STRONG JUMP TAKEOUT RESPONSE

The strong jump takeout, a single jump in a new suit over partner's one level opening bid, is not used in competition.

Opener	Responder
1♦	2♥/2♠/3♣

Responder's strong jump takeout says, "I know we have a game. We might well have a slam. I am afraid that if I do not jump on this round I won't be able to describe my hand accurately on later rounds." The requirements are:

-- With four card trump support for partner's suit, 3-1/2 defensive tricks ("honor count") are sufficient, provided that a decent suit is available for the jump (headed by A, KQ, or better).

-- With good three card support for partner, a stronger hand or stronger jump suit is needed. Usually four defensive tricks are enough.

-- Without trump support for partner, a very good long jump suit or an extremely strong hand (4-1/2 defensive tricks) is required.

The reason for the emphasis on defensive tricks instead of HCP is that we are more interested in aces and kings for this bid, rather than queens and jacks. With a long strong suit that can play opposite a singleton, 3-1/2 defensive tricks are enough if controls look good.

It is not necessary to jump on the first round just because you have a strong hand. The main question is whether the hand can best be described by an immediate jump or an indirect approach. Some hands can never be described accurately without an immediate jump. You hold ♠AKQ543 ♥9 ♦A32 ♣J76 and partner opens 1♣. If you do not bid 2♠ now, later bidding may be guesswork. With a singleton ace of hearts and three little diamonds, however, just bid 1♠. A borderline jump should not have two or more fast losers in an unbid suit.

With a hand such as ♠K10874 ♥A7 ♦AKQ43 ♣5, just respond 1♠. You can jump in diamonds on the next round, and no rebid by partner will give you a problem. Besides, the spades are too weak for a strong jump takeout. Other considerations:

-- Controls. If in doubt whether to jump or not, don't jump with two or more fast losers in an unbid suit.

-- Hand description. With a three-suited hand containing four card trump support and too much for a splinter bid, responder will often defer the jump to the second round (especially if the first suit to be bid is not very strong):

Opener	Responder
1♥	1♠
2♣	3♦
3NT	4♥

Responder has ♠K1084 ♥A932 ♦AKQ4 ♣5. He bids this way to emphasize diamond quality. If the spades and diamonds were reversed, he would jump immediately:

Opener	Responder
1♥	2♠
2NT	3♦
3NT	4♥

Both sequences, in which responder bids three suits including a jump, promise a singleton or void in the fourth suit. See a further discussion of related sequences in section 4-5, Splinter Rebids by Responder, and section 4-6, Non-Jump Splinters.

Remember, however, that jump reverses by a two-over-one responder are splinter bids, not natural:

Opener	Responder
1♦	2♣
2♦	3♥/3♠ - splinter bids in support of diamonds

You can't use this sequence to emphasize the quality of a major suit. See section 4-5, Splinter Rebids by Responder.

These are jump takeouts to 3♥ in response to a 1♠ opening:

♠Q43 ♥AKQ10874 ♦A8 ♣6

♠A5 ♥AKQ87 ♦K6 ♣K432

With ♠10 ♥A105 ♦KQ73 ♣AQ743 respond 3♣ to 1♥, but just 2♣ to 1♠. A jump takeout bidder should have some idea of where the hand can play before she makes the jump.