

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



♠ K J T 3

♥ K 5

♦ A 9 3

♣ 8 7 4 2

♠ A 8 4
♥ T 4 2
♦ J T 6 2
♣ Q 5 3

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

4 ♠ by North

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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

East Deals

N-S Vul

♠ 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

	N	
W		E
	S	

♠ A T 6
♥ A K 7 4
♦ A Q 5 3
♣ T 9

♠ K Q 5
♥ T 9 3
♦ J 2
♣ Q J 7 3 2

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

2♥ by East

Baker Bidpractice/Set4 22
WEST has a rotten hand, and many players would just pass 1NT.

But WEST figures that having EAST 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.

EAST bids 2

and WEST passes. He would have passed either 2 or 2

also.

Board 3

South Deals

E-W Vul

♠ 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

	N	
W		E
	S	

♠ 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

West	North	East	South
			1NT

Pass 3NT All Pass

3NT by North

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

Here NORTH 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 SOUTH also has four the 4-4 fit is not useful to them in

a contract because neither hand can ruff any losers.

Board 4

West Deals

Both Vul

♠ K J 7
♥ K J 5 4
♦ K Q 7 3
♣ A 5

♠ 2
♥ A 8 6
♦ 9 8 5 2
♣ K J 9 7 3

	N	
W		E
	S	

♠ 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

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

4 ♠ by West

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EAST has an invitational (9 point) hand with five s.

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

the game by bidding 2NT.

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