

Deal 1

North Deals

None Vul

♠ 8 5 3

♥ Q J 2

♦ A K J 10 6

♣ 3 2

5
11 10
14

♠ K 9 4 2

♥ 8

♦ 8 7 5 4 2

♣ Q 9 7



♠ 6

♥ A K 10 9 4 3

♦ Q 9

♣ J 10 6 5

♠ A Q J 10 7

♥ 7 6 5

♦ 3

♣ A K 8 4

*West**North**East**South*

Pass

Pass

1 ♠

Pass

2 ♠

Pass

3 ♥

Pass

4 ♠

Pass

Pass

Pass

4 ♠ by South

SOUTH's 3

♠

bid is a Help Suit Game Try.

NORTH barely had enough strength to respond in the first place, but revaluing the hand,

(and particularly the singleton

♠

), makes it worth a

raise to game.

Deal 2

North Deals
None Vul

♠ 8 4
♥ 10 8 3 2
♦ J 9 5
♣ K Q 7 2

12
6 9
13

West

Pass

Pass

3 NT by South

♠ K 10

♥ A 9 7 5 4

♦ K Q 6 2

♣ 9 6



♠ A J 7 5

♥ K 6

♦ 8 7 4

♣ A J 10 3

North

1 ♥

2 ♦

Pass

East

Pass

Pass

Pass

South

1 ♠

3 NT

SOUTH has no reason to consider Fourth Suit Forcing with this hand.

NORTH does not have four ^{â™™}s or he would have already supported.

So SOUTH should bid the Notrump game.

Deal 3

South Deals

None Vul

♠ K 10 5 2

♥ 5 4

♦ A J 9 5

♣ Q J 3

8
11 9
12*West*

Pass

Pass

2 ♥ by South

♠ J 8 3

♥ A 8 3 2

♦ K 8 6 4

♣ 7 2



♠ A 7

♥ Q 10 9 7 6

♦ Q 7

♣ A 10 9 6

North

2 ♥

East

Pass

♠ Q 9 6 4

♥ K J

♦ 10 3 2

♣ K 8 5 4

SOUTH should pass 2

â™¥

. She is not strong enough to

try for game.

Deal 4

South Deals
None Vul

♠ A 9 5 2
♥ 9 6 5
♦ K J 2
♣ J 9 3

13
9 5
13

♠ K Q 10 6 3
♥ K Q J 8
♦ 9 5
♣ Q 8



♠ 8 4
♥ A 10 7
♦ Q 10 6 4 3
♣ A K 2

♠ J 7
♥ 4 3 2
♦ A 8 7
♣ 10 7 6 5 4

West	North	East	South
			1 ♦
Pass	1 ♠	Pass	1 NT
Pass	2 ♣	Pass	2 NT
Pass	3 NT	Pass	Pass
Pass			
3 NT by South			

NORTH knows there should be game, but doesn't know whether it will be 4[♠],

4

4[♠]?

or 3 NT. To find out which she uses NMF and

bids 2[♠] at her second turn.

SOUTH does not have a 4-card

4[♠]?

suit, nor does he have

three 4[♠]s, but he does have 4[♠]s stopped so he bids 2 NT, which North raises to 3 NT.