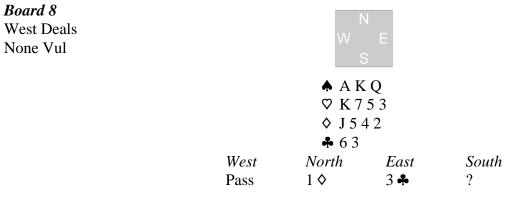
Their Jump Overcall -- Problem

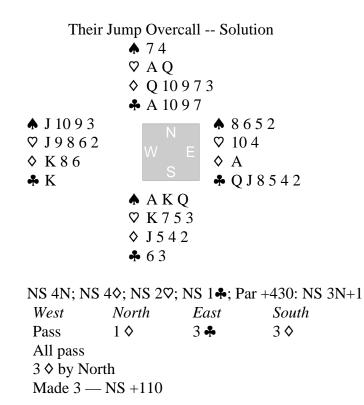


Take the South seat in this online club game, playing with your favorite partner.

It's your call.

Board 8

West Deals None Vul



Marty Bergen introduced the "thrump double" of a 3-level overcall in *Negative Doubles*, page 64. South's thrump double would ask partner to bid THRee notrUMP with a stopper -- the top spot, likely making four. I don't remember recognizing such a deal "in the wild" before. **But wait!** Bergen specifies the thrump double only over a jump overcall of $3 \diamond$, $3 \heartsuit$, or $3 \bigstar$! So I cannot come in out of the wild yet.

Over 3 \clubsuit , Bergen plays the negative double; over that, opener may have to rebid a 5-card suit. That could happen on this deal, playing 4 \diamondsuit , if raised. After the double, South's 3 \heartsuit or 3 \bigstar would be non-forcing,

After the double, from North's perspective, the chances of getting to 3 NT are miniscule, unless North bids it now. North could shoot out 3 NT with the double stopper, an easy make this time. While South may have another spade and fewer values, something like the actual hand is a definite possibility. Furthermore, sometimes 3 NT makes on reduced values, with insights from the 3 ***** bid.

Gary Schwartz, my tournament partner, and I discussed this deal. We agreed:

1. With game values, South's non-forcing $3 \diamond$ was not a strong effort; nor did our opponent, North, deliver the best play. +110 earned a 20% score.

2. A negative double is the best shot.

3. Gary and I won't be undertaking the risks of a system change, just to handle this kind of deal -- we might get it right, anyhow.

However, pairs that play mostly teams with IMP scoring may want to consider the thrump double, where the low-frequency payoff may be significant.