



The jump fit (by the overcaller's partner)

The jump fit response to overcalls

The jump shift by the overcaller's Partner shows:

- a four-card fit
- five cards in the named suit
- ten or so HCP.

The well-informed overcaller can now decide to go to game, part game or pass.

S	W	N	E
	1 ♣	1 ♦	Pass
2 ♠			

A ♠	Q ♠	J ♠	9 ♠	5 ♠	7 ♥	5 ♥	6 ♣	3 ♣	Q ♦	J ♦	8 ♦	6 ♦
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Problem 20757 2 ♠ In response to an overcall, the jump shift shows a four-card fit, a strong five-card suit and ten or so HCP.

S	W	N	E
Pass	1 ♦	1 ♠	Pass
3 ♥			

A ♠	K ♠	9 ♠	5 ♠	4 ♠	Q ♥	J ♥	6 ♣	5 ♣	4 ♣	A ♦	8 ♦	7 ♦
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Q ♠	8 ♠	7 ♠	6 ♠	A ♥	K ♥	10 ♥	7 ♥	5 ♥	3 ♣	2 ♣	9 ♦	4 ♦
-----	-----	-----	-----	-----	-----	------	-----	-----	-----	-----	-----	-----

Problem E4954 3 ♥ In response to an overcall, the jump shift shows a four-card fit, a strong five-card suit and ten or so HCP. The well-informed overcaller can now decide what to do next.