

# Module 25 – Pre-emptive Bidding

1. Pre-emptive Bidding
2. Pre-emptive Overcalls
3. Responding to Pre-emptive Bids
4. Playing 6 Hands

**K**Keep  
**I**t  
**S**imple  
**S**tupid

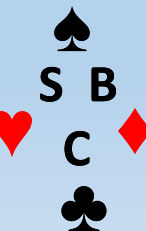
Bill talked so much about Bridge his wife asked?

*“Can’t you talk about politics, movies, sport or even sex”*

Bill: *“That reminds me of Hand 11 when I had sex with the ♥Q” !!!*



*This week’s Paddy’s Pearl*





# Pre-emptive Bidding

What would you **OPEN** with a hand such as?

7HCPs (All in diamonds)

1-2 defensive tricks

OPEN 3♦

♠ 76

♥ 1053

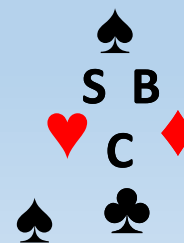
♦ AQJ9874

♣ 5

**This is what is called a PRE-EMPTIVE Bid. These have:**

- Typically a 7 card suit (or more)
- <10HCPs mainly in bid suit
- Few defensive tricks (the longer the suit, the fewer defensive tricks)
- Expect to have  $\geq 6$  Playing Tricks (PT) when Non-Vul and  $\geq 7$  PTs when VUL

The objective of the PRE-EMPTIVE BID is  
*to make it difficult for opponents to bid accurately to their best contract*





## Another Typical Pre-emptive Bid

♠ KQJ10983

♥ 52

♦ 6

♣ 763

You have a very good long spade suit with lost of tricks provided spades are trump BUT few defensive tricks.

You will make at 6 tricks in spades so the worst score you would have Is -500pts which is better than a vulnerable game if opponents can bid it

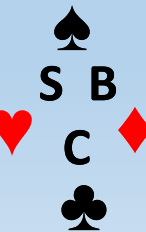
You would like to open and play spades BUT

You can't open 1♠ as partner would expect you to have 12+ HCPs

You can't open 2♠ as partner would expect an even stronger hand with a guaranteed 5 top playing tricks

Hence, Open 3♠. A Pre-empt

*This makes it more difficult for opponents to bid accurately if they have the points*





# “Pre-empt” or “Not to Pre-empt”

a)

♠ 93  
♥ KQJ10852  
♦ 76  
♣ 62

6 Playing tricks when hearts  
Trump, Low HCPs and few  
Defensive tricks

**Non Vul:** Bid 3♥

**Vul:** Pass

**Reason:** You are 3 tricks short  
and don't want to go >2 back  
If Vul. As penalties too high.  
You can bid 2♥ later if  
Opponents don't bid high.

b)

♠ AQJ10942  
♥ K2  
♦ 5  
♣ QJ4

Although 6/7 playing tricks  
with 13HCPs you are too  
strong for a pre-empt.

**Open 1♠**

**Reason:** The more HCPs and  
defensive tricks you have the  
less likely your opponents  
have a contract you wish to  
disrupt

c)

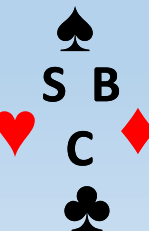
♠ K2  
♥ KJ1096543  
♦ -  
♣ 532

7/8 playing tricks with  
few HCPs and defensive tricks.

**Non-Vul:** Bid 4♥

**Vul :** Bid 3♥

**Reason:** The higher you bid the  
more disruptive to opponents  
BUT ensure your penalties  
are not too high when vUL.





# Pre-emptive Overcalls

## Pre-emptive Hands can also be useful as Overcalls

♠ 64  
♥ KJ109752  
♦ QJ10  
♣ 2

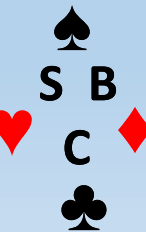
6 playing tricks and few HCPs so a normal 3♥ pre-emptive bid when non-vulnerable. If opponents open 1♣ or 1♦ then you can bid 3♥ and mean the same as a normal pre-empt opener as a double-jump overcall means exactly that. Over 1♠ you cannot overcall 3♥ as this is a single jump overcall which is a strong bid. So you PASS

♠ 954  
♥ Q52  
♦ AK107543  
♣ -

♠ AQ1097543  
♥ 9  
♦ 9832  
♣ -

In a World Championship the Swedish International, Kirchhoff, overcalled 1♣ with a pre-emptive 3♦ bid

You would overcall 1♣, 1♦ or 1♥ with 4♠ especially if non-vulnerable. Vulnerable you may settle for 3♠.





# Responding to Pre-emptive Bids

West opens 3♠ with the hand on the right.  
What should east do with the following hands?

♠ KQJ9754  
♥ 93  
♦ 5  
♣ J42

♠ 10832  
a) ♥ Q864  
♦ 9632  
♣ A

**Bid 4♠.**

Not because you think you can make the contract, but because you have no defence. As it happens you can get 2 ruffs in clubs and make 9 tricks (one down for -100pts opponents almost certainly have game in any other suit (400-620pts)

♠ A8  
b) ♥ AK652  
♦ A63  
♣ Q53

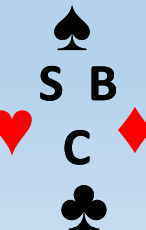
**Bid 4♠.**

This time you should expect to make the contract. With partner's promise of at least 6 tricks and your 4 Quick Tricks including the ♠A there should be 10 tricks

♠ 6  
c) ♥ KQJ4  
♦ KQJ3  
♣ Q965

**Pass.**

*You only have 2 Quick Tricks* and no support for partner's suit  
*Some will be silly enough to bid 3NT.*  
*Bad idea* as with a singleton ♠ you cannot get to dummy to make spades and don't have 9 tricks in your own hand. Should make 3♠





# Bidding a New suit when partner has Pre-empted

a) ♠ 72  
♥ AKQJ10852  
♦ -  
♣ A82

b) ♠ KQJ1084  
♥ 2  
♦ AK53  
♣ Q6

c) ♠ K2  
♥ A65  
♦ 8  
♣ AKQJ1073

Opener: 3♠

**Bid 4♥**

Bid the game you believe you can make.

Game Bids are to play

No arguments!!!

3♣

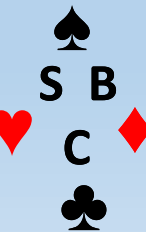
**Bid 3♠.**

3♠ is forcing. Partner may have 2/3 spades and can bid 4♠ otherwise he will bid 4♣ which you can pass

3♦

**3NT**

A reasonable bid as you have a Good solid suit you can run yourself And opponents are leading towards Your ♠K





Dealer: North  
Vulnerability:

# A Pre-empt. In Action

♠ A  
♥ J10863  
♦ 102  
♣ QJ842

♠ 842  
♥ 97  
♦ QJ983  
♣ 1075

	N	
W		E
	S	

♠ 73  
♥ AKQ4  
♦ AK5  
♣ AK96

♠ KQJ10963  
♥ 52  
♦ 764  
♣ 3

South after carefully counting her hand and with 23HCPs is ready to bid the strongest bid 2♣, when East opens 3♠

Suppose South doubles, N/S will only make 1♠, 2♥, 2♦ and 1♣ which makes 300pts

N/S can make 2210pts as they have 13 tricks with hearts as trump (but how easy will they get to 7♥). Even if they Bid 6♥ with the overtrick they would make 1460pts and Even 4♥+3 makes 710pts. So 3♠ doubled gives N/S a poor score.

Swop the North and West hands and E/W in 3♠ doubled Will go back only 1 tricks for 300pts and the most that N/S can make is 5♦ but that still gives 600pts.

*This is the purpose of the pre-empt, to make it difficult for opponents to find the correct contract as their bidding space has been reduced.*







# Competing against Pre-emptive Bids

There is no full-proof/conventional method of competing against pre-emptive bids, so I suggest you keep it simple:

- **Double**, if you wish partner to bid one of the other suits. It certainly *infers* 4 cards in unbid majors
- **Overcall** if you wish to show a suit as well as strength.
- **3NT** should be for playing with a very good hand and stops OR a stop and a good solid suit

***Recognise that can compete with slightly weaker hands in the balancing position compared to directly over the opener, since your partner is more likely to have points after responder passes***

a)      ♠ AQJ1085  
 Over    ♥ 4  
 3♦ or ♥ ♦ 54  
          ♣ AJ85

**Bid 3♠**.in direct position  
**Bid 4♠** in balanced position

Partner is likely to have points and a long outside suit after responder passes

b)      ♠ 63  
 Over    ♥ AQJ1083  
 3♠      ♦ KJ2  
          ♣ 109

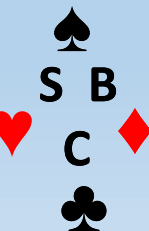
**Pass** if vulnerable  
**Bid 4♥** if non-vulnerable

When vulnerable the penalties are too high for failing to make. Partner is likely to have length in ♣ or ♦ but you want to play ♥

c)      ♠ A64  
 Over    ♥ AJ10  
 3♥/3♠ ♦ KJ76  
          ♣ K106

**Pass** in direct position  
**Bid 3NT** in balanced position

After responder passes your partner is likely to have some points AND Length in one of the unbid suits.



# Playing Hands for Module 25

Bill talked so much about Bridge his wife asked?

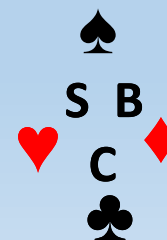
**"Can't you talk about politics, movies, sport or even sex"**

**Bill: "That reminds me of Hand 11 when I had sex with the ♥Q" !!!**



*This week's Paddy's Pearl*

**K**keep  
**I**t  
**S**imple  
**S**tupid





Dealer: North

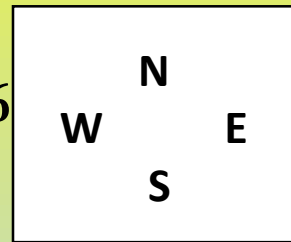
Vulnerability:

♠ AQ97632

♥ J32

♦ 96

♣ 9



♠ 10

♥ K54

♦ AKJ853

♣ AK6

7pts

10pts

18pts

5pts

♠ J84

♥ Q10976

♦ 104

♣ Q54

♠ K3

♥ A8

♦ Q72

♣ J108732

**Bidding:** A natural 3♠ pre-empt from N when non-vul as you would expect to make 6 tricks in spades.

With 4 Quick Tricks (QTs) South bids game  
QTs are the key requirement rather than HCPs

**Lead:** ♥A Lead an Ace against a Pre-empt to assess best continuation. Don't lead 4<sup>th</sup> of long suit as it may give an early ruff to opponents

**Play:** Take 2<sup>nd</sup> heart in S and lead ♣AK and discard the losing heart and then play ♠10 and let it run un less covered by ♠J.

It is important to discard the losing heart before the finesse to minimise the losers. Since clubs are a short suit it is very unlikely that the ♣K would be over-ruffed.

**Declarer should make 11 tricks**

<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
3♠	p	4♠	All Pass





Dealer: North

Vulnerability:

♠ Q3

♥ Q1042

♦ J106

9pts

♣ A832

	N	
W		E
	S	

♠ 9

♥ KJ9765

♦ AQ8

♣ K76

13pts

♠ AJ108764

♥ 3

♦ 52

♣ J95

6pts

♠ K52

♥ A8

♦ K9743

12pts

♣ Q104

**Bidding:** A natural 3♠ pre-empt from E should be passed out. W has neither the trump length or enough QTs to bid

**Lead:** ♥A as no other obvious lead. Recognising ♥K and length of suit in W I would lead ♣Q on trick 2 hoping to find partner with AJ

**Play:** East will probably just make the contract, though if played incorrectly could go 1 off for -50pts. Even 1 off is likely to be a reasonable score as N/S would probably make 8 tricks in NT had E passed for 120pts

Bidding

N

E

S

W

3♠

All Pass

Deal 25.2





Dealer: South  
Vulnerability:

	♠ AJ														
	♥ Q765	15pts													
	♦ A4														
5pts	♣ KJ542														
♠ 93	<table style="border-collapse: collapse; text-align: center; width: 100%; height: 100%;"> <tr><td style="width: 25%;"></td><td style="width: 25%;">N</td><td style="width: 25%;"></td><td style="width: 25%;"></td></tr> <tr><td style="width: 25%;">W</td><td style="width: 25%;"></td><td style="width: 25%;">E</td><td style="width: 25%;"></td></tr> <tr><td style="width: 25%;"></td><td style="width: 25%;">S</td><td style="width: 25%;"></td><td style="width: 25%;"></td></tr> </table>		N			W		E			S			♠ Q1075	
	N														
W		E													
	S														
♥ 1043		♥ A9													
♦ KQ109832		♦ J65	9pts												
♣ 10		♣ Q963													
	♠ K8642														
	♥ KJ82														
	♦ 7	11pts													
	♣ A87														

<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
p	4♦	All Pass	3♦

**Bidding:** W has the typical pre-empt and bids 3♦.

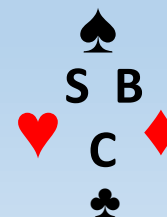
Although N has 15HCPs she cannot bid a take-out double as she has only 2 spades. A Double would infer 4 spades.

South could probably make a take-out double if East passes and N/S could then bid and make 4♠

BUT E recognising that opponents probably have a game somewhere and bids 4♦ making it virtually unlikely that South would be able to double.

**Lead:** ♠A and make the first 2 spade tricks

**Play:** E/W will probably go 2 off (2♠, 1♥, 1♦ and 1♣) for a penalty of 100 or 200 depending on vulnerability. N/S would have made 420 or 620pts depending on vulnerability had they bid and made the 4♠ contract which should make.



Deal 25.3



Dealer: West

Vulnerability:

♠ K3

♥ 6

♦ 852

9pts

♣ KQJ9543

♠ A762

♥ K9853

♦ J94

♣ 10

	N	
W		E
	S	

♠ 10843

♥ Q742

♦ A73

♣ 86

6pts

♠ QJ9

♥ AJ10

♦ KQ106

17pts

♣ A72

**Bidding:** After N opened with a pre-empt, 3♣. South with ♣A and two others, 17HCPs and stops in all the other suits bids 3NT knowing they have 7 club tricks and must have at least 2 other tricks in other suits ♥A and one of ♦KQ

**Lead:** ♥5, 4<sup>th</sup> highest against NT

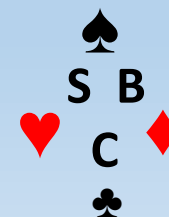
**Play:** After taking ♥A in trick 1 I expect N/S to make at least 10 tricks taking the next 7 tricks in clubs which makes E/W discards awkward. E/W should make ♠A, ♥K and ♦A BUT poor discarding may allow N/S to make 11 tricks

8pts

Bidding

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
3♣	p	3NT	p All Pass

Deal 25.4

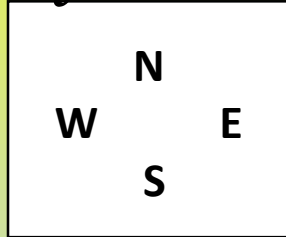




Dealer: North  
Vulnerability:

♠ J7  
♥ KJ7542  
♦ Q1075 **8pts**

♣ J



**7pts**  
♠ A109  
♥ 963  
♦ K64  
♣ 8543

♠ KQ863  
♥ AQ10 **17pts**  
♦ A982  
♣ Q

♠ 542  
♥ 8  
♦ J3 **8pts**  
♣ AK109762

<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
p	1♠	4♣	All Pass

**Bidding:** After East's 1♠ opener S can make a pre-emptive overcall but has to bid 4♣ as 3♣ overcall is a strong bid. It is now difficult for E/W to find the 4♠ game contract that easily makes.

**Lead:** ♠A top of partner's bid suit

**Play:** N/S cannot make and should only make 7 tricks unless the defence allows N to get a ruff with his ♣J.

This will still be a very good score unless E/W double AND hold declarer to 7tricks since they have a game in spades. Comparative scores for N/S are:

		4♣ by	4♣ Dbl by S	4♠ by E		
Tricks		7	8	7	8	10
Pts Non-Vul		150	100	<b>500</b>	300	<b>420</b>
Vul		300	200	<b>800</b>	500	<b>620</b>



Deal 25.5



Dealer: East

Vulnerability:

♠ 6

♥ AKQ98432

♦ 7 **11pts**

♣ Q53

♠ KJ852

♥ 10

♦ Q102

♣ A1042

**10pts**

	N	
W		E
	S	

♠ AQ7

♥ 65

♦ KJ96 **13pts**

♣ K976

♠ 10943

♥ J7

♦ A8543 **6pts**

♣ J8

Bidding

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	1NT	p	2♥
4♥	All Pass		

**Bidding:** West's 2♥ over partner's 1NT opener is a transfer to spades (usually not a strong hand).

North's 4♥ is pre-emptive and expects to make 8 tricks in hearts from her own hand and in the process make life difficult for E/W to find the correct contract level.

**Lead:** ♠A, Top of partner's suit

**Play:** N/S should only make 9 tricks unless E/W open up the club suit and allow N/S to make ♣Q. Even -1 trick will be a good score as E/W have a spade contract

**NB** Should E/W get into a 4♠ contract unless the defence lead ♦A and then ruff the second then E/W will make 10 tricks

