

# BEGINNERS' LESSONS

## Welcome

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# Lesson Nine

## Pre-emptive Openings



# Rules up until NOW

- 1NT opening – 12-14 points
- 1-suit openings – 12-19 points



BUT sometimes we have less than 12 points but still have some desire to get into the bidding ... when????

**You have a LONG suit of our own  
i.e. 6 or more cards in the suit**



# Normal Opening



Open 1♦

12 – 19 HCP



# Can I open with this hand ?



## 6-10 HCP

BUT STILL a hand worth bidding on

## Open 2♦





# OPENING BIDS at the 2-level (Pre-emptive bid or Weak 2)

- 2♦ ⇒ 6 – 10 points with a GOOD 6-card diamond suit
- 2♥ ⇒ 6 – 10 points with a GOOD 6-card heart suit
- 2♠ ⇒ 6 – 10 points with a GOOD 6-card spade suit

A **GOOD** suit is a suit with 2+ honours in the suit

Once you have opened with a pre-empt you will **RARELY** bid again  
... you have JUST one shot

**These bids are DISRUPTIVE ... we want  
to make it hard for the opposition to bid !**





# OPENING BIDS at the 2-level (Pre-emptive bid or Weak 2)

- 2♦ ⇒ 6 – 10 points with a GOOD 6-card diamond suit
- 2♥ ⇒ 6 – 10 points with a GOOD 6-card heart suit
- 2♠ ⇒ 6 – 10 points with a GOOD 6-card spade suit

**NOTE: 2♣ is not used as a weak bid**

The 2♣ opener is a SPECIAL bid showing a STRONG hand (more on that next lesson)



**These bids are DISRUPTIVE ... we want to make it hard for the opposition to bid !**



# Pre-emptive Opening at the 2-level



**Open 2♠**

6-10 points  
**GOOD 6-card suit**





# Pre-emptive Opening at the 2-level



**PASS**

6-10 points

**BAD** 6-card suit



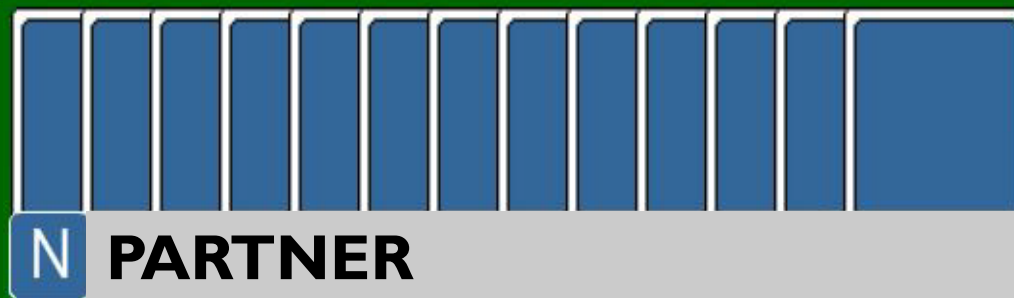
# Responses to 2-level Pre-emptive Opening

- **PASS**  $\Rightarrow$  **0 – 13 points, 0-3 card support**
- 3-level raise  $\Rightarrow$  14-15 points, 2+ card support
- GAME  $\Rightarrow$  16+ points, 2+ card support
- **GAME**  $\Rightarrow$  **0+ points, 4+ card support**
- NEW SUIT  $\Rightarrow$  16+ points, 6+ card suit of own

2-level opening bids are **DISRUPTIVE** and are designed to make it hard for the opposition  
Respond **ONLY** if you think there is a chance of reaching game or you have a 10+ card fit



# Pre-empt's Weak 2



| W   | N  | E    | S    |
|---|----|------|------|
|   | 2♦ | Pass | Pass |
| Less than 14 points<br>Now very hard for<br>West to bid ! |    |      |      |



Pre-  
empts  
Weak 2



| W                      | N  | E    | S  |
|------------------------|----|------|----|
|                        | 2♠ | Pass | 3♠ |
| 14-15 points           |    |      |    |
| We have a FIT          |    |      |    |
| Invite partner to GAME |    |      |    |



**Pre-empt Weak 2**

What does West do?  
**PASS?**  
 5 Hearts?  
 Double?  
 They have to **GUESS**



**W HIM**

| W   | N  | E   | S  |
|---|----|-----|----|
|   | 2♠ | Dbl | 4♠ |
| Put West to the guess<br>We have a 10-card FIT<br>Bid to GAME |    |     |    |





# OPENING BIDS at the 3-level (Pre-emptive bid)

- 3♣ ⇒ 6 – 10 points with a GOOD 7-card club suit
- 3♦ ⇒ 6 – 10 points with a GOOD 7-card diamond suit
- 3♥ ⇒ 6 – 10 points with a GOOD 7-card heart suit
- 3♠ ⇒ 6 – 10 points with a GOOD 7-card spade suit

**A GOOD suit is a suit with 2+ honours in the suit**

Once you have opened with a pre-empt you will **RARELY** bid again ... you have JUST one shot

**These bids are DISRUPTIVE ... we want to make it hard for the opposition to bid !**



# Responses to 3-level Pre-emptive Opening

- **PASS**  $\Rightarrow$  0 – 14 points, 0-2 card support
- **GAME**  $\Rightarrow$  15+ points, 1+ card support
- **GAME**  $\Rightarrow$  0+ points, 3+ card support
- **NEW SUIT**  $\Rightarrow$  16+ points, 6+ card suit of own

3-level opening bids are **DISRUPTIVE** and are designed to make it hard for the opposition  
Respond **ONLY** if you think there is a chance of reaching game or you have a 10+ card fit



# OPENING BIDS at the 4-level (Pre-emptive bid)



- 4♥ ⇒ 6 – 10 points with a GOOD 8-card heart suit
- 4♠ ⇒ 6 – 10 points with a GOOD 8-card spade suit

**A GOOD suit is a suit with 2+ honours in the suit**  
**You may also choose to open at the 4-level with  
a good 8-card minor**

**These bids are DISRUPTIVE ... we want  
to make it hard for the opposition**





# WHAT DO YOU DO WHEN THE OPPOSITION MAKES THESE WEAK BIDS?

## The same rules apply for the Takeout Double

... you show at least 3 cards in  
the unbid suits and 12+ HCP

JUST be mindful that you may  
need a slightly better point count



# WHAT DO YOU DO WHEN THE OPPOSITION MAKES THESE WEAK BIDS?

## **The same rules apply for overcalls**

- ... you show a good 5+ suit with  
at least two honours
- ... you need 12+ HCP (2 or 3-level)

## **The same rules apply for overcalling NT**

- ... you show 16-18 HCP (may have more),  
balanced with a stopper

## **The same rules apply for a PASS**



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