

WEAK JUMP-BIDS

Weak Jump Bids, in the game of Bridge, are sometimes used by both the Responder in response to Partner's opening **1-NT** or one-of-a-suit, and by an Overcaller, following an opening bid of one-of-a-suit by an Opponent.

A. RESPONDER'S WEAK, NEW SUIT, JUMP RESPONSES

Because a normal response of any new suit mentioned by Responder is almost always forcing for one round, there is little need for strong jump-responses. By Partnership agreement, absent a strong 19 (+)

HCP jump-shift response, sometimes used, Responder's weak, new suit, jump response can, alternatively, be used to show weak hands. Used in this manner, these weak jump-responses by Responder show hands with fewer than the generally-required minimum of 5-6 HCP's for a normal response, and length of the new suit to be a minimum of 6-cards or longer, if made at the 2-level, and 7-cards or longer, if made at the 3-level.

Responder's weak, new suit, jump-responses are, therefore, preemptive in nature, undeniably lacking any support for Opener's bid suit. Typically, such bids imply a hand too weak to be bid at the 1-level, one with no Aces or Kings outside the bid suit, and with a singleton, doubleton or void in Opener's Major suit, or no more than three cards in Opener's Minor suit. By Partnership agreement, such bids can be made either absent or within a competitive auction, as seen in Examples 1&2 below.

Responder's Weak, New Suit, Jump Responses are Alertable.

<p><u>North</u> (1) 1C</p> <p style="margin-left: 40px;"><u>East</u> Pass</p> <p><u>South</u> 2S (KJXXXX XX XXX XX)</p>	<p><u>North</u> (2) 1H</p> <p style="margin-left: 40px;"><u>East</u> 1S</p> <p><u>South</u> 3D (X XX KQXXXXX XXX)</p>
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(Responder's weak jump-responses are **off** when any of the available conventional jump-shift responses are used, like "**Splinter**" and "**Mini-Splinter**" bids, Minor Suit "**Criss-Cross Invitational**" bids used in the "**Inverted Minor**" bidding system, and "**Bergen Raises**" following Major suit openings by one's Partner. All of the afore-mentioned, special, conventional, jump-bids are, of course, alertable, as they carry specific artificial meaning and are **not** weak as are the aforementioned weak, new suit, jump-responses, shown above.)

Opener's Re-Bids Following Responder's Weak, New Suit, Natural, Jump-Responses

Opener usually "**Passes**" unless holding a strong hand and/or good support for Partner's weak, jump-response. Opener's possible responses are, therefore, as follows:

- a. **Pass** - Could even be a strong hand, but with a misfit for Responder's chosen suit.
- b. **Re-Bidding of Opener's Original Suit** - Shows at least a 7-card suit, and is non-forcing.
- c. **Raising Partner's Weak, New Suit, Jump Response** - Any single, double (or even triple) raise is natural and non-forcing. Responder is not expected to bid again.
- d. **The Bid of Any New Suit by Opener** - Natural, usually at least a 5(+) card suit with extra hand strength. A new suit bid by Opener is also non-forcing. However, Responder is allowed to either "**raise**" or "**correct**" by returning to Opener's original suit. Responder should not make the mistake of re-bidding his own suit.
- e. **2-NT** - A forcing Game try, implying at least doubleton support for Responder's suit. This is similar to a forcing **2-NT** response to an opening weak two bid. Responder must re-bid his/her suit with a minimum. Bidding any other suit shows a maximum hand cooperating with Opener's Game-try. -----

B. RESPONDER’S WEAK JUMP-RAISES IN SUPPORT OF PARTNER’S OPENING SUIT

In standard bidding practice, a jump-raise in Partner’s opening bid of one-of-a-suit is invitational; i.e., 10-12 HCP’s (8-losers). As an alternative to these standard bidding practices, however, conventional jump-responses are frequently used as in the case with **Bergen Raises** in support of Partner’s Major suit opening, with the **Inverted Minor** system in support of Partner’s Minor suit opening, and in competitive auctions. As part of these conventional bidding systems, by Partnership agreement, weak jump-raises in support of Opener’s suit are no longer invitational.

They are, rather, used as preemptive, weak, jump responses.

All Weak Jump-Raise Responses by a Responder, when used in this way, are alertable.

<p><u>North</u> (1) 1H/1S</p> <p><u>East</u> Pass</p> <p><u>South</u> 3H/3S</p> <p>XX (KJXX) KJXX (XX) XXXX XXX</p>	<p><u>North</u> (2) 1C/ 1D</p> <p><u>East</u> Pass</p> <p><u>South</u> 3C/3D</p> <p>XX XXX XXX (KQJXX) KQJXX (XXX)</p>	<p><u>North</u> (3) 1H</p> <p><u>East</u> 1S</p> <p><u>South</u> 3H</p> <p>XXX KXXX QXX QXX</p>
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C. RESPONDER’S WEAK JUMP RESPONSES FOLLOWING PARTNER’S OPENING 1-NT

All the Following Weak Jump Responses by the Responder, Following Opener’s 1-NT call, are alertable.

Many Partnerships use a jump-suit response to Partner’s opening call of **1-NT** as a weak conventional response. Dependent upon Partnership agreement, many of these conventional responses are, for the most part, mutually exclusive, and include the following:

- (1) **1-NT - P - “3C”** (A 5-5 or better, weak Club/Diamond, Minor suit holding, asking Opener to either “*Pass*,” or to “*Correct*” to **3D**.)

 - (2) **1-NT - P - “3C”/”3D”** (A 6-card or longer, Minor suit holding headed by two of the top three honors, and no other HCP’s, presented as a “**Gambling 3-NT**” attempt. Opener can either “*Pass*,” else “*Correct*” to **3-NT** if Opener holds the missing third, top honor and side suit stoppers.)

 - (5) **1-NT - P - “3H”** (A 5-5 or longer, weak Major suit holding, asking Opener to either “*Pass*,” or to “*Correct*” to **3S**.)
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D. WEAK JUMP-OVERCALLS

All Weak Jump-Overcalls are NOT Alertable, Since They Represent Natural Suit Bids.

Weak Jump-Overcalls are preemptive jump-overcalls intended to obstruct the Opponents' bidding. A weak jump-overcall shows 5-11 high card points, and is identical to an opening, pre-emptive, weak 2-Bid. Weak jump-overcalls typically promise:

- a. a 6-card suit at the 2-level
- b. a 7-card or longer suit at the 3-level
- c. two of the top three honors in the Overcaller's suit, if the Partnership is committed to structured ("*disciplined*") weak, pre-emptive calls, otherwise a possible absence of top honors, if the Partnership, by mutual agreement, is playing un-structured ("*un-disciplined*") jump-overcalls

Weak jump-overcalls have widely replaced the traditional "**Strong** Jump-Overcall." To show a strong one-suited hand, the modern overcall practice is to start with a "**Take-Out Double**" and then to follow up by bidding one's suit which then shows a hand with strong HCP values.

Responses to a Weak Jump-Overcalls by Overcaller's Partner:

- a. **A Simple-Raise in Overcaller's Suit** shows 3 or 4-card support and approximately 6-13 points (insufficient values for a Game contract). It is a furtherance of the Overcaller's preemptive bid and is completely non-forcing.
- b. **A Jump-Raise in Overcaller's Suit** usually shows a weak, preemptive hand (with at least 4-card support). However, a Major suit jump-raise of Overcaller's bid suit may be made by a strong hand, believing that a Game-level contract will succeed.
- c. **A New Suit Bid** is natural and non-forcing, typically showing a 6-card suit and denying support for the Overcaller's suit.
- d. **A 2-NT Bid**, dependent upon Partnership agreement, can show two possible meanings. It can be played as natural and invitational to **3-NT** or it can be played as an artificial force, showing any type of good hand. In the latter instance Overcaller can bid a side suit feature (i.e. an Ace or King), or simply re-bid his/her suit at the cheapest level.
- e. **A Cue-Bid of Opener's Bid Suit** is usually played as a forcing raise of the Overcaller's suit with interest in Game. With a minimum hand, the Overcaller can re-bid his/her suit at the cheapest level. With a strong hand, Overcaller can either bid Game or can bid a side suit with an Ace or a King and Game-interest.