

Pearson Points And Drury



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The Bennett Murder Trial

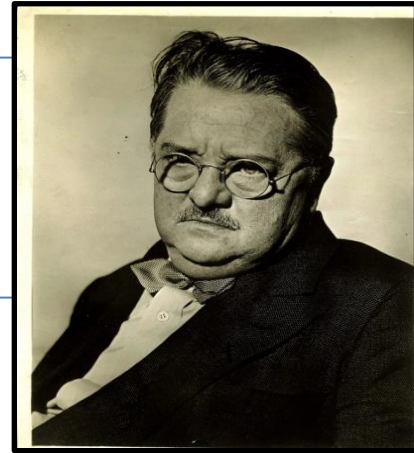


Playing bridge is like going to a special gym for the mind. It's as addictive as golf and can be learned in a week, or studied for a lifetime. One facet that separates bridge from most other games is that one shares one's fate, win or lose, with another person. Partnership emotions run the full gamut, from adoration to sympathy, from support to skillfully applied "one-upsmanship." The pastime has been likened to teaching your spouse how to drive while on amphetamines.

In 1929, the Bennetts of Kansas City, Missouri, invited the Hofmans to their home for an evening of rubber bridge. After a heated discussion over a hand, Myrtle Bennett went to the bedroom and retrieved a pistol. She chased after her husband and fired twice through the bathroom door, missing him both times. Mr. Bennett then rushed out into the living room and to the front door. His wife caught up with him and shot him two times before he could open it. The second shot was fatal, adding new meaning to the bridge term "drop dead bid."

Surprisingly, a diagram of the bridge hand was entered as evidence at Myrtle's trial. She claimed to the court that she had bumped into a chair, causing the gun to go off accidentally. Myrtle was found innocent, despite the two bullet holes in the bathroom door and the two in Mr. Bennett.

Myrtle Bennett – Years After the Trial



Alexander Woollcott, a former prominent member of the ‘Round Table’ and notable columnist and critic for the New York Times, wrote about Mrs. Bennett in her post-acquittal years in his 1934 collection *While Rome Burns*:

“Myrtle Bennett has not allowed her bridge to grow rusty, even though she occasionally encounters an explicable difficulty in finding a partner. Recently she took on one unacquainted with her history. Having made an impulsive bid, he put his hand down with some diffidence. "Partner," he said, "I'm afraid you'll want to shoot me for this." Mrs. Bennett, says my informant, had the good taste to faint.”

It's interesting to note that Myrtle hadn't given up her addiction to the game.



Pearson Points (aka the Rule of 15)

**DON'T PRACTICE
UNTIL YOU GET IT
RIGHT. PRACTICE
UNTIL YOU CAN'T
GET IT WRONG.**

- Originally created by Don Pearson to determine if a player should open his hand in **4th seat** or not.
- It turns out to also be quite effective in **3rd seat** (after two passes or three).
- Add your HCPs to your number of spades. If the total comes to **15**, always open. If it comes to **13**, never open. If it comes to **14**, decide if you like your hand or not.
- If you have 15 Pearson points in **3rd** or **4th** seat made up of 9 HCPs and 6 spades, for example, you should open the bidding, but with 2S, not 1S.

Pearson Point Practice



1)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
1D	Pass	Pass	???	
South	♠KQ106	♥A54	♦Q943	♣87

2)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
Pass	Pass	Pass	Pass	???
West	♠K763	♥QJ4	♦QJ	♣J753

3)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
2S	Pass	Pass	???	
South	♠KQ7632	♥K5	♦J93	♣85

4)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
1S	Pass	Pass	Pass	???
West	♠QJ762	♥62	♦K43	♣A874

5)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
Pass	Pass	Pass	???	
South	♠4	♥AKJ852	♦QJ3	♣J52

6)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
Pass	Pass	Pass	Pass	???
West	♠K973	♥J964	♦K3	♣K73

Time for a Joke

A blonde was driving home one night and got caught in a severe hailstorm. Her car was badly dented, so the next day she took it to a repair shop.

The shop owner saw that she was a blonde, so he decided to have some fun. He told her to go home and blow into the tail pipe really hard, and all the dents would pop out.

So, the blonde went home, got down on her hands and knees & started blowing into her tailpipe. Nothing happened. She blew a little harder, and still nothing happened.

Her blonde roommate saw her and asked, 'What are you doing?' The first blonde told her how the repairman had instructed her to blow into the tail pipe in order to get all the dents to pop out.

The roommate rolled her eyes and said, "Uh, like hello! You need to roll up the windows first."

Here's a tool for when your partner opens 1 of a major in 3rd or 4th seat.

Drury - Asking For Strength



- Used by a passed hand after partner has opened **1 of a major in 3rd or 4th seat** (with no interference). It shows **10+ HCPs and 3+ card support**.
- The passed hand bids **2C***, and partner says "Alert." It does NOT show clubs; it shows an invitational hand with support for the bid major.
- **If the opening bidder doesn't have extra values, he rebids his major suit at the 2 level** to get out (staying safely at the 2 level).
- **If the opening bidder has only a little better than opening values, he can invite partner to game with a new suit.**
- **With 15+ playing points, opener would just jump to 4 of his major.**

Drury Practice



1)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	Pass	Pass	1C	Pass
1NT	1H	Pass	1S	Pass

North ♠K10 ♥AQ42 ♦9432 ♣J84

Tread carefully.

2)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	Pass	Pass	1S	Pass
2D	???			

North ♠Q6 ♥A74 ♦KQ943 ♣864

1NT ♠Q6 ♥A84 ♦Q9643 ♣864

3)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	Pass	Pass	1S	Pass
* Drury 2C*	???			

North ♠Q76 ♥A4 ♦KQ943 ♣864

4)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	Pass	Pass	1S	Pass
2S	???			

North ♠Q76 ♥43 ♦KQ943 ♣J64

5)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	Pass	Pass	1S	Pass
4S	2C*	Pass	???	

South ♠KQ832 ♥A4 ♦KQ1043 ♣4

6)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	Pass	Pass	1S	Pass
2S	2C*	Pass	???	

South ♠AQ762 ♥Q4 ♦QJ43 ♣864

7)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	Pass	Pass	1S	Pass
2D	2C*	Pass	???	

South ♠AQ1076 ♥A4 ♦KJ43 ♣84

South has 19 Pearson Points (spades + HCPs) and opens the bidding.

Practice Hand - Pearson Points and Drury



<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
Pass	Pass	1S*	Pass
2C*	Pass	2D*	Pass
3D*	Pass	4S	Pass

North
 ♠ J82
 ♥ 4
 ♦ KJ863
 ♣ A752

North bids 2C (Drury) to show spade support and 10-12 playing points.

West
 ♠ K74
 ♥ Q862
 ♦ 75
 ♣ QJ104

South re-invites to game. North invites back, and South accepts his offer.

East
 ♠ 65
 ♥ AJ975
 ♦ A104
 ♣ 986

Lead = K♣

South (DEC.)
 ♠ AQ1093
 ♥ K103
 ♦ Q92
 ♣ K3

West will get in with his K♠, cross to East's A♥ to get a ♦ ruff.

Tricks lost = 1♦, 2♠'s, and a ♥ - down 1.

Although the Q♣ looks like a very attractive lead, the 7♦ will beat the contract.

East should take the A♦ and return his 10♦ to show an entry in the higher suit (♥).



Time to Play