

# Pre-emptive Openings

## Pre-emptive Opening Bids

A pre-emptive opening is a **obstructive** opening bid. It is designed to make it hard for the opposition to enter the auction. Once you open you will **rarely bid again** – it will be up to partner to choose the final contract

2-level openings (except 2♣)	show 6-10 and a <b>good</b> 6-card suit
3-level openings	show 6-10 and a <b>good</b> 7-card suit
4-level openings	show 6-10 and a <b>good</b> 8-card suit

## Opening 2♦ 2♥ 2♠ (often referred to as a Weak 2)

- 6-10
- 6-card suit (2+ honours)

### Responses

Pass	0-13	any shape
3♦ 3♥ 3♠	14-15	2+ card support
Raise to Game	16+	2+ card support or <b>any HCP</b> & 4+ support
New Suit	17+	Good 6-card suit – forcing ( <b>rarely</b> used bid)

## Opening 3♣ 3♦ 3♥ 3♠ (usually referred to as a pre-empt)

- 6-10
- 7-card suit (2+ honours)

### Responses

Pass	0-13	any shape
Raise to Game	16+	1+ card support or <b>any HCP</b> & 3+ support
New suit at 3-level	17+	Good 6-card suit – ( <b>rarely</b> used bid)

## Opening 4♥ 4♠ (usually referred to as an 8 card pre-empt)

- 6-10
- 8-card suit (2+ honours)

### Responses

You have reached game - no need to bid on!

### Examples:

♠ KJ107543	♠ 2	♠ J2	♠ AQJ87432	♠ 4
♥ AJ3	♥ AQ8762	♥ A73	♥ 43	♥ J62
♦ K8	♦ 962	♦ J98542	♦ 74	♦ 54
♣ 7	♣ K72	♣ KJ4	♣ 9	♣ KQJ8763
<b>Open 1♠</b>	<b>Open 2♥</b>	<b>Pass</b> ( <i>poor suit</i> )	<b>Open 4♠</b>	<b>Open 3♣</b>

**NB:** If the opponents open a pre-empt bid against you, you should bid what you would normally bid as if they'd opened at the 1-level. Your suit overcall must be good – with 2+ honours and opening strength (12+).

## Play of the Hand: Finesse

### The Finesse

Is an attempt to score a lesser honour which could be beaten by an opponent's higher honour. You are hoping the critical missing honour is favourably placed.

Lead towards the honour or honours – if the missing critical honour is in the hand that plays second, then the finesse will succeed.

1. You need to make one trick in the following example:

**K83            974**

If the critical honour (ace) is with South you will succeed in making 1 trick as long as you lead from the East hand towards the king.

2. You need to make 2 tricks in the following example:

**AQ3            974**

If the critical honour (King) is with South you will succeed in making 2 tricks as long as you lead from the East hand and insert the Q if the K does not appear.

3. You need to make 3 tricks in the following example:

**A83            QJ10**

If the critical honour (king) is with South you will succeed in making 3 tricks as long as you lead the Queen from the East hand towards your ace and play low if the king does not appear from South. If the Queen wins, repeat the process with the jack.

4. You need to make 3 tricks in the following example:

**AQJ            974**

If the critical honour (king) is with South you will succeed in making 3 tricks as long as you lead from the East hand towards the jack. If it wins return to the East hand and lead towards the queen.

5. You need to make 2 tricks in the following example:

**KQ3            974**

If the critical honour (ace) is with South you will succeed in making 2 tricks as long as you lead from the East hand towards your honours twice. If the king wins return to the East hand and lead towards the queen.