

WEAK JUMP BIDS

Weak Jump Bids, in the game of bridge, are used by both the Responder to an opening one-of-a-suit call by Partner, and by an Overcaller following an opening bid by an Opponent.

WEAK JUMP-SHIFT RESPONSES ABSENT SUPPORT FOR OPENER

During the evolution of the game of bridge, because a normal response of any new suit mentioned by Responder was forcing for one round, there was little need for strong or intermediate jump-responses. Another interpretation of the immediate Jump-Shift response became, therefore, essential. Instead of it being strong, the Jump-Shift became weak, just the opposite of its original conception. It informed the Partner, and also the Defenders, that the holding was weak; i.e., fewer than the generally required 5-6 HCP's for a normal response, and the length of the suit limited to a minimum of 6-cards or longer if made at the 2-Level and 7-cards or longer if made at the 3-Level. Partnership agreement is that *the weak jump shift first response is, therefore, preemptive in nature, which undeniably denies any support for Opener's bid suit.* Typically, such bids imply a hand too weak to bid at the one level, no Aces and no Kings outside the bid suit, and a singleton or void in Opener's major suit or no more than three cards in Partner's minor suit. By Partnership agreement, such bids can be made absent or within a competitive auction as seen in Examples 1&2 below.

All Weak Jump-Shift Responses by a Responder 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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Note: Weak jump responses are **off** when any of the conventional jump-shift responses are used, like “**Splinter**” Bids, Minor Suit “**Criss-Cross**” Invitational bids used in the “**Inverted Minor**” system, and “**Bergen Raises**” following Major suit openings by Partner. All of the afore-mentioned jump bids are, of course, alertable as they carry specific artificial meaning and are not weak as are the aforementioned weak jump-shift responses.

Opener's Rebids: Opener usually passes unless holding a strong hand and/or good support for Partner's weak jump-shift response.

- a. **Pass** - Could be a strong hand with a misfit.
- b. **Rebidding his/her original suit** - Shows at least a 7-card suit, and is non-forcing.
- c. **Raising Partner's jump-response suit** - Any single, double (or even triple) raise is natural and non-forcing. Responder is not expected to bid again.
- d. **Any new suit** - Natural, usually at least a 5(+) card suit with extra hand strength. A new suit bid by Opener is non-forcing. However, Responder is allowed to either raise or correct to Opener's original suit. Responder should not make the mistake of rebidding 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 rebid his suit with a minimum. Bidding any other suit shows a maximum hand cooperating with Opener's game try.

WEAK JUMP-RAISES IN SUPPORT OF PARTNER'S OPENING SUIT

In standard bidding practices, 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 standard jump-responses in support of Partner's opening suit bids, however, conventional jump-responses are frequently used in conjunction with Bergen Raises in support of Partner's Major suit opening (Example 1), with the Inverted Minor system in support of Partner's Minor suit opening (Example 2), as well as in competitive auctions (Example 3). In each of these Partnership agreed-to cases these weak jump-raises in support of Opener's suit are preemptive in nature, similar to weak jump-shift responses as seen above.

<p><u>North</u> (1) 1H/1S</p> <p style="text-align: center;"><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 style="text-align: center;"><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 style="text-align: center;"><u>East</u> 1S</p> <p><u>South</u> 3H</p> <p>XXX KXXX QXX QXX</p>
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WEAK JUMP-OVERCALLS

Weak Jump-Overcalls are preemptive jump-overcalls intended to obstruct the Opponents' bidding. A weak jump-overcall shows 5-10 high card points, although vulnerability too is a consideration. A weak jump-overcall also typically promises:

- a. a 6-card suit at the 2-level (identical to a Weak Two opening bid)
- b. a 7-card suit at the 3-level

The weak jump-overcall has widely replaced the traditional "strong" jump-overcall. To show a strong one-suited hand, modern practice is to start with a takeout double and follow up by bidding the strong suit.

Responses to a Weak Jump-Overcall:

- a. **A simple-raise** shows 3 or 4-card support and approximately 6-13 points (insufficient values for a game contract). It is preemptive and completely non-forcing.
- b. **A jump-raise** usually shows a weak, preemptive hand (with at least 4-card support). However, a major suit jump-raise may also be made by a strong hand that believes the game contract will succeed.
- c. **A new suit** is natural and non-forcing, typically showing a 6-card suit and denying support for Partner's suit.
- d. **2-NT** is dependent on Partnership agreement. 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. Overcaller can bid a side suit feature (i.e. an Ace or King), or simply rebid his suit at the cheapest level.
- e. **A cue-bid of the opposing suit bid by Opener** is usually played as a forcing raise with interest in game. With a minimum hand, Overcaller can re-bid his suit at the cheapest level. With a strong hand, Overcaller can bid game or a side suit Ace or King.