

Intermediate Jump Overcalls

With 11 -15 HCP and a 6 card suit you can make an overcall by jumping one level.

Note.

1. Generally try and keep the Jump Overcalls to the 2 level
2. Remember to use Take Out Double with 12-15 HCP

Examples

1D Opener - 12+ HCP or 11 with distribution

2H/S by Overcaller would be 11 – 15 HCP with a 6+ card suit.

3H/S would a pre-empt with a 6 – 10 HCP and 7+ card suit

1H Opener - 12+ HCP or 11 with distribution

2S by Overcaller would be 11 -15 HCP with a 6+ card suit

3C/3D with partner's agreement could be 11 -15 HCP with a 6+ card suit or just pre-empt

With a 1S Opener Jump Overcalls are more difficult to make and pre-empts are preferred.

1NT Opener – 12 -14 HCP

3C/D/H/S would be 11-14 HCP with 6+ card suit and good distribution!

Responders Bid to Overcaller with NO INTERFERENCE

1. Less than 6 HCP usually PASS
2. 6 – 9 HCP and 2+ cards in bid suit may support to the 3 level
3. 6 – 9 HCP and void or singleton PASS
4. 10+ HCP with 3+ card support and good distribution to support ruffing may consider bidding to the 4 level looking for GAME.

Responders Bid to Overcaller with INTERFERENCE

You are now in a competitive bidding situation!!

The opposition may be bluffing and trying to stop you bidding game or achieving a better part score.

Use 1 to 4 above as a guide, watch vulnerability and decide if you should be doubling for penalties with tricks and points in their suits or Quick Trick Winners in other suits!!!

1 NT Overcall

15 - 17 HCP balanced (4,4,3,2 or 4,3,3,3 or 5,3,3,2 shaped hands) one or two stoppers in their bid suit.

Responder Bid to Overcall with NO INTERFERENCE

1. PASS with 0 - 6 HCP
2. Bid 2C – Stayman for Majors & 6 + HCP else pass
3. Bid 2D/H/S showing 5 card+ suit and 6-9 points
4. Bid 2 NT with 8-9 HCP
5. Bid 3NT with 10-15 HCP or 4C with 16+ HCP