

## Checkback (Simple)

Main purpose of Checkback is in sequences such as (1 Minor - 1 Major – 1NT) and when responder has 5 card in the major (or 5 card spades and 4 card hearts) and potential in game, **to find fit in major**.

Please note rebidding a suit promises 6 cards.

Checkback is a bid by responder, similar to Stayman to determine if opener is holding a 4-card major or 3-cards in responder's bid suit. It is used in a bidding sequence such as:

1 Minor - 1 Major – 1NT;  
• 2C = Checkback

Opener replies:

2NT = No I don't have 3 card in your major suit or 4 in the unbid major

2H = Yes I have 3 hearts for your hearts bid (or 4 if responder suit is spades)

2S = Yes I have 3 spades for you spade bid

Examples:

1C – 1H – 1NT – **2C (Checkback)**

Responses:

2H = yes I have 3 hearts for you

2NT = No I don't have 4 cards for you

1D – 1S – 1NT – **2C (Checkback)**

Responses:

2S = yes I have 3 card spade for you

2H = sorry no 3 card spade but I have 4 card hearts (just in case responder was 5-4 in S-H)

2NT = No I don't have 3 card spades or 4 card hearts