

JUMP-SHIFTS

Definition: A “*Jump-Shift*” is a skip bid, by either an Opener or by a Responder, of a new suit, one-level higher than is necessary. (**Note:** Not a skip bid of any NT call) Its significance and the consequences of its use, hold specific implication for both the Opener and his/her responding Partner.

1. **A Jump-Shift by an Opening Bidder:** This bid is a strong, 19 or more, high-card point bid, which, opposite a minimum 6 High-Card Point response by Responder, is a game-forcing call. Such bids by an Opener show an unbalanced distribution and do not necessarily deny support for Responder’s bid suit.

2. **Responder’s Response Following a Jump-Shift by an Opening Bidder:** Since the Partnership is in a game-forcing auction, with Opener showing 19(+) HCP’s and Responder showing 6(+) HCP’s, the Responder is not allowed to “Pass.” Responder’s re-bid options are as follows:
 - a. With game-values, a fit for Opener, and no interest in Slam, bid game. **Remember:** *“When in a game-going auction, a quick arrival is weaker than a slow arrival.”*
Responder holds: 63 Q864 83 AQ982: (Opener opens 1S and after you respond 1-NT, Opener makes a jump-shift re-bid of 3H. Opener has shown game-going strength with at least 5-Spades and 4-Hearts. Your re-bid is 4H with a Heart trump fit and insufficient HCP strength for any Slam interest.)

 - b. With game values, no fit for Partner, and no interest in Slam, make a NT response, re-bid a 6-card suit of your own, or make a preference bid in Partner’s initial opening 5-crd suit, even holding only a doubleton.
Responder holds: 63 986 KJ83 A982: (Opener opens 1S and after you respond 1-NT, Opener makes a jump-shift re-bid of 3H. Responder should re-bid 3-NT.)

 - c. No-trump re-bids by Responder should have an honor in the un-bid suit: so prefer to make a re-bid in Partner’s 1st bid suit, even if holding merely a doubleton, absent a stopper in the un-bid suit.
Responder holds: Q3 A987 8532 Q82: (Opener opens 1S and after you respond 1-NT, Opener makes a jump-shift re-bid of 3C. With no stopper in Diamonds, Responder should make a preference re-bid of 3S.)

 - d. When Responder holds no fit for either of Partner’s two suits shown, and no stopper in the 4th, as-yet, un-bid suit, and with no Slam interest, Responder can make a “4th suit, game-forcing,” call.
Responder holds: 8753 A9876 3 Q82: (Opener opens 1D and after you respond 1H, Opener makes a jump-shift re-bid of 3C. With no stopper in Spades, and game possibilities in Clubs, Hearts, or No-Trump, Responder should make a “3S,” “4th-suit, game-forcing,” asking bid.

 - e. With a Trump fit and possible Slam strength, Responder can also use a “4th suit forcing” bid.
Responder holds: K753 K6 Q3 A9862: (Opener opens 1H, and after you respond 1S, Opener makes a jump-shift re-bid of 3C. Responder’s next call should be “3D, a “4th suit, game-forcing” call. If Opener re-bids 3-NT you can then bid 4C to show a Slam interest in Clubs.

3. **A Jump-Shift by a Responder:** A jump-shift, in a new suit, as a first response by a Responder to Partner's opening call of a one-of-a-suit, can be, by Partnership agreement, *either* very weak, or very strong.

a. **Responder's Weak Jump-Shift Response:** The use, by a Responder, of a jump-response in a new suit, when agreed-to by Partnership agreement, can sometimes be used as a pre-emptive bid. When used in this way it shows 3-5 HCP's and a 6-card or longer suit.

Weak jump-shifts have three distinct advantages:

- (1) They enable a responding Partner to describe his/her hand in just one bid,
- (2) They steal a level of bidding away from the Opponents,
- (3) They make it much easier for the Opener to assess his/her hand knowing that Responder's hand will most likely play better in Responder's suit, and that there is little chance for a game-level contract unless Opener holds close to game values in his/her own hand.

A weak jump-shift response is *not* forcing! It is a deliberate over-bid made to obstruct the Opponents from their perceived makeable contract.

Responder's weak jump-responses can be used either in the absence of interference (**Example 1**), or in the presence of interference, by the would-be Responder's right-hand Opponent (RHO) (**Example 2**).

Example 1: The bidding has gone: Responder holds: 86 KJ9853 84 832

| | | |
|--------------|-------------|--------------|
| <u>North</u> | <u>East</u> | <u>South</u> |
| 1D | Pass | 2H |

Example 2: The bidding has gone: Responder holds: KQ98632 85 84 32

| | | |
|--------------|-------------|--------------|
| <u>North</u> | <u>East</u> | <u>South</u> |
| 1C | 1H | 2S |

b. **Responder's Strong Jump-Shift Responses:** The use by a Responder of a strong jump-response in a new suit, by Partnership agreement, can also be used to show 19 or more HCP's, the same as a strong jump-shift previously discussed, when used by an Opener.

Strong Jump-Shift responses by Responder have two distinct advantages:

- (1) Since strong jump-shift responses by a Responder, Opposite Opener's one-of-a-suit opening bid, guarantee no fewer than game values for the combined Partnership, this allows subsequent bidding to proceed as slowly as is needed for each of the Partners to fully describe his/her hand, thereby achieving the optimum final contact.
- (2) Since such bids show no fewer than 19 HCP's opposite opening count, Partner now knows that in addition to a game being assured, a Slam-level contract may also be possible and should be explored by the Partnership.