



## The jump reverse

### Two-suiters

A hand is a two-suiter if it contains: one suit of at least five cards and another of at least four

To describe his two-suiter, the Opener must bid his 2nd suit at the 2 level (or 3)

There are 3 types of two-suiters:

The minimum two-suiter, non-forcing with 12-17HCP. This allows the Responder to stay at the 2 level when returning to the opening suit.

The reverse, forcing for a round with 17HCP or more. The second suit, bid at the 2 level, is higher-ranking than the first. The Responder is thus obliged to go to the 3 level to return to the opening suit.

The 'jump' 2 suiter (second suit is bid with a jump) , game-forcing, from about 20HCP.

S	W	N	E
1 ♣	Pass	1 ♥	Pass
1 ♠	Pass	3 ♠	Pass
Pass			



Problem E4673 1♠ The 2nd suit bid by the Opener at the 1 level doesn't promise a two-suiter. He doesn't have a 5-card suit

S	W	N	E
1 ♦	Pass	1 ♥	Pass
2 ♠			



Problem E1212 1♠ The Opener bids a 2nd suit, not a two-suiter. The Responder can't know there are 5 diamonds.



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Game forcing - needs values of about 20HCP.

- After a change of suit at the 2 level, this represents a two-suiter with a minimum of 5-5 and at least 15HCP.
- After a bid at the 1 level, the hand needs to be stronger (approx 20HCP) but could possibly be 5-4. These suits need to be strong!

S	W	N	E
1 ♥	Pass	2 ♣	Pass
3 ♦			



Problem E1522 After a bid 2/1, the Responder's jump promises a 2nd zone hand and 2 suits with a minimum of 5-5.

S	W	N	E
1 ♣	Pass	1 ♥	Pass
2 ♠			



Problem E1680 2♠ This is a jump reverse Game forcing hand with 20HCP and a strong two-suiter 5-4



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### Important!!!

Your strength doesn't always allow you to bid your two-suiter, especially when your 5 carder is a minor suit and not a major suit... Don't lull your P into a false understanding about the strength of your hand

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S	W	N	E
1 ♦	Pass	1 ♠	Pass
1 NT			



Problem E4830 1NT It's not possible to bid CO!  
2♥ promises at least 17HCP

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