Strong Jump Shift by Opener

A skip bid response in a new suit, as:

> **1H - 1S;**
> **3C**

Opener's Jump Shift (Strong Jump Shift) typically show 19-22 points, thus game forcing when responder freebid shows 6+ points.

Definition of Opener's Strong Jump Shift: Opener's jump bid is in a rank higher than both responder's suit and the opener's initial suit rank. Additional bids are included to contrast similar bids sometimes confused by novice and intermediate players:

Strong Jump Shift by opener with 19+ points:

Bid	Meaning
1C - 1D; **2H**	Strong Jump Shift, 19 - 22 HCP (Opener's second suit is *above* both opener's and responder's suit)
1C - 1H; **2S**	Strong Jump Shift, 19 - 22 HCP (Opener's second suit is *above* both opener's and responder's suit)
1D - 1H; **2S**	Strong Jump Shift, 19 - 22 HCP (Opener's second suit is *above* both opener's and responder's suit)
1D - 1H/S; **3C**	Strong Jump Shift, 19 - 22 HCP (typical Opener 3 level jump rebid, *below* opener's and responder's suit)
1H - 1S; **3C/D**	Strong Jump Shift, 19 - 22 HCP (typical Opener 3 level jump rebid, *below* opener's and responder's suit)
1S - 1N; **3C/D/H**	Strong Jump Shift, 19 - 22 HCP (Opener 3 level jump rebid over 1 NT)

Regular rebid by opener:

Bid	Meaning
1C - 1D; **1H/S**	Up to 18 HCP - responder could pass (no need to reverse with 17-18 HCP)
1C - 1H; **1S**	Up to 18 HCP - responder could pass (no need to reverse with 17-18 HCP)
1D - 1H; **1S**	Up to 18 HCP - responder could pass (no need to reverse with 17-18 HCP)

[Reverse](#) rebid by opener with 17+ points:

Bid	Meaning
1C - 1H; 2D	17+ HCP, 5+ Clubs and 4+ Diamonds (Clubs longer), reverse suit is *above* opener's first bid but *below* responder's bid
1C - 1S; 2D/H	17+ HCP, 5+ Clubs and 4+ Diamonds/Hearts (Clubs longer), reverse suit is *above* opener's first bid but *below* responder's bid
1D - 1S; 2H	17+ HCP, 5+ Diamonds and 4+ Hearts (Diamonds longer), reverse suit is *above* opener's first bid but *below* responder's bid
1H - 1N; 2S	17+ HCP, 5+ Hearts and 4+ Spades (Hearts longer), reverse suit is *above* opener's first bid but *below* responder's bid
1H - 2C/D; 2S	If playing Standard American, 16+ HCP, 5+ Hearts and 4+ Spades (Hearts longer), reverse suit is *above* opener's first bid but *below* responder's bid. If playing 2/1 system, strength is dependent on partnership agreement

Full [Splinter](#) jump rebids by opener show 4+ trump support in responder's suit, shortage (singleton or void) in the bid suit, and 18+ distributional points:

Bid	Meaning
1C - 1D; 3H/S	4+ Diamonds, 18+ distributional points, singleton or void in Hearts/Spades; note the splinter suit is always *above* responder's suit (2H/S would be a Strong Jump Shift)
1C/D - 1H; 3S	4+ Hearts, 18+ distributional points, singleton or void in Spades; note the splinter suit is always *above* responder's suit (2S would be a Strong Jump Shift)
1D - 1H/S; 4C	4+ Hearts/Spades, 18+ distributional points, singleton or void in Clubs; note opener's 4 level jump rebids are game-forcing splinters (2C is non-forcing, 3C is a Strong Jump Shift)
1C/D - 1S; 4H	4+ Spades, 18+ distributional points, singleton or void in Hearts; note the splinter suit is always above responder's suit (2H would be a Reverse, 3H is played as a Mini-Splinter by some - see below; others may choose to play 3H as a Full Splinter)
1S - 1N; 4C/D/H	5+ Spades, 18+ distributional points, singleton or void in lower suit; opener makes a rare "auto splinter"

[Mini Splinter](#) 3 level jump rebids by opener show 4+ trump support in responder's suit, shortage (singleton or void) in the bid suit, and 16+ distributional points. By definition, opener's Mini Splinter suit must be *beneath* responder's suit, allowing responder to signoff in 3H/S with a minimum hand (6-8 bad points):

Bid	Meaning
1C - 1S; 3D	4+ Spades, 16+ distributional points, singleton or void in Diamonds, inviting game; note Mini-Splinter suit is always *below* responder's suit (2D would be a Reverse)
1D - 1S; 3H	4+ Spades, 16+ distributional points, singleton or void in Hearts, inviting game; note Mini-Splinter suit is always *below* responder's suit (2H would be a Reverse)
1C - 1H; 3D	4+ Hearts, 16+ distributional points, singleton or void in Diamonds, inviting game; note Mini-Splinter suit is always *below* responder's suit (2D would be a Reverse)
1D - 1S; 3H	4+ Spades, 16+ distributional points, singleton or void in Hearts, inviting game; note Mini-Splinter suit is always *below* responder's suit (2H would be a Reverse)

https://www.bridgehands.com/J/Jump_Shift_Opener.htm