

INTERMEDIATE LESSON 10: STUDENT NOTES

Defence to Pre-emptive Openers

1. When the opponents open a weak 2♦/2♥/2♠ or 3-level pre-empt

1. Suit bid = good 5+ suit, opening values
2. Jump suit = good 6+ suit, opening values. NB: Do not pre-empt a pre-empt
3. Double = takeout, 12+ HCP and the unbid suits (or a strong 16+ suit bid)
4. 2NT = 16- 18
5. 3NT over any 3 = 16+ with a stopper and to play
6. Cue bid = Two suiter hands (5+/5+) just like Michael's cue bids
 - a) 2♦ - 3♦ = both majors
 - b) 2♥ - 3♥ = spades and a minor
 - c) 2♠ - 3♠ = hearts and a minor
 - d) 3♣/♦ - 4♣/♦ = both majors
 - e) 3♥ - 4♥ = spades and a minor
 - f) 3♠ - 4♠ = hearts and a minor (should be strong)
7. 4NT after a weak major opener (2 or 3 level) = both minors. If you have a weaker hand, you may wish to just bid diamonds at the lowest level.

NB: If you hold a two suiter not shown above in points 6 or 7, bid the higher ranking suit.

Responses to partner's bid:

1. After a suit overcall at the 2-level: raise to 3 to invite, or bid game with values or a 10 card fit. New suits is one round force.
2. After 3-suit over 3-level pre-empt: raise with a fit, 8+ HCP (or less with a singleton or void, or a known 10 card fit)
3. After a takeout double at 2-level:
 - a) 2 of a suit is minimum
 - b) 2NT is any 0-6 with a lower suit than opener (Lebensohl*)
 - c) 3 of a lower suit is 7-10
 - d) jump bid in a major is invitational 10-11 HCP
 - e) bid game with 12+
 - f) cue opener's suit asking for a stopper in their suit looking for NT
 - g) bid 3NT's with a stopper, 11+ HCP
 - h) pass for penalties with length in their suit (particularly if they are vulnerable)

* For more about Lebensohl, see Intermediate Lesson 4

After a takeout double at 3-level

- a) bid a suit if minimum (0-8) or game with more
- b) bid NT's with a stopper, 9+ HCP
- c) pass for penalties with length in their suit and values
- d) cue bid a minor – Shows both majors and asks partner to choose
4. After 2NT overcall: Transfers and Stayman apply
5. After 3NT overcall: Pass or bid a 6-card major
your better minor at the level you are prepared to play

6. After a cue bid showing a major and a minor, bid the major with a fit (3+). Any club bid is pass or correct (ie you have 3+ clubs and 3+ diamonds and do not have 3+ of the implied major)
7. After 4NT: choose your better minor at the level you are prepared to play

2. When the opponents open a natural 4♣ or 4♦

1. 4 Major = good 5+ suit, opening values or very distributional hand
2. 5 other minor = good 6+ suit, opening values or very distributional hand
3. Double = takeout, usually both majors 12+ HCP

Responses to partner's bid:

- 1 & 2. After a suit bid: 4NT is RKCB (Key Card) or Blackwood
3. After a takeout double: bid your best suit or pass for penalties with length in their suit and values.

3. When the Opponents open 4♥

1. Suit = good suit, opening values
2. Double = takeout, 12+ HCP and the unbid suits
3. 4NT = 5+/5+ minors, opening values

Responses to partner's bid:

1. After a suit bid: 4NT your agreed ace ask convention and a new suit is natural
2. After a double: Bid your best suit (preference for Spades) or pass with values and length in the opponent's suit
3. After 4NT: Choose your better minor

4. When the Opponents open 4♠

1. Suit = good 6+ card suit, opening values
2. 4NT = takeout, two suited hand
3. Double = values (penalty orientated showing a balanced 16+)

Responses to partner's bid:

1. After a suit bid: a new suit is natural and non-forcing
2. After 4NT: Bid your lowest available 3+ suit at the level you are prepared to play – partner will correct if this is not one of their suits
3. After a double: Pass unless you have extreme shape

5. When the Opponents open 5♣/♦

1. Suit = good 6+ card suit, opening values
2. Double = is for penalty