

INTERMEDIATE LESSON 2: STUDENT NOTES

Checkback Stayman

Checkback is used when the opener rebids 1NT (15-17 HCP) or 2NT (18-19 HCP). Checkback is a form of Stayman where you discover partner's major holdings.

A benefit of Checkback is that we can now show if opener's hand is balanced or unbalanced.

(eg) 1♣ - 1♥ - the rebid of 1NT shows a balanced 15-17 HCP and **does not deny 4♠**
1NT - ?

1♣ - 1♥ - therefore this bidding shows an unbalanced hand with C and S.

1♠ - ? The unbalanced hand will be 5♣ and 4♠, or 4144 shape.

With this new approach in mind, Checkback 2♣ or 3♣ is used to find a 4-4 major fit or a 5-3 major fit.

Checkback

- Checkback bids are **always** 2♣ and 3♣ - irrespective of whether partner opened 1♣ and **must be alerted**
- 2♣ Checkback is at least invitational values - 8+ HCP
- 3♣ Checkback is always GAME FORCE - 6+ HCP
- Opener always puts the accent on the major suit(s) with their responses
- 2♦ & 3♦ rebids after a minor opening shows BOTH - 3+ support of partner's major and 4 cards in the unbid major
- 2♦ & 3♦ rebids after 1♥ opening 1♠ Response, shows BOTH - 5♥ and 3♠

Example 1

1♣ - 1♥ (4+♥)
1NT - 2♣ (Checkback)

Opener's subsequent bid:

2♦ shows 3♥ and also 4♠

2♥ shows 3♥ only and NOT 4♠

2♠ shows 4♠ only and NOT 3♥

2NT does NOT have 4♠ nor 3♥ Minimum

3NT does NOT have 4♠ nor 3♥ Maximum

NB: All these bids must be alerted

Example 2 1♦ - 1♠ (4+♠)
 1NT - 2♣ (Checkback)
 Opener's subsequent bid:

- 2♦ shows 3♠ and also 4♥

- 2♥ shows 4♥ and NOT 3♠

- 2♠ shows 3♠ only and NOT 4♥

- 2NT does NOT have 3♠ nor 4♥ Minimum

- 3NT does NOT have 3♠ nor 4♥ Maximum

- NB: All these bids must be alerted**

Example 3 1♣ - 1♦ (4+♦)
 1NT - 2♣ (Checkback)
 Opener's subsequent bid:

- 2♦ shows 4♠ and also 4♥ (*very unlikely*)

- 2♥ shows 4♥ and NOT 4♠

- 2♠ shows 4♠ only and NOT 4♥

- 2NT does NOT have 4♠ nor 4♥ Minimum

- 3NT does NOT have 4♠ nor 4♥ Maximum

- NB: All these bids must be alerted**

Example 4 1♥ - 1♠ (4+♠)
 1NT - 2♣ (Checkback)
 Opener's subsequent bid:

- 2♦ shows BOTH 5♥ and 3♠

- 2♥ shows 5♥ and NOT 3♠

- 2♠ shows 3♠ only and NOT 5♥

- 2NT does NOT have 5♥ or 3♠ Minimum

- 3NT does NOT have 5♥ or 3♠ Maximum

- NB: All these bids must be alerted**

Full Bidding examples

a) 1♣ - 1♥

1NT - 2♣

2♥ - 3NT

Responder has 4-4 Majors 10+ HCP

b) 1♣ - 1♠

1NT - 2♣

2♦ - 3♥

Responder has 5-4 Majors inviting

c) 1♦ - 1♥

1NT - 2♣

2♥ - 4♥

Responder has 5 hearts 9+ HCP

Example 5

1♦ - 1♥ (4+♥)
 2NT - 3♣ (Checkback)

Opener's subsequent bid is the same as over 2♣ but one level higher

3♦ shows 3♥ and also 4♠

3♥ shows 3♥ only and NOT 4♠

3♠ shows 4♠ only and NOT 3♥

3NT does NOT have 4♠ nor 3♥

NB: All these bids must be alerted

Non Checkback Examples

Responder's rebids over 1NT other than Checkback 2♣

- If responder rebids their suit or bids a second suit at the 2-level, it is natural and non-forcing. (5 of their first suit and 4+ of the second suit). **This must be alerted**

Using the same example we started with previously:

1♣ - 1♥ (4+♥)
 1NT - ?

Responder's second bid other than Checkback:

*2♦ Weak hand, 5-7 HCP, with 5♥ and 4 or 5♦

2♥ Weak hand, 5-7 HCP, with 5+♥

2NT Invitational, 8-9 HCP, with only 4♥ and denies 4♠

3♣ Invitational, 8-9 HCP and a good club fit

3♥ Invitational, 8-9 HCP and a 6+♥

3NT Game 10+ HCP

4♥ Game

*** This bid must be alerted because it is non-forcing**

A similar sequence would apply after

1♣ - 1♠ (4+♠)
 1NT - ?

2♦ or 2♥ Weak hand, 5-7 HCP, with 5♠ and 4+♦ or 4+♥

Intermediate Lesson 2: Checkback Stayman

Board 1
 North Deals
 None Vul

♠ 7 6
 ♥ A 8 6 5
 ♦ J 10 9 5 2
 ♣ 6 5

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

♠ J 9 5
 ♥ K Q J 9 2
 ♦ 7 4
 ♣ K 8 2

South bids 2♣ Checkback to see if North has 3 hearts.

South chooses the 3NT game, which should produce 9 tricks.

West	North	East	South
1♣	Pass	Pass	1♥
Pass	1NT	Pass	2♣ ¹
Pass	2♠ ²	Pass	3NT

All pass
 1. Alert - Checkback
 2. Alert - 4 spades, but not 3 hearts

Board 4
 West Deals
 Both Vul

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

♠ A J 8 4
 ♥ K 7 2
 ♦ 7 2
 ♣ A Q J 4

♠ K 7 6 2
 ♥ 9 4 3
 ♦ A K 9 8 3
 ♣ K

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

East's 2♣ Checkback is used to see if West has 4 spades. East quickly discovers the 4-4 spade and happily bids to game.

West	North	East	South
1♣	Pass	1♦	Pass
1NT	Pass	2♣ ¹	Pass
2♠ ²	Pass	4♠	All pass

1. Alert - Checkback
 2. Alert - 4 spades, but not 4 hearts

Board 2
 East Deals
 N-S Vul

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

♠ K Q J 4 3
 ♥ A K 8 6
 ♦ 6 2
 ♣ 8 5

♠ A 6
 ♥ Q 9 4 2
 ♦ A K Q 7
 ♣ K 6 3

♠ 9 8 5
 ♥ 5 3
 ♦ J 10 9 4
 ♣ A Q 7 2

West uses 3♣ Checkback to find a fit, with slam in mind.

West is now interested in slam, so uses Blackwood.

With only one ace missing this is an excellent 6♥ slam (as long as played by East)

West	North	East	South
1♠	Pass	1♦	Pass
3♣ ¹	Pass	3♥ ²	Pass
4NT	Pass	5♥	Pass
6♥	All pass		

1. Alert - Checkback
 2. Alert - 4 hearts, but not 3 spades

Board 5
 North Deals
 N-S Vul

♠ A K Q 5
 ♥ 6 3
 ♦ Q J 8 4
 ♣ K 7 3

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

♠ 8 7 4 2
 ♥ J 5
 ♦ A 6
 ♣ Q J 10 8 5

♠ 6 3
 ♥ K 8 7 4 2
 ♦ K 9 7 2
 ♣ 6 4

South is not strong enough to use a game-forcing Checkback bid.

2♦ shows four diamonds (and therefore five hearts), weak and preferring to play in a suit than 1NT

West	North	East	South
Pass	1♦	Pass	1♥
Pass	1NT	Pass	2♦ ¹

All pass
 1. Alert - Non-forcing

NB: If South only had four hearts, four diamonds and the same point count, they would pass 1NT

Board 3
 South Deals
 E-W Vul

♠ 6
 ♥ Q J 9 5 2
 ♦ A 9 6 3
 ♣ K 8 4

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

♠ K Q J 10 2
 ♥ A 4
 ♦ 7 2
 ♣ Q J 7 5

♠ A 8 4 3
 ♥ K 10 6
 ♦ K Q 8 4
 ♣ A 9

The interference does not affect the use of 2♣ Checkback.

South's 2♦ response shows 3 hearts and 4 spades with North choosing to play in the 5-3 heart fit.

West	North	East	South
Pass	1♥	1♠	1♦
Pass	2♣ ¹	Pass	1NT
Pass	4♥	All pass	2♦ ²

1. Alert - Checkback
 2. Alert - Both majors (4 spades and 3 of partner's major)

NB: Make sure your partnership agrees that system is still on after interference at the one level.

Board 6
 East Deals
 E-W Vul

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

♠ A 10 6 3
 ♥ K 6 3
 ♦ 9 8 3 2
 ♣ A 6

♠ 8 7 2
 ♥ A Q J 4
 ♦ A Q J
 ♣ Q 8 4

♠ K J 9
 ♥ 8 7 5
 ♦ 7 5 4
 ♣ J 10 9 5

West has enough values for game (11 opposite 15-17) and uses Checkback in case East has 5 hearts.

East's 2♠ response shows 3 spades and only a 4 card heart suit. Therefore, West chooses 3NT.

West	North	East	South
1♠	Pass	1♥	Pass
2♣ ¹	Pass	1NT	Pass
3NT	Pass	2♠ ²	Pass

1. Alert - Checkback
 2. Alert - 3 of partner's major, but not 5 hearts

NB: A response of 2♦ by East instead of 2♠, would have shown three spades and five hearts.

Intermediate Lesson 2: Checkback Stayman

Board 7

South Deals ♠ J 10 8 2
 Both Vul ♥ A Q 8 7 5
 ♦ K Q 7
 ♣ A

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



♠ A 9 7 6
 ♥ K 9 2
 ♦ A 8
 ♣ K Q 7 4

♠ Q 4 3
 ♥ J 10 6
 ♦ J 6 4
 ♣ 9 8 6 5

After 2♣ Checkback from North, South's 2♦ shows 3 hearts and 4 spades.

North confirms the spade fit with 2♠. After 4♠ from South, North uses Blackwood to ensure the partnership has sufficient aces.

West	North	East	South
Pass	1♥	Pass	1♣
Pass	2♣ ¹	Pass	1NT
Pass	2♠	Pass	2♦ ²
Pass	4NT	Pass	4♠
Pass	6♠	All pass	5♥

Two trump finesses, for just one loser, will ensure the success of this contract.

1. Alert - Checkback
2. Alert - Both majors
(4 spades and 3 of partner's major)

Board 8

West Deals ♠ J 9 6
 None Vul ♥ J 10 7 3 2
 ♦ J 10 2
 ♣ K 10

♠ A 8
 ♥ Q 6 5
 ♦ Q 9 5
 ♣ A Q J 5 4



♠ K 10 5 4
 ♥ A 9
 ♦ K 7 6 3
 ♣ 8 7 3

♠ Q 7 3 2
 ♥ K 8 4
 ♦ A 8 4
 ♣ 9 6 2

East has no need to use Checkback and simply invites partner to game with 2NT.

West is minimum and passes. After a heart lead it looks likely EW can only make 8 tricks.

West	North	East	South
1♣	Pass	1♠	Pass
1NT	Pass	2NT	All pass

Lead: ♦ 10