

WEAK JUMP OVERCALLS

5-9 HCP or (6-10 HCP) Choice is yours
6 card suit



I love being obstructive!!

Weak jump overcalls occur far more frequently than intermediate strength overcalls, so are very popular with duplicate players. Strong jump overcalls can be shown first with a double. I recommend weak jump overcalls, as their main objective is to be obstructive. They crop up more often, so you can obstruct more often. The suit should be of good quality – not like something the cat brought in! Another factor when overcalling is – have length in RHO suit and not shortage. *(The opposite of a takeout double)*

<u>North</u>	<u>East</u>
	♠KQJ753
	♥85
	♦87
	♣764

1♣	2♠
<u>East</u> is weak but he has 6 spades 6 HCP. Excellent weak jump overcall.	

<u>North</u>	<u>East</u>
	♠54
	♥85
	♦KQ10872
	♣K64

1♣	2♦
<u>East</u> is weak but he has 6 good diamonds 8 HCP. Another good weak jump overcall.	

<u>North</u>	<u>East</u>
	♠AJ9
	♥Q75432
	♦A75
	♣7

1♣	1♥
<u>East</u> is a little too strong for a weak jump overcall and the heart suit is simply not good enough. You can always bid on if partner supports you.	

Responding to a weak jump overcall

Respond again using the “Total Trump Fit” (TT) but remember that partner’s overcall has served its purpose, so don’t rush in unnecessarily.

All direct raises are still pre-emptive so, if you are very strong with a fit, use a **forcing** cue bid of enemy suit (See page 94)



Health warning!!

Responder - Take care, don’t forget the vulnerability!!
Do not raise when weak with unfavourable vulnerability.