

Deal 1

North Deals

None Vul

♠ K 9 8 7

♥ K 7

♦ 9 7

♣ Q 10 9 8 4

13
8 11
8

West

Pass

2 ♥ by North

♠ A 5

♥ A Q 9 4 2

♦ 10 8 5 3

♣ K 3



♠ Q 10 6

♥ 10 8 6

♦ A J 4

♣ J 7 5 2

North

1 ♥

Pass

East

Pass

Pass

South

2 ♥

♠ J 4 3 2

♥ J 5 3

♦ K Q 6 2

♣ A 6

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

There is no doubt that you could use
some help in ♦s. But you need more than
that, you need points. This hand isn't
good enough to invite to game so you
pass.

Deal 2

South Deals

None Vul

♠ A 5 3

♥ A 7 2

♦ 7 4

♣ J 10 9 8 3

7
9 7
17

♠ J 7 4 2

♥ K 8

♦ 9 6 5

♣ K 7 6 2



♠ K Q 10 9 8

♥ Q 5 4 3

♦ A Q

♣ A 5

♠ 6

♥ J 10 9 6

♦ K J 10 8 3 2

♣ Q 4

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

Pass

2 ♠

Pass

1 ♠

Pass

4 ♠

Pass

3 ♥

Pass

4 ♠ by South

Pass

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

This is not a great hand by any means. If partner had invited with a 3 ♠ bid you might have passed. But he invited with a 3 ♥ bid, asking if you can Help him take care of losers in that suit. And you have loads of Help. Not only do you have a high honor but you can ruff the third round. So you bid 4 ♠.

Deal 3

North Deals

None Vul

♠ K 4 2
 ♥ J 6 2
 ♦ 4 3
 ♣ Q J 8 7 2

18
 7 8
 7

West

Pass

Pass

4 ♠ by North

♠ A Q J 9 6

♥ A 7

♦ A K 5

♣ 10 6 3



♠ 10 8 5 3

♥ K Q 5 4

♦ Q 7 6

♣ 9 4

North

1 ♠

4 ♠

East

Pass

Pass

South

2 ♠

Pass

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

You might make a Help Suit Game Try in ♣s, but with 19/20 points in your own hand you should just bid the game yourself. So you bid 4 ♠.

Deal 4

South Deals

None Vul

♠ Q 10 9 8 5

♥ 10 3

♦ A J 10 9

♣ Q 9

8

9 7

16

♠ J 4 2

♥ K 8 5

♦ 6 5 3

♣ A 7 6 2



♠ K 7 6

♥ 7 6 4

♦ K 8

♣ J 10 5 4 3

♠ A 3

♥ A Q J 9 2

♦ Q 7 4 2

♣ K 8

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

Pass

2 ♥

Pass

1 ♥

Pass

3 ♥

Pass

3 ♦

Pass

Pass

3 ♥ by South

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

Partner is inviting you to bid game, and your 8 points are right in the "judgement" area.

But he has asked you to use judgement based on your ♦ holding, which is awful. So you sign off at 3 ♥.

Deal 5

North Deals
None Vul

♠ 10 7 4
♥ 4
♦ Q J 10 9 7 4
♣ A K 4

16
10 8
6

♠ K 3
♥ A J 9 7 2
♦ A K
♣ J 8 6 3

N
W E
S

♠ A 9 8 6 5
♥ Q 10 5
♦ 3 2
♣ Q 7 2

♠ Q J 2
♥ K 8 6 3
♦ 8 6 5
♣ 10 9 5

West	North	East	South
	1 ♥	Pass	2 ♥
Pass	3 ♣	Pass	3 ♥
Pass	Pass	Pass	
3 ♥ by North			

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

You are almost strong enough to bid the game right now, but you are worried about ♣s. If partner can Help out in that suit you'd be willing to try for T tricks. So you make a Help Suit Game Try of 3 ♣. Partner replies 3 ♥. What do you say next?

When you ask partner to make a judgement call and he does so, you don't then override that call. You pass.

Deal 6

South Deals

None Vul

♠ J 6 4
 ♥ A 9 4
 ♦ 8 7
 ♣ K 9 8 5 3

6
 8 9
 17

West

Pass

Pass

Pass

4 ♠ by South

♠ 8 7 5 3

♥ 6

♦ K Q 5 3

♣ J 10 6 2



♠ A K Q 9 2

♥ Q 8 7 3

♦ A 4

♣ Q 7

North

2 ♠

4 ♠

East

Pass

Pass

South

1 ♠

3 ♥

Pass

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

Partner is worried about his ♥ losers and
 you can certainly take care of some of
 them. So even though you only have 6
 HCP you bid 4 ♠.