

**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

**12**  
8 7  
**13**

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

West      North      East      South

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**  
 East Deals  
 None Vul

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

5  
 13 13  
 9

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

♠ 8 5  
 ♥ Q J 9 7  
 ♦ A Q 9  
 ♣ A 8 4 3

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

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

â™¥

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

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

â™¥

at his second turn.

WEST uses the 2

â™!

(NMF) bid to ask EAST for further description.

EAST should first show a 4-card

â™¥

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

Change EAST's



W S E N

**Deal 3**

North Deals

None Vul

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

5  
11 10  
14

<i>West</i> Pass Pass Pass 4 ♠ by South	<i>North</i> Pass 2 ♠ 4 ♠	<i>East</i> Pass Pass Pass	<i>South</i> 1 ♠ 3 ♥ Pass
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W	N	E	S
♦ 8 7 5 4 2	♠ K 9 4 2	♥ A K 10 9 4 3	♣ Q 9 7
♦ Q 9	♠ 6	♥ 7 6 5	♣ J 10 6 5

♠ A Q J 10 7

♥ 7 6 5

♦ 3

♣ A K 8 4

SOUTH's 3

â™¥

bid is a Help Suit Game Try.

NORTH 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**East Deals  
None Vul

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

6  
 13 12  
 9

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

W N E  
 S

♠ 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

<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 West			

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

EAST does not have four â™'s or he would have already supported.

So WEST 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**East Deals  
None Vul

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

N  
W    E  
S

**♠ A 9 5 2**  
**♥ 9 6 5**  
**♦ K J 2**  
**♣ J 9 3**

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

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

4

â<sup>TM</sup>¥

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

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

EAST does not have a 4-card

â<sup>TM</sup>¥

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 West raises to 3 NT.