

# Jump Shifts

## *Opener makes a jump-shift*

Often a strong hand has to be opened with a 1-bid because there are insufficient playing tricks for an Acol 2 bid. The hand may appear to have only 4-5 losers but does not warrant a 2-bid. However, if partner can scrape up a response, showing a 9-loser hand, a game should be possible. Often your hand will be a semi-balanced 19TPs. The method to describe this type of hand is by making a game forcing *jump-shift*.

Examples:

(a)    1♥ - 1♠  
         3♣

(b)    1♣ - 1♥  
         2♠

Note: Both auctions would show a longer first suit.

After a 2-level response, opener does not have to jump to force, since responder is compelled to keep the auction open to 2NT **unless** opener rebids his first suit. Therefore, extra strength can be shown with a jump bid. For example:

1♠ - 2♣            would show a very strong hand with at least 5-4 shape and is GF.  
3♥

The following auction can now be used on weaker hands containing a 5-5 shape. The 5-5 shapes can be shown on the next round by rebidding the second suit. For example:

1♠    - 2♣  
2♥    - 2NT  
3♥

## Responder's bids following a jump-shift by opener

Responder should make the most natural bid possible in reply to opener's jump-shift. The rebid would be one of the following:

1       Supporting one of opener's suits

3-card support will be necessary for support of the first suit, or 4-card support for opener's second suit. If you have support for both suits, support the major suit. If both suits are majors, raise the second suit if trump quality is adequate. A 4-4 fit is often better than a 5-3 fit because the 5-3 suit can be used to discard losers from another suit. When playing in a slam, a strong trump fit is paramount.

It is possible that you have 4-card support of opener's first suit and believe that a slam is possible. In this instance, you may make a jump in opener's first suit to tell him of the good news, as long as the bid is below game. For example:

1♦ - 1♥	You will find that the suit will usually be a minor, unless you
3♣ - 4♦	were planning to make a delayed game raise in a major

### ***Responder makes a game forcing jump-shift***

Often it is best for responder to get his hand off his chest with one bid and make a jump-shift. For example: 1♦ - 2♥. A jump-shift states that a game is certain, and a slam may be possible if a good fit is found. This bid allows the partnership to describe their hands naturally without having to jump around to make another forcing bid or use 4<sup>th</sup> suit forcing. Therefore, all bids below game are forcing and describe the hand held.

So when should responder use a jump shift?

- 1 You have good support for opener's suit and will tell opener of the good news on the next round. But now you are telling partner where your length and strength is located
- 2 You have an excellent suit of your own. If the suit is a major you will want to try and steer the partnership to a contract in that suit. If the suit is a minor, you may be happy to play the hand in no-trumps unless a very good fit is highlighted

What strength is required for a jump-shift?

Often 16+ TPs are required, but a hand containing support for opener's suit plus another good side suit in a 14 TPs hand is permissible. For example:

♠ 75	Following partner's 1♥ opening, you should force with 3♣ (unless Jacoby 2NT is in the Toolkit) and later support ♥s. If partner had opened 1♦ or 1♠ you would be happy to respond 2♣ and wait to hear opener's second bid.
♥ AJ97	
♦ 5	
♣ AK9875	

Note: Any jump bid by either opener or responder, in a forcing sequence, shows a solid suit.

There will be hands where the responder is very strong, for example, has 19 TPs in a balanced hand, but does not have immediate support for opener's first suit and does not have a good long suit of his own. In this instance, it may be better to start slowly and force via 4<sup>th</sup> suit forcing to acquire the necessary knowledge of opener's hand.

Note: It is usually better for the strong hand to ask about his partner's hand than vice versa.

Responder makes a jump-shift after passing

Since responder has previously passed, he will have limited his hand to an 11 count. Why would he want to make a jump-shift?

If your partnership agrees to make a change of suit, by a passed hand, to be forcing then there is no need to make a jump-shift to state your values. So, a jump-shift needs to have a specific meaning if it is also showing a hand just short of opening values. The meaning being:

- A maximum passed hand
- A good 5-card suit
- Support for opener's suit. (4-card support if the partnership open with 4-card suits, else 3-card support)

Therefore, a jump-raise to the 3-level would be used on hands where there is not a good side suit. In the auction 1♥-3♥ responder's hand may contain a 5-card suit but it will be of a poor quality, for example, Qxxxx.

So, the rule for a jump-shift is:

**A good double raise with a good side suit (bid), agreeing Opener's suit (8-card fit)**

This bid allows opener to evaluate his hand better in the knowledge that responder has support for opener's suit and he has values in a second suit. Now if opener has some support for responder's suit, thereby having a double fit, the partnership may well have game on with slender values. For example:

♠ A2	♠ 75
♥ AQ765	♥ K982
♦ 654	♦ 32
♣ K102	♣ AQ765

East passes initially and West opens 1♥. If the East hand just raises to 3♥ West will pass. However, if the bidding were to go:

	Pass
1♥	3♣
?	

West's values are all *working* so he can justifiably bid 4♥.