

- A.** Spade fit, values to invite, so bid 3♠.
- B.** Values for game, but no more, so bid 4♠.
- C.** Too good for 4♠, so we use the 4SF 2♣, planning to support Spades later. Here we are not using 4SF to find the best suit, we know that we will be playing this one in Spades. We use 4SF to establish the force, and investigate slam.
- D.** Values for game, but with no clear direction ... bid 2♣ and see what happens. At this point, Hearts, Spades and No Trump are all possible contracts. Establishing the force with 2♣ helps us to find the best place to play.
- E.** Another hand without direction, and with the added complication of slam potential ... another 2♣ bid.