# The Bridge Booklet

(BB12)

# **More Conventions**



Reverses
Ingberman
Jordan 2NT

#### **Reverse Bids**

In bridge, a reverse is a type of bid by opener that shows extra strength. Specifically, it occurs when opener is unbalanced with 16+ points (some players require 17+ points) and hears a one-over-one response from partner.

An example auction:



Here, your 2♥ bid is natural (4+ cards) and forcing for one round. 2♥ is a reverse because you bypassed the opportunity to rebid your original suit cheaply - namely 2♣. Since 2♣ might force partner to make a preference bid of 3♣, your reverse must show a good hand to potentially elevate the bidding to the 3-level.

A reverse indicates that your first suit is longer than your second suit. With equal length like 5-5, don't make a reverse. Instead, open the bidding with your higher-ranking suit. Note that a few experts advocate reversing occasionally with 4-4 distribution in two suits. For example, 1-4-4-4 or even 3-4-2-4 shape.

Note that your choice of bids is limited in this scenario. 1NT would have shown a balanced hand. 2♣ or 3♣ would have promised a 6+ card suit.

#### **Rules for Reversing**

You can make a reverse bid when ALL of the following criteria are met:

- 1. You open the bidding with 1-of-of-a-suit and partner responds at the 1-level.
- Your hand is unbalanced so you can't rebid notrumps.
- 3 You lack 4-card support for partner and therefore can't raise her.
- 4 You have a second suit whose rank is higher than your first suit. (See the note above about 4-4 reverses.)
- 5 Your second suit is shorter than your first suit.
- 6 You have a strong hand worth 16+ (or 17+) points.

Whew! Let's see more examples....

### Examples



You Partner 1♦ 1NT 2♥

2♥ is a reverse. (You can check it against all the rules above.) It's a new suit at the 2-level that bypasses a simple rebid of 2♦.



Again, 2♦ is a reverse.



What to do with a 6-card minor? Holding a 4-card major, it's worth investigating a major-suit fit rather than rebidding clubs.



You can also reverse with 6-5 (or longer!) shape. Here the strict point count of 16+ can be relaxed a bit. As Grant Baze used to say, "6-5 come alive."

#### Responses to a Reverse

A reverse bid is forcing for one round. Don't pass a reverse! There are many different philosophies on response structures. You can get fancy by using 2NT response as Lebensohl, for instance. The following are loosely based on Bill Root's "Commonsense Bidding". They are fairly intuitive... about as intuitive as reverses get.

#### With a Weak Hand

With a weak hand (6-8 points), you choose from the following non-forcing bids.

#### **Bidding 3 of Partner's First Suit**

Holding a weak hand and 3+ card support for partner's first suit, you can sign off at the 3-level. Example:



You	Partner	
1♣	1♥	
2♦	3♣	

Your 3♣ shows 3+ card support and is non-forcing. Note the lack of a spade stopper, which should discourage you from bidding 2NT. Partner is allowed to continue bidding with extra strength.

#### **Bidding 2NT**

With a weak balanced hand and a stopper in the fourth suit, you can bid 2NT. Again, this is non-forcing.



You Partner
1♣ 1♥
2♦ 2NT

Similar hand as before but this time you have a stopper in the fourth suit, spades. Bid 2NT instead of 3♣ because this gives you a better chance at reaching a game contract - 3NT.

#### **Rebidding Your Suit**

You can rebid your 5+ card suit like so:



You Partner
1♦ 1♠
2♥ 2♠

You **could** bid 3♣ instead, but it may be worth showing your concentrated spade strength in case partner can muster a raise. Swap a club for a sixth spade and 2♠ becomes automatic.

#### With a Strong Hand

With 9+ points, you want to reach game and possibly slam. Here are your common rebid options (excluding Blackwood, etc.).

## **Jump-Raising Partner's First Suit**

With a strong hand and 3+ card support for partner's first suit, you can jump-raise to create a game force.

### Example:



You	Partner	
1♦	1♠	
2 <b>Y</b>	4♦	

4♦ is forcing to game.

## **Jump-Raising Partner's Second Suit**

You can jump-raise if you're lucky enough to hold 4-card support for partner's second suit plus game-forcing strength.



You	Partner	
1♣	1♠	
2	4♥	

**4♥** is to play, showing about 9-12 points. Partner can bid again with slam interest.

#### **Bidding 3NT**

With a balanced 9-12 points and a stopper in the fourth suit, you can sign off in 3NT.



You Partner
1

1

2

3NT

3NT is to play, promising a club stopper. Again, partner can keep bidding with extra goodies.

Bidding the Fourth Suit (aka Fourth Suit Forcing)
Bidding the fourth suit is artificial and game-forcing. You can read all about Fourth Suit Forcing as well.



You Partner
1♦ 1♠
2♥ 3♣

3♣ is artificial and forcing. (You may or may not hold a real club suit.) Partner is asked to support spades with 3-card support. Otherwise, she must find another useful bid, such as 3NT with a club stopper.

## **Reverses in Competition**

Reverses in competition are a matter of partnership agreement. Generally speaking, it's easier to remember if reverses are always "on." However, it may be more practical in competitive auctions to loosen the point count requirement. It's worth discussing with your partner when reverses are really off in competition.

## **Ingberman Over Reverses**

### **Principle of the Concept**

The Ingberman convention deals with bidding situations, in which the partner reverses and the responder is holding minimum values of 6/7 high card points. The point count, from the perspective of the responder is insufficient to guarantee game and the responder must communicate this information to his partner, in the case that the partner, who has reversed, also has minimum values.

The opener may have only 15/16 high card points for the reverse, and there must be an *escape sequence* available to the responder to avoid a final contract, which may be too high for the partnership to make. The following illustrations should clarify this concept.



The second response of East of 2NT is artificial and is a Relay bid, and it is strongly indicating a holding of values insufficient for game or around the minimum response of 6/7 high card points, with no substantial support in Clubs and/or Diamonds. East is communicating to West that if West holds minimum values for the Reverse, then West should accept the Relay of the 2NT second response and bid 3♣. East can then pass or correct to 3♦ for the final contract. If West, on the other hand, has more than a minimum requirement for a Reverse bid, then with the expected minimum values held by East plus the extra values held by West, the partnership, captained by West,

should attempt a 3NT final contract.

A correction by East to 3♦ would be the following auction:

West	East	
1♣	1♥	
2♦	2NT	
3♣	3♦	

East could have a holding such as the following:



in which case, East is simply taking a preference for the Diamond suit. The number of trump cards between the partnership could possibly be only seven, meaning some sort of Moysian fit, but which would prove to be a better contract than No Trump, or the lesser of two evils.

Mr. Monroe Ingberman realized that this concept is definitely not perfect as is all conventions, and included the following bidding sequence to indicate a possible auction, whereby a partnership agreement is definitely required in advance to handle such bidding sequences:

West	East	
1♣	1♥	
2♦	3♥	

The question is whether the second response of East of 3♥, after the Reverse bid shown by West, is forcing for one round, semi-forcing, invitational, game-forcing or non-forcing. His conclusion was that the agreement

should be a partnership understanding. The general partnership agreement is that such a bidding sequence should be treated as semi-forcing. The two following illustrations should assist in understanding this feature.

West could hold the two holdings shown below or something similar:



In this case, the best option for West is to simply pass 3♥.

In this case, the best option for West is to bid 4♥

Mr. Monroe Ingberman, however, logically and mathematically surmised that if the Reverse bidder held holdings such as the following:



then, with a maximum of values, the Reverse bidder, after the partner has communicated minimum values and little suit support by bidding 2NT on the second round, should simply bid 3NT as the final contract since the high card points held by both approximate the values needed for game.

Is Ingberman on or off in competition? This wuld be a partnership agreement.

If you wish to include this feature, or any other feature, of the game of bridge in your partnership agreement, then please make certain that the concept is understood by both partners. Be aware whether or not the feature is alertable or not and whether an announcement should or must be made. Check with the governing body and/or the bridge district and/or the bridge unit prior to the game to establish the guidelines applied. Please include the particular feature on your convention card in order that your opponents are also aware of this feature during the bidding process, since this information must be made known to them according to the Laws of Duplicate Contract Bridge. We do not always include the procedure regarding Alerts and/or Announcements are not always included, since these regulations are changed and revised during time by the governing body. The intention is only to present the information as concisely and as accurately as possible.

#### Jordan 2NT

Jordan 2NT (aka Truscott 2NT) shows an artificial limit raise or better by responder. It is used when partner opens 1-major and the opponents make a takeout double:

Opener RHO Responder

1♠ Double 2NT\*

In this auction, 2NT shows 4 spades and 10+ points. This frees up the jump raise of 3♠ to be a weak, preemptive raise (4 spades, 5-9 points).

With a natural 2NT bid (balanced shape, 10-12 points), responder simply redoubles over the opponent's double.

#### **Opener's Rebids**

Opener's second bid is natural, barring any other agreed conventions. Note that opener's rebids are the same if the opponents pass or bid over 2NT.

#### Rebid Meaning

- 3♣ Shows 13+ points. Forcing to at least 3-major. Depending on partnership agreement, it shows one of the following types of club suits:
  - Natural (by default), showing 4+ clubs.
  - Help Suit Game Try (showing 3-4 clubs) asking responder to bid game with strong clubs.
  - Short Suit Game Try (showing a singleton) asking responder to bid game if he does not have wasted club values.
- 3 Shows 13+ points. Forcing to at least 3-major. Depending on partnership agreement, it shows one of the following types of diamond suits:
  - Natural (by default), showing 4+ diamonds.
  - Help Suit Game Try (showing 3-4 diamonds) asking responder to bid game with strong

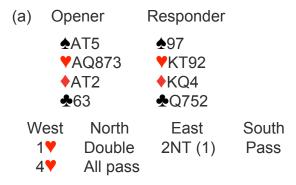
diamonds.

- Short Suit Game Try (showing a singleton) asking responder to bid game if he does not have wasted diamond values.
- If opener originally bid 1♥, then this is a signoff.
  - If opener originally bid 1♠, then this is natural, showing 13+ points (game-invitational values).
  - · Forcing for one round.
- If opener originally bid 1♠, then this is a signoff.
  - If opener originally bid 1♥, then this is natural, showing a good 14+ points and 4+ spades. Since opener has bypassed 3, this is forcing to game.

#### Responder's Rebids

- If opener has signed off in 3♥/♠, then responder must pass.
- If opener has bid a new suit, responder can sign off in 3♥/♠ with 10-11 points. With a maximum 11-12 points, responder can bid 4♥/♠.

#### **Examples**

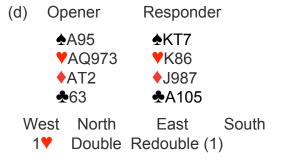


1 Limit raise or better



- 1 Limit raise or better
- 2 Signoff
- 3 Bidding game with extras

1 Preemptive raise



1 Shows 10/11 Support Points and 3-card support in Hearts

## **Notes**