

Deal 1

North Deals
None Vul

♠ J 10 5
♥ A J 10 6
♦ J 8 3
♣ 9 7 3

13
7 8
12

♠ K 6 4
♥ K Q 9 7 4
♦ 4
♣ A J 6 5



♠ A Q 9 7 2
♥ 8 5
♦ A 9 6
♣ Q 10 4

♠ 8 3
♥ 3 2
♦ K Q 10 7 5 2
♣ K 8 2

West	North	East	South
	1 ♥	Pass	1 ♠
Pass	2 ♣	Pass	2 ♦
Pass	2 ♠	Pass	4 ♠
Pass	Pass	Pass	

4 ♠ by South

SOUTH might well bid 3NT at his second turn, and this may turn out to be the

final contract anyway.

But it doesn't hurt to bid 2

â™™₁

(Fourth Suit Forcing) just to

see if NORTH happens to have three â™™s. She does, so 4â™™ becomes the better game.

Deal 2

South Deals
None Vul

♠ Q 10 9
♥ A 6
♦ 10 8 7 5 3
♣ K 7 6

13
9 5
13

♠ A K 7 6 3
♥ K 10 8 4
♦ K 4
♣ 5 2



♠ 8 5
♥ Q J 9 7
♦ A Q 9
♣ A 8 4 3

♠ J 4 2
♥ 5 3 2
♦ J 6 2
♣ Q J 10 9

West	North	East	South
			1 ♣
Pass	1 ♠	Pass	1 NT
Pass	2 ♦	Pass	2 ♥
Pass	4 ♥	Pass	Pass
Pass			
4 ♥ by South			

SOUTH isn't strong enough to make a Reverse bid of 2

♠™

at his second turn.

NORTH uses the 2

♠™

(NMF) bid to ask SOUTH for further description.

SOUTH should first show a 4-card

♠™

suit, and next show 3-card ♠™ support.

Change SOUTH's

♠™

9 to the ♠™ 9 and the contract would be 4♠™.

Deal 3

North Deals

None Vul

♠ 8 5 3

♥ Q J 2

♦ A K J 10 6

♣ 3 2

5
11 10
14

♠ K 9 4 2

♥ 8

♦ 8 7 5 4 2

♣ Q 9 7

N
W E
S

♠ 6

♥ A K 10 9 4 3

♦ Q 9

♣ J 10 6 5

♠ A Q J 10 7

♥ 7 6 5

♦ 3

♣ A K 8 4

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

Pass

Pass

1 ♠

Pass

2 ♠

Pass

3 ♥

Pass

4 ♠

Pass

Pass

Pass

4 ♠ by South

SOUTH's 3

â™¥

bid is a Help Suit Game Try.

NORTH barely had enough strength to respond in the first place, but revaluing the hand,

(and particularly the singleton

â™¥

), makes it worth a

raise to game.

Deal 4

North Deals

None Vul

♠ 8 4
 ♥ 10 8 3 2
 ♦ J 9 5
 ♣ K Q 7 2

12
 6 9
 13

West

Pass

Pass

3 NT by South

♠ K 10

♥ A 9 7 5 4

♦ K Q 6 2

♣ 9 6



♠ A J 7 5

♥ K 6

♦ 8 7 4

♣ A J 10 3

North

1 ♥

2 ♦

Pass

East

Pass

Pass

Pass

South

1 ♠

3 NT

SOUTH has no reason to consider Fourth Suit Forcing with this hand.

NORTH does not have four ^{â™™}s or he would have already supported.

So SOUTH should bid the Notrump game.

Deal 5

South Deals

None Vul

♠ K 10 5 2

♥ 5 4

♦ A J 9 5

♣ Q J 3

8

11 9

12

West

Pass

Pass

2 ♥ by South

♠ J 8 3

♥ A 8 3 2

♦ K 8 6 4

♣ 7 2



♠ A 7

♥ Q 10 9 7 6

♦ Q 7

♣ A 10 9 6

North

2 ♥

East

Pass

South

1 ♥

Pass

SOUTH should pass 2

â™Ÿ

. She is not strong enough to

try for game.

Deal 6

South Deals
None Vul

♠ A 9 5 2
♥ 9 6 5
♦ K J 2
♣ J 9 3

13
9 5
13

West

Pass

Pass

Pass

Pass

3 NT by South

♠ K Q 10 6 3
♥ K Q J 8
♦ 9 5
♣ Q 8



♠ 8 4
♥ A 10 7
♦ Q 10 6 4 3
♣ A K 2

North

1 ♠

2 ♣

3 NT

East

Pass

Pass

Pass

South

1 ♦

1 NT

2 NT

Pass

NORTH knows there should be game, but doesn't know whether it will be 4[♠],

4

4[♠]

or 3 NT. To find out which she uses NMF and

bids 2[♠] at her second turn.

SOUTH does not have a 4-card

4[♠]

suit, nor does he have

three 4[♠]s, but he does have 4[♠]s stopped so he bids 2 NT, which North raises to 3 NT.