

Deal 1

North Deals	♠ K J
None Vul	♥ A K 6
	♦ J 9 5 3
	♣ K J 9 6

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



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

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 NT	Pass	2 ♣
Pass	2 ♦	Pass	
Pass	Pass	Pass	4 ♠

4 ♠ by South

Even with a 6-card \hat{a}^{TM} suit SOUTH uses Stayman because he also has a 4-card

$\hat{a}^{\text{TM}}\hat{Y}$

suit. Given a choice, playing a 4-4 Major fit is usually

preferable to a 6-2 or even a 6-3 fit.

But here NORTH doesn't have four

$\hat{a}^{\text{TM}}\hat{Y}$

s so SOUTH just bids

the game where he knows the partnership holds eight trumps.

Deal 2

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

♠ A 7
 14
 5 4
 17

N
 W E
 S

♠ A 7
 ♥ KJ 6 5
 ♦ A 8 4
 ♣ K Q 10 8

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 NT
Pass	2 ♦	Pass	3 ♥
Pass	4 ♣	Pass	4 ♦
Pass	6 ♥	Pass	Pass

Pass
6 ♥ by South

SOUTH breaks the expected Transfer sequence by jumping to 3

â™¥

instead

of bidding just 2

â™¥

. This is called the "Super Accept" and it shows

a hand with four of the trump suit with maximum point count.

NORTH's â™£ bid and SOUTH's

â™!

bid are Control bids, showing first

round control of the suit that was bid.

Deal 3

South Deals

None Vul

♠ A 8 4
♥ 10 6
♦ 7 6 4 2
♣ K J 10 5

¹¹
⁸ ⁴
₁₇

	N	
W		E
	S	

♠ 7 2
♥ J 8 7 4 2
♦ J 10 5
♣ Q 9 3

♠ Q 9 6 5
♥ A Q 9 3
♦ K Q 8
♣ A 6

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

NORTH uses Stayman because he has a 4-card ♠ suit.

SOUTH's 2

â™¥

response wasn't exactly what NORTH was hoping for,

so NORTH decides to bid 3 NT.

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

and also knows that it isn't

â™¥

S.

So SOUTH bids 4â™ .

Deal 4
South Deals
None Vul

♠ 8 3 2
♥ 10 9 3
♦ K J 9
♣ A 8 5 2

3
8 12
17

♠ J 9 7 4
♥ Q 8 6 2
♦ 10 8 7 6
♣ 4

N
W E
S

♠ K Q 5
♥ J 5
♦ 4 2
♣ K Q J 7 6 3

♠ A 10 6
♥ A K 7 4
♦ A Q 5 3
♣ 10 9

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>	
			1 NT	
Pass	2 ♣	Pass	2 ♥	
Pass	Pass	Pass		
2 ♥ by South				

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

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

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

SOUTH bids 2

â™¥

and NORTH passes. He would have passed

either 2â™ or 2

â™!

also.

Deal 5South Deals
None Vul

♠ 10 9 5
 ♥ 10 4
 ♦ 9 8 5 3
 ♣ A 10 6 4

11
4 8
17

	N	
W		E
	S	

♠ K J 7 3
 ♥ Q 9 5
 ♦ K 10 4
 ♣ Q 9 3

♠ 8 4
 ♥ A 7 6 3 2
 ♦ Q J 7
 ♣ J 5 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	3 NT	Pass	1 NT
Pass			Pass
3 NT by South			

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

Here NORTH has a 4-card â™ suit, but decides not to seek a 4-4 fit because his hand wouldn't have any ruffing values in a â™ contract. He bids 3 NT.

Notice that even though SOUTH also has four â™'s the 4-4 fit is not useful to them in

a â™ contract because neither hand can ruff any losers.

Deal 6South Deals
None Vul

♠ 5 2
♥ A 9 8 2
♦ J 10 9 4
♣ J 6 2

8
6 9
17

	N	
W		E
	S	

♠ Q 10 8 6 4
♥ Q 7 3
♦ A 6
♣ 10 8 4

♠ A 9 3
♥ 10 6
♦ 8 5 2
♣ K Q 9 7 3

♠ K J 7
♥ K J 5 4
♦ K Q 7 3
♣ A 5

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

4 ♠ by South

NORTH has an invitational (9 point) hand with five ♠'s.

She bids it in the standard way - first transfer SOUTH to ♠'s, then invite

the game by bidding 2 NT.

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