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Dealing with the Opponent's 2-Level Preempts

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General Approach to Competing vs. Weak-Two Openings

- Preempts eat up our bidding space, leaving us less room to describe our hand. We need to try to describe our hand quickly.
- Our Simple Overcalls must happen at higher levels.
- Jumps over preempts are NOT weak – “Don’t preempt a preempt!”
- Important to use our limited space to quickly describe our hand because we have already lost space and we face the danger of our LHO extending the preempt – we will have special tools to help us describe many distributional hands.

Direct Seat Bidding Tools

Simple Overcalls

- Simple overcalls show a good opening hand as well as a decent five-card or longer suit.
- These overcalls are limited in values – maximum of about 18 HCP.
- The weaker our suit, the stronger our hand should be to enter the auction at such a high level.
- Overcalling 2NT shows a 1NT overcall (15-18 pts) with a stopper in their suit – Systems ON.

Jump Overcalls in Major Suits

- Jumps are NOT weak - “Don’t preempt a preempt!”
- Jumps in a new suit are “picture bids” -- long, strong suits and good hands.
- Jump overcalls are offensively-oriented:
 - Jump to 3-Major = 6+card suit, 15-17 HCP, usually about 8 tricks
 - Jump to 4-Major = 7+card suit, 15-17 HCP, 9-10 tricks

Long Strong Minor Suits

- Jump to 3NT shows lots of tricks, not lots of HCP – usually a long minor suit and a stopper in opponent’s suit.
- Cuebid of the opponent’s suit is a *Western Cuebid* -- asks partner to bid 3NT with a stopper, usually shows a long strong minor suit (usually solid).



Other Jump Overcalls

- Leaping Michaels vs. 2-Major Preempt:
 - Jumps to 4-minor are not used as natural -- with long minor do not go past 3NT.
 - Jumping to 4-minor shows two-suited hand -- 5+cards in that minor and 5+cards in the other Major
 - Leaping Michaels bids are game-forcing – usually 9+ tricks.
 - With weaker hand that has same shape, just overcall the Major suit cheaply.

Example

(2♥) 4♦ shows 5+card ♠ and 5+card ♦ and about a 4-loser hand. Game Forcing!

- Both Minors vs. 2-Major Preempt
 - 4NT Good Hand with both minors, usually at least 6/5.
 - 4M Slam try with both minors, usually at least 6/5.

Doubles in Direct Seat

- Doubles are takeout, and show at least opening strength – Unlimited!
- The more shape our hand has, the fewer HCP we must have to double.
- A double must contain some defense, since partner may convert it to penalty with length in the opponent's suit.
- Traditional Doubles are three-suited hands.
- Doubles may also contain “Double and Bid Hands” – lots of HCP with 5+card suits.
- *Advancer may use Lebensohl to better describe hand.*

Double and Bid in the Direct Seat

- With hands that are too strong in HCP to make a simple overcall and do not qualify for a “picture bid” (jump overcall), we double and bid a new suit.
- Double and bid a new suit –
 - Strong Hand, 18+ points, 5-card suit, weak or strong suit.
 - Strong Hand, 18+ points, 6+card suit, weak suit
 - Strong Hand, 18+ points, 5+card suit and 4-card side suit, double was to look for best fit.
- Double and jump-bid a new suit --
 - Strong Hand, 18+ points, 6+ cards suit, not great suit.
- Double and bid 3NT -
 - Strong hand in HCP – often has a 4-card Major, double to look for Major suit fit.
- Double and cuebid opponent's suit -
 - Western Cuebid asking for stopper – partner bids 3NT with a stopper.
 - Slam Try in suit bid by partner – shown by supporting partner's suit later in auction.

Balancing Seat Bidding

Most of these bids in the balancing seat are similar to ones made in the direct seat. Balancing seat actions promise fewer values than direct seat actions – playing partner for some strength.