# **SNAPSHOTS**

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



with the Monroes

OPENING BID ADVANTAGE	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.
1-LEVEL OPENING BIDS	<ul> <li>OPENING BIDS 12-21 HCP follow the system guidelines for priority and begin the auction conversation.         <ul> <li>New suit by responder is forcing.</li> <li>Opener needs a descriptive strength and shape rebid.</li> </ul> </li> <li>NOTRUMP OPENING BIDS have the same meaning in any seat. Balanced with the defined strength. 1NT=15-17 2NT=20-21.</li> <li>BORDERLINE HANDS of 10-11-12 HCP and shape may qualify for an opening bid under the guidelines. The choice to open borderline hands is optional.</li> </ul>

	3rd & 4 <sup>th</sup> SEAT ● BORDERLINE HANDS ● 10-11-12 HCP
	Partner has PASSED denying an opening hand.
OPEN	A new suit by Responder is NOT FORCING.
or	Be prepared to <i>pass</i> a new suit bid by Responder.
PASS?	Opener's does NOT need a descriptive REBID.
PA33!	<ul> <li>A second bid by Opener shows a full opening hand and defensive values.</li> </ul>
	<ul> <li>Responder may use the Drury Convention to make a "limit" raise of</li> </ul>
	Opener's major suit at the 2-level.

	THE GOAL IS STRATEGIC
a	<b>Bend the Guidelines.</b> The objectives are (1) partscore, (2) lead-directing, (3) obstructive.
3 <sup>rd</sup> SEAT	<ul> <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>

## **SNAPSHOTS**

CHOICE OF OPENING BIDS

3rd & 4th Seat Position



with the Monroes

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

4th SEAT

**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.

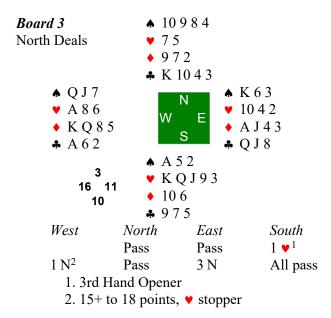
# Drury Convention

(REVERSE)

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.
- 24 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



**Contract:** 3 NT West, 9 Tricks **Lead:** ♥ 7, Partner's Suit

Sure Tricks:  $1-\checkmark$ ,  $4-\checkmark$ ,  $1-\clubsuit=6$ .

Play: If North fails to lead a ♥, West may win 4-♦s, 2-As, 2-As and a  $\forall$ .

#### Rule of 15 in 4th Seat Board 7 ♠ O 10 8 3 West Deals A 9 3 2 **♦** 6 ♣ KJ76 **♠** A 5 **∧** K4 ♥ J875 ♥ Q 10 6 ♦ KQ52 ◆ J8743 S **\*** 832 ♣ A 10 4 ♠ J9762 10 ♥ K 4 10 10 • A 10 9 10 ♣ Q95 West North East South 1 **A**<sup>1</sup> Pass Pass Pass Pass $3 \wedge^2$ All pass 1. Rule of 15, 10 HCP + 5 - 4 s2. Bid 2 \* if playing Drury

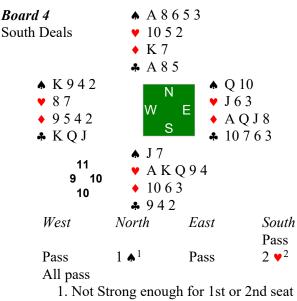
**Contract:** 3 ♠ South, 9 Tricks

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

**Losers:** 2-4, 2-4, 1-4=5.

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

### 3rd Seat, Pass Response



2. 5+♥s, 11-12 Points

**Contract:** 2 ♥ South, 8 Tricks

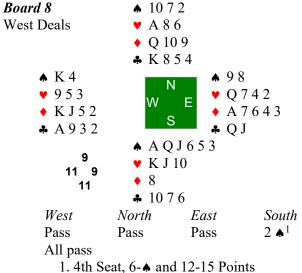
**Lead:** ♣ K, Sequence

**Losers:** 1-4, 1-4, 3-4, 2-4=7.

**Play:** Plan to ruff a ◆ in Dummy. Win the ♣ A and

lead a ♦ before drawing trump.

### 4th Seat Opening Two Bid



**Contract:** 2 ♠ South, 8 Tricks

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

**Losers:** 1-4, 1-4, 3-4=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.