

## VI. OPENER BIDS 1♣: Responder Bids 2♣ to Show One or Both Minor Suits.

- A. In General:** Responder's 2♣ shows an unbalanced hand worth two bids in the minor suits—either a six-card or longer suit or two suits at least five-four. It denies four hearts, denies four spades, and denies a balanced hand, even 2335 in either minor. Opener's Rebids allow him to ask Responder for the details Opener thinks he needs to know.

If Opener has an interest in one or both majors, it is usually more efficient to begin with a *Two-way Support Asking Bid* in the majors, either 2♥ asking for three card support or 2♠ asking for only two card support. Responder has denied four cards in a major but has not yet denied holding some cards in one or both majors. If Opener finds adequate support, he can then bid game or explore further. If Responder denies support for Opener's major(s), but Opener has a major-minor, two-suited hand, then he can then explore Responder's actual shape in the minors.

Lacking interest in the majors, Opener will usually use 2♦ to ask Responder, "*Tell Me More.*" This bid will disclose any four card or longer holding in the minors. Only if Opener has one long minor does an immediate *Support Asking Bid* more efficiently explore slam prospects. *Tell Me More* is also better if Opener is balanced, for it will disclose Responder's shape and allow Opener to choose between a minor suit contract and no trump.

Opener's final possibility is a three-suited hand with a

singleton in one of the majors. Because this hand offers excellent support for both minors and because Responder has at least one long minor or a minor two-suited hand, Opener should pass the decision to Responder with a descriptive *Opener's Unusual Positive*.

After 1♣(Strong and Forcing)–2♣(One or Both Minors), Opener has the following immediate choices:

1. **Opener's 2♦** asks Responder to *Tell Me More*.
2. **Opener's 2♥** is a *Support Asking Bid* for majors asking for three card support or better.
3. **Opener's 2♠** is a *Support Asking Bid* for the majors asking for two card support or better.
4. **Opener's 2NT** is a *Point Asking Bid*.
5. **Opener's 3♣** is a *Support Asking Bid* in clubs.
6. **Opener's 3♦** is a *Support Asking Bid* in diamonds.
7. **Opener's 3♥** is a *Splinter Bid* and shows that Opener has 4144. Responder, who has denied a four-card major, is invited to ask about controls and then pick a minor game or slam.
8. **Opener's 3♠** is a *Splinter Bid* and shows that Opener has 1444. Responder, who has denied a four-card major, is invited to ask about controls and then pick a minor suit game or slam.

**B. Opener Asks for Support in the Major Suits.**

1. **Opener's 2♥** is a *Two-Way Support Asking Bid* in the majors, asking for three card support. Responder uses *Split-Range Responses* to show shape and strength. If Responder denies three card support, then Opener can either explore Responder's minor suits or ask for two-card support in one major.

**a.** In summary, Responder's:

1. 2♠ denies three hearts and denies three spades.
2. 2NT promises both three hearts and three spades and shows 8–11 HCP.
3. 3♣ promises three hearts, denies three spades, and shows 8–11 HCP.
4. 3♦ promises three spades, denies three hearts, and shows 8–11 HCP.
5. 3♥ promises three hearts, denies three spades, and shows 12+ HCP.
6. 3♠ promises three spades, denies three hearts, and shows 12+ HCP.
7. 3NT promises three hearts, three spades, and 12+ DP.<sup>1</sup>

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1. With an assured fit, Responder can count dummy points. If Responder is three-three in the majors, he should be at least six-one in the minors, making the singleton potentially valuable. If Responder is 3352 or 3325, he should prefer to respond 1♠ balanced.

**b. Responder has three card support for both majors.**

With support, Responder uses *Split-Range Responses* to show both strength and shape.

1. **Responder's 2NT** promises both three hearts and three spades. Responder has 8–11 HCP. Having given Opener a positive response, Responder knows there is a major suit fit but does not know in which major. Opener will reveal which major eventually. Delay in identifying the major suit fit may allow Opener to make an immediate and inexpensive *Control Asking Bid* in clubs or diamonds but then forgoes a *Control Asking Bid* in the other major because it will sound like identification of a fit. With a major suit fit and Responder's minor suit(s) to provide discards, these hands offer enormous potential, but with Responder's values limited, there is nonetheless the risk of quick losers. Opener should consider slam but fear the worst.

- a. Opener's 3♣ and 3♦ are *Control Asking Bids*.
- b. Opener's 3♥ and 3♠ are *Second Support Asking Bids* (How many faces?) and identify the trump suit.
- c. Opener's 3NT is *Two-Suited Roman Keycard Blackwood*. Opener asks for key cards in the majors.

One Club–Two Clubs Shows Something in the Minors  
Opener Uses 2♥ to Ask for Three Card Support in the Majors.

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2. **Responder's 3NT** also promises both three hearts and three spades but with 12+ DP. If Responder has this hand, slam is almost assured. There should be more than enough tricks. *Control Asking Bids* can help explore a grand slam.
  - a. Opener's 4♣ and 4♦ are *Control Asking Bids*.
  - b. Opener's 4♥ and 4♠ are to play. Responder can continue with good controls.
    1. Responder's new suit is *Exclusion Blackwood*.
    2. Responder's 4NT is *Roman Keycard Blackwood*.
  - c. Opener's 4NT asks for key cards in both majors.
- c. **Responder has three card support for one major.** Responder identifies his suit and strength using split-range responses.
  1. **Responder's 3♣** promises three hearts and 8–11 HCP but denies three spades.
    - a. Opener's 3♦, 3♠, and 4♣ are *Control Asking Bids*.
    - b. Opener's 3♥ is a *Second Support Asking Bid*.
    - c. Opener's 3NT is to play. Opener probably has spades without hearts.
  2. **Responders' 3♦** promises three spades and 8–11 HCP but denies three hearts.
    - a. Opener's 3♥, 4♣, and 4♦ are *Control Asking Bids*.
    - b. Opener's 3♠ is a *Second Support Asking Bid*.
    - c. Opener's 3NT is to play. Opener probably has hearts without spades.
  3. **Responder's 3♥** promises three hearts and 12+ HCP but denies three spades.
    - a. Opener's 3♠, 4♣, and 4♦ are *Control Asking Bids*.
    - b. Opener's 3NT is to play.
    - c. Opener's 4♥ is to play.
  4. **Responder's 3♠** promises three spades and 12+ HCP but denies three hearts.
    - a. Opener's 3NT is to play.
    - b. Opener's 4♣, 4♦, and 4♥ are *Control Asking Bids*.
    - c. Opener's 4♠ is to play.
- d. **Responder Denies Support for a Major.** **Responder's 2♠** denies three card support. Responder has neither three hearts nor three spades. Opener can now ask for two-card support in one major, explore

Responder's shape in the minors, or bid some level of no trump.

1. **Opener's 2NT asks for Responder's minor values.** Opener should have at least three-three in the minors to benefit from this question. Because Opener's *Two Way Support Asking Bid* has consumed bidding space, Responder can only distinguish between single-suited and two-suited hands.
  - a. **Responder's 3♣** shows six or more clubs.
  - b. **Responder's 3♦** shows six or more diamonds.
  - c. **Responder's 3♥** shows at least five clubs with four diamonds.
  - d. **Responder's 3♠** shows at least five diamonds with four clubs.
  - e. **Responder's 3NT** shows both minors, at least five-five.
2. **Opener's 3♣ and 3♦ are Support Asking Bids.** To ask for support for his second suit, Opener must have at least a five-card minor to go with his undisclosed major suit. Responder shows support by steps, going past 3NT if necessary. Having found support, Opener can next use *Control Asking Bids*, a *Second Support Asking Bid (Faces)*, or *Roman Key Card Blackwood* with four key cards and an interest in a Grand Slam.
3. **Opener's 3♥** asks for two card support in hearts. Responder answers by steps, going past 3NT is necessary. Having found support, Opener can next use *Control Asking Bids*, a *Second Support Asking Bid (Faces)*, or *Roman Key Card Blackwood* with four key cards and an interest in a Grand Slam.
4. **Opener's 3♠** asks for two card support in spades. Responder answers by steps, going past 3NT with support, but stopping at 3NT without support, regardless of strength. Having found support, Opener can next use *Control Asking Bids*, a *Second Support Asking Bid (Faces)*, or *Roman Key Card Blackwood* with four key cards and an interest in a Grand Slam.
5. **Opener's 3NT to play.**
2. **Opener's 2♠** is a *Two Way Support Asking Bid* in the majors asking for *two card* support. Opener should have at least six cards in a major and maybe six-five. Opener may also use this bid to identify Responder's shortness in a major. If Opener has two Aces and a King in the majors and Responder has but one major doubleton, then Opener may be able to bid a minor suit slam with great confidence. Even if Opener finds support, he should be cautious for these hands can provide tricks galore but have the added problems that a two trump dummy presents. It will be harder to manage bad splits, dummy can trump fewer losers, and entries to dummies minor suit(s) may be

scarcer.

**a. In summary:**

1. **Responder's 2NT** shows two-card support in both majors.
2. **Responder's 3♣** shows two-card support for hearts and 8–11 HCP.
3. **Responder's 3♦** shows two-card support for spades and 8–11 HCP.
4. **Responder's 3♥** shows two-card support for hearts and 12+ HCP.
5. **Responder's 3♠** shows two-card support for spades and 12+ HCP.
6. **Responder's 3NT** denies two-cards in either major.

- b. Responder's 2NT** shows both at least two hearts and at least two spades. Responder is 2272, 2263, 2254, 2245, 2236, 2272, 3271, 3262, 3253, 3235, 3226, 3217, 2371, 2362, 2353, 2335, 2326, 2317, 3370, 3361, 3352, 3325, 3316, or 3307. We use the immediate 2NT to show both rather than deny to leave room at the three level for asking bids. Opener should be cautious about using this question. If Responder does have two-card support, it is unlikely that those two cards will provide a ruffing opportunity. Moreover, if Opener is short in the other major, then

there may well be a better fit in one of the minors.<sup>2</sup>

1. Opener's 3♣ and 3♦ are *Control Asking Bids*.
2. Opener's 3♥ and 3♠ are *Second Support Asking Bids* (How many faces?) and identify the trump suit.
3. Having found a fit but not knowing Responder's strength, Opener's 3NT is a *Point Asking Bid*. Opener must be willing to have Responder go past four of the major.
  - a. **Responder's 4♣** shows 8–9 DP.
  - b. **Responder's 4♦** shows 10–11 DP.
  - c. **Responder's 4♥** shows 12–13 DP.
  - d. **Responder's 4♠** shows 14–15 DP.
  - e. **Responder's 4NT** shows 16–17 DP.
  - f. **Responder's 5♣** shows 18–19 DP etc.

- c. Responder's 3♣** shows at least two hearts but denies as many as two spades. Responder has 8–11 HCP.

1. Opener's 3♦, 3♠, and 4♣ are *Control Asking Bids*.
2. Opener's 3♥ is a *Second Support Asking Bid* (Faces).
3. Opener's 3NT and 6NT are to play.
4. Opener's 4♥ is to play.

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2. Which way makes more sense? Should we deny with the cheapest or brag with the cheapest? Either way, Responder plays 3NT and the lead goes through the strong hand. Bragging has the advantage of allowing cheaper control asking bids.

One Club–Two Clubs Shows Something in the Minors  
Opener Uses 2♠ to Ask for Two Card Support in the Majors.

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5. Opener's 4♠ is to play. Opener's suit is spades and he judges 4♠ to be safer than either 3NT or 6♠. Responder may raise to 5♠ with a singleton Ace, King, or Queen of spades and other useful, undisclosed assets.
  6. Opener's 4♦ and 5♣ are *Roman Key Card Exclusion Blackwood* in hearts.
  7. Opener's 4NT is *Roman Key Card Blackwood* in hearts.
- d. **Responder's 3♦** shows at least two spades but denies as many as two hearts. Responder has 8–11 HCP.
1. Opener's 3♥, 4♣, and 4♦ are *Control Asking Bids*.
  2. Opener's 3♠ is a *Second Support Asking Bid* (Faces).
  3. Opener's 3NT and 6NT are to play.
  4. Opener's 4♥ is also to play. Responder may raise to 5♥ with a singleton Ace, King, or Queen of hearts and other useful values.
  5. Opener's 4♠ is to play.
  6. Opener's 4♦ and 5♣ are *Roman Key Card Exclusion Blackwood* in spades.
  7. Opener's 4NT is *Roman Key Card Blackwood* in spades.
- e. **Responder's 3♥** shows at least two hearts but denies as many as two spades. Responder has 12+ HCP.
1. Opener's 3♠, 4♣ and 4♦ are *Control Asking Bids*.
  2. Opener's 3NT and 6NT are to play.
  3. Opener's 4♥ is to play.
  4. Opener's 4♠ is to play. Responder may raise to 5♠ with a singleton Ace, King, or Queen of spades and other useful values.
  5. Opener's 4♦ and 5♣ are *Roman Key Card Exclusion Blackwood* in hearts.
  6. Opener's 4NT is *Roman Key Card Blackwood* in hearts.
- f. **Responder's 3♠** shows at least two spades but denies as many as two hearts. Responder has 12+ HCP.
1. Opener's 4♣, 4♦, and 4♥ are *Control Asking Bids*.
  2. Opener's 3NT and 6NT are to play.
  3. Opener's 4♥ is to play. Responder may raise to 5♥ with a singleton Ace, King, or Queen of hearts and other useful values.
  4. Opener's 4♠ is to play.
  5. Opener's 4♦ and 5♣ are *Roman Key Card Exclusion Blackwood* in spades.
  6. Opener's 4NT is *Roman Key Card Blackwood* in spades.
- g. **Responder's 3NT** confesses possession of neither two hearts nor two spades. It is now too late for Opener to explore the minors. He can ask for aces with 4♣ or point count with 4♦, or he can pass or raise no trump.

**Opener Bids 2♦: “Tell me more.”**

C. **Opener First Asks About the Minors.** Opener can either ask for Responder’s biddable minor suit(s) by using 2♦ *Tell Me More* or ask for Responder’s support in the minor of Opener’s choice using 3♣ and 3♦ as *Support Asking Bids*. If Opener has a suit of his own and will accept three card support, then he should use the *Support Asking Bid*. If he can support both minors or will only accept four card support, then *Tell Me More* is more informative and cheaper.

1. Over Opener’s 3♣ *Support Asking Bid*, Responder shows support and strength by steps:
  - a. 3♦ denies three clubs and denies 12 HCP.
  - b. 3♥ denies three clubs but promises 12+ HCP.
  - c. 3♠ promises at least three clubs but denies 12 DP.
  - d. 3NT promises at least three clubs and promises at least 12 DP.
2. If Responder shows support for clubs, then Opener can ask about controls and key cards.
  - a. 4♣ is 3014 Roman Key Card Blackwood in Clubs.<sup>3</sup>
  - b. 4♦, 4♥, and 4♠ are *Control Asking Bids* in Diamonds.
  - c. 5♣ is to play. Responder needs unanticipated values to continue to 6♣.
3. Over Opener’s 3♦ *Support Asking Bid*, Responder shows

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3. If we use *Redwood* in this situation, then 4♣ is an idle bid at best inviting to 5♣ and we cannot use 4♦ as *Exclusion Blackwood*.

support and strength by steps:

- a. 3♥ denies three diamonds and denies 12 HCP.
  - b. 3♠ denies three diamonds but promises 12+ HCP.
  - c. 3NT promises at least three diamonds but denies 12 DP.
  - d. 4♣ promises at least three diamonds and promises at least 12 DP.
4. If Responder shows support for diamonds, then Opener can ask about controls and key cards.
    - a. 4♦ is 3014 Roman Key Card Blackwood in Diamonds.
    - b. 4♥, 4♠, and 5♣ are *Control Asking Bids* in Diamonds.
    - c. 5♦ is to play. Responder needs unanticipated values to continue to 6♦.

**D. Opener Bids 2♦: “Tell me more.”**

Lacking either a five card or longer major or a long minor of his own, Opener can use 2♦ *Tell Me More* to ask Responder to disclose his shape. Responder’s answer describes shape but not strength. These sequences expect to find fits or quickly get to 3NT without giving too much information about Opener’s hand.

**1. Summary of Answers to Opener’s 2♦:**

1. **Responder’s 2♥** shows at least six clubs with fewer than four diamonds.
2. **Responder’s 2♠** shows at least six diamonds with

**Opener Bids 2♦: “Tell me more.”**

fewer than four clubs.

3. **Responder’s 2NT** shows at least five clubs and at least five diamonds.
4. **Responder’s 3♣** shows exactly five clubs and four diamonds.
5. **Responder’s 3♦** shows exactly five diamonds and four clubs.
6. **Responder’s 3♥** shows at least six clubs with exactly four diamonds.
7. **Responder’s 3♠** shows at least six diamonds with exactly four clubs.

2. **Responder’s 2♥ shows at least six clubs with fewer than four diamonds.** Responder has the equivalent of a weak two in clubs or more. If Opener has a fit for Responder’s club suit, he has a variety of tools to learn more about Responder’s hand. He can use *Ogust*, he can learn Responder’s LTC, he can ask for specific controls, or he can ask for key cards.

**a. Opener Further Explores Clubs.**

1. Opener’s 2NT is *Minor Suit Ogust*. Using step responses, Responder describes his hand and his suit. A good hand has more than 11 DP. A good suit has more than seven as the total of the cards and top three honors. For example, Kx xxs Qx KQxxxx is a weaker hand with only 10 or so DP but has a good suit with six cards plus two honors. Responder would show that with the third step,

3♠. Opener’s subsequent 4♣ is *Roman Keycard Blackwood*. Any other new suit is a *Control Asking Bid*.

2. **Opener’s 3♣** confirms clubs and asks for Responder’s LTC by steps: 8, 7, 6, 5 etc. Opener’s subsequent 4♣ is *Roman Keycard Blackwood*. Any other new suit is a *Control Asking Bid*.
3. Opener’s 3♦, 3♥, and 3♠ are *Control Asking Bids* confirming clubs as trump. Subsequent suit bids are *Control Asking Bids*. Game and Slam in Clubs are signoffs; 4♣ is *Roman Keycard Blackwood*.
4. **Opener’s immediate 4♣** is *Roman Keycard Blackwood*.
5. **Opener’s 4♦, 4♥ and 4♠** are *Exclusion Roman Keycard Blackwood* for clubs. Given that Opener is usually balanced, these are unlikely but not impossible calls.

- b. **Opener Rejects Clubs.** If Opener has no further interest in clubs, then he should sign off in 3NT. It is too late to ask about majors.

3. **Responder’s 2♠ shows at least five diamonds with fewer than four clubs.** The responses to Responder’s diamond suit are parallel.

**a. Opener Further Explores Diamonds.**

1. Opener’s 2NT is *Minor Suit Ogust*. Using step responses, Responder describes his hand and his

**Opener Bids 2♦: “Tell me more.”**

suit. A good hand has more than 11 DP. A good suit has more than seven as the total of the cards and top three honors. For example, Kx xxs KQxxxx Qx is a weaker hand with only 10 or so DP but has a good suit with six cards plus two honors. Responder would show that with the third step, 3NT.

2. **Opener’s 3♦** is a *Point Asking Bid* implying clubs as diamonds.
  3. Opener’s 3♥, 3♠, and 4♣ are *Control Asking Bids* confirming clubs as trump.
  4. **Opener’s 4♦** is *Roman Keycard Blackwood*.
  5. **Opener’s 4♥, 4♠, and 5♣** are *Exclusion Roman Keycard Blackwood* in diamonds.
- b. **Opener Rejects Diamonds.** If Opener has no further interest in diamonds, then he should sign off in 3NT.
4. **Responder’s 2NT** shows both minors, with at least five cards in each minor, possibly as extreme as six-seven.
- a. **Opener’s 3♣** and 3♦ each select a trump suit and ask for Responder’s strength by LTC: 8, 7, 6 etc. Opener is choosing a suit he can support and needs to know how to explore.
  - b. **Opener’s 3♥** over 2NT asks Responder to bid the longer minor suit.
    1. **Responder’s 3♠** shows 3055, 2155, 1255, or 0355.

2. **Responder’s 3NT** shows 1066 or 0166.
3. **Responder’s 4♣** shows 2056, 1156, or 0256.
4. **Responder’s 4♦** shows 2065, 1165, 0265.
5. **Responder’s 4♥** shows 1057 or 0157.
6. **Responder’s 4♠** shows 1075 or 0175.
7. **Responder’s 5♣** shows 0067.
8. **Responder’s 5♦** shows 0076.

c. **Opener’s 3♠** asks for Responder’s minor suit keycards (four Aces and two Kings).

1. **Responder’s 3NT** shows zero.
2. **Responder’s 4♣** shows one keycard.
3. **Responder’s 4♦** shows two keycards.
4. **Responder’s 4♥** shows three keycards.
5. **Responder’s 4♠** shows four keycards.
6. **Responder’s 4NT** shows five keycards.
7. **Responder’s 5♣** shows six keycards.<sup>4</sup>

d. **Opener’s 3NT** is to play.

5. **Responder’s 3♣** shows exactly five clubs and exactly four diamonds: 3145, 2245, or 1345. Opener now should have a choice of two fits. With Responder’s shape known exactly, Opener’s questions focus on high cards and controls. At some, point, however, Opener must also let Responder know the chosen trump suit.

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4. With 22 HCP opposite Opener’s strong club, the auction more likely will have been 1♣–7NT.

- a. 3♥ and 3♠ are *Control Asking Bids*.
  - b. 4♣ and 4♦ identify trump and are *Roman Keycard Blackwood*.
  - c. 3NT is to play. Opener is probably 4432 and a minimum. Responder can continue with a *Control Showing Bid* to promise a hand no worse than 6 LTC.
6. **Responder's 3♦** shows exactly five diamonds and exactly four clubs: 3154, 2254, or 1354.1345.1345. Opener now should have a choice of two fits. With Responder's shape known exactly, Opener's questions focus on high cards and controls. Opener's next steps are the same as for 3♣.
7. **Responder's 3♥** shows at least six clubs and exactly four diamonds: 3046, 2146, 1246, or 0346. If Opener is only 4423 with 16–18 HCP, he may prefer game in no trump. With most other distributions, or with 19+ HCP, he will choose a minor and explore slam.
- a. **Opener's 3NT** is to play. Responder can continue with undisclosed strength by his cheapest control—any of the six key cards in clubs and diamonds—at the four level.
  - b. **Opener's 4♣ and 4♦** are *Roman Keycard Blackwood*.
  - c. **Opener's 4♥ and 4♠** are *Exclusion Blackwood* with six key cards.
8. **Responder's 3♠** shows at least six diamonds and exactly four clubs: 3064, 2164, 1264, or 0364.1345.
- a. **Opener's 3NT** is to play. Responder can continue with undisclosed strength by his cheapest control—any of the six key cards in clubs and diamonds—at the four level.
  - b. **Opener's 4♣ and 4♦** are *Roman Keycard Blackwood*.
  - c. **Opener's 4♥ and 4♠** are *Exclusion Blackwood* with six key cards.
- E. **Opener's Other Inquiries.** Instead of asking for Responder's shape, Opener can simply ask for high card strength. Given that Responder is known to have an unbalanced hand, however, Opener should recognize that high card points may underestimate Responder's trick taking power and Responder's shorter suits impede transportation between the two hands. With assured outside entries, Responder may count additional points for extra length in his suit.
1. **Opener's 2NT** is a Point Asking Bid.
    - a. **Responder's 3♣** shows 8–9 HCP.
    - b. **Responder's 3♦** shows 10–11 HCP.
    - c. **Responder's 3♥** shows 12–13 HCP.
    - d. **Responder's 3♠** shows 14–15 HCP.
    - e. **Responder's 3NT** shows 16+ HCP. Over Responder's 3NT,
      1. **Opener's 4♣** is Gerber (1,2,3,40)
      2. **Opener's 4♦** asks by step how much over 16 HCP Responder holds.

One Club–Two Clubs Shows Something in the Minors  
 Responder Bids 2♣ to Show One or Both Minor Suits. Opener Uses 2NT as a *Point Asking Bid*.

3. **Opener's suit bids {4♥–5♦}** are *Control Asking Bids* for face cards only.
  2. **Opener's 3♥ and 3♠** show that Opener has 4144 or 1444, respectively. Responder is invited to ask about controls and then pick a minor game or slam.
- F. **The Uppity Responder.** These sequences all assume that Opener has a LTC of 5 or 6 and Responder a LTC of 8 or maybe 7. Once in a while, however, Responder will have a better hand. If Opener uses 2♦ as *Tell Me More*, Responder can assume Opener is no worse than 4432 or 4423, a classic strong no trump. If Responder is looking at a good LTC of 6 and knows the suit he wishes to use as trump, then he may wish to ask Opener for specific controls. He can do so by ignoring Opener's second question and instead jumping to an impossible suit or no trump call. A jump in a suit is *Exclusion* ignoring Kings. A jump in no trump asks about all the aces. This sequence would be similar to the proper use of *Gerber*.