# Passed Hand Bidding

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http://watsongallery.ca/bridge/aaBidding/PassedHandBidding.pdf

# Opening Light in Third Seat:

Regarding opening light in third seat, "experience has shown that active players get better results than passive players. The more aggressive players, within suitable limits, create more problems for their opponents and consequently reap better results when their opponents misjudge." P 9 Mike Lawrence

# Requirements:

Some say they need a Queen less than a normal opener

I say you need the same hand you would make a one-level overcall at the same vulnerability.

However, the weaker you are the better the suit. If partner discovers you opened light, even a minor, (he has six points and opponents are in 3NT for example), it is a real suit and really lead directive.

# Third Seat Preempts

In third seat, one may open a weak two with a five-card suit, not vulnerable, and two things you would not have in first or second seat, a four-card major or a void. P30

### Fourth Seat Preempts

- "Now you can keep your opponents from bidding simply by passing." P 87
- Values for a one opening and a long suit, 11-13

### Fourth Seat Openers

```
15 or more Pearson points (HCP's + number of spades), open the bidding.
With less than 15, still open
quality points with aces and kings
good shape
no rebidding problems
```

# Drury

I like one-way reverse Drury. When partner opens 1M in  $3^{rd}$  or  $4^{th}$  seat, 2\* shows 3+ card-support and a limit raise. One uses Drury over  $4^{th}$  seat major openings even though the same hand would open in  $1^{st}$  or  $2^{nd}$  seats because one needs a forcing bid. P 78

# Responses to Drury

```
1M
2.
              2•
                            see below
              20M
                            other major, second suit game (HSGT) try
              2M
                            weak to be passed
              3♣
                            second suit (HSGT) game try
              3•
                            second suit (HSGT) game try
              2NT
                            slam try
              3M
                            slam try
              4M
                            to play
```

#### 2 Response

Shows a full opener (14+) or better and asks for your support length

```
P P 1M P 2* P 2* three card support 2* four or more card support
```

After  $2 \checkmark$ ,  $2 \spadesuit$  replies, 2NT is a slam try and a new suit is HSGT. 2M, if available ( $\spadesuit$ 's are trump) is HSGT in the trump suit. 3M if not a jump is also HSGT in the trump suit. 3M if a jump is a slam try.

#### Slam Tries

2NT shows extra values and asks partner to:

- Bid a singleton or void at the three level (Just like Jacoby 2NT)
- Bid a reasonable five-card suit or longer at the four level. 4nt is now two-suited keycard.
- Otherwise bid 3M to allow partner to cuebid below game.
- Bid 3NT with serious slam interest (good controls not quacky).

A jump to 3M shows extra values and asks partner to cuebid 1st and 2nd round controls.

### Example Both Vulnerable

Playing teams I picked up in first seat.

```
AA ♥Q6543 ♦KQ84 ♣543
```

Partner opened  $1 \checkmark$ . I bid  $2 \clubsuit$  Drury and partner bid  $4 \checkmark$ . I was so tempted to bid  $4 \spadesuit$  but how would I explain it to the teammates if  $5 \checkmark$  goes down one. I had to trust partner and pass.

Partner told our teammates that we missed slam because I did not open. Yes, if I open  $1 \checkmark$ , we will find slam, however, it is not an opening at teams because the Heart suit is so poor (right up to the momemt before partner opens  $1 \checkmark$ ). Nevertheless, we should also find slam through a Drury auction.

#### His Hand was

```
♦KQ2 ♥AKJ87 ♦AJ65 ♣7
```

### The bidding went:

```
P P 1♥ P
2♣ P 4♥ All Pass
```

### It should have gone:

	Р	Р	1♥	Р	
Drury LR+	2*	Р	2•	Р	14+ asking
4+ card support	2♠	Р	2NT	Р	Slam try
No stiff non honour	3♥	Р	3♠	Р	1 <sup>st</sup> or 2 <sup>nd</sup> round ♠ ctrl
Serious slam try	3NT	Р	4*	Р	1st or 2nd round & ctrl
$1^{\text{st}}$ or $2^{\text{nd}}$ round $ullet$ ctrl	4•	Р	4NT	Р	Keycard 1430
1 or 4 kc	5♣	Р	6♥	All Pas	S

#### Reference:

Lawrence, Mike, "Complete Guide to Passed Hand Bidding," Toronto, Canada: Master Point Press, 2011.