

Deal 1

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

13	♠ A Q 9 7 2
7 8	♥ 8 5
12	♦ A 9 6
	♣ Q 10 4

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

4 ♠ by South



SOUTH might well bid 3 NT at his second turn, and this may turn out to be the

final contract anyway.

But it doesn't hurt to bid 2

â™!

(Fourth Suit Forcing) just to

see if NORTH happens to have three â™'s. She does, so 4â™ becomes the better game.

Deal 2

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



$\begin{matrix} \spadesuit & 8 & 5 \\ \heartsuit & Q & J \\ \diamondsuit & A & Q \\ \clubsuit & A & 8 & 4 & 3 \end{matrix}$ $\begin{matrix} 13 \\ 9 \\ 13 \end{matrix}$	$\begin{matrix} \spadesuit & 8 & 5 \\ \heartsuit & Q & J & 9 & 7 \\ \diamondsuit & A & Q & 9 \\ \clubsuit & A & 8 & 4 & 3 \end{matrix}$
----------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-----------------------------------------------------------------------------------------------------------------------------------------

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

SOUTH isn't strong enough to make a Reverse bid of 2

â™¥

at his second turn.

NORTH uses the 2

â™!

(NMF) bid to ask SOUTH for further description.

SOUTH should first show a 4-card

â™¥

suit, and next show 3-card â™ support.

Change SOUTH's

â™¥

9 to the â™ 9 and the contract would be 4â™ .

Deal 3

North Deals

None Vul

♠ 8 5 3
♥ Q J 2
♦ A K J 10 6
♣ 3 2

5
11 10
14

	N		
W		E	
	S		

♠ 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	Pass	1 ♠
Pass	2 ♠	Pass	3 ♥
Pass	4 ♠	Pass	Pass
Pass			
4 ♠ by South			

SOUTH's 3

â™¥

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

â™¥

), makes it worth a

raise to game.

Deal 4North Deals
None Vul

♠ 8 4
 ♥ 10 8 3 2
 ♦ J 9 5
 ♣ K Q 7 2

12
 6 9
13



♠ A J 7 5
 ♥ K 6
 ♦ 8 7 4
 ♣ A J 10 3

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

♠ K 10
 ♥ A 9 7 5 4
 ♦ K Q 6 2
 ♣ 9 6

♠ Q 9 6 3 2
 ♥ Q J
 ♦ A 10 3
 ♣ 8 5 4

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

NORTH does not have four ♠'s or he would have already supported.

So SOUTH should bid the Notrump game.

Deal 5

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

8	♠ A 7
11	♥ Q 10 9 7 6
12	♦ Q 7
	♣ A 10 9 6



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

SOUTH should pass 2

â™¥

. She is not strong enough to
try for game.

Deal 6

South Deals

None Vul

♠ K Q 10 6 3
 ♥ K Q J 8
 ♦ 9 5
 ♣ Q 8

♠ A 9 5 2

♥ 9 6 5

♦ K J 2

♣ J 9 3

13
9 5
13



♠ J 7
 ♥ 4 3 2
 ♦ A 8 7
 ♣ 10 7 6 5 4

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

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 4TM,

4

âTMY

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

bids 2âTM£ at her second turn.

SOUTH does not have a 4-card

âTMY

suit, nor does he have

three âTMs, but he does have âTM£s stopped so he bids 2 NT, which North raises to 3 NT.