

**Deal 1**

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

<sup>6</sup> <sup>8</sup> <sub>17</sub>	<sup>2</sup> <sup>9</sup> <sub>17</sub>	<sup>2</sup> <sup>9</sup> <sub>17</sub>
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<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 ♠
Pass	2 ♠	Pass	3 ♥
Pass	4 ♠	Pass	Pass
Pass			
4 ♠ by South			

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 ♠.

**Deal 2**

South Deals

None Vul

♠ 10 7 3  
♥ K J 5  
♦ Q 10 9 8  
♣ K Q 5

7  
**11** 7  
**15**

♠ Q 6 5  
♥ 10 8 6 4  
♦ A J 7 3  
♣ 7 6

**N**  
W E  
S

♠ 9 2  
♥ A Q 9 7 3  
♦ 5  
♣ J 10 9 4 2

♠ A K J 8 4  
♥ 2  
♦ K 6 4 2  
♣ A 8 3

West      North      East      South

1 ♠

Pass      2 ♠      Pass      3 ♦

Pass      4 ♠      Pass      Pass

Pass  
4 ♠ by South

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

You have an invitational strength hand, but there are TWO suits you could use some help in. In this case you pick the suit where the Help would be most welcome. If partner can Help in ♦s that will probably be all you need to make game.

So you bid 3 ♦ and partner puts you right to 4 ♠.

**Deal 3**

South Deals

None Vul

**♠ J 10 8 4 3****♥ 8****♦ K 4 2****♣ A 9 7 2****♠ A 6 2****♥ K J 6****♦ 9 6 5 3****♣ Q 8 3****♠ 9 7****♥ 9 4 3 2****♦ Q 10 8 7****♣ K 10 5****♠ K Q 5****♥ A Q 10 7 5****♦ A J****♣ J 6 4****10  
8 5  
17**

West      North      East      South

1 ♥

Pass      2 ♥

Pass      3 ♣

Pass      4 ♥

Pass      Pass

Pass

4 ♥ by South

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

Partner has invited you to bid game and you have 10 points, an absolute maximum. But, he has also told you he is worried about ♣s and your help in that suit is rather nebulous.

Since you have to make a judgement one way or the other you should decide that a Queen is a little bit of Help and with the 10 points that should be enough. You bid 4 ♥.

**Deal 4**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 5**  
 South Deals  
 None Vul

♠ 9 2	♦ 8 5 3
♥ Q 10 8 7	♣ Q 10 2
♦ A 7	♠ J 7 6
♣ 9 7 6 4 3	♥ J 9 4

W	N	E	S
♦ K Q J 10 4	♣ J 5		

♠ A K Q 8 4

♥ 6 2

♦ 9 6 2

♣ A K 8

9  
6 9  
**16**

<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.