

Intermediate Lesson 2: Checkback Stayman

Board 1
 ♠ K Q 8 4
 North Deals
 ♥ 7 3
 None Vul
 ♦ A Q 8
 ♣ A Q 7 3

♠ 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

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

♠ J 9 5
 ♥ K Q J 9 2
 ♦ 7 4
 ♣ K 8 2

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

West	North	East	South
Pass	1♣	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 2
 ♠ 10 7 2
 East Deals
 ♥ J 10 7
 N-S Vul
 ♦ 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

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

♠ 9 8 5
 ♥ 5 3
 ♦ J 10 9 4
 ♣ A Q 7 2

West is now interested in slam, so uses Blackwood.

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

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

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

Board 3
 ♠ 6
 South Deals
 ♥ Q J 9 5 2
 E-W Vul
 ♦ 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

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

♠ A 8 4 3
 ♥ K 10 6
 ♦ K Q 8 4
 ♣ A 9

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 4
 ♠ Q 10 9
 West Deals
 ♥ A 8 6
 Both Vul
 ♦ 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

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.

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

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 5
 ♠ A K Q 5
 North Deals
 ♥ 6 3
 N-S Vul
 ♦ 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

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

♠ 6 3
 ♥ K 8 7 4 2
 ♦ K 9 7 2
 ♣ 6 4

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

1. Alert - Non-forcing

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

Board 6
 ♠ Q 5 4
 East Deals
 ♥ 10 9 2
 E-W Vul
 ♦ 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

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

♠ K J 9
 ♥ 8 7 5
 ♦ 7 5 4
 ♣ J 10 9 5

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	2♠ ²	Pass
3NT	All 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
 Both Vul

♠ J 10 8 2
 ♥ A Q 8 7 5
 ♦ K Q 7
 ♣ A

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

♠ Q 4 3
 ♥ J 10 6
 ♦ J 6 4
 ♣ 9 8 6 5

♠ A 9 7 6
 ♥ K 9 2
 ♦ A 8
 ♣ K Q 7 4

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.

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

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

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

Board 8
 West Deals
 None Vul

♠ J 9 6
 ♥ J 10 7 3 2
 ♦ J 10 2
 ♣ K 10

♠ A 8
 ♥ Q 6 5
 ♦ Q 9 5
 ♣ A Q J 5 4

♠ Q 7 3 2
 ♥ K 8 4
 ♦ A 8 4
 ♣ 9 6 2

♠ K 10 5 4
 ♥ A 9
 ♦ K 7 6 3
 ♣ 8 7 3

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

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
1 NT	Pass	2 NT	All pass

Lead: ♦ 10