

Board 1

South Deals

None Vul

♠ A 8 4

♥ T 4 2

♦ J T 6 2

♣ Q 5 3

♠ K J T 3

♥ K 5

♦ A 9 3

♣ 8 7 4 2



♠ Q 9 6 5

♥ A Q 9 3

♦ K Q 8

♣ A 6

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

All Pass

4 ♠ by South

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

SOUTH's 2

♠ 7 2
♥ J 8 7 6
♦ 7 5 4
♣ K J T 9

response wasn't exactly what NORTH was hoping for,

so NORTH decides to bid 3NT.

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

and also knows that it isn't

s.

So SOUTH bids 4 .

Board 2

South Deals

None Vul

♠ K Q 5

♥ T 9 3

♦ J 2

♣ Q J 7 3 2

♠ 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

♠ A T 6

♥ A K 7 4

♦ A Q 5 3

♣ T 9

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

2♥ by South

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

But NORTH figures that having SOUTH 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.

SOUTH bids 2

and NORTH 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	

♠ A Q 6 2
♥ K J 8
♦ A 6 2
♣ K 8 7

♠ 9
♥ A 7 3 2
♦ Q J 8 5 3
♣ J T 4

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

South Deals

None Vul

♠ 2
♥ A 8 6
♦ 9 8 5 2
♣ K J 9 7 3

♠ Q T 8 6 4

♥ Q 7 3

♦ A 6

♣ T 8 4

N
W
E
S

♠ A 9 5 3
♥ T 9 2
♦ J T 4
♣ Q 6 2

♠ K J 7
♥ K J 5 4
♦ K Q 7 3
♣ A 5

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

All Pass

4 ♠ by South

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

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

the game by bidding 2NT.

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