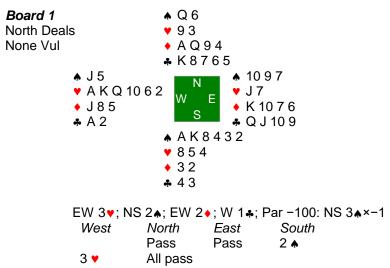
Module 11 Practice Hands - Pre-Empts

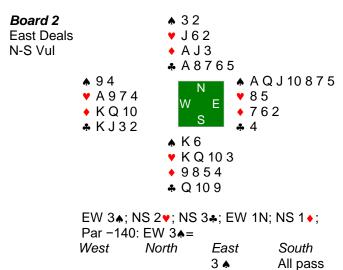


West has a good hand to overcall 2 ♠ with 3 ♥.

to raise.

North leads: ♠ Q high-low in partner's suit.

After the 2 rounds of As and the third round led by South, Declarer knows North has a doubleton, so they should ruff high to avoid North winning • 9 and defeating the contract.



Even though West has an opening hand opposite their partner's 3 ♠ pre-empt, it is not enough to raise to game. South leads ♥ K.

Declarer tries the ♠ finesse, which loses, draws trumps and then leads to the & KJxx, inserting the J to finesse the & Q which forces the . A. This sets up an extra trick to give them 9 to make the contract.

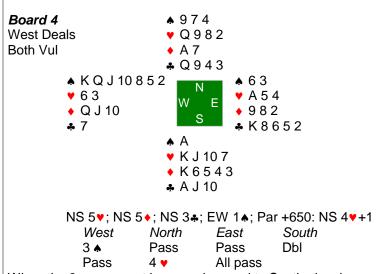
```
Board 3
                       ▲ KJ8
South Deals
                       K 5 4
E-W Vul
                       ♦ A 8
                       ♣ A Q 9 4 3
          ♠ Q9754
                                 ▲ A 10 6 3
          ♥ Q 2
                                 y 9
          ♦ J 10 9 7
                                 K653
          ♣ J 7
                                 ♣ K 10 6 2
                       A 2
                       A J 10 8 7 6 3
                       Q42
                       * 85
          NS 5N; NS 5♥; EW 2♠; N 3♣; S 2♣; EW 1♦;
          Par +460: NS 3N+2
           West
                    North
                              East
                                         South
                                         3 🔻
           Pass
                              All pass
```

North is not strong enough to bid and East does not have enough North has enough to raise their partner's 3 ♥ opening to game in

West leads: • J

Declarer lets East win ◆ K, so they have two ◆ winners. Then they draw trumps in 2 rounds ending in hand and try a ♠ towards the KJ8 in dummy. When West plays low, they can play the A J which finesses the Q and forces out ♠ A.

This provides an extra trick to make 11 for an overtrick.

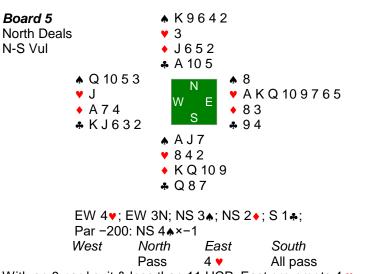


When the 3 ♠ pre-empt is passed around to South, they have a good hand and want to compete in one of the other suits, so they bid a takeout double. Opposite this double, North is expected to bid - and they choose the Major suit rather than the minor, at a lowest level they can - with 4 ♥.

East leads: ♠ 6

Declarer draws trumps and can finesse ♣s and set up ♦s to make 11 or 12 tricks.

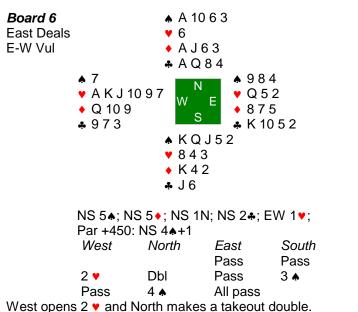
Module 11 Practice Hands - Pre-Empts



With an 8-card suit & less than 11 HCP, East pre-empts 4 ♥. It's now hard for NS to bid 4 ♠ which could improve their score.

Lead: ♦ K

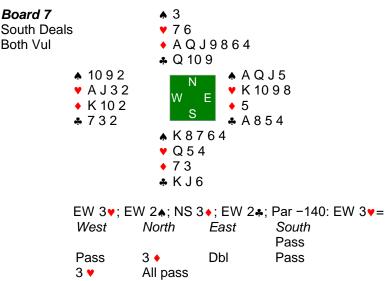
Declarer draws trumps, then leads to the * J, which forces out the * A, providing the 10th trick to make the contract.



In response to this double, South has an invitational hand, so they show this with a jump to 3 . North with 15 HCP and good distribution accepts the invite and bids game in .s.

West leads: ♥ A

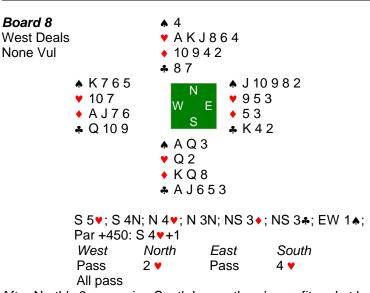
Declarer can make 11 tricks by trumping ♥s in dummy and losing to the ♣ K to set up an extra trick and/or finesse the ◆ Q, if required.



East makes a takeout double of North's 3 ◆ pre-empt. West's hand looks weak with ◆ K wasted, but they must bid - so they choose a minimum 3 ♥ which is the final contract.

Lead: ▲ 3 (singleton)

North's lead is an obvious singleton, so Declarer wins ♠ A then draws trumps with ♥ K, then leads ♥ 10 and runs it to finesse the ♥ Q, before going back to ♠s to establish tricks there.



After North's 2 ♥ opening South knows there's a ♥ fit and at least 24 HCP. Their partner's hand must have added distribution - so they raise to 4 ♥ game.

East leads: ▲ J

Declarer takes ♠ A, draws trumps and tries a ♣ to the J, hoping to set up that suit. Later lead to ♣ A and trump the ♣s good. A ♦ to the K establishes an entry for the set up ♣s for an overtrick.