

Deal 1

North Deals

None Vul

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

8
11 8
13

♠ Q J 2
♥ K 9 7 5
♦ K Q 2
♣ Q 5 3

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	2 ♠	Pass	Pass

Pass

2 ♠ by North

NORTH has a perfect hand for an opening bid of 2[♠].

SOUTH will be tempted to respond with his opening hand and good trump support, but he should

resist the temptation. To raise a Weak Two-bid to game you should have quick winners, not just points.

Deal 2

East Deals
None Vul

♠ Q J 2
♥ A K 7 5
♦ A 7 2
♣ A 5 3

9
18 8
5

West

4 ♠

4 ♠ by East

♠ 5

♥ Q J 9 6 3

♦ K Q J 4

♣ 10 7 2



♠ 10 6 4

♥ 10 4

♦ 10 5 3

♣ K Q 9 8 6

North

Pass

♠ A K 9 8 7 3

♥ 8 2

♦ 9 8 6

♣ J 4

East

2 ♠

Pass

South

Pass

Pass

EAST has the same hand as in Deal 1 and again opens 2[♠] .

This is the type of hand WEST needs to bid game. Notice that even with all those winners the

pair is nowhere close to having a slam. They will probably make just ten tricks.

Deal 3

South Deals

None Vul

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

9
 10 13
 8

West

Pass

Pass

4♠ by South

♠ Q J 6 2

♥ 7 5

♦ A 7 2

♣ Q 7 5 3



♠ A K 9 8 7 3

♥ 8 2

♦ 9 8 6

♣ J 4

North

4♠

East

Pass

South

2♠

Pass

Once more, SOUTH has the same hand as Deals 1 and 2.

This time NORTH has a very poor hand without any chance of making game. However, he should bid

4TM anyway.

It is very likely that the opponents can make 4

4TM

if East gets the

opportunity to get into the bidding. Hopefully the 4TM bid will shut him out, and 4TM probably

won't go down more than a couple of tricks.

Deal 4

West Deals
None Vul

♠ 4 3	♠ A 10 9	♠ K Q 7 6	
♥ 8 5	♥ J 9 7 3	♥ A 6 2	
♦ K Q J 9 8 6 2	♦ 10 7 4	♦ 5 3	
♣ 9 7	♣ K 6 5	♣ A Q 8 3	
	♠ J 8 5 2		
	♥ K Q 10 4		
	♦ A		
	♣ J 10 4 2		
West	North	East	South
3 ♦	Pass	Pass	Pass
3 ♦ by West			

WEST has a pretty normal preemptive 3

$\hat{a}^{\text{TM}}|$

bid.

EAST has the equivalent of an opening 1 NT bid and will be very tempted to bid 3 NT.

That might turn out to be a disaster, particularly if EAST is unable to reach the WEST hand.

EAST should assume WEST can win six tricks if

$\hat{a}^{\text{TM}}|$

s are trumps. Thinking this way points EAST to her

best call - PASS.

Deal 5

North Deals

None Vul

♠ Q 9 5 2

♥ 8 6

♦ J 7 3 2

♣ A K 3

6
10 8
16

♠ 8 7

♥ K Q J 9 7 3 2

♦ 5

♣ 8 6 4

N
W E
S

♠ K

♥ 10 5 4

♦ Q 10 9 8

♣ Q J 10 5 2

♠ A J 10 6 4 3

♥ A

♦ A K 6 4

♣ 9 7

West

North

East

South

3 ♥

Pass

4 ♥

Pass

Pass

Pass

4 ♥ by North

Here SOUTH has the kind of hand you need to raise a preempt to game.

SOUTH assumes that NORTH has a hand with six winners in it. He can provide four more, so

that is just enough for game. He bids 4

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Deal 6

East Deals

None Vul

♠ K 4
 ♥ K J 5
 ♦ 9 4 2
 ♣ K Q J 7 2

7
 13 9
 11

West

2 ♣

4 ♠

4 ♠ by East

♠ 3 2

♥ 9 8 7 4

♦ A K 8 3

♣ 10 8 4



♠ 10 8

♥ A 6 3

♦ Q J 10 6 5

♣ A 9 5

North

Pass

Pass

East

1 ♠

2 ♠

Pass

South

Pass

Pass

Pass

EAST has a 7-card ♠TM suit but he is too strong to open with a preemptive bid.

So he opens 1♠TM instead.

WEST should respond 2♠TM£, and EAST can do nothing but rebid the ♠TM suit.

WEST thinks there should be game and bids 4♠TM