



ED SCERRI

Making use of the jump bid in a game-force situation

WHEN you have established a game-forcing auction can there ever be any point in making a jump bid, thereby wasting valuable bidding space?

As a general principle, when a game force has been established it is advisable to bid slowly in order that as much information as possible may be exchanged. With that in mind, a jump bid when in a game force situation may be utilised to carry a very specific message, and I would suggest that the most useful message would be: 'Partner, I have a long and solid suit, which requires no help from you.'

An interesting hand that highlighted this question cropped up recently at a local club duplicate pairs event:

As West, you pick up the following very nice collection:

♠ 6 4 3 ♥ A ♦ A K Q 10 3 ♣ A 7 3 2

You are delighted to hear partner open 1♠. You respond 2♠ and partner rebids 2♥. You now bid 3♣, which is fourth suit forcing (to game).

If, at this point, partner's next bid is 3♠, you will no doubt ask for aces/kings, and finding that partner has one ace and two kings, will bid six spades as the final contract.

If, however, partner's next bid is 4♣ (ie a jump in a game force situation) you now know that he/she holds a long and solid spade suit and when you find out about an ace and two kings you have a very accurate picture. There will be at least six spades, headed by A K Q J, together with four hearts and three minor suit cards. Partner also holds either the ♥K or the ♣K.

With this information available you can count 12 certain tricks and all partner will need to do is ruff a heart with one of your small trumps for the 13th trick.

You can bid 7♣ with great confidence. This was the full hand:

♠ 10 9 5		♠ A K Q J 9 3
♥ 7 6 5 2		♥ K J 8 3
♦ J 9 8 7 4		♦ 5
♣ 5		♣ J 4
♠ 6 4 3	N	♠ A K Q J 9 3
♥ A	W	♥ K J 8 3
♦ A K Q 10 6	E	♦ 5
♣ A 7 3 2	S	♣ J 4
♠ 7		♠ 7
♥ Q 10 9 4		♥ Q 10 9 4
♦ 6 2		♦ 6 2
♣ K Q 10 9 8 6		♣ K Q 10 9 8 6

South led the ♣K, which declarer won in dummy. It was now a simple matter to cash the ♥A, cross to hand with a trump, ruff a heart in dummy, and then draw all the trumps. The ♠A K Q now provided enough

tricks to take care of the two losers in declarer's hand.

This fine contract will only be defeated when the defenders' hearts are distributed 8-0, or 7-1 (with the hand holding the singleton also holding at least two trumps). In other words it has a 97% chance of success.

It is true that if you play Roman Key-card Blackwood you would find out that partner holds ♠A K Q and an outside king without the use of this gadget, but you would not know of more than a five-card suit and you would not be able to guarantee its solidity, so to bid the grand slam would certainly be something of a punt.

The principal of jumping when partner cannot possibly pass a normal rebid can be used in other situations, eg:

1. 1♥ – Pass – 2♠* – Pass – 4♥, where 2♠ is natural and game forcing (16+ and a decent spade suit), a jump to 4♥ promises a long and solid suit.

2. 1♠ – Pass – 2♥ – Pass – 2NT* – Pass – 4♥, where 2NT is a game force 4♥ promises a long and solid suit (if you hold a suit which is just long, but not solid you must first bid 3♥, and then 4♥ on the next round).

For the Benji Acol players the same idea can also be used in response to strong 2♣/2♦ openers.

Many players (me included) favour the use of 2♥/♥ responses purely as relays rather than as negatives, thereby allowing more space for the strong hand to be described. If you adopt this approach then you can reserve the use of any bid of a suit (ie not relaying with 2♥/♥) to show a very good suit and a jump in a suit to show a long solid suit.

Using this agreement a response of 2♥, 2♠, 3♠, or 3♥ to an opening 2♣ bid shows positive values with a very good suit (say a six-card suit headed by two of the top three honours) and a response of 3♥, 3♠, 4♠ or

4♠ shows a long and solid suit.

In the same way, after a 2♦ opener, a response of 2♠, 3♠, 3♥ or 3♥ shows the good suit and 3♠, 4♠, 4♥ or 4♥ shows the long and solid suit.

With all other hand types you simply relay with 2♥/♥ and then describe your hand on the next round (although you may still use responses of 2/3NT if you feel you must!)

This sometimes means that the opener is very well placed to judge the final contract. For example, holding ♠A K Q 4 ♥9 4 3 ♦A K ♣A K 5 4, you would open 2♦ and if partner bids 3♥, which shows just some values and a heart suit, you have a difficult continuation. If, however, the 3♥ response showed a very good suit (six headed by two of the top three honours), then you would be fairly confident that a small slam in hearts would be making and if by some happy chance partner responded 4♥ to your 2♦ opening, then you can immediately underwrite 7NT, as partner will have a long and solid suit.

In the same way, with a hand such as ♠A K Q J 4 2 ♥A 8 ♦5 2 ♣A 9 8, you might open 2♠, intending to show eight playing tricks in spades, but if partner happens to respond 4♠, showing a long solid suit, then you know that 12 tricks in NT are a certainty and 13 tricks in diamonds are extremely likely (one defender holding at least six spades is the only slight danger).

DOUBLES QUIZ

By Bob Rowlands

Dealer West. Game all

West	North	East	South
2♠(i)	Pass	2♥(ii)	?

(i) Multi 2♠ - weak two in either major, strong two in either minor or strong balanced
(ii) Relay allowing West to show what he really has

What would you bid with:

- (a) ♠K 10 8 4 ♥3 ♦A J 6 4 ♣K J 7 6
(b) ♠4 ♥A Q 9 3 ♦A J 5 4 ♣Q 8 5 4
(c) ♠A 4 ♥5 3 ♦K 10 4 ♠A Q J 9 8 4
(d) ♠K 8 3 ♥J 7 3 ♦A K 8 4 ♣K 5 4

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