

Deal 1

South Deals

None Vul

♠ K 6
 ♥ 10 5
 ♦ 10 8 5 4
 ♣ Q 8 7 6 2

14
 5 7
 14

♠ 7 4
 ♥ Q 7 3
 ♦ A K J 7 3
 ♣ K J 9



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

♠ Q 9 5 3
 ♥ J 9 6 4
 ♦ 9 6
 ♣ A 4 3

West	North	East	South
			1 ♠
Pass	2 ♦	Pass	2 ♥
Pass	2 NT	Pass	3 NT
Pass	Pass	Pass	
3 NT by North			

South opens 1 ♠. North responds 2 ♦, a 2/1 force to game.

South's priority is to now show the 4-card ♥ suit. Remember that North might also have 4 ♥s.

North doesn't have 4 ♥s, nor does she have 3 ♠s. She does, however, have stoppers in ♣s so she bids 2 NT. South happily says 3 NT.

Deal 2

South Deals
None Vul

♠ K 6
♥ 9 5
♦ 10 8 5 4
♣ Q J 8 6 2

13
6 7
14

♠ 7 4
♥ K Q 3
♦ A K J 7 3
♣ 10 9 7



♠ Q 9 5 3
♥ J 7 6 4
♦ 9 6
♣ A 4 3

♠ A J 10 8 2
♥ A 10 8 2
♦ Q 2
♣ K 5

West	North	East	South
			1 ♠
Pass	2 ♦	Pass	2 ♥
Pass	3 ♣	Pass	3 NT
Pass	Pass	Pass	
3 NT by South			

South opens 1 ♠. North responds 2 ♦, a 2/1 force to game.

South's priority is to now show the 4-card ♥ suit. Remember that North might also have 4 ♥s.

North doesn't have 4 ♥s, nor does she have 3 ♠s. Furthermore, she does not have stoppers in ♣s so she cannot bid NT. Since she has to keep bidding, but has no reasonable bid she can make, she bids the fourth suit, 3 ♣. Compare this Deal with Deal 21.

South understands that North's ♣ bid is Fourth-Suit-Forcing, and does not actually show ♣s. However since South does have a ♣ stopper he bids 3 NT. In this case this turns out to be the best game contract.

Deal 3

South Deals

None Vul

♠ Q 5
 ♥ 9 5
 ♦ K J 9 6
 ♣ K J 9 6 2

12
 10 8
 10

♠ A K 9 7 4
 ♥ K Q 6 3
 ♦ 7 3
 ♣ 10 7



♠ 10 8 2
 ♥ A 2
 ♦ A 8 5 4 2
 ♣ Q 8 5

♠ J 6 3
 ♥ J 10 8 7 4
 ♦ Q 10
 ♣ A 4 3

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

South passes and North opens 1 ♠.

South now bids 2 ♦. Since South originally passed this is NOT 2/1 Game Force. Instead, it is forcing for one round and shows 11 or more points.

North next shows her 4-card ♥ suit. South gives a preference to 2 ♠.

Knowing that South does not have opening strength North passes 2 ♠.

Deal 4

South Deals

None Vul

♠ A 8
 ♥ Q 5
 ♦ K J 9 5
 ♣ J 10 9 7 2

9
 11 7
 13

West

North

East

South

Pass

1 NT

Pass

1 ♠

Pass

2 ♠

Pass

2 ♣

Pass

2 ♠ by South

♠ 7 4

♥ 9 8 6 3

♦ A 7 6 2

♣ K Q 3



♠ K Q 10 6 2

♥ A 7 4

♦ 8 4

♣ A 8 5

♠ J 9 5 3

♥ K J 10 2

♦ Q 10 3

♣ 6 4

South opens 1 ♠. With 9 points and a doubleton ♠ North must respond 1 NT.

In standard bidding South would happily pass a 1 NT response. But in 2/1 the 1 NT response is forcing for 1 round. South is forced to bid a 3-card minor so he says 2 ♣.

North prefers ♣ over ♠ but must allow for the possibility that South has bid a 3-card suit. So North gives a preference to 2 ♠. This is called a "false preference", but it assures the team of being in at least a 7-card fit.

South happily passes and the pair lands in a reasonable contract, probably better than 1 NT.

Deal 5

South Deals
None Vul

♠ 10 9 3 2
♥ 10 4 3
♦ Q 7 3
♣ J 5 4

17
3 7
13

♠ Q 6
♥ A K Q 9 7 2
♦ 9 8 4
♣ A Q



♠ A K 8 7 4
♥ J 8 6
♦ A J 6
♣ 9 3

♠ J 5
♥ 5
♦ K 10 5 2
♣ K 10 8 7 6 2

West	North	East	South
			1 ♠
Pass	2 ♥	Pass	3 ♥
Pass	4 ♣	Pass	4 ♦
Pass	4 NT	Pass	5 ♥
Pass	5 NT	Pass	6 ♦
Pass	6 ♥	ALL	Pass
6 ♥ by North			

South opens 1 ♠. North has a mountain, but there is seldom a need to jump-shift when using 2/1. He bids 2 ♥.

South's priority on her first rebid is to agree trumps if possible. Knowing North has at least a 5-card suit, she bids 3 ♥.

North naturally feels slammish, and shows it with a control-showing cue-bid, 4 ♣. Do not even THINK this might be Gerber.

South doesn't have any extra strength, but that doesn't matter. With South making a slam try she should cooperate by showing her ♦ control. It is important to realize that South isn't showing any extra strength, she is merely going along with North.

North asks for Aces and gets two. He decides to find out about Kings, if South happens to have three he will bid 7 NT. When South shows just one North settles for 6 ♥. This should be a good slam, needing only a decent ♠ break.