unlikely to play well.

The bidding has gone 1♦ from you and partner has responded 1♠. What is your rebid?

♠ 109 ♥ A964 ♦ QJ765 ♣ AQ

1NT – you are not strong enough for a reverse. A bit off shape, but you have the clubs stopped and the diamond suit is poor quality

♠ 109 ♥ AQ54 ♦ AK876 ♣ 76

2♦ – again you are not strong enough to reverse. Even though you have only 5 diamonds, they are of good quality whereas you are wide open in the clubs in NTs

♠ 109 ♥ AQ54 ♦ AK876 ♣ K6

2♥ – now you are strong enough to reverse.

## RESPONDING TO A REVERSE

A reverse forces for one round, but if responder is only 6-7 points there might not be enough for game. Responder has to have a way to warn opener that they are weak. A simple method popular in Queensland is BLACKOUT.

If responder repeats their suit at the 2 level:

1♦    1♠  
2♥    2♠

This shows 5+ spades and 6-7

If responder bids 2NT BLACKOUT:

1♦    1♠  
2♥    2NT

This shows 6-7 points and responder intends to drop anything the opener does next. Naturally if opener has 19+ points, opener bids game anyway.

Any other bid by responder shows 8+ points and enough for game:

1♦    1♠  
2♥    3♦

8+ points and 3+ diamonds

1♦    1♠  
2♥    3♥ or 4♥

8+ points and 4+ hearts

1♦    1♠  
2♥    3NT

8+ points and a club stop