



### Fit Jumps with Mini Splinters

A jump shift on major opening as a mini-splinters:

9 HPC+ and a good fit (A, K or Q or 4 cards). This convention is very efficient to evaluate the hand at the low level. We can stop below game when having lost values in the short suit and cue bid controls when not. We can avoid bad games with a lot of HPCS and bid best ones or slams with less.

To have the same flexibility when responder has no singleton or void, we play "inverted majors". Single raise (forcing one round) shows 9+ HCP with a good fit (A, K or Q or 4 cards) but not suitable for a mini-splinter (no short suit). The opener bids a short suit if he has one (same approach) and 2N (general forcing bid) if not. He can also show a 2nd long suit by jumping in this suit (like on Jacoby 2N). As a matter of fact, Jacoby 2N is no more useful and we play 2N as balanced 12+ with a bad fit.

When having 9-11 and a bad fit, the responder bids 1N (forcing) and 3 in the opening suit as 2nd bid. 1N (force) followed by 2 in the suit shows 5-8 HCP. Direct jump raise is preemptive (4 cards).