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Bridgetoday.com and Bridge Today University Present:
Preempts 110, with Pamela and Matthew Granovetter

Lesson 2: Weak Jump Shift Responses and Preemptive Jump Raises

Responding to partner's opening bid with a preempt is less risky than opening the bidding with a preempt, because this time you have a safety cushion (partner has some high cards for you). Therefore, you do not have to worry as much about vulnerability – although vul vs. not, you will, of course, need to use common sense.

I. Weak Jump Shift Responses

Weak jump shift responses:

- a. can be made at the two level or three level
- b. are limited to 6 or 7 HCP

Before we address the weak jump shifts to the two- or three-level, note that it's also possible to make a weak jump shift to the game level:

Partner	You
1C	4H/4S/5D
1D	4H/4S/5C
1H	4S/5C/5D
1S	4H*/5C/5D

*Discuss with your partner whether this is natural, or a splinter bid in support of spades (we recommend natural)

When you bid game over partner's opening bid, you generally hope to have a play for your contract. So the jump shift to a game is a "gambling" bid, which may shut the opponents out as well. It generally shows a seven-card-or-longer suit, with no interest in slam. Suppose partner opens the bidding 1C. You bid 4H with:

```
#1      K 4
        Q J T 9 6 5 3
        7
        J T 4
```

Again, suppose partner opens the bidding 1C. This time you bid ONE HEART with:

```
#2      Q 4
        K Q J T 9 6 5
        -
        J T 5 4
```

In the second example, you are again somewhat weak, but this time your side might have a slam, if partner has controls:

```
A 9 5 2
2
A 6 4 2
A K Q 2
```

Partner	You
1C	1H
1S	4H
5H	6H

Notice the difference between a one-level response followed by a four-level rebid, and an immediate four-level response: The one-level response followed by a four-level rebid should show a one-loser suit, whereas the immediate four-level response is more of a "gambling" bid.

A preemptive jump shift response at the two-level shows a six-card suit, and weak hand, i.e., 0-7 HCP. Partner can raise, or he can make a game try by bidding 2NT.

Partner	You
1C	2S
2NT	3S
pass	

K J 4	Q T 6 5 3 2
T 5 3	4 2
A 4	9 6
A K 9 8 2	Q 7 3

You reject partner's game try because you have the worst shape and no top honor. You would accept partner's game try with:

Partner		Partner
K J 4		K J 4
T 5 3		T 5 3
A 4		A 4
A K 9 8 2		A K 9 8 2
You (#1)		You (#2)
Q T 6 5 3 2	or	Q T 6 5 4 2
4		9 4 2
9 6 3		3
Q 7 3		Q 7 3

You bid on to 4S with #1 and #2 because you have a singleton, moderate values (remember, you could have no high card points at all!), plus the club fit for partner. You will probably go down a trick when your singleton is in diamonds (#2), but such games have been known to make (they lead a diamond, you win the ace and knock out the ace of trumps, and they continue diamonds instead of switching to hearts).

Suppose you hold:

A Q T 6 5 2
 9 4 2
 3
 8 7 3

Partner You

1C 2S
 2NT ?

Bid 3NT. This shows two of the top three honors. That's good to know in case partner has:

K 3
 Q J 5
 A J 7
 A K 9 8 2

Partner will pass your 3NT bid. Notice that 3NT is a safer contract than 4S, because in 4S they might be able to play ace-king and ruff a heart, and later they collect a club trick to defeat you. 3NT is unbeatable as long as the spades come in for six tricks.

If partner bids 2NT and you're not sure what to do, you can make a game try back:

Partner	You
A K 3	Q T 8 6 5 2
J T 2	K 5 4
A 4	8 7 2
A K 9 8 2	4
1C	2S
2NT	?

This time you don't have the club fit for partner, so your hand isn't as attractive as it was when you had a red-suit singleton. On the other hand, you do have a near-maximum in high-card points. What to do? Come back with **THREE HEARTS**, which shows a feature:

1C	2S
2NT	3H
3NT	

Change your red suits around:

Partner	You
A K 3	Q T 8 6 5 2
J T 2	8 5 4
A 4	K 7 2
A K 9 8 2	4
1C	2S
2NT	3D
4S	

As usual with preempts, raise your partner with support!

In this case, the raise shows support but not enough to make a game try:

You	Partner
A K 3	Q T 8 6 5 2
J T 2	8 5
6 4	K 7 3
A J 9 8 2	4 3
1C	2S
3S	pass

It's true that partner will go down if the DA is offside, but that's no tragedy because your side doesn't have much defense against a four-heart game:

West dealer

All vul

North

9 4

A 6 4 3

Q J T

K Q 7 6

West (You)

A K 3

J T 2

6 4

A J 9 8 2

East (Partner)

Q T 8 6 5 2

8 5

K 7 3

4 3

South

J 7

K Q 9 7

A 9 8 5 2

T 5

Table One

West	North	East	South
1C	pass	2S	pass
pass	dbl	pass	4H
(all pass)			

Table Two

West	North	East	South
1C	pass	2S	pass
3S	(all pass)		

North could not bid over West's opening 1C bid, but he certainly could balance in pass-out seat after East's 2S, and balance he did. True, 3S will fail by a trick because the ace of diamonds is over the king, but for precisely this reason 4H MAKES. Better -100 than -620.

Preemptive Jump Shifts to the THREE LEVEL occur less frequently, because they require a 7-card suit. There is no room for a game try now, so the opener must raise with support and a minimum (the raise is preemptive) or with support and a good hand (hoping to make the game).