



## LESSON 16 – TEACHERS NOTES

### 3 & 4 LEVEL PRE-EMPTIVE BIDS

#### BY THE END OF THIS LESSON THE STUDENT WILL

- recognise and make pre-emptive bids at the 3 and 4 level
- understand the reasons for making pre-emptive bids
- recognise and make weak jump overcalls
- be able to cope with pre-emptive bids made by the opponents
- as partner to the pre-emptive bidder, recognise how to respond
- understand why 3 level Pre-empt bids are **never** made when the hand contains an outside ace

*\*NB Hands are designed so that each student plays the same number of hands. In this lesson because of competitive bidding some students may sacrifice thereby changing who plays the hand! For example, note that hands 2 and 3 are set to be played by N/S and E/W respectively but a **TOX** may lead to these two hands being played the other way i.e. by E/W and N/S. This also applies to hands 6 and 7. Teacher should try to ensure that each student gets a fair share of card play.*

Reprise using the slides

Then: - **Suppose you pick up a hand like this...**

♠ AKT97652

♥ 54

♦ 67

♣ 9

Only 7 HCP with a  
**good 8 card suit!**

Run through hands that pre-empt at the 3 and 4 level see below:

With **6-10** HCP and with

**7** cards in **any** suit ⇒ Open at the **3** level

**8** cards in **any** suit ⇒ Open at the **4** level

As with 3 Weak 2s these bids are Pre-emptive

These bids are **Disruptive** and **Descriptive**

- **Disruptive** in that they make life difficult for the opposition!
- **Descriptive** in that they describe your hand precisely. Having made this bid, you most often never bid again – you've said it all

### OPENING REQUIREMENTS:

6-10 HCP + good 7 card suit to open at 3 level

+ good 8 card suit to open at 4 level

A **pre-emptive overcall** needs same requirements as a pre-emptive opener but is a **jump bid**:

At the 3 level = a **double jump**

At the 4 (or 5 if a minor) level = bid directly to **GAME**

Run through examples in the slides which demonstrate the above e.g.

♠72

Open 3♥

♥KQJT854

6-10 points

♦754

**A GOOD 7 card suit and good shape**

♣9

**Any position, any vulnerability!**

**These bids are DISRUPTIVE ... we want to make it**

**hard for the opposition! They are also Descriptive!**

**EMPHASISE 3 & 4 LEVEL PRE-EMPTIVE BIDS, UNLIKE WEAK 2S CAN BE MADE IN EVERY SUIT**

3♣/4♣ ⇒ 6 – 10 HCP with a **GOOD 7/8** card club suit

3♦/4♦ ⇒ 6 – 10 HCP with a **GOOD 7/8** card diamond suit

3♥/4♥ ⇒ 6 – 10 HCP with a **GOOD 7/8** card heart suit

3♠/4♠ ⇒ 6 – 10 HCP with a **GOOD 7/8** card spade suit

**A GOOD suit has 2+ honours in the suit \***

\*consider position at the table i.e. after 2 passes may bid on much less!

Once you have opened a pre-emptive bid you will rarely bid again ... you have JUST one opportunity

### EXPLAIN THE CRITERIA FOR PRE-EMPTIVE BIDDING

**High card points** – must be in 6-10 range

**Suit quality** – your points should be mainly in your suit

**Defensive values** – Little to none: Hand is only good in your suit!

**No other 4 card major** (in addition to your preempt suit)

**Distribution** – voids and singletons are good!

**Vulnerability** – **non-vulnerable** & **vulnerable** scoring implications

**Position** – How where you are at the table to bid influences what you should do

i.e. In 1<sup>st</sup> seat you are being **Aggressive**. You are pre-empting 2 opponents as well as your partner. You should have the standard pre-emptive hand.

In 2<sup>nd</sup> seat you are pre-empting only 1 opponent as well as your partner. You should be **Constructive** holding a good pre-emptive hand.

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

**Teacher please note** that yet again we are plugging scoring and in particular 'knowing' the scoring consequences for either side in '**sacrificing**'

Check if anyone knows the numbers for games made, and for going down **non vulnerable** and **vulnerable**. Emphasis the use of **X** for penalties

## AFTER A PRE-EMPT BID, PARTNER IS THE BOSS!

- Pre-emptor MUST NOT bid again unless asked by partner – you have described your hand!
- A change of suit by partner after a pre-empt bid is a Forcing bid. Pre-emptor cannot pass!
- Pre-empt bidder should support partner's change of suit with 3+ cards otherwise, rebid his pre-empt suit.
- Partner, MUST BEWARE of bidding 3NT with a mis-fit! Can't get to the pre-empt long suit!

## PARTNER'S RESPONSE OPTIONS:

- Bid to the *'level of fit'* to continue the pre-empt
- Consider 3NT with 2/3 card support, 14+ HCP, & 'stops' in the other 3 suits. Especially if pre-empt is in a minor.
- A change of suit below game is **Forcing!** Pre-empt bidder can't pass, support with 3+ cards or rebid suit.
- Look out for a good sacrifice when partner makes a pre-empt bid.

## COPING WITH THE OPPONENT'S PRE-EMPTIVE BIDS:

- Bid naturally with a long suit of your own,
- **X** for Takeout, Use the **S.O.S.** acronym
- Bid NT with 16+ and a **stop,**
- A **X** at the end of a pre-empt auction is for penalties!