

**Deal 1**South Deals  
None Vul♠ A Q 9 7 2  
♥ 8 5  
♦ A 9 6  
♣ Q 10 4♠ 8 3  
♥ 3 2  
♦ K Q 10 7 5 2  
♣ K 8 2

	N	
W		E
	S	

 ♠ J 10 5  
♥ A J 10 6  
♦ J 8 3  
♣ 9 7 3

 ♠ K 6 4  
 ♥ K Q 9 7 4  
 ♦ 4  
 ♣ A J 6 5

West	North	East	South
			1 ♥
Pass	1 ♠	Pass	2 ♣
Pass	2 ♦	Pass	2 ♠
Pass	4 ♠	Pass	Pass
Pass			

4 ♠ by North

NORTH might well bid 3 NT at his second turn, and this may turn out to be the

final contract anyway.

But it doesn't hurt to bid 2

â™|

(Fourth Suit Forcing) just to

see if SOUTH happens to have three â™'s. She does, so 4â™ becomes the better game.

**Deal 2**

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



$\begin{matrix} \spadesuit & 8 & 5 \\ \heartsuit & Q & J \\ \diamondsuit & A & Q \\ \clubsuit & A & 8 & 4 & 3 \end{matrix}$ $\begin{matrix} 13 \\ 9 \\ 13 \end{matrix}$	$\begin{matrix} \spadesuit & 8 & 5 \\ \heartsuit & Q & J & 9 & 7 \\ \diamondsuit & A & Q & 9 \\ \clubsuit & A & 8 & 4 & 3 \end{matrix}$
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West	North	East	South
			1 ♣
Pass	1 ♠	Pass	1 NT
Pass	2 ♦	Pass	2 ♥
Pass	4 ♥	Pass	Pass
Pass			
4 ♥ by South			

SOUTH isn't strong enough to make a Reverse bid of 2

â™¥

at his second turn.

NORTH uses the 2

â™!

(NMF) bid to ask SOUTH for further description.

SOUTH should first show a 4-card

â™¥

suit, and next show 3-card â™ support.

Change SOUTH's

â™¥

9 to the â™ 9 and the contract would be 4â™ .

**Deal 3**

South Deals

None Vul

♠ A Q J 10 7	♦ 3	♣ A K 8 4
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♠ 6

♥ A K 10 9 4 3

♦ Q 9

♣ J 10 6 5

W	N
S	E

♠ 8 5 3	♦ Q J 2	♣ 3 2
♦ A K J 10 6		

♠ K 9 4 2

♥ 8

♦ 8 7 5 4 2

♣ Q 9 7

West

North

East

South  
Pass

Pass

1 ♠

Pass

2 ♠

Pass

3 ♥

Pass

4 ♠

Pass

4 ♠ by North

NORTH's 3

â™¥

bid is a Help Suit Game Try.

SOUTH barely had enough strength to respond in the first place, but revaluing the hand,

(and particularly the singleton

â™¥

), makes it worth a

raise to game.

**Deal 4**North Deals  
None Vul

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

**12**  
 6 9  
**13**



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

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

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

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

SOUTH has no reason to consider Fourth Suit Forcing with this hand.

NORTH does not have four ♠'s or he would have already supported.

So SOUTH should bid the Notrump game.

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

	N	
W		E
	S	

**♠ J 8 3**  
**♥ A 8 3 2**  
**♦ K 8 6 4**  
**♣ 7 2**

West	North	East	South
	1 ♥	Pass	2 ♥
Pass	Pass	Pass	
2 ♥ by North			

NORTH should pass 2

â™¥

. She is not strong enough to  
try for game.

**Deal 6**

South Deals

None Vul

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

♠ A 9 5 2

♥ 9 6 5

♦ K J 2

♣ J 9 3

**13**  
9 5  
**13**



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

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

West      North      East      South

1♦

Pass      1♠      Pass      1 NT

Pass      2♣      Pass      2 NT

Pass      3 NT      Pass      Pass

Pass

3 NT by South

NORTH knows there should be game, but doesn't know whether it will be 4<sup>TM</sup>,

4

â<sup>TM</sup>Y

or 3 NT. To find out which she uses NMF and

bids 2â<sup>TM</sup>£ at her second turn.

SOUTH does not have a 4-card

â<sup>TM</sup>Y

suit, nor does he have

three â<sup>TM</sup>s, but he does have â<sup>TM</sup>£s stopped so he bids 2 NT, which North raises to 3 NT.