

Preempts

Masterclass, 2025

Sofie Græsholt Sjødal

Today's plan

- Weak twos and responses
- Weak three and responses
- Weak four
- Weak jump overcalls
- Defence to preempts

Weak 2

- Possible to use with 2♦, 2♥, 2♠
- Big difference between vulnerabilities
- More aggressive in 1st and 3rd seat
- Around 5-10 hcp, honours in the long suit
- Usually 6 card suit,
 - Can open some good 5 card suit, non-vul



Responding to weak 2

- Often respond with support – also if weak
- Raising to 3 is blocking (not invite)
 - Showing 3 card support, less than invite
- Bidding game can be strong or good support
 - 4 card support often bid 4 (a bit carefull red vs white)
- 2NT is an asking bid and invite or better



2NT over weak 2

- At least invite – asking
- Asking for singleton
 - Show singleton
 - With balanced 3 in suit with min, 3NT m
- Ogust
 - 3♣ min, bad suit, 3♦ min, good suit
 - 3♥ max bad suit, 3♠ max, good suit
- Feature (especially over 2♦)
 - Side honors



Weak three and responses

- Same as weak 2, one card more = (6)7
- Responses to 3 minor
 - In red: With stoppers and one honor bid 3NT
 - In white: Need a bit extra, consider 3NT
- Responses to 3 major
 - Raise to game with 3+ support or good hand



Weak 4

- 4M is 7+ cards
 - Good distribution or good suit
 - Very dependent on vulnerabilities
- Often avoid opening 4 minor
 - Don't want to bypass 3NT
 - Usually bad suit
 - Consider 3/5 minor instead



Weak jump overcalls

- Exactly the same as weak openings
- Need to make sure there is a jump
- 1♣-2♥ weak jump
- 1♠-2♥ normal (strong) overcall
- Also dependent on vulnerabilities



Defence to weak openings

- Similar to openings on 1 level
- A bit more careful the higher we bid
- Overcalls typically 5+ cards and 12+ hcp
- Doubles are take-out – other suits and 12+ hcp



Lebenshol

- When partner double on the two level
- Already high – distinguish bad hands and invite
- If we can bid our suit on 2 level that's weakest
- If we cannot bid 2NT – relay to 3♣ – bid our suit
- Bidding our suit directly on 3 level – invite (9+hcp)
- Possibilities of stopper/no stopper, 4/5 card suits



Summary

- With weak hands and good suits – open higher level
- Non-vul, 1st or 3rd hand more flexible
- Good support more important than strength for responder
- Can also overcall with weak jumps
 - Must be jump to be weak!
- Don't be afraid to bid over weak openings
 - Don't be over-confident