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| With 14 HCP S enquires the strength of the 2 H opener. Remembering 1-2-1-2-3 N responds 3 H confirming 1 top honour and max points. S bids game. | With 17HCP W needs to know the strength of his ps 2 S opening bid. Learning it contains 2 top honours (5HCP) and weak $W$ signs off in 3S. 3NT is a risk as $p$ may only have another $J$ somewhere and with a singleton $S$ holding may struggle to set up the $S$ suit. |
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| A raise of partner's Weak opening suit is weak and not intended as an invitation. <br> With 3 card support and ps promised 6, it is safe to raise to $3 H$ and make life hard for the ops. One light not vul, even if doubled, is better than allowing them to find their minor part score. | E bids 2NT to show at least 4 card support and 13 plus points. After $W$ shows the shortage E does the calculation to 26. Provided the QS is in partners hand a slam looks sure. E uses RKCB and gets the answer 1 or 3 . A $Q$ check with the next suit up shows the $Q$ is held allowing $E$ to bid 6 S |


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| South is able to splinter on the way to game. With the recalculation by N after the splinter, and falling short of 26 TP, N stops in game. | After learning of the club shortage $W$ is turned off as the magic 26 cannot be reached. However in this instance E knows he has a 4 loser hand despite low points and decides to Keycard anyway. It is a risky slam based upon the spade finesse working. A 5050 slam in teams should definitely be bid. |
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| N uses Puppet Stayman and received the 2D reply, min points and one or two 4 card major, no 5 card major. $N$ now bids 2Hs, the major he DOES NOT HAVE. $S$ bids $2 N T$ as not holding the spades looked for and N is able to move to 3 NT as there are game points. | E uses Puppet Stayman and receives the reply 3NT, no 5 card major, no 4 card major, max points. E takes the safer line of moving the partnership into 5D. The lucky slam of 6D should not be bid as it relies on two successful finesses. |


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| $S$ does an Aussie Bergen raise in response to ps 1 S opener. 3 H , which must be alerted, shows 3 card spade support and 10 to 12 HCP. N decides with shape that is enough for game. | Here W has 4 card support for $E$ and 11 HCP. A Bergen raise of 3 D tells W the range and good support. With a 7 loser hand E has shape but needs $p$ at the top end to reach game. 3 H is an invitation to game. W has a 7 loser hand and should accept the game invite bidding 4S. Both the 3D and 3H bids must be alerted as artificial. |
|  |  <br> The response by E of 2 NT confirms you are the very least going to game in spades. The 2 NT response says $13+\mathrm{HCP}$ and asks the opener to describe their hand in more detail. By jumping to 4 S , the weakest response, $W$ is confirming a minimum opening hand with no singleton or void. E leaves the contract at 4 S . |



S knows they have between 28 and 30 points after $N$ makes the Aussie Bergen raise. $S$ has a flat hand which puts off slam interest.

