

When We Preempt By Steve Moese LTB 9/30

Preempting is managing risk vs reward – we take away auction space (risking a negative score) for the reward of hampering the opponents auction – and a better score for our side. The keys are: 1) Vulnerability, 2) Seat Position (1st, 2nd, 3rd or 4th), 3) Hand quality (Losers and potential winners), and 4) Suit Quality, and 5) Discipline. See the series by Andrew [Gumperz on BridgeWinners](#). His articles are reprinted in the [ALERT](#). See [AMLTC \(Feetham\) for LTC](#).

Vulnerability and the Rule of 2-3-4-(5).

For an opening preempt (Weak 2, 3-any, 4-any or 5 ♣/♦* bid) we have a guide for partner so they know how high to bid. Preempts create doubt and confusion for them not us! The rule of 2-3-4 guides **opening-bid preempts**. The rule of 2-3-4-5 guides **weak jump overcalls**.

Formula:

- 1) Add the vulnerability factor to 13.
- 2) Calculate losers (Modern Losing Trick Count)
- 3) Subtract MLTC from sub total (13+VF)

The resulting total is # tricks you can preempt (e.g. 9 tricks = 3-bid). You can adjust the level by position, whether partner has passed or not yet bid, and by suit quality.

Vulnerability Factor – Rule of 2-3-4-(5)

| We | They | Opening | Weak J/S |
|----|------|---------|----------|
| V | NV | 2 | 2 |
| V | V | 3 | 3 |
| NV | NV | 4 | 4 |
| NV | V | 4 | 5 |

When we are **green** and they are **red**, we add 2 to 13 (=15) and when they are **red** and we are **green**,

we add 4 to 13 (=17). When opening the bidding, we treat equal vulnerability the same. It's good to be prudent when preempting **red**. When making a Weak Jump Shift (They have opened the auction and we overcall) we are more aggressive (the odds we have a game drop once they open). We've more to gain by getting in their way. Do it!

Counting Modern Losing Tricks

Each suit has 3 top cards (A, K, Q). That means there are 12 top cards or winners per hand. One simple way is to count the missing top cards as the loser count**. ♠AKxxx ♥Q10x ♦KQx ♣xx has 1+2+1+2 = 6 losers. We know an Ace >> Queen. The Modern Losing Trick Count assigns the following values: A=1.5, K=1, Q=0.5. This changes the loser count for the above hand: 0.5 + 2.5 + 1.5 + 2 = 6.5 losers. How many actual losers you'll have depends on the location of partners and opponents honors. Say you have KQx opposite xxx. 50% of the time you will have 1 loser (the Ace is to your left). 50% of the time you will have 2 losers (the Ace is to your right). Net you expect 1.5 Losers! – exactly what LTC suggests. Some examples follow.

9/30 – Future Master Leaders

1st OA: **Janet & Al Venosa** (72.3%) **WOW!!**

2nd OA: **Julian Magnus Jr & Jack Ramsay** (62.3%)



Bring your Questions, Hands, Ideas. Let's learn together!
Tues Eve 6:30 PM Sharp!

CBA Newcomer Games – Play Often!

| | |
|------------------|----------------------------------|
| Mon PM < 2000 | Fri AM NLM + Lecture |
| Tue PM 149er LTB | Sat AM Supervised Play |
| | Sat PM NLM (Homestyle Available) |

Events at the Cincinnati Bridge Center

- **Fri Oct 3** 11 PM Open & NLM Lecture 10:30. Call Kay 513-631-8070.
- **Sat Oct 4** – Supervised Bridge 10 AM – 12 Noon @ CBC. Contact Mike Purcell for reservation mikpur@cinci.rr.com. 1 PM Open & NLM. Call Kay for partners 513-631-8070.
- 3rd Thu Eve and Last Tue in Oct are **SWISS TEAM** games.
- Oct Thu Eve is <2500 MP Pairs Game (1st, 2nd, 4th)
- **October CBA Flyer** – **October is Jane Johnson Club Appreciation Month**. CBC, NKY, and Anderson offer games with EXTRA MASTERPOINTS!

Area Tournaments

| | |
|---|--|
| Terre Haute Sectional | Oct 3-5 |
| D11 NAP Finals (Sat Flight B, Sun Flight A&C) | Oct 11-12 |
| Unit 130 Progressive Sectional | Oct 13-18 Final Oct 19 |
| Columbus OH Sectional | Oct 17-19 |
| Evansville IN NLM Sectional | Oct 18-19 |
| Cincinnati OH Spooktacular Sectional | Oct 24-26 |

ACBL Tournaments <http://tournaments.acbl.org/display.php>

| Hand | MLTC: |
|---------------------------|-------------------|
| A) ♠AKxxx ♥Q10x ♦KQx ♣xx | 0.5+2.5+1.5+2 = 6 |
| B) ♠QJ10xxxx ♥Q10 ♦Kxx ♣x | 2.5+2+2+1 = 7.5 |
| C) ♠KQJ10xxx ♥10x ♦Qxx ♣x | 1.5+2+2.5+1 = 7 |
| D) ♠KQJ10xx ♥10x ♦Qxx ♣xx | 1.5+2+2.5+2 = 8 |
| E) ♠KQJ10xxxx ♥10 ♦Qxx ♣x | 1.5+1+2.5+1 = 6 |

Hand **A)** is a sound 1♠ opening bid, not a preempt. **B)** is a good weak 2 bid (8 losers). **C)** is a respectable 3-bid whenever: **13+Factor – 7 ≥ 9**. Or **Factor ≥ 3!** Open a weak 2 instead if **Red vs Green!** **D)** is a Weak 2 at any vulnerability. **E)** Open 4♠: **13+Factor-6≥10** or **Factor ≥ 3!** Note once opponents open the bidding, a weak jump shift jumps **HIGHER** when **all green** or **green vs red**.

*(Opening 5♥/♠ is reserved for a slam ask – partner bids 6 holding the A or K of trumps; ** = K singleton is 1 loser, Qx is 2 losers).*

By agreeing to use the **Rule of 2-3-4-(5)** as our anchor, we tell partner how many losers to expect when we preempt! This helps partner (now captain of our auction) decide who owns the hand, and whether further bidding is right.

How 2) Seat Position (1st, 2nd, 3rd or 4th), 3) Hand quality (Losers and potential winners), and 4) Suit Quality, and 5) Discipline affect what we do are for another few articles. Always be disciplined in 2nd seat & disciplined in 1st seat when **Red**. Wide ranging in 3rd seat when first to speak, or when making a Weak J/S opposite a passed partner.

In 4th seat, you should have your bid in hand for 3, 4, and 5 level preempts. A 4th seat 2-bid typically shows 10-13/14 HCP and a 6-card suit, not a 5-10 HCP garden variety weak 2 bid. **In 4th seat you must have every expectation of making your contract. Otherwise passing makes more sense.** Think about it!

Newcomer News – by Mike “Keeping Fun On My Convention Card” Purcell 513 702 4007

This Saturday Lorna Davis, Bob Fisk and Judy Ruehl will be running the 10am game. This week we look at a strong two suited hand where the opponents have opened first.

Board 28 ♠ J 9 6 3
 West Deals ♥ K 6
 N-S Vul ♦ J 4
 ♣ Q J 8 4 3

| | | |
|------------|---|----------------|
| ♠ A 8 7 | N | ♠ K Q 10 5 4 2 |
| ♥ 10 9 8 4 | W | ♥ Q 7 3 2 |
| ♦ 7 6 5 2 | E | ♦ Q 3 |
| ♣ 10 2 | S | ♣ K |

♠ —
 NS 7♦; 7♣;
 1N; 1♠; 1♥
 ♥ A J 5
 ♦ A K 10 9 8
 ♣ A 9 7 6 5

Board 28 (Friday 9/26)

Bidding – East with 12 HCP and 6 spades opens 1♠ (12-21 HCP, 5+ spades). South has 16 HCP with 5-5 in the minors. This is a great hand for an unusual 2NT overall showing the two lowest unbid suits. I like to play the version that shows either a stronger than opener hand (15+HCP) or weaker than opening (11 or less HCP depending on vulnerability). With 5-5 and an opening hand, I will bid my suits directly with the higher one first and then the lower one. After 2NT by South, West will pass and North with a strong preference for clubs can bid 3♣. East passes and South with the stronger than opening hand should bid on to 4♣ to show their hand and invite game. North has 8 HCP, 2 extra clubs and 2 doubletons.

While the ♠J is likely worthless, without it you still have 11 support points (7 HCP, 2 for extra clubs and 2 for the doubletons) and should bid on to game in 5♣.

Play of the Hand – On a ♠K lead (K from KQ) declarer (North) has 5 losers (4♠, 1♣) using their hand as the base hand. They know they can ruff some spades and also pitch some spades on diamonds. If they know from defensive agreements that the ♠K lead denies the ace then they can confidently play East for all the remaining honors too. Start by roughing the spade, get to dummy with the ♥K and take a club finesse for the ♣K. This works allowing you to draw a second round of trump ending in the North hand to take a winning diamond finesse set up the suit. This allows you to pitch your remaining spade losers on diamond. This line of play allows you to win all the tricks for +640.

Post Mortem – Two suited bids like unusual NT can be a great way to immediately communicate a distributional hand to your partner to allow you to more easily reach games despite the opponents opening first.

| Bd 28 | Scores | | MPs | |
|--------|--------|----|-----|-----|
| | NS | EW | NS | EW |
| 3 NT N | 690 | | 8 | 0 |
| 5 ♣ N | 640 | | 6.5 | 1.5 |
| 5 ♣ N | 640 | | 6.5 | 1.5 |
| 5 ♣ N | 620 | | 5 | 3 |
| 4 ♣ N | 190 | | 2.5 | 5.5 |
| 4 ♣ N | 190 | | 2.5 | 5.5 |
| 4 ♣ N | 190 | | 2.5 | 5.5 |
| 3 ♣ N | 190 | | 2.5 | 5.5 |
| 2 ♦ S | 170 | | 0 | 8 |
| 5 ♣ N | 640 | | 3.5 | 0.5 |
| 5 ♣ S | 640 | | 3.5 | 0.5 |
| 4 ♣ S | 190 | | 1.5 | 2.5 |
| 3 ♣ N | 190 | | 1.5 | 2.5 |
| 3 ♠ E | 150 | | 0 | 4 |