

Preempts—Bonus Material

2NT Overcalls (over a preempt):

- Should be a little stronger than a 1NT opener/overcall: 16-19 or so
- You should probably have a stopper in their suit ☺
- Systems (stayman and transfers) should be on!

Higher Level Preempts:

- Have discussions with your partner about 3 and 4 level preempts too!
- Usually 3 level preempts are exactly 7 cards (since you could always bid 2) but suit quality requirements should be similar to the two level
- 4 level (major) preempts can be quite different
 - Since you can't miss game, they can be very wide ranging, especially in third seat
- One somewhat popular system to distinguish good preempts from bad preempts is Namyats:
 - 4c and 4d show good 4h and 4s bids (bid to make; just short of a 2c opener)
 - Partner makes the next cheapest bid to transfer or makes a slam try
 - 4h and 4s bids show weaker hands (lots of hearts or spades)
 - I don't necessarily advocate playing this, but it's good to know about

Gambling 3NT:

- Gambling 3NT is a popular convention which is sort of “preemptive” in it's own right
 - 3NT shows a long (7+), solid (AKQ or better) minor
 - Most people play it denies an outside A, K or void
 - With stoppers in three suits, partner usually just passes!
 - Otherwise, they bid 4c and you pass or bid 4d