

# Preempt KeyCard

Opener	Intervenor	Responder	Advancer
3♦♥♠	Pass	4♣	

preemptor

3♦♥♠ = **Preempt**

asker

4♣ = **Preempt KeyCard**

Opener	Intervenor	Responder	Advancer
3♣	Pass	4♦	

preemptor

3♣ = **Preempt**

asker

4♦ = **Preempt KeyCard**

Opener	Intervenor	Responder	Advancer
2♦♥♠	Pass	4♣	

preemptor

2♦♥♠ = **weak2**

asker

4♣ = **Preempt KeyCard**

Opener	Intervenor	Responder	Advancer
2♦♥♠	Pass	2NT	
Any		4♣	

preemptor

2♦♥♠ = **weak2**

asker

2NT = **GameTry**

preemptor

Any

asker

4♣ = **Preempt KeyCard**

asker

**4♣ = Preempt KeyCard**

preemptor

**1<sup>st</sup> (4♦) = 0 KeyCards**

**2<sup>nd</sup> (4♥) = 1 KeyCard, Without TrumpQ**

**3<sup>rd</sup> (4♠) = 1 KeyCards, TrumpQ**

**4<sup>th</sup> (4NT) = 2 KeyCards, Without TrumpQ**

**5<sup>th</sup> (5♣) = 2 KeyCards, TrumpQ**

**Suit above 5<sup>th</sup>\*\* = 1 KeyCard, void in Bid Suit**

**5NT = 2 KeyCards, ambiguous void**

\*Preemptor cannot have more than one outside Keycard

\*\*Preempt Suit surrogate for ♣

preemptor

**3♥ = Preempt**

asker

**4♣ = Preempt KeyCard Ask**

preemptor

**1<sup>st</sup> (4♦) = 0 KeyCards**

**2<sup>nd</sup> (4♥) = 1 KeyCards, Without ♥Q**

**3<sup>rd</sup> (4♠) = 1 KeyCards, ♥Q**

**4<sup>th</sup> (4NT) = 2 KeyCards, Without ♥Q**

**5<sup>th</sup> (5♣) = 2 KeyCards, ♥Q**

**5♦\* = 1 KeyCards, ♦ void**

**5♥(surrogate = \* = 1 KeyCard, ♣ void**

**5♠\* = 1 KeyCard, ♠ void**

**5NT = 2 KeyCards, ambiguous void**

preemptor

**3♣ = Preempt**

asker

**4♦ = Preempt KeyCard Ask**

preemptor

**1<sup>st</sup> (4♥) = 0 KeyCards**

**2<sup>nd</sup> (4♠) = 1 KeyCards, Without ♣Q**

**3<sup>rd</sup> (4NT) = 1 KeyCards, ♣Q**

**4<sup>th</sup> (5♣) = 2 KeyCards, Without ♣Q**

**5<sup>th</sup> (5♦) = 2 KeyCards, ♣Q**

**5♥ = 1 KeyCards, ♥ void**

**5♠ = 1 KeyCard, ♠ void**

**5NT<sup>\*</sup> surrogate = 1 KeyCards, ♦ void**

**6♣ = 2 KeyCards, ambiguous void**