

## SNAPSHOTS

### CHOICE OF OPENING BIDS 3<sup>rd</sup> & 4<sup>th</sup> Seat Position

# Bridge Lab

*with the Monroes*

<b>OPENING BID ADVANTAGE</b>	<p>The choice of opening bid forms the basis for the auction conversation. Guidelines are useful to help with the choice. Sometimes we need to color outside the lines.</p>
<b>1-LEVEL OPENING BIDS</b>	<ul style="list-style-type: none"> <li>• <b>OPENING BIDS</b> 12-21 HCP follow the system guidelines for priority and begin the auction conversation.             <ul style="list-style-type: none"> <li>○ New suit by responder is forcing.</li> <li>○ Opener needs a descriptive strength and shape rebid.</li> </ul> </li> <li>• <b>NOTRUMP OPENING BIDS</b> have the same meaning in any seat. Balanced with the defined strength. 1NT=15-17 2NT=20-21.</li> <li>• <b>BORDERLINE HANDS</b> of <b>10-11-12</b> HCP and shape may qualify for an opening bid under the guidelines. The choice to open borderline hands is optional.</li> </ul>

<b>OPEN or PASS?</b>	<p style="text-align: center;"><b>3<sup>rd</sup> &amp; 4<sup>th</sup> SEAT • BORDERLINE HANDS • 10-11-12 HCP</b></p> <ul style="list-style-type: none"> <li>• Partner has PASSED denying an opening hand.</li> <li>• A new suit by Responder is NOT FORCING.</li> <li>• Be prepared to <i>pass</i> a new suit bid by Responder.</li> <li>• Opener's does NOT need a descriptive REBID.</li> <li>• A second bid by Opener shows a full opening hand and defensive values.</li> <li>• Responder may use the Drury Convention to make a "limit" raise of Opener's major suit at the 2-level.</li> </ul>
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<b>3<sup>rd</sup> SEAT</b>	<p style="text-align: center;"><b>THE GOAL IS STRATEGIC</b></p> <p><b>Bend the Guidelines.</b> The objectives are (1) partscore, (2) lead-directing, (3) obstructive.</p> <ul style="list-style-type: none"> <li>• Preempts could be more or less than expected in 1<sup>st</sup> and 2<sup>nd</sup> seat.</li> <li>• Opening Bids could be light, often lead-directing, and may be a 4-card major suit.</li> </ul>
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*Bridge With The Monroes*

<https://bridgewiththemonroes.com>

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### CHOICE OF OPENING BIDS 3<sup>rd</sup> & 4<sup>th</sup> Seat Position

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#### 4th SEAT

#### THE GOAL IS TO GET A PLUS SCORE!

**PASS** is often the best option. Bidding opens the auction for the opponents.

**RULE OF 15.** Add the number of HCP to the number of spades you hold. If the total is 15 or more, consider opening the bidding; otherwise, pass.

**WEAK TWO BIDS** are about 10-14 points, good 6-card suit, intended to make the contract, no interest in game opposite a passed hand.

#### Drury Convention (REVERSE) OFF IN COMPETITION

Used by a *passed hand* Responder to make major suit limit raise.

- **Partner** Opens 1♠ or 1♥ in 3<sup>rd</sup> or 4<sup>th</sup> Seat.
- **2♣** by Responder is an *artificial* "limit raise" (10 to 12 support points).
- **Opener Rebids** the major suit at the 2-Level declining the invitation with a "light" opening bid.
- Any other rebid by Opener shows a full opening hand.

### 3rd Seat, May Be Lead Directing

#### Board 3

North Deals

<p>♠ Q J 7 ♥ A 8 6 ♦ K Q 8 5 ♣ A 6 2</p>		<p>♠ K 6 3 ♥ 10 4 2 ♦ A J 4 3 ♣ Q J 8</p>	
<p style="text-align: center;">3 16 11 10</p>		<p>♠ A 5 2 ♥ K Q J 9 3 ♦ 10 6 ♣ 9 7 5</p>	

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	Pass	1 ♥ <sup>1</sup>
1 N <sup>2</sup>	Pass	3 N	All pass

1. 3rd Hand Opener
2. 15+ to 18 points, ♥ stopper

**Contract:** 3 NT West, 9 Tricks

**Lead:** ♥ 7, Partner's Suit

**Sure Tricks:** 1-♥, 4-♦, 1-♣ = 6.

**Play:** If North fails to lead a ♥, West may win 4-♦s, 2-♠s, 2-♣s and a ♥.

### 3rd Seat, Pass Response

#### Board 4

South Deals

<p>♠ K 9 4 2 ♥ 8 7 ♦ 9 5 4 2 ♣ K Q J</p>		<p>♠ Q 10 ♥ J 6 3 ♦ A Q J 8 ♣ 10 7 6 3</p>	
<p style="text-align: center;">11 9 10 10</p>		<p>♠ J 7 ♥ A K Q 9 4 ♦ 10 6 3 ♣ 9 4 2</p>	

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			Pass
Pass	1 ♠ <sup>1</sup>	Pass	2 ♥ <sup>2</sup>

- All pass
1. Not Strong enough for 1st or 2nd seat
  2. 5+♥s, 11-12 Points

**Contract:** 2 ♥ South, 8 Tricks

**Lead:** ♣ K, Sequence

**Losers:** 1-♠, 1-♥, 3-♦, 2-♣ = 7.

**Play:** Plan to ruff a ♦ in Dummy. Win the ♣ A and lead a ♦ before drawing trump.

### Rule of 15 in 4th Seat

#### Board 7

West Deals

<p>♠ A 5 ♥ J 8 7 5 ♦ K Q 5 2 ♣ 8 3 2</p>		<p>♠ K 4 ♥ Q 10 6 ♦ J 8 7 4 3 ♣ A 10 4</p>	
<p style="text-align: center;">10 10 10 10</p>		<p>♠ J 9 7 6 2 ♥ K 4 ♦ A 10 9 ♣ Q 9 5</p>	

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	Pass	Pass	1 ♠ <sup>1</sup>
Pass	3 ♠ <sup>2</sup>	All pass	

1. Rule of 15, 10 HCP + 5-♠s
2. Bid 2 ♣ if playing Drury

**Contract:** 3 ♠ South, 9 Tricks

**Lead:** ♦ K, 2-card sequence, East plays ♦ 8

**Losers:** 2-♠, 2-♦, 1-♣ = 5.

**Play:** South wins the ♦ A, ruffs a ♦, wins the ♥ K, ruffs another ♦, and draws trump losing the ♠ A & ♠ K. Lastly ♣s are promoted.

### 4th Seat Opening Two Bid

#### Board 8

West Deals

<p>♠ K 4 ♥ 9 5 3 ♦ K J 5 2 ♣ A 9 3 2</p>		<p>♠ 9 8 ♥ Q 7 4 2 ♦ A 7 6 4 3 ♣ Q J</p>	
<p style="text-align: center;">9 11 9 11</p>		<p>♠ A Q J 6 5 3 ♥ K J 10 ♦ 8 ♣ 10 7 6</p>	

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	Pass	Pass	2 ♠ <sup>1</sup>

1. 4th Seat, 6-♠ and 12-15 Points

**Contract:** 2 ♠ South, 8 Tricks

**Lead:** ♦ 2, East wins the ♦ A and returns a ♦

**Losers:** 1-♠, 1-♥, 1-♦, 3-♣ = 6.

**Play:** South discards a ♣ loser on the 2nd ♦. West wins the ♦ K but now the ♦ Q is good in dummy. The ♠ finesse loses, the ♣ finesse wins and there is a 2-way finesse in ♥s, not needed because of ♦ Q.