

Board 1

South Deals

None Vul

♠ 63

♥ JT 4

◆ T 86

♣ A 7 6 3 2

♠ 7 4

♥ Q73

♦ A K J 7 3

♣ K J 9

N
W E
S

◆ ALT 82

♦ A J 10

◆ 02

Q2
T5

♠ K Q 9 5

965

◆ 954

♣ Q 8 4

Baker 2over1.21

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 \heartsuit s, nor does she have 3 \spadesuit s. She does, however, have stoppers in \clubsuit s so she bids 2NT. South happily says 3NT.

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

3 NT by South

Board 2

South Deals

N-S Vul

♠ 9 6
♥ 7 6 5 4
♦ 9 8
♣ A Q J 6 2

♠ 7 4

♥ K Q 3

♦ A K J 7 3

♣ T 9 7

	N	
W		E
	S	

♠ K Q 5 3
♥ J 9
♦ T 6 5 4
♣ 8 4 3

♠ A J T 8 2
♥ A T 8 2
♦ Q 2
♣ K 5

West	North	East	South
Pass	2♦	Pass	2♥
Pass	3♣	Pass	3NT
All Pass			

3 NT by South

Baker 2 over 1 22
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 3NT. In this case this turns out to be the best game contract.

Board 3

South Deals

E-W Vul

♠ -
 ♥ J T 9 8
 ♦ J T 9 6
 ♣ A K 6 4 3

♠ A K 9 7 4

♥ K Q 6 3

♦ 7 3

♣ T 7

	N	
W		E
	S	

♠ Q J 6 5 3
 ♥ 7 5 4
 ♦ K Q
 ♣ J 9 2

♠ T 8 2
 ♥ A 2
 ♦ A 8 5 4 2
 ♣ Q 8 5

West	North	East	South
			Pass
Pass	1♠	Pass	2♦
Pass	2♥	Pass	2♠
All Pass			

2 ♠ by South

Baker 2 over 1 23
 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♠.

Board 4

South Deals

Both Vul

♠ A 9 8

♥ Q 5 2

♦ Q J 9 3

♣ 9 4 2

♠ 7 4

♥ 9 8 6 3

♦ A 7 6 2

♣ K Q 3



♠ J 5 3

♥ K J T

♦ K T 5

♣ J T 7 6

♠ K Q T 6 2

♥ A 7 4

♦ 8 4

♣ A 8 5

West	North	East	South
Pass	1NT	Pass	1♠
Pass	2♠	All Pass	2♣

2 ♠ by North

Baker 2 over 1 24

South opens 1♠. With 9 points and a doubleton ♠

North must respond 1NT.

In standard bidding South would happily pass a 1NT response. But in 2/1 the 1NT 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 1NT.

Board 5

South Deals
None Vul

♠ 5 2
♥ T 5 3
♦ K Q T 7 3
♣ J 7 4

♠ Q 6

♥ A K Q 9 7 2
♦ 9 8 4

♣ A Q

N
W E
S

♠ J T 9 3

♥ 4
♦ 5 2

♣ K T 8 6 5 2

♠ A K 8 7 4
♥ J 8 6
♦ A J 6
♣ 9 3

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

6♥ by North

Baker 2 over 1 25

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 7NT. When South shows just one North settles for 6♥. This should be a good slam, needing only a decent ♠ break.