



# Jumps in the Bidding

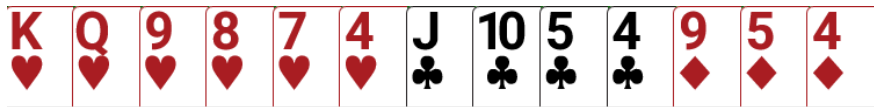
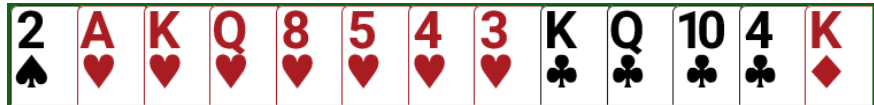
Strong? Weak? Something else?

# General Principle

- Jumps take up space in the auction
  - Makes it hard for partner to describe hand
  - Makes it hard for opponents to bid -> **Reason to preempt with weak hands**
- But...what if bidding up-the-line is weaker? Then jumps are strong!  
These are strong jumps:
  - **Jumps by opener** – with opening strength, can't have a weak hand...
  - **Jumps *not* in competition in a new suit** – if the opps aren't bidding, jumps show strength and a really good suit
    - Ex: 1♦ – (P) – 2♥ shows a 6-card heart suit, 16+ HCP
    - Note: 1♠ – (P) – 3♠ is not weak (invite: 10-12 HCP), but 1♣ – (P) – 3♣ is weak (inverted)
    - *Double jumps*: shows strong hand + support for Partner's suit + shortness in bid suit
      - Ex: 1♠ – (P) – 4♣ shows 12+ HCP, 4+ ♠, 1- ♣
  - **Jumps after partner doubles** – bidding up the line is weakest

# Some Examples

- Opening? Over opponents (1♣)? Responding to partner (1♣)?



# Some Examples

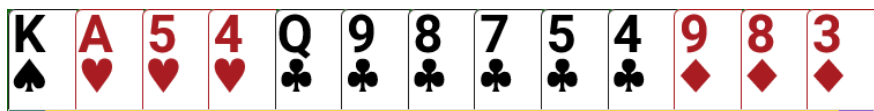
- Opening? Over opponents ( $1\clubsuit$ )? Responding to partner ( $1\clubsuit - P$ )?



Open  $1\heartsuit$  (rebid  $3\heartsuit$ )

X over opponents, then rebid  $\heartsuit$  (shows strength)

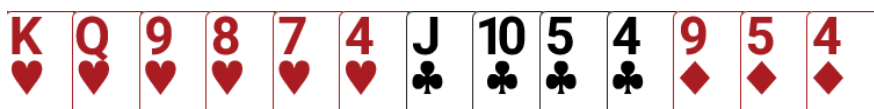
Respond  $2\heartsuit$  to Partner (X over interference)



Open  $3\clubsuit$

Pass over opponents ( $3\clubsuit$  if they open something else)

Respond  $3\clubsuit$  to Partner



Open  $2\heartsuit$

Bid  $2\heartsuit$  over opponents

Respond  $1\heartsuit$  to Partner



Pass (!) – don't preempt with side 4-card major!

$2\spadesuit$  over opponents (relax above rule)

Respond  $1\spadesuit$  to Partner



Open  $3\diamondsuit$

$3\diamondsuit$  over opponents

Respond  $1\diamondsuit$  to Partner ( $3\diamondsuit$  if Opps. Interfere)



Open  $1\clubsuit$  (reverse  $2\diamondsuit$  to show strength +  $\diamondsuit$ )

X over opponents (they crazy!) to show strength, then rebid  $\diamondsuit$

Respond  $2\clubsuit$  to Partner (stronger than  $3\clubsuit$ )...then go crazy!

...Or  $3\heartsuit$  (splinter)?

# What to do?

The image shows a bridge hand simulation interface. At the top, a hand for South (S) is shown with 13 cards, labeled "S Robot". To the right, a box displays "4♥" and "Preempt - 8+ ♥; 6-9 HCP". In the center, a bidding table shows the following sequence:

E	S	W	N
Pass	Pass	4♥	

Below the bidding table, there are buttons for "Pass", "4", "5", "6", "7", and "Dbl". At the bottom, the North (N) hand is shown with 13 cards: 2♠, 2♥, A♣, K♣, 8♣, 4♣, 3♣, 2♣, A♦, K♦, Q♦, 8♦, 2♦. The player is identified as "N ajer95" with a level indicator "3+".

# What to do?

The image shows a bridge hand simulation interface. At the top, a hand distribution bar for the South player (Robot) shows 13 cards. Below it, a bidding box shows the following sequence: South (S) passes, East (E) passes, South (S) passes, West (W) bids 4♥, and North (N) passes. To the right of the bidding box, a callout box displays '4♥' and 'Preempt - 8+ ♥; 6-9 HCP'. Below the bidding box, three hand distribution bars are shown for East (E), West (W), and North (N), all labeled 'Robot'. At the bottom, a row of buttons includes 'Pass', '4', '5', '6', '7', and a red 'Dbl' button. Below the buttons, the North player's hand is shown as a row of 13 cards: 2♠, 2♥, A♣, K♣, 8♣, 4♣, 3♣, 2♣, A♦, K♦, Q♦, 8♦, 2♦. At the bottom left, the North player is identified as 'N' with a crown icon and the name 'ajer95'. At the bottom right, a purple box contains the number '3+'.

- My vote: 4NT -> shows two places to play, usually minors

# The Full Deal

**S Robot**

Q♣ 10♣ 7♣ 6♣ 6♥ 3♥ K♠ Q♠ 9♠ 6♠ 4♠ 4♦ 3♦

**E Robot**

J♣ 9♣  
A♥ 5♥  
A♠ J♠ 7♠ 5♠  
J♦ 10♦ 9♦ 7♦ 6♦

**W Robot**

5♣  
K♥ Q♥ J♥ 10♥ 9♥ 8♥ 7♥ 4♥  
10♠ 8♠ 3♠  
5♦

**N ajer95**

A♣ K♣ 8♣ 4♣ 3♣ 2♣ 2♥ 2♠ A♦ K♦ Q♦ 8♦ 2♦

**Bidding:**

E	S	W	N
Pass	Pass	4♥	4NT
Pass	5♣	Pass	Pass
Pass			

- Cold for 5 – good bid!