

## PSYCHIC OPENING BIDS

A psychic opening bid should comply with these general principles:

- First seat only. If one opponent has already passed, there is too much danger that partner has a big hand. Psychs in third seat seldom fool anyone.
- Maximum points: 3! (Which must not consist of a king) A queen must be held in the bid suit or long side suit, not in a four card or shorter suit.
- Bid your longest suit. Psyching with a short suit usually leads to disaster.
- Non-vulnerable vs vulnerable preferably, but sometimes (as when badly in need of points) when neither side is vulnerable.
- Duplicate pair events only.
- No four card or longer major suit outside of the bid suit.

You must pull a business double, of course, unless the bidding has been such that partner should realize you have psyched. How can partner know? If the opponents rush to a vulnerable game and he has two or more defensive tricks, he *should* know. Sometimes he can tell even below game level. Vulnerable opponents just don't fool around with notrump bids and the like.

There are some partners with whom you should never psych--those who are so greedy that they don't stop to think before doubling.

Don't psych if you are having a good game. Psychs average about 40% at best. They pay off on *other* hands when the opponents get into trouble because they think you may be psyching when you are not.

Don't psych in a team-of-four event--ever! It is rightly considered to be an insult to one's teammates.