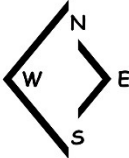


303. Weak Jump Shift

Do Nothing Partner

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♠ A43			
♥ AK5			
♦ KQ108			
♣ K64			
♠ 52		♠ K6	
♥ Q7643		♥ J1098	
♦ AJ5		♦ 9432	
♣ J109		♣ AQ7	
♠ QJ10987			
♥ 2			
♦ 76			
♣ 8532			

E	S	W	N
	P	P	1 ♦
P	2 ♠	All Pass	

--None Vulnerable--

A modern treatment of jumps is as follows. Jump shift by the opener is game forcing and 18+ HCP's except if responder has already made a game forcing call because jumps in a 2/1 auction are splinters.

After partner opens one of a suit, double jumps are splinters, single jumps to the three level are invitational and jumps to the two-level are weak.

The bidding:

South is too weak for a weak two in Spades. He must pass and come in later when he sees how the auction progresses. If his partner opens, he will be happy with a partial in Spades, and if the opponents have the points, he can pre-empt the auction at his next call.

North has a good hand, but since it is not a good 19 points, he will open One Diamond with the intention of jumping in No Trump. With 19 points and a five-card suit, I would consider opening 2NT showing 20 to 21 HCP's.

South makes a weak jump shift. If he had a six-card major and five HCP's, he would be too strong to make a weak jump shift and would just bid One Spade and Rebid Two Spades.

North passes because partner has four or fewer HCP's along with six Spades.

Opening Lead:

West leads the Club Jack. Unfortunately, for South, the opening lead goes through the strong hand. Had North opened 2NT, South would bid Four Hearts, a Texas transfer to Four Spades which could have a better play when played by North.

The Play:

The defense takes the first three Club tricks, and East switches to a Diamond. Declarer will lose five tricks, making his contract for +110.