

## WEAK JUMP OVERCALLS

### Single Jump Overcalls

Single jump overcalls are normally strong, but not:

-- Directly over 1♣ or 1♦ artificial openings, strong or not, and responses to them:

North	East	
1♣	2♦/2♥/2♠/3♣	- weak, preemptive

South	West	North	East	
1♣	Pass	1♦/1♥	2♠/3♣/3♦	- weak, preemptive

-- Directly over 2♣ artificial strong opening and responses to it:

North	East	
2♣	3♦/3♥/3♠/4♣	- weak, preemptive

-- Directly over a 1♣ or 1♦ opening by five-card majorities, but not over responses to such an opening, when playing Marvin vs Five-Card Majors (see section 12-10).

North	East	
1♦	2♥/2♠/3♣/3♦	- weak, preemptive

South	West	North	East	
1♣	Pass	1♥	2♠	- strong jump overcall

And not when balancing:

South	West	North	East	
1♦	Pass	Pass	2♥/2♠/3♣	- invitational

This is a standard intermediate-strength jump overcall. See section 8-7, Reopening the Bidding.

-- Over a notrump opening, strong or weak:

South	West	
1NT	3♥/3♠/4♣/4♦	- weak, preemptive

A strong hand would reach these suits by a conventional route.

Balancing:

South	West	North	East	
1NT	Pass	Pass	3♥/3♠	- mildly invitational

The reopening jump is not very strong. With a really promising hand, fourth seat can show the single suit by an artificial overcall and follow with a jump. See section 12-2, Marvin vs Strong Notrump Openings, and section 12-3, Marvin vs Weak Notrump Openings.

If opener's partner has responded with a weak natural bid, or a conventional bid that might be weak, all jump overcalls are strong:

South	West	North
1NT	2♦*	3♠ - strong, invitational

\* signoff or transfer

-- Jump overcalls in RHO's suit, when partner has not bid:

South	West	North	East
1♣	Pass	1♥	3♥ - weak, preemptive

South	West
1♣	3♣ - weak, preemptive

-- Jump overcalls of a 1NT response or negative double by RHO when partner has overcalled:

South	West	North	East
1♣	1♥	1NT/Dbl	3♣/3♦/3♥/3♠ - weak, preemptive

A good hand would double 1NT or redouble over the double..

### Requirements

At the two level, requirements for a weak jump overcall are the same as for a weak two bid (see section 7-2, Weak Two Bids).

At the three level or higher, requirements are the same as for an opening preemptive bid at that level.

A jump overcall in a minor suit will often tempt an unpassed partner into a 3NT bid, so jumps to 3♣ or 3♦ should be sound if partner has not passed.

The Ogust convention (see section 7-2) applies to weak jump overcalls at the two level. New suit advances of the overcall are forcing for one round, unless advancer has previously passed. Overcaller bids notrump to show support for advancer's suit, but may raise a two-level advance instead of bidding 2NT when holding good values for the raise (e.g., three trumps and a singleton). If advancer then bids 3NT, overcaller must pass. This is the standard weak-two approach.

### Double/Triple Jump Overcalls

North	East
1♣	3♦/4♦/4♣

If less than game, these overcalls deny any defensive strength outside the suit bid (and preferably no ace in the bid suit). Game bids may be stronger, having the same considerations as opening game bids. See section 7-4, High Level Preemptive Openings.