

## "2 Over 1 Game Force"

### Practice Hand # 4 – Bill Voedisch

#### The "Jump Shift" Auction

This final hand is also an exercise in "2 over 1" bidding, but covers an often fuzzy topic, opener's 2nd round "Jump Shift." There are various strong 2<sup>nd</sup> round bids opener can make that can move things to a good game contract.

Examples:

1S-1NT-3S the "jump rebid" showing 16+ hcp and at least a 6-card spade suit.

1D-1S-2H is a "reverse" showing 16+ hcp and typically 4 cards in the 2<sup>nd</sup> suit.

1H-1S-2NT is the "jump to 2NT" showing 18-19 hcp, denies 6H and 4S, with both minors stopped.

1S-1NT-3H is the "jump shift," a very strong bid, showing 18-21 hcp and at least 4 hearts

1H-1S-4C is a splinter bid in support of responder's spades. 5 hearts, 4 spades, a singleton or void in clubs, and 20+ playing points.

The Hand:

North  
S: K6  
H: JT43  
D: KQJx  
C: A86

West  
S: JT52  
H: 52  
D: 864  
C: KQT5

East  
S: 93  
H: 986  
D: T93  
C: J9432

South  
S: AQ874  
H: AKQ8  
D: A72  
C: 7

#### The Bidding:

South deals and starts 1S, EW stay silent. North responds 2D, "2 over 1 Game Force." South's next bid will be a 3H "Jump Shift" showing at least 5 spades, at least 4 hearts, and 18-21 hcp. North now raises to 4H promising 4 hearts. A jump shift opposite an opening hand could easily be a slam. 4NT by South is keycard blackwood for hearts, to which North bids 5C showing 1 or 4 key cards. Knowing North has the A of clubs, South bids 6H.

## **The Play:**

There is very little to the play as North shows up with the K of spades. West starts the natural K of clubs and south surveys the hand. South plans to ruff the 3<sup>rd</sup> round of spades in dummy, but will test trump first. South wins the opening lead with Dummy's A of clubs and plays a small heart to his A, then the K of hearts. If either defender shows out, South shifts to spades, small to the K, spade back to the hand and ruffs the 3<sup>rd</sup> round of spades with dummy's J of hearts. East shows out but spades are now established. South plays dummy's last high heart, crosses to the A of diamonds and picks up the last trump, and it's over. All 13 tricks.

But on this hand hearts are 3-2 so there is nothing to it.

## **"Jump Shift" bidding.**

A "Jump Shift" opposite an opening hand is slam material if there is a suit fit. A jump shift after responder's 1 level response is game material, assuming there is a suit fit, or if responder has enough values (7+ hcp) for 3NT.

### **Auctions:**

1S-1NT-3H 1H-1S-3D (or 3C) 1C-1H-2S are all "jump shift" auctions where the partnership should try to find game. Note: After 1H-1S opener will not jump to 2NT unless they have both minors stopped. So, if the next bid by opener is 3 of a minor, it's 18-21 hcp and there is a reason opener bypassed 2NT. Also, be aware that opener might only have 3 of the minor. Responder would typically bid 3NT with the other minor stopped and at least 7 hcp.

**Jump Shifts!** It's one of several strong 2<sup>nd</sup> round bids by opener that you should learn and use.