

Deal 1

South Deals	♠ A 9 4
None Vul	♥ A 7
	♦ K 8 3
	♣ K J 9 6 2
♠ J 8 6 3 2	♠ 10 5
♥ 9 2	♥ 10 8 6 5 4
♦ 9 5 4	♦ Q J 7 2
♣ A 7 4	♣ 5 3
15 5 3 17	♠ K Q 7 ♥ K Q J 3 ♦ A 10 6 ♣ Q 10 8

West	North	East	South
Pass	4 NT	Pass	1 NT
Pass	Pass	Pass	6 NT
6 NT by South			

SOUTH has a maximum 17 point 1 NT bid.

NORTH, with 16 points, can't tell if there are enough points for slam. If SOUTH has

17 points then a slam should be makeable, but if SOUTH has only 15 points then he

should settle for game.

The 4 NT raise solves the problem. It tells SOUTH to bid 6 NT with 17 points, pass

with 15 points, and use best judgment with 16. Here SOUTH bids the slam.

Deal 2

North Deals

None Vul

♠ J 5 4
♥ K Q 9
♦ 10 6 2
♣ A 9 8 4

10
11
12

♠ K 9 7 3

♥ 8 4 2

♦ A K 5

♣ J 7 6

	N	
W		E
	S	

♠ 10
♥ A 10 7 6
♦ Q J 9 8 3
♣ 10 5 3

♠ A Q 8 6 2
♥ J 5 3
♦ 7 4
♣ K Q 2

West	North	East	South
Pass	Pass	Pass	1 ♠
Pass	3 ♠	Pass	Pass
3 ♠ by South			

NORTH has just 11 points, not enough to open the bidding.

But when SOUTH opens 1 \hat{a} TM NORTH should show her "almost opening strength"

by jumping to 3 \hat{a} TM.

SOUTH has just 13 points, and knowing NORTH has less than 13 he passes.

Deal 3

South Deals	♠ 7 3
None Vul	♥ Q 8 6 4 2
	♦ A 8 6
	♣ K 9 5

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

9	♠ 10 8 2
8 9	♥ A K 7 5 3
14	♦ K Q 5
	♣ Q 6



West	North	East	South
			1 ♥
Pass	4 ♥	Pass	Pass
Pass			
4 ♥ by South			

After SOUTH opens with 1

â™¥

, NORTH has a small "dilemma".

With 11 points she really is only strong enough to make a jump raise to 3

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But, with five trumps the hand deserves more. So she just bids 4

â™¥

instead.

Usually, no matter what your strength, when you have five cards in the Major suit that your partner opens

with you should just jump right to game.

Deal 4

North Deals	♠ Q J 7 5
None Vul	♥ A
	♦ A K Q 3
	♣ K 10 6 2
	♠ A 6 4
	♥ K Q 9 3
	♦ 7 4 2
	♣ 9 8 5

19	♠ K 10 8 3
9 5	♥ J 7 2
7	♦ 9 8 6
	♣ Q J 3

West	North	East	South
	1 ♦	Pass	1 ♠
Pass	4 ♠	Pass	Pass

4 ♠ by South

	♠ 9 2
	♥ 10 8 6 5 4
	♦ J 10 5
	♣ A 7 4

NORTH has 19 points, but no 5-card Major suit. With two 4-card minor suits she should start

with 1

â™!

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SOUTH has a poor hand, but with 7 points he must respond. His first priority is to show a Major suit

so he responds 1â™.

NORTH now knows that â™'s will be trumps, so she revalues her hand to 21 points, enough for game.

She bids 4â™.

Deal 5South Deals
None Vul

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

9
 7 8
16

	N	
W		E
	S	

♠ 10 9 6 3
 ♥ 7 5 4
 ♦ Q 7
 ♣ A K 6 4

♠ 8
 ♥ A 9 6 3
 ♦ K 10 8 5 3
 ♣ J 7 2

♠ K Q J 7 4

♥ K Q 2
 ♦ A J 6

♣ 9 3

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

NOTE: There is a better way to bid this hand using special conventions.

SOUTH has 17 points, but with a 5-card Major opens 1 \hat{a} TM rather than 1 NT.

NORTH isn't quite strong enough for a jump raise, so she bids 2 \hat{a} TM.

SOUTH has enough extra to make a try for game, so she invites with 3 \hat{a} TM.

NORTH has enough extra to accept the invitation, bids 4 \hat{a} TM.