

## WHY & WHEN YOU SIGNAL

J943 3 hearts  
72 4 Spades  
KQ9  
AQJ9

A6  
AK863 2 hearts  
J10852 Pass  
4

72  
QJ5 Pass  
764  
107653

KQ1085  
1094 Dealer – 1 Spade  
A3 3 Spades  
K82 Pass

West leads the A of hearts, dummy plays small, East plays the Q, why the Q?  
You're West, what do you lead at trick 2 and why?

---

KJ9764  
J7 Dealer – 1 Spade  
KQ5 4 Spades  
K3

832 Pass  
4  
1093  
J87652

5 2 Hearts  
AKQ1083 Pass  
876  
AQ9

AQ10  
9652 3 Hearts  
AJ42  
104

West leads the 4 of hearts, dummy plays the 7, you, win the Q of hearts, what do you play next  
And why?

---

		763	Dealer – 2 Hearts	
		AJ10862	3 Diamonds (A or K)	
		K109		
		J		
A9852				104 Pass
74	Pass			K53 Pass
532	Pass			A87
Q109				K7642
		KQJ		
		Q9	2 NT (Feature)	
		QJ64	4 Hearts	
		A853		

East leads the 10 of spades, declarer plays the K, What spade do you play and why?

---

#### THIRD SEAT OPENINGS:

Creative Opening bids in 3<sup>rd</sup> seat: 64 AK1098 83 J1084

Open 2 hearts (weak 2), it's lead directing and makes it harder for the opponents.

K64 J84 1083 AK108:

Open 1 club, when you open light, you need to be able to pass any response partner makes.

Partner's responses are not forcing, as they are a passed hand. Pass any response they make.

2 K864 10983 AK108:

Pass. If you open 1 club, you should expect partner to respond 1 spade. If you bid again, partner expects you to have a full opening hand.

#### Fourth Seat Openings:

RULE of 15. When deciding to open light, after 3 passes, I add my high-card points to the Number of spades I have. If the total is 15 or higher, then I open the bidding.

DRURY: I play Drury when partner opens in 3<sup>rd</sup> seat and 4<sup>th</sup> seat.

It's a great convention, you give nothing up, and it allows for light opening bids.

I play Drury on in competition. Pass – Pass- 1 Heart (by partner) 1 Spade by the opponent 2 clubs by me is Drury, don't have to cue bid their suit and keeps the bidding at the 2 level.

I play it off if the opponent overcalls 1 NT. Pass – Pass – 1 Heart – 1 NT – Drury is off.