

Deal 1
South Deals
None Vul

♠ 10 6 4
♥ J 4
♦ 7 5 3
♣ A K 9 8 6

8 13
8 11

West

♠ Q J 2
♥ K 9 7 5
♦ K Q 2
♣ Q 5 3

♠ 5
♥ A Q 10 6 3
♦ A J 10 4
♣ 10 7 2

♠ A K 9 8 7 3
♥ 8 2
♦ 9 8 6
♣ J 4

North

East

South

2 ♠

Pass Pass Pass
2 ♠ by South

SOUTH has a perfect hand for an opening bid of 2â™.

NORTH 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

South Deals

None Vul

♠ 10 6 4
♥ 10 4
♦ 10 5 3
♣ K Q 9 8 6

18
5 9
8

♠ Q J 2
♥ A K 7 5
♦ A 7 2
♣ A 5 3

	N	
W		E
	S	

♠ 5
♥ Q J 9 6 3
♦ K Q J 4
♣ 10 7 2

♠ A K 9 8 7 3
♥ 8 2
♦ 9 8 6
♣ J 4

West	North	East	South
			2 ♠
Pass	4 ♠	Pass	Pass
Pass			
4 ♠ by South			

SOUTH has the same hand as in Deal 1 and again opens 2â™ .

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

pair is nowhere close to having a slam. The 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

♠ Q J 6 2
♥ 7 5
♦ A 7 2
♣ Q 7 5 3

♠ 4
♥ K Q 10 9 4 3
♦ K Q 5
♣ K 8 2

♠ A K 9 8 7 3
♥ 8 2
♦ 9 8 6
♣ J 4



West North East South
Pass 4 ♠ Pass Pass
Pass
4 ♠ by South

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

4 \hat{a} TM anyway.

It is very likely that the opponents can make 4

\hat{a} TMY

if East gets the

opportunity to get into the bidding. Hopefully the 4 \hat{a} TM bid will shut him out, and 4 \hat{a} TM probably

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

Deal 4

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

¹⁵ 8 11 6	
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West	North	East	South
Pass	Pass	Pass	3 ♦
3 ♦ by South			

SOUTH has a pretty normal preemptive 3

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bid.

NORTH 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 NORTH is unable to reach the SOUTH hand.

NORTH should assume SOUTH can win six tricks if

â™!

s are trumps. Thinking this way points NORTH to her

best call - PASS.

Deal 5

South Deals

None Vul

♠ K
♥ 10 5 4
♦ Q 10 9 8
♣ Q J 10 5 2

16
8 10
6

♠ A J 10 6 4 3

♥ A

♦ A K 6 4

♣ 9 7



♠ Q 9 5 2
♥ 8 6
♦ J 7 3 2
♣ A K 3

♠ 8 7
♥ K Q J 9 7 3 2
♦ 5
♣ 8 6 4

West	North	East	South
Pass	4 ♥	Pass	Pass
Pass			3 ♥
4 ♥ by South			

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

NORTH assumes that SOUTH 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

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



West	North	East	South
			1 ♠
Pass	2 ♣	Pass	2 ♠
Pass	4 ♠	Pass	Pass
Pass			
4 ♠ by South			

SOUTH has a 7-card \hat{a}^{TM} suit but he is too strong to open with a preemptive bid.

So he opens $1\hat{a}^{\text{TM}}$ instead.

NORTH should respond $2\hat{a}^{\text{TM}}\mathfrak{L}$, and SOUTH can do nothing but rebid the \hat{a}^{TM} suit.

NORTH thinks there should be game and bids $4\hat{a}^{\text{TM}}$