

Deal 1

East Deals

None Vul

♠ Q 7 6 5 4

♥ 9 6 4

♦ J 2

♣ J 4 3

16
4 12
8

♠ A J 10

♥ Q 10 7

♦ A 7 5

♣ K Q 10 9



♠ K 9 2

♥ A J 3 2

♦ 8 3

♣ A 8 6 5

♠ 8 3

♥ K 8 5

♦ K Q 10 9 6 4

♣ 7 2

West

North

East

South

1♣

2♦

Pass

2 NT

Pass

3♥

Pass

3 NT

ALL

Pass

3 NT by North

The bidding has been as shown. It is your bid.

With a good 6-card suit and 10 points you make a Weak Jump Overcall to 2♦. Partner says 2 NT.

The 2 NT bid is a standard response to a Weak 2-bid. It asks for the identification of any outside high-card if the Weak 2-bidder has more than a minimum. Here you are in the top range for your bid so you show your ♥ K.

That was apparently the missing link for partner, he now says 3 NT.

Deal 2

North Deals

None Vul

♠ A 8 5
♥ A K 7
♦ K J 6
♣ 10 8 6 4

11
15 9
5



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

♠ J 7 6 4
♥ Q J 6 5 3
♦ 10 5 4
♣ J

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♣	2 ♠	Pass
2 NT	Pass	3 ♦	Pass
4 ♠	Pass	Pass	Pass
4 ♠ by East			

The bidding has been as shown. It is your bid. What do you say?

You might just try **4 ♠**. Of course if partner has a minimum Weak Jump Overcall that will get you much too high. A better approach is to ask for more information from partner. The bid that asks is **2 NT**. Partner replies **3 ♦**.

Partner's **3 ♦** bid tells you two things. One, he is in the top half of his 6-11 point range. Two, he has a high card (Ace or King) in ♦s. When you construct a hand for him which contains 6 pretty good ♠s and the ♦ A you come up with a hand which will probably make game. Bid **4 ♠**.