

Responder Strong Jump Shift

Quick Reference Guide

Holding a strong, slammish hand when Partner opens presents difficult bidding problems which sometimes may be handled with a Strong Jump Shift by Responder. Situation: Partner opens 1 of a suit, there's no interference from RHO, and Responder is an unpassed hand. Note that Responder's Jump Shift is not alerted.

Four Hand Types

Example hands after Partner has opened 1♦:

1	Long suit with strong hand (17+)	♠ K Q 3 ♥ A Q J 9 8 7 6 ♦ A Q ♣ 4	1♦ - Pass - 2♥
2	Solid suit with an outside control (13-16)	♠ A K Q J 10 8 6 ♥ 6 ♦ 7 6 ♣ A 9 3	1♦ - Pass - 2♠
3	Balanced hand with 5-card suit (17-19)	♠ A Q J 10 5 ♥ K Q 5 ♦ 8 7 ♣ A Q 5	1♦ - Pass - 2♠
4	Good 5+card suit plus support (16+)	♠ 8 ♥ A K J 10 6 ♦ K J 9 2 ♣ A 7 4	1♦ - Pass - 2♥

Requirements for Responding with a Strong Jump Shift

- 5+card Suit with 2/3 top honors
- Game Force with slam ambitions
- Three places to play (strain):
 - 1) Responder's suit
 - 2) Opener's suit
 - 3) NT
- 4NT is for Responder's suit unless Responder supports Opener's suit.

What Is Lost?

How do you show a weak hand with 6+cards? If you have 5+ points, respond with a 1-level bid and rebid your suit. If you have less points, bid your suit on the 2nd round if it does not pose too much risk.

Do Not Jump Shift

1. Two or three-suited hands
2. Weak Suit: Lacks 2 of 3 top honors
3. Very strong balanced hand (19+)

1	♠ 9	2	♠ A K	3	♠ K Q 5
	♥ A K J 10 5		♥ A 9 8 7 5 4		♥ A Q 9 8
	♦ K Q J 10 8 4		♦ Q 10 4		♦ A K Q
	♣ A		♣ A 3		♣ 10 6 3

Opener's Rebids After Responder Jump Shifts

- An immediate raise promises one of the top honors
- A rebid of Opener's suit shows extra length with good honor strength
- A new suit bid is concentrated honors (not a strain for trump)
- 2NT shows a balanced minimum and unable to bid any of the above

Responder's Rebids After Initially Jump Shifting

- KeyCard Ask (4NT) is for your suit
- 2NT or 3NT is a balanced slam invitation
- A jump to 4 of your major shows a long, solid suit with intermediate strength (13-16)
- A rebid of your suit shows a long, solid suit with more strength than the jump to 4 (17-19)
- Raising Opener's suit shows 4+ if a minor and denies outside shortness
- A new suit shows support for Opener's suit and shortness (singleton or void)