

**Deal 1**  
North Deals  
None Vul

♠ Q J 10  
♥ J 3 2  
♦ 10 9 3 2  
♣ K 8 3

15  
7 9  
9

N  
W E  
S

♠ A 7 4  
♥ A Q 8 5  
♦ Q 7 4  
♣ Q J 6

♠ 8 6 5 2  
♥ 10 9 6  
♦ A J 8  
♣ A 5 4

♠ K 9 3  
♥ K 7 4  
♦ K 6 5  
♣ 10 9 7 2

West      North      East      South  
Pass      1 NT      Pass      2 NT  
2 NT by North

You dealt so it is your bid. What do you say?

With 4-3-3-3 distribution and 15 points this hand qualifies for a 1 NT opening. You bid 1 NT and partner raises to 2 NT.

Partner's 2 NT bid invites you to bid 3 NT if you are at the top of your 15-17 point range. Since you have only 15 points you decline the invitation.

**Deal 2**East Deals  
None Vul

♠ 10 9 3  
 ♥ K 7 4  
 ♦ Q J 8 5  
 ♣ K 8 3

6  
 9 16  
 9

♠ K 6 2  
 ♥ 10 9 6 5  
 ♦ K 9 3  
 ♣ 9 7 4

N  
 W E  
 S

♠ A 7 4  
 ♥ A Q  
 ♦ 10 7 4  
 ♣ A Q 10 6 5

♠ Q J 8 5  
 ♥ J 8 3 2  
 ♦ A 6 2  
 ♣ J 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 NT	Pass
2 NT	Pass	3 NT	Pass
Pass	Pass		
3 NT by East			

You dealt so it is your bid. What do you say?

This hand has 17 points and one of the balanced distributions. When you have a hand that meets the requirements you should open 1 NT. Do not worry about the lack of a ♦ stopper, you don't have to have all the suits stopped to open 1 NT. You bid 1 NT and partner raises to 2 NT. What do you bid next?

You should count on partner for 9 points for his invitation. Your 17 brings the total to 26 so you bid 3 NT.

**Deal 3**  
South Deals  
None Vul

♠ K 9 7 3	♦ A 4 2		
♥ J 7 3 2	♦ 10 9 6 5		
♦ A 4 2	♦ K 6 3		
♣ J 2	♣ 7 6 4		
	♠ Q J 10		
9	♥ A Q		
9 7	♦ 10 8 7		
15	♣ A Q 10 9 5		
West	North	East	South
Pass	2 NT	Pass	1 NT
Pass	Pass	Pass	3 NT
3 NT by South			

You dealt so it is your bid. What do you say?

Of course you open 1 NT. Partner responds 2 NT. What do you say?

With 15 points you decline invitations, and with 17 points you accept. But with 16 you have to use your judgement. Some players will just automatically bid 3 NT when they have 16 points, preferring to err on the side of boldness than to possibly miss bidding a makeable game. Others prefer to base their decision on how good the hand looks.

With all the Ts and 9s this hand is stronger than 16 points, so you bid 3 NT.

**Deal 4**

West Deals  
None Vul

♠ Q J 10 5  
♥ Q 9 8  
♦ A Q 4  
♣ A 9 8

5  
15 16  
4

*West*      *North*      *East*      *South*  
1 NT      Pass      4 NT      Pass  
Pass      Pass  
4 NT by West

♠ 2

♥ J 6 5 4 3 2

♦ J 7 3

♣ K 4 2

N  
W E  
S

♠ A K 3

♥ A K 7

♦ 10 8 2

♣ Q 10 7 5

♠ 9 8 7 6 4

♥ 10

♦ K 9 6 5

♣ J 6 3

You dealt so it is your bid. What do you say?

You open 1 NT. Again. This time partner jumps to 4 NT. What do you bid?

Partner's bid is not Blackwood. It is called a Quantitative 4 NT and he is telling you he has a balanced 16-17 point hand. He is inviting you to bid 6 NT.

With 17 you accept invitations, with 15 you decline. You have 15 so you pass.

As you see, there are 9 easy tricks and you can probably set up another. But you have no chance to make slam.

**Deal 5**

North Deals

None Vul

♠ 9 8 7 6 4

♥ 10

♦ Q 9 6 5

♣ 8 6 3

$$\begin{matrix} 17 \\ 2 \\ 16 \end{matrix}$$


♠ 2  
♥ J 6 5 4 3 2  
♦ J 7 3  
♣ K 4 2

♠ A K 3  
♥ A K 7  
♦ 10 8 2  
♣ Q 10 7 5

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	1 NT	Pass	4 NT
Pass	6 NT	Pass	Pass
6 NT by North			

You dealt so it is your bid. What do you say?

You open 1 NT and partner jumps to 4 NT.

This is the sequel to Deal 4. This time you have 17 points so you accept partner's invitation to slam and bid 6 NT.

You have 11 top tricks and can easily set up one more in ♣s.

**Deal 6**East Deals  
None Vul

♠ A K 3  
 ♥ A K 7  
 ♦ 10 8 2  
 ♣ Q 10 7 5

**16**    **3**  
**16**    **16**  
**5**

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
4 NT	Pass	1 NT	Pass
Pass	Pass		
6 NT by East			

♠ 9 8 7 6 4

♥ 10  
 ♦ K 9 6 5  
 ♣ 8 6 3

W	N	E
S		

♠ Q J 10 5  
 ♥ Q 9 8  
 ♦ A Q 4  
 ♣ A J 9

♠ 2  
 ♥ J 6 5 4 3 2  
 ♦ J 7 3  
 ♣ K 4 2

You dealt so it is your bid. What do you say?

You open 1 NT and partner jumps to 4 NT.

This is the threequel to 4 and 5. With a "good 16" points you accept the invitation and bid 6 NT.

As you might expect, this time the slam is not so certain, but there is a good chance. If either Minor suit finesse works you can make 12 tricks.