

Deal 1

North Deals
None Vul

♠ 7 2
♥ J 8 7 4 2
♦ J 10 5
♣ Q 9 3

17
4 8
11

West

Pass

Pass

Pass

4 ♠ by North

♠ Q 9 6 5
♥ A Q 9 3
♦ K Q 8
♣ A 6



♠ K J 10 3
♥ K 5
♦ A 9 3
♣ 8 7 4 2

North

1 NT

2 ♥

4 ♠

East

Pass

Pass

Pass

South

2 ♣

3 NT

Pass

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 3 NT.

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

and also knows that it isn't

♠

s.

So NORTH bids 4♠.

Deal 2

South Deals

None Vul

♠ 8 3 2
 ♥ 10 9 3
 ♦ K J 9
 ♣ A 8 5 2

3
 8 12
 17

West

Pass

Pass

2♥ by South

♠ J 9 7 4
 ♥ Q 8 6 2
 ♦ 10 8 7 6
 ♣ 4



♠ A 10 6
 ♥ A K 7 4
 ♦ A Q 5 3
 ♣ 10 9

North

2♣

Pass

East

Pass

Pass

South

1NT

2♥

♠ K Q 5
 ♥ J 5
 ♦ 4 2
 ♣ K Q J 7 6 3

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

2[♠]

and NORTH passes. He would have passed

either 2[♠] or 2

2[♠]

also.

Deal 3

North Deals

None Vul

♠ 8 4
 ♥ A 7 6 3 2
 ♦ Q J 7
 ♣ J 5 2

17
 8 4
 11

West

Pass

3 NT by North

♠ A Q 6 2

♥ K J 8

♦ A 6 2

♣ K 8 7



♠ K J 7 3

♥ Q 9 5

♦ K 10 4

♣ Q 9 3

North

1 NT

Pass

East

Pass

Pass

South

3 NT

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

Here SOUTH has a 4-card \hat{a}^{TM} suit, but decides not to seek a 4-4 fit because his

hand wouldn't have any ruffing values in a \hat{a}^{TM} contract. He bids 3 NT.

Notice that even though NORTH also has four \hat{a}^{TM} s the 4-4 fit is not useful to them in

a \hat{a}^{TM} contract because neither hand can ruff any losers.

Deal 4

South Deals

None Vul

♠ 5 2
 ♥ A 9 8 2
 ♦ J 10 9 4
 ♣ J 6 2

8
 6 9
 17

♠ Q 10 8 6 4

♥ Q 7 3

♦ A 6

♣ 10 8 4



♠ K J 7

♥ K J 5 4

♦ K Q 7 3

♣ A 5

♠ A 9 3

♥ 10 6

♦ 8 5 2

♣ K Q 9 7 3

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

4 ♠ by South

NORTH has an invitational (9 point) hand with five \hat{a}^{TM} s.

She bids it in the standard way - first transfer SOUTH to \hat{a}^{TM} s, then invite

the game by bidding 2 NT.

SOUTH, with 17 points and three \hat{a}^{TM} s, accepts the game invitation and chooses 4 \hat{a}^{TM} .