

Answers to Reverse Bid-Em-Ups

1)

1D : 1S

2H

You have 16+ HCP so you can go past the "barrier" of 2D

2)

1D : 1S

2D

You don't have 16+ HCP so **cannot** go past the barrier of 2D.

3)

1C : 1D

1S

This isn't a reverse, you haven't gone past the barrier of 2C. Partner is not forced into giving preference at the three level i.e they can bid 2C

4)

1H : 2D

3D

You have a good hand but not quite good enough to reverse with 2S. Bid a simple 3D.

5)

1H : 2D

2S

You have a great hand. Let's reverse to show partner our strength.

6)

1C : 1S

2H : 3C

You don't have 8+ HCP to force to game. Bid simple preference.

7)

1D : 1S

2H : 3D

NB

Opener has shown their all with 2H.

8)

1C : 1S

2H : 3C

3NT

With extra values opener bids on

9)

1C : 1S

2H : 3H

NB

10)

1C : 1S

2H : 4H

With 8+ HCP responder must bid game.

11)

1C : 1S

2H : 4N (Blackwood)

5H: NB

We are off two Aces!

12)

1C : 1S

2H : 4N

5S : 6H

13)

1H : 1N

NB

Opener is not strong enough to reverse. Responder has denied spades so 1NT looks the best spot.

14)

1H: 1N

2S : 2N

NB

Both opener and responder have shown their all.

15)

1H : 1N

2S : 3N

With 8+ HCP responder must bid game.

16)

1H : 1N

2S : 3H

NB

3H by responder is non forcing (Responder knows opener has 5 hearts) Opener has a minimum reverse so passes responders preference.

17)

1H : 1N

2S : 3H

NB

Hmm 10 tricks rolled in. What went wrong?

This is a trick problem. It's an evaluation issue. Responder only has 7 HCP but what a beautiful 7 HCP. All of responders HCP are in openers "long" suits and they are in Aces and Kings not quacks (Queens & Jacks). How about

1H : 1N

2S : 4H