

LESSON 4

Major-Suit Openings and Responses – Part 2



General Concepts

General Introduction

Group Activities

Sample Deals



GENERAL CONCEPTS

Major-Suit Openings and Responses – Part 2

This lesson discusses opening bids of 1♥ and 1♠ in third and fourth positions. It introduces the concept of opening light, which leads to the introduction of the Drury convention — the only convention covered in this lesson. The remainder of the lesson discusses other responses to 1♥ and 1♠, omitting those that show support, since that was the topic of the previous lesson.

Bidding

Some of the guidelines for opening the bidding will be new to the students, especially those inexperienced with duplicate bridge. For the more experienced students, the emphasis can be put on the two common variations of Drury and a detailed discussion on the meaning of various responses to a major suit.

Here are the topics covered and comments on which sections you might want to include or skip.

Third and Fourth Position Openings

For the more basic students, this is likely to be a new concept. Spend some time making sure that they understand the concept of a *passed hand* and the consequences for the auction. For the more experienced students, the Rule of 15 should be of interest. You can spend more time focusing on the importance of the spade suit in fourth position.

Drury

This is the central part of the lesson, since it is the convention being introduced. The basic idea will be enough for most students. With more experienced students, you can spend more time on the subsequent auction.

Reverse Drury

This variation is probably of more interest to the experienced students. It could be skipped if the class is challenged by the concept of light openings and standard Drury. However, it is probably the more practical implementation of Drury, so you might want to recommend to the students that they adopt this variation.

Handling Interference

It's important to at least mention the impact of interference. The agreements recommended here are only one of several common variations.

Notrump Responses

This is mainly a review and could be skipped if time is short. The idea of avoiding a natural 2NT response should be apparent from the previous lesson when Jacoby 2NT was introduced. Knowing how to handle such hands is important for the more experienced student.

Bidding a New Suit

While this should be familiar ground for all of the students, the concept that the auction $1\spadesuit-2\heartsuit$ promises a five-card suit is something that needs to be emphasized. For the more experienced students, you can discuss briefly the impact of the two-over-one style. This is covered later in the next course, but you can make them aware that the standard structure of responses isn't carved in stone.

Jump Shift by Responder

Again, this should really be a review and could be skipped if you are short of time. However, many students are not aware of the guidelines for making a jump shift. The style recommended here is more in line with the modern practice of using jump shifts sparingly. More experienced students can be directed to the concept of weak jump shifts in the Appendix of the student text.

Play & Defense

Deals involving light initial action are difficult to construct. There's lots of opportunity for the auction to become competitive, leading to a variety of contracts. If your students are aggressive, you can expect some variations from the recommended auctions. Nonetheless, you can walk through the deals using the suggested bidding, and the students can follow along.

The third deal can be played twice. After it has been completed the first time, have the students modify the deal as suggested (see the sample deal on page 170). Then have them bid and play the deal again. If you are short of time, you can have them change the deal and then walk through the revised auction.

There are some reasonably challenging concepts in the deals that should keep the interest of the more experienced players. There are examples of:

- End play, including the concept of a ruff and a sluff.
- Uppercut.
- Trump management.
- Loser on a loser.

The first deal illustrates an end play to get the defenders to break a suit. In practice, declarer may make the contract with the help of the defense, rather than by using the correct technique. You will need to walk through the play to illustrate the correct approach.

The second deal has a lot of complex possibilities. You only need to cover some of the variations with a more experienced group. Otherwise, leave the emphasis on the auction.

The two variations of the third deal include interesting examples of trump management when a loser needs to be ruffed. The subtleties will be lost on most students. Cover the basics of ruffing the loser on both deals. Get into a more detailed discussion only if the group needs to be challenged.

The fourth deal contains lots of scope for both play and defense. It's worthwhile focusing on this deal for students at all levels. It's a *Would you rather play or defend?* type of deal. Be sure to reserve some time for discussion.

GENERAL INTRODUCTION

Unless the students are experienced competitive players, they are unlikely to have encountered such tactics as light opening bids. In some circles, such ploys might even be frowned upon. You might have to handle the situation tactfully if most of the class plays social bridge.

“When you open the bidding in first or second position, partner expects you to have a hand worth about 13 or more points. Responder will drive the partnership to the game level when also holding an opening bid, since the partnership should have the magic 25 or more combined points needed for game. When partner is uncertain of the best contract, partner can bid a new suit to elicit further information. A new suit response is forcing.

“Things change when you are opening in third or fourth position. Now partner has passed already, showing a hand with fewer than 13 points. Responder is no longer in a position to force the partnership to the game level. This changes the bidding tactics that are used by the partnership with third and fourth position openings.

“You already may have discovered light opening bids. We’ll talk about when to stray from the standard requirements for opening the bidding. Also we’ll look at how you can keep things under control. So, let’s get started.”

GROUP ACTIVITIES

Third and Fourth Position Openings

Introduction

“Although the common guideline is to require 13 points for an opening bid, it’s common practice to allow some flexibility when the opening bidder is in third or fourth position. Once partner has passed originally, players occasionally open the bidding with fewer than 13 points or with a four-card major. There’s sound tactical reasoning behind this approach.

“If you open in third or fourth position after partner has passed, there isn’t much danger that the partnership will get too high when you have fewer than 13 points. If partner makes what would normally be a forcing response — the bid of a new suit, for example — you can pass in the knowledge that partner doesn’t have an opening bid. You are looking to make a small partscore contract, when partner is a *passed hand* and you have fewer than 13 points. Even if you can’t win the contract, your bidding may cause the opponents to misjudge and bid too much, or too little. If your side defends, your opening bid could get the partnership off to the best lead. Let’s look at an example.”

Instructions

“The cards are sorted into suits. Give each player one suit and construct the following hand for South.

“In spades: the queen and two low cards.

“In hearts: the ace, the jack and three low cards.

“In diamonds: the jack and two low cards.

“In clubs: the king and a low card.

NORTH	SOUTH
Pass	1♥(?)

SOUTH
 ♠ Q x x
 ♥ A J x x x
 ♦ J x x
 ♣ K x

“This hand has 11 high-card points, and using any of the criteria we’ve discussed so far, it doesn’t meet the requirements for an opening bid in first or second position. Suppose, however, that North is the dealer. North passes, East passes and it’s up to South to decide whether to open the bidding in third position.

“What are some of the advantages of opening 1♥ with this hand?”

The students most likely will have a number of suggestions. You might sum them up like this:

“You might buy the contract. After all, you have 11 high-card points and partner could have 10 or 11 — giving your side the majority of the strength.

“If the opponents buy the contract and partner is on lead, your 1♥ bid may get partner off to the best lead.

“Your 1♥ bid may cause the opponents to misjudge the auction. They may not bid high enough — thinking that you have a good hand — or they may get pushed too high in a competitive auction.

“Leave the South hand as it is and construct a hand for North, your partner.

“In spades: the king, the jack and two low cards.

“In hearts: two low cards.

“In diamonds: the ace and three low cards.

“In clubs: the queen and two low cards.

<p>NORTH</p> <p>♠ K J x x</p> <p>♥ x x</p> <p>♦ A x x x</p> <p>♣ Q x x</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; text-align: left; padding: 2px;">NORTH</td> <td style="width: 50%; text-align: left; padding: 2px;">SOUTH</td> </tr> <tr> <td style="padding: 2px;">Pass</td> <td style="padding: 2px;">1♥</td> </tr> <tr> <td style="padding: 2px;">1♠</td> <td style="padding: 2px;">Pass</td> </tr> </table>	NORTH	SOUTH	Pass	1♥	1♠	Pass	<p>SOUTH</p> <p>♠ Q x x</p> <p>♥ A J x x x</p> <p>♦ J x x</p> <p>♣ K x</p>
NORTH	SOUTH							
Pass	1♥							
1♠	Pass							

“Suppose North is the dealer.

“**What will North bid?** (Pass.) With 10 high-card points, North doesn’t have enough to open, so North passes. East passes.

“**What are you going to bid as South?** (1♥.) You don’t have a full opening bid, but you can open a little light in third position, 1♥. West passes.

“**What is North going to respond?** (1♠.) Without support for hearts, North shows the four-card spade suit. East passes, and the bidding comes back to South.

“**What does South bid now?** (Pass.)”

Bidding after partner is a passed hand may be a relatively new topic for some of the students. Depending on the level of the class, you may need to spend some time discussing this topic.

“Although a new-suit bid by responder is usually forcing, the scenario changes once partner has passed originally. You have some information from partner’s initial pass. Partner doesn’t have 13 or more points. You can use this knowledge when you open with fewer than 13 points in third or fourth position. If neither one of you has enough for a full opening bid, game for your side is very unlikely. You are competing for a partscore at best. When you’ve found a suitable resting place, you should stop bidding.

“On this hand, a 1♠ contract should be okay. Even if partner has a four-card suit, you are only at the one level, and partner can probably scramble seven tricks on a 4–3 trump fit. The danger of bidding again is that partner will now assume you have a full opening bid and may get the partnership too high. Looking at the combined hands, 1♠ is about the right level for the partner-

ship. Baring bad breaks, partner should be able to fulfill the contract.

“When you pass, you warn partner that you don’t have a full opening bid. If the opponents now compete, partner won’t get carried away. If you do have a full opening bid, you make your normal rebid. The partnership then continues to bid as it would over an opening bid in first or second position. Even though partner is a passed hand, the partnership might still belong in game when opener has 13 or 14 points. Partner’s hand might revalue upwards after finding a fit.

“These hands illustrate one of the reasons for opening light. Your side might be able to make a small partscore. North can’t open as dealer with only 10 points, and if South doesn’t open with 11 points, the deal probably will be passed out.

“**Just how light can your opening bid be in third or fourth position?** It’s a matter of partnership style.

“Change the South hand.

“In diamonds: take away the jack and add a low card.

<p>NORTH</p> <p>♠ K J x x</p> <p>♥ x x</p> <p>♦ A x x x</p> <p>♣ Q x x</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 5px;">NORTH</td> <td style="width: 50%; padding: 5px;">SOUTH</td> </tr> <tr> <td style="padding: 5px;">Pass</td> <td style="padding: 5px;">1 ♥/Pass</td> </tr> </table>	NORTH	SOUTH	Pass	1 ♥/Pass	<p>SOUTH</p> <p>♠ Q x x</p> <p>♥ A J x x x</p> <p>♦ x x x</p> <p>♣ K x</p>
NORTH	SOUTH					
Pass	1 ♥/Pass					

“Now South has 10 high-card points.

“**If North and East pass, should South risk an opening bid of 1 ♥?** (Yes.)

Most duplicate players would open this hand, but the partnership must feel comfortable about such tactics. If partner’s eyebrows will be raised when you put this hand down as dummy, it probably means that you aren’t in agreement.

“Change the South hand.

“In hearts: take away the jack and add a low card.

<p>NORTH</p> <p>♠ K J x x</p> <p>♥ x x</p> <p>♦ A x x x</p> <p>♣ Q x x</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 5px;">NORTH</td> <td style="width: 50%; padding: 5px;">SOUTH</td> </tr> <tr> <td style="padding: 5px;">Pass</td> <td style="padding: 5px;">Pass/1 ♥</td> </tr> </table>	NORTH	SOUTH	Pass	Pass/1 ♥	<p>SOUTH</p> <p>♠ Q x x</p> <p>♥ A x x x x</p> <p>♦ x x x</p> <p>♣ K x</p>
NORTH	SOUTH					
Pass	Pass/1 ♥					

“**How about opening this hand for South?** (No/Yes.) It would be riskier to open the bidding with a hand like this in third position. However, many players will make this bid, but it’s probably taking the concept too far. You also need to watch out for factors such as the vulnerability. If your side is vulnerable, the penalty for being defeated one or two tricks can become quite expensive, even if you aren’t doubled.

“Change the North hand.

“In spades: take away the king and the jack.

“In hearts: add the jack.

“In diamonds: take away the ace and a low card and add the king and the jack.

“In clubs: add a low card.

“Change the South hand.

“In hearts: take away a low card and add the queen.

NORTH ♠ x x ♥ J x x ♦ K J x x ♣ Q x x x	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%; padding: 5px;">WEST</td> <td style="width: 25%; padding: 5px;">NORTH</td> <td style="width: 25%; padding: 5px;">EAST</td> <td style="width: 25%; padding: 5px;">SOUTH</td> </tr> <tr> <td style="padding: 5px;">1 ♠</td> <td style="padding: 5px;">Pass 2 ♥</td> <td style="padding: 5px;">Pass</td> <td style="padding: 5px;">1 ♥</td> </tr> </table>	WEST	NORTH	EAST	SOUTH	1 ♠	Pass 2 ♥	Pass	1 ♥	SOUTH ♠ Q x x ♥ A Q x x x ♦ x x x ♣ K x
WEST	NORTH	EAST	SOUTH							
1 ♠	Pass 2 ♥	Pass	1 ♥							

“North passes and East passes.

“**What do you bid with the South hand?** (1 ♥.) I hope you are all feeling a little more comfortable opening light after partner has passed.

“Now there are only 18 combined high-card points.

“**How many high-card points does that leave for the opponents?** (22.)

The opponents have the majority of strength on this hand. The hand really belongs to them. The advantage of opening 1 ♥, however, is that it makes the auction more difficult for the opponents.

“Suppose West overcalls 1 ♠.

“**What will North bid?** (2 ♥.) North probably will raise to 2 ♥. Now you are in a competitive auction. The opponents may misjudge their combined assets. They may let you buy the contract, or they may overreach and get too high.

“There’s another advantage on this hand. Suppose West does buy the contract in either spades or notrump.

“**Who’s on lead?** (North.)

“**What will North lead?** (Heart.) Thanks to South’s opening bid, North will lead a heart, which is likely to be the best lead for the defense. Without that guidance, North might make a disastrous lead for the defense, such as a diamond.

“**Is there a disadvantage to opening the bidding with the South hand?**

(Yes.) Apart from the danger of getting the partnership too high, if the opponents win the contract, declarer can probably place some of the high cards based on South’s bid. If declarer needs to find the ♠Q, for example, declarer might be able to pinpoint its location in the South hand.

“Let’s move on to a slightly different scenario. Instead of North being the dealer, suppose West is the dealer. West passes, North passes, East passes and the bidding comes all the way around to South.

“Is this any different from being in third position?” (Yes.) In fourth position, South has a choice with a borderline hand. South can open light or choose to pass the hand out and get on with the next deal. You have to judge carefully in this situation. On the one hand, we’d like to open the bidding and try to get a small plus score for making a contract or defeating the opponents if they compete and get too high. On the other hand, if you open the bidding and the opponents get a plus score — by reaching a contract they can make or by defeating your contract — you would have been better off to pass the hand out.

“In a borderline situation, there’s one critical suit. Which is it?” (Spades.) When the strength is divided fairly evenly between the two sides, the side that has the spade suit has an advantage. Suppose you choose to open 1♥ with this hand in the fourth position and West overcalls 1♠. North can raise to 2♥, but East may bid 2♠. You can see the problem. When the opponents have a spade fit, you’ll have to push to the next level on each round of the bidding, if you want to compete for the contract. The opponents always can compete one level lower.

“Because of the importance of the spade suit, there’s a popular guideline for deciding whether to open the bidding in fourth position. It’s called the Rule of 15. Add the high-card points in your hand to the number of spades in your hand. If the total is 15 or more, open the bidding; otherwise, pass. The sum of the high-card points plus the number of spades is sometimes referred to as *Pierson points*.

“Using this criterion, what would you bid with this hand if there were three passes in front of you?” (Pass.) You have 11 high-card points plus three spades. That’s a total of 14 *Pierson points*. The guideline suggests you pass. You can see why that would be a good choice looking at the combined hands. If you open the bidding, the opponents are quite likely to compete in spades and reach a makeable contract.

“Change the South hand slightly.

“In spades: add the king.

“In clubs: take away the king.

NORTH ♠ x x ♥ J x x ♦ K J x x ♣ Q x x x	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%; text-align: center;">WEST</td> <td style="width: 25%; text-align: center;">NORTH</td> <td style="width: 25%; text-align: center;">EAST</td> <td style="width: 25%; text-align: center;">SOUTH</td> </tr> <tr> <td style="text-align: center;">Pass</td> <td style="text-align: center;">Pass</td> <td style="text-align: center;">Pass</td> <td style="text-align: center;">1♥</td> </tr> </table>	WEST	NORTH	EAST	SOUTH	Pass	Pass	Pass	1♥	SOUTH ♠ K Q x x ♥ A Q x x x ♦ x x x ♣ x
WEST	NORTH	EAST	SOUTH							
Pass	Pass	Pass	1♥							

“Now what do you bid after three passes?” (1♥.) You have the same 11 high-card points, but you hold four spades. With a total of 15, the guideline suggests opening the bidding. With the added length in spades, there’s less chance that the opponents can compete successfully in that suit. You stand a good chance of buying the contract. North has a little less than you hoped for on this hand, but if you reach 2♥, you may come home with eight tricks.

More important, if the opponents compete in spades, you have a reasonable chance of defeating them.

“The Rule of 15 can have some unusual consequences.

“Change the South hand.

“In spades: take away the king and the queen.

“In diamonds: add the queen.

“In clubs: add the ace.

<p>NORTH</p> <p>♠ x x</p> <p>♥ J x x</p> <p>♦ K J x x</p> <p>♣ Q x x x</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;">WEST</td> <td style="width: 25%;">NORTH</td> <td style="width: 25%;">EAST</td> <td style="width: 25%;">SOUTH</td> </tr> <tr> <td style="text-align: center;">Pass</td> <td style="text-align: center;">Pass</td> <td style="text-align: center;">Pass</td> <td style="text-align: center;">Pass</td> </tr> </table>	WEST	NORTH	EAST	SOUTH	Pass	Pass	Pass	Pass	<p>SOUTH</p> <p>♠ x x</p> <p>♥ A Q x x x</p> <p>♦ Q x x x</p> <p>♣ A x</p>
WEST	NORTH	EAST	SOUTH							
Pass	Pass	Pass	Pass							

“**How much is the South hand worth?** (13.) You have 12 high-card points plus 1 for the fifth heart.

“**What would you bid as dealer?** (1♥.) You have a sound opening bid in first position.

“**How about if you are in second position?** (1♥.) Same thing. A standard opening bid.

“**In third position?** (1♥.) You’re not even light for an opening bid.

“**What about fourth position?** (Pass.) The Rule of 15 suggests that you pass the hand out. You have 12 high-card points plus two spades — a total of 14. How unusual! A hand that you would open in first, second or third position, you might pass in fourth position. Of course, you may choose to open 1♥ anyway, but if you wind up with a minus score, you shouldn’t be too surprised. Many players choose to open in fourth seat, as long as they have a legitimate opening bid.”

Summary

“Most players occasionally open a little light in third or fourth position — once partner has passed. The objective is to reach a small partscore, push the opponents into the wrong contract, or get partner off to a favorable lead. These are standard tactics. In fourth position, you can use the Rule of 15 as a guideline with borderline hands. If the sum of your high-card points and the number of spades you hold is 15 or more, open the bidding; otherwise, pass the hand out.”

➡ “Let’s do Exercise 1 in the student text to review what we have just discussed.”

Exercise One — Opening a Major Suit

If you are in first or second position, what would be your opening call with each of the following hands? What would you call with the same hands if you have a chance to open in third position? Fourth position?

1) ♠ K J 9 8 4
♥ A K Q 9 6
♦ 7 3
♣ K

2) ♠ K 10 7 5 4
♥ Q 8 4
♦ K 5
♣ K 6 3

3) ♠ 4
♥ A K J 10
♦ Q 7 4 2
♣ K 8 5 2

4) ♠ A Q 8 7 3
♥ —
♦ K Q J 6 5 2
♣ Q 7

5) ♠ Q 10 6
♥ A K 10 8 3
♦ K 8 5
♣ K 9

6) ♠ 3
♥ Q 8 7 5 4 2
♦ A J 3
♣ K 9 5

Exercise One Answer — Opening a Major Suit

- 1) 1st, 2nd, 3rd and 4th: 1♠.
- 2) 1st and 2nd: Pass; 3rd: 1♠; 4th: 1♠. Apply the Rule of 15 — 11 high-card points plus five spades.
- 3) 1st and 2nd: 1♦; 3rd: 1♥/1♦. Open a good four-card major suit occasionally in third position; 4th: Pass/1♥/1♦. The Rule of 15 suggests passing — 13 high-card points plus one spade. If you do open, 1♥ might be the best choice.
- 4) 1st, 2nd, 3rd and 4th: 1♦.
- 5) 1st, 2nd, 3rd and 4th: 1NT. With a balanced hand, open 1NT even with a five-card major.
- 6) 1st and 2nd: Pass; 3rd: 1♥; 4th: Pass. Rule of 15 suggests passing — 10 HCPs plus one spade; bidding may get the partnership too high.

Drury

Introduction

“One of the consequences of opening light in third or fourth position is that partner starts to compensate. Afraid that you don’t have a full opening bid, partner may hold back and make an underbid. Now you might miss a game, when you have a perfectly sound opening bid. How is partner to know when you have a real opening bid and when you don’t? Fortunately, there is a popular convention that can be used to put the partnership at ease.”

Instructions

“Change the North hand.

“In spades: take away a low card, add the queen and the jack.

“In hearts: add the king.

“In diamonds: take away the king and a low card.

“Change the South hand.

“In clubs: take away the ace, and add the king.

NORTH ♠ Q J x ♥ K J x x ♦ J x ♣ Q x x x	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; text-align: left; padding-right: 10px;"> NORTH Pass 3♥(?) </td> <td style="width: 50%; text-align: left;"> SOUTH 1♥ Pass </td> </tr> </table>	NORTH Pass 3♥(?)	SOUTH 1♥ Pass	SOUTH ♠ x x ♥ A Q x x x ♦ Q x x x ♣ K x
NORTH Pass 3♥(?)	SOUTH 1♥ Pass			

“North is the dealer.

“**What does North bid?** (Pass.) 10 high-card points aren’t quite enough for an opening bid in first position.

“**East passes and what does South bid?** (1♥.) South has 11 high-card points plus 1 for the fifth heart. This is the type of hand that South might open a little light in third position.

“**West passes, and what does North respond?** (3♥.) North has 10 high-card points and a doubleton diamond. North’s hand is worth a limit raise to 3♥.

“**If North makes a limit raise to 3♥, what does South bid?** (Pass.) Without a full opening bid, South declines the invitation.

“**What’s the problem with the 3♥ contract?** (It may go down.) If the defenders are careful, they can take two spade tricks, two diamond tricks and one club trick. So the result of South’s light opening bid may be that North–South get too high. Yet South had the right idea. A partscore contract of 2♥ is an excellent spot.

“Unfortunately, using standard methods, North has no way around this dilemma. If North makes an underbid of 2♥, the partnership may miss a

game when South has a full opening bid. If North bids a new suit, waiting to hear what South does next, it might be a long wait. Because North is a passed hand, a new suit is no longer forcing. North doesn't want to be in any suit except hearts.

“To get around this problem, many partnerships make use of the Drury convention. The Drury convention was introduced by Doug Drury, a well-known bridge teacher and player. He used to partner Eric Murray, a Canadian who loved to open ultra-light hands in third position. Drury would have the values for a limit raise and jump to the three level. The contract would go down two or three tricks, sometimes doubled, and Drury would sigh resignedly. After he came up with his convention, Drury still could not curtail Murray's flights of fancy, but the penalty was considerably less.

“This is how it works. After an opening bid of 1♥ or 1♠ in third or fourth position, a response of 2♣ is conventional (artificial) and asks whether opener has a light opening bid. With a light opening bid, opener rebids 2♦. Any other rebid by opener shows a full opening bid and the auction proceeds normally from there. Let's see how it works with these two hands.

“North and East pass, and South opens 1♥ in third position. West passes.

“**What does North bid?** (2♣.) Responder uses the Drury convention when holding three-card or longer support for opener's major suit and 10 or more points — the type of hand where responder is too strong for a raise to the two level.

“**After North bids 2♣, what does South rebid?** (2♦.) With a light opening bid, South responds 2♦. This has nothing to do with diamonds. It simply says that South doesn't have a full opening bid.

“**What does North bid now?** (2♥.) North puts the partnership in partscore in opener's major suit.

“**What does South bid?** (Pass.) South passes, and the partnership stops comfortably in 2♥.

“Change the South hand.

“In spades: take away a low card.

“In diamonds: take away a low card.

“In clubs: add the ace and a low card.

NORTH	NORTH	SOUTH	SOUTH
♠ Q J x	Pass	1♥	♠ x
♥ K J x x	2♣	3♣	♥ A Q x x x
♦ J x	3♥	4♥	♦ Q x x
♣ Q x x x	Pass		♣ A K x x

“**Starting with North, how would the auction proceed now that South has a full opening bid?** (Pass–1♥–2♣–3♣–3♥–4♥.) North still passes and South opens 1♥ in third chair. North uses the Drury convention to find out

if South has opened light. With a full opening bid, South shows the second suit. When North bids 3♥, South has enough extra to put the partnership in game. In fact, North might jump to 4♥ over the 3♣ rebid, since North has excellent support for hearts and a fit for clubs.

“With an experienced partnership, the auction might go a lot quicker. After South opens 1♥ and North uses the Drury convention, South might simply jump to 4♥. South knows that partner has at least three-card support for hearts and 10 or more points. Since partner passed originally, there’s little possibility of a slam, but a game contract should be reasonable. Rather than help the defenders by making a further descriptive bid, South can jump to game and leave them guessing what to lead.

“The Drury convention is only used over major-suit opening bids in third or fourth chair. Since responder bids 2♣ holding three-card or longer support and 10 or more points, opener can take an inference when responder doesn’t use the Drury convention.

“Change the North hand.

“In hearts: take away the king and the jack.

“In diamonds: add the ace, the king and a low card.

“In clubs: take away the queen.

“Change the South hand.

“In spades: add a low card.

“In clubs: take away the ace.

<p>NORTH</p> <p>♠ Q J x</p> <p>♥ x x</p> <p>♦ A K J x x</p> <p>♣ x x x</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; text-align: left; padding-right: 10px;">NORTH</td> <td style="width: 50%; text-align: left;">SOUTH</td> </tr> <tr> <td style="padding-right: 10px;">Pass</td> <td>1♥</td> </tr> <tr> <td style="padding-right: 10px;">2♦</td> <td>Pass</td> </tr> </table>	NORTH	SOUTH	Pass	1♥	2♦	Pass	<p>SOUTH</p> <p>♠ x x</p> <p>♥ A Q x x x</p> <p>♦ Q x x</p> <p>♣ K x x</p>
NORTH	SOUTH							
Pass	1♥							
2♦	Pass							

“**How would the auction go with North as the dealer?** (Pass–1♥–2♦–Pass.) North doesn’t have quite enough for a sound opening bid in first position. South can make a light opening bid of 1♥ in third position. Without support for partner’s major, North shows the diamond suit by responding 2♦. South now passes comfortably. There’s no need to bid again. North is a passed hand, and game is unlikely. South doesn’t have to worry about missing a heart fit, since North would have bid 2♣ with three or more hearts and 10 or more points. So, South passes, and the partnership rests comfortably in an excellent partscore contract.

“What if responder actually has clubs?

“Change the North hand.

“In spades: take away the queen.

“In diamonds: take away the ace and the jack.

“In clubs: add the king, the queen and a low card.

<p>NORTH</p> <p>♠ J x</p> <p>♥ x x</p> <p>♦ K x x</p> <p>♣ K Q x x x x</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; text-align: center;">NORTH</td> <td style="width: 50%; text-align: center;">SOUTH</td> </tr> <tr> <td style="text-align: center;">Pass</td> <td style="text-align: center;">1 ♥</td> </tr> <tr> <td style="text-align: center;">3 ♣</td> <td style="text-align: center;">Pass</td> </tr> </table>	NORTH	SOUTH	Pass	1 ♥	3 ♣	Pass	<p>SOUTH</p> <p>♠ x x</p> <p>♥ A Q x x x</p> <p>♦ Q x x</p> <p>♣ K x x</p>
NORTH	SOUTH							
Pass	1 ♥							
3 ♣	Pass							

“After North passes and South opens 1 ♥ in third chair, there are different methods that can be used for North to show a hand of 10 or more points with a club suit. Most partnerships use a jump to 3 ♣ to show this type of hand. It’s an invitational bid, denying three-card or longer support because responder didn’t use the Drury convention.

“**What would South bid if North jumped to 3 ♣?** (Pass.) With a light opening bid, South has no reason to bid any more. 3 ♣ is a reasonable contract. With a little less strength, North simply would respond 1NT, rather than get the partnership to the three level.

“Some partnerships use other methods to show a club suit. One style is to bid 2 ♣ as though it were the Drury convention and then rebid 3 ♣ after opener’s rebid. In that case, opener can’t jump to game over the Drury response, since responder may not have support. With a full opening bid, opener will have to make some natural rebid other than 2 ♦ and wait to see which type of hand responder holds.”

Summary

“After a third or fourth position opening bid of a major suit, responder can use the Drury convention with a fit for partner’s suit and a hand worth 10 or more points. Opener rebids 2 ♦ with a light opening bid. With a full opening bid, opener bids something other than 2 ♦. When responder doesn’t use the Drury convention, opener can infer that responder doesn’t have a fit and 10 or more points. Since a response of 2 ♣ is artificial, responder must jump to 3 ♣ to show a club suit with an invitational-strength hand.”

Reverse Drury

Introduction

“There are variations of Drury. A popular modification is reverse Drury. In this version, opener rebids the major suit after the Drury response to show a light opening bid. Any other response shows a full opening bid. This is a useful variation, since the partnership arrives quickly at the best partscore when opener has a light opening, leaving less room for the opponents to enter the auction.”

Instructions

“Change the North hand.

“In spades: add the king.

“In diamonds: take away the king and add the ace.

“In clubs: take away the king.

“Change the South hand.

“In spades: add the ace, the queen and a low card.

“In hearts: take away the ace, the queen, a low card and add the king.

“In clubs: take away the king.

NORTH	NORTH	SOUTH	SOUTH
♠ K J x	Pass	1 ♠	♠ A Q x x x
♥ x x	2 ♣	2 ♠	♥ K x x
♦ A x x	Pass		♦ Q x x
♣ Q x x x x			♣ x x

“**Playing reverse Drury, how might the auction proceed with North as the dealer?** (Pass–1 ♠–2 ♣–2 ♠.) North doesn’t have enough to open the bidding. If East passes, South can open 1 ♠ in third position. North has three-card support for spades and 10 high-card points. If West passes, North responds 2 ♣ to inquire about South’s opening bid. Playing reverse Drury, South rebids 2 ♠ to show a light opening bid. North now passes, and the partnership is quickly into its best partscore.

“Change the South hand.

“In hearts: add the ace.

“In clubs: take away a low card.

NORTH	NORTH	SOUTH	SOUTH
♠ K J x	Pass	1 ♠	♠ A Q x x x
♥ x x	2 ♣	2 ♥	♥ A K x x
♦ A x x	2 ♠	4 ♠	♦ Q x x
♣ Q x x x x	Pass		♣ x

“Suppose West is the dealer and passes.

“**How would the auction proceed for North–South?** (Pass–1 ♠–2 ♣–2 ♥–2 ♠–4 ♠.) North doesn’t have enough to open in second position. After East passes, South would make a normal opening bid of 1 ♠. Since South opened in fourth position, North can’t be certain whether South has a full opening bid. North bids 2 ♣ to ask, and South makes a natural rebid of 2 ♥, promising the values for a full opening bid. With nothing extra for the 2 ♣ response, North goes back to 2 ♠. South has enough extra to take the partnership right to the game level in the agreed trump suit.

“On this hand, the auction would go the same way whether North–South are using standard responses or reverse responses to Drury. Notice the comfort level that Drury provides for North. If the partnership were using standard methods, North would be worried about responding with a natural 2 ♣ over the 1 ♠ bid. South might pass with a light opening and the partnership would miss the spade fit.”

Summary

“Reverse Drury is a useful variation of Drury and makes a lot of sense. Putting the partnership back to the agreed suit at the two level when opener has a light opening seems a natural thing to do.”

➔ “Let’s practice with Exercises 2 & 3 in the student text to review what we have just discussed.”

Exercise Two — Drury

As West, what do you do with each of these hands after the auction has started:

WEST	NORTH	EAST	SOUTH
Pass ?	Pass	1 ♠	Pass
1) ♠ Q 7 5 ♥ K 9 ♦ J 10 8 3 2 ♣ Q 7 2 _____	2) ♠ K 10 7 3 ♥ A J 9 8 ♦ Q 7 ♣ J 6 2 _____	3) ♠ J 9 5 ♥ Q 7 6 ♦ K 8 7 4 2 ♣ A 5 _____	
4) ♠ Q 3 ♥ J 9 ♦ Q 8 7 4 ♣ Q 9 6 4 2 _____	5) ♠ J 4 ♥ K Q 10 8 7 ♦ A 9 6 4 ♣ 6 2 _____	6) ♠ Q 6 ♥ 7 4 ♦ A 7 3 ♣ K J 10 9 7 4 _____	

Exercise Two Answer — Drury

- 1) 2 ♠. A standard raise with three-card support and 8 high-card points.
- 2) 2 ♣ (Drury). Find out if partner has a full opening bid.
- 3) 2 ♣ (Drury). With a fit and 10 high-card points, this is better than 2 ♦, which might be passed.
- 4) 1NT. The standard response with no fit and not enough strength to bid at the two level.
- 5) 2 ♥. This is non-forcing since you are a passed hand; partner won't expect a fit in spades since you didn't use Drury.
- 6) 3 ♣. This is the standard way to show an invitational hand with clubs when using the Drury convention.

Exercise Three — Responding to Drury

As East and playing standard responses to Drury, what do you rebid with each of the following hands after the auction has begun:

WEST	NORTH	EAST	SOUTH			
Pass	Pass	1♥	Pass			
2♣	Pass	?				
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 33%; vertical-align: top; padding-bottom: 10px;"> 1) ♠ Q 8 7 5 ♥ K Q 10 6 4 ♦ A 7 ♣ 6 3 _____ </td> <td style="width: 33%; vertical-align: top; padding-bottom: 10px;"> 2) ♠ 6 ♥ A J 8 7 4 ♦ A Q J 3 2 ♣ Q 10 _____ </td> <td style="width: 33%; vertical-align: top; padding-bottom: 10px;"> 3) ♠ K 5 2 ♥ Q 10 8 7 3 ♦ K 2 ♣ A J 7 _____ </td> </tr> </table>				1) ♠ Q 8 7 5 ♥ K Q 10 6 4 ♦ A 7 ♣ 6 3 _____	2) ♠ 6 ♥ A J 8 7 4 ♦ A Q J 3 2 ♣ Q 10 _____	3) ♠ K 5 2 ♥ Q 10 8 7 3 ♦ K 2 ♣ A J 7 _____
1) ♠ Q 8 7 5 ♥ K Q 10 6 4 ♦ A 7 ♣ 6 3 _____	2) ♠ 6 ♥ A J 8 7 4 ♦ A Q J 3 2 ♣ Q 10 _____	3) ♠ K 5 2 ♥ Q 10 8 7 3 ♦ K 2 ♣ A J 7 _____				

Exercise Three Answer — Responding to Drury

- 1) 2♦. This shows a substandard opening bid using standard responses to Drury. (Playing reverse Drury, you would rebid 2♥.)
- 2) 3♦/2♥/4♥. A rebid of 2♦ would show a substandard opening; you could rebid 2♥, showing a full opening bid, or go directly to 4♥, but 3♦ is more descriptive. (Playing reverse Drury, you could rebid 2♦, since 2♥ would show a substandard opening.)
- 3) 2NT. This shows a full opening bid with a balanced hand. (Playing reverse Drury, you would make the same rebid.)

Handling Interference

Introduction

“If there is a light opening bid in third or fourth chair, there’s a good possibility that the other side will want to compete in the auction with an overcall or takeout double. It’s a good idea for the partnership to have some agreement about whether Drury still applies after interference. The usual agreement is that after a double or an overcall, 2♣ is still Drury if it is available. If the overcall is 2♣, double is the Drury convention. Otherwise, the partnership has to fall back on standard methods.”

Instructions

“Change the North hand.

“In spades: take away the king.

“In hearts: add the queen.

“In diamonds: add the king.

“In clubs: take away the queen.

“Change the South hand.

“In spades: take away the ace and a low card.

“In hearts: add a low card.

“In clubs: add a low card.

NORTH	<table style="border-collapse: collapse; width: 100%;"> <tr> <td style="padding: 2px 10px;">WEST</td> <td style="padding: 2px 10px;">NORTH</td> <td style="padding: 2px 10px;">EAST</td> <td style="padding: 2px 10px;">SOUTH</td> </tr> <tr> <td style="padding: 2px 10px;">♠ J x</td> <td style="padding: 2px 10px;">Pass</td> <td style="padding: 2px 10px;">Pass</td> <td style="padding: 2px 10px;">1♥</td> </tr> <tr> <td style="padding: 2px 10px;">♥ Q x x</td> <td style="padding: 2px 10px;">Double</td> <td style="padding: 2px 10px;">2♣</td> <td style="padding: 2px 10px;">Pass</td> </tr> <tr> <td style="padding: 2px 10px;">♦ A K x x</td> <td style="padding: 2px 10px;">Pass</td> <td style="padding: 2px 10px;">2♥</td> <td style="padding: 2px 10px;">2♦</td> </tr> </table>	WEST	NORTH	EAST	SOUTH	♠ J x	Pass	Pass	1♥	♥ Q x x	Double	2♣	Pass	♦ A K x x	Pass	2♥	2♦	SOUTH
WEST	NORTH	EAST	SOUTH															
♠ J x	Pass	Pass	1♥															
♥ Q x x	Double	2♣	Pass															
♦ A K x x	Pass	2♥	2♦															
♣ x x x x			♠ Q x x															
			♥ A K x x x															
			♦ Q x x															
			♣ x x															

“Suppose North passes as dealer and East passes.

“**What does South bid?** (1♥.) This would be a typical light opening bid in third chair.

“**Suppose West doubles. What does North bid?** (2♣.) West’s double is for takeout. With 10 high-card points plus support for partner’s suit, North can bid 2♣, Drury.

“**If East passes, what does South bid?** (2♦/2♥.) South shows a light opening bid by bidding 2♦ playing standard responses or 2♥ playing reverse Drury.

“**What if East bids 2♠ over North’s 2♣ bid?** (Pass.) With a light opening bid, South would pass.

“It’s important for the partnership to have an agreement that 2♣ is Drury in this situation. Otherwise, South might pass the 2♣ bid, and the partnership would be in a strange contract.

“Suppose West had overcalled 1♠ instead of doubling. What would North bid? (2♣.) There’s still room for North to bid 2♣ as Drury.

“What if West had overcalled 2♣? (Double.) A double of the 2♣ overcall would act as the Drury convention. Again, the partnership has to be clear on what responder’s bids mean after interference. That’s one of the disadvantages of conventions — more memory work.

“What if West made a jump overcall of 3♣? (3♥.) Now the partnership would have to fall back on other methods. North would probably bid 3♥, hoping that South has either a full opening bid or enough that this will be a reasonable contract. That should work out all right on this hand. 3♥ is a reasonable — if not secure — contract. But that’s one of the dangers of light opening bids. There’s the possibility that the auction will zoom out of control.”

Summary

“If the partnership adopts a convention such as Drury, it also should discuss what happens over interference. There are many possible agreements. For Drury, a standard agreement is that it still applies after a takeout double or a 1♠ overcall. From then on, the partnership is on its own.”

➔ “Let’s do Exercise 4 in the student text to review what we have just discussed.”

Exercise Four — More about Drury

You hold the following hand as East:

♠ J 8 2
♥ K J 10 6 3
♦ A 9 4
♣ Q 3

What is your next call in each of the following auctions?

1)	WEST	NORTH	EAST	SOUTH
	Pass	Pass	1 ♥	1 ♠
	2 ♣	Pass	? _____	
2)	WEST	NORTH	EAST	SOUTH
	Pass	Pass	1 ♥	2 ♣
	Double	Pass	? _____	
3)	WEST	NORTH	EAST	SOUTH
	Pass	Pass	1 ♥	Double
	2 ♣	2 ♠	? _____	
4)	WEST	NORTH	EAST	SOUTH
	Pass	Pass	1 ♥	Pass
	2 ♦	Pass	? _____	
5)	WEST	NORTH	EAST	SOUTH
	Pass	Pass	1 ♥	Pass
	3 ♣	Pass	? _____	

Exercise Four Answer — More about Drury

- 1) 2 ♦. Partner's 2 ♣ bid is Drury, and this is the standard response to show a substandard opening bid. (Playing reverse Drury, you would rebid 2 ♥ to show a minimum.)
- 2) 2 ♦. When the opponents overcall 2 ♣, double takes the place of Drury. (Playing reverse Drury, you would rebid 2 ♥ to show a minimum.)
- 3) Pass. 2 ♣ is still Drury after the double. Once North bids, you can pass to show a substandard opening bid. With a full opening, you would have to bid something after the 2 ♠ bid.
- 4) Pass. If partner is a passed hand, a new-suit bid is no longer forcing. With a heart fit, partner would have bid Drury.
- 5) Pass. Partner's 3 ♣ bid shows an invitational hand with a good club suit. You have no reason to bid again.

Notrump Responses

Introduction

“You’ve spent some time dealing with how responder handles a fit for partner’s opening bid of 1♥ or 1♠ in third or fourth position. In the previous lesson, you saw how responder handles a fit when opener is in first or second position. Now, let’s look at the situation when responder doesn’t have a fit for opener’s suit. We’ll start with notrump responses.”

Instructions

“Change the North and South hands. Give South a full opening bid as dealer.

“Change the North hand.

“In spades: take away the jack and add a low card.

“Change the South hand.

“In spades: take away the queen, add the ace, the king and a low card.

“In hearts: take away the king and a low card.

<p>NORTH</p> <p>♠ x x</p> <p>♥ Q x x</p> <p>♦ A K x x</p> <p>♣ x x x x</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 5px;">NORTH</td> <td style="width: 50%; padding: 5px;">SOUTH</td> </tr> <tr> <td style="padding: 5px;">1NT</td> <td style="padding: 5px;">1♠ Pass</td> </tr> </table>	NORTH	SOUTH	1NT	1♠ Pass	<p>SOUTH</p> <p>♠ A K x x x</p> <p>♥ A x x</p> <p>♦ Q x x</p> <p>♣ x x</p>
NORTH	SOUTH					
1NT	1♠ Pass					

“**With South as the dealer, how would the auction go?** (1♠–1NT–Pass.) South would open 1♠ as dealer. With 9 high-card points but no support for partner’s suit and no suit to bid at the one level, North would respond 1NT. With a minimum balanced hand, South would have no reason to bid any more.”

If any of the students ask about a forcing 1NT response, you can tell them that the topic will be covered in a future lesson. For now, we are assuming standard methods.

“1NT is a good contract for these combined hands, since both partners are balanced and there is no eight-card fit. That won’t always be the case, however. The 1NT response shows 6 to 9 points, but doesn’t guarantee a balanced hand.

“Change the North hand.

“In hearts: take away the queen.

“In diamonds: take away the ace and the king.

“In clubs: add the king, the queen and the jack.

NORTH ♠ x x ♥ x x ♦ x x ♣ K Q J x x x x	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; text-align: center;">NORTH</td> <td style="width: 50%; text-align: center;">SOUTH</td> </tr> <tr> <td style="text-align: center;">1NT</td> <td style="text-align: center;">1 ♠ Pass</td> </tr> </table>	NORTH	SOUTH	1NT	1 ♠ Pass	SOUTH ♠ A K x x x ♥ A x x ♦ Q x x ♣ x x
NORTH	SOUTH					
1NT	1 ♠ Pass					

“**How would the auction go this time?** (1 ♠–1NT–Pass.) South would again open 1 ♠. North has to respond 1NT. With 6 high-card points plus 3 points for the seven-card suit, North has enough to respond, but not enough to bid 2 ♣. 2 ♣ would promise 10 or more points and would be forcing. North has to settle for 1NT. South doesn’t know that this isn’t the previous hand, so South will pass 1NT. 1NT is a poor contract. The defenders should easily take enough tricks in hearts and diamonds to defeat the contract two or three tricks. Meanwhile, North–South can probably take 9 tricks with clubs as trumps.

“**What went wrong?** (Nothing.) There’s nothing wrong with the bidding, only with the result. In fact, the auction is very unlikely to end in 1NT. East–West have a lot of high cards and an eight-card heart fit. They can make at least a partscore in hearts. They are quite likely to come into the auction. If they do, North may have an opportunity to show the club suit, and North–South will find their fit without getting too carried away.

“Change the North and South hands, and make the North hand a little stronger.

“Change the North hand.

“In hearts: add the king.

“In diamonds: add the king and a low card.

“In clubs: take away the queen and two low cards.

“Change the South hand.

“In hearts: add a low card.

“In diamonds: take away a low card.

NORTH ♠ x x ♥ K x x ♦ K x x x ♣ K J x x	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; text-align: center;">NORTH</td> <td style="width: 50%; text-align: center;">SOUTH</td> </tr> <tr> <td style="text-align: center;">2 ♣ 2NT</td> <td style="text-align: center;">1 ♠ 2 ♥ Pass</td> </tr> </table>	NORTH	SOUTH	2 ♣ 2NT	1 ♠ 2 ♥ Pass	SOUTH ♠ A K x x x ♥ A x x x ♦ Q x ♣ x x
NORTH	SOUTH					
2 ♣ 2NT	1 ♠ 2 ♥ Pass					

“**South opens 1 ♠. What does North respond?** (2 ♣.) A few partnerships use a response of 2NT to show a balanced hand of 10 or 11 points, inviting opener to bid game. This is more frequently used after a minor-suit opening than a major-suit opening. Reserve the use of a 2NT response to a major for Jacoby 2 NT, as was discussed in Lesson 3. If responder can’t raise opener’s major, responder always will have a new suit to bid. On this hand, responder bids 2 ♣. With a choice of four-card suits, responder should bid up the line.

“**What’s opener’s rebid?** (2♥.) Opener shows the second suit.

“**What does responder bid now?** (2NT.) 2NT would be an invitational bid, showing 10 or 11 points. With a minimum opening bid, North will probably decline the invitation, and the partnership will rest in 2NT — a reasonable contract on the combined hands.

“So that’s how responder handles a balanced hand of 10 or 11 points — bid a new suit, intending to bid an invitational 2NT at the next opportunity.

“Change the North hand.

“In hearts: take away a low card and add the queen.

<p>NORTH</p> <p>♠ x x</p> <p>♥ K Q x</p> <p>♦ K x x x</p> <p>♣ K J x x</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; text-align: left;">NORTH</td> <td style="width: 50%; text-align: left;">SOUTH</td> </tr> <tr> <td></td> <td>1 ♠</td> </tr> <tr> <td>2 ♣</td> <td>2 ♥</td> </tr> <tr> <td>3NT</td> <td>Pass</td> </tr> </table>	NORTH	SOUTH		1 ♠	2 ♣	2 ♥	3NT	Pass	<p>SOUTH</p> <p>♠ A K x x x</p> <p>♥ A x x x</p> <p>♦ Q x</p> <p>♣ x x</p>
NORTH	SOUTH									
	1 ♠									
2 ♣	2 ♥									
3NT	Pass									

“South opens the bidding 1♠. Using standard methods, North should bid up the line, making sure the partnership gets to game.

“**How should North respond?** (2♣.) North can start with a forcing response of 2♣.

“**When South rebids 2♥, what does North bid this time?** (3NT.) With 13 points, North makes sure the partnership gets to game by jumping to 3NT.

“Change the North hand.

“In spades: take away a low card and add the queen.

“In diamonds: take away a low card and add the jack.

“In clubs: take away the jack and add the queen.

<p>NORTH</p> <p>♠ Q x</p> <p>♥ K Q x</p> <p>♦ K J x x</p> <p>♣ K Q x x</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; text-align: left;">NORTH</td> <td style="width: 50%; text-align: left;">SOUTH</td> </tr> <tr> <td></td> <td>1 ♠</td> </tr> <tr> <td>3NT</td> <td>Pass</td> </tr> </table>	NORTH	SOUTH		1 ♠	3NT	Pass	<p>SOUTH</p> <p>♠ A K x x x</p> <p>♥ A x x x</p> <p>♦ Q x</p> <p>♣ x x</p>
NORTH	SOUTH							
	1 ♠							
3NT	Pass							

“Now North holds a 1NT opening bid. When South opens the bidding 1♠, the standard way to show this hand is to jump directly to 3NT. The jump to 3NT typically shows only a doubleton in partner’s major, 15 to 17 points and strength in all of the unbid suits. Opener can use this information to decide whether to bid again or pass.

“**What would opener bid?** (Pass.) With a minimum opening bid, opener has no reason to believe that there’s a better contract than 3NT.”

Summary

“When partner opens one of a major suit:

- A response of 1NT shows 6 to 9 points.
- A jump to 3NT shows 16 to 18 points, a balanced hand and a doubleton in partner’s suit.
- With 6 to 14 points and a balanced hand, responder starts by bidding a new suit.
- With 10 or 11 points, responder plans to make an invitational rebid of 2NT.
- With 12 or more points, responder plans to jump to 3NT over opener’s rebid unless a fit is found. This preserves the response of 2NT for Jacoby.”

Bidding a New Suit

Introduction

“You’ve seen a number of situations in which responder bids a new suit. Let’s clarify the principles behind a new suit response to partner’s opening bid. The bid of a new suit by responder is forcing, unless responder passed originally. A new-suit bid at the one level shows 6 or more points. A new-suit bid at the two level shows 10 or more points. Some partnerships require 11 or more points for a new-suit bid at the two level, and some require 13 or more.

“A new-suit bid at the two level usually shows a five-card or longer suit, but there are some exceptions. Let’s look at some examples.”

Instructions

“Change the North hand.

“In hearts: take away the king.

“In diamonds: take away the king.

“In clubs: add the ace and a low card.

“Change the South hand.

“In hearts: take away a low card.

“In diamonds: add a low card.

NORTH ♠ Q x ♥ Q x ♦ J x x ♣ A K Q x x x	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; text-align: center;">NORTH</td> <td style="width: 50%; text-align: center;">SOUTH</td> </tr> <tr> <td style="text-align: center;">2♣ (3NT)</td> <td style="text-align: center;">1♠ (2NT) (Pass)</td> </tr> </table>	NORTH	SOUTH	2♣ (3NT)	1♠ (2NT) (Pass)	SOUTH ♠ A K x x x ♥ A x x ♦ Q x x ♣ x x
NORTH	SOUTH					
2♣ (3NT)	1♠ (2NT) (Pass)					

“If South is the dealer and opens 1♠, what does North respond? (2♣.)

This is a typical hand for a 2♣ response. North knows the partnership belongs at least at the game level but isn’t sure of the best contract. South is forced to bid again over the 2♣ response. After hearing South’s rebid, North will have a better idea where the partnership belongs.

“Change the North hand.

“In hearts: add the king and two low cards.

“In clubs: take away the ace, the king and a low card.

NORTH ♠ Q x ♥ K Q x x x ♦ J x x ♣ Q x x	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; text-align: center;">NORTH</td> <td style="width: 50%; text-align: center;">SOUTH</td> </tr> <tr> <td style="text-align: center;">2♥ (Pass)</td> <td style="text-align: center;">1♠ (3♥)</td> </tr> </table>	NORTH	SOUTH	2♥ (Pass)	1♠ (3♥)	SOUTH ♠ A K x x x ♥ A x x ♦ Q x x ♣ x x
NORTH	SOUTH					
2♥ (Pass)	1♠ (3♥)					

“When South opens 1♠, what does North respond? (2♥.) This is about the minimum North can hold for a 2♥ response. North has 10 high-card points and a five-card suit. With any less, North should respond 1NT. There’s also an interesting guideline regarding the response of 2♥ over 1♠. It’s called the Rule of 5 and 10. To bid 2♥ over 1♠, responder should have at least five hearts and at least 10 points.

“That makes it easier for opener to know how to proceed. On this hand, South can raise to 3♥ on three-card support, knowing responder has at least five. With a minimum hand, North can pass, and the partnership is in a reasonable contract.

“Change the North hand.

“In hearts: take away a low card.

“In clubs: add the jack.

NORTH ♠ Q x ♥ K Q x x ♦ J x x ♣ Q J x x	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; text-align: center; padding: 5px;">NORTH</td> <td style="width: 50%; text-align: center; padding: 5px;">SOUTH</td> </tr> <tr> <td style="text-align: center; padding: 5px;">2♣</td> <td style="text-align: center; padding: 5px;">1♠</td> </tr> </table>	NORTH	SOUTH	2♣	1♠	SOUTH ♠ A K x x x ♥ A x x ♦ Q x x ♣ x x
NORTH	SOUTH					
2♣	1♠					

“After South opens 1♠, what does North respond? (2♣.) With only four hearts, responder should bid another suit. A response of 2♣ or 2♦ can be made on a four-card suit. The partnership isn’t likely to miss an eight-card heart fit. If opener has four hearts, opener can bid 2♥, and the fit is found. If opener doesn’t show a heart suit, it’s unlikely there is a fit.”

Summary

“The bid of a new suit by responder is forcing unless responder is a passed hand.

- A new-suit bid at the one level shows 6 or more points.
- A new-suit bid at the two level shows 10 or more points.
- A response of 2♥ over 1♠ promises at least a five-card suit and 10 points — the Rule of 5 and 10.”

Jump Shift by Responder

Introduction

“Another thing responder can do over an opening bid of 1♥ or 1♠ is to jump in a new suit — a jump shift. This bid is forcing to game and shows interest in reaching slam. Responder needs about 19 or more points to make a jump shift. In modern times, this has been lowered to about 17 points. However, responder shouldn’t jump shift on any strong hand. It takes up a lot of bidding room and may make the auction awkward. It’s usually best for the partnership to agree that a jump shift by responder is only made on three types of strong hands: a strong one-suiter; a hand with a fit for opener’s suit; a strong balanced or semi-balanced hand. Let’s look at some examples.”

Instructions

“Change the North hand.

“In spades: take away the queen.

“In hearts: add the ace (from South), the jack and a low card.

“In clubs: take away the jack, two low cards and add the ace.

“Change the South hand.

“In hearts: take away the ace.

“In diamonds: add the ace.

NORTH	<table> <thead> <tr> <th>NORTH</th> <th>SOUTH</th> </tr> </thead> <tbody> <tr> <td>3♥</td> <td>1♠</td> </tr> <tr> <td>(4NT)</td> <td>4♦</td> </tr> <tr> <td>(5NT)</td> <td>(5♥)</td> </tr> <tr> <td>(6♥)</td> <td>(6♦)</td> </tr> </tbody> </table>		NORTH	SOUTH	3♥	1♠	(4NT)	4♦	(5NT)	(5♥)	(6♥)	(6♦)	SOUTH
NORTH	SOUTH												
3♥	1♠												
(4NT)	4♦												
(5NT)	(5♥)												
(6♥)	(6♦)												
♠ x			♠ A K x x x										
♥ A K Q J x x x			♥ x x										
♦ J x x			♦ A Q x x										
♣ A Q			♣ x x										

“**South opens the bidding 1♠. What does North respond?** (3♥.) This is a typical jump shift response. North has a strong one-suiter — 17 high-card points plus 3 points for the seven-card suit. North wants to designate hearts as the trump suit and then investigate slam possibilities.

“**What does South bid after 3♥?** (4♦.) South bids naturally after the jump shift, even though South has to show diamonds at a high level. On hearing that South has something in diamonds, North probably will use the Blackwood convention to find out about partner’s aces and kings and decide whether to bid a small slam or a grand slam. Missing two kings, North will probably settle for a small slam.

“Change the North hand.

“In spades: add a low card.

“In hearts: take away the queen and three low cards.

“In diamonds: take away the jack and add the king.

“In clubs: add the jack and two low cards.

NORTH ♠ x x ♥ A K J ♦ K x x ♣ A Q J x x	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; text-align: left;">NORTH</td> <td style="width: 50%; text-align: left;">SOUTH</td> </tr> <tr> <td></td> <td>1 ♠</td> </tr> <tr> <td>3 ♣</td> <td>3 ♦</td> </tr> <tr> <td>3NT</td> <td>(P)</td> </tr> </table>	NORTH	SOUTH		1 ♠	3 ♣	3 ♦	3NT	(P)	SOUTH ♠ A K x x x ♥ x x ♦ A Q x x ♣ x x
NORTH	SOUTH									
	1 ♠									
3 ♣	3 ♦									
3NT	(P)									

“When South opens 1 ♠, North is too strong for a jump to 3NT. How does North show this hand? (3 ♣.) North starts with a jump shift to 3 ♣.

“What does North rebid after South says 3 ♦? (3NT.) North’s 3NT rebid shows a balanced hand too strong to jump to 3NT right away — 18 or 19 points. Now it’s up to South. With a minimum opening bid, South may decide to pass. An aggressive South might move toward slam. Slam isn’t unreasonable on the combined hands, but will require a little luck.

“Change the North hand.

“In spades: take away a low card, add the queen and the jack.

“In diamonds: take away the king.

NORTH ♠ Q J x ♥ A K J ♦ x x ♣ A Q J x x	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; text-align: left;">NORTH</td> <td style="width: 50%; text-align: left;">SOUTH</td> </tr> <tr> <td></td> <td>1 ♠</td> </tr> <tr> <td>3 ♣</td> <td>3 ♦</td> </tr> <tr> <td>3 ♠</td> <td>(4 ♦)</td> </tr> <tr> <td>(4NT)</td> <td>(5 ♥)</td> </tr> <tr> <td>(5NT)</td> <td>(6 ♦)</td> </tr> <tr> <td>(6 ♠)</td> <td>(P)</td> </tr> </table>	NORTH	SOUTH		1 ♠	3 ♣	3 ♦	3 ♠	(4 ♦)	(4NT)	(5 ♥)	(5NT)	(6 ♦)	(6 ♠)	(P)	SOUTH ♠ A K x x x ♥ x x ♦ A Q x x ♣ x x
NORTH	SOUTH															
	1 ♠															
3 ♣	3 ♦															
3 ♠	(4 ♦)															
(4NT)	(5 ♥)															
(5NT)	(6 ♦)															
(6 ♠)	(P)															

“What would South open the bidding? (1 ♠.)

“How would North start to show this hand? (3 ♣.) With 18 high-card points and a good fit for partner, North can start with a jump shift to 3 ♣.

“What does South bid? (3 ♦.) South shows the second suit.

“What does North bid now? (3 ♠.) North now shows spade support. South knows that North has 17 or more points and a fit for spades. South probably will cuebid 4 ♦ to show something useful in that suit, and the partnership is on its way to slam.

“Change the North hand.

“In spades: take away the jack and a low card.

“In hearts: add two low cards.

<p>NORTH</p> <p>♠ Q</p> <p>♥ A K J x x</p> <p>♦ x x</p> <p>♣ A Q J x x</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; text-align: center;">NORTH</td> <td style="width: 50%; text-align: center;">SOUTH</td> </tr> <tr> <td style="text-align: center;">2♥</td> <td style="text-align: center;">1♠</td> </tr> </table>	NORTH	SOUTH	2♥	1♠	<p>SOUTH</p> <p>♠ A K x x x</p> <p>♥ x x</p> <p>♦ A Q x x</p> <p>♣ x x</p>
NORTH	SOUTH					
2♥	1♠					

“After South opens 1♠, what should North respond? (2♥.) When the hand doesn’t fit one of the three types for a jump shift, start with a forcing response in a new suit. On this hand, North wants to show both the hearts and the clubs. It’s not clear whether the partnership belongs in a suit contract or in notrump. As the auction progresses, North should get a better idea of the best spot.”

Summary

“Responder should use jump shifts sparingly. Responder’s jump shift should show one of three types of hands:

- A strong one-suiter;
- A fit with opener’s suit; or
- A strong balanced hand.

“With hands that don’t fit these types, start with a new suit response and find a fit before moving toward slam.”

➡ “Let’s do Exercise 5 in the student text to review what we have just discussed.”

Exercise Five — Other Responses to a Major

As East, what do you respond with each of the following hands after the auction starts:

WEST	NORTH	EAST	SOUTH
1 ♠	Pass	?	
1) ♠ 3 ♥ J 9 7 6 4 2 ♦ K 9 7 3 ♣ Q 3		2) ♠ K 3 ♥ A 9 8 ♦ 9 7 ♣ A K Q J 7 3	3) ♠ 7 5 ♥ A Q J 9 6 ♦ K 10 7 3 ♣ J 4
_____		_____	_____
4) ♠ 8 6 ♥ K Q 9 ♦ A J 10 2 ♣ K Q J 3		5) ♠ 3 ♥ A K 8 7 ♦ K J 9 7 ♣ Q 9 6 3	6) ♠ Q 6 ♥ A J 9 ♦ Q 10 6 2 ♣ A 10 7 3
_____		_____	_____

Exercise Five Answer — Other Responses to a Major

- 1) 1NT. This hand isn't strong enough to bid a new suit at the two level. A 1NT response doesn't promise a balanced hand.
- 2) 3♣. This is a jump shift showing a hand of about 17 or more points. You are forcing the partnership to at least game and suggesting interest in a slam level contract.
- 3) 2♥. A new suit at the two level shows about 10 or more points. To bid hearts, you need at least a five-card suit.
- 4) 3NT. This is the standard response to show a balanced hand with 16 to 18 points.
- 5) 2♣. You have enough to bid a new suit at the two level. With a choice of four-card suits, bid the suits up the line — a response of 2♥ would show a five-card or longer suit.
- 6) 2♣. Assuming the partnership is using the Jacoby 2NT convention, you can't respond with a natural 2NT. Instead, bid a new suit, planning to bid 3NT at your next opportunity.

NOTE: Sample Deals Review the instructions on page 44.

SAMPLE DEALS – LESSON 4

Guidelines for Teachers: The hands focus on light opening bids in third and fourth seat and introduce the Drury Convention. There are some reasonably challenging concepts in the deals that should keep the interest of the more experienced players. There are examples of: an end play (including the concept of a ruff and a sluff), an uppercut, trump management and loser on a loser.

Bid and Play — Deal 1: The Rule of 15

Guidelines for Teachers: On this first deal, West, in fourth seat, uses the Rule of 15 to decide whether or not to open the bidding. There is an end play used to get the defenders to break a suit. In practice, the declarer may make the contract with the help of the defense, rather than by using the correct technique. You will need to walk through the play to illustrate the correct approach.

Introduction

“Let’s play a deal where the player in fourth seat has to decide whether or not to open the bidding.”

Instructions

“North is the dealer. Take your hands and start the bidding. Stop when you have completed the auction.”

(E–Z Deal Cards: #4, Deal 1 — Dealer, North)

Dealer: North	♠ 9 5										
Vul: None	♥ Q 7 5										
	♦ K 9 6 3										
	♣ K Q 10 4										
♠ Q J 8 7 3	<table border="1"> <tbody> <tr> <td></td> <td>N</td> <td></td> </tr> <tr> <td>W</td> <td></td> <td>E</td> </tr> <tr> <td></td> <td>S</td> <td></td> </tr> </tbody> </table>		N		W		E		S		♠ K 10 6 2
	N										
W		E									
	S										
♥ K 8 4		♥ A 10 6									
♦ J 8 2		♦ Q 7 5									
♣ A 5		♣ 9 6 3									
	♠ A 4										
	♥ J 9 3 2										
	♦ A 10 4										
	♣ J 8 7 2										

Suggested Bidding

When it appears that all of the tables have completed the auction, review how the bidding should have gone.

WEST	NORTH	EAST	SOUTH
	Pass	Pass	Pass
1 ♠	Pass	2 ♠	Pass
Pass	Pass		

“After the first three players pass, West has a choice between opening the bidding or passing and moving to the next deal. With a borderline hand, West can apply the Rule of 15. Adding 5 for the five-card spade suit to the 11 high-card points in the hand gives a total of 16, indicating that the hand could be opened. With four-card support and 9 points, East doesn’t have enough for Drury but has enough for a straightforward raise to 2 ♠. That should end the auction.

“Both North and South are close to competing for the contract, but neither have quite enough to take a chance. If North–South do find a way into the auction, their best partscore is in clubs. Over 2 ♠, they would have to compete to 3 ♣, and that contract can be defeated at least one trick.”

When everyone understands the proper bids and the final contract, the students can proceed to play out the cards. To keep the discussion fairly simple, have all tables play the final contract of 2 ♠ by West.

Suggested Opening Lead

“North is on lead and the most attractive card is the ♣K, top of a broken sequence.”

Suggested Play

“Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let’s review the play and defense.

“West wants to be sure of taking eight tricks and getting a plus score. There is a sure loser in spades, one in hearts, three in diamonds and one in clubs. One too many. There’s nothing that can be done about the spade loser or the club loser, and it seems likely there will be a heart loser unless there is a very lucky lie of the cards. Declarer needs to focus on the diamond suit.

“There are a couple of possibilities in diamonds, if declarer must lead the suit. A low diamond could be led toward dummy’s ♦Q, hoping North holds both the ♦A and ♦K. That doesn’t figure to be the case, since North did not

bid during the auction and the opening lead has marked North with at least the ♣K and the ♣Q. An alternative would be to lead a low diamond from dummy toward the ♦J, hoping South holds the ♦A and the ♦K. There are other possibilities, but the only sure way to get a diamond trick is to have the defenders lead the suit. Recognizing this, declarer should manoeuvre to force the defenders to lead diamonds.

“After winning the ♣A, declarer starts by drawing trumps. Suppose declarer leads a spade to dummy’s ♠K, and South wins the ♠A and leads a club. North wins and plays another club which West ruffs. West draws the remaining trump. This has worked well in that the defenders have no spades remaining and there are no clubs in the East–West hands. The stage is set. Rather than play diamonds, declarer now takes the ♥A, ♥K and leads a third round of hearts, giving up a heart loser. Now declarer has brought about the desired position. If the defenders lead a club or a heart, declarer gets a ruff and a sluff. Declarer can ruff in one hand and sluff (discard) a diamond loser from the other hand. Declarer loses only two diamond tricks. If the defenders lead a diamond from either side, declarer plays low and can’t be prevented from getting one trick with either the ♦Q or the ♦J.

“The challenge for declarer is to visualize this end position and then work to bring it about.”

Suggested Defense

“The defenders’ best chance to defeat the contract is to avoid giving declarer any help by leading the diamond suit. After South wins the ♠A and returns a club, it would be best for North not to play a third round of clubs, since that eliminates the clubs from the East–West hands and helps declarer bring about the desired end position. It will be difficult for North to see this, and declarer could later ruff a club anyway to achieve the same result. The defenders will have to hope that it is declarer who leads diamonds, and then they can take three tricks in the suit.”

Bid and Play — Deal 2: Responding with a Passed Hand

Guidelines for Teachers: On this second deal, following a fourth seat opening bid of 1♠, the response of 2♦ is interesting. If the partnership uses the Drury convention, there is an inference that South does not have support for spades – otherwise, South would have responded 2♣. In the play, there are a lot of complex possibilities. You only need to cover some of the variations with a more experienced group. Otherwise, leave the emphasis on the auction.

Introduction

“Let’s play a deal where keeping the bidding low is best for all concerned.”

Instructions

“East is the dealer. Take your hands and start the bidding. Stop when you have completed the auction.”

(E–Z Deal Cards: #4, Deal 2 — Dealer, East)

Dealer: East	♠ A K 8 6 3				
Vul: N–S	♥ K J				
	♦ 8 4 2				
	♣ 9 7 3				
♠ J 9 7	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: 0 auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S	♠ Q 10 4 2
N					
W E					
S					
♥ 10 2		♥ A 8 7 6 3			
♦ K 9 5		♦ 10 6			
♣ K Q 10 5 4		♣ A 8			
	♠ 5				
	♥ Q 9 5 4				
	♦ A Q J 7 3				
	♣ J 6 2				

Suggested Bidding

When it appears that all of the tables have completed the auction, review how the bidding should have gone.

WEST	NORTH	EAST	SOUTH
		Pass	Pass
Pass	1♠	Pass	2♦
Pass	Pass	Pass	

“After three passes, it’s up to North to decide whether to start the bidding. The Rule of 15 guideline suggests opening 1♠ — 11 high-card points plus five spades. It would be dangerous for East to enter the auction at this point. The heart suit isn’t very strong, partner has passed and East has length in opener’s

suit. South responds 2♦, and the bidding returns to North. Since South passed originally, the 2♦ response is not forcing. North's best decision is to pass and hope that the partnership can make a partscore. If the partnership uses the Drury convention, there is an inference that South does not have support for spades — otherwise, South would have responded 2♣.

“East has the final decision and might be tempted to “balance” with a bid of 2♥. This would be dangerous, since North–South have not necessarily found a good fit. The length in spades is a warning to East that defending might be best. If East does bid, North–South can get a plus score by defending, and South might choose to double.”

When everyone understands the proper bids and the final contract, the students can proceed to play out the cards in a contract of 2♦ by South.

Suggested Opening Lead

“West is on lead and should lead the ♣K, top of a broken sequence.”

Suggested Play

“Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the play and defense.

“It is difficult for declarer to count losers. There are two heart losers, although it's unlikely that declarer will lose more than one trick. The ♥10 might appear, a heart could be ruffed in dummy or a heart could be discarded on one of dummy's high spades. There are three club losers, so declarer's challenge will be to restrict the losers in the trump suit to one.

“Declarer can avoid a trump loser if East holds the ♦K and the suit is divided 3–2. Even if the diamond finesse loses, there should be only one trump loser if the suit divides 3–2. So, the contract appears reasonable if the diamonds behave.

“Suppose the defenders take the first three club tricks. West then leads a heart to East's ♥A, and East leads back a heart which is won in dummy. It's tempting to take the diamond finesse, but declarer might decide that it's unlikely that East holds the ♦K. East already has shown up with the ♣A and ♥A and might have opened the bidding or competed in the auction with the ♦K as well. If that's the case, declarer's best play is the ♦A and then the ♦Q. If the diamonds break 3–2 and West wins with the ♦K, the contract should make if the defenders can't get a heart ruff. On the actual layout, this will work, and South will come home in the precarious 2♦ contract.”

Suggested Defense

“The defenders first challenge comes at trick one. When West leads the ♣K, East must overtake with the ♣A and lead back a club, so that the defenders get their three club tricks. If East plays the ♣8 on the first trick,

the suit becomes blocked, and declarer will have an opportunity to discard a club loser on one of dummy's high spades.

"Having overcome this hurdle, the defenders can actually defeat the contract. After winning the third round of clubs, West might see no future in leading a fourth round, since declarer can ruff. A fourth round of clubs will be very effective, however, if East ruffs with the $\spadesuit 10$. To win the trick, declarer must overruff with the $\spadesuit J$, and West now has two diamond tricks — one with the $\spadesuit K$ and a second with the $\spadesuit 9$. This defensive maneuver is called an uppercut. It's difficult to visualize, but West might see the possibility of getting a second trump trick this way if partner holds the $\spadesuit 10$, $\spadesuit J$ or $\spadesuit Q$. East also must visualize the position and cooperate by ruffing with the $\spadesuit 10$, rather than the $\spadesuit 6$.

"West might be afraid that leading a fourth round of clubs could cost the defenders a trick if partner holds the $\heartsuit A Q$, for example. Declarer can discard a heart from dummy on the fourth round of clubs, and if East doesn't have a high diamond, the defenders may have lost their chance to defeat the contract. West probably can work out from the auction that it is very unlikely that East holds both the $\heartsuit A$ and $\heartsuit Q$, but it is likely that most defenders will lead a heart, rather than a fourth round of clubs. Defenders are aware that giving declarer a ruff and a sluff is not usually a good idea . . . but there are always exceptions. If West does lead a heart, East still can defeat the contract by ducking the $\heartsuit A$. On gaining the lead with the $\spadesuit K$, West can lead a second heart to East's $\heartsuit A$, and East can return a third round of hearts for West to ruff with the $\spadesuit 9$.

"On the actual deal, West may get a second chance even if East doesn't duck the $\heartsuit A$. Suppose the defenders win the first three clubs, and West then leads a heart. East wins the $\heartsuit A$ and returns a heart, which declarer wins in dummy. If declarer takes the diamond finesse, West will have another chance to lead a fourth round of clubs. At this point, West may realize that there is no other chance for the defense.

"This deal illustrates how finely tuned the struggle for a partscore can be. At some forms of the game, everyone might pass and get on to the next deal . . . since none of the players has 13 points. A deal like this, however, can prove quite interesting — both during the play and in the analysis afterwards."

Bid and Play — Deal 3: Drury Uncovers Light Opening Bids

Guidelines for Teachers: After a third seat opener, South uses Drury to check on the quality of North's bid. The response indicates it was sub-minimum, and South opts to keep the contract low. This hand and the following variation include interesting examples of trump management when a loser needs to be ruffed. Cover the basics of ruffing the loser on both deals. Get into a more detailed discussion only if the group needs to be challenged.

Introduction

“Let's play a deal where Drury is used to clarify opener's hand.”

Instructions

“South is the dealer. Take your hands and start the bidding. Stop when you have completed the auction.”

(E-Z Deal Cards: #4, Deal 3 — Dealer, South)

Dealer: South	♠ A 8 7 4 2										
Vul: E-W	♥ A 9										
	♦ 8 6										
	♣ K 8 5 4										
♠ J 9 6	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ Q 10
	N										
W		E									
	S										
♥ Q 8 3		♥ K 10 6 5									
♦ A 9 4		♦ Q J 10 3 2									
♣ Q 10 7 6		♣ J 2									
	♠ K 5 3										
	♥ J 7 4 2										
	♦ K 7 5										
	♣ A 9 3										

Suggested Bidding

When it appears that all of the tables have completed the auction, review how the bidding should have gone.

WEST	NORTH	EAST	SOUTH
			Pass
Pass	1 ♠	Pass	2 ♣
Pass	2 ♦	Pass	2 ♠
Pass	Pass	Pass	

“After two passes, North opens with minimal values in third position. East’s suit isn’t good enough for an overcall at the two level, so the bidding comes back to South. With support for partner’s suit and 11 high-card points, South uses Drury to start an invitational sequence. South bids 2♣ to check on the quality of North’s opening bid. North’s 2♦ reply shows a sub-minimum opening, so South settles for a partscore of 2♠.

“If the partnership uses reverse Drury, the auction would go like this:

WEST	NORTH	EAST	SOUTH
			Pass
Pass	1♠	Pass	2♣
Pass	2♠	Pass	Pass
Pass			

“North’s 2♠ rebid shows a sub-par opening bid, and South passes. Either method of responses would allow the partnership to stop at the two level rather than the three level.”

When everyone understands the proper bids and the final contract, the students can proceed to play out the cards in a contract of 2♠ by South.

Suggested Opening Lead

“East is on lead and has a clear favorite in the ♦ Q, top of a sequence. North’s 2♦ rebid has nothing to do with diamonds.”

Suggested Play

“Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let’s review the play and defense.

“The opening lead suggests that the ♦ A is unfavorably placed, so declarer can expect two diamond losers. There is a heart loser, and even if the defenders’ spades divide 3–2, there is a sure trump loser. North will have to limit the club suit to one loser. There are a couple of chances for eliminating a club loser. The suit might be divided 3–3, in which case North’s fourth club will be a winner; or North may be able to ruff a club loser in dummy.

“Since it’s more likely the clubs are divided 4–2 than 3–3, declarer should aim to ruff a club in dummy. To do this, declarer must plan the play carefully. Suppose the defenders start with three rounds of diamonds and declarer ruffs the third round. North’s first thought might be to play two rounds of trumps, with the ♠ A and the ♠ K, leaving the defender’s high spade outstanding and leaving one spade in dummy to ruff the club loser. The problem with this line of play is that declarer must then give up a club trick before the fourth club can be ruffed. The defender who wins the third round of clubs

may have the high trump and can draw dummy's last trump. That would happen on the actual layout.

“Declarer's second thought might be to play the clubs before touching the trump suit. If declarer plays the ♣A, the ♣K and a third round of clubs, however, another problem might develop. If the clubs don't divide 3–3, the defender winning the third round of clubs might play a fourth round. If the other defender ruffs this and declarer has to overruff with dummy's ♠K, declarer might lose two trump tricks. Again, this could happen on the actual layout of the cards.

“To counter both possibilities, declarer has to slightly modify the order of play. After ruffing the third round of diamonds, declarer should play a low club from both hands. Declarer gives up the club trick early, before the defenders can do any damage. Suppose the defenders win this trick and lead a heart. Declarer takes the ♥A and plays the ♠A and ♠K, drawing two rounds of trump and leaving the defenders with one high trump. Now declarer plays the ♣A and the ♣K. If the defender with the last trump ruffs one of the club winners, there is still a trump left in dummy to take care of the club loser. If the clubs divide 4–2 and neither of the club winners is ruffed, declarer now ruffs the fourth round of clubs with dummy's remaining low trump. The defenders get one heart trick, two diamond tricks, one club trick and their high spade — not enough to defeat the contract.”

Suggested Defense

“The defenders have a chance to defeat the contract if declarer doesn't handle the hand very carefully. If declarer plays two rounds of trumps early and then gives up a club trick, West can win and play a third round of spades. The defenders get two club tricks. If declarer plays three rounds of clubs early, West can win the third round and play a fourth round of clubs. East ruffs with the ♠10, and now declarer has no way to avoid two spade losers.”

Bid and Play – Variation of Deal 3: Drury Uncovers Light Opening Bids**Instructions**

Have the students make the following changes and replay the hand.

“From the North hand, take the ♠7, the ♠4 and the ♥9 and give them to West. Take the ♠8 and give it to East.

“From the East hand, take the ♠Q, the ♠10 and the ♥K and give them to North.

“From the West hand, take the ♠J and give it to North. Take the ♠9 and the ♠6 and give them to East.”

Introduction

“Let’s play a deal where once again Drury is used to clarify opener’s hand.”

Instructions

“South is the dealer. Take your hands and start the bidding. Stop when you have completed the auction.”

Dealer: South	♠ A Q J 10 2	
Vul: E-W	♥ A K	
	♦ 8 6	
	♣ K 8 5 4	
♠ 7 4		♠ 9 8 6
♥ Q 9 8 3		♥ 10 6 5
♦ A 9 4		♦ Q J 10 3 2
♣ Q 10 7 6		♣ J 2
	♠ K 5 3	
	♥ J 7 4 2	
	♦ K 7 5	
	♣ A 9 3	

Suggested Bidding

When it appears that all of the tables have completed the auction, review how the bidding should have gone.

WEST	NORTH	EAST	SOUTH
			Pass
Pass	1 ♠	Pass	2 ♣
Pass	3 ♣ (4 ♠)	Pass	3 ♠
Pass	4 ♠	Pass	Pass
Pass			

“The South hand is the same as in the previous exercise, but this time North has a full opening bid. After North opens 1 ♠ in third position, South uses

Drury to ask whether North has a full opening bid. By showing the second suit, North promises a sound opening bid and the partnership reaches game. Since South's use of Drury implies at least three-card spade support and 10 or more points, North might simplify the auction by going directly to game over the 2♣ response.

"The auction would go in a similar fashion if the partnership uses reverse Drury."

When everyone understands the proper bids and the final contract, the students can proceed to play out the cards in a contract of 4♠ by North.

Suggested Opening Lead

"South has a difficult choice of leads, but is most likely to start with the ♠K, top of touching honors."

Suggested Play

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the play and defense.

"Declarer has two diamond losers and two club losers. Since the opening lead traps South's ♦K, declarer must plan to eliminate a club loser.

"The club situation is similar to that in the previous exercise, but declarer must plan carefully to avoid losing two tricks in the suit. If declarer leads two rounds of trumps and then gives up a club trick, the defenders may be able to lead a third round of trumps. Now declarer can't ruff the last club loser. Instead, declarer must plan to give up a club trick before playing too many rounds of trumps.

"In the previous exercise, it was correct to give up a club trick immediately. This time, declarer may safely take the ♣A and ♣K early and lead a third round. Declarer's trumps are good enough so that an uppercut is not effective. Declarer intends to ruff the last club with the ♠K anyway.

"Suppose the defenders lead three rounds of diamonds and declarer ruffs the third round. Declarer can afford to play one high trump from the North hand, but must then play the ♣A, ♣K and a third round of clubs. Now the defenders are helpless. They can't prevent declarer from ruffing the fourth club with dummy's ♠K and making the contract.

"The difference between this deal and the previous one is subtle when it comes to handling the club suit. When planning to ruff losers in the dummy, declarer must look carefully at the order of play to decide how best to handle both the trump suit and the suit to be ruffed."

Suggested Defense

"Provided declarer is careful to leave the ♠K in dummy, the defenders can't defeat the contract. If declarer draws all of the trumps, West can defeat the contract by holding on to all four clubs. If declarer plays dummy's ♠K early, East gets a trump trick when the fourth round of clubs is led."

Bid and Play — Deal 4: Drury After a Takeout Double

Guidelines for Teachers: This deal indicates a need for partnership agreement that 2♣ is Drury following a takeout double. In general, this is a *Would you rather play or defend?* type of deal that will warrant a lot of discussion.

Introduction

“Let’s play another deal using Drury to get to game following an opening bid in third seat.”

Instructions

“West is the dealer. Take your hands and start the bidding. Stop when you have completed the auction.”

(E–Z Deal Cards: #4, Deal 4 — Dealer, West)

Dealer: West	♠ J 10 7 3											
Vul: Both	♥ 7 5											
	♦ 9 7 6 3											
	♣ J 10 9											
♠ A 6		<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td style="text-align: center;">E</td><td></td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W	E			S		♠ 8 4 2
	N											
W	E											
	S											
♥ K 10 4			♥ A Q J 8 6 3									
♦ Q J 10 5			♦ A									
♣ 6 5 4 3			♣ K 7 2									
	♠ K Q 9 5											
	♥ 9 2											
	♦ K 8 4 2											
	♣ A Q 8											

Suggested Bidding

WEST	NORTH	EAST	SOUTH
Pass	Pass	1♥	Double
2♣	Pass	2♥ (4♥)	Pass
3♥	Pass	4♥	Pass
Pass	Pass		

“East has a sound 1♥ opening bid in third position, and South has the ideal hand for a takeout double. With support for partner’s suit and 10 high-card points, West can use Drury to ask whether East has a full opening bid. With most partnerships, Drury still applies after the takeout double. By rebidding 2♥ rather than 2♦, East confirms a full opening bid. East might even jump

directly to game, knowing West has a fit in hearts and 10 or more points. Either way, the partnership should reach game in hearts.”

When everyone understands the proper bids and the final contract, the students can proceed to play out the cards in a contract of 4♥ by East.

Suggested Opening Lead

“South has a difficult choice, but is most likely to start with the ♠K, top of touching honors.”

Suggested Play

“Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let’s review the play and defense.

“East has two spade losers and three club losers. One spade loser can be ruffed in the dummy. A club loser might be avoided by leading toward the ♣K, hoping North has the ♣A. This idea loses some of its appeal, because South made a takeout double. It’s more likely that South has the ♣A than North.

“Looking for an alternative to the club finesse, declarer can plan to take advantage of dummy’s diamonds. After taking the ♦A, declarer can cross to dummy and lead the ♦Q. If North plays the ♦K, East can ruff and later discard two club losers on dummy’s established ♦J and ♦10. If North doesn’t play the ♦K, East can discard a club loser. This is a variation of the loser on a loser play. If South wins the ♦K, the ♦J and the ♦10 are still established for later club discards. If South leads a club, declarer will get a trick with the ♣K.

“The only danger to this line of play is if North ever gets the lead and plays a club, trapping East’s ♣K. To avoid this, declarer should duck the first round of spades. Suppose declarer ducks the first round of spades and South continues with a second spade. Declarer wins the ♠A, crosses to the ♦A, plays the ♥A and a heart to dummy’s ♥10. Declarer then leads the ♦Q and discards a club when North plays a low diamond. South wins with the ♦K but can’t defeat the contract. In fact, if South doesn’t take the ♣A, declarer gets the rest of the tricks by discarding the remaining two clubs on dummy’s diamond winners.”

Suggested Defense

“If South leads the ♠K and declarer wins the first trick with dummy’s ♠A, the defenders have a chance. Suppose declarer unblocks the ♦A, crosses to dummy with a heart and leads the ♦Q, discarding a club. On winning the ♦K, South can defeat the contract by leading a low spade to North’s ♠10. North then leads the ♣J, and the defenders take two club tricks.

“How does South know to lead a low spade after winning the $\spadesuit K$? North can help on the first trick. When the $\heartsuit A$ is played, North should play the $\heartsuit J$. The play of an honor in this situation promises the next lower honor and denies the next higher honor. By playing the $\heartsuit J$, North is showing the $\heartsuit 10$ and telling partner that it is safe to lead a low spade away from the $\heartsuit Q$.

“This all requires good cooperation between the partners. North must realize the importance of the $\heartsuit 10$ as an entry, so that clubs can be led through declarer’s holding. South has to have the courage to believe North’s signal. If North doesn’t play the $\heartsuit J$ on the first trick, South can still defeat the contract by leading a low spade upon winning the $\spadesuit K$, but it’s much more difficult. Instead, South might take the $\heartsuit Q$ and then lead clubs, hoping the defenders have two tricks to take in that suit.

“Declarer can simply duck the opening lead of the $\heartsuit K$ to avoid all of these complications. (South can always defeat the contract by leading a low spade at trick one and then leading a second low spade after winning the $\spadesuit K$... but anyone who defends like that has already seen all four hands!)”