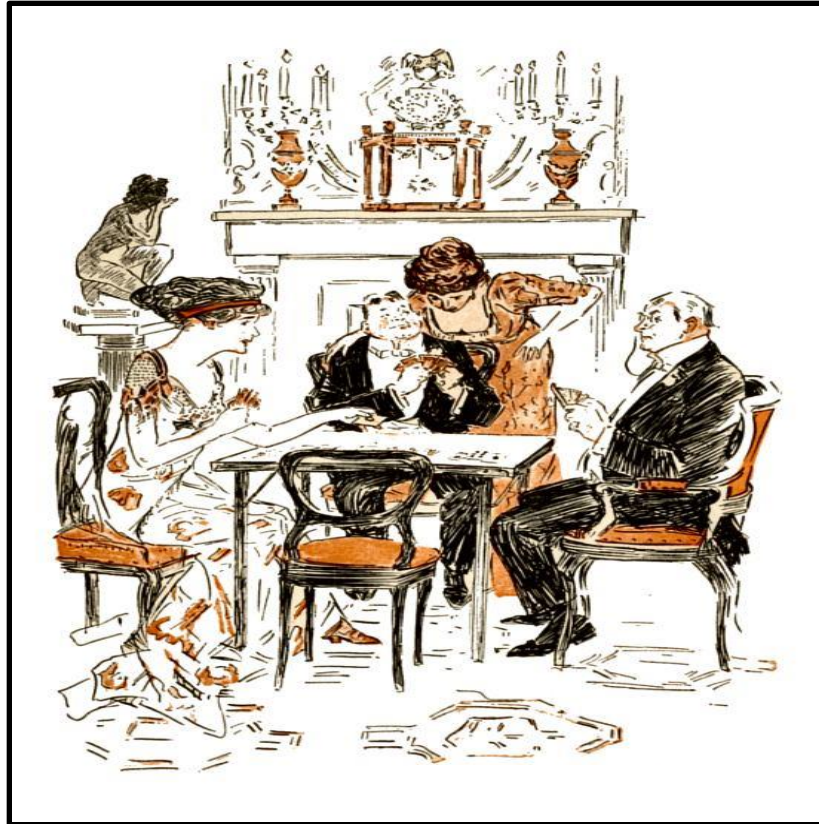


Pre-empting After Partner Has Opened



Tom Snow
(805) 305-5035
coinerbop@gmail.com



Let's Start with A Joke

A married couple are not speaking to each other after a horrible game and are driving home from a distant bridge tournament. They pass by a field where there are many donkeys. The husband breaks the silence by asking his wife: "Relatives of yours"? "Yes" she says, "In-laws".



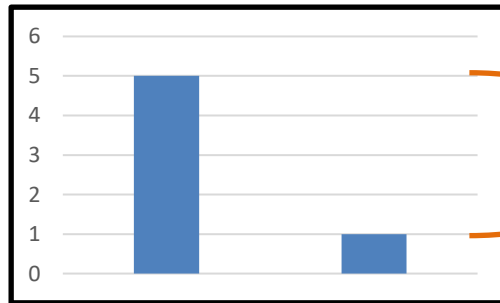
2 Suited Pre-empts

Rivet!



When you can take at least 4 more tricks playing in your long suit than you can defending, pre-empt, if the vulnerability allows!

♠ AQJ1094	♥ J	♦ J64	♣ 853	South
				NVul



4 trick
difference

5 tricks on
offense

1 trick on
defense

A sacrifice is
outbidding the
opponents, but
losing less points
going down, even
if doubled.

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1D	2S*	

Pre-empting helps you by:

- 1) Disrupting the opponents' bidding.
- 2) Finding sacrifices.
- 3) Helping your partner to lead.

Pre-empting can be broken into 4 categories:

- 1) Pre-empting 6-card suits using the Weak Two Bid
- 2) Pre-empting 7+ long suits
- 3) Pre-empting with 2 long suits
- 4) Pre-empting after your partner has opened

Topic #4

Pre-empt. The opponents will make some number of spades.

Pre-empting in Partner's Suit



1)

North	East	South	West
1H	Pass	???	

4H* South ♠82 ♥K9542 ♦732 ♣QJ8

Law of Total Tricks: If you have half the HCPs, with a 10-card fit, you'll take 10 tricks.

2)

North	East	South	West
1D	1S	???	

3D* South ♠82 ♥432 ♦QJ9432 ♣J8

And with favorable vulnerability, you might consider jumping even higher.

3)

North	East	South	West
1S	Dbl	???	

3S* South ♠Q9842 ♥432 ♦432 ♣J8

And with favorable vulnerability, you might consider jumping even higher.

Weak Jump Shifts into Your Own Suit



A Weak Jump Shift (WJS) is a jump response to an opening bid of 1 of a suit:

1)

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
1C	Pass	2H*	

2)

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
1S	Pass	3D*	

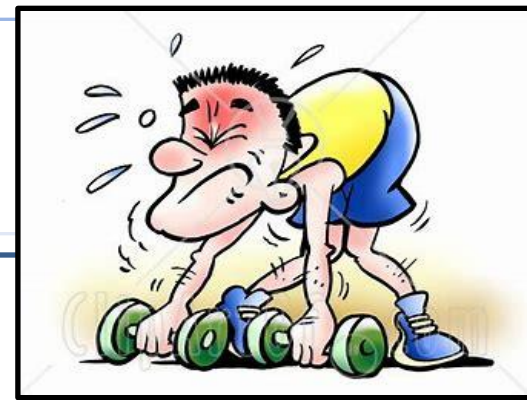
A jump to a new suit at the 2-level (Example #1) usually shows **2-5 HCPs and a 6-card suit**:

♠84	♥K97542	♦J43	♣82
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At the 3-level (Example #2), typically shows **2-7 HCP and a 7-card suit**:

♠742	♥32	♦QJ98643	♣6
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Weak Jump Shifts



The benefits of Weak Jump Shifts are:

- 1) They occur much more frequently than 17-19 HCP hands.
- 2) Strong jump shifts by Responder gobble up valuable slam exploration space. Responding hands with a lot of HCPs can always continue to force and solicit information from the Opener with techniques like Two-Over-One Game Forcing, New Minor Forcing and Fourth Suit Forcing.

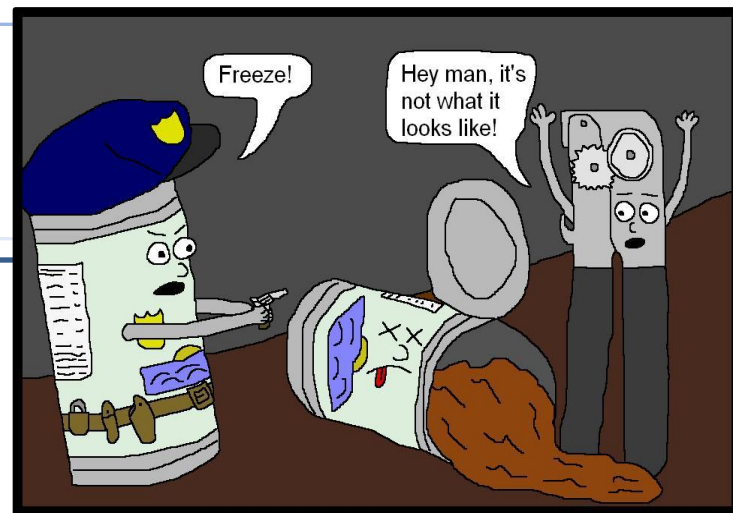
An example of a weak jump shift:

Opener	Responder
♠92	♠AT8765
♥AKJ32	♥6
♦JT42	♦865
♣AT	♣532

Opener	Responder
1♥	2♠ (1)
Pass	

1. Weak jump shift

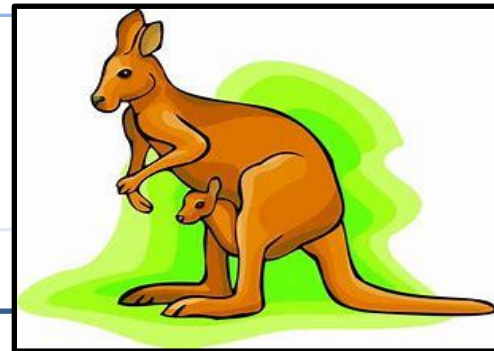
Opener's Rebids



The rebids by Opener are:

Pass	Little support for partner or not enough for game.
Raises partner's suit	Raises and jump-raises are natural and non-forcing. Responder is not expected to bid again.
Rebids his own suit	Short in partner's suit and at least a 7-card suit. Drop.
Bids a new suit	Natural, with extra strength. At least 5-5. Responder can pass, raise or correct to opener's first suit only.
2NT (if available)	A forcing game try, implying at least two of Responder's suit. Responder rebids his suit to get out, or else shows a feature.

Pre-empting As Responder (Cont'd)



Examples:

5)

Vul:
Nil

North	East	South	West
1C	Dbl	???	

3C

South

♠832 ♥52 ♦Q3 ♣QJ8732

Hands with 10+ HCPs should start with a Redbl.

6)

Vul:
N/S

North	East	South	West
1D	Dbl	???	

2S*

South

♠A109763 ♥62 ♦86 ♣532

WJS's are on in competition as well.

7)

Vul:
Nil

North	East	South	West
1C	1H	???	

3S*

South

♠K1097432 ♥74 ♦32 ♣104

8)

Vul:
Nil

North	East	South	West
1H ???	Pass	2S*	Pass

3H

North

♠--- ♥AKJ9863 ♦KQ2 ♣A83

A jump raise over an opponent's take-out double is weak. Hands with 10+ HCPs start with a redouble.

Example



<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1D	Dbl	4D*
Dbl*	Pass	4H	Pass
Pass	Pass		

North
 ♠ A753
 ♥ KJ65
 ♦ 7
 ♣ KJ83

West
 ♠ 84
 ♥ 74
 ♦ K109862
 ♣ 762

Without a double over 3D, E/W might get to their 7-card spade fit instead of their 8-card heart fit.

East
 ♠ Q1096
 ♥ Q93
 ♦ AQJ3
 ♣ Q4

Most minimum opening hands will contain 2 ½ defensive tricks, but not this one.

Partner, I have enough HCPs to compete at this level. You choose an unbid suit.

South
 ♠ KJ2
 ♥ A1082
 ♦ 54
 ♣ A1095

N/S makes 1D.

E/W makes 6H (by peeking).

The face you make when you have to deal with stupid co-workers...



Time to Play