

This is the second of a 3 part series on picture jumps and related sequences. In the first article, I contrasted fast arrival and picture jumps and showed some sequences where the partnership is much better off searching for slam after a picture jump. This article focuses on additional sequences where picture jumps can apply.

Picture Jumps Part 1 [<http://andrew-gumperz.blogspot.com/2011/12/picture-jumps-part-1.html#links>]

More Picture Jump Raises

1S -- 2C

2S -- 4S

In this sequence, there is only one picture jump available. A picture jump to game always shows no control in unbid suits, even when there is no way to show the strong picture jump.

Responder holds: KJTxx, xx, xx, AKJxx.

1S -- 2C

2H -- 4H

A picture jump does not have to be in opener's first bid suit.

Responder holds: xx, KJTxx, xx, AKJxx.

1S -- 2C

3C -- 4S

A picture jump can occur after opener raises responder's suit.

Responder holds: KJTxx, xx, xx, AKJxx.

1S -- 2H

4H

Opener can also make a picture jump.

Opener holds: AQJxx, KJTxx, xx, Jx

1S -- 2D

4D

Opener can make a picture jump to 4m to show excellent trump support and slam interest.

opener holds: AKxxx, Ax, KQTxx, xx. An alternative that has become popular in the last 20 years is to use this sequence as ace asking in the minor suit (minorwood).

1S -- 2D

5D??

A picture jump to 5m can not occur because opener would not want to get past 3NT with a hand like:

AKQxx, Jx, KQxx, xx. Make a simple raise to 3D with this hand since 3NT is the most likely game. This sequence shows a freakish hand with a huge fit like: AKxxx, x, QJxxxx, x

Suit Jump Rebids

The picture jump concept also applies to suit rebids.

1S -- 2C

4S

Opener has a 1-loser or solid suit and no red suit controls.

example 1: KQJTxxx, Qx, Qx, Kx

example 2: AKQJTxx, Jx, Qxx, x

1S -- 2C

3S

Opener has a 1-loser or solid suit, one or more red suit controls and strong slam interest.

hand 1: KQJTxxx, Qx, Ax, Kx

hand 2: AKQJTxx, Ax, Qxx, x

1S -- 2C

2D -- 4C

Responder has a 1-loser or solid suit, one or more outside controls and slam interest

hand 1: x, Ax, xx KQJTxxxx

hand 2: xx, Kx, x AKQJTxxx

By showing a suit that can play for at most one loser opposite a void, a player can invite partner to cooperate with a good hand but no trump support. Suppose you hold this:

AKxxx

AKxx

xxxx

--

Auction

1S -- 2C

2H -- 3C

Are you eager to look for a slam with a void in partner's suit? But if partner makes a picture jump of 4C you can cooperate happily with your control rich hand.

Implications for Non-jump Sequences

When using picture jumps, non-jump raises suggest that responder lacks exceptional trump support or has a mediocre suit or both.

1S -- 2C

2H -- 2S

Opener

Jxxxx

AKxx

Ax

Kx

Opener has been warned to tread lightly in the slam search. Responder could not splinter or make a picture jump so he is a big favorite to hold either 3 trumps or 4 bad ones. The 5-level will often be unsafe.

1S -- 2C

2S -- 3C

3S

Opener has a long broken suit since he did not make a picture jump earlier. His suit needs supporting honors for slam purposes.

1S -- 2C

2D -- 2NT/3NT

Pictures bidding does not apply to rebids in NT. However, since opener's hand is unlimited, the space consuming 3NT rebid should a narrowly defined hand. I suggest 3NT shows;

- unbid suit(s) very well stopped
- little slam interest

Perhaps responder holds: Jx, KQT, Kxx, KQT9x

Picture Jump Summary

After a 2/1 sequence any jump raise or jump rebid of a suit is a picture bid.

Jump Raises

- Any jump raise promises 4+ trumps and 2+ honors, plus a good 5+ card suit of your own
- A jump raise below game promises promises 1 or more outside controls
- A jump raise to game denies an outside control

Suit Jump Rebids

- All jump rebids of a suit promises a 1-loser or solid suit. I.e., a suit that will normally play for at most one loser opposite a void.
- A jump rebid to game denies an outside control in an unbid suit
- A jump rebid below game promises one or more outside controls in unbid suits.

Closing Comments

Picture bids come up infrequently, but when they do they can be key to finding or avoiding slams. If you add picture jumps to your methods, the most important thing to remember is the *negative inference* in a non jump sequences:

1S -- 2C

2D -- 2S

Responder's trumps or his clubs are too weak for a picture jump. This may allow you to decide that slam has poor chances because trumps are insufficient or responder's suit will not produce enough side tricks.

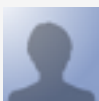
My next article [<http://andrew-gumperz.blogspot.com/2011/12/frivolous-3nt.html>] will discuss an additional convention that is a necessary adjunct to picture jumps--the 3NT slam try (originally called serious 3NT, but now more often played as a mild slam try).

Posted 29th December 2011 by [Andrew Gumperz](#)

Labels: [advanced](#), [bidding](#), [conventions](#), [slams](#)

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Anonymous [February 20, 2012 at 4:27 AM](#)

How often do these picture jumps show up? Seems like they would be rare.

In less than expert partnerships, fast arrival still seems best to me.

Tom Allan

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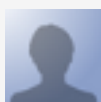


Andrew Gumperz [February 20, 2012 at 11:50 AM](#)

Hi Tom,

You are correct that picture jumps do not come up often. And yes, fast arrival is simpler and for that reason better in less than expert partnerships. I would not play picture jumps without also adopting non-serious 3NT and together, picture jumps plus non-serious is quite a bit to learn.

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Anonymous [October 16, 2016 at 5:59 PM](#)

I'm not clear how 13 point hands with scattered honors are shown. Would the last example under closing comments fit that description? Are all picture bids jumps? Think I just realized that. May I point readers to your website? giving you full honors, of course. This is the best writeup I've run across.

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Andrew Gumperz [October 16, 2016 at 6:57 PM](#)

You are welcome to share my web site with others. I have more articles on the bridge winners web site here: <http://bridgewinners.com/article/series/gumps-tips/>

Regarding your question, a scattered 13-count would make a non-jump call of some kind. For example:
1S -- 2C
2D -- 2S

Responder holds 3+ spades and a game force. He declines holding a hand appropriate for a fit jump.

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