

PREEMPTIVE OPENING BIDS

A Preemptive bid is designed to chew up a sizeable amount of bidding room during the auction.

Why is this important?



Well, the logic goes like this; When we have **bad hands** it is very likely that our opponents have good hands. So whenever we are presented with the opportunity to interfere with our opponents' bidding, we should **JUMP AT THE CHANCE TO BID**.

RULES:

1. **Opening bids** of every suit, **except Clubs**, at the **2 Level** will show:
 - a. 5 – 10 Points
 - b. A reasonably good **6 card suit**
 - i. **When Vulnerable** – 2 of the Top 3 or 3 of the top 5 honors in the suit you are bidding
 - ii. **Non Vulnerable** – You can open up your range of hands in this situation to include less than stellar suits.
 - iii. **Non Vul vs Vulnerable Opponents** – This situation is where we should be most aggressive. It carries the least risk of all situations.
2. **Opening bids** of every suit at the **3 Level** will show:
 - a. 5 – 10 Points
 - b. A reasonably good **7 card suit**
3. **Opening bids** of every suit at the **4 Level**
 - a. 5 – 10 Points
 - b. A reasonably good **8 card suit**

WEST NORTH EAST scubapro

Pass 2♠

robot E

K Q 9 7 6 2 10 4 2 J 10 6 4

♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♣ ♠ ♠ ♠

S scubapro 7

2 LEVEL PREEMPTS

WEST NORTH EAST scubapro

Pass 2♥

love E

J 7 A 10 9 7 6 4 4 A 9 6 4

♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♣ ♠ ♠ ♠ ♠

S scubapro 7

WEST NORTH EAST scubapro

Pass 3♣

love E

Q 6 J 6 K Q 8 7 6 5 4 J 6

♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠

S scubapro 7

3 LEVEL PREEMPTS

WEST NORTH EAST scubapro

Pass 3♦

love E

Q 10 J 3 7 5 A J 10 9 8 7 6

♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠

S scubapro 7

WEST NORTH EAST scubapro

Pass 4♠

love E

K J 10 9 8 7 4 3 K 6 6 5 9

♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠

S scubapro 7

4 LEVEL PREEMPTS

WEST NORTH EAST scubapro

Pass 4♥

love E

10 3 K Q J 10 9 8 5 2 7 4 3

♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♣

S scubapro 7

Let's talk about **Vulnerability**.

Vulnerability adds another piece of strategy to the game of bridge (as if we didn't already have enough to think about 😊). Each pair will play a number of hands with a varying vulnerability status. The possibilities are as follows:

1. Neither Side is Vulnerable
2. Both Sides are Vulnerable
3. One Side is Vulnerable while the other is Non – Vulnerable

The vulnerability of each pair is relevant in several situations:

- In determining how much of a Game or Slam Bonus to award
 - If you are Vulnerable (VUL) the game and slam bonuses are bigger than if you are Non – VUL. So when we make game or slam, while we are VUL, we get paid off with a much higher score than normal.
- When either side fails to make their contract
 - We will lose more points when we are VUL than we will when we are Non – VUL
- When either side is doubled.
 - The scores are bigger either way when VUL.

Vulnerability is very important when determining whether or not you should make a preemptive bid. The way we use it to our advantage is by knowing what our risk levels are based on the Vulnerability situation. The risks in each situation break down as follows:

WE		THEY
Non – VUL	Preempt as often as possible here	VUL
Non – VUL	Be Cautious	Non - VUL
VUL	In these spots	VUL
VUL	Have your best preempts here	Non - VUL

MOST IMPORTANT RULE:

When you make a preemptive bid you can **NEVER BID AGAIN** unless partner forces you.

Rules when *Responding* to the preemptive opening bid

1. New Suits are still forcing for 1 round, by unpassed hands.

- This is the only time the opener is allowed to bid again after preempting
- The range for this bid should start at a good 15 points+
- This bid is always natural (so the 3D in the auction to the right shows Diamonds and a very good hand).



2. A raise is the only non-forcing bid that can be made by an unpassed hand.

- Raises in these spots are used to continue the preempt with a fit
- These raises can be made with almost nothing but support for the opening preempt suit.
 - Think about why this is good for us.



- The worse our hands are the more stuff our opponents have. Preempting sounds like a good idea here.

3. Over two level preempts, the bid of 2NT is invitational or better and asks a question:

- 2NT asks the preemptor about any features outside of the suit mentioned. To show a feature in a suit we just bid that suit.
 - Features are card combinations that are likely to take tricks.**
- The bid is at least invitational and absolutely FORCING for 1 round