

Jump Overcalls

The opponents have opened and your partner bids a jump overcall

e.g	{opponents}	{partner}	{opponents}	{ you }
	1D	2S	P	?

or

e.g	{opponents}	{partner}	{opponents}	{ you }
	1S	3H	P	?

To decide what to bid now { and whether to bid } we need to know what partner's jump overcall means.

Now the *meaning* of jump overcalls has changed over the years and there are actually three varieties of jump overcalls that have been played.

i) Strong jump overcalls - strong hands with six card suits { approx 16 + pts},

ii) Intermediate jump overcalls - intermediate hands with a good six card suit {approx 10-15 pts }

iii) Weak jump overcalls - weak hands with a six card suit { approx 6-----9.5 pts }

All of these conventional treatments for jump overcalls have their supporters and all (theoretically) have advantages. Your partnership has to agree on the J-Overcall they most prefer and *stick to it whatever happens!*

Of the three , the *strong jump overcall* is the one that is the least popular these days and is only really played by dyed in the wool rubber bridge players.

e.g	{opponents}	{partner}	{opponents}	{ you }
	1D	2S	P	
		AKJxxx		
		AK		
		xx		
		Jxx		

The intermediate jump overcall too has less followers than it used to { though as its most well known fan is Bob Hammond , multiple world champion , it can't be ignored}.

e.g	{opponents}	{partner}	{opponents}	{ you }
	1D	2S	P	
		KQJxxx		
		Ax		
		xx		
		Qxx		

The weak jump overcall is the favourite amongst tournament players and is the most popular jump overcall by far in the USA .

e.g	{opponents}	{partner}	{opponents}	{ you }
	1D	2S	P	
		KQJxxx		
		xx		
		xx		
		Qxx		