

6) Jump shift by responder

1H -----2Sp
 3H-----3Sp
 4Sp -----4NT
 5D-----6Sp

Ax	KQJxxx
QJxxxx	Kx
KJx	Axx
Qx	AJ

Responder jumps to show 16+ pts. This jump shift is forcing to game and each player describes the distribution they hold. When a fit has been agreed Blackwood may be used.

7) Quantitative Grand Slam try

1NT -----5NT
 7NT

AQxx	Kxx
xxx	AKQ
xxx	AKQx
AKJ	Qxx

Responder's bid of 5NT orders opener to bid either a small slam or a grand slam. Opener with minimum points bids 6NT and with maximum bids 7NT.

8) Acol Two opener

2Sp-----2NT
 3Sp -----4Sp

AQJ10xx	xxx
KQx	Jxxxx
AQx	Kx
x	xxx

Opener opens an Acol Two; they have a probable 8 tricks in their own hand and don't open 1SP in case partner passes. Responder has little, but with a King and possible ruffing value raises to game.

9) Opener rebids second suit

1Sp-----2C
 2H -----3NT
 4H-----Pass.

AJxxx	x
KQxxx	Jxx
x	AQxx
Qx	AKxxx

Opener starts by showing 5-4 in spades and hearts. The rebid of the second suit, the Hrts, shows opener is 5-5.

10) Responding to a preempt

3D -----3NT

xx	AQx
Kxx	AJx
KJ10xxxx	Ax
x	K10xxx

Responder can't be sure to make game but with 16+ pts they really have to go for game. If opener had a major suit preempt responder would raise the suit; when a minor preempt is bid then 3NT has to be chanced.

11) Doubling an opponent in 1NT

(N)	(E)	(S)	(W)
1D	1NT	Dble	

South holds : AQx
 Jxx
 xx
 KJxxx

South doubles 1NT because they know that with their 10(+) pts and opener's 12 pts East will have little chance of making 7 tricks in No Trumps.