**Deel 3 , Hoofdstuk 3 .**

Bridgevrienden , op de eerste plaats mijn excuses voor de gang van zaken gisteren . Mijn storende verkoudheid en het onvoldoende kunnen concentreren op de lesstof .

Toch wil ik even dit hoofdstuk doorlopen , de zoektocht naar een fit .

Het bieden van een gevonden fit conform de beide bovenste kaders op blzd. 29 mag ik bekend veronderstellen (bijbieder resp. rebid openaar ) geeft fit aan en sterkte.

Er wordt geen fit gevonden , het zoeken gaat verder

In het rebid geeft openaar nu z’n verdeling en kracht aan :

**SA-verdeling**.

Rebid 1 SA geeft openingskracht aan en een SA verdeling (13/14 pnt.)

Openaar zou met 1 SA geopend hebben met 15-17 pnt en een SA-verdeling.

Rebid van 2 SA belooft 18/19 pnt en een SA verdeling.

Uitzondering : **kun je een nieuwe kleur op 1-nivo bieden dan doe je dat.**

**Eenkleurenspel.**

Een eenkleurenspel bestaat uit een hand met een 6/7-krt in een kleur en openingspunten , waarbij opgemerkt dat er zeker geen 4-krt ♠/♥ naast mag zitten.

De goedkoopste kleurherhaling door openaar geeft een minimale hand aan en een 6-krt.

Herhaal je de kleur met sprong dan belooft dit 15-17 pnt. **Dit bod is niet forcing , bijbieder mag hierop passen met een minimaal bijbod.**

**Tweekleurenspel.**

De 2 laatste blokjes op blz. 32 spreken voor zich

Het **reverse** bieden , bied je , als openaar een hogere 2e kleur dan beloof je hiermee volgende :

Partner ik heb minstens een 5-krt in de openingskleur en een vierkaart in de tweede kleur en 15 tot 17 pnt , ik kan niet met 1 SA openen , de **punten** heb ik **wel** maar **niet de verdeling**.

De biedvoorbeelden midden blzd . 33 zijn duidelijk. Er werd de vraag gesteld : en wat doet bijbieder nu , hij kent de sterkte en verdeling van de openaar , hij kan keuzes maken uit :

eigen kleur herhalen , aanleggen in SA danwel kleurpreferentie voor een openaars-kleuren.

Verder hebben we het probleem aangehaald als openaars eerste kleur boven de tweede kleur ligt , zie tweede kader blzd. 34 . Ik heb gesproken over de ruime range in punten van een dergelijke hand , nl. van 12 t/m 17 punten . Als ik goed gezien heb komt dit onderwerp weer ter sprake in volgend hoofdstuk. Wel te verstaan openaar mag zijn tweede kleur niet bieden met sprong want dat belooft een sterkere hand en is manche-forcing.

**Driekleurenspel.**

Bestudeer deze blzd. zelf , openaar heeft keuzes als zo goedkoop mogelijk een nieuwe kleur , een sprongbod danwel reverse te bieden . De frequentie van dergelijke handen is vrij laag , vooral bij reverse bieden kan dit tot foutieve conclusies bij partner aanleiding geven , hij gaat uit van een 5/4 verdeling terwijl er nog een derde kleur achter zit.

Ik heb jullie geattendeerd op het bestaan van 2 aanverwante conventies om te zoeken naar een

5-3 fit in de hoge kleuren b.v.

1♣ - 1♠ 1♦ - 1♥

1SA 2SA

Een bijbod van 2 resp. 3 ♣ is een coventioneel bod en vraagt openaar z’n kaart verder te omschrijven. Deze conventie gewoon ter informatie :Check-Back-Stayman , Crowhurst.

Groet weer Annemie en Henk.

**Checkback Stayman (two variations)**

2♣ **Checkback Stayman** is used in the following bidding sequences, to "check back" if opener has major suit support, saying nothing additional about the club suit. Bidding Checkback implies that the responder has five cards in his major, and may have four in the other.

1m - 1M - 1NT - 2♣

The 2♣ is *Checkback Stayman*. Responses are as follows:

2♦ : No three card support for partner's suit, no four cards in other major. Minimum hand.

2♥/♠ : Bidding responder's major shows three, bidding the other major shows four. Minimum hand.

2NT : No three card support for partner's suit, no four cards in other major. Maximum hand.

3♥/♠ : Bidding responder's major shows three, bidding the other major shows four. Maximum hand.

You should agree with your partner how to handle the case of holding *both* four of the other major and three of partner's suit. You could agree to bid up the line, or support partner's suit first. If partner doesn't like your first suit, they will invite with 2NT or bid game with 3NT. You will then correct to your other suit.

2♠ **Checkback Stayman** is used to find a fit in spades when the 2♣ does not promise a 4M.

1NT - 2♣, 2♥ -

* 2♠ = 4 spades, not 4 hearts, invitational
* 2N = no 4 spades, invitational
* 3N = 4 spades and game values

# Checkback Stayman

by Barbara Seagram
March 24, 2010

[ Back to Previous Page ]

Checkback Stayman is a nifty convention which is used most commonly after an opening bid of one of a minor and then a one of a major response with the opening bidder then jumping to 2 NT.

1 ♦ - 1♥

2 NT - **3♣ by responder is now checkback stayman**

Why are we doing this??

The opening bidder may also have a four card other major suit OR may have 3 card support for the responder’s 5 card major.

Let’s have a look at above auction again:

1 ♦ - 1♥

2 NT - **3♣**

Responses to 3 ♣ are as follows:

3♦  says: I do not have 3 card support for your major suit (♥) nor do I have 4 cards in          the                              other major (♠).

3♥ says:  I have 3 card support for your ♥ heart suit but I do NOT have 4 spades.

3♠ says:  I have a 4 card ♠ suit but do not have 3 card support for your ♥ suit.

3 NT says: I have both 3 card support for ♥’s and also a four card ♠ suit.

Now let’s check out the other major suit situation:

1 ♦ - 1♠

2 NT - **3♣**

Responses to 3♣ are as follows:

3♦  says: I do not have 3 card support for your major suit nor do I have 4 cards in  the other major.

3♠ says:  I have 3 card support for your ♠ heart suit but I do NOT have 4 hearts.

3♥ says:  I have a 4 card ♥ suit but do not have 3 card support for your ♠ suit.

3 NT says: I have both 3 card support for ♠’s and also a four card ♥ suit.

**The only time you would ever use this convention is if you have 4-4 in the majors or you have 4-5 in the majors or you have one five card major.**

The responder now places the contract, equipped with more information about opener’s hand.

Let’s look at two situations in which it would be useful to be playing Checkback Stayman:

♠ K543
♥ KQ87
♦ Q76
♣ 42

♠ AQ76
♥ J106
♦ AK83
♣ A5

South opens

|  |  |  |
| --- | --- | --- |
| South |   | North |
| 1♦  |   | 1♥ |
| 2NT |   | 3♣\* (Checkback Stayman) |
| 3♠ |   | 4♠ |

Note that if NS was not playing Checkback Stayman, North would have now bid 3NT after South’s jump to 2 NT. If the opening lead was a ♣, then South would never be able to make 3NT. He would have to drive out the ♥A and then EW would be able to cash 4 cx tricks quickly. 4♠ is an easy contract.

Let’s look at one more example:

♠ AQ742
♥ 32
♦ 765
♣ Q43

♠ K65
♥ AQ7
♦ Q32
♣ AKJ2

|  |  |  |
| --- | --- | --- |
| South |   | North |
| 1♣ |   | 1♠ |
| 2NT |   | 3♣\* (Checkback Stayman) |
| 3♠  |   | 4♠ |

North can easily make 4♠ but 3NT by South is doomed on a ♦ opening lead by West.

Checkback Stayman is alertable as are all the responses. You need to have enough points to be in game in order to use this convention.

**We never want to miss an 8 card major suit fit. Remember that it is always much safer to play the hand in a major suit contract than in No trumps.**

## Checkback- a Useful Convention

### by Paul Huggins

Consider the following everyday hand:

Q109xx

Axx

xx

KJ10

Partner deals and opens 1, you reply 1 and partner rebids 1N, showing a balanced hand with 15-16 points. What do you bid now? You have 25-26 points between you so you should certainly be in game, but which game is best? Your diamonds won’t help to stop the suit, and if you just punt 3N then a diamond lead (knocking out partner’s guard before he can set up 9 tricks) could kill the contract. If partner has a 5-card heart suit then 4 could easily play better (using the Axx of trumps in dummy to ruff declarer’s diamond losers). Similarly if partner has 3 spades then 4 could be on. How do you find the best game to play in?

 A useful method of doing this is the *checkback convention*. It does away with a natural 2 after a 1N rebid in much the same way as the Stayman convention does away with a 2 takeout after a 1N opening.

 After a 1N rebid, 2 asks partner to reveal any *extra* length he has not yet shown in the majors, i.e. either a fifth card in a major he has already bid, or 3 card support for your major (I assume partner would raise you with 4 card support!), or an unbid 4 card major. This helps you to find an 8 card fit in a major.

 Partner should bid his “extra” majors *up the line* (i.e. show hearts first if he has both majors) and 2 if he has no more major-suit length than he has already shown.

 As with bidding Stayman over a 1N opening, when you bid Checkback over a 1N rebid you should be prepared for every possible response (2, 2 and 2).

 The kind of hand on which you should use Checkback is a balanced 9+ with extra major-suit length (settling for 3N if you don’t have an 8 card major fit and bidding 4 of the major in which you do have an 8 card fit); or a fairly weak hand with both majors (at least 5-4) that you feel will play better in 2 of a major than in 1N (if partner bids 2 in response to Checkback then you pull to 2 of your 5-card major).

 That’s enough waffle, here are some example auctions (N.B. \* = Checkback and + = no extra major suit length):

1. West East West East

AJx  Q109xx 1 1

KJ10x  Axx 1N 2\*

QJx  xx 2 4

Axx  KJ10

OK, 4 is a thin game, but 3N could be cold off on a diamond lead.

2.  West East West East

  AJx  Q10xx 1 1

  KJx  Axxx 1N 2\*

  QJx  Kx 2 3N

                  Kxxx     Qxx

 West shows his 3 card heart support, but this does not help East who settles for 3N.

3.          West East West East

  AJxx  Q10xx 1 1

  KJx  Axxx 1N 2\*

  Kx  Qxx 2 3N

  Axxx  Qx 4

 West shows his 3 card heart support first (bidding his suits up the line). East’s jump to 3N shows West he had 4 spades (otherwise why bid Checkback at all?) and West tries 4 instead.

4. West East West East

  AJx  Q10xx 1 1

  KJx  Axx 1N 3N

  QJx  Kxxx

  Axxx  J10

 East has no need to use Checkback and settles for 3N.

5. West East West East

  AJx  Q10x 1 1

  KJ  A10xxx 1N 2\*

  QJxx  Kx 2 + 3N

  Axxx  J10x

 West has only 2 card support (albeit good 2 card support) for partner’s hearts and no spade suit to introduce. East (who would go to  4 if West had 3 hearts) settles for 3N.

6. West East West East

  AJx  Qx 1 1

  KJ  A10xxxx 1N 4

  QJxx  Kx

  Axxx  J10x

 No need for Checkback; East can confidently bid 4 with a 6 card suit opposite partner’s announced 2.

7. West East West East

  AJx  Qxxx 1 1

  KJ  A10xxx 1N 2\*

  QJxx  xxx 2+ 2

  Axxx  x

 East looks for a major suit fit having no help in the minors, settling for a 5-2 fit (in hearts) when West denies 4 spades.

Of course the convention can be used for other ranges of 1N rebids; e.g. playing a strong no trump (where a 1N rebid would show 12-14 points), use Checkback to find the best game when you are responding with 11+ points.

So there you are; Checkback is a simple gadget to use and very effective. Why not give it a try?

|  |  |  |  |
| --- | --- | --- | --- |
| The Stayman Convention (or 2 Club convention) is used by the responder over partners opening bid of 1 No Trump (or 2 No Trump). The purpose is to find a 4/4 fit in a Major suit. The responder should have at least 4 cards in one or both of the Majors. There are, however, other occasions when the Stayman Convention can be used. And one such occasion is when the is in the [DMZ](http://www.beginnerbridge.com/ldmz.htm).[\*](http://www.beginnerbridge.com/lckback.htm#dmz)         In *example 1* below the responder's first bid was 1 D. She might have a long Diamond suit and a 4 card Major. In this case she wants to CHECK to see if opener also has a 4 card Major. To do this responder rebids 3 C. This bid is called CHECK BACK STAYMAN. In *example 1*, the 3 C bid is not support for partners 1 C opening bid, but a request that partner bid a 4 card Major. In this case the DMZ opener bids her 4 card Major, or if none the 3 D. This is just like regular Stayman over a 2 NT opener. The use of CHECK BACK STAYMAN in example 1 allows the DMZ opener to bypass the bid of 1 S or 1 H over partner's  1 Dresponse. The direct jump to 2 NT does not deny 4 cards in either one or both of the other Major suits.

|  |
| --- |
| ***1.*** OPENER              RESPONDER       1 C                               1 D      2 NT                              3 C |

       In *example 2* below the responder's first bid was a 1 H. Responder might have 4 cards in both Hearts and Spades. (she bids 1 Hor "up the ladder" with 4/4 in the Majors.) Then the subsequent 3 C (CHECK BACK STAYMAN) bid by the responder gives the DMZ opener a chance to show 4 cards in the other Major (Spades). The responder is hoping partner has a 4 card Spade suit. (Then game is 4S.) If there is a Major suit fit then responder goes to game in that suit. If no fit, then responder bids 3 NT. This use of CHECK BACK STAYMAN in *example 2* allows the DMZ opener to bypass a bid of 1 S over partner's 1 H Response. The direct jump to 2 NT does not deny 4 cards in the other Major suit.

|  |
| --- |
| ***2.*** OPENER             RESPONDER       1 C                             1 H      2 NT                           3 C |

       Also in *example 2* above, responder might have a 5 card Heart suit and is asking if opener has 3 card support. (This is similar to the New Minor Force.) Note: a 3 H rebid by the DMZ opener over 3 Cshows 3 Hearts. For if opener had 4 Hearts, she would have jumped to 4 H immediately over responders first bid of 1 H and not bid 2 NT.          In *example 3* below responder could have 5/5 or 5/4 in the majors and is looking for a major suit fit. Again she uses CHECK BACK STAYMAN. A 3 S rebid by DMZ opener shows 3 Spades.  A  3 H bid shows 4 Hearts

|  |
| --- |
| ***3.*** OPENER                RESPONDER         1 C                             1 S         2 NT                           3 C |

         Note: in all three of the above examples the 3 C bid is artificial and not necessarily a show a suit nor support a partners 1 C opening bid. The 3 Club bid is always CHECK BACK STAYMAN. Responder need not pass partner's game  bid. She can make a slam try or bid the slam directly.  \* *The* [*DMZ*](http://www.beginnerbridge.com/ldmz.htm) *is a hand that falls between a 1 NT opener and a 2 NT opener.  The bidder shows this type of hand by jumping in No Trump* |

|  |  |
| --- | --- |
|  QUIZ 35 | CHECK BACK STAYMAN  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   |  | The bidding has gone:    PARTNER     YOU          1 C            1 H         2 NT            ?  What do you bid with the following hands: |   | What do you bid with the following hands: |
|   | 1. | S  7 6  H  K Q 5 2  D  J 9 8 7  C  7 6 2  | 4. | S  9 8 5  H   A J 8 4 3  D   K 5 4 C  8 6 |
|   | 2. | S   9 6  H  A Q 5 2  D  K Q J 8 7  C  Q 10 4  | 5. | S   9 8 5 H  A J 9 4 3 2  D  Q 5 4 C  8 |
|   | 3. | S  10 9 7 6  H  K Q 5 2  D  J 9 8  C  7 6  | 6. | S  9  H  A Q 9 8 4 3  D  K Q J  C  Q 8 6 |
|   |  | The bidding has gone:    PARTNER     YOU          1 C            1 H         2 NT           3 C           ?  What do you bid with the following hands: |  | What do you bid with the following hands: |
|   | 7. | S   K  J  H  A Q 9  D  K Q J  C  Q J 5 4 2  | 9. | S  A J 9  H  A J D   K 5 4 C  A Q 8 7 4 |
|   | 8. | S   A K 9 8 H   A J D   K 5 4  C  A 9 8 4  | 10. | SA K 9 8  HA J 4  DK 5 4 3  CA 9 |





