

**Deal 1**

South Deals

None Vul

♠ Q 10 8 6 5 4
♥ Q 7 5 3
♦ 7
♣ A Q

♠ 7 3

♥ J 10 9 4

♦ A K 6

♣ 10 7 4 2

10
8 6
16



♠ A 9 2
♥ 8 2
♦ Q 10 8 4 2
♣ 8 5 3

♠ K J
♥ A K 6
♦ J 9 5 3
♣ K J 9 6

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

Even with a 6-card â™ suit NORTH uses Stayman because he also has a 4-card

â™¥

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

â™¥

s so NORTH just bids

the game where he knows the partnership holds eight trumps.

**Deal 2**  
 East Deals  
 None Vul

♠ K Q 3  
 ♥ Q 10 9 8 4 3  
 ♦ K 5  
 ♣ A 5

4  
 14 17  
 5

N  
W E  
S

♠ 9 8 5 4 2  
 ♥ 7  
 ♦ Q J 6  
 ♣ J 7 4 2

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

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

EAST 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.

WEST's â™£ bid and EAST's

â™!

bid are Control bids, showing first

round control of the suit that was bid.

**Deal 3**  
 South Deals  
 None Vul

$\spadesuit$ A 8 4 $\heartsuit$ 10 6 $\diamond$ 7 6 4 2 $\clubsuit$ K J 10 5	$\spadesuit$ K J 10 3 $\heartsuit$ K 5 $\diamond$ A 9 3 $\clubsuit$ 8 7 4 2
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$\spadesuit$ 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
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<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 NT
Pass	2 $\clubsuit$	Pass	2 $\heartsuit$
Pass	3 NT	Pass	4 $\spadesuit$
Pass	Pass	Pass	
4 $\spadesuit$ by South			

NORTH uses Stayman because he has a 4-card  $\hat{a}^{\text{TM}}$  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 $\hat{a}^{\text{TM}}$ .

**Deal 4**

West Deals

None Vul

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

8  
17 3  
12

♠ 8 3 2  
♥ 10 9 3  
♦ K J 9  
♣ A 8 5 2

N  
W E  
S

♠ J 9 7 4  
♥ Q 8 6 2  
♦ 10 8 7 6  
♣ 4

♠ K Q 5  
♥ J 5  
♦ 4 2  
♣ K Q J 7 6 3

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

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

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

he bids 2 $\hat{a}^{\text{TM}}$ , Stayman. This is called "Garbage Stayman", and you can see why.

WEST bids 2

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

and EAST passes. He would have passed either 2 $\hat{a}^{\text{TM}}$  or 2

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

also.

**Deal 5**

North Deals

None Vul

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

<sup>17</sup>  
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 6**

East Deals

None Vul

♠ 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

 ♠ 5 2  
 ♥ A 9 8 2  
 ♦ J 10 9 4  
 ♣ J 6 2

<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 East			

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

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

the game by bidding 2 NT.

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