

**Deal 1**

South Deals  
None Vul

♠ 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



♠ J 10 5  
♥ A J 10 6  
♦ J 8 3  
♣ 9 7 3

12  
8 7  
13

♠ K 6 4  
♥ K Q 9 7 4  
♦ 4  
♣ A J 6 5

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

4 ♠ by North

NORTH 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™™!

(Fourth Suit Forcing) just to

see if SOUTH 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

♠ A K 7 6 3  
♥ K 10 8 4  
♦ K 4  
♣ 5 2



♠ J 4 2  
♥ 5 3 2  
♦ J 6 2  
♣ Q J 10 9

13  
9 5  
13

♠ 8 5  
♥ Q J 9 7  
♦ A Q 9  
♣ A 8 4 3

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**

South Deals

None Vul

♠ 6

♥ A K 10 9 4 3

♦ Q 9

♣ J 10 6 5

14

10 11

5

West

Pass

Pass

Pass

4 ♠ by North

♠ A Q J 10 7

♥ 7 6 5

♦ 3

♣ A K 8 4

	N	
W		E
	S	

♠ K 9 4 2

♥ 8

♦ 8 7 5 4 2

♣ Q 9 7

North

1 ♠

3 ♥

Pass

East

Pass

Pass

Pass

South

Pass

2 ♠

4 ♠

NORTH's 3

♠

bid is a Help Suit Game Try.

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

(and particularly the singleton

♠

), 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

N  
 W E  
 S

♠ 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 <sup>â™™</sup>s or he  
 would have already supported.

So SOUTH should bid the Notrump  
 game.

**Deal 5**

North Deals

None Vul

♠ Q 9 6 4

♥ K J

♦ 10 3 2

♣ K 8 5 4

12

9 11

8

*West*

Pass

2 ♥ by North

♠ A 7

♥ Q 10 9 7 6

♦ Q 7

♣ A 10 9 6



♠ J 8 3

♥ A 8 3 2

♦ K 8 6 4

♣ 7 2

*North*

1 ♥

Pass

*East*

Pass

Pass

*South*

2 ♥

♠ K 10 5 2

♥ 5 4

♦ A J 9 5

♣ Q J 3

NORTH should pass 2

â™¥

. 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<sup>♠</sup>,

4

4<sup>♠</sup>

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

bids 2<sup>♠</sup> at her second turn.

SOUTH does not have a 4-card

4<sup>♠</sup>

suit, nor does he have

three 4<sup>♠</sup>s, but he does have 4<sup>♠</sup>s stopped so he bids 2 NT, which North raises to 3 NT.