

## Fit-Showing Jump (Flower) Bids

A ***Fit-Showing Jump (Flower) Bid*** is a jump-shift by a previously-passed hand absent competition by the Opponents. It denotes a good 5-card or longer side suit, 4-card or longer support for the suit of the opening Partner, and a maximum of six Losing Tricks; i.e., 12 or fewer support points. Such jumps show both length in the suit bid plus support for the suit of the Partner and working values in both bid suits. This method is used by the Player whose Partner, in Third or Fourth Seat, has opened the auction. It signifies 9-11 support points, less than a standard opening point count, at least nine cards in the two suits bid, and most of the values concentrated in those two suits. The following example may assist in clarifying this concept:

<u>North (Dealer)</u>		
	98	
	9752	P/3C (A fit-showing jump bid)
	8	
	AKQ84	
<u>East</u>		<u>West</u>
P		P/P
	<u>South</u>	
	K63	
	AK843	1H/4H
	KQ95	
	9	(Based on the additional values and the number of
		Losing Tricks shown by Partner, the opening bidder bids a game
		contract.)

There is no consensus in determining the factor as to whether or not a ***fit-showing jump*** is forcing to game or for just one round and is, therefore, a decision to be made by each Partnership. **Fit-Showing jump bids are alertable!**

When the opening bid is in a Minor suit and the fit-showing Jump is in a Major suit, it is deemed preferable for the Partner to pass with minimum values, especially since the Fit-Showing Bidder is already a passed hand.

After a fit-showing jump it generally becomes the decision of the third-seat Opener to determine any continuance.

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
P	P	1C	P
2S	P	????	
AQJ65 (A Maximum of 9-11 HCP's) 43 (At least 9-cards, either 4-5 or 5-4, in the two suits bid) 95 (Most all HCP's are concentrated in these two suits) KT97			

<b><u>Responder's Actions:</u></b>	
<b>1.</b>	Four or more cards in Opener's suit, preferably five or more when Partner bids a Minor suit

2.	A good outside 5-card or longer suit, typically with 2-3 working honors
3.	10-11 High-Card Points, perhaps shaded with primary honor controls
4.	An unbalanced distribution, preferably with a singleton or void (no flatter than a 5-4-2-2 shape)
<b><u>Opener's Actions:</u></b>	
1.	Play Responder's FSJ-R as 1 round forcing, excepting when holding a very bad fit for Responder's suit
2.	Re-bid opening suit with minimum values and no fit with Partner
3.	Game jumps in suit bids are signoff
4.	Game jumps in No-Trump are also sign-off with adequate stoppers in the other two suits
5.	Simple raise of Partner's suit shows extra values is forcing, showing interest in slam and asking Responder to cue-bid controls
6.	A new suit accepts Responder's trump fit with Opener, initiating control showing cue-bids
7.	Some play a minimum No-Trump bid shows slam interest, asking Responder to bid a short suit if appropriate

### **Opener's Re-bids:**

As Opener, you should treat Partner's jump-shift as virtually forcing. Don't worry about points -- your holding in the two suits Partner has shown is more important.

**Pass** is a possibility only if you have weak support for Partner's Major and have opened a real dog. If you open a third-seat 1C with 764 K1043 Q4 KQT6, you might pass Partner's jump to 2S. But note that if Partner had bid **2H**, this hand would be worth a jump to game.

**A Re-bid of Your Suit** (1D-"2H"-**3D** or 1S-3C-**3S**) is a very weak hand with no fit for Responder's suit. Partner should always pass.

**A Jump to Game** (1C-"2S"-**4S**) is a signoff, showing a minimum with a fit and enough well-placed cards to make game playable.

**A Jump to 3-NT** (1C-"2S"-**3-NT**) is to play, showing good stoppers in the un-bid suits and no interest in slam.

**A Simple Raise of Partner's Major** (1C-"2S"-**3S**) "sounds" invitational, but it's more useful if you play it as forcing, suggesting a slam and asking for a cue-bid. Since Responder has already invited game with his jump, there's little value in using this raise as a re-invitation by Opener.

**A New Suit** (1C-"2S"-**3D/3H**) is a cue-bid for slam **in Opener's suit**.

**A Jump in a New Suit** (1D-"2S"-**4C** or 1H-"3C"-**4D**) can be a splinter for the major. After 1S-"3C", opener's 4H bid would show a hand like AKQ76-5-Q854-AJ3.