

Opening Bids (Part 2)

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1 Opening unbalanced hands at the one level in the first or second seat:

- 1.1 The first step is to determine whether the hand is balanced or not. Balanced hands will be addressed in a few weeks.
- 1.2 The second step is to determine whether to make the strong forcing bid (2♣).
- 1.3 The third step is to determine whether you want to preempt.
- 1.4 Most people now use the rule of 20 for unbalanced hands:
 - 1.4.1 Add the number of high card points to the number of cards in the two longest suits. If the result is less than twenty, the hand should not be bid at the one level.
 - 1.4.2 Many people also require two quick tricks, or maybe 1.5.
 - 1.4.3 Marty Bergen recommends opening any hand with three aces, even 4-3-3-3 hands. Some people will also open hands with two aces and a king.

2 In the fourth seat:

- 2.1 The first two steps are the same as in the first two seats.
- 2.2 Preempting is never done in the fourth seat. Both opponents have already passed.
- 2.3 Pearson points:
 - 2.3.1 Add your high-card points to the number of spades. If the total ≥ 15 , open.
 - 2.3.2 Kate McCallum reported that the threshold should be closer to 13. I use 14.
- 2.4 Cohen's rule in the fourth seat.

3 Drury:

- 3.1 The ten-ten problem: When you and your partner find a fit in a major suit, and you each have ten or eleven points, the three level is dangerous.
- 3.2 Drury solves this problem by sacrificing one or both minor suit responses at the two level after a major suit opener in the third seat.
 - 3.2.1 The convention card:
 - 3.2.1.1 “Reverse” means that opener rebids the major to show a weak hand.
 - 3.2.1.2 “Two-way” means that 2♣ shows 3 pieces, and 2♦ shows 4, or vice-versa.
 - 3.2.1.3 “Fit” means that that 2♣ never actually means clubs.
 - 3.2.1.4 Almost everyone plays “Reverse” and “Fit” even if not on the card.
 - 3.2.2 I like to play that Drury is on over doubles and overcalls of 1♠, 1NT, and 2♣.
- 3.3 Not everyone uses Drury in the fourth seat, but if you open light, you should.

4 Six-card majors:

- 4.1 Minimum strength with six or seven pieces: open at the two level.
- 4.2 Next level with six pieces: open at the one level and then rebid the suit.
- 4.3 Next level with seven pieces: open at the one level and then jump to 3.