

# PREEMPTS

- **First – Opening 1 Bids** (Too good to Preempt)
  - 6-card suit with 11+ hcp: Adding 2 length points = 13.
  - 7-card suit with 10+ hcp: Adding 3 length points = 13.
  - 8-card suit with 9+ hcp: Adding 4 length points = 13.

- **Weak 2 Bid:** Decent 6-card suit & 5-10 hcp.

2D, 2H, 2S - Not 2C, as this is the artificial Strong 2 Bid.

## **Responder (Partner to Weak 2 bidder):**

**18 hcp:** Bid Game with 2 or more Trumps (if Diamonds, bid 3NT).

**14-17 hcp:** Bid 2NT-Invites Game-Asks for a Side Feature (A or K):

**Rule of 17:** Add your hcp to # of trumps you have for partner. If 17, then bid 2NT to Invite game. Weak 2-bidder bids a Feature only if he has a Max hand (8-10hcp). Otherwise, he rebids 3 of his suit.

**Raise to 3-level:** Is Preemptive, Not Invitational.

- **Weak 3 Bid:** Decent 7-card suit & 5-9 hcp.
- **Weak 4 Bid:** Decent 8-card suit & 5-8 hcp.
- **Decent Suit:** 2 of Top 4 Honors. 10's & 9's improve it.
- **Poor Suits:** 6 cards–pass. 7 cards–open 2 bid. 8 cards–open 3 bid.
- **Change of Suit:** By Responding Partner is Forcing One Round.
- **Sacrificing:** If you have 10 total trumps & 3-8 hcp, raise partner to

10-trick level as an advance sacrifice against the opponents' game. If 11 trumps, raise to 11-trick level. But, don't do it vulnerable vs. non-vulnerable.