

BBL8 Preemptive Opening Bids

Board 1

North Deals

None Vul

♠ A 9 4	♠ K Q 10 7 6 5	♠ 8
♥ K 3 2	♥ 8 6	♥ Q J 10 5 4
♦ 10 9 6 3	♦ A 7 4	♦ J 8
♣ A Q J	♣ 7 4	♣ K 10 9 3 2
	♠ J 3 2	
	♥ A 9 7	
	♦ K Q 5 2	
	♣ 8 6 5	

West	North	East	South
	2 ♠ ¹	Pass	3 ♠ ²

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

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.

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Board 2

East Deals

N-S Vul

♠ K	♠ 9 7	♠ A Q 10 6 5 4
♥ A K 6 5	♥ J 9 7 3	♥ 4 2
♦ A K 5 4	♦ 10 7 3	♦ 6 2
♣ K 9 6 5	♣ 8 7 4 2	♣ J 10 3
	♠ J 8 3 2	
	♥ Q 10 8	
	♦ Q J 9 8	
	♣ A Q	

West	North	East	South
4 ♠ ²	All pass	2 ♠ ¹	Pass

1. 5 to 10 points and 6 good spades
2. Raises to game with 20 points

Lead: ♦ Q

West jumps to 4 ♠, 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.

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Board 3

South Deals

E-W Vul

♠ 8		♠ 9 2
♥ K J 10 9		♥ A Q 7 4 2
♦ J 9 8 6 5		♦ A 10
♣ K Q J		♣ A 10 8 2
	♠ A Q J 7 6 5	
	♥ 8 6 5	
	♦ 7 4	
	♣ 9 7	

West	North	East	South
			2 ♠ ¹

Pass	4 ♠ ²	All pass
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1. 5-10 points with 6 good spades
2. Bidding to the level of the fit

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.

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Board 4

West Deals

Both Vul

♠ A Q 9 7 6 5		♠ 2
♥ 4 2		♥ A J 10
♦ 3 2		♦ A K Q J 7 6
♣ 7 6 3		♣ K Q J
	♠ 3	
	♥ K Q 9 7 3	
	♦ 10 5	
	♣ A 10 9 5 4	

West	North	East	South
2 ♠ ¹	Pass	3 NT ²	All pass

1. 5-10 HCPs and 6 good spades
2. 21 HCPs and stoppers in other 3 suits

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).

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Board 5

North Deals
N-S Vul

♠ A K Q 9 6 2	♠ J 3	♠ 10 7
♥ J 8 2	♥ K 10 7 4	♥ A Q 9 6
♦ J 5	♦ Q 6	♦ 10 9 7
♣ A J	♣ Q 7 6 5 2	♣ K 10 9 8
	♠ 8 5 4	
	♥ 5 3	
	♦ A K 8 4 3 2	
	♣ 4 3	



West	North	East	South
	Pass	Pass	2 ♦ ¹
2 ♠ ²	All pass		

1. 5-10 HCPs and a good 6 card suit (SQOT = 8+)
2. 10 + HCPs ,5+ card suit and SQOT = 8+

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.

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Board 6

East Deals
E-W Vul

♠ A Q J 6 5 4	♠ 7	♠ K 10 3 2
♥ 2	♥ A Q 8 7	♥ 10 9 3
♦ J 7	♦ A K 10 9 3	♦ Q 6 4 2
♣ 8 7 5 3	♣ K 9 4	♣ A 2
	♠ 9 8	
	♥ K J 6 5 4	
	♦ 8 5	
	♣ Q J 10 6	



West	North	East	South
2 ♠ ¹	Pass	Pass	Pass
Pass	Dbl ²	4 ♠ ³	Pass ⁴

1. 5-10 HCPs and 6 good diamonds
2. Take-out double asking partner for her 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 ♠ South has a tough decision. 5 ♥ is makeable with careful play but it's not easy to bid. 4 ♠ 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 ♦ Q.

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Board 7

South Deals

Both Vul

♠ K 9 4 3 2		
♥ Q 6 3		
♦ 5 3		
♣ Q 6 2		
♠ Q 5		♠ A 8 7 6
♥ J 8 7		♥ 2
♦ K 7		♦ A Q J 10 9
♣ A J 8 7 5 4		♣ K 10 9
	♠ J 10	
	♥ A K 10 9 5 4	
	♦ 8 6 4 2	
	♣ 3	

West	North	East	South
Pass	3 ♥ ²	Dbl ³	2 ♥ ¹
5 ♣ ⁴	All pass		Pass

1. 5-10 HCP and 6 good hearts
2. Obstructing with bid to level of the fit
3. Take-out double
4. Bidding game opposite partner's heart shortage

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.

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Board 8

West Deals

None Vul

♠ 8		
♥ A 9		
♦ K J 6 5 4		
♣ Q 8 5 4 3		
♠ Q 9 2		♠ A J 10 6 5 4 3
♥ K Q J 8 7 5		♥ 4 2
♦ 9 8 7		♦ —
♣ 2		♣ A 9 7 6
	♠ K 7	
	♥ 10 6 3	
	♦ A Q 10 3 2	
	♣ K J 10	

West	North	East	South
2 ♥ ¹	Pass	2 ♠ ²	Pass
4 ♠ ³	All pass		

1. 5-10 HCP with 6 good hearts
2. Natural bid. Encouraging but not forcing.
3. With 3 card trump support

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.

Preemptive Opening Bids

Board 9
 North Deals
 E-W Vul

♠ 9 7 6		♠ A Q 8
♥ K J 9 6 4		♥ A 7
♦ 2		♦ A Q 7 5 4
♣ A 8 7 3		♣ K Q 9

♠ —		
♥ Q 5 2		
♦ J 10 9 6 3		
♣ J 10 6 4 2		

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	3 ♠ ¹	3 NT ²	All pass

1. 7 spades and 5-10 HCP
2. Counting on partner to hold less than half of the points held by South and West

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).

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.

Preemptive Opening Bids

Board 10
 East Deals
 Both Vul

♠ 10 3		♠ A K J 8 7 6 4 2
♥ K J 10		♥ 6 3 2
♦ J 9 6 4		♦ 2
♣ J 4 3 2		♣ 9

♠ Q		
♥ Q 9 8		
♦ K Q 7 5		
♣ A 10 8 7 6		

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		4 ♠ ¹	All pass

1. 8 spades and 5-10 HCP

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.

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Board 11

South Deals

None Vul

♠ Q 5 3	♠ J 10 9 6 4 2	♠ 8
♥ A	♥ 3	♥ K Q J 10 9 7 6 5
♦ A 7 4 2	♦ J 6 5	♦ 8 3
♣ K 10 6 3 2	♣ A J 5	♣ 9 4
	♠ A K 7	
	♥ 8 4 2	
	♦ K Q 10 9	
	♣ Q 8 7	

West North East South
4 ♥¹

All pass

1. 8 hearts, 5-10 HCP and SQOT of 10+

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

The lead of the ♠ A promises the ♠ 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.

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Board 12

West Deals

N-S Vul

♠ 9 3	♠ A Q J 7 6 5 4	♠ K 10 8
♥ J 8 5 4	♥ 9 7	♥ Q 10 6
♦ A 9 5 4	♦ 3 2	♦ J 10 8
♣ 7 6 3	♣ 8 2	♣ Q J 10 9
	♠ 2	
	♥ A K 3 2	
	♦ K Q 7 6	
	♣ A K 5 4	

West North East South
Pass 3 ♠¹ Pass 4 ♠²

All pass

1. 7 good spades and 5-10 HCP
2. Counting on at least 5 spade tricks from partner's hand

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 ♠.

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Board 13

North Deals

Both Vul

♠ 8		♠ A K 7
♥ K Q J 10 9 7 6 5		♥ 8 4 2
♦ 8 3		♦ K Q 10 9
♣ 9 4		♣ Q 8 7
♠ J 10 9 6 4 2		♠ Q 5 3
♥ 3		♥ A
♦ J 6 5		♦ A 7 4 2
♣ A J 5		♣ K 10 6 3 2



West	North	East	South
	4 ♥ ¹	All pass	
	1. 8 good hearts and 5-10 HCP		

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

The lead of the ♠ A promises the ♠ 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.

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Board 14

East Deals

None Vul

♠ K 7 4 3 2		♠ J
♥ A 9 4 3		♥ J 10 7
♦ A Q J		♦ 10 9 7
♣ Q		♣ A J 10 8 7 3
♠ —		♠ A Q 10 9 8 6 5
♥ K Q 6		♥ 8 5 2
♦ 8 5 4 3 2		♦ K 6
♣ K 9 6 5 2		♣ 4



West	North	East	South
Pass	4 ♠ ³	Pass ¹	3 ♠ ²
		All pass	

1. Cannot open 2 clubs as this would show 23+ HCP
2. 7 good spades and 5-10 HCP
3. Expecting to make

North, with 16 points and huge spade support, raises to 4 ♠, 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.

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Board 15

South Deals
N-S Vul

♠ K Q J 9 7 2		♠ A 8 6 5
♥ J 2		♥ 10 5 3
♦ 4 2		♦ A 7 6 5 3
♣ J 6 5		♣ 3
	♠ 4 3	
	♥ A 8 6 4	
	♦ K 9 8	
	♣ A Q 10 8	
	♠ 10	
	♥ K Q 9 7	
	♦ Q J 10	
	♣ K 9 7 4 2	



West	North	East	South
2 ♠ ¹	Db1 ²	4 ♠ ³	Pass
Pass	Pass		Pass ⁴

1. 6 good spades and 5-10 HCP
2. Takeout double promising SOS
3. To the level of the fit
4. Reluctantly

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 ♠ is one down (6 top spades, ♦ A and two club ruffs) which is a good result as NS can make 5 ♥.

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

West draws trumps and ruffs 2 clubs in dummy.

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Board 16

West Deals
Both Vul

♠ J 7		♠ A 10 8 5 2
♥ J 8 4		♥ A 6 5 2
♦ 10 2		♦ K J
♣ A Q 10 8 4 3		♣ 9 6
	♠ K 9 6	
	♥ 10 9	
	♦ A Q 9 8 7 4 3	
	♣ 7	
	♠ Q 4 3	
	♥ K Q 7 3	
	♦ 6 5	
	♣ K J 5 2	



West	North	East	South
Pass ¹	3 ♦ ²	All pass	

1. There is no Weak Two in clubs
2. Failing the Rule of 20 for a 1 ♦ opening

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.