

# Reverses and Jump Shifts



Tom Snow  
(805) 305-5035  
coinerbop@gmail.com

# Time for a Joke

A lawyer parks his brand-new Porsche in front of the office to show it off to his colleagues. As he's getting out of the car, a semi-trailer comes flying along too close to the curb and takes off the door before speeding off. Distraught, the lawyer grabs his cell and calls the Police.

Five minutes later, the police arrive. Before the officer has a chance to ask any questions, the lawyer starts screaming hysterically, *"My Porsche, my beautiful silver Porsche is ruined! No matter how long it's in the shop, it simply will never be the same again!"*

After the lawyer finally finishes his rant, the policeman shakes his head in disgust. *"I can't believe how materialistic you lawyers are,"* he says. *"You're so focused on your possessions that you don't notice anything else in your life."*

*"How can you say such a thing at a time like this?"* snaps the lawyer.

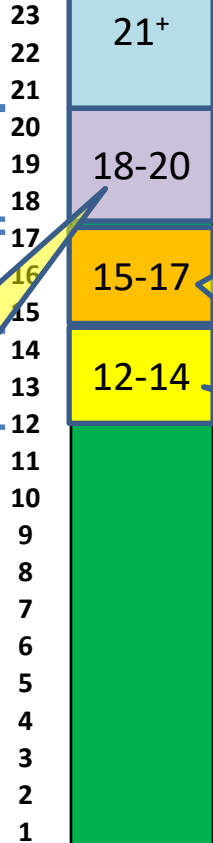
The policeman replies, *"Didn't you notice your arm was torn off?"*

The lawyer looks down in horror. He screams, *"Oh my God, where's my Rolex?"*

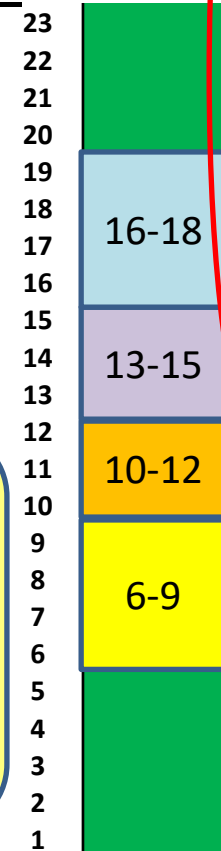
# Ranges

2C openers

## Opener:



## Responder:



For these 3 ranges, responder uses 2/1 GF, NMF, 4<sup>th</sup> SF or Inv. Minors. Jump-shifts by responder are no longer needed.

Often shown by a jump rebid of his or partner's suit, or not using Fast Arrival.

Shown by rebidding (without jumping) his own suit, raising partner's suit, or rebidding 1NT.

Here is the land of opener's Jump-Shifts and Reverses.

Game if pard responds

Invitational

Minimum

Slam-ish

Going to Game

Invitational

Minimum

HCP Needed For Game: 3NT = 26 HCP  
 4♥ or 4♠ = 26 HCP  
 5♦ or 5♣ = 29 HCP

# Opener's Reverses and Jump-Shifts

A **Jump-Shift** and a **Reverse** both show 18-20 HCPs.

Which tool opener uses depends upon the ranks of his two longest suits:

♠AQJ93 ♥3 ♦AKJ32 ♣A3

1S – Pass – 1NT – Pass

3D (A **Jump-Shift** - not alertable, 18-20 HCPs)

With:

♠K3 ♥3 ♦AKJ32 ♣AQJ1053

1C – Pass – 1H – Pass

2D (A **Reverse** - not alertable, 18-20 HCP's)

Opener always gets to open his longest suit.



1H – Pass – 1S – Pass

3C **J. Shift (18-20 HCPs)**

1D – Pass – 1S – Pass

2H **Reverse (18-20 HCPs)**

1C – Pass – 1H – Pass

2D **Reverse (18-20 HCPs)**

1H – Pass – 2D – Pass

2S **Nothing (12+ HCPs)**

How do you recognize a **Reverse**?

If responder has to go to a higher level to preference back to opener's first bid suit, opener has **reversed**:

1C – Pass – 1S – Pass

2H – Pass – ??? (A **Reverse** – 18-20 HCPs)

If responder prefers clubs, he's forced to bid at the next level (3C).

It is **NOT** a **reverse** in a forward going auction (invitational+):

1H – Pass – 2C\* – Pass (\* 2/1 Game Forcing)  
2S (NOT a **reverse** – just showing his shape.)

1D – Pass – 2D\* – Pass (\* Inverted Minors)  
2S (NOT a **reverse** – just showing ♠ cards.)

# One More Joke

Amazon asking me to send  
proof that I didn't get the  
package

Sarcasm



# Responder's Jump-Shifts

Responder doesn't have or need Reverses or Jump-Shifts. They are replaced by 2/1 GF, Inverted Minors, NMF and 4SF.

A Jump-Shift by responder is a **Weak Jump-Shift** (pre-emptive):

With: ♠3 ♥32 ♦J92 ♣QJ107532

1S – Pass – 3C\* (A **Weak Jump-Shift** - alertable, 2-6 HCPs)

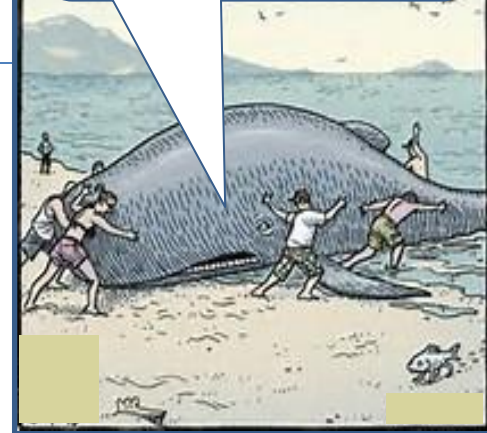
With: ♠3 ♥32 ♦J986542 ♣QJ2

1S – Dbl – 3D (Here responder has a Redbl. to show 10+ HCPs)

or:

1S – 2C – 3D (Here responder has a cue bid of 3C to show 10+ HCPs)

How are we ever going to evolve if people keep pushing us back into the ocean?



# Hand #1

\* A Weak Jump-Shift by responder.

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
1H	1S	3C*	Pass
Pass	???		

North  
 ♠ Q62  
 ♥ KQJ83  
 ♦ AJ83  
 ♣ 8

East  
 ♠ AK8753  
 ♥ A96  
 ♦ K76  
 ♣ 7

West  
 ♠ J9  
 ♥ 10752  
 ♦ 1092  
 ♣ AK63

South  
 ♠ 104  
 ♥ 4  
 ♦ Q54  
 ♣ QJ109542

N/S makes 2C (J♠ lead).

E/W makes 3S (4♥ lead).

By taking the A♥ and playing three rounds of trumps.

East knows the most spades his partner can have is 2. Should he risk a 3S bid? Risk a double? Just defend? This is why WJS's are so powerful and disruptive.

# Hand #2

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
1C	Pass	1S	Pass
2H	Pass	2NT	Pass
3NT	Pass	Pass	Pass

This is a Reverse (18-20 HCPs) because if South wanted to go back to opener's 1<sup>st</sup> bid suit (♣) he would have to go to the next level (3C).

West  
♠ 1073  
♥ K65  
♦ A852  
♣ 1087

North  
♠ K4  
♥ AQ93  
♦ 3  
♣ AKQ943

East  
♠ A962  
♥ 1072  
♦ Q1074  
♣ J5

South  
♠ QJ85  
♥ J84  
♦ KJ96  
♣ 62

**N/S makes 4NT.**

**E/W makes nothing.**



# Hand #3

This is a strong Jump-Shift by the opener (18-20 HCPs).

Another possible bid is 3NT, but it's better to protect North's  $\heartsuit$  holding by letting him play 3NT.

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
1H	Pass	1S	Pass
3C	Pass	3D	Pass
3NT	Pass	Pass	Pass

North  
 $\spadesuit$  2  
 $\heartsuit$  AKJ103  
 $\diamondsuit$  K4  
 $\clubsuit$  AK1052

West  
 $\spadesuit$  A863  
 $\heartsuit$  65  
 $\diamondsuit$  J987  
 $\clubsuit$  J86

East  
 $\spadesuit$  J1075  
 $\heartsuit$  Q984  
 $\diamondsuit$  A65  
 $\clubsuit$  94

South  
 $\spadesuit$  KQ94  
 $\heartsuit$  72  
 $\diamondsuit$  Q1032  
 $\clubsuit$  Q73

Best Lead:  
 $5\spadesuit$

N/S makes 3NT.

E/W makes nothing.

# PLAYTIME

