

# 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="text-align: center;"><u>East</u> Pass</p> <p><u>South</u> 2S (KJXXXX XX XXX XX)</p>	<p><u>North</u> (2) 1H</p> <p style="text-align: center;"><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-shift 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.
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