

## Weak Jump Overcalls

- Traditionally a Jump Overcall shows a fairly good hand 12-16 points and a good 6+ card suit.
- Many players (especially playing duplicate) prefer to play Weak Jump Overcalls to show a 6 card suit and 6-10 points – very similar to a Weak Two opening bid.

DLR: North VUL: NS	♠ J ♥ K Q 7 5 4 ♦ K 6 5 4 ♣ A K 10 (16pts)	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr> <td style="padding: 2px;">W</td> <td style="padding: 2px;">N</td> <td style="padding: 2px;">E</td> <td style="padding: 2px;">S</td> </tr> <tr> <td style="padding: 2px;"></td> <td style="padding: 2px;">1 ♥</td> <td style="padding: 2px;">2 ♠</td> <td style="padding: 2px;">P</td> </tr> <tr> <td style="padding: 2px;">3 ♠</td> <td style="padding: 2px;">P</td> <td style="padding: 2px;">P</td> <td style="padding: 2px;">P</td> </tr> <tr> <td style="padding: 2px;"></td> <td style="padding: 2px;"></td> <td style="padding: 2px;"></td> <td style="padding: 2px;"></td> </tr> </table>	W	N	E	S		1 ♥	2 ♠	P	3 ♠	P	P	P				
W	N	E	S															
	1 ♥	2 ♠	P															
3 ♠	P	P	P															
♠ A 8 3 ♥ 9 6 3 ♦ A 3 2 ♣ 6 5 4 2 (8pts)	<table style="margin: auto;"> <tr> <td></td> <td style="padding: 0 10px;">N</td> <td></td> </tr> <tr> <td style="padding: 0 10px;">W</td> <td></td> <td style="padding: 0 10px;">E</td> </tr> <tr> <td></td> <td style="padding: 0 10px;">S</td> <td></td> </tr> </table>		N		W		E		S		♠ K Q 10 9 7 5 ♥ 10 8 ♦ 9 8 ♣ Q 9 8 (7pts)							
	N																	
W		E																
	S																	
	♠ 6 4 2 ♥ A J 2 ♦ Q J 10 7 ♣ J 7 3 (9pts)	Makeable: 4 ♥ by North 2 ♠ by East																

DLR: North VUL: NS	♠ J ♥ K Q 7 5 4 ♦ K 6 5 4 ♣ A K 10 (16pts)	W	N	E	S
			1♥	2♠	P
		P	X	P	
♠ A 8 3 ♥ 9 6 3 ♦ A 3 2 ♣ 6 5 4 2 (8pts)	N W            E S	♠ K Q 10 9 7 5 ♥ 10 8 ♦ 9 8 ♣ Q 9 8 (7pts)			
	♠ 6 4 2 ♥ A J 2 ♦ Q J 10 7 ♣ J 7 3 (9pts)				

DLR: North VUL: NS	♠ J ♥ K Q 7 5 4 ♦ K 6 5 4 ♣ A K 10 (16pts)	W	N	E	S
			1♥	2♠	P
		P	X	P	3♥
		3♠	4♥	P	P
		4♠	X	P	P
♠ A 8 3 ♥ 9 6 3 ♦ A 3 2 ♣ 6 5 4 2 (8pts)	N W            E S	♠ K Q 10 9 7 5 ♥ 10 8 ♦ 9 8 ♣ Q 9 8 (7pts)			
	♠ 6 4 2 ♥ A J 2 ♦ Q J 10 7 ♣ J 7 3 (9pts)	Makeable: 4♥ by North 2♠ by East			



	Traditional Jump Overcalls	Weak Jump Overcalls
1 ♣:1 ♥ (non-jump)	8-16pts, 5+hearts	8-16pts, 5+hearts
<b>1 ♣:2 ♥ (single jump)</b>	<b>12-16pts, 6+ hearts</b>	<b>6-10pts, 6 hearts</b>
1 ♣:3 ♥ (double jump)	6-10pts, 7 hearts	6-10pts, 7 hearts
1 ♥:2 ♣ (non-jump)	10-16pts, 5+clubs	10-16pts, 5+clubs
<b>1 ♥:3 ♣ (single jump)</b>	<b>12-16pts, 6+clubs</b>	<b>6-10pts, 7 clubs</b>
1 ♥:4 ♣ (double jump)	6-10pts, 7+ clubs	6-10pts, 7+ clubs

## Weak Jump Overcalls

- Weak Jump Overcalls are not alertable, but you should include this in your 1-line system description (WJO)
- If your opponent makes a Jump Overcall, you can ask the partner whether this is weak.

## Responding to a WJO

DLR: North VUL: NS	♠ J 3 2 ♥ K 5 ♦ K J 6 5 4 ♣ A K 10 (15pts)	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr> <th style="padding: 2px;">W</th> <th style="padding: 2px;">N</th> <th style="padding: 2px;">E</th> <th style="padding: 2px;">S</th> </tr> <tr> <td style="padding: 2px;"></td> <td style="padding: 2px;">1♦</td> <td style="padding: 2px;">2♠</td> <td style="padding: 2px;">P</td> </tr> <tr> <td style="padding: 2px;">P</td> <td style="padding: 2px;">P</td> <td style="padding: 2px;"></td> <td style="padding: 2px;"></td> </tr> </table>	W	N	E	S		1♦	2♠	P	P	P		
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	1♦	2♠	P											
P	P													
♠ A 8 ♥ A 9 6 3 ♦ A 3 2 ♣ 6 5 4 2 (12pts)	<table style="margin: auto;"> <tr> <td></td> <td style="padding: 0 10px;">N</td> <td></td> </tr> <tr> <td style="padding: 0 10px;">W</td> <td></td> <td style="padding: 0 10px;">E</td> </tr> <tr> <td></td> <td style="padding: 0 10px;">S</td> <td></td> </tr> </table>		N		W		E		S		♠ K Q 10 9 7 5 ♥ 10 8 ♦ 9 8 ♣ Q 9 8 (7pts)			
	N													
W		E												
	S													
	♠ 6 4 ♥ Q J 7 4 2 ♦ Q 10 7 ♣ J 7 3 (6pts)	Makeable: 3♠ by East 2♦ by North												

## Responding to a WJO

DLR: North VUL: NS	♠ A 3 2 ♥ K J 6 5 4 ♦ K 5 ♣ A K 10 (18pts)	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr> <th style="padding: 2px;">W</th> <th style="padding: 2px;">N</th> <th style="padding: 2px;">E</th> <th style="padding: 2px;">S</th> </tr> <tr> <td style="padding: 2px;"></td> <td style="padding: 2px;">1♥</td> <td style="padding: 2px;">2♠</td> <td style="padding: 2px;">P</td> </tr> <tr> <td style="padding: 2px;">3♠</td> <td style="padding: 2px;">P</td> <td style="padding: 2px;">P</td> <td style="padding: 2px;">P</td> </tr> </table>	W	N	E	S		1♥	2♠	P	3♠	P	P	P
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	1♥	2♠	P											
3♠	P	P	P											
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	N													
W		E												
	S													
	♠ 6 ♥ Q 10 7 ♦ Q J 7 4 2 ♣ J 7 3 2 (6pts)	Makeable: 2♠ by East 4♥ or 2NT by North												

## Competing against a WJO

DLR: North VUL: NS		W	N	E	S
			1♦	2♠	3♦/P
	N W      E S				
	♠ 6 4 ♥ Q J 7 4 ♦ A 10 8 7 ♣ J 10 7 (8pts)				

## Competing against a WJO

DLR: North VUL: NS	♠ J 3 2 ♥ K 5 2 ♦ K J 6 5 4 ♣ A K (15pts)	W	N	E	S
			1♦	2♠	3♦
		P	P	P	
♠ A 8 ♥ A 9 6 3 ♦ Q 3 2 ♣ 6 5 4 2 (10pts)	N W      E S	♠ K Q 10 9 7 5 ♥ 10 8 ♦ 9 8 ♣ Q 9 8 3 (7pts)			
	♠ 6 4 ♥ Q J 7 4 ♦ A 10 8 7 ♣ J 10 7 (8pts)	Makeable: 2♠ by East 4♦ by North			

## Competing against a WJO

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## Competing against a WJO

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P	3♦	P	P															
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	♠ 6 4 ♥ Q J 7 4 ♦ A 8 7 ♣ J 10 7 5 (8pts)	Makeable: 2♠ by East 3♦ by North																

## Weak Jump Overcalls

- I recommend that if you play Weak Twos, you also play Weak Jump Overcalls (WJO).
  - They are harder to compete against.
  - In many ways they are simpler, as all Jump Overcalls are now Weak.
- Only overcalls are weak, not for example, responses to your partner's bid.
- A few people vary Jump Overcalls, depending on their vulnerability (not recommended, by me).