

Checkback

The only way for advancer to make a game-forcing bid is to go through the Checkback at 2C.
Opener – in his responses to the Checkback – gives priority to the hearts.

Opener's responses

- ❑ 1C-1D-1NT-2C
 - 2D: No 4-card major suit
 - 2H/S: 4-card suit
 - 2NT: 4 cards in both major suits
- ❑ 1C/D-1H-1NT-2C
 - 2H: 3 cards in hearts
 - 2D: otherwise
- ❑ 1C/D-1S-1NT-2C
 - 2H: 4 cards in hearts
 - 2S: 3 cards in spades and 3 or fewer hearts
 - 2D: otherwise
- ❑ 1C/D-1D/H/S-2NT-3C or 1H-1NT-2NT-3C (Wolf Sign off)
 - 3D: Relay
- ❑ 1C/D-1H-2NT-3D
 - 3H: 3 cards in hearts
 - 3S: 4 cards in spades and 2 or fewer hearts
 - 3NT: otherwise
- ❑ 1C/D-1S-2NT-3D
 - 3H: 4 cards in hearts
 - 3S: 3 cards in spades and 3 or fewer hearts
 - 3NT: otherwise

Advancer's 3rd bid

- ❑ The sign off
 - 1C/D-1H/S-1NT-2C-2D/H-2H/S
 - 1C/D-1S-1NT-2C-2H/S-pass
 - 1C/D-1D/H/S-2NT-3C-3D-pass
 - 1C/D-1H-2NT-3C-3D-3H
 - 1C/D-1S-2NT-3C-3D-3H/S

- ❑ The invitation to game
 - 1C/D-1H/S-1NT-2C-2D/H/S-2NT
 - 1C/D-1H/S-1NT-2C-2H/S-3H/S
- ❑ The 2NT relay after 1C-1D-1NT-2C-2D/H/S. The responses are:
 - 3C: 3 cards in diamonds
 - 3D: 4 cards or 3 cards with a top honor in diamonds
 - 3H/S: 2 cards with a top honor in diamonds and values in hearts/spades
 - 3NT: Otherwise
- ❑ The 3C Ping-pong. It obliges opener to bid 3D and makes the next bid of the Advancer forcing. Here are the possible sequences:
 - 1C/D-1S-1NT-2C-2H/S-3C
 - 1C/D-1H-1NT-2C-2H-3C
- ❑ 1C/D-1D/H/S-2NT-3C-3D-3NT: Mild slam invitation with 5+ clubs
- ❑ 1D-1H/S-2NT-3C-3D-4D: Mild slam invitation with 5+ diamonds and 4 hearts/spades
- ❑ 4NT: Quantitative. To ask for Aces Advancer must first make a cue-bid.
- ❑ Any other bid is GF except 1m-1S-1NT-2C-2D-2H which is RF