

Lesson 27

Pre-emptive opening bids

Book Pages 132-133 section 8.10

Objectives for Lesson 27

- *Vulnerability and doubles*
- *Pre-emptive openings - how high?*
 - *The Rule of Two and Rule of Three*
- *Raising the pre-empt suit*
- *Bidding a new suit*
- *Bidding 3NT*
- *Summary and defence*

Opening bids

1-Level	1NT	1♠	1♥	1♦	1♣
2-Level	2NT	2♠	2♥	2♦	2♣
3-Level	3NT	3♠	3♥	3♦	3♣
4-Level	4NT	4♠	4♥	4♦	4♣
5-Level	5NT	5♠	5♥	5♦	5♣

1-Level suit bid (longest) - 12-19 HCP or Rule of Twenty (10-11 HCPs + 2 longest suits)

1NT bid - 12-14 HCP, balanced

Strong opening bids:

2NT bid - 20-22 HCP, balanced

2♣ bid - four hand types:

- 23+ HCP, balanced
- 23+ HCP, unbalanced
- 17+ HCP, 10 tricks in hand
- 20+ HCP, game in 2 or 3 suits

Opening bids

1-Level	1NT	1♠	1♥	1♦	1♣
2-Level	2NT	2♠	2♥	2♦	2♣
3-Level	3NT	3♠	3♥	3♦	3♣
4-Level	4NT	4♠	4♥	4♦	4♣
5-Level	5NT	5♠	5♥	5♦	5♣

Weak opening bids:

Weak 2-Level suit bid: 6-card suit 5-9 HCPs

3-level (or higher) suit bid

- This week's lesson

Vulnerability and doubles

- Check the *vulnerability*
- *Green* - *undertricks* are 50 each
- *Doubled undertricks*:
 - One off is -100
 - Two off is -200
 - Three off is -500



Vulnerability and doubles

- Danger if your side is *red*
- *Red* - *undertricks* are 100 each
- If *doubled*:
 - One off is -200
 - Two off is -500
 - Three off is -800



A winning *duplicate* strategy... *Traveller*

Results for <i>Board 1</i> . Dealer North. Love ALL						<i>Match Points</i>		<i>Score</i>	
Pair Nos	<i>Contract</i>	By	<i>Tricks made</i>	N/S	E/W	N/S	E/W	N/S	E/W
1 vs 3	4♠	N	10	420	-420	2	2	50%	50%
2 vs 4	5X♥	W	8	500	-500	4	0	100%	0%
3 vs 6	5♥	W	8	150	-150	0	4	0%	100%

The best score may be a minus or a *sacrifice* for our side

A pre-emptive opening bid

♠ 3

♥ 6 5 2

♦ A Q J 7 6 4 2

♣ 8 2



What is a *pre-empt*?

An *opening bid* of:

- Three, four or five
- In a *suit* (not *no trumps*)

Why pre-empt?

- Take away *opponent's bidding space*
- Make it harder for the *opponents* to reach their *contract*
- Find a good *sacrifice* against a *making contract* by the *opponents*

Requirements for a *pre-empt*?

- Seven+ *card suit* for a 3-level, more for higher *levels*
- 5 to 9 points (or a poor 10)
- Good *suit quality*
- No *4-card major* (risk missing a better *contract*)
- No *defence*

How high to *bid*?

How many *tricks*?

- Assume your *partner* has a *singleton* in your *suit*
- Assume the *suit breaks* “normally”:
 - If you’re missing 5 *cards* assume a 3-2 *break*
 - If you’re missing 4 *cards* assume a 3-1 *break*

How many *tricks*?

Work out how many *tricks* you will *make* if your *suit* is *trumps* and your *partner* has a *singleton* in your *suit* and no other *trick*:

<i>Suit holding</i>	<i>Tricks</i>
K Q J 10 8 7 3	6
A K Q 9 7 4 3	7
A Q 10 9 8 7 4	5

How many *tricks*?

Work out how many *tricks* you will *make* if your *suit* is *trumps* and your *partner* has a *singleton* in your *suit* and no other *trick*:

<i>Suit holding</i>	<i>Missing</i>	<i>Split</i>	<i>Top Tricks</i>	<i>Tricks</i>
K Q J 10 8 7 3	5	3-2	Q J 10 8 7 3	6
A K Q 9 7 4 3	5	3-2	A K Q 9 7 4 3	7
A Q 10 9 8 7 4	5	3-2	A 9 8 7 4	5

How high to *bid*?

Bid as high as you can! 3, 4 or 5!

The aim is to stop the *opponents* from finding their *contract*

But careful you don't *bid* too high

Check the *vulnerability*

How high to *bid*?

- Not *vulnerable* - the *Rule of Three*
 - *Bid* to go *three* off
- *Vulnerable* - the *Rule of Two*
 - *Bid* to go *two* off
- Expect to be *doubled*!



Look at your side's *vulnerability* (although *relative vulnerability* is important too) - work out how many *tricks* then add three or two

You are *dealer*, at *love all*:

♠ 3

♥ 6 5 2

♦ A Q J 7 6 4 2

♣ 8 2

7-card suit: ✓

5 to 9 points: ✓

No 4-card major: ✓

No defence: ✓

Tricks: 6

Vulnerability: green

Rule of Three

Bid: 3♦ (6 + 3)

What is your *opening bid*?

Hand 1

♠ AK987632

♥ 65

♦ 3

♣ 82

4♠ or vul: 3♠

Hand 2

♠ 63

♥ AK98532

♦ 765

♣ 2

3♥ or vul: 2♥

Hand 3

♠ 3

♥ A952

♦ AQ86532

♣ 2

1♦

Relative vulnerability

Red vs *Green* - requirements are **strict**

Green vs *Red* - 1st and 2nd seat - requirements are **strict**

Green vs *Red* - 3rd seat - requirements are *relaxed*

There is no need to *pre-empt* in 4th seat, as the opposition have both already had an opportunity to *bid*

Pre-emptive opening bids

- *Vulnerability and doubles*
- *Pre-emptive openings - how high?*
 - *The Rule of Two and Rule of Three*
- ***Raising the pre-empt suit***
- *Bidding a new suit*
- *Bidding 3NT*
- *Summary and defence*

Raising partner's suit

- How many *tricks* has *partner* shown?
- How many *tricks* do I have?
- Is *game* on?



Unlike the *weak two* - with a *pre-empt* you have no room to enquire, but the *pre-empt opening bid* tells you how many *tricks partner* expects to take if his *suit* is *trumps*,
SO...

♠ A K Q 8 5 3 2 ♥ 6 5 ♦ 7 5 3 ♣ 8	W E N S	♠ 7 4 ♥ A K 7 5 ♦ K Q 8 ♣ A 6 5 4

W	N	E	S
3♠	P	4♠	P
P	P		

West opens a pre-empt in spades, *vulnerable*

- Expect West to have 7 tricks
- East has 3 top winners and at least one more from ♦ KQ = 4 tricks
- 7 + 4 = 11 so game is on!
- Bid 4♠, to make

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

W	N	E	S
3♠	P	P	P

West opens a *pre-empt* in spades, *vulnerable*

- Expect West to have 7 *tricks*
- East has potential winners but no *top tricks*
- Expect East's *hand* to help 3♠ *make*, but don't go on to *game*

♠ KQJ107652 ♥ 5 ♦ 53 ♣ 84	W E N S	♠ A984 ♥ 75 ♦ AQ864 ♣ 65

W	N	E	S
3♠	P	4♠	P
P	P		

West opens a *pre-empt* in spades, *vulnerable*

- Expect West to have 7 *tricks*
- East has a big *fit* in spades but only two *top tricks*, possibly a diamond *winner*
- $7 + 2 = 9$ which is not enough
- But it is right to *bid* to 4♠ to stop the *opponents* finding their heart *game*

Bidding a new suit

- Don't try and rescue!
- Even with a *void* in *partner's suit*



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

W	N	E	S
3♦	P	3♥	P
4♥	P	P	P

3♦ at **love all** = 6 tricks

- As responder you have 4 top tricks, 6 + 4 = 10, possible game?
- Try 3♥ - a ***forcing bid***
- Be prepared to hear opener to bid 4♦ Which is ok as you have 4 tricks, and then you can pass
- Opener, with 2 hearts, should instead bid to game in 4♥

Bidding 3NT

- *With a fit in partner's suit*
- *Cover in other suits*
- OR with nine *tricks in hand*
- Remember
 - *Partner does not have much outside their suit*



Your *bid* over partner's 3♦, *vulnerable*

Hand 1

♠ A 7 4

♥ A 9 4

♦ K 4 2

♣ A 9 5 2

- Only 15 *points* but partner has opened 3♦ *vulnerable* - must have 7 *tricks* and good diamonds
- You have Kxx in *partner's suit* so surely can count 7 diamond *tricks* and three ace *top tricks*
- Not certain, but a good chance in 3NT

Your *bid* over partner's 3♦, *vulnerable*

Hand 2

♠ A 7 4

♥ A K 9 4

♦ 4

♣ A 10 9 5 2

- More *points* but only one diamond
- If you have to *lose* the *lead* to set up *partner's* diamonds how do you get to *partner's* diamond *winners*?
- You have 4 *winners* plus partner's 7
- $7 + 4 = 11$, enough for *game* in 5♦

Your *bid* over partner's 3♦, *vulnerable*

Hand 3

♠ A 7 4

♥ A 9 4

♦ 4 2

♣ A 10 9 5 2

- Your three *top tricks* will help partner to make their 3♦ contract, $6 + 3 = 9$, not enough for *game*
- If the *opponents bid*, you have a good *defence*
- You'd hope to get a *ruff* if *opposition* play in either 4♥ or 4♠ - and thus defeat their *contract*
- So, *Pass*

Summary

- Good seven + *card suit*
- 5 to 9 points (or a poor 10)
- No *4-card major*
- No *defence*
- *Bid* to the limit of the *hand* 1st time
 - then *partner* is in charge
- *Pass*, unless *partner* makes a **forcing bid**

Defence against pre-empts

You need to have a stronger *hand* to enter the *bidding* after a *pre-empt*, as you are *bidding* at the *three* or *four-level*

- *Double* - A *takeout double* - good *opening hand*, short in the *suit opened*
- *Suit overcall* - *opening values* and a very good *5-card* or good *6-card suit*
- *3NT overcall* - *16+ points*, with good *stops*
- *Bid game* - With a long & strong *suit*, just *jump* to *game*
- *Pass and defend*

As a general rule, assume *partner* has about *7* or *8 points* and *bid* what you think your side can *make*

Playing *hands*...

	♠ 5 ♥ J 7 ♦ KQ109654 ♣ K 6 5	
♠ K Q J 3 ♥ Q 6 5 ♦ 7 3 2 ♣ Q 8 7	N W E S	♠ 10 9 8 4 2 ♥ 4 3 ♦ A J ♣ 10 9 3 2
	♠ A 7 6 ♥ AK10982 ♦ 8 ♣ A J 4	

1st Board : Dealer: North

WEST	NORTH	EAST	SOUTH
	! 3♦	Pass	3♥
Pass	4♥	All pass	

- North's 3♦ *bid* shows a good *suit*. North has enough *support* for hearts and a *singleton* spade is a useful value.
- West will *lead* ♠K, but South *wins* and *ruffs* a spade. A club to the ace is followed by another spade *ruff*. Now ♦K from *dummy* sets up a diamond *trick*. South can *cash* ♥A K before playing a club to the king and then *winning* diamonds to *throw* the club *loser*.

	♠ 6 5 2 ♥ 9 7 6 5 4 ♦ K 10 8 ♣ A J	
♠ Q 3 ♥ 10 8 ♦ A 7 6 5 ♣ K Q 9 3 2	N W E S	♠ AKJ109874 ♥ Q ♦ 4 3 2 ♣ 8
	♠ none ♥ A K J 3 2 ♦ Q J 9 ♣ 10 7 6 5 4	

2nd Board : Dealer: East

WEST	NORTH	EAST	SOUTH
		4♠	All pass

- With eight spades, East should *pre-empt* as high as possible, which is 4♠, not 3♠. This is likely to silence North/South, who can in fact *make* 11 *tricks* in hearts. Over 3♠, South might *bid* 4♥ or *double*.
- South has to *defend* carefully to defeat 4♠. After a *top* heart an immediate switch to diamonds is essential, before *declarer* can set up a club *trick* to *discard* a diamond *loser*.

	♠ K Q 10 ♥ K 6 5 ♦ A Q 5 4 ♣ K 3 2	
♠ A 5 4 3 ♥ 10 9 8 7 ♦ J 9 6 ♣ 5 4	N W E S	♠ J 9 8 2 ♥ A Q J ♦ K 10 8 3 2 ♣ 8
	♠ 7 6 ♥ 4 3 2 ♦ 7 ♣ AQJ10976	

3rd Board : Dealer: South

WEST	NORTH	EAST	SOUTH
			3♣
Pass	3NT	All pass	

- With a *fit* in clubs and all *suits covered*, North judges 3NT a better bet than 5♣ as the hearts are *protected*.
- Against 3NT, East should *lead* ♦3, but that just gives *declarer* the ninth *trick*.
- Against 5♣ West is likely to *lead* ♥10. East *wins* ♥J and switches to a spade. West can *win* and *play* another heart to get 5♣ *two down*.

	♠ 10 9 5 3 ♥ A ♦ J 10 9 2 ♣ 10 9 7 6	
♠ K J 8 ♥ KJ109765 ♦ 4 3 ♣ 2	N W S	E ♠ A Q 7 6 ♥ 4 3 ♦ K 8 ♣ A K J 8 5
	♠ 4 2 ♥ Q 8 2 ♦ A Q 7 6 5 ♣ Q 4 3	

4th Board : Dealer: West

WEST	NORTH	EAST	SOUTH
3♥	Pass	4♥	All pass

- Even with three certain *tricks* and other values, East does not have a *hand* to *bid* 3NT, which has no chance of success. *Bid* 4♥ despite the poor hearts.
- If North finds a diamond *lead* against 4♥ West will have to guess well in *trumps*. The odds favour *finessing* against the queen. On any other *lead* declarer takes a quick diamond *discard* on the clubs.

Homework

Finish exercise on page 136 - answers on page 137

Read book pages:

- 132-133 section 8.10
- *Vulnerability* page 150-151

Next Time

Defence against pre-emptive bids