

Deal 1

North Deals

None Vul

♦ 9 8 6

♣ J 4

♠ 5

♥ A Q 10 6 3

♦ A J 10 4

♣ 10 7 2

8
11 8
13W N
E S♠ 10 6 4
♥ J 4
♦ 7 5 3
♣ A K 9 8 6♠ Q J 2
♥ K 9 7 5
♦ K Q 2
♣ Q 5 3West North East South
2 ♠ Pass Pass

Pass

2 ♠ by North

NORTH has a perfect hand for an opening bid of 2 \hat{a} TM.

SOUTH will be tempted to respond with his opening hand and good trump support, but he should

resist the temptation. To raise a Weak Two-bid to game you should have quick winners, not just points.

Deal 2East Deals
None Vul

♠ Q J 2
 ♥ A K 7 5
 ♦ A 7 2
 ♣ A 5 3

9
 18 8
 5

	N	
W		E
	S	

♠ 5
 ♥ Q J 9 6 3
 ♦ K Q J 4
 ♣ 10 7 2

♠ A K 9 8 7 3
 ♥ 8 2
 ♦ 9 8 6
 ♣ J 4

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

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

EAST has the same hand as in Deal 1 and again opens 2 \hat{a} TM.

This is the type of hand WEST needs to bid game. Notice that even with all those winners the

pair is nowhere close to having a slam. They will probably make just ten tricks.

Deal 3South Deals
None Vul

♠ 10 5
♥ A J 6
♦ J 10 4 3
♣ A 10 9 6

10 9
8 13

West

♠ Q J 6 2
♥ 7 5
♦ A 7 2
♣ Q 7 5 3



♠ 4
♥ K Q 10 9 4 3
♦ K Q 5
♣ K 8 2

♠ A K 9 8 7 3
♥ 8 2
♦ 9 8 6
♣ J 4

North

East

South

2 ♠

Pass
Pass
4 ♠ by South

Once more, SOUTH has the same hand as Deals 1 and 2.

This time NORTH has a very poor hand without any chance of making game. However, he should bid

4 \hat{a} TM anyway.

It is very likely that the opponents can make 4

\hat{a} TM Y

if East gets the

opportunity to get into the bidding. Hopefully the 4 \hat{a} TM bid will shut him out, and 4 \hat{a} TM probably

won't go down more than a couple of tricks.

Deal 4
 West Deals
 None Vul

\spadesuit A 10 9 \heartsuit J 9 7 3 \diamond 10 7 4 \clubsuit K 6 5 \spadesuit 4 3 \heartsuit 8 5 \diamond K Q J 9 8 6 2 \clubsuit 9 7 8 6 15 11	 \spadesuit K Q 7 6 \heartsuit A 6 2 \diamond 5 3 \clubsuit A Q 8 3 \spadesuit J 8 5 2 \heartsuit K Q 10 4 \diamond A \clubsuit J 10 4 2
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West North East South
 3 \diamond Pass Pass Pass
 3 \diamond by West

WEST has a pretty normal preemptive 3

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

bid.

EAST has the equivalent of an opening 1 NT bid and will be very tempted to bid 3 NT.

That might turn out to be a disaster, particularly if EAST is unable to reach the WEST hand.

EAST should assume WEST can win six tricks if

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

s are trumps. Thinking this way points EAST to her

best call - PASS.

Deal 5

North Deals
None Vul

♠ Q 9 5 2
♥ 8 6
♦ J 7 3 2
♣ A K 3

6
10 8
16

West *North* *East* *South*
 Pass 3 ♥ Pass Pass
 4 ♥ by North

♠ 8 7
♥ K Q J 9 7 3 2
♦ 5
♣ 8 6 4

N
W E
S

♠ K
♥ 10 5 4
♦ Q 10 9 8
♣ Q J 10 5 2

♠ A J 10 6 4 3

♥ A
♦ A K 6 4

♣ 9 7

Here SOUTH has the kind of hand you need to raise a preempt to game.

SOUTH assumes that NORTH has a hand with six winners in it. He can provide four more, so

that is just enough for game. He bids 4

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Deal 6East Deals
None Vul

♠ K 4
 ♥ K J 5
 ♦ 9 4 2
 ♣ K Q J 7 2

7
 13 9
 11

♠ 3 2
 ♥ 9 8 7 4
 ♦ A K 8 3
 ♣ 10 8 4

♠ A Q J 9 7 6 5
 ♥ Q 10 2
 ♦ 7
 ♣ 6 3

N
 W E
 S

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

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
2 ♣	Pass	2 ♠	Pass
4 ♣	Pass	Pass	Pass
4 ♣ by East			

EAST has a 7-card \hat{a}^{TM} suit but he is too strong to open with a preemptive bid.

So he opens $1\hat{a}^{\text{TM}}$ instead.

WEST should respond $2\hat{a}^{\text{TM}}\mathfrak{L}$, and EAST can do nothing but rebid the \hat{a}^{TM} suit.

WEST thinks there should be game and bids $4\hat{a}^{\text{TM}}$