

As to which type of overcall you should plump for, well it is very much a matter of taste. Those who like solid constructive auctions will go for the Intermediate variety and those who are keener to disrupt the opponents auctions might prefer the Weaker calls.

Heres how an I-J-O can pay dividends

e.g	N	E	S	W	
	1H	2S	3H	?	It is fairly easy here for W to bid 3Sp knowing that their partner has a good six card suit.
		AKJxxx		Qx	
		xx		xxx	
		Kxx		AQxx	
		xx		Jxxx	

Suppose though the bidding had gone like this { and it would have to if you weren't playing I-J-O }

e.g	N	E	S	W	
	1H	1S	3H	?	Now <i>if you didnt know</i> partner had six Spades then you would have to be pretty brave to raise to 3S.
		AKJxxx		Qx	
		xx		xxx	
		Kxx		AQxx	
		xx		Jxxx	

Heres a W-J-O in action.

e.g	N	E	S	W	
	1H	3D	?		If East <i>wasn't</i> playing W-J-O then they would have had to pass. Playing W-J-O allows them to bid freely. South who has a fair hand themselves is in some difficulties now.
		xx	AQxx		
		xx	KJx		
		AKJxxx	Qxx		
		xxx	xxx		

Lastly here follows a potted guide to raising J-O. It is difficult to be precise about these point counts { hand shapes making such a difference} but they are roughly correct.

### Intermediate Jump overcall

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

The Intermediate J-O-call shows about 10----15 so with :

i) 0----- 8 pass    ii)9/12-----raise one level    iii)13+ ----raise to game

### Weak Jump overcall

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

The Weak J-O-call shows about 6----9 so with :

i) 0----- 13 pass    ii)14/15-----raise one level    iii)16+ ----raise to game