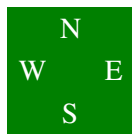


Board 1
 North Deals
 None Vul

♠ 7 2
 ♥ J 8 7 6
 ♦ 7 5 4
 ♣ K J T 9

♠ Q 9 6 5
 ♥ A Q 9 3
 ♦ K Q 8
 ♣ A 6



♠ A 8 4
 ♥ T 4 2
 ♦ J T 6 2
 ♣ Q 5 3

♠ K J T 3
 ♥ K 5
 ♦ A 9 3
 ♣ 8 7 4 2

West	North	East	South
	1NT	Pass	2♣
Pass	2♥	Pass	3NT
Pass	4♠	All Pass	

4 ♠ by North

Baker Bidpractice/Set4 21
 SOUTH uses Stayman because he has a 4-card suit.

NORTH's 2

response wasn't exactly what SOUTH was hoping for,

so SOUTH decides to bid 3NT.

NORTH absolutely knows that SOUTH holds a
 4-card Major -

and also knows that it isn't

s.

So NORTH bids 4 .

Board 2

South Deals

None Vul

♠ K Q 5
♥ T 9 3
♦ J 2
♣ Q J 7 3 2

♠ J 9 7 4
♥ Q 8 6 2
♦ T 8 7 6
♣ 4



♠ 8 3 2
♥ J 5
♦ K 9 4
♣ A K 8 6 5

♠ A T 6
♥ A K 7 4
♦ A Q 5 3
♣ T 9

West	North	East	South
			1NT
Pass	2♣	Pass	2♥
All Pass			

2♥ by South

Baker Bidpractice/Set4 22

NORTH has a rotten hand, and many players would just pass 1NT.

But NORTH figures that having SOUTH play any 4-4 fit would be better than 1NT so

he bids 2 Stayman. This is called "Garbage Stayman", and you can see why.

SOUTH bids 2

and NORTH passes. He would have passed

either 2 or 2

also.

Board 3

North Deals

None Vul

♠ 9
♥ A 7 3 2
♦ Q J 8 5 3
♣ J T 4

♠ A Q 6 2
♥ K J 8
♦ A 6 2
♣ K 8 7



♠ T 8 5 4
♥ T 6 4
♦ 9 7
♣ A 6 5 2

♠ K J 7 3
♥ Q 9 5
♦ K T 4
♣ Q 9 3

West	North	East	South
	1NT	Pass	3NT
All Pass			

3 NT by South

Baker Bidpractice/Set4 23

Just having a 4-card Major doesn't mean you must automatically use Stayman.

Here SOUTH has a 4-card suit, but decides not to seek a 4-4 fit because his

hand wouldn't have any ruffing values in a contract. He bids 3NT.

Notice that even though NORTH also has four the 4-4 fit is not useful to them in

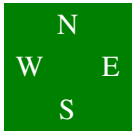
a contract because neither hand can ruff any losers.

Board 4

South Deals
None Vul

♠ 2
♥ A 8 6
♦ 9 8 5 2
♣ K J 9 7 3

♠ Q T 8 6 4
♥ Q 7 3
♦ A 6
♣ T 8 4



♠ A 9 5 3
♥ T 9 2
♦ J T 4
♣ Q 6 2

♠ K J 7
♥ K J 5 4
♦ K Q 7 3
♣ A 5

West	North	East	South
			1NT
Pass	2♥	Pass	2♠
Pass	2NT	Pass	4♠
All Pass			

4 ♠ by South

Baker Bidpractice/Set4 24
NORTH has an invitational (9 point) hand with five
s.

She bids it in the standard way - first transfer SOUTH
to then invite

the game by bidding 2NT.

SOUTH, with 17 points and three s accepts the
game invitation and chooses 4 .