

## **Jump Overcalls**

There are 2 types of jump overcall: Weak, Intermediate. Obviously, you need a partnership agreement on which style you intend to play.

Each type has a different structure.

### **Weak Jump Overcalls**

6-10 HCP and a 6 card suit, or longer. Vulnerable it is preferable to have at least 8 HCP, with the majority in the suit you are bidding. The same applies if the weak jump means you are bidding at the 3 level.

This means that your normal overcalls fit the following criteria:

Overcall at 1 level = 8-15 HCP and a 5 card suit. (If you play the point count as low as 8, you need to have a system of checking whether partner has made a good or bad overcall, see below)

Overcall at 2 level = 10-15 HCP and a 5 card suit.

### **Intermediate Jump Overcalls**

12-15 HCP and a solid suit (6 card suit)

So:

Overcall at 1 level = 8-15 HCP and a 5 card suit. (If you play the point count as low as 8, you need to have a system of checking whether partner has made a good or bad overcall, see below)

Overcall at 2 level = 10-15 HCP and a 5 card suit.

### **Unassuming Cue-bid**

If partner overcalls showing 8-15 high card points and you have 11+ points you need to know if it was a good or bad overcall. Bid the opponents suit. Partner then re-bids their suit at the cheapest level to show 8-12 HCP and you can pass. If partner has 13-15 points they should bid anything other than their suit at the cheapest level. They might bid another suit, or NT if they have a hold, or jump in their suit.