

## **Adventures in Bridge**

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## **This Week in Bridge**4th Seat Opening Bids

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## Options in the 4th Seat

After three Passes we have the option of passing the handout and taking 0 points of the board.

- Reason for opening the bidding
  - Try to get a plus score.
- The Power of the Spade Suit
  - The side with the longest higher-ranking suit is likely to win the contact.
  - o Rule of 15
    - Spades + HCP >= 15.
    - The longer your Spade Suit the more likely you are to win the contract
- 1-Level Openings
  - Normal with Game Interest
  - 4-card Majors with no Game Interest
    - Preempt the opponent's
    - Power of a 1S Opening
    - Pass partner's 1NT response
    - Drury On
  - o Best Minor Suit
- 2-Level Opening
  - Minimum Opening Hands
    - 10-14 HCP, usually a 6-card suit, little game interest
  - Want to open the bidding, but want to try and make it more difficult for the opponents to enter the auction.
- 1NT Opening
  - o Good 14 to 17 points
    - We sometimes stretch to bid 1NT in 4<sup>th</sup> Seat
    - We know that partner has some points.
  - 5-card Majors common