

LIMIT JUMP RAISE IN A MINOR

The jump raise of a minor suit opening is not forcing, whether made in competition or not. Requirements are:

- Four good trumps, although five is more usual
- About 11 points counting distribution--a game try hand
- No biddable major suit

Notrump Probe

After a minor suit jump raise, opener can probe for a notrump game with a hand that is too good to pass:

- After a jump raise in clubs:

Opener bids his lowest ranking stopper if interested in probing for a notrump game. If opener bids 3♦ over the 3♣ raise, responder shows a heart stopper by bidding 3♥. With no heart stop, she bids 3♠ to show a spade stopper. With both majors stopped, she bids 3NT over 3♦, and with neither she bids 4♣:

| Opener | Responder |
|--------|--------------------------------|
| 1♣ | 3♣ |
| 3♦ | 3♥ - heart stop, no spade stop |
| | 3♠ - spade stop, no heart stop |
| | 3NT - both majors stopped |
| | 4♣ - neither major stopped |

If opener bids 3♥ over 3♣, denying a diamond stopper but implying a spade stopper, responder bids 3NT with a diamond stop (counting on opener to have spades stopped), otherwise bids 3♠ with a partial diamond stopper (e.g., Qx, Jxx), otherwise bids 4♣ (or 4♥ with good hearts, since opener could have a heart suit):

| Opener | Responder |
|--------|-------------------------------------------------------|
| 1♣ | 3♣ |
| 3♥ | 3♠ - partial diamond stopper |
| | 3NT - diamonds stopped |
| | 4♣ - no diamond stopper |
| | 4♥ - same, four hearts, four hearts, maximum strength |

If opener bids 3♠ over 3♣, denying stoppers in the red suits, responder bids 3NT with those suits stopped, otherwise bids 4♣ (or 4♠, with four spades).

- After a jump raise in diamonds:

Opener bids 3NT with both majors stopped, not worrying about clubs. There isn't enough room to investigate clubs, and responder will usually have something in clubs anyway. With one major stopped, opener bids that major and responder bids 3NT with a stopper in the other major, otherwise bids 4♦ (or

raises the major with good support and a maximum diamond raise). A 4♣ rebid by responder is a "help-suit game try" with a good hand: ♠32 ♥65 ♦AQ873 ♣KJ75

When to probe? With a doubtful hand, one that makes you think the other pair(s) holding your cards will not automatically go to 3NT. With ♠Q ♥AK3 ♦AJ632 ♣J874, after your 1♦ opening is raised to 3♦, bid 3♥. This shows a heart stop, allowing responder to bid 3NT with ♠K76 ♥Q32 ♦KQ654 ♣108. With ♠J84 ♥K3 ♦AQ8743 ♣K6 just bid 3NT over 3♦. You don't want partner to bid notrump and have the lead come through one of your kings. Besides, the other person(s) holding this hand will bid 3NT, so you might as well go along.

When a probe gets doubled:

| | | | |
|-------|------|-------|------|
| South | West | North | East |
| 1♦ | Pass | 3♦ | Pass |
| 3♠ | Dbl | | |

A redouble by North does *not* show spade strength. It tells opener to go ahead and bid 3NT. North might have ♠54 ♥AJ7 ♦KQ832 ♣J76. The redouble is necessary because a 3NT bid by North would send a spade lead through South's possible AQ, Kx, or other vulnerable holding.

Since any new suit bid by opener is forcing, a jump in a new suit is a splinter bid, a slam try:

| | |
|-------------------|-----------|
| Opener | Responder |
| 1♣ | 3♣ |
| 4♥ - splinter bid | |

Opener has ♠AKQ ♥3 ♦Q87 ♣A87632, too good for a mere notrump probe of 3♦. Responder can now bid 6♣ with ♠753 ♥A54 ♦K3 ♣K9843. See section 4-4, Splinter Rebids by Opener.

A limit raiser cannot use Blackwood. In the last auction, a 4NT bid by responder would be natural--showing secondary heart strength and warning of duplication. Opener might well pass this bid, a good spot if responder has ♠932 ♥KQJ ♦KJ ♣Q10954.

A jump raise over an opposing takeout double is a weak preemptive bid. A good raise is shown by an artificial jump to 2NT when the hand lacks sufficient HCP for a redouble. See section 3-19, Bidding Over a Double.