

6. Responding to preempts - Answers

1. Pass. Your hand does not have enough tricks to consider game, nor is it suitable for a preemptive raise.
2. Bid 2NT, forcing. You expect to play in either 3♠ or 4♠.
3. Bid 4♠. This is a preemptive raise, you don't expect to make your contract, but the opponents figure to have a game or even slam in hearts or clubs.
4. Bid 4♠. This one you expect to make.
5. Raise to 3♠, preemptive (Law of Total Tricks suggests this raise)

6. Bid 4♥. 3NT is not a good option, you are unlikely to be able to get into dummy to run the heart suit in a notrump contract.
7. Raise to 4♥, preemptive. Again, use the Law of Total Tricks.
8. Bid 3♠, forcing. You want to get to game, the only question is, which major? If partner can support spades, you will play in 4♠. Otherwise, you will be happy to play in 4♥.
9. Raise to 4♥, which you fully expect to make. You have a trump trick, two spade tricks, and a likely diamond ruff or two. Even the clubs might bring in a trick, if the ace is onside.
10. Pass. Your hand could be worth two or three tricks, but game is very unlikely.