

Responder's Rebid After
Opener's Jump Rebid

First Some Terminology

- The Jump Shift.
 - The strongest rebid
 - A hand just short of a 2 ♣ opening. (19-21 points)
 - 1 ♣...1 ♦...2 ♥ or 2 ♠
 - 1 ♣...1 ♥...2 ♠
 - 1 ♦...1 ♠...3 ♣
 - 1 ♦...1nt...3 ♣
 - 1 ♥...1nt...3 ♣ or 3 ♦
 - 1 ♠...1nt...3 ♣ or 3 ♦

More Terminology

- Opener jump-bids their own suit – invitational bid 16-18 points.
- Opener jump-bids responder's suit – invitational bid 16-18 points.
- Control bid.

Opener's Jump Shift

- In each of the bidding sequences, we have discussed so far, opener has jumped a level and changed suits.
- There is no need to jump shift and reverse in the same bid.
 - 1 ♣.... 1 ♥.... 3 ♦
 - 1 ♣.... 1 ♠ 3 ♥
- You know that jump shifts are forcing to game. You must try to tell partner something helpful about your hand

1 ♣.... 1 ♥.... 2 ♠

Hand 1

♠ Q 2

♥ K J 6 2

♦ Q 10 5 3

♣ 7 4 3

Hand 2

♠ J 7 2

♥ A 9 6 2

♦ 5 3

♣ Q 7 4 3

Hand 3

♠ Q 2

♥ K J 7 6 3 2

♦ Q 10

♣ 7 4 3

3 nt - 4th Suit

Stopped. No

further interest

3 ♣

3 ♥

1 ♣.... 1 ♥.... 2 ♠

Hand 4

♠ A J 7 2

♥ K Q 6 2

♦ 5 3 2

♣ Q 3

3 ♠ Slow
arrival

Hand 5

♠ K 7 5 2

♥ K J 7 6

♦ J 8 2

♣ 4 3

4 ♠ Fast
arrival

1 ♣.... 1 ♥.... 2 nt

- Any two 1-level bids followed by a jump to two no trump, shows a relatively balanced hand with 18-19 points.
- Partner may pass with an absolute minimum, but is encouraged to go on to game.

1 ♣.... 1 ♥.... 2 nt

Hand 6

♠ Q J 4

♥ J 6 4 2

♦ 10 5 3

♣ Q 4

pass

Hand 7

♠ Q J 2

♥ K 9 6 2

♦ Q 9 3

♣ J 7 4

3 nt

Hand 8

♠ Q J 2

♥ K J 7 6 3

♦ Q 10

♣ 7 4 3

3 ♦ (NMF)

1 ♥ 1 ♠ 3 ♥

- Opener makes a jump bid of her/his own suit.
 - Always shows 6+ cards.
 - 16-18 points.
 - Invitational bid - Responder may pass with a minimum hand.
 - Responder may bid 3nt.
 - Responder may rebid his own suit with 6 cards – This is game forcing.
 - Any new suit at the 4-level, confirms opener's suit and shows a control... Slam interest.

1 ♥ 1 ♠ 3 ♥

Hand 9

♠ A 9 7 4

♥ 2

♦ Q 8 6 5 3

♣ 8 6 4

pass

Hand 10

♠ A Q J 9 5 2

♥ 2

♦ K 10 9 3

♣ 7 4

3 ♠

Hand 11

♠ A Q J 9 2

♥ 3

♦ A 10 9 7

♣ 7 4 3

3nt

1 ♥ 1 ♠ 3 ♥

Hand 12

♠ K 10 9 7

♥ J 4

♦ K J 10

♣ Q 10 7 4

3 nt

Hand 13

♠ Q J 9 5 2

♥ K 7 2

♦ 9 3

♣ A K J

4 ♣

Hand 14

♠ J 9 7 2

♥ K 3

♦ A Q 10 9 7

♣ 4 3

4 ♥

1 ♥ 1 ♠ 3 ♥

Hand 15

♠ A K 7 2

♥ Q 5 4

♦ A Q 7

♣ K 8 4

4 nt

Hand 16

♠ A J 9 5 2

♥ K 7 3 2

♦

♣ A Q J

4 nt

1 ♦ 1 ♠ 3 ♠

- When opener jump-raises the responder's suit it shows:
 - A game-invitational hand (16-18) points.
 - Note: a jump raise to game shows 19-21.
 - 4-card support for responder's suit.
- Responder may:
 - Pass with a minimum hand.
 - Bid game.
 - Make a control bid to show slam interest.

1  1  3 

Hand 17

 K 10 9 7


 7 4

 8 6 5 2

 K 8 7 4


pass

Hand 18

 Q 9 7 5

 K Q 2

 9 7 3

 Q 5 2

3 nt - partner
might correct
to spades

Hand 19

 A Q 9 7 2

 8 5 3

 K 7

 A 4 3

4 


1  1  3 

Hand 20

 K Q 9 7

 7 4

 5 2

 K 8 7 5 4

4 

Sign off

Hand 21

 A Q 9 7 2

 A J 8 3


 K 4 3

 3

4 nt

1  1  3 

Hand 22

 A Q 9 7 5 2

 A K 8 3

 K J 3



4 