

Preempt: 2-Level

viz “Weak Two-Bid”

- Six-card (or strong five-card) Spade, Heart, or Diamond suit
- 5-11 HCP (but hands such as AQxxxx AJx xx xx are opened “One Spade”)
- no four-card (Qxxx or better) major side suit

Hand Offensively Oriented - Preempt if:

- long suit (takes many tricks if trump; few tricks otherwise)
- Tricks (QJT98x, 3 HCP wins *four* tricks; KQ5xxxx, 5 HCP wins only *three* tricks)
- not likely to have game in another suit ($1=6=2=4$ better than $4=6=1=2$)

Hand Defensively Oriented - Pass if:

- Low side-suit honors (Jxx or Qx takes a defensive trick, but no offensive trick)
- Ace in preempt suit:

 - AJ9xxxx - Opponents game/slam fails; Ace wins a defensive trick
 - KQJTxx - Opponent game makes; you win only a *second* round of this suit.

Deal Considerations

- Vulnerability (Minimum Suit Quality: Non-Vul = Qxxxxx, Vul = QJ9xxxx)
 - Seat Position (2nd position - obey the *rules*, 3rd position - bend *guidelines*)
- Information Already Transmitted (best if opponents silent; **worst after 1NT**)

Responding to Partner's Weak Two-Bid

Raise below game: block opponents

Raise to game: block opponents and/or bonus

2NT Inquiry (fitting 14+ or any 16+ Points):

Opener's Replies:

- **Minimum (5,6,7): Rebid original suit**
- **Maximum (9,10,11): Bid side suit with honor**
- **Maximum with AKQ or AKJ suit: Bid 3NT**

Responder Rebid: 3 old suit non-force, new suit force

New suit:

- **Some play new-suit = chance-giving (10-15 points)**
Opener is allowed to bid again with fit
- **Some play new-suit = forcing (16+ points).**

Board 1

North Deals

Both Vul

8 6 2

9 7 6 5 4 3

A J

K 8

9 7

K 10 2

9 5 4 3

Q 10 9 3



A K J 10 4 3

8

10 8 7

J 7 6

Q 5

A Q J

K Q 6 2

A 5 4 2

West

North

East

South

Pass

2

Dbf

Pass

4

All pass

4 by North

Lead: A

Build this deal.

Bid this deal.

Make the opening lead and pause for validation.

Dummy validates the contract and opening lead:

If correct, Dummy says, "Validated - Please proceed."

If incorrect, repair - then proceed.

Discuss after deal is complete.

Board 2

South Deals

Both Vul

6 5 4 3

8 6

5 4 3 2

7 5 3

9

A J 7 3 2

J 10 7

J 10 9 2



A K Q J 10 7 2

—

A K Q

A Q 4

8

K Q 10 9 5 4

9 8 6

K 8 6

West

North

East

South

Pass

4

6

2

All pass

6 by East

Lead: K

Build this deal.

Bid this deal.

Make the opening lead and pause for validation.

Dummy validates the contract and opening lead:

If correct, Dummy says, "Validated - Please proceed."

If incorrect, repair - then proceed.

Discuss after deal is complete.

Board 3

South Deals

None Vul

A 9 5 4

7 3 2

K Q 6

10 8 7

K Q J 10 8 2

6 4

5 4 2

9 6



7 6

A K 8 5

10 7 3

A K J 4

3

Q J 10 9

A J 9 8

Q 5 3 2

West

North

East

South

2

Pass

2 NT

Pass

3

All pass

Pass

3 by West

Lead: K

Build this deal.

Bid this deal.

Make the opening lead and pause for validation.

Dummy validates the contract and opening lead:

If correct, Dummy says, "Validated - Please proceed."

If incorrect, repair - then proceed.

Discuss after deal is complete.

Board 4

South Deals

N-S Vul

A Q 8 2

K J 6 3

Q 4 3

A 3

K J 10 9

7

K 10 9 2

K Q 10 9



5 4 3

8 5

A 8 7

J 7 5 4 2

7 6

A Q 10 9 4 2

J 6 5

8 6

West

North

East

South

Dbl 4

All pass

2

4 by South

Lead: K

Build this deal.

Bid this deal.

Make the opening lead and pause for validation.

Dummy validates the contract and opening lead:

If correct, Dummy says, "Validated - Please proceed."

If incorrect, repair - then proceed.

Discuss after deal is complete.