

Jump-Cue Mixed Raise

A good addition to anyone's bidding would be to define a "jump-cue." This is exactly what it sounds like. You are "cue-bidding" the OPPONENT'S suit -- but via a jump. For example:

<u>OPP.</u>	<u>PARTNER</u>	<u>OPP.</u>	<u>YOU</u>
1♦	1♠	Pass	3♦

Your 3♦ bid is a "jump-cuebid." Any time the opponents open and your partner overcalls, you can make such a jump-cuebid. What does it mean? We'll get to that in a moment. For now, let's do what we should do for all conventions. Make sure we know when it is on.

A jump-cue to show a mixed raise is defined as follows:

Any time the Opponents open the bidding and our side makes an overcall: Regardless of what their responder does, the partner of the overcaller jumps in the opener's suit. Sounds like a mouthful, I know. Just look at the example auction above if you are confused. (A jump to the 4-level should be a Splinter Bid -- so we are talking here only about a jump-cue on the 3-level).

Okay. So we know what a jump-cue is. What does it show? It should be played as a "Mixed Raise." What's that? This term is growing in popularity. It means: "4-card trump support and more than a preemptive raise, but less than a limit raise." For example, on the auction above, the jump-cue-bidder might hold:

♠ KJ43
♥ KJ65
♦ 43
♣ 862

This is a hand that wants to go to the 3-level (Law of Total Tricks) and do so quickly. However, it is too good for a preemptive raise of 3♠ (which would be made with the same hand but no ♥KJ). Meanwhile, this hand is not strong enough for a 2♦ cue-bid, which would promise 10+ (limit or better). A "single" cue-bid (2♦) should show at least a *limit raise* (with 3 or more trump). The *jump-cue* always delivers that 4th trump, but is *lighter than limit* (yet more than preemptive).

This convention is easy to use and easy to remember. Even if partner "forgets," it is unlikely he will take your jump-cue as natural. This method comes up quite frequently. Observe that the "jump cue-bid" says absolutely nothing about the suit you are jumping in (you could have three little, you could have the ace). Got it? If not, here are a few examples:

Jump-Cue to show Mixed Raise:

<u>OPP.</u>	<u>PARTNER</u>	<u>OPP.</u>	<u>YOU</u>
1♣	1♥	Pass	3♣

♠ A5
♥ QJ98
♦ J1042
♣ 763

<u>OPP.</u>	<u>PARTNER</u>	<u>OPP.</u>	<u>YOU</u>
1♥	2♣	Dbl	3♥

♠ 7654
♥ A987
♦ 6
♣ Q1087

<u>OPP.</u>	<u>PARTNER</u>	<u>OPP.</u>	<u>YOU</u>
1♦	1♥	1♠	3♦

♠ K975
♥ KJ74
♦ 32
♣ J105

Notes:

1) Don't mix this up with auctions where WE open. This is on only when THEY open and we overcall. For example, the following auction is NOT a "jump-cue mixed raise:"

<u>PARTNER</u>	<u>OPP.</u>	<u>YOU</u>
1♥	1♠	3♠

2) This article assumed that you are using the modern method of a jump-raise in competition as preemptive. Any time partner overcalls, you should use a jump raise as weak. However, even if you are using the old-fashioned method of all jump raises in competition as limit, that won't preclude you from using the jump-cue as mixed.