

# 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
- Responder's suit is higher ranking
- 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 2<sup>nd</sup> 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  
♥ A K J 10 5  
♦ K Q J 10 8 4  
♣ A

2

♠ A K  
♥ A 9 8 7 5 4  
♦ Q 10 4  
♣ A 3

3

♠ K Q 5  
♥ A Q 9 8  
♦ A K Q  
♣ 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)

