

Deal 1

North Deals

None Vul

♠ 8 5 3
♥ Q J 2
♦ A K J 10 6
♣ 3 2

5
11 10
14



♠ A Q J 10 7

♥ 7 6 5
♦ 3

♣ A K 8 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	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 2

North Deals

None Vul

♠ 8 4
♥ 10 8 3 2
♦ J 9 5
♣ K Q 7 2

12
6 9
13

♠ K 10
♥ A 9 7 5 4
♦ K Q 6 2
♣ 9 6

W N E
S

♠ Q 9 6 3 2
♥ Q J
♦ A 10 3
♣ 8 5 4

♠ A J 7 5
♥ K 6
♦ 8 7 4
♣ A J 10 3

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

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

NORTH does not have four ♠'s or he would have already supported.

So SOUTH should bid the Notrump game.

Deal 3

South Deals

None Vul

♠ J 8 3

♥ A 8 3 2

♦ K 8 6 4

♣ 7 2

♠ K 10 5 2

♥ 5 4

♦ A J 9 5

♣ Q J 3



♠ Q 9 6 4

♥ K J

♦ 10 3 2

♣ K 8 5 4

♠ A 7

♥ Q 10 9 7 6

♦ Q 7

♣ A 10 9 6

West

North

East

South

8
11 9
12

Pass

2 ♥

Pass

Pass

1 ♥

Pass

2 ♥ by South

SOUTH should pass 2

â™¥

. She is not strong enough to try for game.

Deal 4

South Deals

None Vul

♠ K Q 10 6 3
 ♥ K Q J 8
 ♦ 9 5
 ♣ Q 8

♠ A 9 5 2

♥ 9 6 5

♦ K J 2

♣ J 9 3

13
9 5
13

	N	
W		E
	S	

♠ J 7
 ♥ 4 3 2
 ♦ A 8 7
 ♣ 10 7 6 5 4

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

West North East South

1♦

Pass 1♠ Pass 1 NT

Pass 2♣ Pass 2 NT

Pass 3 NT Pass Pass

Pass

3 NT by South

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

4

âTMY

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

bids 2âTM£ at her second turn.

SOUTH does not have a 4-card

âTMY

suit, nor does he have

three âTMs, but he does have âTM£s stopped so he bids 2 NT, which North raises to 3 NT.