

# Extended Stayman

By Henry Jackson

Based on Presentation

By Rick O'Connor

# Why Use Extended Stayman?

- Sometimes you can stop at a lower (makeable) level because with 2 point ranges you do not need to invite game
- If you have about 16 HCP, you can learn about opener's strength before trying for slam
- You worry more about game invitations after 1NT openings than about when to use Garbage Stayman

# General Concepts

- Intended to fine-tune NT ranges to 2 point spreads
- Works with strong or weak NT openings
- Must abandon Garbage Stayman
- Must have 8 HCP (or 7 with 5-card suit) to use over strong (15-18) NT openings
- About 4 more HCP are needed over weak (12-15) NT openings

# General Concepts Continued

- Can be used with Precision after weak NT opening or after 1NT rebid by 1C opener
- Use NT ranges of 4 points (15-18, 11-14, etc.) instead of 3 point spreads
- Change opening 2NT range to start 2 points higher than top of 1NT range (21-22 for 15-18)
- Adjust bottom of 2C opener to be 1 point higher than top of 2NT range.

# How It Works

- Responder bids 2C to initiate Stayman  
(Delayed alert)
- Opener responds at the TWO level to show the lower half of the range (Delayed Alert)
- Opener responds at the THREE level to show the upper half of the range (Alert)
- If opener has only one major he simply bids it at the 2 or 3 level depending on strength

# How It Works Continued

- If opener has BOTH majors he bids 2D or 3D depending on strength (**Alert**)
- If opener has no major he bids 2NT or 3C depending on strength (**Alert**)
- 3C is used instead of 3NT to allow responder to show a 5-4 or 4-5 major holding below 3NT.
- If using Smolen, responder bids 3 of his 4-card major giving opener a choice of 3NT or 4 of the other major (**Alert**)

# If Opener Shows BOTH Majors

- Bid major at minimum level to play
- Bid 2NT or 3NT to play if just using Stayman because of 4 suit transfers (**Alert**)
- Bid game in major to protect tenaces
- Bid 4C to ask opener to bid 4H (**Alert**)
- Bid 4D to ask opener to bid 4S (**Alert**)

# If Opener Shows One Major

- Pass with fit and minimum
- Bid 2NT (if possible) with no fit and minimum
- Bid 3NT over 3 of major with no fit.
- Bid 3NT over 2 of major with no fit and enough values
- Bid 4 of major with fit and enough values
- Bid 4NT to accept opener's major and try for slam
- Bid new suit (cue bid) to confirm fit and try for slam



# If Opener Shows No Major

- Pass 2NT with minimum
- Raise 2NT to 3NT with enough values
- Bid 3NT to play over 3C with minimum
- Use Smolen (or natural) to show 5-card major with enough values
- Bid 3C (over 2NT) to show 4+ clubs and slam interest if club fit is found
- Bid 3D (over 2NT or 3C) to show 4+ diamonds and slam interest
- Bid 4C (Gerber) to try for slam in NT

## Extended Stayman Revised 10/11/13

As Presented by Rick O'Conner

1. Intended to fine-tune NT ranges to 2 point spreads.
2. Works with strong or weak 1NT openings.
3. Abandon Garbage Stayman.
4. Must have 8 HCP (or 7 with 5-card suit) to use Extended Stayman over strong 1NT. Four additional HCP are needed for using it with weak 1NT.
5. Use opening NT range of 4 points (15-18, 12-15, etc. instead of 3-point ranges)
6. Must change opening 2NT opening to allow 2 points between top of strong 1NT range and bottom of 2NT range.
7. Must change bottom of strong 2C range to be higher than top of 2NT range.
8. Responder bids 2C to initiate Stayman (give delayed alert to this but alert subsequent bids)
9. Opener responds at 2 level to show bottom of range (15-16 for example)
10. Opener responds at 3 level to show top of range (17-18 for example)
11. If opener has both majors, he bids diamonds at 2 or 3 level
12. If opener has only one major he bids it at 2 or 3 level
13. If opener has no major he bids 2NT (lower range) or 3C (upper range)
14. If opener shows both majors, responder can
  - a. Bid major at minimum level to play
  - b. Bid game in major to protect tenaces
  - c. Bid 4C to ask opener to bid 4H (slam try may follow opener's bid)
  - d. Bid 4D to ask opener to bid 4S (slam try may follow opener's bid)
15. If opener shows one major, responder can
  - a. Pass with fit and minimum
  - b. Bid 2NT (if possible) with no fit and minimum
  - c. Bid 3NT over 3 of major with no fit and minimum
  - d. Bid 3NT over 2 of major with no fit and enough points
  - e. Bid game in major with fit and enough points
  - f. Bid 4NT to accept opener's major and explore for slam
  - g. Bid new suit (cue bid) to confirm fit and explore for slam
16. If opener shows no major, responder can
  - a. Pass 2NT with minimum
  - b. Bid 3NT with enough points
  - c. Bid 3NT over 3C to play with minimum
  - d. Bid 3 of 5-card major with enough points (alt use Smolen) to force game in NT or major
  - e. Bid 3C (over 2NT) to show 4+ clubs and slam interest (opener bids 3NT to play or explores for slam with fit in clubs)
  - f. Bid 3D to show 4+ diamonds and slam interest (opener bids 3NT to play or explores for slam with fit in diamonds)
  - g. Bid 4C (Gerber) to explore for slam in NT