

# Bidding after a Reverse, the Ingberman 2NT Convention

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A reverse occurs when opener bids a new suit at the two-level that is higher-ranking than their first suit. For example:

- Opener: 1♦ → 2♥ (after responder's bid)
- Opener: 1♣ → 2♦ (after responder's bid)

A reverse is used with approximately **17+ points** and is **forcing for one round**. It promises longer holdings in the first suit than the second. Responder 2=level

## Responder's Options After a Reverse

After partner reverses, responder should:

### With a weak hand (6-9 points):

- Bid 2NT (artificial, showing weakness and asking opener to clarify)
- Return to opener's first suit at the cheapest level
- Rebid your own suit cheaply if it's 6+ cards

### With medium strength (10-12 points):

- Raise opener's second suit with 3-card support
- Bid a new suit (forcing)
- Jump in your own suit with 6+ cards
- Bid 3NT with stoppers in unbid suits

### With game-forcing values (13+ points):

- Jump to game in an appropriate strain
- Cue bid to explore slam
- Make any forcing bid to keep the auction alive

**Key principle:** After a reverse, returning to opener's first suit at the three-level (e.g., 1♦-1♠-2♥-3♦) shows a good hand and is forcing, while 2NT is the weak relay bid.

## Detailed Auction Examples

### Example 1: Weak Hand (6-9 points)

Opener    Responder

1♦      1♠  
2♥      ?

Responder holds: ♠ KJ874 ♥ 52 ♦ 963 ♣ Q72 (7 HCP)

**Bid 2NT** - This is an artificial "relay" bid showing weakness. Opener must then:

- Bid 3♣ (artificial, asking responder to choose a suit)
- Bid 3♦ (showing minimum reverse, 17-18 points)
- Bid 3♥ (showing extra values with good hearts)

If opener bids 3♣, responder can pass or bid 3♦ to play there.

### Example 2: Medium Hand (10-12 points)

Opener    Responder  
1♦      1♠  
2♥      ?

Responder holds: ♠ AQ874 ♥ K63 ♦ 72 ♣ Q85 (11 HCP)

**Bid 3♥** - Shows 3-card support and invitational values. Opener can:

- Pass with minimum (17-18)
- Bid 4♥ with extras (19+)
- Cue bid with slam interest

### Example 3: Game-Forcing Hand (13+ points)

Opener    Responder  
1♦      1♠  
2♥      ?

Responder holds: ♠ AJ3 ♥ KQ1084 ♦ Q7 ♣ K65 (14 HCP)

**Bid 3♣** - "Fourth suit forcing" or shows club support, forcing to game. This keeps all options open for finding the best game or exploring slam.

## Important Bidding Sequences

### The 2NT Weakness Relay (called the Inberman "2NT" Convention)

This is crucial to understand:

Opener    Responder

1♦        1♠

2♥        2NT (weak asking for clarification)

After 3♣ (artificial), responder bids:

- **Pass** = wants to play 3♣
- **3♦** = preference for diamonds
- **3♥** = tolerance for hearts
- **3♠** = 6+ spades

### Jump Rebids Show Strength

Opener    Responder

1♣        1♠

2♥        3♠

This jump to 3♠ shows **6+ spades and game-forcing values** (not a weak hand - that would bid 2♠ or use 2NT relay).

### Fourth Suit Forcing After Reverse

Opener    Responder

1♣        1♥

2♦        2♠

This asks opener to:

- Show 3-card heart support
- Bid 2NT with spade stopper
- Rebid a suit to show extra length
- Shows at least invitational values (some play it as game-forcing)

### Common Mistakes to Avoid

1. **Don't pass a reverse** - It's forcing for one round
2. **Don't bid 3 of opener's first suit with a weak hand** - Use 2NT relay instead (3♦ in the auction 1♦-1♠-2♥-3♦ shows a good hand)
3. **Don't forget the 2NT relay** - It's your escape with 6-8 points
4. **Remember suit length** - Opener's first suit is longer than their second suit

### Partnership Agreements need to be Discussion

Partnerships have different agreements about:

- Whether 2NT is absolutely forcing (some play opener can pass with 5-5 in the suits)
- The exact point range for reverses (17-20 or 17-21?)
- Whether fourth suit forcing is game-forcing or just one-round forcing

For more on the Ingberman 2NT Convention, follow the link

<https://bridge-tips.co.il/wp-content/uploads/2021/12/The-Ingberman-2NT-Convention.pdf>