

Pre-emptive Openings

Lesson Content

This covers all levels from weak two's to 4-level openings and responses.

Main Points to Emphasise

It is vital that your suit is **good** quality – 2+ honours is a good rule of thumb
These are 'destructive' bids and aim to take up opponents' bidding space and make it difficult for them to find the correct contract.

Sometimes it will give you a better score to bid on with a good fit. You expect to go down, as they can make game – this is called a 'sacrifice' bid.

Once you have pre-empted you rarely have to bid again

Lesson Progression

Describe the destructive nature of pre-emptive openings

The higher the pre-emptive opening, the longer the suit must be

Discuss responses – generally pass, invite (if possible) or bid game

Discuss hands where you should **not** raise (eg) balanced 13 count

Game bids come in 2 different types:

- 16+ and a fit for opener's suit – constructive bid – you expect to make game
- any known 10-card fit – destructive bid – probably a sacrifice

Play 4 hands

Coffee break half way

Additional Points

A Pre-empt Overcall

You may wish to mention that you can also pre-empt as an overcaller.

Limit the discussion to a pre-empt overcall with a 7-card suit.

Note this pre-empt bid is done with a **double jump**.

eg. (Opponents open 1♥) – 3♠

If Opponents open a Pre-empt Bid against you

How do you counter this pre-empt bid?

You should bid what you would normally bid as if they'd opened at the 1-level.

Your suit overcall must be good – with 2+ honours and opening strength (12+).

Tip 5 - Play of the Hand : The Finesse

Explain the concept of a finesse - how a lesser card may score a trick.

Go through the options (in the Student Notes) of how a finesse can occur.

Play remaining hands