

Deal 1
 South Deals
 None Vul

\spadesuit A 8 4 \heartsuit 10 6 \diamond 7 6 4 2 \clubsuit K J 10 5	 \spadesuit 7 2 \heartsuit J 8 7 4 2 \diamond J 10 5 \clubsuit Q 9 3
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\spadesuit Q 9 6 5 \heartsuit A Q 9 3 \diamond K Q 8 \clubsuit A 6

<i>West</i> Pass Pass Pass 4 \spadesuit by South	<i>North</i> 2 \clubsuit 3 NT Pass	<i>East</i> Pass Pass Pass	<i>South</i> 1 NT 2 \heartsuit 4 \spadesuit
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NORTH uses Stayman because he has a 4-card \hat{a}^{TM} suit.

SOUTH's 2

$\hat{a}^{\text{TM}}\mathbb{Y}$

response wasn't exactly what NORTH was hoping for,

so NORTH decides to bid 3 NT.

SOUTH absolutely knows that NORTH holds a 4-card Major -

and also knows that it isn't

$\hat{a}^{\text{TM}}\mathbb{Y}$

s.

So SOUTH bids 4 \hat{a}^{TM} .

Deal 2
 South Deals
 None Vul

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

3
 8 12
 17

N
 W E
 S

♠ K Q 5
 ♥ J 5
 ♦ 4 2
 ♣ K Q J 7 6 3

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

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

NORTH has a rotten hand, and many players would just pass 1 NT.

But NORTH figures that having SOUTH play any 4-4 fit would be better than 1 NT so

he bids 2â™£, Stayman. This is called "Garbage Stayman", and you can see why.

SOUTH bids 2

â™¥

and NORTH passes. He would have passed

either 2â™ or 2

â™!

also.

Deal 3South Deals
None Vul

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

11
 4 8
 17

	N	
W		E
	S	

♠ K J 7 3
 ♥ Q 9 5
 ♦ K 10 4
 ♣ Q 9 3

♠ 8 4
 ♥ A 7 6 3 2
 ♦ Q J 7
 ♣ J 5 2

♠ A Q 6 2
 ♥ K J 8
 ♦ A 6 2
 ♣ K 8 7

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	3 NT	Pass	1 NT
Pass			Pass
3 NT by South			

Just having a 4-card Major doesn't mean you must automatically use Stayman.

Here NORTH has a 4-card â™ suit, but decides not to seek a 4-4 fit because his hand wouldn't have any ruffing values in a â™ contract. He bids 3 NT.

Notice that even though SOUTH also has four â™'s the 4-4 fit is not useful to them in

a â™ contract because neither hand can ruff any losers.

Deal 4South Deals
None Vul

♠ 5 2
♥ A 9 8 2
♦ J 10 9 4
♣ J 6 2

8
6 9
17

	N	
W		E
	S	

♠ Q 10 8 6 4
♥ Q 7 3
♦ A 6
♣ 10 8 4

♠ A 9 3
♥ 10 6
♦ 8 5 2
♣ K Q 9 7 3

♠ K J 7
♥ K J 5 4
♦ K Q 7 3
♣ A 5

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

4 ♠ by South

NORTH has an invitational (9 point) hand with five ♠'s.

She bids it in the standard way - first transfer SOUTH to ♠'s, then invite

the game by bidding 2 NT.

SOUTH, with 17 points and three ♠'s, accepts the game invitation and chooses 4♠.