

**Deal 1**  
South Deals  
None Vul

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

8 7 8  
17

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

N  
W E  
S

♠ A 10 9 7 2  
♥ —  
♦ 10 9 8  
♣ K J 10 7 2

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

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

Decide what you would say next, then on BID above.

Except for the ♠ weakness you have a nice hand. If partner can Help you in that suit then you want to be in game.

So you bid 2 ♠ and partner bids 4 ♥. Sometimes it is easy.

**Deal 2**  
 South Deals  
 None Vul

♠ 9 2  
 ♥ Q 10 8 7  
 ♦ A 7  
 ♣ 9 7 6 4 3

9  
 6 9  
**16**

♠ 10 5 3  
 ♥ A K 5 3  
 ♦ 8 5 3  
 ♣ Q 10 2

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

♠ A K Q 8 4

♥ 6 2  
 ♦ 9 6 2  
 ♣ A K 8

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

Decide what you would say next, then on BID above.

You do have 9 points so you are inclined to bid game, but partner needs help in ♦s, and you are bankrupt there. But rather than just signing off, this hand gives you a way to temporize.

You bid 3 ♥, a bid not covered in the Summary, but which you hope partner will interpret as meaning: "I can't help you in ♦s, but I have some great ♥s."

Apparently partner interpreted it the way you wanted since he bid the game.