

Positions at the table are?

1. North, East, South and West (Never Eat Soggy Waffles)
2. Dealer is usually one of these four. Dealer rotates around the table every four boards
3. First Seat is "dealer", second seat is the LHO of Dealer, 3rd seat is Dealers partner and 4th seat is the 'balance seat.' And the RHO of dealer.
4. Opener is the first person in the above rotation who 'bids' a SUIT/Strain. Responder is Opener's partner
5. Overcaller is the person who is Opener's LHO, but ONLY if they BID a Suit/STRAIN "OVER" the Opening bid. Advancer is Overcaller's partner.
6. Therefore I have NAMED The seat holders - Oscar O'Pener, Olivia O'VerCaller, Rita Re'Sponder and Adam Ad'Vancer!

Each Week for the next four weeks we are going to talk about these four players and their 'habits' or problems or strategies at the table. Focusing on ONE in particular each week, but mentioning all four.

If you would like the 'word' document that I have created to explain their idiosyncrasies please put your email on the paper here on the table. I will send you the word document one week at a time ;-)

Oscar O'Pener

Opening Hand is? 13 HCPs plus (or more), OR 2 and a half quick tricks (WHAT IS A QUICK TRICK?), Opening bid AND a ReBID and/or 12 HCP or more TOTAL points

How do we COUNT? Ace is 4, King is 3, Queen is 2 and a JACK is one HCP. LENGTH points if you have a five card suit, you count 1 for length, a six card suit you can add 2 for length, a 7 card suit, you can count 3 for length, 8 card suit 4 for length, etc. **You do NOT count shortness when you OPEN.**

Count the points and Decide what Oscar would OPEN with the following hands

| | | | | | | |
|--------|--------|---------|---------|--------|--------|---------|
| S AKx | S Axx | S xx | S Axxxx | S Qxx | S Jxxx | S Void |
| H KQx | H AKx | H xxx | H Kxx | H Axx | H Kx | H KQJTx |
| D Axxx | D Jxxx | D AKQ | D Qxx | D KJT | D AQx | D Axx |
| C Jxx | C Qxx | C AJxxx | C Ax | C Axxx | C Kxxx | C AQx |

In First Seat and Second Seat, the rules for Oscar Opening are the same as stated above 13 HCP plus, 2 and a half quick tricks, opening bid and a rebid etc.

In 3rd seat after TWO passes Oscar has some thinking to do. About how many points do YOU think there are in those two passed hands? Minimum amount would be? (ZERO) Maximum amount would be? (10 or 11 in each hand, maybe even 12)

Often when Oscar opens in third seat and you hear this response from Rita Re'Sponder, his partner "I didn't think you had an opener you were in 3rd seat, when you opened!" OR even worse Rita puts Oscar in game because she has a 12 count she didn't open and they go down 2 vulnerable.....Oscar laments! "I didn't have a full opener because I was in 3rd Seat!"

Quick Tricks (Mentioned above) are An Ace, a KING all by itself is Half a quick trick, An AK in the SAME suit are 2 quick tricks, a KQ together are one Quick trick, a K in one suit and a Q in another suit. ONLY the KING counts as HALF a quick trick.

This hand has 2 and a half Quick Tricks – AQx = 1.5 KTxx = ½ Kx = ½ xxx = 0 This hand could be opened in any seat

This hand, however Jxx, KQxx, Qxx, KJx has only 1 and a half quick tricks even though it has 12 HCP, I wouldn't open this in ANY seat.

In Third seat another question you should ask is 'DO You have SPADES???' When you have spades you don't want to lose out. IF you have four spades you should open if you are borderline...Example: KQxx, xx, Axxx, Jxx 2 Quick tricks, Open this However, remember that hand up there with the 12 count and four hearts? DON'T open that!

In Third seat with the Dreaded 3, 3, 3, 4 distribution Pass is the call, when the decision is close. SO you would pass with Xxx, KQx, Qxx, KQxx Hand has 2 Quick Tricks so it is close, but it is BLEAUGH for distribution, PASS is your call with this type of hand.

But with xxx, KQxxx, KJxxx, void....Only 1.5 quick tricks, and the Opponents own spades, but not all of them! I would take the aggressive approach and venture 1 Heart in 3rd seat, love my distribution and love a heart lead.

Major Openers?

You shouldn't open very light with a major suit, so in third seat a NICE 12 count, with a FIVE card major OR a five card major with 2 and a half quick tricks is the ticket. HOWEVER if you and your pard play some type of Drury, that tool can get you to the right level if you happen to open lighter in third seat.

Pre-Empts

David Lindley is going to talk for two weeks about Pre Empt Hands, the last two weeks in April. Just Briefly – Here is my take on them.

5 to 10 HCP points is what I play and I have 9 or 10 if I am vulnerable....5 or 6 if I am not vulnerable. I use them to disrupt the bidding of the opponents. Once I open a WEAK 2 bid, I do NOT bid again, unless my PARTNER 'asks' me a question.

NOTE about pre empts, IF I am in FOURTH seat and there are three passes to me I would NOT open a weak two. IF I had six spades and 10 points I would open 1 spade, IF I had at least 2 quick tricks.