

# Preempt: 3 Level

- Applies to opening preempt and weak-jump-overcall
- To determine how high to preempt, estimate how many tricks you can take

**KQJTxxx**

**x**

**<- six tricks**

**xx**

**xxx**

**KQJTxxx**

**x**

**<- seven tricks**

**x**

**xxxx <-length trick**

**AQT9xxx**

**x**

**<- six tricks**

**xx**

**Jxx**

**Kxxxxxxx**

**xxx**

**<- five tricks**

**x**

**Kxx**

# **Preempt: 3 (and higher) Level**

- **High-card requirement: 0-10 HCP**
- **Typically suit length of 7 or 8 (but 6 cards may be OK if not vulnerable)**
- **Vulnerability guides your preempt level:**

**Unfavorable: Overbid two tricks**

**Equal Vulnerability: Overbid three tricks**

**Favorable: Overbid four tricks**

- **These recommendations are for aggressive players:**

**You may open at the three-level with a six-card suit if enough playing tricks**

**If favorable, you will make some daredevil (overbid by four) preempts.**

- **The traditional “rule of 2 and 3” is a less aggressive guideline.**

# Preempt: 3 Level

- **When responding, add your tricks to Partner's assumed tricks. Remember that Partner has already overbid by 2, 3, or 4 tricks.**
- **Raise to game (or slam) if you think you have enough tricks. Remember that Partner will have a long suit - It is OK to raise without robust trump support.**
- **Raise with three+ card support as a blocking tactic. With four-card support consider competing to the five-level.**
- **When you raise to game, the Opponents will have to guess whether you intended to make or were blocking.**
- **Bid a new suit (forcing) with a game-going hand and a strong suit. Partner will raise with support or else usually retreat to his suit.**
- **Bid 3NT over Partner's minor-suit preempt if you think you can use Partner's suit (fit plus stoppers) or if you can make 3NT in your own hand.**
- **Pass in tempo (even with an opening bid) if you haven't enough tricks. Sometimes the Opponents will bid and get into trouble if you do not show that you have values by breaking tempo.**

# Opener Bids “3Hearts” - Responder Raises to Game:

Expecting 4H to Make

**Axx**

**Qxx**

**Axx**

**KQJx**

Expecting 4S to Make

**x**

**Qxxx**

**Axxx**

**xxxx**

**Equal Vulnerability**

Preempt - Six Winners

*Board 1*

North Deals

None Vul

4 3

A Q 10 9 8 6 5

3

9 5 4

Q 10 9

K 7 3 2

10 6 5

A Q 10



K J 8 2

J 4

K J 7 2

J 8 3

A 7 6 5

—

A Q 9 8 4

K 7 6 2

*West*

*North*

*East*

*South*

3 !

All pass

3 by North

Lead: 2

Preempt - Response to preempt

*Board 2*

East Deals

N-S Vul

Q 6  
Q J 10 8 4  
Q  
A J 9 7 2

A K J 5 4 3  
A K 9 3  
5 2  
5



9 7 2  
2  
A J 9 8 7 4 3  
4 3

10 8  
7 6 5  
K 10 6  
K Q 10 8 6

*West*

*North*

*East*

*South*

3 !  
4 by West  
Lead: Q

Pass

3  
4

Pass  
All pass

Preempt - Slam

*Board 3*

South Deals

E-W Vul

A J 6

A K 9 7 6 2

A 7 6

K

Q 9

J 4

Q J 10 9 2

J 9 3 2



10

Q 10 8 5

K 5 4 3

A Q 10 8

K 8 7 5 4 3 2

3

8

7 6 5 4

*West*

*North*

*East*

*South*

Pass

4 NT

Pass

3

Pass

6 !

All pass

5

6 by South

Lead: Q

Weak Jump Overcall - Attacking Lead

*Board 4*

West Deals

Both Vul

5 3

Q 9 6 4 3

A Q 7 3

A Q

A J 9 4 2

10

J 10 9

9 8 6 3



6

7 5

K 8 4

K J 10 7 5 4 2

K Q 10 8 7

A K J 8 2

6 5 2

—

*West*

Pass

5 !

All pass

5 by North

Lead: 6

*North*

1

Dbl

*East*

3

Pass

*South*

4

5