

Deal 1

South Deals
None Vul

♠ J 6
♥ A 6 5 3
♦ Q J 4 3
♣ 8 4 3

7
8 8
17

♠ K 8
♥ J 7 4 2
♦ K 7 6 2
♣ 9 6 5



♠ Q 5 4 3
♥ K Q 10 9 8
♦ A 5
♣ A Q

♠ A 10 9 7 2
♥ —
♦ 10 9 8
♣ K J 10 7 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 ♥
Pass	2 ♥	Pass	2 ♠
Pass	4 ♥	Pass	Pass
Pass			
4 ♥ by South			

Decide what you would say next, then on BID above.

Except for the ♠ weakness you have a nice hand. If partner can Help you in that suit then you want to be in game.

So you bid 2 ♠ and partner bids 4 ♥. Sometimes it is easy.

Deal 2

South Deals
None Vul

♠ 9 2
♥ Q 10 8 7
♦ A 7
♣ 9 7 6 4 3

9
6 9
16

♠ 10 5 3
♥ A K 5 3
♦ 8 5 3
♣ Q 10 2



♠ A K Q 8 4
♥ 6 2
♦ 9 6 2
♣ A K 8

♠ J 7 6
♥ J 9 4
♦ K Q J 10 4
♣ J 5

West	North	East	South
			1 ♠
Pass	2 ♠	Pass	3 ♦
Pass	3 ♥	Pass	4 ♠
ALL	Pass		
4 ♠ by South			

Decide what you would say next, then on BID above.

You do have 9 points so you are inclined to bid game, but partner needs help in ♦s, and you are bankrupt there. But rather than just signing off, this hand gives you a way to temporize.

You bid 3 ♥, a bid not covered in the Summary, but which you hope partner will interpret as meaning: "I can't help you in ♦s, but I have some great ♥s."

Apparently partner interpreted it the way you wanted since he bid the game.