

Deal 1

South Deals

None Vul

♠	7 3
♥	J 10 9 4
♦	A K 6
♣	10 7 4 2

10	
8	6
16	

West

North

East

South



♠	K J
♥	A K 6
♦	J 9 5 3
♣	K J 9 6

Pass	2 ♣	Pass	2 ♦
Pass	4 ♠	Pass	Pass
Pass			
4 ♠ by North			

Even with a 6-card \hat{a}^{TM} suit NORTH uses Stayman because he also has a 4-card

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

suit. Given a choice, playing a 4-4 Major fit is usually

preferable to a 6-2 or even a 6-3 fit.

But here SOUTH doesn't have four

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

s so NORTH just bids

the game where he knows the partnership holds eight trumps.

Deal 2

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

♠ A 7
 14
 5 4
 17

N
 W E
 S

♠ A 7
 ♥ KJ 6 5
 ♦ A 8 4
 ♣ K Q 10 8

West	North	East	South
			1 NT
Pass	2 ♦	Pass	3 ♥
Pass	4 ♣	Pass	4 ♦
Pass	6 ♥	Pass	Pass

Pass
6 ♥ by South

SOUTH breaks the expected Transfer sequence by jumping to 3

â™¥

instead

of bidding just 2

â™¥

. This is called the "Super Accept" and it shows

a hand with four of the trump suit with maximum point count.

NORTH's â™£ bid and SOUTH's

â™!

bid are Control bids, showing first

round control of the suit that was bid.

Deal 3
 North Deals
 None Vul

♠ 7 2
 ♥ J 8 7 4 2
 ♦ J 10 5
 ♣ Q 9 3

17
 4 8
 11

♠ K J 10 3
 ♥ K 5
 ♦ A 9 3
 ♣ 8 7 4 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 NT	Pass	2 ♣
Pass	2 ♥	Pass	3 NT
Pass	4 ♠	Pass	Pass
Pass			
4 ♠ by North			

N
W E
S

SOUTH uses Stayman because he has a 4-card \hat{a}^{TM} suit.

NORTH's 2

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

response wasn't exactly what SOUTH was hoping for,

so SOUTH decides to bid 3 NT.

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

and also knows that it isn't

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

s.

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

Deal 4
South Deals
None Vul

♠ 8 3 2
♥ 10 9 3
♦ K J 9
♣ A 8 5 2

3
8 12
17

♠ J 9 7 4
♥ Q 8 6 2
♦ 10 8 7 6
♣ 4

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 5

North Deals

None Vul

♠ 8 4
♥ A 7 6 3 2
♦ Q J 7
♣ J 5 2

¹⁷
8 4
11



♠ A Q 6 2
♥ K J 8
♦ A 6 2
♣ K 8 7

♠ 10 9 5
♥ 10 4
♦ 9 8 5 3
♣ A 10 6 4

♠ K J 7 3
♥ Q 9 5
♦ K 10 4
♣ Q 9 3

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

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

Here SOUTH has a 4-card ♠ suit, but decides not to seek a 4-4 fit because his

hand wouldn't have any ruffing values in a ♠ contract. He bids 3 NT.

Notice that even though NORTH also has four ♠s the 4-4 fit is not useful to them in

a ♠ contract because neither hand can ruff any losers.

Deal 6South 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♠.