



Responses to major overcalls

2) The various responses

- With 8 well positioned HCP and 4 trumps: support at the lowest level.
- With more than 8HCP and 4 trumps, push up the preempt by supporting with jump (non-forcing).
- With 11HCP and 4 or 5 trumps, go to game.
- Without a fit but with a strong 6-card suit, change suit.
- As from 11HCP cue-bid opener's suit
- As from 11-12HCP make a jump shift which guarantees a fit after a major overcall.

S	W	N	E
	1 ♥	1 ♠	2 ♥
Pass			



Problème E5742

PASS With this hand in South you are too weak to support your Partner's overcall.

S	W	N	E
	1 ♦	2 ♣	2 ♦
3 ♥			



Problème E1758

3 ♥ A jump fit which guarantees a 4-card fit and 5 hearts.



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Change of suit with jump

It shows:

- a 4-card fit
- 5 strong cards in the new suit
- a strength of at least 9-10HCP, enough to think about game!
- Sometimes a double jump is used which is game forcing.

A♠	K♠	9♠	5♠	4♠	Q♥	J♥	6♣	5♣	4♣	A♦	8♦	7♦
S				W		N		E				
Pass				1♦		1♠		Pass				
3♥												
Q♠	8♠	7♠	6♠	A♥	K♥	10♥	7♥	5♥	3♣	2♣	9♦	4♦

Problem E4954 3 ♥ In response to the overcall, the change of suit with jump (jump fit) shows a 4-card fit, a strong 5-card suit and about 10HCP. With this information, Partner can now decide how to continue.

S	W	N	E
	1♥	1♠	2♣
3♦			

J♠

10♠

8♠

6♠

5♠

7♥

2♥

5♣

A♦

K♦

10♦

7♦

6♦

Problem E9580 4 COA jump fit which is game forcing!



Responses to major overcalls

Splinter

The jump cue bid in the opener's suit is a splinter. It guarantees:

- a 4-card fit
- a void or singleton in the opener's suit
- and enough strength to go at least to game

A	8	6	4	Q	10	9	8	5	K	6	10	7
♠	♠	♠	♠	♥	♥	♥	♥	♥	♣	♣	♦	♦
S			W			N			E			
1 ♣			Pass			1 ♥			1 ♠			
3 ♠			Pass			4 ♣			Pass			
4 ♥												
5	A	K	J	6	A	Q	J	10	4	Q	J	6
♠	♥	♥	♥	♥	♣	♣	♣	♣	♣	♦	♦	♦

[Problème E4961](#)

3 ♠ Shows a 4-card fit, a void or singleton in Opp's suit and willing to go to at least game ... In this case, no ♦ control rules out slam.