## Five Card Major Stayman

So you pick up:
AKJ10x
KJx
AJ
KJx
and need to decide on your opening bid.
While a balanced 21 count is usually an automatic 2 NT opening, it feels wrong to treat the spades as though they were a minor. But opening 1 S with such a good hand feels wrong too, while an Acol 2 S opener is a long way short of 8 playing tricks.
Wouldn't it be nice to open 2 NT and have the system bids to allow partner to find our 5 card major if they so wished.
If responder has:
xxx
Axx
xx
Qxxxx
Then with the normal Stayman and transfers system this is a simple raise to 3NT. On a diamond lead you need a miracle to make, while 4 S is pretty much odds on.
As always there is a price to pay for this extra facility - a bit of memory work and occasionally the weaker hand will play a major suit contract.
3C is used, as before, to find a 4-4 major suit fit. It is also used when holding one or two 3 card majors (as the example above) and when holding 5 spades and 4 hearts.
The latter holding is awkward to show normally; do you transfer to spades and ignore the hearts or use Stayman and perhaps miss a 5-3 spade fit. 5 card major Stayman comes to the rescue.

If you have 5 hearts and 4 spades the transfer to hearts then bid spades shows the hand below 3NT very efficiency.

This is how it works.
2NT - 3C
3D = No 5 card major; may have one or both 4 card majors or not 3 spades.
$3 \mathrm{H}=5$ card suit
3S $=5$ card suit
3NT $=3$ spades precisely.
Responder bids 3C when holding 3 cards in one or both majors.

Over 3D
Over 3H or 3S
Over 3NT
responder bids 3 NT if just looking for the best game.
responder will know if a 5-3 fit exists and acts accordingly.
responder passes if just looking for the best game.

Responder bids 3C when holding 4 cards in one or both majors.
Over 3D responder bids 3 H ; opener raises to show 4 hearts
bids 3 S to show 4 spades and
3NT otherwise (which will deny 3 spades).
Over 3D
responder bids 3 S ; opener will raise with 4 spades or bid 3NT.

Over 3H or 3S
Over 3NT
responder will know if a 5-3 or 5-4 fit exists and acts accordingly. responder passes if just looking for the best game.

Responder bids 3C when holding 5 spades and 4 hearts.

Over 3D
responder bids 3 H ; opener raises to show 4 hearts
bids 3 S to show 4 spades
and 3 NT otherwise (which will deny 3 spades)
Over 3H or 3S
Over 3NT
responder will know about a 5-4 or 5-5 fit and acts accordingly.
responder knows of a 5-3 spade fit. (Could use 4H here as a transfer to 4 S ).

If we look back to the hands that started our discussion, they would be bid:
2NT - 3C
$3 \mathrm{~S}-\quad 4 \mathrm{~S}$

P
As easy as that!

(b) $\quad$ KQxx

J10xxx
x
xxx
(c) K10xx xxx
$K x$
xxxx

2 AJxx

| (a) | K10xxx |
| :---: | :---: |
|  | Jxxx |
|  | X |
|  | xxx |

2NT - 3C
3D -3 H
3S - 4S
P
3D denies a 5 card major. and 3 S shows 4 spades.
(b) $\quad \mathrm{KQxx}$
J10xxx
x
xxx
2NT - 3D
3H-3S
$4 \mathrm{~S}-\mathrm{P}$

After the transfer sequence opener chooses the 4-4 fit.

$$
\text { (c) } \begin{aligned}
& \text { K10xx } \\
& \\
& \text { xxx } \\
& \text { Kx } \\
& \\
& \text { xxxx } \\
& \\
& \\
& \text { 2NT }-3 C \\
& \text { 3D }-3 S \\
& \text { 4S }-\mathrm{P}
\end{aligned}
$$

Responder shows 4 spades and opener raises.

| 3 | AJ10xx | (a) | Qxx |
| :--- | :--- | :--- | :--- |
|  | AJ |  | xxx |
|  | KQx |  | xx |
|  | KQJ |  | Axxxx |

(b) $\quad \mathrm{xxx}$
K10xx
x
Axxyx
(c) xx
KQxx
JX
10xxxx

2NT - 3C
3S - 4S
P
Opener shows 5 spades.
Responder chooses the
5-3 fit.

2NT - 3C
3S - 4S
P
Opener shows 5 spdes.
Responder chooses the 5-3 fit.

$$
\begin{array}{cll}
2 \mathrm{NT} & -3 \mathrm{C} \\
3 \mathrm{~S} & - & 3 \mathrm{NT} \\
\mathrm{P} &
\end{array}
$$

Opener shows 5 spades. Responder settles for the Notrump game.

4 AKx KQx AQ10x K10x
(a) Qxxxx
Jxxx
xxx
X
2NT - 3C
3NT - 4S (or 4H transfer)
P

Once opener shows 3 spades and no 4 or 5 card major it is easy to choose spades.
(b)
xxx
Ax
Kxxx
xxxx

2NT - 3C
3NT - P

Once opener shows 3
spades and no 4 or 5 card major it is easy to choose the Notrump game
(a) K10xxx
Jxxx
X
(b) KQxx

J10xxx
X
xxx

2NT - 3D
3H - 3S
4H - P
The heart fit is quickly found

KQJx
(c) JX

Jxxx
Jx
QJxxx
2NT - 3C
3NT - P

Once opener shows 3 spades and no 4 or 5 card major it is easy to choose the Notrump game
(c) K10xx
xx
Kxx
xxxx
2NT - 3C
3D - 3S
3NT - P
The lack of a fit is quickly found

So there you have it, another bit of system to help you progress your Acol into the $21^{\text {st }}$ Century.

