When Partner Makes a High-level Preempt

- 3 ♠ 4 ♥ (Bidding game is to play)
- 3 ♥ 3 ♠ (Natural and forcing)
- 4 ♣ 5 ♣ (Cuebid, trying to get to slam)
- 4 **♣** 6 **♣** (Is to play)
- 3 ♥ 4 ♦ (Cuebid, forcing to 4 ♥, trying to get to 6 ♥)
- 4 ♥ 4 ♠ (requires partnership agreement)



Defending Against Preemptive Bids

Defense Against 2-level Preemptive Bids

- DO NOT preempt over a preempt
- Overcall a suit
- Jump overcall
- Make a takeout double
- Overcall NT
- Cuebid

Overcall

- Shows a good opening hand
- At least a five-card suit
- A jump overcall shows a good 6+ card suit and 15-16 hcp (Invitational)
- Overcall NT shows 15-17 points and stoppers in opponent's suit

Make a Takeout Double (TOD)

- Shows an opening hand and meets the shape requirement of a TOD
- A TOD of a major promises opening values and four cards in the other major
- A TOD of 2 or 3 promises at least seven cards in the majors
- A TOD followed by bidding notrump shows 18+ and stoppers
- A TOD followed by bidding a new suit shows an 18+ hand (Power Double)





<u>RHO</u>

<u>You</u>

- (1)
- **♠** KQJ542
- **y**96
- ♦ A87
- **♣**K9
 - **2**

- 2
- **♠**965
- **♥**AQT
- **♦** KJT
- *AQJ8
 - 2NT

- 3
- **A**AQJ8
- **♥** 54
- ◆ KJT
- *AQJ8

DBL

- 4
- **♠** K7
- **9**7
- ♦ A4
- ♣AKQT876

3





RHO

<u>You</u>

1

2

3

A 7

↑73

♠96

- **♥**AQJ654
- AQJ65

AQT

♦ J54

♦ KQ4

♦ KQ

♣A94

AK4

♣AQJT97

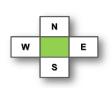
3 V

DBL



Jump Overcall Over a Weak Two Preempt

- Over a weak 2♥ or 2♠
 - Jump to 4♣ shows 5-5 in clubs and the unbid major
 - Jump to 4 → shows 5-5 in diamonds and the unbid major
- Over a weak 2 → (Leaping Michaels)
 - Jump to 4 ♦ shows 5-5 in the majors
 - Jump to 4 shows clubs +unspecified major (responder cuebids to ask for the major)





RHO



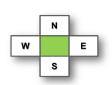
- **♠** AKT98
- **Y**AJT87
- **4**
- **♣**A2





- **A** -
- **Y** AKT87
- ◆ AT
- ♣KQJT52













<u>You</u>

♠ AKT98

♠ AKT98

Y -

\(\psi\) 65

◆ AT

◆ AJT85

- ♣KQJT52
- **.** 7

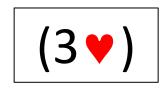




Defending Against 3-level & 4-level Preempts

- Balance of Risk and Reward
- General playing strength (shape)
- Entering the auction by:
 - Overcall need a good hand and a good suit
 - Make a Takeout Double increased flexibility





RHO

(1)

(2)

(3)

♠ KT976

♠AQ98

♠AKQ98 ♠AQJT764

y 4

v 74

Y 5

y 4

AQT7

◆ AQ

◆ AJ9

◆ AK5

*AJ9

♣KT976

♣QJT9

4 K8

DBL

DBL

3

4

RESPONDER

(P) w s (3*) RHO

<u>You</u>

♠ AKJ85

- **Y**A
- QJT762
- **\$**6

4 •

Pass or raise diamonds.

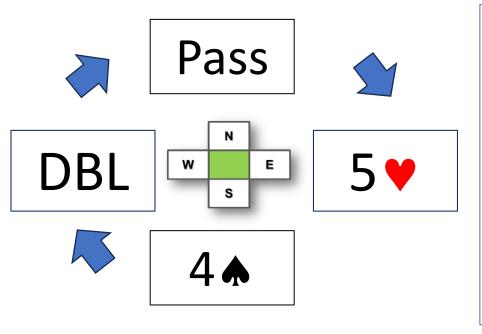
Bid 4♥ with tolerance for both majors. Partner will pass or correct to 4♠

Important Partnership Agreement

- Is a double of the opponent's 4♥ opening bid for takeout? YES
- Is a double of the opponent's 4♠ for penalty?
 NO (discuss with your partner)
 - Double is a **three-suited takeout**. The responder could pass to convert to a penalty double
 - 4NT is a strong **5-5 two-suited takeout**. The responder bids clubs and the opener passes with clubs-diamonds or clubs-hearts or bids diamonds to show diamonds-hearts

<u>You</u> **4**

- **Y**AK76
- AQJ7
- **♣**K876



- **↑**752
- **♥**QJT872
- ◆ KT3
- **4**

RHO

What if?

PASS TO CONVERT

TO PENALTY

- **★**863
- **Y**A54
- ♦ J98
 - ♣K953

NORTH EAST

<u>SOUTH</u>

WEST

4

4NT

PASS

5 ...

PASS PASS

A -

Y A5

♦ AQJ75

♣KQ876

NORTH 4♠	EAST 4NT	SOUTH PASS	WEST 5

- **A** 3
- AQJT7
- AQJ75
- **♣**K6