A month ago we looked at simple overcalls in a suit. But what does it mean if you make a single jump overcall in a suit?

In the old days, say 50 years ago, it showed a powerhouse hand with a good six-card or longer suit and perhaps 17-19 high-card points. It came up about once every 50 years!

Now, the weak jump overcall rules the roost. Surprisingly, it was invented by Oswald Jacoby in the 1930s, predating the weak two-bid by nearly 30 years. But each hand is the same: a decent six-card suit and some 6-10 high-card points.

How does the advancer — the intervenor's partner — react? For example, in this deal, what should South do after one heart - three clubs - pass?

The advancer assesses the combined strength of his partnership and pays particular attention to his fit for partner's suit. The more cards he has in that suit, the higher he should go.

In this deal, after North bravely jumps to three clubs despite being vulnerable, it could be right to bid five clubs. Here, though, that contract has no chance. Three no-trump isn’t a certainty, because declarer might become locked out of the dummy, but it is a justifiable gamble.

Against three no-trump, West leads the diamond six, trying a sneak attack. What should South do?

The defenders won’t be able to defeat the contract. Against three no-trump, West leads the diamond six, trying a sneak attack.