

## Openers

An eminent club member seemed aghast that two players in a recent match had opened at the one level with only nine points. He was equally surprised when we confirmed that this was not unusual in third seat after two passes. Of course this is dependent on the nature of your hand. A flat quacky nine count is a recipe for disaster, but a 5-card major, especially spades, makes it more difficult for LHO to come into the bidding. This is more prevalent if white v red.

The whole Drury convention is based on the possibility a light opener.

Nowadays with weak 2s, the Multi, Ekrens and Lucas all sort of weak hands are opened, but what should constitute a proper opener.

The Charity Sims had two boards that evidenced the contrast in potential opening hands.

Board 10 East was the dealer all vulnerable

East            ♠A10865.  
                 ♥Q982  
                 ♦K3  
                 ♣J5

First in hand vul, would you open 1♠? Ten points, but an unsupported jack. The losing trick count says six losers, but it does not have great trick taking potential, I think it is a marginal decision. First in hand perhaps you will mislead your partner more than obstructing the opponents. So, you decide to pass. Onto South who holds

                 ♠3  
                 ♥J5  
                 ♦A10854  
                 ♣KQ1094

Again, ten points with an unsupported jack, but two five card suits with your points concentrated therein. To me a clear 1♦ opener, there was no hesitation in Phil bidding 5♦ after Mike raised to three. He soon rolled in twelve tricks for a top.

Board 19

Vulnerable v not

South passes and as West you hold

                 ♠Q875  
                 ♥873  
                 ♦AQ9  
                 ♣A92

Second in hand my gut was saying pass, pass, pass. Ok I had twelve points and two aces, but completely flat. On a good day I might have four tricks. I was swayed by the fact I had the boss suit, but we habitually raise on three card support. My gut was right and I would have been better to pass -200 = a bottom. I suppose it is an easier decision for those playing weak NT.

No one seemed to pass the board out, but plenty of minus scores for E/W.