

**Deal 1**

South Deals

None Vul

♠ 6		♠ 8 5 3
♥ A K 10 9 4 3		♥ Q J 2
♦ Q 9		♦ A K J 10 6
♣ J 10 6 5		♣ 3 2

14  
10 11  
5

♠ K 9 4 2  
♥ 8  
♦ 8 7 5 4 2  
♣ Q 9 7

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

NORTH's 3

â™¥

bid is a Help Suit Game Try.

SOUTH 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 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 <sup>â™™</sup>s or he  
would have already supported.

So SOUTH should bid the Notrump  
game.

**Deal 3**

North Deals

None Vul

♠ Q 9 6 4

♥ K J

♦ 10 3 2

♣ K 8 5 4

12

9 11

8

West

Pass

2 ♥ by North

♠ A 7

♥ Q 10 9 7 6

♦ Q 7

♣ A 10 9 6



♠ J 8 3

♥ A 8 3 2

♦ K 8 6 4

♣ 7 2

North

1 ♥

Pass

East

Pass

Pass

♠ K 10 5 2

♥ 5 4

♦ A J 9 5

♣ Q J 3

NORTH should pass 2

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. 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

West

Pass

Pass

Pass

Pass

3 NT by South

♠ 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

North

1 ♠

2 ♣

3 NT

East

Pass

Pass

Pass

South

1 ♦

1 NT

2 NT

Pass

NORTH knows there should be game, but doesn't know whether it will be 4<sup>♠</sup>,

4

4<sup>♠</sup>

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

bids 2<sup>♠</sup> at her second turn.

SOUTH does not have a 4-card

4<sup>♠</sup>

suit, nor does he have

three 4<sup>♠</sup>s, but he does have 4<sup>♠</sup>s stopped so he bids 2 NT, which North raises to 3 NT.