

Deal 1	<p> ♠ 76 ♥ K J 10 9 8 ♦ K J 7 ♣ Q J 7 </p> <p> ♠ A K 5 3 ♥ 7 2 ♦ A 10 8 5 ♣ 10 9 2 </p>	<p> Dlr: South Vul: None </p> <p> ♠ J 9 4 ♥ A 6 3 ♦ Q 9 4 3 ♣ K 5 4 </p> <p> ♠ Q 10 8 2 ♥ Q 5 4 ♦ 6 2 ♣ A 8 6 3 </p>	<p>Answer: 2♥</p> <p>With at least 3-card support for partner's suit but no interest in game, raise partner's suit to the 2 level. This will likely be passed out, but gives partner the chance to show a huge hand, and also helps partner compete if the opponents interfere.</p> <p>Debug Ref.: MajRai.simpR StdGen unStdGen = SMGen 16294208416658607535 16294208416658607535</p>
	<p>West North East South</p> <p>Pass 1♥ Pass ??</p>		
Deal 2	<p> ♠ A J 7 5 3 2 ♥ Q 4 ♦ K J 10 4 ♣ Q </p> <p> ♠ K Q ♥ 7 6 3 2 ♦ Q 8 2 ♣ J 9 8 5 </p>	<p> Dlr: West Vul: None </p> <p> ♠ 10 9 8 6 ♥ A 9 8 ♦ A 9 3 ♣ A 7 2 </p> <p> ♠ 4 ♥ K J 10 5 ♦ 7 6 5 ♣ K 10 6 4 3 </p>	<p>Answer: 1NT (forcing)</p> <p>Partner has opened 1♠. We don't have a spade fit and aren't strong enough to force to game. Bid a forcing 1NT. Partner will rebid naturally, and we'll likely stop in some partscore.</p> <p>Debug Ref.: F1N.S1N StdGen unStdGen = SMGen 15368131576909662422 16294208416658607535</p>
	<p>West North East South</p> <p>Pass 1♠ Pass ??</p>		
Deal 3	<p> ♠ K 10 6 3 ♥ A 10 7 6 4 ♦ K 7 ♣ K 6 </p> <p> ♠ A J ♥ K J 5 ♦ J 8 4 2 ♣ 9 7 5 4 </p>	<p> Dlr: West Vul: None </p> <p> ♠ 9 7 4 2 ♥ Q 9 2 ♦ Q 5 3 ♣ Q 10 2 </p> <p> ♠ Q 8 5 ♥ 8 3 ♦ A 10 9 6 ♣ A J 8 3 </p>	<p>Answer: 1NT (forcing)</p> <p>Partner has opened 1♥. We don't have a heart fit, don't have 4 spades, and aren't strong enough to force to game. Bid a forcing 1NT. Partner will rebid naturally, and we'll likely stop in some partscore.</p> <p>Debug Ref.: F1N.H1N StdGen unStdGen = SMGen 2452917634603997936 16294208416658607535</p>
	<p>West North East South</p> <p>Pass 1♥ Pass ??</p>		

Deal 4

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

♠ 5 4
 ♥ K 9 6 5 3
 ♦ J 9 8 7 5
 ♣ 10

N
W E
S

♠ Q J 6 3
 ♥ 8
 ♦ A K 6
 ♣ K Q 8 6 5

Dlr: North
Vul: E/W

Answer: 4♣

We bid Jacoby 2NT. Partner has shown a semibalanced hand slightly stronger than a minimum, and we've got enough extra strength to be interested in slam opposite that. Make a control bid.

Debug Ref.: J2NT.sbmedcb StdGen un-
StdGen = SMGen 1526840794855052823
16294208416658607535

West	North	East	South
	1♠	Pass	2NT ^a
Pass	3NT	Pass	??

^aJacoby: GF with 4+ spades

Deal 5

♠ A 10 7
 ♥ Q J 9 5 2
 ♦ A 4
 ♣ J 4 3

♠ K 9 4
 ♥ 7 6
 ♦ Q J 9 7
 ♣ K 10 9 7

N
W E
S

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

Dlr: North
Vul: E/W

Answer: Pass

We bid Jacoby 2NT. Partner has shown neither unusual shape nor enough extra strength for us to be interested in slam. Just sign off in game.

Debug Ref.: J2NT.sbso StdGen unStdGen = SM-
Gen 2753299612157051791 16294208416658607535

West	North	East	South
	1♥	Pass	2NT ^a
Pass	4♥	Pass	??

^aJacoby: GF with 4+ hearts

Deal 6 ♠ A Q J Dlr: South
 ♥ J 7 4 3 Vul: N/S
 ♦ K Q 8 6
 ♣ 8 3

♠ 9 7 6 3 ♠ K 10 8 5 2
 ♥ 10 8 2 ♥ 9
 ♦ J 9 3 ♦ A 7 5 4
 ♣ K 10 6 ♣ 9 5 2

N
W E
S

♠ 4
 ♥ A K Q 6 5
 ♦ 10 2
 ♣ A Q J 7 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♥
Pass	2NT ^a	Pass	??

^aJacoby: GF with 4+ hearts

Answer: 4♣

Partner has bid Jacoby 2NT. We have a good 5-card side suit, so bid it at the 4 level. Partner can then decide whether to sign off in 4♥, or investigate slam. Even if they decide to sign off, we can investigate slam ourselves if we have enough extra strength.

Debug Ref.: J2NT.side StdGen unStdGen = SM-
 Gen 6132294086509994840 16294208416658607535

Deal 7 ♠ A K Q 4 3 Dlr: South
 ♥ Q 5 Vul: Both
 ♦ A Q
 ♣ K 10 9 5

♠ J 10 ♠ 6 2
 ♥ A 10 3 ♥ K 9 7
 ♦ J 10 9 8 5 ♦ 6 4 3 2
 ♣ A 7 2 ♣ J 6 4 3

N
W E
S

♠ 9 8 7 5
 ♥ J 8 6 4 2
 ♦ K 7
 ♣ Q 8

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			Pass
Pass	1♠	Pass	??

Answer: 2♠

With at least 3-card support for partner's suit but no interest in game, raise partner's suit to the 2 level. This will likely be passed out, but gives partner the chance to show a huge hand, and also helps partner compete if the opponents interfere.

Debug Ref.: MajRai.simpR StdGen un-
 StdGen = SMGen 11663824217913881970
 16294208416658607535

Deal 8

♠ 8	♠ A Q 6 5 4	♠ K 3 2
♥ 5 4 2	♥ A Q	♥ 10 9 7
♦ Q 9 8 7 5	♦ 6 2	♦ K J 10 4 3
♣ J 10 9 6	♣ A 7 4 3	♣ 5 2

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

West	North	East	South
	1♠	Pass	2NT ^a
Pass	3NT	Pass	??

^aJacoby: GF with 4+ spades

Answer: 4♠

We bid Jacoby 2NT. Partner has shown neither unusual shape nor enough extra strength for us to be interested in slam. Just sign off in game.

Debug Ref.: J2NT.sbso StdGen unStdGen = SMGen 17195354349317769100 16294208416658607535

Deal 9

♠ A 9 8	♠ Q J 5 4	♠ K 10 3
♥ K J	♥ A 10 7 4 2	♥ 8 6 5
♦ K 8 6 2	♦ A	♦ 10 9 4 3
♣ 6 4 3 2	♣ Q 8 5	♣ K J 9

	♠ 7 6 2	
	♥ Q 9 3	
	♦ Q J 7 5	
	♣ A 10 7	

West	North	East	South
	1♥	Pass	Pass
Pass		??	

Answer: 2♥

With at least 3-card support for partner's suit but no interest in game, raise partner's suit to the 2 level. This will likely be passed out, but gives partner the chance to show a huge hand, and also helps partner compete if the opponents interfere.

Debug Ref.: MajRai.simpR StdGen unStdGen = SMGen 4280140407012104614 16294208416658607535

Deal 10

♠ A Q 10 6 2
 ♥ K 9 7
 ♦ Q 6 2
 ♣ J 5
 ♠ 4 3
 ♥ J 5 2
 ♦ A K 4 3
 ♣ Q 9 6 3
 ♠ K 9 8 7 5
 ♥ A Q 8 6 4
 ♦ –
 ♣ A K 8

N
W E
S

Dlr: East
 Vul: E/W

♠ J
 ♥ 10 3
 ♦ J 10 9 8 7 5
 ♣ 10 7 4 2

Answer: 4♥

Partner has bid Jacoby 2NT. We have a good 5-card side suit, so bid it at the 4 level. Partner can then decide whether to sign off in 4♠, or investigate slam. Even if they decide to sign off, we can investigate slam ourselves if we have enough extra strength.

Debug Ref.: J2NT.side StdGen unStdGen = SM-
 Gen 9811670538415991744 16294208416658607535

West	North	East	South
Pass	2NT ^a	Pass	1♠
Pass		Pass	??

^aJacoby: GF with 4+ spades

Deal 11

♠ A K 9 8 4 2
 ♥ A Q
 ♦ –
 ♣ K Q J 10 5
 ♠ Q
 ♥ J 10 8 3
 ♦ Q 9 3 2
 ♣ A 9 6 4
 ♠ J 10 7 3
 ♥ K 7 6 4 2
 ♦ A J 6
 ♣ 3

N
W E
S

Dlr: West
 Vul: Both

♠ 6 5
 ♥ 9 5
 ♦ K 10 8 7 5 4
 ♣ 8 7 2

Answer: 2♠

With at least 3-card support for partner's suit but no interest in game, raise partner's suit to the 2 level. This will likely be passed out, but gives partner the chance to show a huge hand, and also helps partner compete if the opponents interfere.

Debug Ref.: MajRai.simpR StdGen un-
 StdGen = SMGen 13190665012768934793
 16294208416658607535

West	North	East	South
Pass	1♠	Pass	??

Deal 12

♠ A Q J 6 3
 ♥ A J 9 6
 ♦ A 3
 ♣ A 5
 ♠ 10 9 8 5 4
 ♥ 7 4 3
 ♦ Q 9 4
 ♣ 8 3
 ♠ 2
 ♥ 5 2
 ♦ K 10 6 5 2
 ♣ K Q J 10 2

N
W E
S

Dlr: West
 Vul: None

♠ K 7
 ♥ K Q 10 8
 ♦ J 8 7
 ♣ 9 7 6 4

Answer: 1NT (forcing)

Partner has opened 1♠. We don't have a spade fit and aren't strong enough to force to game. Bid a forcing 1NT. Partner will re-bid naturally, and we'll likely stop in some partscore.

Debug Ref.: F1N.S1N StdGen unStd-
 Gen = SMGen 16569659487121877842
 16294208416658607535

West	North	East	South
Pass	1♠	Pass	??

Deal 13

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

♠ A K 8
 ♥ K 8 7 4
 ♦ J 10 4
 ♣ 9 3 2

♠ 4 2
 ♥ Q 6 5 2
 ♦ Q 9 7
 ♣ K Q 8 6

Dlr: West
Vul: E/W

N
W E
S

♠ 7 5
 ♥ A 10 3
 ♦ 6 5 3 2
 ♣ A J 5 4

West	North	East	South
Pass	1♠	Pass	??

Answer: 1NT (forcing)

We're not even strong enough to invite to game, we only have 2-card support for partner's major, and we don't have our own long suit to suggest. Bid a forcing 1NT, planning to then rebid 2 of partner's major, which will likely be the final contract. but if we've got a 5-card suit and partner bids that on their second turn, we might pass it instead! If partner rebids their major, showing at least 6 cards in it, we'll be delighted to pass in an 8-card fit. If partner jumps or reverses, game might still be available, and we'll continue bidding naturally over that.

Debug Ref.: F1N.mr2 StdGen unStdGen = SM-Gen 3654445544816213356 16294208416658607535

Deal 14

♠ K 10 6
 ♥ 6
 ♦ K J 9 4
 ♣ J 10 6 5 4

♠ Q J 7
 ♥ 8 4 2
 ♦ A 10 8
 ♣ A 8 7 2

♠ 8 5 3 2
 ♥ A Q 10 7 3
 ♦ Q 6 3
 ♣ K

Dlr: South
Vul: None

N
W E
S

♠ A 9 4
 ♥ K J 9 5
 ♦ 7 5 2
 ♣ Q 9 3

West	North	East	South
Pass	1NT ^a	Pass	1♥
			??

^aforcing

Answer: 2♦

We've opened our major, and partner has bid a forcing 1NT. We're too weak (or too unbalanced) to rebid 2NT, and can't rebid hearts with only a 5-card suit. Bid our longest other suit. Sometimes it might only be a 3-card suit.

Debug Ref.: F1N.b2nd StdGen unStdGen = SM-Gen 9185975676220100486 16294208416658607535

Deal 15

	♠ Q	Dlr: West
	♥ A Q 8 7 6	Vul: None
	♦ Q 4 3	
	♣ Q J 9 8	
♠ K 10 5 4 2	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div>	♠ J 7 6 3
♥ 9 5		♥ J 10 2
♦ K J 10 2		♦ A 9 7
♣ 10 3		♣ A K 7
	♠ A 9 8	
	♥ K 4 3	
	♦ 8 6 5	
	♣ 6 5 4 2	

Answer: 2♥

With at least 3-card support for partner's suit but no interest in game, raise partner's suit to the 2 level. This will likely be passed out, but gives partner the chance to show a huge hand, and also helps partner compete if the opponents interfere.

Debug Ref.: MajRai.simpR StdGen un-
StdGen = SMGen 12564970150573043535
16294208416658607535

West	North	East	South
Pass	1♥	Pass	??

Deal 16

	♠ J 10 9 6 2	Dlr: West
	♥ Q J 8 5	Vul: E/W
	♦ 5 2	
	♣ A K	
♠ Q	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div>	♠ 8 5 4
♥ 10 9 7 6 4		♥ K 3 2
♦ Q J 9		♦ A 10 4
♣ 10 8 7 4		♣ J 6 3 2
	♠ A K 7 3	
	♥ A	
	♦ K 8 7 6 3	
	♣ Q 9 5	

Answer: Pass

We bid Jacoby 2NT. Partner has shown neither unusual shape nor enough extra strength for us to be interested in slam. Just sign off in game.

Debug Ref.: J2NT.sbso StdGen unSt-
dGen = SMGen 15943964624925986584
16294208416658607535

West	North	East	South
Pass	1♠	Pass	2NT ^a
Pass	4♠	Pass	??

^aJacoby: GF with 4+ spades

Deal 17

	♠ A 9 7 4	Dlr: North
	♥ A K J 6 4	Vul: N/S
	♦ –	
	♣ 9 5 3 2	
♠ K 6 3 2	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div>	♠ Q 10 8 5
♥ Q 9 8		♥ 10 7
♦ 10 9 4		♦ Q 8 7 6 2
♣ A K Q		♣ J 6
	♠ J	
	♥ 5 3 2	
	♦ A K J 5 3	
	♣ 10 8 7 4	

Answer: 2♥

With at least 3-card support for partner's suit but no interest in game, raise partner's suit to the 2 level. This will likely be passed out, but gives partner the chance to show a huge hand, and also helps partner compete if the opponents interfere.

Debug Ref.: MajRai.simpR StdGen un-
StdGen = SMGen 3028750682620322098
16294208416658607535

West	North	East	South
	1♥	Pass	??

Deal 18

♠ J 10 6 4
 ♥ A 4
 ♦ A 8 6
 ♣ A 7 3 2

♠ 3
 ♥ Q 7 3
 ♦ K J 10 7 5
 ♣ 9 8 6 5

N		
W	E	
	S	

♠ A K Q 8 7
 ♥ J 8 5 2
 ♦ 2
 ♣ K 10 4

Dlr: East
 Vul: N/S

♠ 9 5 2
 ♥ K 10 9 6
 ♦ Q 9 4 3
 ♣ Q J

West	North	East	South
Pass	1NT ^a	Pass	1♠
Pass		Pass	??

^aforcing

Answer: 2♥

We've opened our major, and partner has bid a forcing 1NT. We're too weak (or too unbalanced) to rebid 2NT, and can't rebid spades with only a 5-card suit. Bid our longest other suit. Sometimes it might only be a 3-card suit.

Debug Ref.: F1N.b2nd StdGen unStdGen = SM-Gen 4255209499922321066 16294208416658607535

Deal 19

♠ 7 6 5
 ♥ 8 5 2
 ♦ A 10
 ♣ A J 7 4 3

♠ K Q J 4 3
 ♥ A K Q 9 4
 ♦ 7 3
 ♣ 6

N		
W	E	
	S	

♠ A 10 8
 ♥ 7 6
 ♦ J 9 6 5 4
 ♣ K Q 8

Dlr: West
 Vul: N/S

♠ 9 2
 ♥ J 10 3
 ♦ K Q 8 2
 ♣ 10 9 5 2

West	North	East	South
Pass	1♠	Pass	??

Answer: 1NT (forcing)

We've got 3-card support for partner's major, and strength for a limit raise. Start with a forcing 1NT, planning to then jump to 3 of partner's major. If they've got a minimum, they'll pass our second bid, and if they've got a little extra, they'll bid game.

Debug Ref.: F1N.l3 StdGen unStdGen = SMGen 7634203974275264115 16294208416658607535

Deal 20

♠ A K 9 3
 ♥ 10 8 7
 ♦ 4 3
 ♣ K 8 7 6

♠ Q J 6 4 2
 ♥ A 6
 ♦ A Q 10 5
 ♣ A Q

N		
W	E	
	S	

♠ 10 8 7 5
 ♥ K Q 5
 ♦ K 9 7 6 2
 ♣ 5

Dlr: West
 Vul: Both

♠ –
 ♥ J 9 4 3 2
 ♦ J 8
 ♣ J 10 9 4 3 2

West	North	East	South
Pass	1♠	Pass	??

Answer: 2♠

With at least 3-card support for partner's suit but no interest in game, raise partner's suit to the 2 level. This will likely be passed out, but gives partner the chance to show a huge hand, and also helps partner compete if the opponents interfere.

Debug Ref.: MajRai.simpR StdGen unStdGen = SMGen 13165734105679151245 16294208416658607535

Deal 21

	♠ A Q 10 8 7	Dlr: East
	♥ Q 7 6 5	Vul: E/W
	♦ A J	
	♣ A 4	
♠ 9 6	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div>	♠ K J 5 4
♥ 9 8 4		♥ 3
♦ 10 7 5 4 2		♦ Q 8 6 3
♣ 9 3 2		♣ Q 10 6 5
	♠ 3 2	
	♥ A K J 10 2	
	♦ K 9	
	♣ K J 8 7	

West	North	East	South
		Pass	1♥
Pass	2NT ^a	Pass	??

^aJacoby: GF with 4+ hearts

Answer: 3NT

Partner has bid Jacoby 2NT. We don't have length or shortness in a side suit to show, but we have a little extra strength we haven't shown yet. Bid 3NT to show this. Partner might sign off in game, but might start control bidding with slam interest.

Debug Ref.: J2NT.sbmed StdGen un-
StdGen = SMGen 250520163373486759
16294208416658607535

Deal 22

	♠ 7 5 4 2	Dlr: South
	♥ A 2	Vul: N/S
	♦ A K 8 4	
	♣ K 7 4	
♠ 9 3	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div>	♠ 10 6
♥ 8 6 5		♥ K 9 7 4 3
♦ Q J 5 3 2		♦ 10 9 6
♣ 9 8 2		♣ J 10 6
	♠ A K Q J 8	
	♥ Q J 10	
	♦ 7	
	♣ A Q 5 3	

West	North	East	South
			1♠
Pass	2NT ^a	Pass	??

^aJacoby: GF with 4+ spades

Answer: 3♦ (shortness in diamonds)

Partner has bid Jacoby 2NT. We don't have a good 5-card side suit to jump to, but we do have shortness to bid. This will help partner decide whether to sign off in 4♠, or start control bidding to investigate slam. If you play Serious or Frivolous 3NT, partner might also bid that. If they try signing off but we have enough extra strength, we can bid on to look for slam anyway.

Debug Ref.: J2NT.sing StdGen unStdGen = SM-
Gen 3629514637726429808 16294208416658607535

Deal 23

	♠ K J 7 4 2	Dlr: North
	♥ Q 9	Vul: Both
	♦ A 7	
	♣ A Q 10 5	
♠ 9 3	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div>	♠ A
♥ K J 5 4 3		♥ 8 7 6 2
♦ J 9 5		♦ 10 8 6 2
♣ 9 8 7		♣ K 6 4 3
	♠ Q 10 8 6 5	
	♥ A 10	
	♦ K Q 4 3	
	♣ J 2	

West	North	East	South
	1♠	Pass	2NT ^a
Pass	3NT	Pass	??

^aJacoby: GF with 4+ spades

Answer: 4♠

We bid Jacoby 2NT. Partner has shown neither unusual shape nor enough extra strength for us to be interested in slam. Just sign off in game.

Debug Ref.: J2NT.sbso StdGen unStdGen = SM-Gen 9161044769130316938 16294208416658607535

Deal 24

	♠ A K Q 9 4 2	Dlr: West
	♥ Q J 2	Vul: Both
	♦ 5	
	♣ K 8 2	
♠ 7	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div>	♠ 8 6 5
♥ 7 5 4		♥ K 8 6 3
♦ Q J 9 8 4 3 2		♦ A 10 6
♣ 9 7		♣ A J 5
	♠ J 10 3	
	♥ A 10 9	
	♦ K 7	
	♣ Q 10 6 4 3	

West	North	East	South
Pass	1♠	Pass	??

Answer: 1NT (forcing)

We've got 3-card support for partner's major, and strength for a limit raise. Start with a forcing 1NT, planning to then jump to 3 of partner's major. If they've got a minimum, they'll pass our second bid, and if they've got a little extra, they'll bid game.

Debug Ref.: F1N.lr3 StdGen unStdGen = SMGen 14692574900534204068 16294208416658607535

Deal 25

♠ A K Q J 9 4
 ♥ 10 7 3
 ♦ J
 ♣ J 8 2

♠ 6 2
 ♥ A Q 9 2
 ♦ 9 7 4 2
 ♣ A 9 7

N
W E
S

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

♠ 8 5
 ♥ J 8
 ♦ K Q 8 3
 ♣ K 10 6 4 3

Dlr: West
Vul: None

Answer: 1NT (forcing)

We're not even strong enough to invite to game, we only have 2-card support for partner's major, and we don't have our own long suit to suggest. Bid a forcing 1NT, planning to then rebid 2 of partner's major, which will likely be the final contract. but if we've got a 5-card suit and partner bids that on their second turn, we might pass it instead! If partner rebids their major, showing at least 6 cards in it, we'll be delighted to pass in an 8-card fit. If partner jumps or reverses, game might still be available, and we'll continue bidding naturally over that.

West	North	East	South
Pass	1♠	Pass	??

Debug Ref.: F1N.mr2 StdGen unStdGen = SMGen 1777360958228539582 16294208416658607535

Deal 26

♠ K 7 2
 ♥ A K 10 7 2
 ♦ J 6 4
 ♣ K 7

♠ Q J 10 3
 ♥ 9 5
 ♦ A 8 7 3
 ♣ Q 8 3

N
W E
S

♠ 9 5 4
 ♥ 8 4 3
 ♦ K Q 9 5
 ♣ J 9 4

♠ A 8 6
 ♥ Q J 6
 ♦ 10 2
 ♣ A 10 6 5 2

Dlr: West
Vul: Both

Answer: 1NT (forcing)

We've got 3-card support for partner's major, and strength for a limit raise. Start with a forcing 1NT, planning to then jump to 3 of partner's major. If they've got a minimum, they'll pass our second bid, and if they've got a little extra, they'll bid game.

West	North	East	South
Pass	1♥	Pass	??

Debug Ref.: F1N.lr3 StdGen unStdGen = SMGen 5156355432581482631 16294208416658607535

Deal 27

♠ 10	Dlr: East
♥ A 10 7 3 2	Vul: E/W
♦ 10 8 3	
♣ Q 7 4 2	

♠ J 9 3	♠ A 8 5 2
♥ 6	♥ J 9 5 4
♦ Q 6 4 2	♦ K J 7 5
♣ A 8 6 5 3	♣ 10

♠ K Q 7 6 4
♥ K Q 8
♦ A 9
♣ K J 9

Answer: 2NT

We opened our major, which partner hasn't (yet?) supported. With a balanced 18–19 count, now bid 2NT. Partner will know almost exactly what we have, and can place the final contract.

Debug Ref.: F1N.rb2N StdGen unStdGen = SMGen 10687885563985369761 16294208416658607535

West	North	East	South
		Pass	1♠
Pass	1NT ^a	Pass	??

^aforcing

Deal 28

♠ 4 3	Dlr: South
♥ A Q 7 5 2	Vul: None
♦ J 2	
♣ A K 3 2	

♠ J 9 2	♠ A K 7 5
♥ –	♥ K 10 9 8
♦ Q 10 7 5 3	♦ A 9 8 6
♣ Q J 10 8 5	♣ 9

♠ Q 10 8 6
♥ J 6 4 3
♦ K 4
♣ 7 6 4

Answer: 2♥

With at least 3-card support for partner's suit but no interest in game, raise partner's suit to the 2 level. This will likely be passed out, but gives partner the chance to show a huge hand, and also helps partner compete if the opponents interfere.

Debug Ref.: MajRai.simpR StdGen unStdGen = SMGen 11914344381287368729 16294208416658607535

West	North	East	South
			Pass
Pass	1♥	Pass	??

Deal 29

	♠ Q 7 5 2	Dlr: East
	♥ A 10 7	Vul: E/W
	♦ A K Q 9	
	♣ A 6	
♠ K J 10		♠ 6
♥ 8 4		♥ Q 9 6 5 3 2
♦ 10 8 7 6 4		♦ J 5 2
♣ Q 9 3		♣ 8 7 5
	♠ A 9 8 4 3	
	♥ K J	
	♦ 3	
	♣ K J 10 4 2	

West	North	East	South
		Pass	1♠
Pass	2NT ^a	Pass	??

^aJacoby: GF with 4+ spades

Answer: 4♣

Partner has bid Jacoby 2NT. We have a good 5-card side suit, so bid it at the 4 level. Partner can then decide whether to sign off in 4♠, or investigate slam. Even if they decide to sign off, we can investigate slam ourselves if we have enough extra strength.

Debug Ref.: J2NT.side StdGen unStdGen = SMGen 17445874512691255859 16294208416658607535

Deal 30

	♠ A K 7	Dlr: East
	♥ J 6 3 2	Vul: None
	♦ Q 8 6 5	
	♣ A K	
♠ 10 9 4 3		♠ J 8 5 2
♥ 4		♥ K
♦ A J 3 2		♦ 10 9 7 4
♣ 9 8 7 5		♣ 10 6 3 2
	♠ Q 6	
	♥ A Q 10 9 8 7 5	
	♦ K	
	♣ Q J 4	

West	North	East	South
		Pass	1♥
Pass	2NT ^a	Pass	??

^aJacoby: GF with 4+ hearts

Answer: 3♦ (shortness in diamonds)

Partner has bid Jacoby 2NT. We don't have a good 5-card side suit to jump to, but we do have shortness to bid. This will help partner decide whether to sign off in 4♥, or start control bidding to investigate slam. If you play Serious or Frivolous 3NT, partner might also bid that. If they try signing off but we have enough extra strength, we can bid on to look for slam anyway.

Debug Ref.: J2NT.sing StdGen unStdGen = SMGen 225589256283703211 16294208416658607535

Deal 31

	♠ J 6	Dlr: North
	♥ A K J 10 9 7	Vul: N/S
	♦ K Q	
	♣ A J 7	
♠ Q 10 9 8 3		♠ A K 7
♥ 8 2		♥ 6 4 3
♦ 9 4 3 2		♦ A 10 7 5
♣ 9 6		♣ Q 10 4
	♠ 5 4 2	
	♥ Q 5	
	♦ J 8 6	
	♣ K 8 5 3 2	

West	North	East	South
	1♥	Pass	??

Answer: 1NT (forcing)

We're not even strong enough to invite to game, we only have 2-card support for partner's major, and we don't have our own long suit to suggest. Bid a forcing 1NT, planning to then rebid 2 of partner's major, which will likely be the final contract. but if we've got a 5-card suit and partner bids that on their second turn, we might pass it instead! If partner rebids their major, showing at least 6 cards in it, we'll be delighted to pass in an 8-card fit. If partner jumps or reverses, game might still be available, and we'll continue bidding naturally over that.

Debug Ref.: F1N.mr2 StdGen unStdGen = SM-Gen 1452048073585702179 16294208416658607535

Deal 32

	♠ J 8	Dlr: East
	♥ K 10 2	Vul: E/W
	♦ A Q J 10 5 4	
	♣ 6 3	
♠ 10 7 6 3		♠ 5 4 2
♥ 4		♥ 8 7 5 3
♦ 8 7 2		♦ K 6
♣ Q J 9 7 5		♣ A K 4 2
	♠ A K Q 9	
	♥ A Q J 9 6	
	♦ 9 3	
	♣ 10 8	

West	North	East	South
		Pass	1♥
Pass	1NT ^a	Pass	??

^aforcing

Answer: 2♥

This is a super awkward shape that presents a challenge to basic 2/1 bidding. Partner's 1NT is forcing, but we're not strong enough to reverse to 2♠ or bid 2NT, we don't have a three-card minor to bid, and we don't have a sixth heart to rebid. The least bad lie is probably to rebid hearts anyway, but this hand shape is the exact problem that Flannery 2♦ or Semiforcing 1NT are intended to fix.

Debug Ref.: F1N.flan StdGen unStdGen = SMGen 4831042547938645228 16294208416658607535

Deal 33

	♠ A Q J 7 5 4 2	Dlr: West
	♥ 10 7	Vul: None
	♦ 3	
	♣ A K 6	
♠ 9 8		♠ 3
♥ J 6 4		♥ K 9 5 3
♦ Q 10 8 7 5		♦ K 9 6 2
♣ J 9 8		♣ Q 10 5 4
	♠ K 10 6	
	♥ A Q 8 2	
	♦ A J 4	
	♣ 7 3 2	

West	North	East	South
Pass	1♠	Pass	??

Answer: 3NT

With 13–15 HCP, we probably want to be in game but not slam when partner opens the bidding. We've got an 8-card fit in partner's major, but with our 4333 shape, we're unlikely to ruff anything in the short hand, so will likely take the same number of tricks in notrump as we would in spades. Offer 3NT to show this: partner can pass with a balanced minimum, correct to 4♠ with an unbalanced minimum, and investigate slam if they have a very strong hand.

Debug Ref.: MajRai.3N StdGen unStdGen = SM-Gen 6057501365240644196 16294208416658607535

Deal 34

	♠ A K J 10 3	Dlr: North
	♥ 8 3	Vul: E/W
	♦ K Q J 5	
	♣ J 6	
♠ 8 6		♠ 5 4
♥ K 9 7 5		♥ J 10 6 4 2
♦ 9 6 2		♦ 7 3
♣ A K 10 2		♣ 9 8 5 3
	♠ Q 9 7 2	
	♥ A Q	
	♦ A 10 8 4	
	♣ Q 7 4	

West	North	East	South
Pass	1♠	Pass	2NT ^a
	3NT	Pass	??

^aJacoby: GF with 4+ spades

Answer: 4♠

We bid Jacoby 2NT. Partner has shown neither unusual shape nor enough extra strength for us to be interested in slam. Just sign off in game.

Debug Ref.: J2NT.sbso StdGen unStdGen = SMGen 11589031496644531326 16294208416658607535

Deal 35

	♠ Q	Dlr: West
	♥ A 9 8 6 5	Vul: N/S
	♦ A 9	
	♣ K 8 6 4 2	
♠ J 6 4		♠ K 8 7 5 2
♥ K Q 2		♥ 10
♦ K J 4 3		♦ Q 10 8 7 6
♣ 9 5 3		♣ J 10
	♠ A 10 9 3	
	♥ J 7 4 3	
	♦ 5 2	
	♣ A Q 7	

West	North	East	South
Pass	1♥	Pass	??

Answer: 3♥

With support for partner's suit and invitational strength, make a limit raise by jumping in partner's suit. They will pass with a minimum, and bid game with extras.

Debug Ref.: MajRai.limtR StdGen unStdGen = SMGen 14968025970997474375 16294208416658607535

Deal 36

♠ K Q 9 6 2
 ♥ 10 9 6
 ♦ 6 3 2
 ♣ 5 2

♠ 8 5 4
 ♥ A Q 7 5
 ♦ A K Q 9
 ♣ 9 4

N	
W	E
	S

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

Dlr: South
 Vul: None

♠ A 10 3
 ♥ 3
 ♦ J 8 7 5 4
 ♣ Q 8 7 6

Answer: 4♣

Partner has bid Jacoby 2NT. We have a good 5-card side suit, so bid it at the 4 level. Partner can then decide whether to sign off in 4♥, or investigate slam. Even if they decide to sign off, we can investigate slam ourselves if we have enough extra strength.

Debug Ref.: J2NT.side StdGen unStdGen = SM-
 Gen 2052812028691809889 16294208416658607535

West	North	East	South
			1♥
Pass	2NT ^a	Pass	??

^aJacoby: GF with 4+ hearts

Deal 37

♠ A 9 8 7 5
 ♥ 3
 ♦ K 9 8 5 2
 ♣ 7 6

♠ K 10 2
 ♥ Q 7 6 2
 ♦ A Q J
 ♣ A 4 2

N	
W	E
	S

♠ Q J 4 3
 ♥ A J 8 5 4
 ♦ 7
 ♣ K Q 8

Dlr: South
 Vul: None

♠ 6
 ♥ K 10 9
 ♦ 10 6 4 3
 ♣ J 10 9 5 3

Answer: 3♦ (shortness in diamonds)

Partner has bid Jacoby 2NT. We don't have a good 5-card side suit to jump to, but we do have shortness to bid. This will help partner decide whether to sign off in 4♥, or start control bidding to investigate slam. If you play Serious or Frivolous 3NT, partner might also bid that. If they try signing off but we have enough extra strength, we can bid on to look for slam anyway.

Debug Ref.: J2NT.sing StdGen unStdGen = SM-
 Gen 1126735188942864776 16294208416658607535

West	North	East	South
			1♥
Pass	2NT ^a	Pass	??

^aJacoby: GF with 4+ hearts

Deal 38

♠ A K 8 6
 ♥ A K 6 5 2
 ♦ Q 9
 ♣ 7 3

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

 ♠ 9 7 3
 ♥ Q 9 8 3
 ♦ A 7 2
 ♣ K Q 4

N
W E
S

Dlr: West
Vul: None

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

Answer: 3♥

With support for partner's suit and invitational strength, make a limit raise by jumping in partner's suit. They will pass with a minimum, and bid game with extras.

Debug Ref.: MajRai.limtR StdGen un-
 StdGen = SMGen 4505729663295807825
 16294208416658607535

West	North	East	South
Pass	1♥	Pass	??

Deal 39

♠ A 6
 ♥ K 8
 ♦ 10 9 5
 ♣ Q J 8 7 5 2

 ♠ Q 8 3
 ♥ 10 9 7
 ♦ A 8 6
 ♣ K 10 6 4

 ♠ 10 7 5
 ♥ A Q 6 5 2
 ♦ K J 4 2
 ♣ A

N
W E
S

Dlr: East
Vul: Both

♠ K J 9 4 2
 ♥ J 4 3
 ♦ Q 7 3
 ♣ 9 3

Answer: 2♦

We've opened our major, and partner has bid a forcing 1NT. We're too weak (or too unbalanced) to rebid 2NT, and can't rebid hearts with only a 5-card suit. Bid our longest other suit. Sometimes it might only be a 3-card suit.

Debug Ref.: F1N.b2nd StdGen unStd-
 Gen = SMGen 10037259794699694955
 16294208416658607535

West	North	East	South
Pass	1NT ^a	Pass	1♥
		Pass	??

^aforcing

Deal 40

♠ Q J 8 4 2
 ♥ J 8
 ♦ A J 7 2
 ♣ K Q

 ♠ A 5
 ♥ 9 6 4 3
 ♦ K 9 8
 ♣ 9 8 7 4

 ♠ K 7 6 3
 ♥ A Q 7
 ♦ Q 10 6
 ♣ J 6 2

N
W E
S

Dlr: West
Vul: None

♠ 10 9
 ♥ K 10 5 2
 ♦ 5 4 3
 ♣ A 10 5 3

Answer: 3♠

With support for partner's suit and invitational strength, make a limit raise by jumping in partner's suit. They will pass with a minimum, and bid game with extras.

Debug Ref.: MajRai.limtR StdGen un-
 StdGen = SMGen 15568789926103582085
 16294208416658607535

West	North	East	South
Pass	1♠	Pass	??

Deal 41

	♠ A 10 5 4 3	Dlr: North
	♥ J 9 3 2	Vul: None
	♦ K 6	
	♣ A 5	
♠ J 2		♠ K 8 6
♥ 10		♥ K Q 6 4
♦ A Q 4 2		♦ J 10 8 7
♣ Q J 10 9 8 2		♣ 7 6
	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div>	
	♠ Q 9 7	
	♥ A 8 7 5	
	♦ 9 5 3	
	♣ K 4 3	

Answer: 2♠

With at least 3-card support for partner's suit but no interest in game, raise partner's suit to the 2 level. This will likely be passed out, but gives partner the chance to show a huge hand, and also helps partner compete if the opponents interfere.

Debug Ref.: MajRai.simpR StdGen un-
StdGen = SMGen 2653575983797917599
16294208416658607535

West	North	East	South
	1♠	Pass	??

Deal 42

	♠ J 10 8 7 3	Dlr: South
	♥ A 8	Vul: Both
	♦ A 8	
	♣ A 10 5 2	
♠ 2		♠ K Q 9 4
♥ 10 7		♥ K Q J 6
♦ Q 10 9 4 2		♦ J 7 3
♣ K Q J 7 4		♣ 9 3
	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div>	
	♠ A 6 5	
	♥ 9 5 4 3 2	
	♦ K 6 5	
	♣ 8 6	

Answer: 2♠

With at least 3-card support for partner's suit but no interest in game, raise partner's suit to the 2 level. This will likely be passed out, but gives partner the chance to show a huge hand, and also helps partner compete if the opponents interfere.

Debug Ref.: MajRai.simpR StdGen un-
StdGen = SMGen 1727499144048972486
16294208416658607535

West	North	East	South
Pass	1♠	Pass	Pass
			??

Deal 43

	♠ A 10	Dlr: North
	♥ A K J 7 2	Vul: E/W
	♦ 6 5 3	
	♣ 9 8 7	
♠ J 6 5 4		♠ 9 7 3 2
♥ 8 6 4		♥ Q 10
♦ J 9		♦ A K 8 4
♣ K 10 4 2		♣ J 5 3
	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div>	
	♠ K Q 8	
	♥ 9 5 3	
	♦ Q 10 7 2	
	♣ A Q 6	

Answer: 3NT

With 13–15 HCP, we probably want to be in game but not slam when partner opens the bidding. We've got an 8-card fit in partner's major, but with our 4333 shape, we're unlikely to ruff anything in the short hand, so will likely take the same number of tricks in notrump as we would in hearts. Offer 3NT to show this: partner can pass with a balanced minimum, correct to 4♥ with an unbalanced minimum, and investigate slam if they have a very strong hand.

West	North	East	South
	1♥	Pass	??

Debug Ref.: MajRai.3N StdGen unStdGen = SM-
Gen 7259029275452859616 16294208416658607535

Deal 44

♠ K 10 3 2
 ♥ 7 5 4
 ♦ 10 6 2
 ♣ Q 9 3

♠ Q
 ♥ A Q 10 9 8
 ♦ A K J
 ♣ A 5 4 2

N
W E
S

♠ A 9 8 7 4
 ♥ K J 6
 ♦ 8 7 3
 ♣ 7 6

Dlr: East
 Vul: Both

♠ J 6 5
 ♥ 3 2
 ♦ Q 9 5 4
 ♣ K J 10 8

Answer: 2♥

With at least 3-card support for partner's suit but no interest in game, raise partner's suit to the 2 level. This will likely be passed out, but gives partner the chance to show a huge hand, and also helps partner compete if the opponents interfere.

Debug Ref.: MajRai.simpR StdGen un-
 StdGen = SMGen 12790559406856746746
 16294208416658607535

West	North	East	South
Pass	1♥	Pass	Pass
		Pass	??

Deal 45

♠ J 8
 ♥ K J 10 2
 ♦ J 9 8 6
 ♣ Q 9 8

♠ A 10 9 4 2
 ♥ 4
 ♦ K 10 4
 ♣ A 10 6 4

N
W E
S

♠ K Q 6
 ♥ A 7 5
 ♦ Q 5 3
 ♣ K J 5 3

Dlr: West
 Vul: None

♠ 7 5 3
 ♥ Q 9 8 6 3
 ♦ A 7 2
 ♣ 7 2

Answer: 3NT

With 13–15 HCP, we probably want to be in game but not slam when partner opens the bidding. We've got an 8-card fit in partner's major, but with our 4333 shape, we're unlikely to ruff anything in the short hand, so will likely take the same number of tricks in notrump as we would in spades. Offer 3NT to show this: partner can pass with a balanced minimum, correct to 4♠ with an unbalanced minimum, and investigate slam if they have a very strong hand.

Debug Ref.: MajRai.3N StdGen unSt-
 dGen = SMGen 18322089538260633876
 16294208416658607535

West	North	East	South
Pass	1♠	Pass	??

Deal 46

♠ K 4
 ♥ 9 8 4 3 2
 ♦ K Q 8 4 3
 ♣ 7

♠ 3 2
 ♥ A J 7 5
 ♦ A 6 5
 ♣ 8 6 4 2

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

Dlr: South
Vul: Both

Answer: 2♣

We've opened our major, and partner has bid a forcing 1NT. We're too weak (or too unbalanced) to rebid 2NT, and can't rebid spades with only a 5-card suit. Bid our longest other suit. Sometimes it might only be a 3-card suit.

Debug Ref.: F1N.b2nd StdGen unStdGen = SM-Gen 3254339938904025309 16294208416658607535

West	North	East	South
			1♠
Pass	1NT ^a	Pass	??

^aforcing

Deal 47

♠ A K 10 8 3
 ♥ K J 9 3
 ♦ 10 8
 ♣ 10 8

♠ 5
 ♥ 10 8 7 2
 ♦ 9 6 4 3 2
 ♣ K 7 6

♠ Q J 7 6 2
 ♥ A 4
 ♦ K 5
 ♣ A Q J 2

Dlr: North
Vul: Both

Answer: 4NT

We bid Jacoby 2NT. Partner has shown a semibalanced minimum, but we've got enough extra strength to be interested in slam anyway. Bid on!

Debug Ref.: J2NT.sbminbw StdGen unStdGen = SMGen 8785870070307912439 16294208416658607535

West	North	East	South
	1♠	Pass	2NT ^a
Pass	4♠	Pass	??

^aJacoby: GF with 4+ spades

Deal 48

♠ 10 8 4 3	♠ J	Dlr: East
♥ Q 7 4	♥ 2	Vul: None
♦ 9 7 5 3	♦ A Q 10 6 2	
♣ 5 2	♣ Q 10 8 7 4 3	

	♠ K 7 6 5
	♥ J 10 8 5
	♦ K 8 4
	♣ A 9

	♠ A Q 9 2
	♥ A K 9 6 3
	♦ J
	♣ K J 6

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		Pass	1♥
Pass	1NT ^a	Pass	??

^aforcing

Answer: 2♠

With 5-4 in the majors and 17+ HCP, we opened 1♥, and can now reverse to 2♠. We're strong enough that even if we don't have a fit and partner is a minimum, they can reluctantly sign off in some 7-card fit, but if they've got a non-minimum, they know to guide us into the right game.

Debug Ref.: F1N.rev StdGen unStdGen = SMGen
10012328887609911407 16294208416658607535

Deal 49

♠ —	♠ A J 10 6 4	Dlr: West
♥ K 5 3 2	♥ A Q 10 8	Vul: N/S
♦ Q 5 3 2	♦ 8	
♣ A J 9 6 3	♣ 8 5 2	

	♠ Q 9 3 2
	♥ J 9
	♦ A J 10 7
	♣ K 10 7

	♠ K 8 7 5
	♥ 7 6 4
	♦ K 9 6 4
	♣ Q 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	1♠	Pass	??

Answer: 2♠

With at least 3-card support for partner's suit but no interest in game, raise partner's suit to the 2 level. This will likely be passed out, but gives partner the chance to show a huge hand, and also helps partner compete if the opponents interfere.

Debug Ref.: MajRai.simpR StdGen un-
StdGen = SMGen 13391323361962854456
16294208416658607535

Deal 50

	♠ Q J 6 4 3	Dlr: West
	♥ Q 3	Vul: E/W
	♦ K 10 7 3	
	♣ K 10	
♠ K 9 5 2		♠ 7
♥ A J 10 6		♥ 9 7 4 2
♦ 9 5		♦ J 8 6 4
♣ Q 6 2		♣ A J 5 4
	♠ A 10 8	
	♥ K 8 5	
	♦ A Q 2	
	♣ 9 8 7 3	

West	North	East	South
Pass	1♠	Pass	??

Answer: 3NT

With 13–15 HCP, we probably want to be in game but not slam when partner opens the bidding. We've got an 8-card fit in partner's major, but with our 4333 shape, we're unlikely to ruff anything in the short hand, so will likely take the same number of tricks in notrump as we would in spades. Offer 3NT to show this: partner can pass with a balanced minimum, correct to 4♠ with an unbalanced minimum, and investigate slam if they have a very strong hand.

Debug Ref.: MajRai.3N StdGen unStdGen = SMGen 14617782179264853424 16294208416658607535

Deal 51

	♠ J 7	Dlr: North
	♥ K 10 7 5 4 3	Vul: Both
	♦ A Q 10 4	
	♣ 4	
♠ A K 6 2		♠ Q 10 8 3
♥ 9 8		♥ 2
♦ 9 7 5 2		♦ 8 6 3
♣ A Q 5		♣ K 10 8 3 2
	♠ 9 5 4	
	♥ A Q J 6	
	♦ K J	
	♣ J 9 7 6	

West	North	East	South
	1♥	Pass	??

Answer: 3♥

With support for partner's suit and invitational strength, make a limit raise by jumping in partner's suit. They will pass with a minimum, and bid game with extras.

Debug Ref.: MajRai.limtR StdGen unStdGen = SMGen 1702568236959188938 16294208416658607535

Deal 52

	♠ A Q 9 3	Dlr: West
	♥ A K Q 7 6	Vul: None
	♦ 5 3	
	♣ 9 7	
♠ 10 4 2		♠ K 7 6
♥ J 5 4		♥ 8 2
♦ J 7 6		♦ 10 9 8 4
♣ J 10 5 3		♣ A 8 6 4
	♠ J 8 5	
	♥ 10 9 3	
	♦ A K Q 2	
	♣ K Q 2	

West	North	East	South
Pass	1♥	Pass	??

Answer: 3NT

With 13–15 HCP, we probably want to be in game but not slam when partner opens the bidding. We've got an 8-card fit in partner's major, but with our 4333 shape, we're unlikely to ruff anything in the short hand, so will likely take the same number of tricks in notrump as we would in hearts. Offer 3NT to show this: partner can pass with a balanced minimum, correct to 4♥ with an unbalanced minimum, and investigate slam if they have a very strong hand.

Debug Ref.: MajRai.3N StdGen unStdGen = SMGen 7234098368363076068 16294208416658607535

Deal 53

	♠ Q J 10 8 2	Dlr: North
	♥ J	Vul: N/S
	♦ A Q 2	
	♣ Q J 6 4	
♠ 9 4		♠ A 5
♥ A K 7 3 2		♥ 10 9 6 5
♦ 10 6		♦ J 9 8 4 3
♣ A K 7 5		♣ 10 9
	♠ K 7 6 3	
	♥ Q 8 4	
	♦ K 7 5	
	♣ 8 3 2	

N
W E
S

Answer: 2♠

With at least 3-card support for partner's suit but no interest in game, raise partner's suit to the 2 level. This will likely be passed out, but gives partner the chance to show a huge hand, and also helps partner compete if the opponents interfere.

Debug Ref.: MajRai.simpR StdGen un-
StdGen = SMGen 12765628499766963198
16294208416658607535

West	North	East	South
	1♠	Pass	??

Deal 54

	♠ Q 10 6 5 3	Dlr: North
	♥ K 10	Vul: Both
	♦ A Q 10 6	
	♣ K 5	
♠ J		♠ 8 4 2
♥ A J 9 6 5		♥ Q 8 7
♦ 8 4 3 2		♦ J 5
♣ Q J 2		♣ A 10 7 6 4
	♠ A K 9 7	
	♥ 4 3 2	
	♦ K 9 7	
	♣ 9 8 3	

N
W E
S

Answer: 3♠

With support for partner's suit and invitational strength, make a limit raise by jumping in partner's suit. They will pass with a minimum, and bid game with extras.

Debug Ref.: MajRai.limtR StdGen un-
StdGen = SMGen 18297158631170850328
16294208416658607535

West	North	East	South
	1♠	Pass	??

Deal 55

	♠ 6	Dlr: North
	♥ A K Q 9 4	Vul: None
	♦ A 8 3	
	♣ Q 9 4 3	
♠ A 10 7 3 2		♠ K J 8 5
♥ J 10 5		♥ 3
♦ 7 5 2		♦ J 10 9 4
♣ 6 2		♣ A J 7 5
	♠ Q 9 4	
	♥ 8 7 6 2	
	♦ K Q 6	
	♣ K 10 8	

N
W E
S

Answer: 3♥

With support for partner's suit and invitational strength, make a limit raise by jumping in partner's suit. They will pass with a minimum, and bid game with extras.

Debug Ref.: MajRai.limtR StdGen un-
StdGen = SMGen 5381944688865185842
16294208416658607535

West	North	East	South
	1♥	Pass	??

Deal 56

	♠ 10 2	Dlr: South
	♥ K Q 6 2	Vul: N/S
	♦ Q 6 5	
	♣ A Q 10 4	
♠ K 7 6 5 4 3		♠ Q 9 8
♥ 8		♥ 7 4
♦ J 3		♦ A 10 9 4 2
♣ 9 8 7 2		♣ J 6 3
	♠ A J	
	♥ A J 10 9 5 3	
	♦ K 8 7	
	♣ K 5	

N
W E
S

West	North	East	South
Pass	2NT ^a	Pass	1♥

^aJacoby: GF with 4+ hearts

Answer: 3NT

Partner has bid Jacoby 2NT. We don't have length or shortness in a side suit to show, but we have a little extra strength we haven't shown yet. Bid 3NT to show this. Partner might sign off in game, but might start control bidding with slam interest.

Debug Ref.: J2NT.sbmed StdGen un-
StdGen = SMGen 4455867849116240729
16294208416658607535

Deal 57

	♠ A K J 10 7 5	Dlr: West
	♥ 6	Vul: Both
	♦ Q 7	
	♣ A 7 5 3	
♠ 9 8 3		♠ Q
♥ K Q 10 8 3		♥ J 7 5 4
♦ 10 6 2		♦ 9 8 5 4
♣ 8 2		♣ Q J 10 6
	♠ 6 4 2	
	♥ A 9 2	
	♦ A K J 3	
	♣ K 9 4	

N
W E
S

West	North	East	South
Pass	1♠	Pass	??

Answer: 3NT

With 13–15 HCP, we probably want to be in game but not slam when partner opens the bidding. We've got an 8-card fit in partner's major, but with our 4333 shape, we're unlikely to ruff anything in the short hand, so will likely take the same number of tricks in notrump as we would in spades. Offer 3NT to show this: partner can pass with a balanced minimum, correct to 4♠ with an unbalanced minimum, and investigate slam if they have a very strong hand.

Debug Ref.: MajRai.3N StdGen unStdGen = SM-
Gen 5682326666418239697 16294208416658607535

Deal 58

	♠ K J 9 8 7 6 4	Dlr: North
	♥ A J 10	Vul: None
	♦ A J	
	♣ 7	
♠ 2		♠ 3
♥ 6 5		♥ 9 4 3
♦ K Q 8 6 4 3 2		♦ 10 9 7 5
♣ 10 4 3		♣ Q J 8 6 5
	♠ A Q 10 5	
	♥ K Q 8 7 2	
	♦ –	
	♣ A K 9 2	

N
W E
S

West	North	East	South
	1♠	Pass	??

Answer: 2NT (Jacoby: GF with 4+ spades)

We've got game-forcing strength with at least 4-card support for partner's spades. Bid Jacoby 2NT to show this. Now that we've set trump and have entered a game-forcing auction, we'll figure out whether we belong in game or slam.

Debug Ref.: J2NT.j2n StdGen unStd-
Gen = SMGen 11213856797822126827
16294208416658607535

Deal 59

♠ 8	♠ K 10 9 7 5 4	Dlr: North
♥ Q J 8 4	♥ A K 2	Vul: None
♦ 6 3 2	♦ Q 9	
♣ K J 9 5 2	♣ A 4	

	♠ Q J 2
	♥ 10 9 5
	♦ J 10 5 4
	♣ 10 8 7

	♠ A 6 3
	♥ 7 6 3
	♦ A K 8 7
	♣ Q 6 3

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♠	Pass	??

Answer: 3NT

With 13–15 HCP, we probably want to be in game but not slam when partner opens the bidding. We've got an 8-card fit in partner's major, but with our 4333 shape, we're unlikely to ruff anything in the short hand, so will likely take the same number of tricks in notrump as we would in spades. Offer 3NT to show this: partner can pass with a balanced minimum, correct to 4♠ with an unbalanced minimum, and investigate slam if they have a very strong hand.

Debug Ref.: MajRai.3N StdGen unStdGen = SMGen 16745386929226013957 16294208416658607535

Deal 60

♠ 4 3	♠ A K J 10 2	Dlr: East
♥ K 10 7 4 2	♥ A J 9 8 6	Vul: E/W
♦ K 7 4	♦ Q 3	
♣ K 10 8	♣ 2	

	♠ 7 6
	♥ Q 5 3
	♦ A 9 8 6
	♣ Q 6 5 4

	♠ Q 9 8 5
	♥ –
	♦ J 10 5 2
	♣ A J 9 7 3

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	1♠	Pass	Pass
		Pass	??

Answer: 2♠

With at least 3-card support for partner's suit but no interest in game, raise partner's suit to the 2 level. This will likely be passed out, but gives partner the chance to show a huge hand, and also helps partner compete if the opponents interfere.

Debug Ref.: MajRai.simpR StdGen unStdGen = SMGen 3830172986920349471 16294208416658607535

Deal 61

	♠ A K Q J 2	Dlr: East
	♥ A 7 2	Vul: E/W
	♦ 2	
	♣ A K 10 6	
♠ 9 3	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div>	♠ 6 4
♥ 10 8 4 3		♥ K Q 6 5
♦ K J 8 5 4		♦ 9 3
♣ Q 2		♣ J 8 5 4 3
	♠ 10 8 7 5	
	♥ J 9	
	♦ A Q 10 7 6	
	♣ 9 7	

Answer: 2♠

With at least 3-card support for partner's suit but no interest in game, raise partner's suit to the 2 level. This will likely be passed out, but gives partner the chance to show a huge hand, and also helps partner compete if the opponents interfere.

Debug Ref.: MajRai.simpR StdGen un-
StdGen = SMGen 5056631804222348439
16294208416658607535

West	North	East	South
		Pass	Pass
Pass	1♠	Pass	??

Deal 62

	♠ K 10 8 7 5 3	Dlr: North
	♥ A K J	Vul: N/S
	♦ A 9	
	♣ 5 3	
♠ Q	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div>	♠ J 4
♥ 9 4 3		♥ 10 6 5
♦ Q 7 6 4 3		♦ J 8 5 2
♣ K 8 6 4		♣ Q 10 9 7
	♠ A 9 6 2	
	♥ Q 8 7 2	
	♦ K 10	
	♣ A J 2	

Answer: 4♠

We bid Jacoby 2NT. Partner has shown neither unusual shape nor enough extra strength for us to be interested in slam. Just sign off in game.

Debug Ref.: J2NT.sbso StdGen unStdGen = SM-
Gen 6283090621524347407 16294208416658607535

West	North	East	South
	1♠	Pass	2NT ^a
Pass	3NT	Pass	??

^aJacoby: GF with 4+ spades

Deal 63

	♠ K 9 5	Dlr: East
	♥ Q J 9 5	Vul: None
	♦ A 3	
	♣ K J 10 3	
♠ 8 6 4 3		♠ 10
♥ —		♥ 10 7 4 3
♦ 8 7 4 2		♦ J 10 9 6 5
♣ A 8 6 4 2		♣ Q 7 5
	♠ A Q J 7 2	
	♥ A K 8 6 2	
	♦ K Q	
	♣ 9	

West	North	East	South
		Pass	1♥
Pass	2NT ^a	Pass	??

^aJacoby: GF with 4+ hearts

Answer: 3♣ (shortness in clubs)

Partner has bid Jacoby 2NT. We don't have a good 5-card side suit to jump to, but we do have shortness to bid. This will help partner decide whether to sign off in 4♥, or start control bidding to investigate slam. If you play Serious or Frivolous 3NT, partner might also bid that. If they try signing off but we have enough extra strength, we can bid on to look for slam anyway.

Debug Ref.: J2NT.sing StdGen unStdGen = SM-
Gen 7509549438826346375 16294208416658607535

Deal 64

	♠ Q J 8 6 2	Dlr: West
	♥ A J 8 3	Vul: N/S
	♦ Q	
	♣ A 8 2	
♠ K 5 4 3		♠ 10
♥ 7 4		♥ Q 10 6 5
♦ J 9 6		♦ 10 5 4 3 2
♣ Q J 5 3		♣ K 7 6
	♠ A 9 7	
	♥ K 9 2	
	♦ A K 8 7	
	♣ 10 9 4	

West	North	East	South
Pass	1♠	Pass	??

Answer: 3NT

With 13–15 HCP, we probably want to be in game but not slam when partner opens the bidding. We've got an 8-card fit in partner's major, but with our 4333 shape, we're unlikely to ruff anything in the short hand, so will likely take the same number of tricks in notrump as we would in spades. Offer 3NT to show this: partner can pass with a balanced minimum, correct to 4♠ with an unbalanced minimum, and investigate slam if they have a very strong hand.

Debug Ref.: MajRai.3N StdGen unStd-
Gen = SMGen 10888543913179289424
16294208416658607535

Deal 65

♠ Q 6 5
♥ A Q 7 6 2
♦ Q 7 5 4
♣ J

♠ A 9 4
♥ 10 9 4
♦ A J 3 2
♣ A K 3

N
W E
S

♠ K 10 8
♥ K J 8 3
♦ K 10 9 6
♣ Q 6

Dlr: North
Vul: None

♠ J 7 3 2
♥ 5
♦ 8
♣ 10 9 8 7 5 4 2

Answer: 3♥

With support for partner's suit and invitational strength, make a limit raise by jumping in partner's suit. They will pass with a minimum, and bid game with extras.

Debug Ref.: MajRai.limtR StdGen un-
StdGen = SMGen 16420074044583176554
16294208416658607535

West	North	East	South
	1♥	Pass	??

Deal 66

♠ K Q 8 4
♥ Q 7 3
♦ K J 2
♣ Q J 8

♠ J 10 2
♥ 10 6 5 2
♦ Q 10 3
♣ A K 6

N
W E
S

♠ A 9 6 5 3
♥ A K J 8 4
♦ 4
♣ 10 3

Dlr: East
Vul: Both

♠ 7
♥ 9
♦ A 9 8 7 6 5
♣ 9 7 5 4 2

Answer: 4♥

Partner has bid Jacoby 2NT. We have a good 5-card side suit, so bid it at the 4 level. Partner can then decide whether to sign off in 4♠, or investigate slam. Even if they decide to sign off, we can investigate slam ourselves if we have enough extra strength.

Debug Ref.: J2NT.side StdGen unStdGen = SM-
Gen 1352324445226567987 16294208416658607535

West	North	East	South
		Pass	1♠
Pass	2NT ^a	Pass	??

^aJacoby: GF with 4+ spades

Deal 67

♠ A 9 6 3 2
♥ A J
♦ Q 8 4 3
♣ 8 2

♠ 7
♥ 7 6 5 2
♦ J 7 5
♣ 10 7 6 5 4

N
W E
S

♠ K 10 5 4
♥ Q 9 4
♦ K 10
♣ A Q 9 3

Dlr: North
Vul: E/W

♠ Q J 8
♥ K 10 8 3
♦ A 9 6 2
♣ K J

Answer: 2NT (Jacoby: GF with 4+ spades)

We've got game-forcing strength with at least 4-card support for partner's spades. Bid Jacoby 2NT to show this. Now that we've set trump and have entered a game-forcing auction, we'll figure out whether we belong in game or slam.

Debug Ref.: J2NT.j2n StdGen unStdGen = SM-
Gen 2578783262528566955 16294208416658607535

West	North	East	South
	1♠	Pass	??

Deal 68

♠ A K 9 4 3	♠ 10 7	Dlr: West
♥ K 10 6 2	♥ J 9 8 7 5	Vul: N/S
♦ 10 7 2	♦ K Q	
♣ 2	♣ A K 8 7	
	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div>	
	♠ Q 8	♠ J 6 5 2
	♥ A Q 4 3	♥ –
	♦ J 9 8 6	♦ A 5 4 3
	♣ J 9 3	♣ Q 10 6 5 4

Answer: 3♥

With support for partner's suit and invitational strength, make a limit raise by jumping in partner's suit. They will pass with a minimum, and bid game with extras.

Debug Ref.: MajRai.limtR StdGen un-
StdGen = SMGen 5957777736881510004
16294208416658607535

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	1♥	Pass	??

Deal 69

♠ 9 7 5	♠ A 8 6 4	Dlr: East
♥ J 6 5	♥ 10	Vul: N/S
♦ 10 6 2	♦ A Q J 5 4	
♣ A 10 9 2	♣ K 5 4	
	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div>	
	♠ K Q J 10 3	♠ 2
	♥ K Q	♥ A 9 8 7 4 3 2
	♦ K 7	♦ 9 8 3
	♣ Q J 8 7	♣ 6 3

Answer: 3♠

Partner has bid Jacoby 2NT. We don't have length or shortness in a side suit to show, but we have enough extra strength to be interested in slam opposite partner's game force. Bid 3♠, prompting partner to start control bidding. They might also bid Serious or Frivolous 3NT, if you play one of those.

Debug Ref.: J2NT.sbmax StdGen un-
StdGen = SMGen 7184236554183508972
16294208416658607535

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	2NT ^a	Pass	1♠
		Pass	??

^aJacoby: GF with 4+ spades

Deal 70

	♠ K Q 8	Dlr: North
	♥ K Q J 9 7	Vul: Both
	♦ J 10	
	♣ 6 3 2	
♠ A J 10 7 5 4	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div>	♠ 9 2
♥ A 10 5 4		♥ 3 2
♦ K		♦ A 7 6 5 4
♣ Q 8		♣ K 9 7 4
	♠ 6 3	
	♥ 8 6	
	♦ Q 9 8 3 2	
	♣ A J 10 5	

West	North	East	South
	1♥	Pass	??

Answer: 1NT (forcing)

We're not even strong enough to invite to game, we only have 2-card support for partner's major, and we don't have our own long suit to suggest. Bid a forcing 1NT, planning to then rebid 2 of partner's major, which will likely be the final contract. but if we've got a 5-card suit and partner bids that on their second turn, we might pass it instead! If partner rebids their major, showing at least 6 cards in it, we'll be delighted to pass in an 8-card fit. If partner jumps or reverses, game might still be available, and we'll continue bidding naturally over that.

Debug Ref.: F1N.mr2 StdGen unStdGen = SMGen 8410695371485507940 16294208416658607535

Deal 71

	♠ K 9	Dlr: West
	♥ Q J 10 8 4 2	Vul: Both
	♦ K Q 10	
	♣ A Q	
♠ Q 5 4 3	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div>	♠ A 10 6 2
♥ 9 7 5		♥ 6
♦ 4 3 2		♦ 9 8 7 5
♣ K 9 2		♣ 10 6 5 3
	♠ J 8 7	
	♥ A K 3	
	♦ A J 6	
	♣ J 8 7 4	

West	North	East	South
Pass	1♥	Pass	??

Answer: 3NT

With 13–15 HCP, we probably want to be in game but not slam when partner opens the bidding. We've got an 8-card fit in partner's major, but with our 4333 shape, we're unlikely to ruff anything in the short hand, so will likely take the same number of tricks in notrump as we would in hearts. Offer 3NT to show this: partner can pass with a balanced minimum, correct to 4♥ with an unbalanced minimum, and investigate slam if they have a very strong hand.

Debug Ref.: MajRai.3N StdGen unStdGen = SMGen 13942225502889395070 16294208416658607535

Deal 72

♠ A Q 7
 ♥ 9 8 7 4
 ♦ A K J 5 3 2
 ♣ –

♠ K J 5 4
 ♥ K Q J
 ♦ 10 9 8
 ♣ Q 7 4

♠ 8 2
 ♥ A 10 6 3 2
 ♦ Q
 ♣ K J 10 9 2

Dlr: East
Vul: N/S

Answer: 4♣

Partner has bid Jacoby 2NT. We have a good 5-card side suit, so bid it at the 4 level. Partner can then decide whether to sign off in 4♥, or investigate slam. Even if they decide to sign off, we can investigate slam ourselves if we have enough extra strength.

Debug Ref.: J2NT.side StdGen unStdGen = SM-Gen 1027011560583730584 16294208416658607535

West	North	East	South
		Pass	1♥
Pass	2NT ^a	Pass	??

^aJacoby: GF with 4+ hearts

Deal 73

♠ A Q J 9 8 3
 ♥ J 7 4
 ♦ 2
 ♣ K Q 10

♠ 6 2
 ♥ K 9 6 5 2
 ♦ J 8 7 4
 ♣ A 2

♠ K 10 7
 ♥ A 8 3
 ♦ A K 9 6
 ♣ 5 4 3

Dlr: North
Vul: Both

Answer: 3NT

With 13–15 HCP, we probably want to be in game but not slam when partner opens the bidding. We've got an 8-card fit in partner's major, but with our 4333 shape, we're unlikely to ruff anything in the short hand, so will likely take the same number of tricks in notrump as we would in spades. Offer 3NT to show this: partner can pass with a balanced minimum, correct to 4♠ with an unbalanced minimum, and investigate slam if they have a very strong hand.

Debug Ref.: MajRai.3N StdGen unStdGen = SM-Gen 2253470377885729552 16294208416658607535

West	North	East	South
	1♠	Pass	??

Deal 74

♠ 5 4
♥ A 10 2
♦ A 7 4 2
♣ 6 5 3 2

♠ Q 8
♥ J 8 5 3
♦ J 8 6 3
♣ K J 10

N
W E
S

♠ A K 10 9 7 2
♥ K Q 6
♦ K
♣ Q 9 8

Dlr: East
Vul: N/S

♠ J 6 3
♥ 9 7 4
♦ Q 10 9 5
♣ A 7 4

West	North	East	South
Pass	1NT ^a	Pass	1♠
Pass		Pass	??

^aforcing

Answer: 3♠

We've got a single-suited hand with at least 6 spades and 16–18 HCP. That's enough to invite to game, but not enough to outright force to it. Rebid our suit to show the extra length, and jump to show our extra strength. Partner might pass with a minimum, raise to game with extras and 2-card support, or try 3NT with extras, support for our suit, but having the other suits.

Debug Ref.: F1N.jrb StdGen unStdGen = SMGen
7785000509289616682 16294208416658607535

Deal 75

♠ 9 8 4 3 2
♥ Q
♦ A 7 3 2
♣ K Q 7

♠ 10 6
♥ A J 7 6
♦ 9 8 6
♣ 10 9 3 2

N
W E
S

♠ K Q 5
♥ K 5 3 2
♦ K Q 5
♣ J 6 5

Dlr: West
Vul: N/S

♠ A J 7
♥ 10 9 8 4
♦ J 10 4
♣ A 8 4

West	North	East	South
Pass	1♠	Pass	??

Answer: 3NT

With 13–15 HCP, we probably want to be in game but not slam when partner opens the bidding. We've got an 8-card fit in partner's major, but with our 4333 shape, we're unlikely to ruff anything in the short hand, so will likely take the same number of tricks in notrump as we would in spades. Offer 3NT to show this: partner can pass with a balanced minimum, correct to 4♠ with an unbalanced minimum, and investigate slam if they have a very strong hand.

Debug Ref.: MajRai.3N StdGen unStdGen = SM-
Gen 6858923669540671569 16294208416658607535

Deal 76

♠ A 9 8 4 3
♥ 4
♦ A 6 4
♣ K 5 4 2

♠ Q J
♥ A K J 10 9 2
♦ K Q 5 3
♣ 8

N
W E
S

♠ K 7 6 2
♥ Q 8 7 5
♦ J 8 7
♣ A 6

Dlr: North
Vul: Both

♠ 10 5
♥ 6 3
♦ 10 9 2
♣ Q J 10 9 7 3

West	North	East	South
	1♠	Pass	??

Answer: 3♠

With support for partner's suit and invitational strength, make a limit raise by jumping in partner's suit. They will pass with a minimum, and bid game with extras.

Debug Ref.: MajRai.limtR StdGen un-
StdGen = SMGen 12390453800944558699
16294208416658607535

Deal 77

♠ A K 4 2
 ♥ K Q 9 7 5
 ♦ A 5
 ♣ Q 6

♠ J 8 3
 ♥ 2
 ♦ 9 7 6 4
 ♣ K 10 9 4 3

N
W E
S

♠ Q 9 7
 ♥ A J 10 6
 ♦ Q J 3 2
 ♣ J 2

Dlr: West
 Vul: Both

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

Answer: 3♥

With support for partner's suit and invitational strength, make a limit raise by jumping in partner's suit. They will pass with a minimum, and bid game with extras.

Debug Ref.: MajRai.limtR StdGen un-
 StdGen = SMGen 11464376961195613586
 16294208416658607535

West	North	East	South
Pass	1♥	Pass	??

Deal 78

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

♠ 8
 ♥ 10 7 6
 ♦ A Q 6 3
 ♣ A K 9 7 3

N
W E
S

♠ J 5 2
 ♥ K J 8 5
 ♦ K J 10
 ♣ J 8 5

Dlr: North
 Vul: N/S

♠ 9 7 4 3
 ♥ A Q 9 2
 ♦ 9 8 5 4
 ♣ 2

Answer: 1NT (forcing)

We've got 3-card support for partner's major, and strength for a limit raise. Start with a forcing 1NT, planning to then jump to 3 of partner's major. If they've got a minimum, they'll pass our second bid, and if they've got a little extra, they'll bid game.

Debug Ref.: F1N.lr3 StdGen unStdGen = SMGen
 16995907092599500716 16294208416658607535

West	North	East	South
	1♠	Pass	??

Deal 79

♠ A 8 7 5	♠ K 9 4	Dlr: South
♥ 5 2	♥ Q J 9 7	Vul: N/S
♦ Q 10 5 3	♦ K 9 2	
♣ Q 8 6	♣ A K 7	

	♠ J 10 6	♠ Q 3 2
	♥ A K 10 6 4	♥ 8 3
	♦ A	♦ J 8 7 6 4
	♣ J 10 5 4	♣ 9 3 2

West	North	East	South
Pass	2NT ^a	Pass	1♥
			??

^aJacoby: GF with 4+ hearts

Answer: 3♦ (shortness in diamonds)

Partner has bid Jacoby 2NT. We don't have a good 5-card side suit to jump to, but we do have shortness to bid. This will help partner decide whether to sign off in 4♥, or start control bidding to investigate slam. If you play Serious or Frivolous 3NT, partner might also bid that. If they try signing off but we have enough extra strength, we can bid on to look for slam anyway.

Debug Ref.: J2NT.sing StdGen unStdGen = SM-Gen 4080693150293836230 16294208416658607535

Deal 80

♠ Q J 7 3	♠ A 5 4 2	Dlr: East
♥ K 8 5	♥ A 4 2	Vul: E/W
♦ 8 7 6	♦ Q 2	
♣ A 6 3	♣ K Q J 5	

	♠ K 10 9 8 6	♠ –
	♥ 3	♥ Q J 10 9 7 6
	♦ A K J 9	♦ 10 5 4 3
	♣ 8 7 4	♣ 10 9 2

West	North	East	South
Pass	2NT ^a	Pass	1♠
			??

^aJacoby: GF with 4+ spades

Answer: 3♥ (shortness in hearts)

Partner has bid Jacoby 2NT. We don't have a good 5-card side suit to jump to, but we do have shortness to bid. This will help partner decide whether to sign off in 4♠, or start control bidding to investigate slam. If you play Serious or Frivolous 3NT, partner might also bid that. If they try signing off but we have enough extra strength, we can bid on to look for slam anyway.

Debug Ref.: J2NT.sing StdGen unStdGen = SM-Gen 1002080653493947036 16294208416658607535

Deal 81

	♠ Q	Dlr: East
	♥ A 10 8 4	Vul: N/S
	♦ K J 9 4	
	♣ 10 9 6 5	
♠ J 5 2		♠ 10 9 8 6
♥ Q 9 3 2		♥ K 7 6 5
♦ 10 8 7 6		♦ A 5 3
♣ K 2		♣ Q 7
	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div>	
	♠ A K 7 4 3	
	♥ J	
	♦ Q 2	
	♣ A J 8 4 3	

West	North	East	South
		Pass	1♠
Pass	1NT ^a	Pass	??

^aforcing

Answer: 2♣

We've opened our major, and partner has bid a forcing 1NT. We're too weak (or too unbalanced) to rebid 2NT, and can't rebid spades with only a 5-card suit. Bid our longest other suit. Sometimes it might only be a 3-card suit.

Debug Ref.: F1N.b2nd StdGen unStdGen = SM-Gen 4381075127846890085 16294208416658607535

Deal 82

	♠ A 9 4 2	Dlr: North
	♥ A Q 5 3 2	Vul: None
	♦ 9 7	
	♣ K 8	
♠ J 10 8 7		♠ K Q 6 3
♥ –		♥ J 10 8 4
♦ Q 8 5 4		♦ J 10 2
♣ 10 9 7 5 4		♣ 3 2
	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div>	
	♠ 5	
	♥ K 9 7 6	
	♦ A K 6 3	
	♣ A Q J 6	

West	North	East	South
	1♥	Pass	2NT ^a
Pass	4♥	Pass	??

^aJacoby: GF with 4+ hearts

Answer: 4NT

We bid Jacoby 2NT. Partner has shown a semibalanced minimum, but we've got enough extra strength to be interested in slam anyway. Bid on! (If you use a bid other than 4NT to investigate slam, use that instead.)

Debug Ref.: J2NT.sbminbw StdGen unStdGen = SMGen 9912605259250777215 16294208416658607535

Deal 83

♠ K Q 10 9 8
 ♥ 10
 ♦ K 10
 ♣ A J 9 7 3

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

 ♠ A J 2
 ♥ A Q 8
 ♦ Q 8 6 5
 ♣ 8 5 2

N
W E
S

Dlr: North
Vul: Both

♠ 4
 ♥ K J 7 4 3 2
 ♦ 9 7 4 2
 ♣ 6 4

West	North	East	South
	1♠	Pass	??

Answer: 3NT

With 13–15 HCP, we probably want to be in game but not slam when partner opens the bidding. We've got an 8-card fit in partner's major, but with our 4333 shape, we're unlikely to ruff anything in the short hand, so will likely take the same number of tricks in notrump as we would in spades. Offer 3NT to show this: partner can pass with a balanced minimum, correct to 4♠ with an unbalanced minimum, and investigate slam if they have a very strong hand.

Debug Ref.: MajRai.3N StdGen unStdGen = SMGen 8986528419501832102 16294208416658607535

Deal 84

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

 ♠ Q 6 2
 ♥ 9 6 5 4 3
 ♦ K J
 ♣ K 9 5

 ♠ J 9 4
 ♥ A Q 7
 ♦ A 10 9 6
 ♣ 8 4 2

N
W E
S

Dlr: West
Vul: N/S

♠ 5 3
 ♥ K J 10 2
 ♦ Q 8 7 5 4
 ♣ J 7

West	North	East	South
Pass	1♠	Pass	??

Answer: 1NT (forcing)

We've got 3-card support for partner's major, and strength for a limit raise. Start with a forcing 1NT, planning to then jump to 3 of partner's major. If they've got a minimum, they'll pass our second bid, and if they've got a little extra, they'll bid game.

Debug Ref.: F1N.l3 StdGen unStdGen = SMGen 12365522893854775151 16294208416658607535

Deal 85

♠ A 9 7 6 2
 ♥ 3
 ♦ K 6
 ♣ Q J 8 5 3

 ♠ K Q 5
 ♥ Q 9 8 6 5
 ♦ 10 5 3
 ♣ K 2

 ♠ J 10 4
 ♥ A K 10
 ♦ J 8 4 2
 ♣ A 6 4

N
W E
S

Dlr: West
Vul: N/S

♠ 8 3
 ♥ J 7 4 2
 ♦ A Q 9 7
 ♣ 10 9 7

West	North	East	South
Pass	1♠	Pass	??

Answer: 3NT

With 13–15 HCP, we probably want to be in game but not slam when partner opens the bidding. We've got an 8-card fit in partner's major, but with our 4333 shape, we're unlikely to ruff anything in the short hand, so will likely take the same number of tricks in notrump as we would in spades. Offer 3NT to show this: partner can pass with a balanced minimum, correct to 4♠ with an unbalanced minimum, and investigate slam if they have a very strong hand.

Debug Ref.: MajRai.3N StdGen unStdGen = SMGen 17897053025258662281 16294208416658607535

Deal 86

♠ A 9 6 5
 ♥ A K Q J
 ♦ A 7 4
 ♣ Q 6

♠ 10
 ♥ 10 8 7 6
 ♦ J 9 6 2
 ♣ J 7 4 2

N
W E
S

♠ K Q J 8 3 2
 ♥ 9
 ♦ 10 8
 ♣ A K 9 8

Dlr: South
Vul: N/S

Answer: 3♥ (shortness in hearts)

Partner has bid Jacoby 2NT. We don't have a good 5-card side suit to jump to, but we do have shortness to bid. This will help partner decide whether to sign off in 4♠, or start control bidding to investigate slam. If you play Serious or Frivolous 3NT, partner might also bid that. If they try signing off but we have enough extra strength, we can bid on to look for slam anyway.

Debug Ref.: J2NT.sing StdGen unStdGen = SM-Gen 4981839082952997795 16294208416658607535

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	2NT ^a	Pass	1♠ ??

^aJacoby: GF with 4+ spades

Deal 87

♠ K J 8 3
 ♥ K J 9 6 5 3
 ♦ 10
 ♣ A 5

♠ 9 7 5 2
 ♥ 4
 ♦ J 9 8 4 3
 ♣ Q 6 3

N
W E
S

♠ A
 ♥ A Q 8 7 2
 ♦ K 7 6
 ♣ K 8 4 2

Dlr: West
Vul: Both

Answer: 2NT (Jacoby: GF with 4+ hearts)

We've got game-forcing strength with at least 4-card support for partner's hearts. Bid Jacoby 2NT to show this. Now that we've set trump and have entered a game-forcing auction, we'll figure out whether we belong in game or slam.

Debug Ref.: J2NT.j2n StdGen unStdGen = SM-Gen 8360833557305940844 16294208416658607535

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	1♥	Pass	??

Deal 88

♠ A 3
 ♥ 5 4 2
 ♦ 10 7 4
 ♣ 9 7 6 5 2

♠ J 2
 ♥ K J 9 7 3
 ♦ A Q J 9
 ♣ A 10

N
W E
S

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

Dlr: North
 Vul: Both

♠ K 9 6 5 4
 ♥ 8
 ♦ 8 6 5 3
 ♣ K J 3

West	North	East	South
	1♥	Pass	2NT ^a
Pass	3NT	Pass	??

^aJacoby: GF with 4+ hearts

Answer: 4♥

We bid Jacoby 2NT. Partner has shown neither unusual shape nor enough extra strength for us to be interested in slam. Just sign off in game.

Debug Ref.: J2NT.sbso StdGen unSt-
 dGen = SMGen 11739828031658883893
 16294208416658607535

Deal 89

♠ 9 8
 ♥ K J 9 2
 ♦ A 10 9 2
 ♣ A 6 4

♠ K J 10 4 2
 ♥ 4 3
 ♦ K J
 ♣ K Q 3 2

N
W E
S

♠ A 7 6 5
 ♥ A 10 7 6
 ♦ Q 8 3
 ♣ 7 5

Dlr: North
 Vul: Both

♠ Q 3
 ♥ Q 8 5
 ♦ 7 6 5 4
 ♣ J 10 9 8

West	North	East	South
	1♠	Pass	??

Answer: 3♠

With support for partner's suit and invitational strength, make a limit raise by jumping in partner's suit. They will pass with a minimum, and bid game with extras.

Debug Ref.: MajRai.limtR StdGen un-
 StdGen = SMGen 17271358163062771023
 16294208416658607535

Deal 90 ♠ K Q 7 3 2 Dlr: South
 ♥ Q 6 3 2 Vul: E/W
 ♦ K J
 ♣ Q 4

♠ 10 8 ♥ K J 9 5 ♦ 9 8 4 2 ♣ 9 8 3	N W E S	♠ J 9 6 5 4 ♥ – ♦ A 10 6 5 3 ♣ 7 6 2
---	---------------	---

♠ A
 ♥ A 10 8 7 4
 ♦ Q 7
 ♣ A K J 10 5

Answer: 4♣

Partner has bid Jacoby 2NT. We have a good 5-card side suit, so bid it at the 4 level. Partner can then decide whether to sign off in 4♥, or investigate slam. Even if they decide to sign off, we can investigate slam ourselves if we have enough extra strength.

Debug Ref.: J2NT.side StdGen unStdGen = SM-
 Gen 4356144220757106537 16294208416658607535

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♥
Pass	2NT ^a	Pass	??

^aJacoby: GF with 4+ hearts

Deal 91 ♠ 4 Dlr: West
 ♥ A Q 10 7 2 Vul: E/W
 ♦ K Q 6 3
 ♣ J 9 6

♠ A 9 6 5 3 ♥ K J ♦ 7 5 4 ♣ 4 3 2	N W E S	♠ K 10 7 2 ♥ 9 6 ♦ J 9 8 ♣ A 10 8 5
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♠ Q J 8
 ♥ 8 5 4 3
 ♦ A 10 2
 ♣ K Q 7

Answer: 3♥

With support for partner's suit and invitational strength, make a limit raise by jumping in partner's suit. They will pass with a minimum, and bid game with extras.

Debug Ref.: MajRai.limtR StdGen un-
 StdGen = SMGen 7735138695110049586
 16294208416658607535

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	1♥	Pass	??

Deal 92

	♠ A 9 8 7 6	Dlr: West
	♥ A 9	Vul: Both
	♦ J 9 2	
	♣ A 9 8	
♠ Q 4 3	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div>	♠ 2
♥ Q 8 4 3		♥ 10 7 6 5 2
♦ 10		♦ Q 8 4 3
♣ J 10 5 4 3		♣ Q 6 2
	♠ K J 10 5	
	♥ K J	
	♦ A K 7 6 5	
	♣ K 7	

West	North	East	South
Pass	1♠	Pass	2NT ^a
Pass	4♠	Pass	??

^aJacoby: GF with 4+ spades

Answer: 4NT

We bid Jacoby 2NT. Partner has shown a semibalanced minimum, but we've got enough extra strength to be interested in slam anyway. Bid on!

Debug Ref.: J2NT.sbminbw StdGen un-
StdGen = SMGen 11114133169462992635
16294208416658607535

Deal 93

	♠ A K 7 5	Dlr: West
	♥ A Q J 8 3	Vul: E/W
	♦ 6 5 2	
	♣ 6	
♠ Q 10 4 3	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div>	♠ J 8 6
♥ 6 2		♥ 7 5 4
♦ J 10 8 7		♦ A 4 3
♣ J 5 3		♣ A K 9 8
	♠ 9 2	
	♥ K 10 9	
	♦ K Q 9	
	♣ Q 10 7 4 2	

West	North	East	South
Pass	1♥	Pass	??

Answer: 1NT (forcing)

We've got 3-card support for partner's major, and strength for a limit raise. Start with a forcing 1NT, planning to then jump to 3 of partner's major. If they've got a minimum, they'll pass our second bid, and if they've got a little extra, they'll bid game.

Debug Ref.: F1N.lr3 StdGen unStdGen = SMGen
8035520672663103441 16294208416658607535

Deal 94

	♠ Q 9 2	Dlr: North
	♥ A K 8 6 3	Vul: Both
	♦ A 10	
	♣ K Q J	
♠ 8 7 6 4 3	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <div style="display: flex; justify-content: space-between;"> NE </div> <div style="display: flex; justify-content: space-between;"> WS </div> </div>	♠ J 10
♥ –		♥ 9 7 5
♦ Q 5 3 2		♦ J 9 7 6 4
♣ 10 9 7 4		♣ A 5 2
	♠ A K 5	
	♥ Q J 10 4 2	
	♦ K 8	
	♣ 8 6 3	

West	North	East	South
	1♥	Pass	2NT ^a
Pass	3♥	Pass	??

^aJacoby: GF with 4+ hearts

Answer: 3♠

We bid Jacoby 2NT. Partner has shown a very strong, semibalanced hand with definite slam interest. Make a control bid to investigate slam. If you play Serious or Frivolous 3NT, you might bid that, instead.

Debug Ref.: J2NT.sbmaxcb StdGen un-
StdGen = SMGen 13567050804066990571
16294208416658607535

Deal 95

	♠ A	Dlr: North
	♥ Q 7 6 5 2	Vul: N/S
	♦ K 3	
	♣ A J 9 8 6	
♠ 9 8 5 3 2	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <div style="display: flex; justify-content: space-between;"> NE </div> <div style="display: flex; justify-content: space-between;"> WS </div> </div>	♠ Q J 10 4
♥ 8		♥ K 10 4 3
♦ Q J 5 4		♦ 10 8 6
♣ Q 7 5		♣ 4 2
	♠ K 7 6	
	♥ A J 9	
	♦ A 9 7 2	
	♣ K 10 3	

West	North	East	South
	1♥	Pass	??

Answer: 3NT

With 13–15 HCP, we probably want to be in game but not slam when partner opens the bidding. We've got an 8-card fit in partner's major, but with our 4333 shape, we're unlikely to ruff anything in the short hand, so will likely take the same number of tricks in notrump as we would in hearts. Offer 3NT to show this: partner can pass with a balanced minimum, correct to 4♥ with an unbalanced minimum, and investigate slam if they have a very strong hand.

Debug Ref.: MajRai.3N StdGen unSt-
dGen = SMGen 12640973964318045458
16294208416658607535

Deal 96

	♠ A	Dlr: North
	♥ K J 8 7 5 3	Vul: E/W
	♦ K 5	
	♣ A K J 5	
♠ K 10 9 8	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div>	♠ J 6 4 3 2
♥ 10 4		♥ A 2
♦ 9 8 4		♦ Q 10 7 2
♣ 8 7 3 2		♣ 10 6
	♠ Q 7 5	
	♥ Q 9 6	
	♦ A J 6 3	
	♣ Q 9 4	

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♥	Pass	??

Answer: 1NT (forcing)

We've got 3-card support for partner's major, and strength for a limit raise. Start with a forcing 1NT, planning to then jump to 3 of partner's major. If they've got a minimum, they'll pass our second bid, and if they've got a little extra, they'll bid game.

Debug Ref.: F1N.lr3 StdGen unStdGen = SMGen
18172504095721932588 16294208416658607535

Deal 97

	♠ A	Dlr: North
	♥ A Q 9 8 7	Vul: N/S
	♦ 7 6	
	♣ Q J 6 4 3	
♠ 9 6 5 4	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div>	♠ J 10 8 2
♥ K 4		♥ 10 5 2
♦ J 8 5 3		♦ K Q 9 2
♣ K 9 5		♣ 8 2
	♠ K Q 7 3	
	♥ J 6 3	
	♦ A 10 4	
	♣ A 10 7	

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♥	Pass	??

Answer: 3NT

With 13–15 HCP, we probably want to be in game but not slam when partner opens the bidding. We've got an 8-card fit in partner's major, but with our 4333 shape, we're unlikely to ruff anything in the short hand, so will likely take the same number of tricks in notrump as we would in hearts. Offer 3NT to show this: partner can pass with a balanced minimum, correct to 4♥ with an unbalanced minimum, and investigate slam if they have a very strong hand.

Debug Ref.: MajRai.3N StdGen unStdGen = SMGen
3104754496365324021 16294208416658607535

Deal 98

	♠ 9 7	Dlr: East
	♥ K 3 2	Vul: None
	♦ A J 9 8 4	
	♣ 10 9 3	
♠ A J 5 3	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div>	♠ 6 4
♥ Q J 9 6		♥ 10 5 4
♦ 7 5 2		♦ K 10 6 3
♣ 8 7		♣ Q J 6 2
	♠ K Q 10 8 2	
	♥ A 8 7	
	♦ Q	
	♣ A K 5 4	

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		Pass	1♠
Pass	1NT ^a	Pass	??

^aforcing

Answer: 3♣

We opened our major, which partner hasn't (yet?) supported. With 18+ HCP and a two-suited hand whose second suit is lower than the first, jump in our second suit. This almost certainly is game forcing, even if partner is a minimum. They'll place the contract from here.

Debug Ref.: F1N.js StdGen unStdGen = SMGen
6483748970718267070 16294208416658607535

Deal 99

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

♠ K J 7 3
 ♥ 9 2
 ♦ Q J 6 4
 ♣ A 9 2

N
W E
S

♠ Q 9 8 6
 ♥ J 8 4 3
 ♦ A 10
 ♣ Q J 8

Dlr: West
Vul: Both

Answer: 3♥

With support for partner's suit and invitational strength, make a limit raise by jumping in partner's suit. They will pass with a minimum, and bid game with extras.

Debug Ref.: MajRai.limtR StdGen un-
StdGen = SMGen 7710207788020266038
16294208416658607535

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	1♥	Pass	??

Deal 100

♠ A Q 9 8 3
 ♥ Q 5 4
 ♦ K Q 2
 ♣ A J

♠ 5
 ♥ K 9 8 7
 ♦ 9 7 5
 ♣ Q 9 6 3 2

N
W E
S

♠ J 6 2
 ♥ A J 6
 ♦ A 10 3
 ♣ K 8 7 5

Dlr: West
Vul: Both

Answer: 3NT

With 13–15 HCP, we probably want to be in game but not slam when partner opens the bidding. We've got an 8-card fit in partner's major, but with our 4333 shape, we're unlikely to ruff anything in the short hand, so will likely take the same number of tricks in notrump as we would in spades. Offer 3NT to show this: partner can pass with a balanced minimum, correct to 4♠ with an unbalanced minimum, and investigate slam if they have a very strong hand.

Debug Ref.: MajRai.3N StdGen unSt-
dGen = SMGen 13241737919424153168
16294208416658607535

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	1♠	Pass	??