

Stayman and Transfers over 1NT

Conventions to use when you have
an unbalanced hand and partner
opens 1NT

What is the Stayman convention

- Responder bids 2♣ after opener's 1NT to ask "Does your 1NT include a four card major?"
- Why?
- It helps to find 4-4 major fits which often play better than No Trumps.
- Can be used after 1NT opening, strong 2NT opening, overcall of 1NT

Opener's responses to Stayman

- Opener must bid after 2♣
- Opener bids
 - 2♦ - no 4 card major
 - 2♥ - I have exactly 4 hearts (and may have 4 spades)
 - 2♠ - I have exactly 4 spades and don't have 4 hearts

When do you use Stayman?

- You hold at least one 4 card major suit
- You have shortage eg singleton, void, useless doubleton.
- You have enough points to bid game at least 8 high card points
- You are inviting partner to play in 4 of a major or 3 NT.

When not to use Stayman

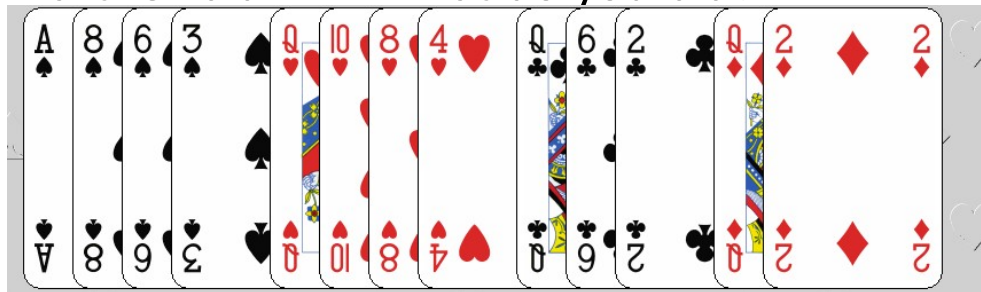
- When your hand is 4-3-3-3.
- You have no ruffing ability.
- If you can't ruff, stick to No Trumps
- No shortage = No Stayman

What does responder do next?

- Responder is in control of the bidding. We know that opener is 15-17 and balanced.
- Responder bids to 3 or 4 level if they have a fit
- Responder bids 2 or 3 NT if they don't have a fit
- Responder bids a minor if they have 6+cards in the minor. Opener will choose between 3NT and 5 of the minor

What do you bid?

- Partner bid 1NT What do you bid?



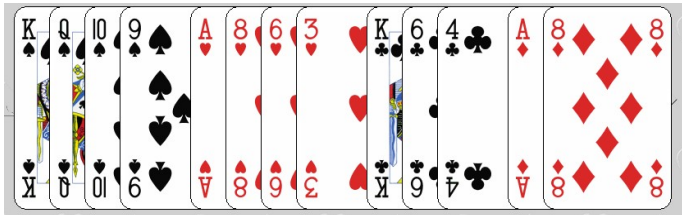
- We have 10 points so game is on. Hearts, Spades or No-Trumps?
- We have 4♥ and 4♠.
- Bid 2♣ to ask if partner has a 4 card major.
- Partner says 2♥. What do you bid?
- You have a fit and 11 points. Partner has 15-17 so bid 4♥

West	North	East	South
	1NT	pass	??

West	North	East	South
pass	1NT 2♥	pass pass	2♣* ¹ ??

What do you bid?

- The bidding has gone. What do you bid?



- Partner bid 2♣. They have 8+ points and a four card major. They also have some shortage
- We bid 2♣ to show our 4 card major.
- Partner bid 3NT, showing they have enough for game but are unsure if it should be 3NT or a major
- Bid 4♠. Partner bid 2♣ and didn't support our hearts. They must have spades. We have a fit and game points.

West	North	East	South
pass	2♣* ¹	pass	1NT ??

West	North	East	South
pass pass	2♣* ¹ 3NT	pass pass	1NT 2♥ ??

Transfers

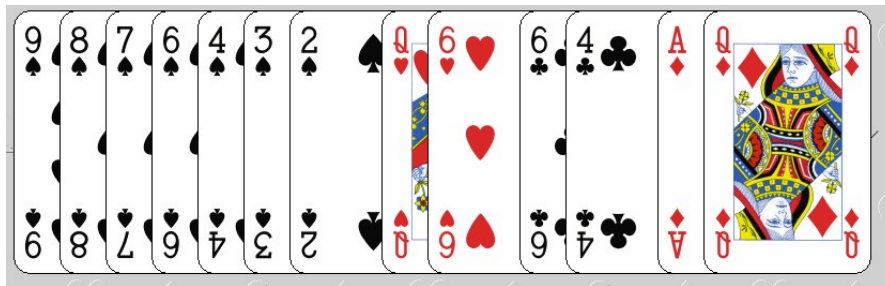
- Opener bids 1NT
- Playing Stayman and transfers, responder bids
 - 2♦ - tells opener to bid 2♥ – responder has 5+ ♥
 - 2♥ - tells opener to bid 2♠ – responder has 5+ ♠
 - 2♠ - tells opener to bid 3♣ – responder has 6+ ♣
 - 3♣ - tells opener to bid 3♦ – responder has 6+ ♦

Stayman and Transfers

- Opener bids 1NT
- Playing Stayman and transfers, responder bids
 - 2♣ Stayman – asks if opener has a 4 card major
 - 2♦ - tells opener to bid 2♥ next – responder has 5+ ♥
 - 2♥ - tells opener to bid 2♠ next - responder has 5+ ♠
 - 2♠ - tells opener to bid 3♣ next – responder has 6+ ♣
 - 3♣ - tells opener to bid 3♦ next – responder has 6+ ♦
 - 2NT is invitational (8 to 9 points, balanced with no 4 card major)
 - 3NT is for game (10+ points, balanced with no 4 card major)

What do you bid?

- Partner has opened 1NT what do you bid?



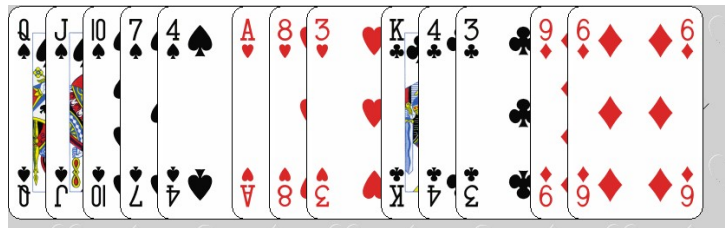
- 7 spades and 11 points. You know there is a fit!
Bid 2♥ as a transfer to spades
- Partner bids 2♠. What do you bid?
- Bid 4♠. Partner must have at least 2 spades and we have 26 points

West	North	East	South
	1NT	pass	??

West	North	East	South
pass	1NT 2♠*	pass pass	2♥* ¹ ??

What do you bid?

- Partner opens 1NT. What do you bid?



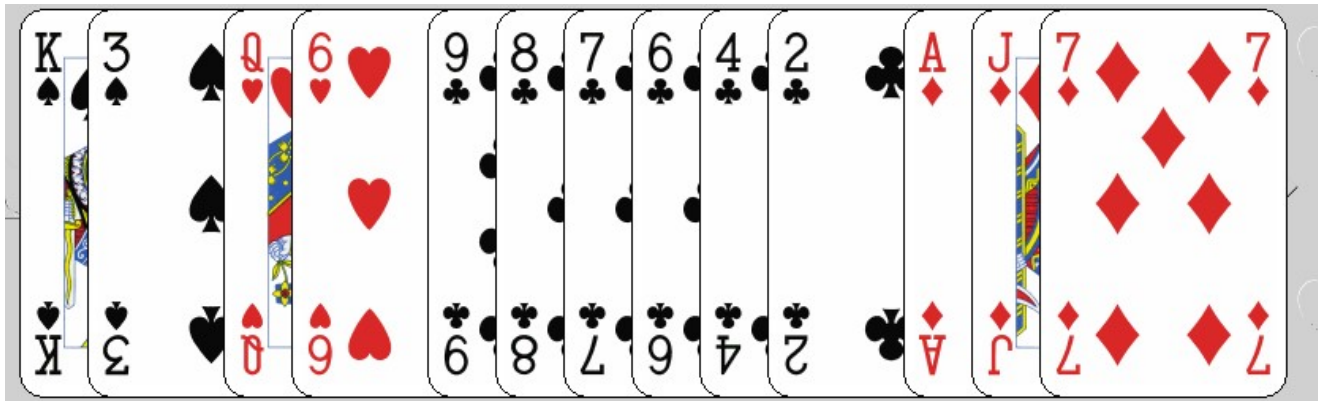
- 5 spades and 10 points. Game is on – spades or NT?
- Bid 2♥ as a transfer to spades
- Then bid 3NT to show a game hand and ask partner to decide if game is 3NT or 4♠
- This is why we play transfers, without them, it is very hard to describe this hand!

West	North 1NT	East pass	South ??
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West pass	North 1NT 2♠*	East pass pass	South 2♥* ¹ ??
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What do you bid?

- Partner opens 1NT. What do you bid?
- | | | | |
|------|-------|------|-------|
| West | North | East | South |
| pass | 1NT | pass | ?? |



- 10 points – game is on.
- Bid 3NT. Transferring to clubs is not attractive – they will be useful in NT, you have other entries and you won't have to make 11 tricks.
- Just because you can transfer doesn't mean you should!

Summary

- Use Stayman and transfers
- Discuss with partner – garbage stayman, transfers to minors, how to deal with hands with 5, 4 in the majors
- Consider playing NT with 6+cards in the minor and points, rather than transferring