



## Preempt overcalls

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These require a maximum of 10HCP. The preempts are:

- the 2 level jump overcall in a major,
- overcalls at the 3rd, 4th and even 5th level in any suit,
- 3NT which shows a 7-card independent minor,
- 4NT which shows 2 mega minors

S	W	N	E
			1 ♣
2 ♠			

  

Q ♠	J ♠	9 ♠	8 ♠	5 ♠	2 ♠	A ♥	7 ♥	7 ♣	2 ♣	9 ♦	6 ♦	4 ♦
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Problem E4405 2 ♠ A level 2 jump overcall in a major suit requires 6 cards and 6-9HCP. Here your preempt is the very lowest.

S	W	N	E
			1 ♦
1 ♠			

  

A ♠	10 ♠	8 ♠	7 ♠	6 ♠	5 ♠	A ♥	J ♥	9 ♥	5 ♣	4 ♣	9 ♦	6 ♦
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Problem E4408 1 ♠ Avoid jumping to 2 ♠ when you hold 2 aces.



## Preempt overcalls

### Jump overcalls at level 2 in a major suit.

This hand is roughly equivalent to that of a weak 2 opening with :

- a strongish 6-card suit,
- 6-9HCP,
- without 4 cards in the other major, and not 2 aces.

S	W	N	E
			1 ♣
2 ♠			

  

Q ♠	J ♠	9 ♠	8 ♠	5 ♠	2 ♠	A ♥	7 ♥	7 ♣	2 ♣	9 ♦	6 ♦	4 ♦
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#### Problème E4405

2 ♠ The level 2 jump overcall in a major requires 6 cards and 6-9HCP. Here your preempt is the very lowest possible.

S	W	N	E
			1 ♦
1 ♠			

  

A ♠	10 ♠	8 ♠	7 ♠	6 ♠	5 ♠	A ♥	J ♥	9 ♥	5 ♣	4 ♣	9 ♦	6 ♦
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Problem E4408 1 ♠ Avoid jumping to 2 ♠ when you hold 2 aces.



## Preempt overcalls

### Jump overcalls at the 3rd, 4th or 5th level in a suit

They show a maximum of 10HCP and a number of cards which increases with the level:

- 7 cards at level 3
- 8 cards at level 4
- 9 cards at level 5

S	W	N	E
			1 ♦
3 ♥	Pass	Pass	

  

J ♠	4 ♠	K ♥	Q ♥	10 ♥	8 ♥	5 ♥	4 ♥	3 ♥	J ♣	2 ♣	J ♦	10 ♦
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Problem E5392 3 ♥ With this beautiful 7-carder and nothing else, (your Js are worthless).

S	W	N	E
			1 ♥
5 ♦			

  

6 ♥	A ♣	10 ♣	6 ♣	4 ♣	K ♦	Q ♦	J ♦	10 ♦	8 ♦	6 ♦	4 ♦	2 ♦
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Problem 4128 5 ♦ Attack ! One card only in the majors...it never happens ! Hoist the Jolly Roger to block the opponents and prevent them from finding a contract in a major suit. If it doesn't turn up good... 2 tricks down, even if the contract has been doubled, it's still worth the try !



## Preempt overcalls

### 3NT and 4NT overcalls

- A 3NT overcall shows an independent 7-card minor
- A 4NT overcall shows a mega 2-suiter with at least 5-5 in the minors.

S	W	N	E
			1♥
3 NT			

5	A	Q	A	K	Q	J	10	4	2	10	8	6
♠	♥	♥	♣	♣	♣	♣	♣	♣	♣	♦	♦	♦

Problem E4125 3 NT. On a probable ♥ lead, you'll make 9 tricks. With another lead, you'll need your partner to give you a serious help. If you go down ... maybe your opponents would have made 4♠ !

S	W	N	E
			1♥
4 NT			

4	A	J	9	8	6	5	K	J	10	9	5	4
♠	♣	♣	♣	♣	♣	♣	♦	♦	♦	♦	♦	♦

Problem E4312 4 SA A serious minor two-suiter...A serious attack against the major suits. If they wish to continue, your opponents have to bid at level 5 with very little information... Your partner perfectly knows what to expect.