



Lesson 33 Teacher's Notes

Pre-emptive Bidding

Aims

- To introduce pre-emptive opening bids and overcalls
- To look at how best to respond when partner makes a pre-emptive bid

Content

- 1 Introduce the concept of the *Pre-emptive Opening or Pre-empt*
 Pre-emptive openers are opening bids at a level higher than 2NT.
 The main features are: few HCP, lots of playing tricks - a very long suit
 Their purpose is *to make it hard for opponents to bid accurately to their best contract.*
 The requirements for a pre-emptive opening bid (any bid of 3♣ or higher) are

- **At least a 7-card suit**
- **Few HCP** (seldom more than 10, less than an opening bid)
- **A playing trick total 2 (vulnerable) or 3 (non-vulnerable) tricks short of your target**

The situation is similar to overcalling: the Rule of 2 and 3 applies.

If you open 3♠ vulnerable you should expect to make at least 7 tricks, losing 500 at most

Non-vulnerable you can afford to be three tricks short, since that is also 500, assuming opponents double in both cases

Emphasise the key features: a long suit -at least 7 cards. A good suit and few high cards outside.
 Not enough values for an opening bid, and very little prospect of tricks in defence.

- 2 Introduce the **pre-emptive overcall**: a *double jump* to the 3- or 4-level with the same type of hand.
 Eg a bid of 3♥/3♠ over an opening 1♦. Or a jump to 4♥/4♠ over any opening bid.

Emphasise the difference between *pre-emptive bids* and *strong bids*!

A simple overcall is the cheapest bid you can make in that suit:	eg 1♦-1♠	1♠-2♥
A jump overcall - the next level up - is a weak bid	eg 1♦-2♠	1♠-3♥
A double jump overcall is pre-emptive	eg 1♦-3♠	1♠-4♥
Higher jumps are also pre-emptive	eg 1♠-5♣	

A pre-emptive overcall is at least a jump in a suit.

The requirements are exactly the same as for an opening pre-empt.

- 3 Discuss how to respond to Pre-emptive Bids.
 Partner has 6 or 7 playing tricks and a long suit. To make game **he does not need much in the way of trump support.**

When considering whether to raise you need to count *Quick Tricks* rather than High Card Points.

Quick Tricks are cards in suits other than the trump suit which allow you to cash tricks quickly.

There are a maximum of 2 Quick Tricks in any suit. The high cards must win the first or second time the suit is played. We expect the third round to be ruffed by someone.

We count Quick Tricks like this:

A(xx..) = 1 Quick Trick	AK(xx..) = 2 Quick Tricks	AQ(xx..) = 1½ Quick Tricks
K(xx..) = ½ Quick Trick	KQ(xx..) = 1 Quick Trick	



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You should **raise** whenever you have support for partner's suit, whether you are strong or weak.
You should **raise** with Quick Tricks which will provide the three or four extra tricks partner needs even without trump support.

Do not raise with an ace-less hand unless you have 4-card support.

Do not try to play in a suit of your own unless it is **even stronger** than partner's suit is likely to be!
A new suit at game level is to play, you believe you have a better suit than partner's.
A new suit below game is forcing, suggesting an alternative place to play

Do not bid 3NT **because you have no fit for partner**. Unless you have **at least Hx** in partner's suit you cannot hope to make tricks in it – bid 3NT only if you think you can run partner's suit or you have a running suit of your own