

Their Jump Overcall -- Problem

Board 8
West Deals
None Vul



♠ A K Q
♥ K 7 5 3
♦ J 5 4 2
♣ 6 3

| <i>West</i> | <i>North</i> | <i>East</i> | <i>South</i> |
|-------------|--------------|-------------|--------------|
| Pass | 1 ♦ | 3 ♣ | ? |

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

It's your call.

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None Vul

Their Jump Overcall -- Solution

| | | |
|-------------|--|---------------|
| ♠ J 10 9 3 | | ♠ 7 4 |
| ♥ J 9 8 6 2 | | ♥ A Q |
| ♦ K 8 6 | | ♦ Q 10 9 7 3 |
| ♣ K | | ♣ A 10 9 7 |
| | <div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div> | ♠ 8 6 5 2 |
| | | ♥ 10 4 |
| | | ♦ A |
| | | ♣ Q J 8 5 4 2 |
| | ♠ A K Q | |
| | ♥ K 7 5 3 | |
| | ♦ J 5 4 2 | |
| | ♣ 6 3 | |

NS 4N; NS 4♦; NS 2♥; NS 1♣; Par +430; NS 3N+1

| West | North | East | South |
|------------------|-------|------|-------|
| Pass | 1 ♦ | 3 ♣ | 3 ♦ |
| All pass | | | |
| 3 ♦ by North | | | |
| Made 3 — NS +110 | | | |

Marty Bergen introduced the "thrup 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 ♦, 3 ♥, or 3 ♠! So I cannot come in out of the wild yet.

Over 3 ♣, Bergen plays the negative double; over that, opener may have to rebid a 5-card suit. That could happen on this deal, playing 4 ♦, if raised. After the double, South's 3 ♥ or 3 ♠ 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 ♦ 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.