

Intermediate Lesson 10: Defence to Pre-emptive Openers

Board 1
North Deals
None Vul

♠ 8 3
♥ K Q J 9 7 6
♦ 10 2
♣ Q 9 4

♠ A Q 7 2
♥ A 8 4
♦ 9 5 4
♣ A 6 3

♠ K 4
♥ 5
♦ K Q J 6 3
♣ K 8 7 5 2

♠ J 10 9 6 5
♥ 10 3 2
♦ A 8 7
♣ J 10

West North East South
3 NT 2♥ 3♦ Pass

East cannot bid 2 NT despite having 5/5 in the minors as that bid shows 16-18 balanced.

Therefore, East calls their higher ranked suit. West will bid 3 NT to play.

This contract will make as long as declarer ducks the first 2 rounds of hearts before knocking out ♦ A.

Board 5
North Deals
N-S Vul

♠ Q 8 7 3
♥ A J 7 6
♦ J 9 4 3
♣ 7

♠ J 6
♥ K 10 8 5
♦ K 5 2
♣ A 8 5 4

♠ 2
♥ 4 3
♦ 8 7 6
♣ K Q J 10 6 3 2

♠ A K 10 9 5 4
♥ Q 9 2
♦ A Q 10
♣ 9

West North East South
5♣ Pass 3♣ All pass

The vulnerability is right for West to jump to 5♣ following their partner's pre-empt. Playing Teams, North should double 5♣ and collect +500, down three.

Playing Pairs, the decision is harder for North. This time, they are rewarded for bidding 5♣.

Board 2
East Deals
N-S Vul

♠ 9 6 5 3
♥ A J 8 4
♦ Q J 6
♣ 10 4

♠ J 2
♥ 10 6 2
♦ K 8 5
♣ A K 9 7 2

♠ K Q 10 8 7 4
♥ 9 5
♦ 3 2
♣ J 8 5

♠ A
♥ K Q 7 3
♦ A 10 9 7 4
♣ Q 6 3

West North East South
Pass 3♥ 2♠ Dbl
All pass Pass 4♥

North's 3♥ is natural and shows 7-10 HCP. With fewer points they would bid 2 NT (Lebensohl).

South, therefore, can raise to game knowing their partner has values. There should be 10 tricks after any lead, 5 trumps, 4 diamonds and ♠ A.

Board 6
East Deals
E-W Vul

♠ 6
♥ A K J 10 4
♦ K 5
♣ K Q 9 8 5

♠ A Q J 10 9 8 3 2
♥ 8 3
♦ J 4
♣ 10

♠ K 4
♥ 7 2
♦ A 9 8 3
♣ J 6 4 3 2

♠ 7 5
♥ Q 9 6 5
♦ K 10 7 6 2
♣ A 7

West North East South
4♠ 4 NT Pass Pass
Pass 5♥ All pass 5♦

North's 4 NT is take-out with a strong two or three suited hand. South initially chooses between the minor suits though will be happy when North's second bid shows hearts and clubs.

Had South held 4 clubs (even with 5 diamonds), they should bid 5♣ not 5♦ as they know North has one minor suit but may not have both. 5♥ should make comfortably.

Board 3
South Deals
E-W Vul

♠ 8 7
♥ 6 4
♦ K Q J 8 7 6 3
♣ K 4

♠ K 10 9 5
♥ A Q 9 3
♦ 10 5 2
♣ J 5

♠ A J 6 3
♥ K 7 5
♦ 9
♣ A Q 10 9 3

♠ Q 4 2
♥ J 10 8 2
♦ A 4
♣ 8 7 6 2

West North East South
Pass 3♦ Dbl Pass
4♦ Pass 4♠ All pass

After East's take-out double of the 3♦ pre-empt, West is strong enough to bid to game. It is possible, however, that East does not have 4 cards in each major. Therefore, by bidding 4♦, East can choose which major should be trumps. East chooses spades and the 4/4 fit is found.

Were West to guess on the trump suit, they may have chosen hearts, with 4♥ being a more difficult contract to make.

Board 7
South Deals
Both Vul

♠ A K 9 8 5
♥ 10 6
♦ 4
♣ A Q J 6 5

♠ 10 6 2
♥ A K 7 5 3 2
♦ Q 9 8
♣ 2

♠ Q J 7 3
♥ Q 4
♦ A J 6 5
♣ 7 4 3

♠ 4
♥ J 9 8
♦ K 10 7 3 2
♣ K 10 9 8

West North East South
2♥ 3♥ Pass Pass
All pass 4♣

North bids 3♥ to show an opening hand with at least 5 spades and a 5+ card minor.

South has no game ambitions and wants to play in their partner's minor suit at the 4 level. Hence, 4♣ asks North to pass or bid 4♦. South should be able to make 10 tricks in clubs.

Board 4
West Deals
Both Vul

♠ 5 2
♥ A 9 4
♦ J 8 7 4
♣ J 6 3 2

♠ 8 7 6 4
♥ 2
♦ A 10 9 3
♣ K 10 9 7

♠ Q J 3
♥ K Q J 10 8 7 6 3
♦ 2
♣ 4

♠ A K 10 9
♥ 5
♦ K Q 6 5
♣ A Q 8 5

West North East South
Pass Pass 4♥ Dbl
All pass

After the 4♥ opening, South makes a take-out double. North has no desire to bid either of their suits at the 5 level. North, therefore, passes, converting the take-out double to a penalty double.

The defence should score +500 for beating this contract by 2 tricks, an excellent result as North-South cannot make any game.

Board 8
West Deals
None Vul

♠ K 3
♥ 6 4
♦ A Q 10 9 7 6 3
♣ 4 2

♠ J 7 6
♥ 5
♦ K 8 5
♣ Q 10 8 6 5 3

♠ A Q 10 5 4
♥ A K Q 9 8
♦ 2
♣ K 9

♠ 9 8 2
♥ J 10 7 3 2
♦ J 4
♣ A J 7

West North East South
Pass 3♦ 4♦ Pass
4♠ All pass

With two five card majors, and a strong hand, East should bid the opener's suit at the 4 level.

Were East to double, West would bid 4♣ even 5♣. East's 4♦ bid asks West to choose a major at the game level.