

## **Jump Overcalls**

In bridge, variable jump overcalls involve using a jump bid (a bid that skips over a level) after an opponent opens the bidding. These jumps can be used to show a variety of hands, from weak hands with a long suit to moderate hands with good distribution.

### **Weak Jump Overcalls:**

These are used to disrupt the opponents' bidding and potentially preempt the contract.

They typically involve a 6-card suit and 6-10 High Card Points (HCP).

A jump overcall at the 2-level (e.g., 2♠ after 1♣) shows a 6-card suit, while a jump at the 3-level (e.g., 3♠ after 1♣) usually shows a 7-card suit.

### **Intermediate Jump Overcalls:**

These are more constructive than weak jumps and show a 6-card suit 11-15 HCP.

2♠ (a weak jump overcall with a 6-card spade suit and 6-10 HCP)

3♠ (a weak jump overcall with a 7-card spade suit and 6-10 HCP)

### **Variable Jumps Overcalls:**

A combination of Weak and Intermediate overcalls

Non Vulnerable is 6-10 points (Weak)

Vulnerable 11-15 points (Intermediate)

### **Opponent's Bid:**

The opponent's bid can influence whether a jump overcall is appropriate and at what level.

Example:

If the Right-Hand Opponent (RHO) opens 1♣, you might jump overcall with:

#### **Non Vulnerable**

2♠ (a weak jump overcall with a 6-card spade suit and 6-10 HCP)

3♠ (a weak jump overcall with a 7-card spade suit and 6-10 HCP)

#### **Vulnerable**

2♠ (a weak jump overcall with a 6-card spade suit and 11-15 HCP)

