

**A Jump Overcall**

A jump overcall skips one level of bidding over an opponent's bid. Compare the following:-

- |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|
| a) | 1♣ | b) | 1♠ | c) | 1♦ | d) | 1♥ |
|    | □  |    | □  |    | □  |    | □  |
|    | 3♥ |    | 4♣ |    | 2♥ |    | 3♣ |

a) & b) are genuine preempts, skipping 2 levels of bidding. Weak, 7 cards. c) and d) are jump overcalls, skipping one level of bidding. Traditionally these were strong bids.

**The Weak Jump Overcall**

In the modern game, weak jumps are used as a mini-preempt promising 6-10 HCP and playing trick strength within the rule of 2 & 3. (6+ card suit.) This is an otherwise unavailable preemptive bid which is most attractive when not vulnerable. If the required level is 3, then the weak jump should promise an excellent 6 card suit or seven cards, especially if vulnerable.

**Intermediate Jump Overcalls**

Intermediate jump overcalls range between about 11-16 HCP and promise 6 good cards as above. These bids are useful over weak 2 openings and in the pass-out seat (e.g 1♦: Pass: Pass.

**Example Hands**

Playing Weak Jump overcalls, how would you bid over a 1♥ opening on your right? Assume you are vulnerable on numbers 2 and 4.

- |    |            |    |                |    |           |    |               |    |               |
|----|------------|----|----------------|----|-----------|----|---------------|----|---------------|
| 1. | ♠ QJ10976  | 2. | ♠ 43           | 3. | ♠ 53      | 4. | ♠ AKJ963      | 5. | ♠ Q9764       |
|    | ♥ A73      |    | ♥ AQ6          |    | ♥ 94      |    | ♥ 97          |    | ♥ 4           |
|    | ♦ Q102     |    | ♦ AQJ1087      |    | ♦ KQJ1087 |    | ♦ Q63         |    | ♦ AQJ643      |
|    | ♣ 4        |    | ♣ 52           |    | ♣ A32     |    | ♣ 62          |    | ♣ 7           |
|    | 2♠ is fine |    | 2♦ -- too      |    | 3♦ is Ok  |    | 2♠, your suit |    | 2♦, hoping    |
|    |            |    | strong for 3♦. |    |           |    | is good.      |    | to bid spades |
|    |            |    |                |    |           |    |               |    | later.        |

**Discipline**

There is a tendency for players to overuse systemic bids. It is important to establish agreements and then stick to them. Staying within your agreements with respect to playing tricks and defensive strength will pay dividends in the long term.

### A Jump Overcall

A jump overcall skips one level of bidding over an opponent's bid. Compare the following:-

a) 1♣  
 3♥

b) 1♠  
 4♣

c) 1♦  
 2♥

d) 1♥  
 3♣

## **The Weak Jump Overcall**

**6-10 HCP and a good 6 card suit.**

## **The Strong Jump Overcall**

**15-18 HCP**

**Quality 6 card suit**

**6.5 – 7.5 playing tricks**

<1♥> ?

1. ♠ QJ10976	2. ♠ 43	3. ♠ 53	4. ♠ AKJ963
♥ A73	♥ AK6	♥ 94	♥ A7
♦ Q102	♦ AQJ1087	♦ KQJ1087	♦ K63
♣ 4	♣ 52	♣ A32	♣ 62

<1♦> ?

5. ♠ QJ10976	6. ♠ 42	7. ♠ AKJ963	8. ♠ AKQJ973
♥ A73	♥ AQJ1087	♥ A6	♥ A7
♦ Q102	♦ AK6	♦ K63	♦ K62
♣ 4	♣ J4	♣ 62	♣ Q7