

Stayman on Steroids

Make the Most of the Captain's Chair

reference:

[http://www.cincybridge.com/NLM/
20111128_Learning_Points_Stayman_on_Steroids.pdf](http://www.cincybridge.com/NLM/20111128_Learning_Points_Stayman_on_Steroids.pdf)

Stayman on Steroids

Recommended NT System

- * Stayman
- * Garbage Stayman
- * Crawling Stayman
- * Smolen
- * Major Suit Transfers
- * Minor Suit Transfers
- * Texas Transfers

Stayman on Steroids

Basics

* What is Stayman?

- * An inquiry about INT opener's majors
- * Responder asks by bidding 2♣

* Responder: ♠ QTxx ♥ KQx ♦ Jxxx ♣ xx

- * After INT (15-17), respond 2♣
- * Opener: 2♦ (no 4 card major), rebid 2NT
- * Opener: 2♥ (has 4♥, maybe 4♠ too), rebid 2♠
- * Opener: 2♠ (has 4♠), rebid 3♠

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When You're Weak

- * Pass, UNLESS:
- * Garbage Stayman
 - * Bid 2♣, plan to pass whatever partner rebids
 - * You must be short in ♣
 - * Example: ♠ QTx ♥ xxxx ♦ Jxxxx ♣ x
- * Crawling Stayman
 - * You must have both 4 card majors
 - * Example: ♠ QTxx ♥ xxxx ♦ Jx ♣ xxx
 - * Bid 2♣, pass any major rebid, rebid 2♥ over 2♦
 - * Opener must pass or correct to his longest major

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When You're Invitational (the usual case)

- * With a 4 card major, start with 2♣
- * Without a 4 card major,
AND INT-2NT is not natural (e.g. 4 suit xfer),
start with 2♣
- * If opener shows a fit, raise, Else bid 2NT
 - * Responder: ♠Qxx ♥KQxx ♦JTxx ♣xx
 - * Opener: 2♦, Responder: 2NT (may need an alert)
 - * Opener: 2♥, Responder: 3♥
 - * Opener: 2♠, Responder: 2NT

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When You're Strong (Game Force)

* Balanced with no 4 card major, raise to 3NT

* Example: ♠ QTxx ♥ KQ ♦ KTxx ♣ xxxx
1NT-3NT

* **Always** start with 2♣

when you have one or both 4 card majors

* Example: ♠ QTxx ♥ KQxx ♦ KTxx ♣ xx
raise any major to 4, rebid 3NT over 2♦

* Example: ♠ QTxx ♥ KQx ♦ KTxx ♣ xx
raise 2♠ to 4♠, rebid 3NT over both 2♦ and 2♥

* NOTE: 1NT-2♣- 2♥/2♠-3NT promises 4♠/4♥

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When You're Strong (GF), Smolen

- * Smolen is game forcing with 5-4 majors
- * Start with 2♣
- * Raise partner's major to game
- * Over 2♦, jump to 3-level in 4 card major
- * Opener chooses 5/3 major game or 3NT
 - * Responder: ♠AKxxx ♥Kxxx ♦xx ♣xx
 - * Opener: ♠QTx ♥Axx ♦Kx ♣AQTxx
 - * 1NT-2♣- 2♦-3♥!- 4♠

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Stayman Is Doubled

- * Double of an artificial bid is lead directing
 - * 1NT (P) 2♣ (X), shows ♣
- * Who's stopping ♣?
 - * 1NT (P) 2♣ (X) 2♦ (P) 3NT
- * After the double, opener:
 - * pass: no ♣ stop
Responder: suit to play, smolen, redouble is stayman
 - * ignore double: promises ♣ stop
 - * redouble: good ♣s, Responder: pass, 2♦ is stayman

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Review

- * Stayman 2♣ is standard over 1NT opener
 - * All other meanings must be alerted (even natural 2♣)
- * Stayman 2♣ asks opener about majors
 - * 2♦ = no, 2♥ & 2♠ = yes
- * Stayman 2♣ can be:
 - * weak: garbage or crawling, pass or bid 2♥
 - * invitational: raise major, or bid 2♠ or 2NT
 - * game force: bid 3NT, 4 Major, new suit at 3-level

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Teaser

- * What is the meaning of this sequence:
- * INT-2♣- 2♦-2♠ ??
- * Weak, invitational, strong ??
- * Forcing, non-forcing ??
- * Natural, alertable ??
- * Hint: The answer is related to transfer sequences, but it's not a transfer