

# **Audrey Grant Bridge Basics III**

## **Popular Conventions Chapter 1 The Stayman Convention**

**Mark Ducharme**

**[mark.r.ducharme@gmail.com](mailto:mark.r.ducharme@gmail.com)**

**(603) 321-1696**

# The One No Trump Opening Bid

**15, 16, 17 points**

**Balanced hand**

**No Voids or singletons**

**At most, one doubleton**

# After a 1NT Opening Bid

## Deciding **How High**? Responder's hand

- **0 to 7 points** – Partscore – Even if opening bidder is at the top of his range, the partnership does not have enough points for game.
- **8 to 9 points** – Invitational – If opening bidder is on the high end of his bid with 17 points, the partnership may have game.

# After a 1NT Opening Bid

## Deciding **How High**? Responder's hand

- **10 to 15 points** – Game – Even if partner is on the low end of his range (15), the partnership has enough points for game.
- **16 or more points** – Possible slam. With 16, if opening bidder is on the high end of his bid with 17 points, the partnership may have game.

# After a 1NT Opening Bid

## Deciding **Where**?

Ideally, the partnership wants an 8 card fit to play in a trump suit.

However, the decision on **Where**?  
Depends on **How High**?

**0 to 7 points** – Partscore – When responder has a five card or longer suit, responder generally chooses to play partscore in a trump suit.

**“The weaker the hand, the more important it is to play in a trump suit.”**

# After a 1NT Opening Bid

## Deciding **Where**? Responder's hand

- If the partnership has an 8 card **major** suit fit, responder generally chooses to play in the major suit.
- If the partnership has an 8 card **minor** suit fit, responder generally chooses to play in 3NT. You need 11 tricks to make game in a minor suit. It is generally much easier to make 3NT than 5 of a minor.

# Your partner opens 1 NT

**How High?** and **Where?** with the following hand?

♠ 9 6 2  
♥ 10 8 7 5 4 3  
♦ 4  
♣ 7 6 3

## Your partner opens 1 NT

**How High?** and **Where?** with the following hand?

♠ 9 6 2  
♥ 10 8 7 5 4 3  
♦ 4  
♣ 7 6 3

**Partscore in hearts** – with 0 points, it is best to play this hand in partscore at 2 hearts.

**“The weaker the hand, the more important it is to play in a trump suit.”**



# Your partner opens 1 NT

**How High?** and **Where?** with the following hand?

♠ K J 9 8 6 3  
♥ A 4  
♦ 7 2  
♣ J 6 5

## Your partner opens 1 NT

**How High?** and **Where?** with the following hand?

♠ K J 9 8 6 3  
♥ A 4  
♦ 7 2  
♣ J 6 5

**Game in Spades** – with 9 HCP points, and 2 length points, this hand belongs in **game**.

With 6 spades, and the opening bidder having 2 spades, the partnership has an 8 card fit and belongs in **4 spades**.

## Your partner opens 1 NT

**How High?** and **Where?** with the following hand?

♠ 5 2  
♥ J 3  
♦ K 10 8 7 5 3  
♣ A 9 5

# Your partner opens 1 NT

**How High?** and **Where?** with the following hand?

♠ 5 2  
♥ J 3  
♦ K 10 8 7 5 3  
♣ A 9 5

**Game in No Trump** – with 8 HCP points, and 2 length points, this hand belongs in **game**.

With 6 diamonds, and the opening bidder having 2 diamonds, responder decides the partnership is better off in **3 No Trump**.

# Your partner opens 1 NT

**How High?** and **Where?** with the following hand?

♠ Q 7  
♥ 10 4 2  
♦ A J 4 3  
♣ J 10 4 3

## Your partner opens 1 NT

**How High?** and **Where?** with the following hand?

♠ Q 7  
♥ 10 4 2  
♦ A J 4 3  
♣ J 10 4 3

**Possible Game in No Trump** – with 8 HCP points, if partner has 17 HCP's, the partnership belongs in 3 NT with this balanced hand.

Responder makes a **2 NT Invitational** bid

# Your partner opens 1 NT

**How High?** and **Where?** with the following hand?

♠ A 9 5  
♥ A Q 10 5  
♦ 9 4  
♣ 7 6 4 2

## Your partner opens 1 NT

**How High?** and **Where?** with the following hand?

♠ A 9 5  
♥ A Q 10 5  
♦ 9 4  
♣ 7 6 4 2

**Game in either Hearts or No Trump** – with 10 HCP points, game is certain. However, responder does not know how many hearts opening bidder has.

Responder needs a way to ask opening bidder if he/she has four cards in a major.



# Importance of the 4-4 Major Suit Fit

**Nine** tricks are needed to make game in No Trump

**Ten** tricks are needed to make game in a major suit

**Yet, it is usually preferable to play in the major suit when there is an 8 card or longer fit.**

# Major Suits versus No Trump Contract 3 NT by South

West leads the 3 of diamonds – plan the defense

	North		East
	♠ A 9 5		♠ Q 7 6 4
	♥ A Q 10 5		♥ 8 6 2
	♦ 9 4		♦ K 7 5
	♣ 7 6 4 2		♣ Q 10 3
West		South	
♠ J 10 8 2		♠ K 3	
♥ 7 3		♥ K J 9 4	
♦ A Q 8 3 2		♦ J 10 6	
♣ J 9		♣ A K 8 5	

	North	
	♠ A 9 5	
	♥ A Q 10 5	
	♦ 9 4	
	♣ 7 6 4 2	
West		East
♠ J 10 8 2		♠ Q 7 6 4
♥ 7 3		♥ 8 6 2
♦ A Q 8 3 2		♦ K 7 5
♣ J 9		♣ Q 10 3
	South	
	♠ K 3	
	♥ K J 9 4	
	♦ J 10 6	
	♣ A K 8 5	

**West leads the 3 of diamonds, and East plays the King, then leads the 7 of diamonds back. E/W take the first five tricks to set the contract.**

# Play the same hand in 4 hearts by South

Count the losing tricks for North/South!

West	North	East	South
♠ J 10 8 2	♠ A 9 5	♠ Q 7 6 4	♠ K 3
♥ 7 3	♥ A Q 10 5	♥ 8 6 2	♥ K J 9 4
♦ A Q 8 3 2	♦ 9 4	♦ K 7 5	♦ J 10 6
♣ J 9	♣ 7 6 4 2	♣ Q 10 3	♣ A K 8 5

# Count your losing tricks playing in 4 hearts

West	North	East	South
♠ J 10 8 2	♠ A 9 5	♠ Q 7 6 4	♠ K 3
♥ 7 3	♥ A Q 10 5	♥ 8 6 2	♥ K J 9 4
♦ A Q 8 3 2	♦ 9 4	♦ K 7 5	♦ J 10 6
♣ J 9	♣ 7 6 4 2	♣ Q 10 3	♣ A K 8 5

**3 losers** – two diamonds and one club – you will cross trump the spade and the diamond to make 4 hearts.

# Advantages to playing in a 4-4 Major Suit Fit

- Having a trump suit prevents defenders from taking tricks in their long suit.
- Declarer can get an extra trick from 4-4 trump fit.
- Declarer can give up the lead while developing tricks without being concerned that the defenders can take too many winners in their long suit.
- **Playing in 8 card or longer major suit fit will usually provide at least 1 more trick than playing in a no trump contract (sometimes 2 or more)**

# The Stayman Convention

**A 2 club bid can be used by responder to ask whether opening 1 NT bidder holds a four-card major suit.**

**The 2 club bid is a convention. It says nothing about your club suit.**

**Responder's Requirements to bid Stayman**

**At least one four-card major suit and  
8 or more points**

# The Stayman Convention

## 1 NT Opener's Reply to the 2 ♣(Stayman) Convention

- 2 ♠ Four card or longer spade suit – denies 4 hearts
- 2 ♥ Four card heart suit, does not deny spades
- 2 ♦ Denies a four card major suit  
(this bid is artificial – says nothing about diamonds)



**You opened 1 NT - Partner bids 2 ♣**

**How do you respond with the following hand?**

♠ K Q 8  
♥ A J 10  
♦ J 3  
♣ K Q 8 7 3

**You opened 1 NT - Partner bids 2 ♣**

**How do you respond with the following hand?**

♠ K Q 8  
♥ A J 10  
♦ J 3  
♣ K Q 8 7 3

**2 Diamonds** – with no four card major, opener rebids 2 diamonds. This is artificial and says nothing about the diamond suit.

**You opened 1 NT - Partner bids 2 ♣**

**How do you respond with the following hand?**

♠ A K 10  
♥ 9 7 5 2  
♦ Q 7 3  
♣ A Q 5

**You opened 1 NT - Partner bids 2 ♣**

**How do you respond with the following hand?**

♠ A K 10  
♥ 9 7 5 2  
♦ Q 7 3  
♣ A Q 5

**2 hearts** – with a four card major, opener bids 2 hearts. The strength of the suit does not matter.

**You opened 1 NT - Partner bids 2 ♣**

**How do you respond with the following hand?**

♠ A Q 9 6  
♥ K 10 7 3  
♦ A 9  
♣ Q 8 4

**You opened 1 NT - Partner bids 2 ♣**

**How do you respond with the following hand?**

♠ A Q 9 6  
♥ K 10 7 3  
♦ A 9  
♣ Q 8 4

**2 hearts** – with two four card majors, opener bids 2 hearts first (bid up the ladder).

# Bid using Stayman, South is the dealer

West	North	East
♠ J 10 8 2	♠ A 9 5	♠ Q 7 6 4
♥ 7 3	♥ A Q 10 5	♥ 8 6 2
♦ A Q 8 3 2	♦ 9 4	♦ K 7 5
♣ J 9	♣ 7 6 4 2	♣ Q 10 3
	South	
	♠ K 3	
	♥ K J 9 4	
	♦ J 10 6	
	♣ A K 8 5	

South  
1 NT  
2 ♥  
Pass

North  
2 ♣  
4 ♥  
Pass

# Count your losing tricks playing in 4 hearts

	North		East
	♠ A 9 5		♠ Q 7 6 4
	♥ A Q 10 5		♥ 8 6 2
	♦ 9 4		♦ K 7 5
	♣ 7 6 4 2		♣ Q 10 3
West		South	
♠ J 10 8 2		♠ K 3	
♥ 7 3		♥ K J 9 4	
♦ A Q 8 3 2		♦ J 10 6	
♣ J 9		♣ A K 8 5	



# Partner (North) opens 1 NT

How High? Where?

South

♠ A 10 7 3

♥ K 9 6 4

♦ J 10 2

♣ 8 5

# Partner (North) opens 1 NT

**How High? Where?**

South  
♠ A 10 7 3  
♥ K 9 6 4  
♦ J 10 2  
♣ 8 5

- South bids 2 clubs (stayman)
- If north bids 2 hearts, south bids 3 hearts.
- If north bids 2 spades, south bids 3 spades
- If north bids 2 diamonds (which denies a four card major) South bids 2 NT (inviting game)

# Partner (North) opens 1 NT

How High? Where?

South

♠ A J 8 6  
♥ 5  
♦ K 9 7 5  
♣ J 8 6 3

# Partner (North) opens 1 NT

**How High? Where?**

South  
♠ A J 8 6  
♥ 5  
♦ K 9 7 5  
♣ J 8 6 3

- South bids 2 clubs (stayman)
- If north bids 2 hearts, south bids 2 NT.
- If north bids 2 spades, south bids 4 spades. South revalues his hand and adds 3 dummy points for the heart singleton.
- If north bids 2 diamonds (which denies a four card major), south can bid 2 NT to invite game

# Stayman After a No Trump Overcall

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
<b>1 ♦</b>	<b>1 NT</b>	<b>Pass</b>	<b>?</b>

South

♠	<b>A J 8 4</b>
♥	<b>Q J 7 3</b>
♦	<b>6 4</b>
♣	<b>Q 7 3</b>

**Is It Proper to use Stayman in this Sequence?**





**Yes – we say “Systems are on”**

# Stayman After a No Trump Overcall

**Bid this hand!**

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
1 	1 NT	Pass	?

South

	A J 8 4
	Q J 7 3
	6 4
	Q 7 3

# Partner (North) overcalls 1 NT

## Stayman After a No Trump Overcall

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
<b>1 ♦</b>	<b>1 NT</b>	<b>Pass</b>	<b>2 clubs</b>

South

♠	A J 8 4
♥	Q J 7 3
♦	6 4
♣	Q 7 3

- South bids 2 clubs (Stayman)
- If north bids 2 hearts, south bids 4 hearts.
- If north bids 2 spades, south bids 4 spades
- If north bids 2 NT (which shows stoppers in diamonds, south rebids 3 NT

# Stayman After a No Trump Overcall

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
<b>2 ♠</b>	<b>2 NT</b>	<b>Pass</b>	<b>?</b>

South  
♠ 7 3  
♥ K Q 9 5  
♦ A 10 7 5 4  
♣ 6 5

North's overcall show 15-18 points and stoppers in the spade suit.

Is It Proper to use Stayman in this Sequence?

Yes – we say “**Systems are on**”



# Partner (North) overcalls 2 NT

**Bid this hand!**

West	North	East	South
2 ♠	2 NT	Pass	?

South

♠	7 3
♥	K Q 9 5
♦	A 10 7 5 4
♣	6 5

# Partner (North) overcalls 2 NT

**Bid this hand!**

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
<b>2 ♠</b>	<b>2 NT</b>	<b>Pass</b>	<b>3 ♣</b>

South

♠	7 3
♥	K Q 9 5
♦	A 10 7 5 4
♣	6 5

- **South bids 3 clubs (Stayman)**
- **If north bids 3 hearts, south bids 4 hearts.**
- **If north bids 3 diamonds or 3 spades, south bids 3 NT as north has shown stoppers in the spade suit.**

# Partner (North) opens 1 NT

Using Stayman with a weak hand – Bid this hand

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
	1 NT	Pass	?

	South
♠	10 9 7 3
♥	J 10 8 5
♦	Q 10 6 4
♣	4

# Partner (North) opens 1 NT

Using Stayman with a weak hand – Bid this hand

West	North	East	South
	1 NT	Pass	2 ♣

South

♠	10 9 7 3
♥	J 10 8 5
♦	Q 10 6 4
♣	4

One Exception – Bid **2 Clubs** with this hand

Called **Garbage Stayman** – pass any bid partner makes

# Partner (North) opens 1 NT

**When responder has clubs – Bid this hand!**

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
	<b>1 NT</b>	<b>Pass</b>	<b>?</b>

	<b>South</b>
<b>♠</b>	<b>8 4</b>
<b>♥</b>	<b>9 2</b>
<b>♦</b>	<b>A 9 4</b>
<b>♣</b>	<b>K Q 10 8 5 3</b>

# Partner (North) opens 1 NT

**When responder has clubs – Bid this hand!**

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
	<b>1 NT</b>	<b>Pass</b>	<b>3 NT</b>

South

♠	8 4
♥	9 2
♦	A 9 4
♣	K Q 10 8 5 3

**Bid 3 NT** – It is possible that 5 clubs is a better contract but most of the time, 3 NT works best.

# When Opponents Interfere

If Right hand opponent doubles, a response of 2 clubs is Stayman.

If Right hand opponent overcalls 2 clubs, a double is Stayman convention (called **stolen bid**).

If right hand opponent overcalls 2 diamonds or higher, a cuebid of opponents suit asks if opener has a 4 card major.

We call these “**systems are on**”

# When Opponents Interfere – Bid this hand

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
	<b>1 NT</b>	<b>2 ♣</b>	<b>?</b>

South

♠	<b>Q J 7 5</b>
♥	<b>9 4</b>
♦	<b>K J 10 8 5</b>
♣	<b>K 5</b>



# When Opponents Interfere – Bid this hand

West	North	East	South
	1 NT	2 ♣	<b>Double</b>

South

♠ Q J 7 5  
♥ 9 4  
♦ K J 10 8 5  
♣ K 5

**Double** – (Stolen bid) – a double of two clubs is the Stayman convention asking for a 4 card major from the opening 1 NT bidder.

# When Opponents Interfere – Bid this hand

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
	<b>1 NT</b>	<b>2 ♠</b>	<b>?</b>

South

♠	<b>3</b>
♥	<b>A Q 7 5</b>
♦	<b>6 4 2</b>
♣	<b>A 9 8 5 2</b>

# When Opponents Interfere – Bid this hand

West	North	East	South
	1 NT	2 ♠	3 ♠
			South
			♠ 3
			♥ A Q 7 5
			♦ 6 4 2
			♣ A 9 8 5 2

**3 spades** – a cuebid of the overcalled suit is Stayman convention asking for a 4 card major from the opening 1 NT bidder.

# When Opponents Interfere – Bid this hand

West	North	East	South
	1 NT	Pass	2 ♣
2 ♠	?		

North

♠	J 5 4
♥	A Q 6 3
♦	A 4
♣	K Q 7 5

# When Opponents Interfere – Bid this hand

West	North	East	South
	1 NT	Pass	2 ♣
2 ♠	Pass		

North

♠	J 5 4
♥	A Q 6 3
♦	A 4
♣	K Q 7 5

**Pass** – Opener has to go to 3 level to bid the heart suit. Pass and defer to partner for further action.

# **Play Hand #1**

# **Play Hand #2**

# **Play Hand #3**



# **Play Hand #4**