



## Pre-empt: weak three and weak four bids

# Pre-empt openings are very difficult for the opponents because they have to overcall at a high level.

To open 3 clubs, diamonds, hearts or spades you need:

- 6 to 9HCP
- and 7 cards in that suit including 2 high honors (ace, king or queen)

Be Careful! Don't open 3 in a suit if you have 2 aces; 1 ace and a void or if you have 4 in a major. These rules only apply in 1st or 2nd seat. In 3rd or 4th seat you can do all of the above!



Problem E1312: 9HCP is the maximum for a pre-empt opening, therefore 11HCP is too many!



Problem E1311: This pre-empt opening is perfect:

- 7 good ♦
- 6 à 9HCP (no more : here, it's 8HCP)





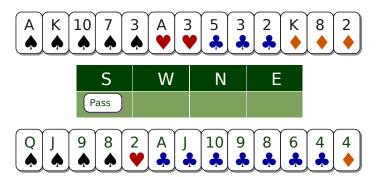
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#### Be Careful!

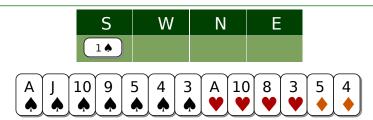
Don't open 3 in a suit with:

- 2 aces
- 1 ace and a chicane
- or with 4 in a major

These rules (not 2 aces, no ace and a chicane or a 4 card major) in 1st and 2nd seat. In 3rd and 4th seat you can do any of the above!



Problem E1313 Pass No pre-empt here because of the 4 ♠.



Problem E2463 1 ♠ With 2 aces and 11 cards in the major suits - a pre-empt is out of the question.





## Pre-empt: weak three and weak four bids

### Pre-empt openings at level 4 in a suit need:

- A strong 8-card suit
- Between 6 and 9HCP
- And no defensive trick



Problem E2475: It's the number of spades that determines the level of your pre-empt bid

- -with 6 cards = 2 spades
- with 7 cards = 3 spades
- with 8 cards = 4 spades. Easy, isn't it?



Problem E2476: If you have a strong 8-card heart suit, even with nothing else beside, don't hesitate even a second to open 4 hearts. It's then up to the opponents to plunge in at 4 spades and take all the risks.