

Invitational Jump Shifts

Responding to partner's opening bid, a jump shift [Alert] shows 6+ in suit and a good suit, invitational values.

2NT [Alert] asks for any outside stuff. New suits are a one round force.

It is important to note that responder's jump rebid is game forcing (I make a delayed announcement). PeK and I have agreed that if opponents compete to the level responder would have jump rebid this is still game forcing rather than competitive.

What do you do with a weak suit and invitational values? Three choices in order of preference: treat as a five card suit, downgrade to a simple rebid, or rarely upgrade to a game forcing hand.

If you use transfers over 2NT rebids you can bid your weak jump shifts at the one level with a little added safety when partner has a big hand.

My history with invitational jump shifts:

PeK and I were playing strong jumps with our 2/1 (don't ask why). She had a few hands at a long tournament and she chose to use 2/1 instead of the strong jump shift. So, I made her give up strong jump shifts and we chose invitational jump shifts.

Invitational jump shifts are one of the few things that PaK and I added to the card in the last 10 years. She had no trouble remembering them or using them. That is a sign of good convention.

Mike Roush likes them because of their frequency.

Submitted by Bill Kent