BBL8 Preemptive Opening Bids Board 1 **★** KQ10765 **9** 8 6 North Deals None Vul • A 7 4 ***** 74 **A** A 9 4 ♥ QJ1054 ♥ K32 10963 **♦** J8 S ♣ A Q J ♣ K 10 9 3 2 **▲** J32 ♥ A 9 7

West North East South $2 \triangleq^1$ Pass $3 \triangleq^2$

♦ KQ52

♣ 865

All pass

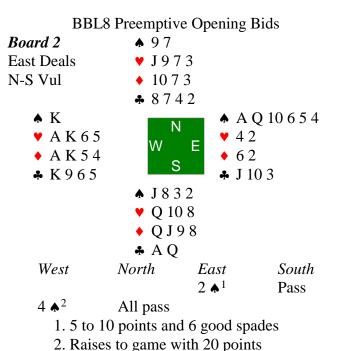
- 1. 5 -10 points and a good 6 card suit
- 2. Bidding to the level of the fit with 3 spades

Lead: ♥ Q

 $3 \blacktriangle$ just raises the stakes: it is not a game try. Even though North is super maximum he mustn't raise to $4 \blacktriangle$.

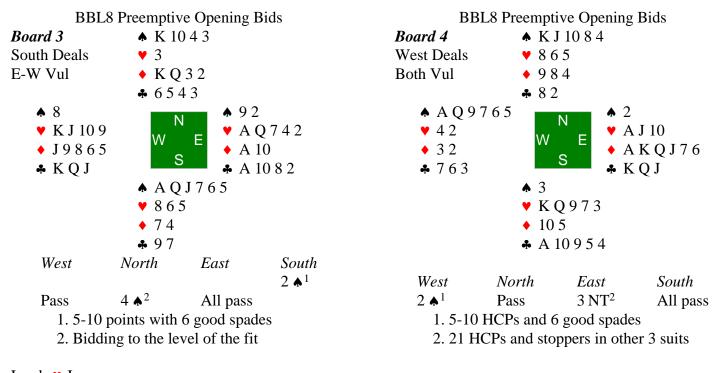
Declarer draw trumps as soon as possible, making 5 spade tricks, the ♥ A and three diamond tricks.

Note that East/West can make 4 ♥ if they can get into the auction.



Lead: ♦ Q

West jumps to 4 \(\blacktriangle \), expecting to make. Note that 3 NT would be very misguided because there are no entries to make spade tricks in the East hand if played in no-trumps. If a player has a good suit in a weak hand it normally pays to make that suit trumps.



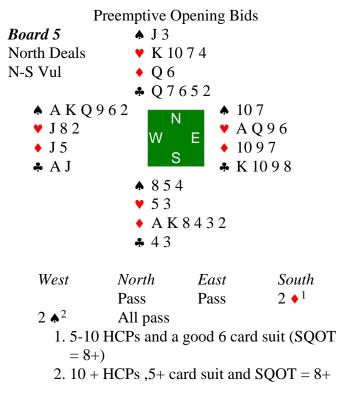
Lead: ♥ J

North jumps to 4 ♠, this time pre-emptively. Of course South doesn't know whether North has this hand or the West hand in board 2. He doesn't need to know. More important, neither do East/West know.

Declarer should make 9 tricks in spades. EW can make 11 tricks in hearts.

Lead: ♥ 7

East bids 3 NT, expecting it to make without using West's spades. Declarer should make 11 tricks (6 diamond tricks, two heart tricks two club tricks and • A).

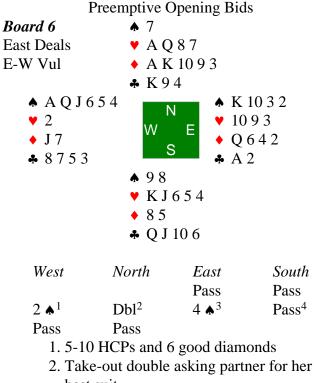


West has a good suit to overcall. North is not strong enough to bid and East's hand is not suitable to raise.

The ◆ Q lead is the top of partner's suit

South overtakes the ◆ Q with the ◆ A and continues with the • K and a small diamond, which North ruffs high with the ♠ J. Declarer wins any continuation, draws trumps and leads a low heart to finesse the ♥ Q and then cash ♣ AK, making ten tricks.

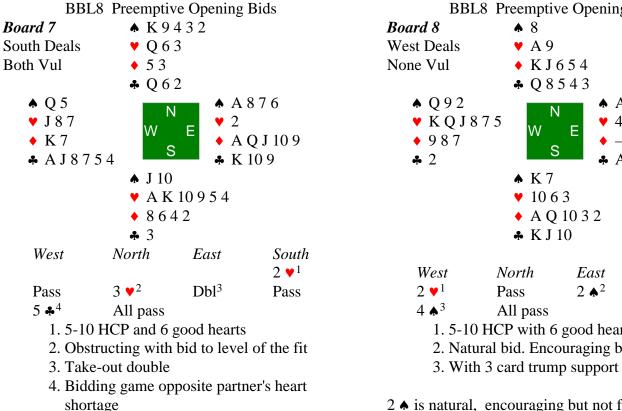
Without South's 2 ◆ preempt EW would probably have bid game.



- best suit
- 3. Bidding to level of the fit
- 4. Reluctantly

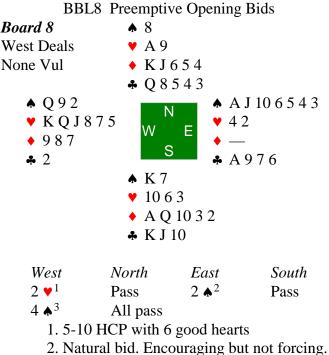
This hand shows the effectiveness of weak twos. After East's pressure bid of 4 \(\bigs \) South has a tough decision. 5 v is makeable with careful play but it's not easy to bid. 4 \(\infty \) would be at most one down.

In fact, North/South could let it make. If North leads ♦ A, South plays ♦ 8. If North continues playing diamonds, West can overruff the third round, draw trumps and discard the ♥ 2 on ♦ O.

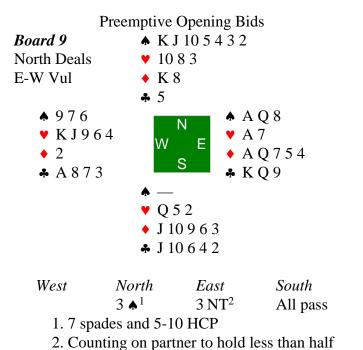


North's 3 ♥ bid isn't a game try, but an attempt to make life harder for East/West.5 & by East-West is a good contract.

After ♥ 3 lead to ♥ K, South has a choice between a second heart, making it more difficult for West to pick up North's • Qxx, or a spade switch, setting up a trick in that suit. A spade is best and just hope that West gets the trumps wrong.



- 2 ♠ is natural, encouraging but not forcing. West has an excellent hand in support of spades and raises directly to game,.
- 11 tricks should be made.

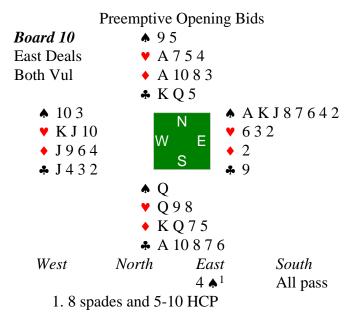


East has a huge hand, 21 points, and should not be put off by the 3 • opening and should bid 3 NT with good spade stoppers. (South and West have around 11-12 points between them and on an average day partner will have half of them).

of the points held by South and West

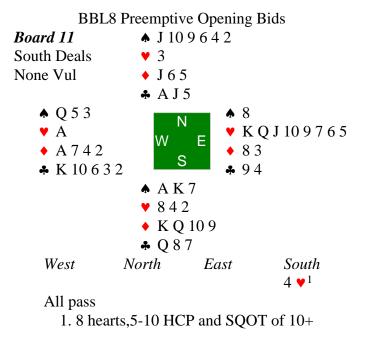
The ◆ J lead is the top of a sequence.

Declarer should play ◆ A on North's ◆ K and then a low heart to finesse the ♥ J. Declarer can make 12 tricks with careful play.



Lead: ♦ K

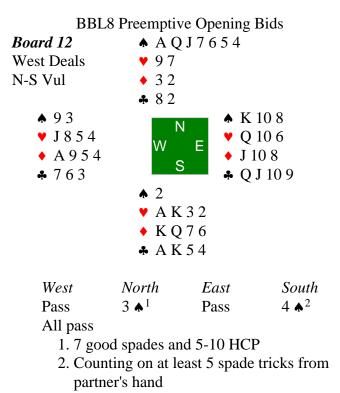
To make 4 ♠ declarer needs South to have ♥ Q. South starts with two rounds of diamonds, declarer ruffing. Declarer draws trumps and leads ♥ 2 to dummy's ♥ 10. North wins ♥ A. Later declarer successfully finesses dummy's ♥ J.



This preempt makes it difficult for NS to reach 4 ♠ which would make with careful play (finessing the ♣ J)

The lead of the \blacktriangle A promises the \blacktriangle K.

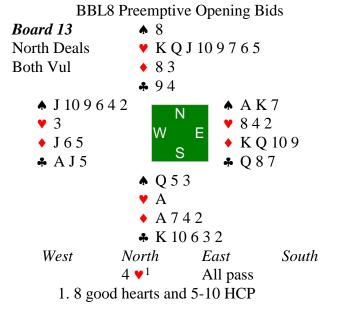
Declarer should draw trumps and lead up to • K. Unfortunately the finesse fails and the contract is one down, but this is a good sacrifice.



Lead: ♣ Q

South can see five tricks in his own hand and imagines six in partner's hand. South shouldn't bid 3 NT because there would be no entry to North's spades.

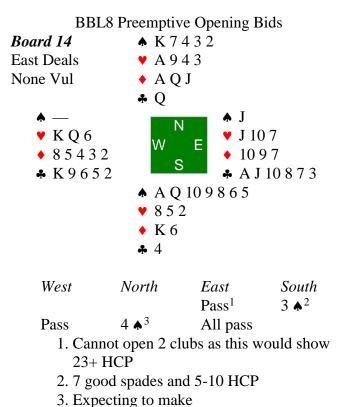
Declarer loses just a trump trick and ◆ A in 4 ♠.



This preempt makes it difficult for NS to reach 4 \(\blacktriangle \), which would make with careful play (finessing the \(\blacktriangle \) J)

The lead of the \wedge A promises the \wedge K.

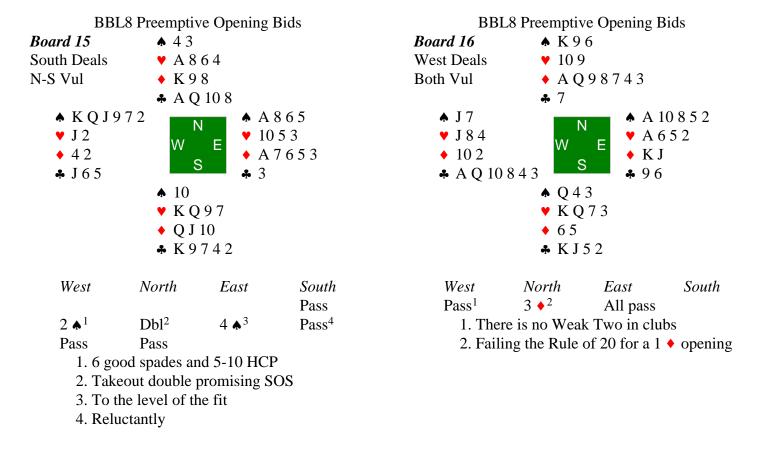
Declarer should draw trumps and lead up to • K. Unfortunately the finesse fails and the contract is one down, but this is a good sacrifice.



North, with 16 points and huge spade support, raises to 4 \(\bigape \), expecting to make. North would have made the same bid with just 4 or 5 points (opposite partner's 5-10 points), not expecting to make but hoping to steal the contract.

Lead ♥ K, top of 2 card honour sequence.

Declarer wins the lead, draws the missing trump and makes 11 tricks, losing just • A and a heart.



East bids 4 with 4 trumps (bidding to the level of the 10 card spade fit). South has a difficult decision to make now and will probably pass. 4 simes is one down (6 top spades, A and two club ruffs) which is a good result as NS can make 5 V.

Lead: Difficult - possibly \spadesuit 4, a passive lead that gives nothing away, or \blacklozenge 8, hoping to find partner with the \blacklozenge A.

West draws trumps and ruffs 2 clubs in dummy.

South must not be tempted to bid, as their hand is not good enough.

Lead: • 9, top of a doubleton, hoping for a third round ruff.

3 ◆ goes off by one trick (6 ♦, 1 ♥, 1 ♠), a good result since EW can probably make 2 NT.