

Deal 1

North Deals
None Vul

♠ A 10 9 7 2		♠ J 6
♥ —		♥ A 6 5 3
♦ 10 9 8		♦ Q J 4 3
♣ K J 10 7 2		♣ 8 4 3

♠ K 8
♥ J 7 4 2
♦ K 7 6 2
♣ 9 6 5

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♥	Pass	2 ♥
Pass	2 ♠	Pass	4 ♥
Pass	Pass	Pass	
4 ♥ by North			

Decide what you would say next, then on BID above.

Except for the ♠ weakness you have a nice hand. If partner can Help you in that suit then you want to be in game.

So you bid 2 ♠ and partner bids 4 ♥. Sometimes it is easy.

Deal 2

East Deals

None Vul

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

9
 9 16
 6

West

2 ♠

3 ♥

Pass

4 ♠ by East

♠ J 7 6

♥ J 9 4

♦ K Q J 10 4

♣ J 5



♠ 9 2

♥ Q 10 8 7

♦ A 7

♣ 9 7 6 4 3

North

Pass

Pass

East

1 ♠

3 ♦

4 ♠

South

Pass

Pass

ALL

♠ A K Q 8 4

♥ 6 2

♦ 9 6 2

♣ A K 8

Decide what you would say next, then on
 BID above.

You do have 9 points so you are inclined
 to bid game, but partner needs help in ♦s,
 and you are bankrupt there. But rather
 than just signing off, this hand gives you
 a way to temporize.

You bid 3 ♥, a bid not covered in the
 Summary, but which you hope partner
 will interpret as meaning: "I can't help
 you in ♦s, but I have some great ♥s."

Apparently partner interpreted it the way
 you wanted since he bid the game.