

Weak Jump Overcalls

Remember we have learned the value of opening with **Weak Twos**. That is of opening with a bid at the two level which shows six trumps but with a very weak hand, typically between Six and Ten High Card Points.

The same concept can be applied as an overcaller. They are known as “Weak Jump Overcalls” and are characterised by bidding after the opponents have opened the bidding but by unnecessarily jumping a level or two. For example, if the opponents have opened One Heart, the following bids are weak jump overcalls: **Three Clubs, Two Spades, Three Diamonds**

Notice that it is no longer about the level of bidding (ie Weak Twos are always at the Two level) it is about whether we have unnecessarily jumped a level.

What Does A Weak Jump Overcall Show?

A Weak Jump Overcall shows a **good**, six card suit and between six and ten high card points. It is okay to open some dodgy suits if we are not vulnerable (although they shouldn't be terrible). When vulnerable, we should have two of the top three honours. We might relax that to two of the top four or three of the top five honours if non-vulnerable.

Imagine we are vulnerable and hold the following cards and our Right Hand Opponent opens One Diamond:

♠ AQT762	♠ A98	♠ QJ9732	♠ J32
♥ 4	♥ AK7643	♥ K94	♥ J54
♦ 87	♦ 3	♦ 32	♦ 4
♣ KJT6	♣ T76	♣ JT	♣ AQJ652
Overcall Two Spades	Overcall One Heart	Pass	Overcall Three Clubs

Now imagine we are not vulnerable and we hold the following after a One Diamond opening on our right:

♠ QJ9732	♠ Q4	♠ J95432	♠ AQT762
♥ K94	♥ AT9653	♥ KQT	♥ 4
♦ 32	♦ 2	♦ 3	♦ 87
♣ JT	♣ T987	♣ T74	♣ KJT6
Overcall Two Spades	Overcall Two Hearts	Pass	Overcall One Spade

Responding to Weak Jump Overcalls

As with overcalls and with weak twos or pre-empt, our goal as a partnership is not necessarily to carefully find our best contract. We are trying to shout over the opponents’ discussion and stop them from finding their best contract (they have seized the initiative by opening, let’s try and muddy the waters). So responding to a Weak Jump Overcall is really not about discussing with your partner about the best contract, it is about quickly bidding as far as we dare!

Opposite a Weak Jump Overcall you should **only** bid with a **good hand (16+HCP)** or a **good fit (combined ten cards)**.

Imagine we hold the following hands. Our Left Hand Opponent opens One Diamond, Our partner bids Two Spades. What should we bid with the following:

♠ void	♠ 2	♠ Q2	♠ 9862
♥ AT9852	♥ AK842	♥ AKJ5	♥ JT6
♦ 95	♦ KQ6	♦ A2	♦ J
♣ AJ842	♣ AJ93	♣ KT862	♣ Q6542
Pass (!)	Bid 3 Hearts	Bid 4 Spades	Bid 3 Spades