

## Responding To Preempts I - Should I invite or bid game?

Two weeks we talked about preempts. Let's assume that you are following those guidelines, and repeat the summary here:

Level	Not Vul	Vul
2	4-5	5-6
3	5-6	6-7
4	6-7	7-8

In 2nd Seat add ½ a trick to the requirements.

When partner preempts what should you think about before deciding to respond?

1. Do we have a fit?
2. What are our combined values?

When partner opens 2D, if we are thinking about game it's usually 3N that we are headed towards. Conversely when partner opens 2 of a major, the usual game is 4 of that major.

So in order to know if we should invite we should

- a. figure out how many tricks partner has promised
- b. figure out how many tricks our hand is likely to take
- c. Do the Math and invite with 9-9.5 tricks and bid game with 10

Here's a handy guide borrowed in part from Richard Pavlicek's site ([rpbridge.net](http://rpbridge.net)) to start you off on evaluating your tricks in side suits.

**For each side suit:**

Singleton	1.5 with 3 trumps, 1 with 2 trumps
Void	2.5 with 3 trumps, 1.5 with 2 trumps
Kx+, QJx,	0.5
A+, KJ+, KQ,	1
AQ+, KJT+, KQx+	1.5
AK+,KQJ+,AQT+	2
AQJ+,AKJ+	2.5
AKQ+	3
Uncounted honors K,Q or (J with a higher honor)	0.25
Doubleton with 3 trump	0.25

**In the trump suit,**

The ace	1
The king	1
The queen in an 8 or 9 card fit	1
The queen in a 10 or longer card fit	.5
The jack or ten in an 8 or 9 card fit	.25

Whew! That's a lot of work. Let's put it into practice.