

# To Jump Or Not To Jump?

By Henry Jackson

# After Partner's Takeout Double

- Partner has made a low level takeout double and Responder has passed
- With an opening count you could cue bid to show values or simply jump to game in a major
- With minimum values you must bid something but certainly do not want to jump

# Like a Limit Raise

- A jump following partner's double is akin to a limit raise, but when do we have the right values to jump?
- The best players use experience and good judgement to decide when to jump
- The rest of us use simple rules or even abstain from jumping

# Simple Rules

- I've heard some players say "I jump with 9 points or more"

- But would you jump with

♠ 10 9 5 3 ♥ K 5 ♦ Q J 4 ♣ Q J 2 3 after

1 ♥ - X - P - ?

- How about

♠ Q 9 5 3 2 ♥ 6 5 ♦ Q J T 4 ♣ A 2 3 or

♠ Q J 9 5 4 3 ♥ A 7 5 ♦ 6 4 ♣ 2 3 ?

## Mel's Rule of 14

Add the number of cards in your suit to your number of high-card points. Jump if the total is 14 or more.

# Using Mel's Rule of 14

- ♠ 10 9 5 3 ♥ K 5 ♦ Q J 4 ♣ Q J 2 3 fails Mel's rule because 9 HCP plus 4 spades is only 13.
- ♠ Q 9 5 3 2 ♥ 6 5 ♦ Q J T 4 ♣ A 2 3 passes because 9 HCP plus 5 spades is 14.
- ♠ Q J 9 5 4 3 ♥ A 7 5 ♦ 6 4 ♣ 2 3 fails because 7 HCP plus 6 spades is only 13 **BUT**

Mel has another rule for that!

# Mel's Rule of 1

- Add the number of cards in your two longest suits.
- Subtract the number of losers.
- If the difference is one or more, make a jump response.
- If the difference is 0 or less, make a non-jump response.

# Using Mel's Rule of 1

• ♠ Q J 9 5 4 3 ♥ A 7 5 ♦ 6 4 ♣ 2 3

Losers        2            2            2            2

- There are 6 spades and 3 hearts and 8 losers
- $9 - 8 = +1$
- Jump!



# When Not to Use These Rules

- Do not use the rule of 14 or 1 when considering responding in NT
- Do not use these rules when your combined holdings are expected to be about 26 points with an 8 card fit.

# Mel's Guidelines for NT Responses

- Have at least 1 stopper in Opponent's suit
- 1NT with 7-11 HCP
- 2NT with 12-13 HCP
- 3NT with 14+
- These have been adjusted upward a little because some of partner's values may be in shortness in opponent's suit.

### Mel's Rules For Jumping After Partner's Takeout Double

Rule of 14. Add the number of cards in your suit to your number of high-card points. Jump if the total is 14 or more.

Rule of 1. Add the number of cards in your two longest suits. Subtract the number of losers. If the difference is one or more, make a jump response. If the difference is 0 or less, make a non-jump response.

NT Guidelines. Have at least one stopper in the opponent's bid suit and use these ranges: bid 1NT with 7–11, bid 2NT with 12–13 and 3NT with 14 or more.

### Mel's Rules For Jumping After Partner's Takeout Double

Rule of 14. Add the number of cards in your suit to your number of high-card points. Jump if the total is 14 or more.

Rule of 1. Add the number of cards in your two longest suits. Subtract the number of losers. If the difference is one or more, make a jump response. If the difference is 0 or less, make a non-jump response.

NT Guidelines. Have at least one stopper in the opponent's bid suit and use these ranges: bid 1NT with 7–11, bid 2NT with 12–13 and 3NT with 14 or more.

### Mel's Rules For Jumping After Partner's Takeout Double

Rule of 14. Add the number of cards in your suit to your number of high-card points. Jump if the total is 14 or more.

Rule of 1. Add the number of cards in your two longest suits. Subtract the number of losers. If the difference is one or more, make a jump response. If the difference is 0 or less, make a non-jump response.

NT Guidelines. Have at least one stopper in the opponent's bid suit and use these ranges: bid 1NT with 7–11, bid 2NT with 12–13 and 3NT with 14 or more.