

## LOCKDOWN SEMINAR – WEDNESDAY, 9 SEPTEMBER 2020

### PRE-EMPTIVE BIDDING – DEALING WITH OPENING BIDS AND INTERFERENCE

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#### 1) Dealing with weak 2 bids and weak 2-suiter openings

There is a nice simple approach to dealing with all these bids and that is to treat them as you would a one-level opening but with a little more flexibility built in. This applies to a normal 'Weak 2' opening bid and also to a Lucas/Muiderberg bid where the opening bid usually shows the suit that is bid and another.

**You could then bid one of the following:**

**Double** = take-out (over a major, you should ideally have 4 in the other major or a very strong hand)

**2NT** = 15-18 pts with a stop in the bid suit (may be of shape sometimes)

**Overcalls** = Natural with 5+ in the suit and opening hand strength (6+ cards if the suit is a minor)

**Jump Overcalls** = strong (avoid pre-empting a pre-empt if you can unless you are bidding game)

**3NT** = to play (can be based on a long minor or a 20+ pts hand)

**4C/D** = leaping 'Michaels' showing 5+ in the other major and 5+ in a minor, forcing.

#### 2) Dealing with the Multi

One trouble with the multi is that sometimes neither side knows who has what so we are trying to get information across to our partner as best we can. Responses often depend upon one's position at the table.

##### 2<sup>nd</sup> position

**2H/S and 3C/D** = natural with at least 5/6 cards and an opening hand

**2NT** = 15-18 pts with, ideally, both majors stopped

**Double** = 12 to 15 pts (poor 15/weak NT type of hand) and, ideally, at least 3-3 in the majors, usually balanced or a very strong hand.

### 4<sup>th</sup> position

**Double** = take-out of whatever the opposition have bid (so if 2H was bid, it is take-out of hearts) or a very strong hand

**2NT** = natural 15-18 pts, again ideally with both majors stopped.

**Overcalls** = natural, opening hand and at least 5 cards at the 2 level or 6 cards at the 3 level.

### 6<sup>th</sup> /8<sup>th</sup> position

**Double** = take-out but values may be shaded

**2NT** = minors

## 3) Dealing with weak 3 openings

Again, this is similar to dealing with weak 2 openings but we have to be even more flexible. We may miss the occasional slam/game but what we are trying to achieve is a sensible place to play or the chance to achieve a penalty if one is available.

**Double** = take-out with at least opening hand strength and preparedness for the other major if a major suit was opened. (In 4<sup>th</sup> position, the double may be a bit lighter as it is in the protective position.)

**3NT** = Natural 16-20 pts and balanced with a stop. It is essential that you have agreements, after this bid, with your partner who will be responding - eg Stayman/transfers, etc.

**Overcalls** = Natural and at least opening strength

**Cue bid of a minor** = both majors and a good/distributional hand

**Cue bid of 3H with 4H** = 5+ spades and a 5 card minor

**Cue bid of 3S with 4S** = 5+ hearts and a minor (good hand)

**Jump to 4NT** = Lowest 2 suits - at least 5-5 - and a good/distributional hand

Some examples of how to respond to a double of a pre-emptive bid are given below. Assume a 3H opener and your partner doubles:

A	B	C	D	E
K653	753	KJ106	A53	A72
Q75	AQ6	942	942	743
A53	J53	A42	KJ106	Q5
974	J975	Q65	Q43	KQJ83

A) 3S, the QH is not useful

B) May as well try 3NT as 4C is not likely to be any better!

C) Jump to 4S (partner expects about 6-9 pts and we have 10!)

D) Close but it is best to go quietly with 4D - remember we are trying to find a suitable place to play and 5D seems a long way off!

E) 5C - no guarantee but our clubs are good

There are no certainties here - if partner has bid aggressively we may be too high but if we are cautious we may miss a game. All we can do is try to bid sensibly.

#### 4) Dealing with 4 opening bids

Very simply put, a double of 4 of a minor is take-out with preparedness for the majors. However, doubles of 4 of a major are different as they have already bid game.

If opponents open 4H:

**Double** = take-out with at least 3 spades but ideally 4 or 5 and a minimum 14/15 count

**4S** = natural - may be only a 5 card suit

**4NT** = minors or a slam interest hand with 2 suits

If opponents open 4S:

**Double** = a strong, balanced hand (16+ pts) usually with wasted values in spades, eg xxx, Axx

**4NT** = A 2 suiter - at least 5-5 and good values

**All** the above obviously need discussion as to how you are going to respond but that may be for another talk!

## **The opposition jump overcall after partner has opened the bidding**

Nowadays, everyone plays negative doubles (I hope!) so really this is a discussion as to how high to play them and what to expect. As ever, when the opposition pre-empt against us we should strive for the 'best result possible' not the 'best possible result'.

Hence, similar to when the opposition open with a pre-emptive bid, our negative doubles should follow a similar style. They are take-out up to 4D, they suggest playing in spades after a 4H overcall and they have balanced values after a 4S (or higher) overcall. The higher the bid that is made by the opposition, the higher our point count should be. So, if the opposition jump overcall at the 2 level, I would recommend that you have about 8 points to bid. If the opposition jump overcall at the 3 or 4 level you should have at least 10 points to bid.

Some examples are given below. They assume that partner has opened 1D and the opposition have overcalled 2, 3 or 4 spades.

<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>
KJ64	64	642	K1096	64
A753	KJ75	KQ105	K753	J75
KQ6	J642	4	A6	A6
75	A75	K10753	753	QJ9753

- A)** 3NT over 2S (don't worry about a heart fit!)
  - 3NT over 3S
  - Double over 4S
- B)** Double over 2S
  - Double over 3S (very close and may depend on vulnerability - may have to play in 4D)
  - Pass over 4S (partner is always there!)
- C)** Double over 2S (just about worth it as, if partner rebids 3D, they will generally have 6)
  - Pass over 3S
  - Pass over 4S
- D)** Close and depends on vulnerability but, over 2S, my preference would be to pass and then pass partner's reopening double. If no reopening double from partner you probably will not have missed anything. However, if we double and partner bids 3C, we have to go back to 3D.
  - Pass over 3S and wait!
  - Double over 4S
- E)** Pass over all their bids

### **We open, partner responds and the opposition still pre-empt!**

For example, we open 1C, partner responds 1H and the opposition come in with, for example, 2S.

The normal approach here is to:

**Double** = take-out, 15+ pts and may have a very good hand. With a penalty double, you have to pass and hope partner re-opens

**2NT** = good 17-19 pts with a good spade stop - ideally a double stop (Alternatively, it can be played as a weak 3C bid and double covers all these sorts of hands which are NT orientated.)

**3C** = good 3C bid. If playing 2NT as above then with a weak hand, even with 6 clubs is best to pass.

**3D** = good raise to 3H (remember all good hands with D can go through a double)

**3H** = may be a minimum hand but best to show support

After the double by opener, it is a good idea to have some structure as to what the responses are going to be to help distinguish between good and bad hands.

So:

1C - P - 1H - 2S

X - P - **2NT** = artificial and generally showing a weak hand - opener bids 2<sup>nd</sup> suit

**3C/D** = some values (8+ pts), natural but still may only have 4H and a longer minor

**3H** = 5H with some values (with a weak hand and H go through 2NT and then bid hearts)

Whilst we have not covered every sequence here when the opponents intervene, I hope it has given you a flavour of the possibilities for our side. The important thing, as ever, is that you and your partner have agreements as to what bids mean, even if you do not use the ideas above. You also need to have agreements as to what bids mean after you have dealt with the opposition's pre-empt.