

LESSON 16 - STUDENT NOTES

PRE-EMPTIVE 3 AND 4 LEVEL BIDS

WHAT IS A PRE-EMPTIVE 3 OR 4 LEVEL BID?

These are bids made at the 3 or 4 level when holding a 7 or 8 card suit and limited values i.e. 6-10 HCP

Suppose you pick up a hand like this

- **▲** AKT9765
- **9** 5 4
- ♦ 6 7
- ***** 9

Only 7 HCP but a good 7 card suit! Open 3♠!

A great hand for a 3-level pre-emptive bid!

With one more spade (and only 5 cards in the other suits) ideal for a 4 pre-emptive bid!

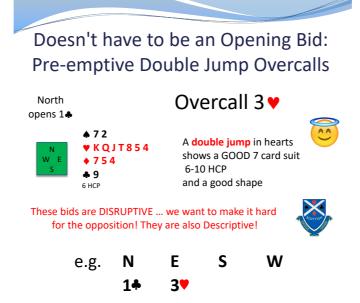
WHY MAKE 3 OR 4 LEVEL PRE-EMPTIVE BIDS?

Because these bids are made in the first round of bidding at the 3 or 4 level they take up a lot of bidding space making it harder for the opposition to find their best contract! They are therefore **Disruptive** bids.



They are also **Descriptive** bids in that these bids tell all other players exactly the shape and point range of your hand.

Pre-emptive bids can be **Opening bids**, but they can also be made as **Overcalls** with a **double jump** after the opening bid.



A **double jump** over 1* to bid 3* (bypassing 1* and 2*) shows a GOOD 7 card suit 6-10 points and a good shape! You want your side to play in hearts! You are not promising to make your contract – rather that your side will get a better score by going down than allowing your opponents to find and make a game contract!

PRE-EMPTIVE BIDS

3-level openings show 6 - 10 HCP and a **good 7** card suit 4-level openings show 6 - 10 HCP and a **good 8** card suit

The pre-emptive opening is a **disruptive** opening.

Once you open you will **rarely bid again.** It will be up to partner to choose the final contract.

Don't make a pre-emptive bid before partner has had a chance to bid if you also hold a 4 card major e.g.

The logic here is that if you've to bid before your partner has had a chance to bid, you're pre-empting an
opponent but also your partner who may hold a good
hand with 4+ cards in the major - hearts in this
example.

↑ 5 2

7 HCP

If partner has passed however, then definitely bid!

PRE-EMPTIVE BIDDING AND POSITION AT THE TABLE

Some people are naturally conservative while others like to take risks! Preemptive bidding relates to temperament: if you or your partner are nervous about getting –1100 on a scoresheet, pre-empt conservatively. On the other hand of you're both prepared to get some (but not always!) bad scores then you will most likely pre-empt more often!

Whatever your natural temperament, be prepared to modify it according to position at the table and vulnerability.

Where you are sitting at the table to bid, influences what you should do i.e.

In 1st seat you are being **Aggressive**. You are pre-empting 2 opponents as well as your partner. You should have the standard pre-emptive hand. You hope that your pre-empt opening will annoy the opponents more than partner!

In 2nd seat you are pre-empting only 1 opponent as well as your partner. A 50:50 chance that you might annoy partner! You should be **Constructive** holding a good pre-emptive hand.

But in 3rd seat when partner has passed go mad - you can bid with almost anything! A minimum pre-empt is fine as you are being are being **Destructive!** It's likely that 4th in hand has the HCP so make it as hard as possible for him to open!

Never pre-empt in 4th seat!

RESPONSE OPTIONS TO PARTNER'S PRE-EMPTIVE 3 LEVEL BID

0 -13 HCP any shape (but no support)

Pass

16+ HCP with 1+ card supportRaise to Game0+ HCP with 3+ card support (level of fit)Raise to Game14+ with 2/3 card support & stops in other 3 suits3NT (esp if minor)

17+ HCP with **Good** 6-card suit - (rarely used bid) New suit at 3 level.

This bid is forcing. Pre-empt bidder supports or rebids his suit.

e.g. Partner has made a 34 pre-emptive opening bid holding this hand

★ KQJT932

9 8

987

♣ 7 4 6 HCP A classic pre-empt

Made sitting in any position and at any vulnerability A 3 level pre-empt normally makes 7 tricks.

As Responder, what do you bid holding these hands?

Hand a)

4

K J 4

◆ A Q 4 3

♣ KJ853

14 HCP

PASS

Do not be tempted to bid 3NT! With only 1 spade, good defense will prevent you cashing all partner's spades

Hand b)

♠ A 6 4

♥ J 4 3

4

♣ A 9 8 6 5 2

9 HCP

Bid 4♠

You will do down -1 for a better score than allowing the opponents to play!

Hand c)

4

A K 3

♦ A Q 3 2

♣ KQ952

18 HCP

Bid 4♠

You have a strong hand and a good source of tricks in the side suits and should make your contract!

COPING WITH THE OPPONENTS 3 LEVEL PRE-EMPTIVE BID

You have 4 options depending upon the hand you hold:

- 1. Pass especially if you hold good cards in the pre-empt suit!
- 2. Overcall your own long suit 6+ cards ideally
- X for Takeout if you meet S.O.S. (Shortage in bid suit, Opening HCP Support for other 3 suits)
 NB after a Takeout X, advancer, your partner, MUST bid if responder
 - passes!
- 4. Bid 3NT with stop(s) in the pre-empt suit and a strong hand

(Later in the course you will learn that if the opponents 'steal' your contact through pre-emptive bidding you can **X** their final contract for penalties!)

Opening 4♥, 4♠

- 6 10 HCP
- GOOD 8-card suit (2 + honours in the suit)

Responses

You have reached Game - no need to bid on!

Examples:

★ KJT97543▼ AJ◆ K8◆ 7	♣ 2♥ AQ987642♦ 96♣ K7	↓ J↓ A7↓ J9876542↓ KJ	AQJ87432✓ 43✓ 74✓ 9	♣ 4♥ J62◆ 54♣ KQJ8763
Open	Open	Pass (poor suit) 10 HCP Unless in 3 rd seat i.e. partner has passed!	Open	Open
1♠	4♥		4♠	3♣
12 HCP	9 HCP		7 HCP	7 HCP

VULNERABILITY

When your side makes a pre-emptive bid, you don't expect to make your contract – rather you are trying to prevent your opponents from finding their game contract!

Sometimes, you might make, but more often you will go down, so it's very important that you compare the score your opponents will get if they make game, against your penalty score for going down!

You want your penalty score to be less than their game score clearly!

Being doubled and going down is not necessarily going to lead to a bad score if your opponents can make game, but, even then, how well or badly you fare will largely depend on the vulnerability, which is a huge factor when considering whether to make a pre-emptive bid.

	DOUBLED UNDERTRICKS	OPPONENTS' GAME SCORE
Love All	2 off = 300	420
Game All	2 off = 500	620
Favourable i.e. your side NV but Opponents V	3 off = 500	620
Unfavourable i.e. Your side V but opponents NV	1 off = 200	420

This table shows the number of tricks by which you can be defeated while still making a profit against your opponents' game, at various vulnerabilities.

Note, you can afford to go 3 down when your side is non vulnerable and the opponents are vulnerable and still get a better score!

But if your side is vulnerable and the opponents are non vulnerable then you can only afford to go 1 down to get a better score!

NB All good opponents should **X** final contracts where they think they will go down to maximize their score!

SUMMARY

- **Disruptive and Descriptive Bids:** once you make a pre-emptive bid, you will rarely bid again. You have described your hand.
- Opening Requirements:

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6 - 10 HCP
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- + GOOD 7 card suit, open at 3 level (2+ honours)
- + GOOD 8 card suit, open at 4 level (2+ honours)

A Pre-emptive Overcall meets the same requirements as a pre-emptive opener but MUST be a double jump bid:

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At the 3 level = a double jump
At the 4 (or 5 level in a minor) = bid directly to GAME
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Pre-emptive bidding is influenced by vulnerability and position at the table when bidding as well as you and your partner's temperament!

- -Your side being non vulnerable while your opponents are vulnerable is excellent for pre-emptive bidding
- -Opening in 1st seat frisky; 2nd seat good pre-empt, 3rd seat anything goes, never pre-empt in 4th seat!

Responder's options after Partner's 3 level pre-emptive bid:

- Bid to the 'level of fit' to extend a 3 level pre-empt.
- Bid 3NT after a 3 level minor suit pre-empt ONLY if you hold 3+ cards in the pre-empt suit and stops in all the other suits.
- If despite partner's pre-emptive bid e.g. of 3♥, the opponents find their game contract of 4♠, consider a 'sacrifice bid' of 5♥ if you're not vulnerable and they are!

Opponent's options to Pre-emptive openers –

Pass – either you can't make a bid (or you hold good cards in the preempt suit!)

Overcall a good long suit of your own

X for Takeout

Bid NT with 16+ HCPs and a stop(s) in the pre-emptive bid suit