

Deal 1

South Deals
None Vul

♠ K 6
♥ 10 5
♦ 10 8 5 4
♣ Q 8 7 6 2

14
5 7
14

♠ 7 4
♥ Q 7 3
♦ A K J 7 3
♣ K J 9



♠ A J 10 8 2
♥ A K 8 2
♦ Q 2
♣ 10 5

♠ Q 9 5 3
♥ J 9 6 4
♦ 9 6
♣ A 4 3

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

South opens 1 ♠. North responds 2 ♦, a 2/1 force to game.

South's priority is to now show the 4-card ♥ suit. Remember that North might also have 4 ♥s.

North doesn't have 4 ♥s, nor does she have 3 ♠s. She does, however, have stoppers in ♣s so she bids 2 NT. South happily says 3 NT.

Deal 2

East Deals
None Vul

♠ 7 4
♥ K Q 3
♦ A K J 7 3
♣ 10 9 7

7
13 14
6

West

2 ♦

3 ♣

Pass

3 NT by East

♠ Q 9 5 3

♥ J 7 6 4

♦ 9 6

♣ A 4 3



♠ K 6

♥ 9 5

♦ 10 8 5 4

♣ Q J 8 6 2

North

Pass

Pass

Pass

♠ A J 10 8 2

♥ A 10 8 2

♦ Q 2

♣ K 5

East

1 ♠

2 ♥

3 NT

South

Pass

Pass

Pass

East opens 1 ♠. West responds 2 ♦, a 2/1 force to game.

East's priority is to now show the 4-card ♥ suit. Remember that West might also have 4 ♥s.

West doesn't have 4 ♥s, nor does she have 3 ♠s. Furthermore, she does not have stoppers in ♣s so she cannot bid NT. Since she has to keep bidding, but has no reasonable bid she can make, she bids the fourth suit, 3 ♣. Compare this Deal with Deal 21.

East understands that West's ♣ bid is Fourth-Suit-Forcing, and does not actually show ♣s. However since East does have a ♣ stopper he bids 3 NT. In this case this turns out to be the best game contract.

Deal 3

North Deals

None Vul

♠ J 6 3

♥ J 10 8 7 4

♦ Q 10

♣ A 4 3

10
8 10
12

♠ 10 8 2

♥ A 2

♦ A 8 5 4 2

♣ Q 8 5

	N	
W		E
	S	

♠ A K 9 7 4

♥ K Q 6 3

♦ 7 3

♣ 10 7

♠ Q 5

♥ 9 5

♦ K J 9 6

♣ K J 9 6 2

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

Pass

Pass

1 ♠

Pass

2 ♦

Pass

2 ♥

Pass

2 ♠

Pass

Pass

Pass

2 ♠ by South

North passes and South opens 1 ♠.

North now bids 2 ♦. Since North originally passed this is NOT 2/1 Game Force. Instead, it is forcing for one round and shows 11 or more points.

South next shows her 4-card ♥ suit. North gives a preference to 2 ♠.

Knowing that North does not have opening strength South passes 2 ♠.

Deal 4

West Deals
None Vul

♠ K Q 10 6 2
♥ A 7 4
♦ 8 4
♣ A 8 5

11
13 9
7

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

♠ A 8
♥ Q 5
♦ K J 9 5
♣ J 10 9 7 2



♠ J 9 5 3
♥ K J 10 2
♦ Q 10 3
♣ 6 4

♠ 7 4
♥ 9 8 6 3
♦ A 7 6 2
♣ K Q 3

West opens 1 ♠. With 9 points and a doubleton ♠ East must respond 1 NT.

In standard bidding West would happily pass a 1 NT response. But in 2/1 the 1 NT response is forcing for 1 round. West is forced to bid a 3-card minor so he says 2 ♣.

East prefers ♣ over ♠ but must allow for the possibility that West has bid a 3-card suit. So East gives a preference to 2 ♠. This is called a "false preference", but it assures the team of being in at least a 7-card fit.

West happily passes and the pair lands in a reasonable contract, probably better than 1 NT.

Deal 5

South Deals
None Vul

♠ 10 9 3 2
♥ 10 4 3
♦ Q 7 3
♣ J 5 4

17
3 7
13

West

♠ Q 6
♥ A K Q 9 7 2
♦ 9 8 4
♣ A Q



♠ A K 8 7 4
♥ J 8 6
♦ A J 6
♣ 9 3

North

East

South

Pass

Pass

Pass

Pass

Pass

6 ♥ by North

2 ♥

4 ♣

4 NT

5 NT

6 ♥

Pass

Pass

Pass

Pass

ALL

1 ♠

3 ♥

4 ♦

5 ♥

6 ♦

Pass

South opens 1 ♠. North has a mountain, but there is seldom a need to jump-shift when using 2/1. He bids 2 ♥.

South's priority on her first rebid is to agree trumps if possible. Knowing North has at least a 5-card suit, she bids 3 ♥.

North naturally feels slammish, and shows it with a control-showing cue-bid, 4 ♣. Do not even THINK this might be Gerber.

South doesn't have any extra strength, but that doesn't matter. With South making a slam try she should cooperate by showing her ♦ control. It is important to realize that South isn't showing any extra strength, she is merely going along with North.

North asks for Aces and gets two. He decides to find out about Kings, if South

happens to have three he will bid 7 NT. When South shows just one North settles for 6 ♥. This should be a good slam, needing only a decent ♠ break.