

Some Analysis About Stayman

With 4-4 in the majors, what should you do with 0-7 HCP?

Responder has 4-4 and	Improve Result %	Reduce Result %
0-7 balanced	53	35
0-7 unbalanced	67	26
0 balanced	54	21
7 balanced	55	43
0 unbalanced	67	13
7 unbalanced	67	32

With 4-4 in the majors, what should you do with 8 HCP?

Responder has 4-4 and balanced	Improve Result %	Reduce Result %
Pass 1N or Pass 2M	55	44
Bid 3M with fit	33	34
Bid 2N without fit	60	36
Bid 4M with fit	33	67

Responder has 4-4 and is unbalanced	Improve Result %	Reduce Result %
Pass 1N or Pass 2M	65	35
Bid 3M with fit	48	14
Bid 2N without fit	55	42
Bid 4M with fit	63	37

With 4-4 in the majors, what should you do with 9 HCP?

Responder has 4-4 and balanced	Improve Result %	Reduce Result %
Pass 1N or Pass 2M	50	49
Bid 3M with fit	42	22
Bid 2N without fit	72	26
Bid 4M with fit	48	52

Responder has 4-4 and is unbalanced	Improve Result %	Reduce Result %
Pass 1N or Pass 2M	60	40
Bid 3M with fit	52	7
Bid 2N without fit	69	30
Bid 4M with fit	78	22

Lead analysis

Leading against 4M after Stayman and jump to game (10-13 HCP)

Baseline lead = A singleton, or your longest suit if no A (unless AK) else a worthless suit or trump

Analyzing Leads	Different	Baseline Lead	RP Lead
LEad better	8123	810	1983
Side AK	405	5	171
Singleton	0		
Sequence	1392	86	241
Long Suit No AK no Honor Sequence	2968	352	465
Safe Trump	1252	106	176
Unsafe Honor Sequence	1229	109	192
Worthless Doubleton	396	25	54
Worthless 3 cards	422	27	55
Long suit with A or K	559	100	114

Leading against 3N after Stayman and jump to game (10-13 HCP)

Analyzing Leads	Different	Baseline Lead	RP Lead
LEad better	1954	375	480
5 card suit	0	0	0
sequence	121	29	33
Long Suit No AK no Honor Sequence	783	157	194
Worthless 3 cards	696	123	176
Worthless Doubleton	304	54	64
Unsafe Honor Sequence	20	5	8
Long suit with A or K	301	7	5