



Bidding in 3rd and 4th Seats - Pearson Points and Drury with Tom Snow

Time for a Joke

A woman stayed overnight in a fancy hotel to celebrate her 70th birthday. When she checked out the next morning, the desk clerk handed her a bill for \$250.00.

"It's a nice hotel," she said, "but not worth \$250.00. I didn't even have breakfast!"

The clerk replied, "Breakfast was included if you'd wanted it. This hotel also has an Olympic-sized pool and a huge conference center for your use."

"But I didn't use them," she replied.

"Well, they are here, and you could have," said the clerk. "You also could have seen one of the in-hotel shows for which we are so famous."

She replied, "But I didn't go to any of those shows."

"Well," said the clerk, "we have them, and you could have."

After much discussion, she decided to pay, and wrote a check for him.

The clerk was surprised when he saw that the check was for only \$50.00.

"That's correct," she explained. "I charged you \$200.00 for sleeping with me."

"But I didn't sleep with you madam!" said the manager.

"Well, too bad," she replied. "I was here, and you could have."

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

Pearson Points

(aka the **Rule of 15**)

**Pearson Points =
HCPs + number of
spades**

- The tool was originally created by Don Pearson to determine if a player should open the bidding in **4th seat** or not (after 3 passes).
- It turns out to be just as effective in **3rd seat** also.
- Add your HCPs to your number of spades. If the total comes to **15⁺**, open, otherwise pass.
- If you have **15 Pearson Points** in **3rd or 4th seat** made up of 9 HCPs and 6 spades, for example, you should still open the bidding, but with **2S**, not **1S**.

Pearson Pts. 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

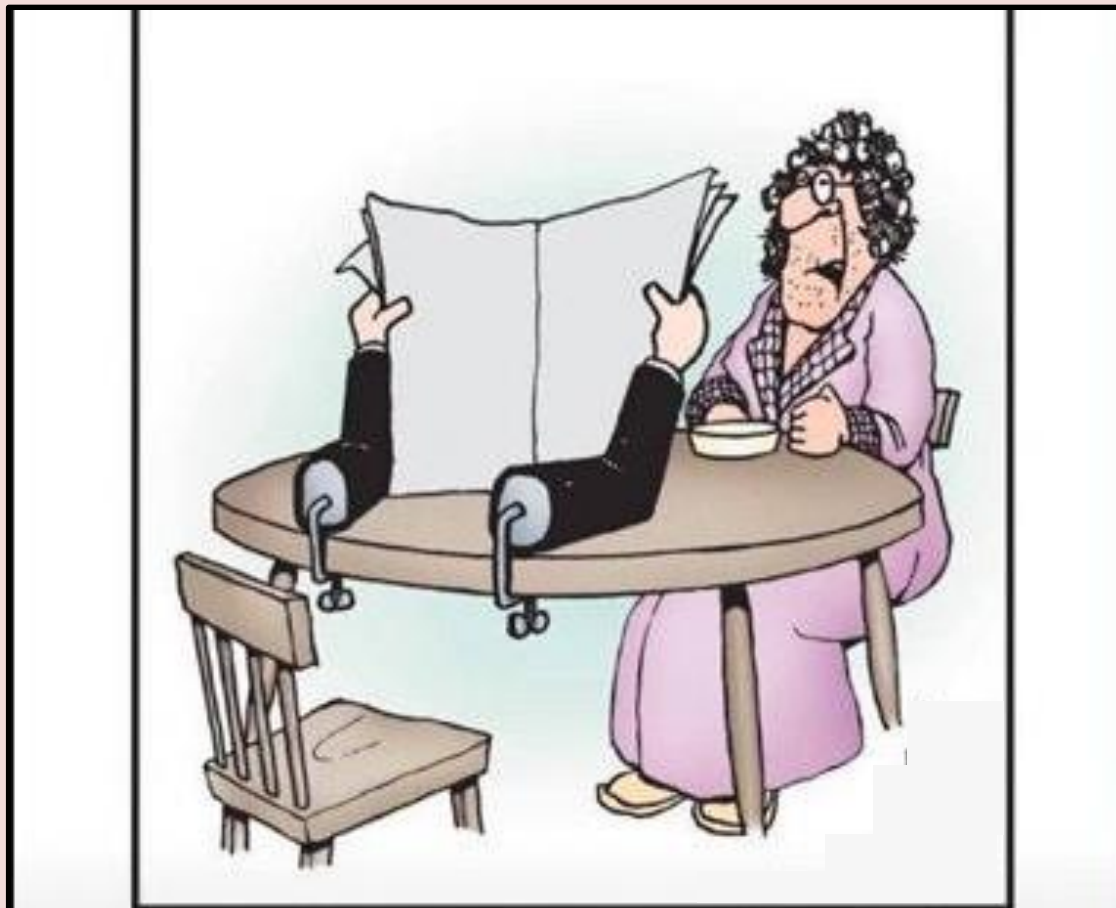
5)

	<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 Another Joke



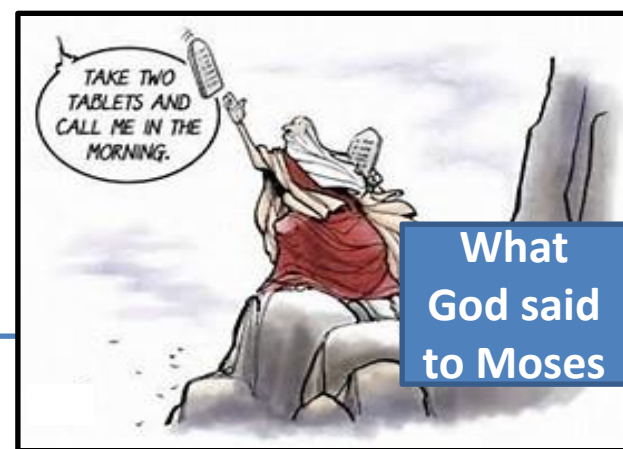
"I sometimes wonder if you
hear one word I say!"

Drury: a Passed Hand 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⁺ HCP 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 (or 2NT).**
- **With 15⁺ playing points, opener would usually just jump to 4 of his major.**

Passed Hand Practice



What God said to Moses

a)

	North	East	South	West
	Pass	Pass	1C	Pass
	1H	Pass	1S	Pass
	???			

North ♠K10 ♥AQ42 ♦9432 ♣J84

Tread carefully. Partner opened in 3rd seat and couldn't open 1NT.

1)

	North	East	South	West
	Pass	Pass	1S	Pass
2D	???			

North ♠Q6 ♥A74 ♦KQ943 ♣864

1NT ♠Q6 ♥A84 ♦Q9643 ♣864

2)

	North	East	South	West
	Pass	Pass	1S	Pass
2C*	???	*Drury		

North ♠Q76 ♥A4 ♦KQ943 ♣864

3)

	North	East	South	West
	Pass	Pass	1S	Pass
2S	???			

North ♠Q76 ♥43 ♦KQ943 ♣J64

*Drury

4)

	North	East	South	West
	Pass	Pass	1S	Pass
4S	2C*	Pass	???	

South ♠KQ832 ♥A4 ♦KQ1043 ♣4

*Drury

5)

	North	East	South	West
	Pass	Pass	1S	Pass
2S	2C*	Pass	???	

South ♠AQ762 ♥Q4 ♦QJ43 ♣864

*Drury

6)

	North	East	South	West
	Pass	Pass	1S	Pass
2D	2C*	Pass	???	

South ♠AQ1076 ♥A4 ♦KJ43 ♣84

Why is Drury So Important?



Question:

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
Pass	Pass	1H	Pass
???			

What does North respond if he passed this hand?:

North

♠3 ♥KJ42 ♦AQJ1043 ♣85

- a) If he bids 4H, it's pre-emptive (3-7 HCPs with 5 hearts), and he could miss slam.
- b) If he jumps to 3H, it's invitational, and they could easily miss a cold game.
- c) If he bids 2D, it's not forcing (since he's a passed hand), so they may miss playing in a heart contract and their game.

Answer: He bids 2C* (Drury), which shows support for partner's major and 10+ HCPs. If partner rebids 2H to play, he bids 4H. If partner bids something else, he bids diamonds to show interest in slam.

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

Pearson Pts. 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 = Q♣

The Q♣ looks like the most attractive lead, but leading the 7♦ will beat the contract.

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

South
 ♠ AQ1093
 ♥ K103
 ♦ Q92
 ♣ K3

With the 7♦ lead, West will get in with his K♠, cross to East's A♥ to get a ♦ ruff.

Tricks lost = 1♦, 2♠'s, and a ♥ (-1).

But in reality, South will make 4S.

PLAYTIME



Volcanto Lake, 200 - 300 - 400 - 500 - 600 - 700 - 800 - 900 - 1000 - 1100 - 1200 - 1300 - 1400 - 1500 - 1600 - 1700 - 1800 - 1900 - 2000 - 2100 - 2200 - 2300 - 2400 - 2500 - 2600 - 2700 - 2800 - 2900 - 3000 - 3100 - 3200 - 3300 - 3400 - 3500 - 3600 - 3700 - 3800 - 3900 - 4000 - 4100 - 4200 - 4300 - 4400 - 4500 - 4600 - 4700 - 4800 - 4900 - 5000 - 5100 - 5200 - 5300 - 5400 - 5500 - 5600 - 5700 - 5800 - 5900 - 6000 - 6100 - 6200 - 6300 - 6400 - 6500 - 6600 - 6700 - 6800 - 6900 - 7000 - 7100 - 7200 - 7300 - 7400 - 7500 - 7600 - 7700 - 7800 - 7900 - 8000 - 8100 - 8200 - 8300 - 8400 - 8500 - 8600 - 8700 - 8800 - 8900 - 9000 - 9100 - 9200 - 9300 - 9400 - 9500 - 9600 - 9700 - 9800 - 9900 - 10000