



- (4) In some instances there is a specific set of answers from which the “*Crew*” must select the one that best applies.

**1-NT – “2C”** (“*Do you hold a 4-card Major?*”)

The answers, here, are only “**2D**,” **2H**, or **2S**

**1H – “4-NT”** (“*How many Aces {Controls} do you hold?*”)

The answers, here, are only “**5C**,” “**5D**,” “**5H**,” “**5S**,” “**5-NT**,” & “**6V**”

- (5) Lastly, the “*Captain*” might choose not to issue a question, but rather to issue a command, mostly to force the “*Crew*” to bid again or to take a preference.

**1H – 1S**

**2C – “2D”** (“*Bid again. Tell me more about your hand!*”)

**1S – 1-NT**

**2D** (“*Take a preference between Spades and Diamonds!*”)  
 (“*Or, bid an undisclosed 6-card or longer other suit!*”)

### 3. The Role of the “*Crew*”:

- a. If the “*Captain*” sets the contract, the “*Crew*” is obliged to “*Pass.*”

**3C – 3-NT** (A Pre-emptor is barred from bidding again, unless the “*Captain*” introduces a request for further information (**2-NT** or a new suit).

- b. If the “*Captain*” asks a question, the “*Crew*” is obligated to respond, but must stay within a prescribed set of answers.

**1-NT – 2-NT**

**?** = **P** (Minimum) or **3-NT** (Maximum)

**1H – 2H**

**3H – ?** = **P** (Minimum) or **4H** (Maximum)

**1-NT – “2H”** = **2S** (In all but one instance) or

**?** “**3S**” (A “**Super-Acceptance**”)  
 (4-Spades + Maximum Count)

**1H – 1S**

**2H – 3D** = **3S** (To show 3-Spades) or  
**?** **3-NT** (To show a Club stopper) or  
**4C** or **4D** (To show a 4-card suit) or  
**3H** (To show 7{+} Hearts)