

**Deal 1**

North Deals	♠ K Q 7		
None Vul	♥ K Q J 3		
	♦ A 10 6		
	♣ Q 10 8		
♠ 10 5	♠ J 8 6 3 2		
♥ 10 8 6 5 4	♥ 9 2		
♦ Q J 7 2	♦ 9 5 4		
♣ 5 3	♣ A 7 4		
17 3 5 15	♠ A 9 4 ♥ A 7 ♦ K 8 3 ♣ K J 9 6 2		
West	North	East	South
Pass	1 NT	Pass	4 NT
Pass	6 NT	Pass	Pass
6 NT by North			

NORTH has a maximum 17 point 1 NT bid.

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

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

should settle for game.

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

with 15 points, and use best judgment with 16. Here NORTH 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

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♠ 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 $\hat{a}$ <sup>TM</sup> NORTH should show her "almost opening strength"

by jumping to 3 $\hat{a}$ <sup>TM</sup>.

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

**Deal 3**

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

$\begin{matrix} \spadesuit & 7 & 3 \\ \heartsuit & Q & 8 & 6 & 4 & 2 \\ \diamondsuit & A & 8 & 6 \\ \clubsuit & K & 9 & 5 \end{matrix}$	
$\begin{matrix} 14 \\ 9 & 8 \\ 9 \end{matrix}$	

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

After NORTH opens with 1

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, SOUTH 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

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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

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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 5**

North Deals

None Vul

♠ 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

	N	
W		E
	S	

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

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

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

4 ♠ by North

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

NORTH has 17 points, but with a 5-card Major opens 1 $\hat{a}$ <sup>TM</sup> rather than 1 NT.

SOUTH isn't quite strong enough for a jump raise, so she bids 2 $\hat{a}$ <sup>TM</sup>.

NORTH has enough extra to make a try for game, so she invites with 3 $\hat{a}$ <sup>TM</sup>.

SOUTH has enough extra to accept the invitation, bids 4 $\hat{a}$ <sup>TM</sup>.