

# Claim with Colchamiro



Mel Colchamiro  
mcolch@optonline.net

3♦ = game forcing with three or more clubs and 9 or more points.  
Wow! That's a mouthful! And, sad to report, there's even more. Who wants to deal with all this stuff? That's why in Reversal of Fortune, part 2, I strongly urged you to avoid these problems by opening 1NT whenever you can. Life is hard enough. Simplify things and open 1NT. Even with a five-card major! Even with two doubletons! Even with a six-card minor! Just do it — don't worry, be happy. □

## Paying attention

From Bruce Greenspan, who teaches bridge in the Boston area I tell my students that bridge is an experiential game, so I don't expect them to find the right line of play the first time every time.

On one deal that was particularly challenging, I mentioned that no one had ever succeeded, so not to worry. One pair bid to 4♠, and Bob Armknecht of Westport MA doubled for a one-trick set. His reasoning "You said no one had ever succeeded, so I thought the odds were in my favor."

Watch out, Zia, Bob's coming.

## Reversal of fortune — part 4

### Responding to opener's reverse

After opener reverses, what should the responder do? The first thing is to realize we are in a specialty area of bidding that is difficult and requires that we ignore some of the "normal" bidding rules. There are special guidelines for responding to reverses. And to make things worse, there is no clear consensus as to what's the best way to do things.

Below is a style, which is part "modern expert" style, part modification by me, and part modification suggested to me by Connecticut expert Jay Stiefel. It is a little complicated but I have found it to be worth the memory work.

Guidelines for responding to a reverse:

1. 2NT by responder always shows a game-forcing hand with at least 8 or more points.
2. Returning to three of opener's minor (with one exception) shows a game-going hand.
3. Rebidding your major shows a six-card suit. I was taught that the responder's first responsibility after opener's reverse is to show a five-card major by rebidding it as soon as possible. I now disagree with that thinking. It is best to have six of them to rebid the suit.
4. The fourth suit by responder warns of weakness.

Here are some example sequences. Following each one is a sample hand to help to clarify the rules:

<i>Opener</i>	<i>You</i>
1♣	1♠
2♦	?

2♥ = weak

♠K983 ♥753 ♦K43 ♣863  
2♠ = six-card suit, weak

♠KQ8543 ♥Q64 ♦73 ♣73  
2NT = heart stopper, 8-11 points

♠AJ43 ♥KJ8 ♦873 ♣763  
3♣ = three or more clubs and 9 or more points

♠A1073 ♥84 ♦J84 ♣KQ83  
3♦ = four or more diamonds and 9 plus points

♠KJ864 ♥73 ♦AQ98 ♣84  
3♥ = 5-5 and 9 or more points

♠AQ732 ♥KJ732 ♦73 ♣3  
3♠ = six-card suit, 9 or more points

♠AQJ832 ♥97 ♦K83 ♣64  
3NT = heart stopper, 12-14 points

♠AK74 ♥KJ8 ♦J43 ♣876

### The one exception

The one exception is this one specific reverse auction:

1♣	1♠
2♥	

Here, it is not playable to use the fourth suit to show weakness because in this case, the fourth suit is 3♦. To bid it takes the partnership past the safety level of 3♣. In this one specific auction, 3♣ (three of opener's minor) is a weak preference to clubs, and 3♦ is an artificial game-forcing raise of clubs.

For example:

1♣	1♠
2♥	?

3♣ = weak club preference and 6 to 8 points.