



## The opener's reverse

### **The opener's reverse bid is an auto-forcing bid. A reverse requires a hand worth 18 points.**

The responder must give priority to his major suit and repeat it when he holds a 5 carder. The sequence is game forcing, therefore any bid the responder will make is game forcing, except :

- Major suit repetition with at least 5 cards.
- Artificial 2 NT, slowing down the pace ! allowing the opener to sign off in part-contract if he has a minimum reverse hand

These two bids are forcing for one round. The opener is going to give precisions about his hand. And the responder will either pass, or go to game. Remember, apart from these, any bid is game forcing !.

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## The opener's reverse

### Responder's bid.

If the responder holds a 5 card major, he must repeat it !

But there are exceptions, of course :

- With both majors 5th, he jumps and bids the other major (with gathered honors in both majors !)
- With a strong support in one of the opener's suits, and slam ambitions : ... jump raise

S	W	N	E
		1 ♣	Pass
1 ♠	Pass	2 ♦	Pass
2 ♠			

  

Q	10	9	7	4	K	9	7	6	2	J	8	4
♠	♠	♠	♠	♠	♥	♥	♥	♥	♣	♦	♦	♦

#### Quiz 2

- ♠ Even with a weak hand, repeat your 5 card major

Q	10	8	5	A	K	Q	9	7	A	K	10	8
♠	♠	♠	♥	♣	♣	♣	♣	♣	♦	♦	♦	♦

  

S	W	N	E
		1 ♣	Pass
1 ♠	Pass	2 ♦	Pass
2 ♠			

  

A	K	J	9	5	A	8	7	8	3	Q	4	2
♠	♠	♠	♠	♠	♥	♥	♥	♣	♣	♦	♦	♦

#### Quiz 2

- ♠ Repetition of your 5 carder...even with a strong hand !