



Responder's jump fit

After an initial pass, a jump fit from Responder is a "meet-me" bid. also known as a jump fit.

Non forcing (team may only have 20HCP), for this bid you need:

- a 4 card suit fit in P's major,
- enough points to bid Game 10-11HCP minimum,
- and a "nice" 5-cards with 2 of the big 3 honors.

Be Careful! After an overcall, this bid from Responder means the same... except the force is limited to 10-11HCP because Responder has already passed.

S	W	N	E
Pass	Pass	1 ♥	Pass
2 ♠			



Problem E2301 2♠ A jump fit bid showing a ♥ fit and 5 "nice" ♠ cards.



Responder's jump fit

Examples of jump fit bids after an initial pass.

Opener should not confuse this shift jump with that of of a bid from P who hasn't yet passed.

- Without an opening pass, the jump shift bid promises 16-17HCP and 6 very "nice" cards in the bid suit. This bid is Game forcing.
- After a 1st round pass, the jump shift promises 10-11HCP, a 4 card fit and 5 "nice" cards in the bid suit : this bid is not Game forcing.

S	W	N	E
Pass	Pass	1 ♠	Pass
3 ♦			



Problem E5110 3♦ : Opener shouldn't confuse this bid from Responder with a jump shift which promises 16-17HCP and 6 very "nice" cards in the bid suit. Responder has already passed and can only have a maximum of 10-11HCP.

S	W	N	E
Pass	Pass	1 ♠	Pass
3 ♥			



Problem E2333 A jump fit after an initial pass means
a 4 card fit in the opening suit
a "nice" 5 carder in the bid suit.