

Responses to Partner's 1NT Opening: Bidding STAYMAN and TRANSFERS

Charles Durrin

- Note: ***Rules of Thumb*** are shown in ***Bold/Italics***.
- This Presentation assumes you have used Stayman and Jacoby Transfers at least a little
- **WARNING: There are many variations within both Stayman and Jacoby Transfers. You may find different guidance on the web. This presentation discusses the most common current approach.**
- Situation: Partner opens 1NT (15-17 HCP balanced)
 - For this discussion, we assume that partner does **not** open 1NT with a singleton
 - We are also assuming that you are not bidding four suit transfers.
- We cover the fundamentals first and then learn about opening 1NT with a five card major
- You want to find 'the best' place to play
- Ask yourself:
 - What do you need to know about partner's hand?
 - What might partner need to know about your hand?

**You and partner exchange information and jointly decide
what to do based on the answers**

Stayman: Where to start?

- ***Your first decision is what level you think you should play:***
 - *Part score, game, or maybe slam*
 - *Add your points to partner's 1NT (15-17)*
- ***Rules of thumb:***
 - *If you are 4-3-3-3, subtract one point*
 - *If you have no small card (e.g. KJ doubleton), subtract a point*
 - *If you have a five card minor with two of more cards above the ten, add a point*

Your Points	Game Level?
0-7	Part score only, game highly unlikely; keep the bidding as low as possible
8-9	Invitational hand ; game level is possible if partner has 16-17 HCP or if you and partner have a very good fit
10+	Game level in a major or NT is reachable with 25-26 points Game level in a minor requires 29+ points and is probably out of reach unless you have more points or a lot of distribution
16+	You are in slam range if other factors are good

For your Practice

A

♠ KJ32
♥ Q964
♦ KQ73
♣ 4

How many points do you have? _____

Where level should your pair play? _____

What do you need to know? _____

B

♠ Q32
♥ QJ
♦ Q73
♣ T987

How many points do you have? _____

Where level should your pair play? _____

What do you need to know? _____

C

♠ K32
♥ KQJ
♦ K73
♣ J987

How many points do you have? _____

Where level should your pair play? _____

What do you need to know? _____

D

♠ KQT987
♥ K6
♦ Q73
♣ Q8

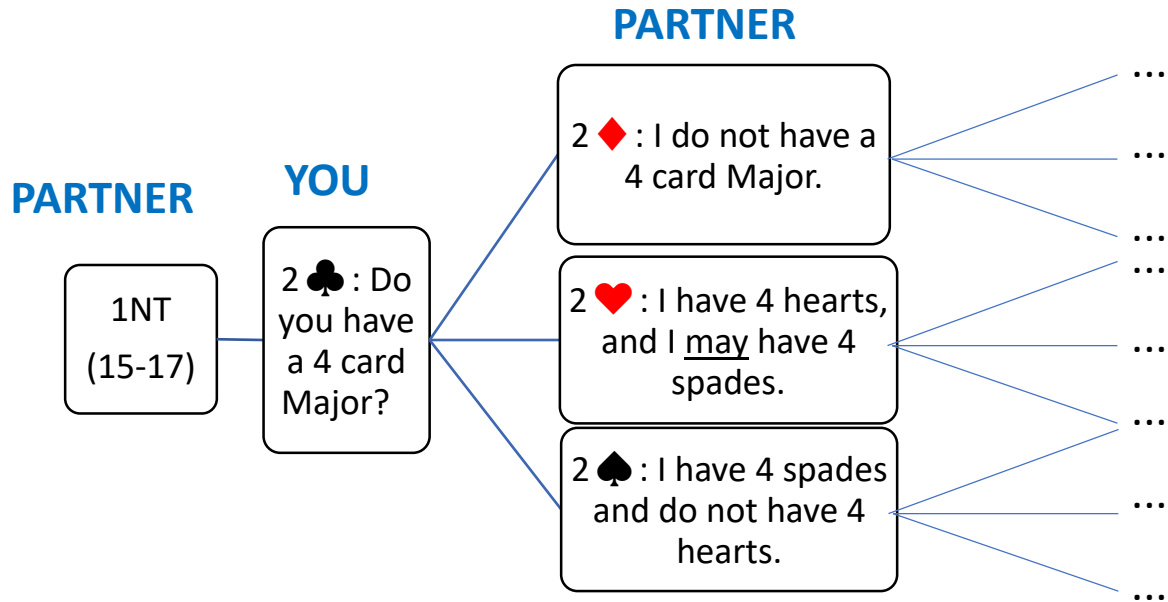
How many points do you have? _____

Where level should your pair play? _____

What do you need to know? _____

Familiarity with Stayman

- Is everyone here familiar with Stayman?



- Use Stayman when....
 - You have one or two four card majors*
 - **OR** Your hand is too weak to support partner playing in 1NT and you can play in diamonds, hearts, or spades (you have 3 or 4 of each)

* Differing views exist. This is the most frequent agreement.

EXAMPLES

1

★

♠	KJ32
♥	Q964
♦	KQ73
♣	4

Bid 2 ♣ (Stayman) to ask partner whether she has 4 hearts or 4 spades. If partner shows that she has either, then bid game in that suit. Otherwise, bid 3NT. **RULE: Don't risk missing game!**
Whatever partner bids, you must then put your team in GAME.

S

2

★

♠	9764
♥	T652
♦	9853
♣	9

Yuk! How many tricks do you think your hand will take in NT? It is better to play in a suit where you may be able to help!

Bid 2 ♣ (Stayman) to get partner out of 1NT.

- Whatever she bids **PASS**. Partner may only have 3 diamonds, but you will still be better off than in NT.

Sometimes called 'garbage' or 'trash' Stayman.

S

3

♠	K32
♥	KQJ
♦	K73
♣	J987

Bid 3NT immediately. You want to be in game, but not slam. You don't have a suit. You don't have any ruffing values. NT is the only place to play. **Don't fiddle around and risk missing game.**

4

♠	62
♥	QJ76
♦	AK85
♣	J64

Bid 2 ♣ (Stayman) to ask partner about hearts. If she has 4 hearts, bid game in hearts. Otherwise, bid 3NT. Yes, you may not have a spade stopper, but you have ample points for game. Don't be afraid, just bid it. The odds are in your favor. [NOTE: We will return to this hand later.]

S

S = Stayman

More EXAMPLES

5

♠ QJ76
♥ 62
♦ AK85
♣ J64

Bid 2♣ (Stayman) to ask partner about spades.

a. If she bids 2♦ or 2♥, bid 3NT. **You promise at east one 4 card major** and enough points for game.

If this is partner's hand...	♠ KT85	She will bid 4♠.	1NT	-	2♣
	♥ KQT5		2♥	-	3NT
	♦ A82		4♠		
	♣ A4				

c. If she bids 2♠, immediately bid game in spades.

6

♠ Q32
♥ QJ
♦ Q73
♣ T987

Pass. You aren't interested in game. You have some strength everywhere. Partner will love your hand opposite hers!

7

♠ K764
♥ QT52
♦ 875
♣ 93

This one is arguably close. I prefer to bid 2♣ (Stayman) because I have 4-4 in the majors

If partner bids 2♦, bid 2♥.

This shows four-four in the majors with a weak hand trying to find the best spot. Partner will pass or bid 2♠.

S = Stayman

S

S

Yet More EXAMPLES

7

♠ K764
♥ QT52
♦ 875
♣ 93

This one is arguably close. I prefer to bid 2 ♣ (Stayman) because I have 4-4 in the majors

If partner bids 2 ♦ , bid 2 ♥ .

This shows four-four in the majors with a weak hand trying to find the best spot. Partner will pass or bid 2 ♠ .

S

8

♠ KQ76
♥ Q952
♦ J853
♣ 9

Bid 2 ♣ (Stayman)

If partner bids 2 ♥ or 2 ♠ , invite to game by bidding three of the same major.

S

9

♠ QT76
♥ T62
♦ K85
♣ 964

Where do you think you want to go?

Slow down before you get ticketed for speeding.

Pass.

S = Stayman

A few Issues.

QUESTION: Should I bid Stayman even if my hand is 4-3-3-3?

- This is a **matter of opinion** and style
- I bid Stayman because even if I am 4-3-3-3, partner may not be.
- Some people ignore their 4 card suit and bid as though they didn't have one.
- It is your choice.

QUESTION: What if I am 4-4 in the Majors, I bid Stayman and partner bids 2 ♦ ?

- Partner's 2 ♦ simply denies having a 4 card major
- When you bid Stayman, where did you think you might play?
 - **With a weak 4-4 in the majors, rebid 2 ♥ . This tells partner you have 4-4 in the majors and a weak hand and asks her to choose. See hand 7 on page 6.**
 - With 8-9 HCPs, rebid 2NT to invite partner to bid 3NT
 - With 10 or more HCPs, simply rebid 3NT.

QUESTION: What if the opponents DOUBLE my Stayman? (They can be SO annoying!)

- What does their double mean? Usually it says that the Doubler has clubs
 - If you aren't sure, ASK!
- If so, the most common treatment is:
 - Redouble by the 1NT opener says: I have good (enough) clubs and would like to play 2 ♣ Redoubled
 - Note 2 ♣ Redoubled making 2 is worth 560 (non-vul) or 760 (vul)!
 - Each overtrick is worth 200 points (NV) or 400 points (VUL)!
 - Otherwise, bid as though there was no double

Example:

Redouble with

♠	KQT
♥	T3
♦	KQ74
♣	AQ76

What do the following bids mean?

Partner	You
1NT	2♣
2♦	2♠

- Previously, 2♠ was weak and to play and generally showed a 4 card ♥ suit.
- In “Modern” treatment, 2♠ shows a 5 card ♠ suit and invites partner to game in Spades (*and only spades*)
- Why? It keeps you from having to go to 3♠ to invite to game when you might only make 2♠.
- You and your partner should decide what you want 2♠ to mean.

Example:

♠	KQT98
♥	T
♦	Q73
♣	JT87


Partner	You
1NT	2♣
2♥ or 2♠	3♦

- One has to ask first: Why did you Stayman?
- Answer: You promise at least one four card major when you rebid a minor at the three level.
- So, in the top auction you promise a 4 card ♠ suit and in the bottom auction you promise a 4 card ♥ suit.
- With that in mind, the subsequent bid of a minor at the three level means you have a **6 card minor suit** (the one you bid) and you are **FORCING** you and partner to **GAME**.
You may be interested in slam!

Example for top auction:

♠	KQT5
♥	T3
♦	KQJ974
♣	6

Puppet Stayman?

- I recommend opening 1NT with a five card Major
 - You should have 3 cards in the other major in case partner decide to transfer you to that suit
 - You will have BIG PROBLEMS describing your hand if you open one of your major
 - Jump to 3 of your major promises a 6 card suit
 - Rebid of 2NT promises 18-19 HCP
 - You will risk missing game if partner has 8 or more points and doesn't know you have 15-17
- If you decide to open 1NT with a five card Major, you **MUST** have a way to handle it
 - You'd hate to be in 3NT making 3 when most of the field is in 4  making 4

Puppet Stayman is designed to help you when you open 1NT with a five card Major.

Puppet Stayman

- Easy form
- If you (responder) have a **GAME FORCING HAND** (Opposite partner's 1NT open) and have exactly **ONE four card Major** and/or **3-3 in the Majors and some distribution (a doubleton somewhere)**, bid 3 ♣ (Puppet Stayman)
 - With both 4 card majors, bid regular Stayman (2 ♣)
- Partner's responses to 3 ♣ :
 - 3 ♦ says **ONLY** that I do not have a five card Major
 - 3 ♥ or 3 ♠ says I have five cards in that Major
- Your follow-up over 3 ♦
 - If you have one four card Major, **bid the OTHER Major** (that way the strong hand will stay hidden)
 - If partner has four of your Major, she will bid Game in that Major
 - If you don't have a four card Major and partner doesn't have a five card Major, bid 3NT
- Your follow-up over 3 of a Major by Partner
 - If you have three card (or longer) support for partner's five card major, raise partner to game
 - Otherwise, bid 3NT

PUPPET STAYMAN EXAMPLES

10



♠ KJ32
♥ Q96
♦ KQ73
♣ 42

Bid 3 ♣ (Puppet Stayman) to ask partner whether she has five hearts or spades. If partner bids 3 ♦ showing that she has neither, then bid 3 ♥ showing a four card ♠ suit. If Partner bids her 5 card Major, raise to game.

11



♠ K74
♥ KQ6
♦ QJ853
♣ T9

Bid 3 ♣ (Puppet Stayman).
If partner bids 3 ♦ showing that she has neither, then bid 3NT.
If Partner bids a 5 card Major, raise to game.

12

♠ K32
♥ KQ8
♦ QJ3
♣ QJ87









Bid 3NT immediately. You want to be in game, but not slam. You don't have a suit. You don't have any ruffing values. Even if Partner has a five card Major and a doubleton somewhere, NT is probably the best place to play.

13

♠ 6
♥ QJ76
♦ AK85
♣ KJT6

Bid 2 ♣ (Stayman), not Puppet Stayman. If partner has 4 (or more) hearts, bid game in hearts. Otherwise, bid 3NT. Yes, you may not have a spade stopper, but you have ample points for game. Don't be afraid, just bid it. The odds are in your favor.

Jacoby Transfers: Handling Major suits five or more in length

- Named after Oswald (Ozzie) Jacoby, the Jacoby Transfer intent is to keep the stronger hand (the 1NT opener) **hidden** from the defense
- Using Jacoby transfers, you bid ...
 - 2  to show a 5 or 6 (maybe 7) card  suit
 - 2  to show a 5 or 6 (maybe 7) card  suit
- I strongly recommend you also play Texas Transfers
 - Same as Jacoby Transfers, but on the four level
 - 4  to show a **6 or 7** card  suit and put the contract in game
 - Partner might only have two cards in your suit
 - 4  to show a **6 or 7** card  suit and put the contract in game
 - Partner might only have two cards in your suit
- Super accepts
 - Note: approaches vary and evolve
 - If the 1NT opener has a **maximum hand** AND has **four card support** for partner, she can do one of two things
 - ✓ **[Old Reliable] Jump to three of partner's suit** [Assumed for today's discussion]
 - [Alternative] Bid a doubleton on the side if you have one
 - [More Modern] Bid 2NT with a maximum and 4 card support

Jacoby Transfers: The follow-up bids

- Bid 2NT to invite to game (3NT or four of the major, **but** partner, without interest in game passes or bids 3 of your major)
- ★ Bid 3 of your major to show a **six card suit** and invite to game
- Bid 3NT to offer partner the “choice of games”: playing in 3NT or 4 of your major
- Bid 3 of a minor to show a **game forcing** 2-suited hand with at least four of the minor
 - Note how different this is from the similar Stayman auction where bidding 3 of the minor promises a 6 card suit!
- ★ If you bid 2 ♥ to transfer to spades, then bidding 3 ♥ shows 5-5 in the majors **Game Forcing**
 - Treat new bids on the Three level as GAME FORCING
- If you bid 2 ♦ to transfer to hearts, then bidding 2 ♠ shows 5-5 in the majors **invitational**

Jacoby Transfers: Questions

- What is the difference in the two following auctions?

Auction 1.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <th style="padding: 5px;">Partner</th> <th style="padding: 5px;">You</th> </tr> <tr> <td style="padding: 5px;">1NT</td> <td style="padding: 5px;">4 </td> </tr> <tr> <td style="padding: 5px;">4 </td> <td style="padding: 5px;">Pass</td> </tr> </table>	Partner	You	1NT	4	4	Pass	AND.....	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <th style="padding: 5px;">Partner</th> <th style="padding: 5px;">You</th> </tr> <tr> <td style="padding: 5px;">1NT</td> <td style="padding: 5px;">2 </td> </tr> <tr> <td style="padding: 5px;">2 </td> <td style="padding: 5px;">4 </td> </tr> </table>	Partner	You	1NT	2	2	4	Auction 2.
Partner	You															
1NT	4															
4	Pass															
Partner	You															
1NT	2															
2	4															

- Auction 1 simply puts the contract in game.
 - A subsequent 4NT is Key Card or Blackwood for Hearts.
 - There are hands where all you need to know is Aces and/or Kings
- Auction 2 tells partner: I have some interest in slam, if you like your hand.
 - This is STANDARD but many people misuse it
 - Partner can pass or bid on.
 - If you want to be in slam, use Texas and then bid 4NT



- **Important principle: try not to have two different bids with your partner that mean the same thing**

Sample
Auction 1
Hand.

K5
KQJT93
T984
6

OR

A5
KQJT93
KQT9
6

Sample
Auction 2
Hand.

5
KQJT93
KQT9
Q2

OK, that's a lot to absorb. Let's Practice.

Remember our **1st Decision**: Should you play in a part score, game, or try for slam?

Second Decision: what do I need to know or what does partner need to know to get to the best contract?

14

♠	872
♥	QJT97
♦	K7
♣	653

You have a relatively weak hand: no interest in game even opposite partner's 15-17 HCP.

Bid 2♦ to Jacoby transfer to ♥.

Your hand will take more tricks in ♥ than in NT.

Then pass partner's 2♥ (or 3♠) response.

15

♠	KQ982
♥	87
♦	QT985
♣	3

Your initial thought is to play in a part score (2♠).

You bid 2♥ to Jacoby transfer to ♠'s.

Your partner bids 3♠ [**Super Accept**], showing a maximum hand with 4 card support for ♠'s.

Bid 4♠. Your fit and points should be enough for game!

16

♠	KQT987
♥	K6
♦	Q73
♣	T8

You want to get to game in ♠'s, but not slam. You have a fantastic suit. Partner has at least two card support (she opened 1NT!). 4♠ should be a walk in the park!

Bid 4♥ as a Texas transfer to 4♠.

OK, that's a lot. Let's Practice.

17

♠ AJT53
♥ QT974
♦ T
♣ 54

You have mild interest in game: not a lot of points, but lot of distribution.

Bid 2 ♦ to transfer to ♥. Then bid 2 ♠ to show 5-5 in the majors and an **invitational hand**.

18

♠ K2
♥ KT98764
♦ JT9
♣ 3

Your 7 card suit (opposite partner's 2 or more), a King doubleton, a JT and a stiff warrant bidding game.

Bid 4 ♥ to transfer to 4 ♠'s. There are no guarantees in life, but it has a good chance to make. The meek may inherit the earth, but they don't always win at bridge!

19

♠ KQT98
♥ T6
♦ KQ73
♣ Q8

You want to get to game but which one?

Bid 2 ♥ to transfer to ♠'s. If partner bids 2 ♠'s then bid 3 ♦ to show a minor suit or four or more length and a **game forcing hand**. Partner can place the contract where it needs to be.

If partner had super accepted spades, you would know what to do: Bid game in spades!

One more thing for now: What if the opponents interfere?

- When you transfer to a major, it isn't unusual for the opponents to have the suit you are using to transfer
 - You bid 2 ♦ to transfer to ♥'s and the Opponents have ♦'s and Double
 - The opponents double normally says that they have the suit that you bid
- What if the opponents double your transfer suit?
 - The 1NT opener should **only** accept the transfer if she has 3 or more in your major. [Note: super accepts remain 'ON']
 - Otherwise, she must pass.
 - If it is passed around to you, **you can Redouble** to force partner to bid 2 of your major, or bid something else if your hand permits

Partner	Opp	You	Opp
1NT	Pass	2 ♦	DOUBLE
2 ♥ *	Etc.		

Partner	Opp	You	Opp
1NT	Pass	2 ♦	DOUBLE
Pass	Pass	REDOUBLE*	

***When partner bids 2 ♥, she promises 3 card support.**

- She must **pass the double with 2 card support.**
- **If partner passes, you can redouble to re-transfer** or do something else if your hand permits.
- If you bid 3 of a minor, you have a game forcing hand with at least 4 of the minor, just as normal.

Sample Hands

20

♠	AT9853
♥	74
♦	T62
♣	54

Partner	Opp	You	Opp
1NT	Pass	2♥	DOUBLE
Pass	Pass	REDOUBLE*	

You Bid 2♥ to transfer to ♠. The Opponent doubles to show that they have hearts. Partner passes denying having 3 card spade support. You REDOUBLE telling partner to bid 2♠.

21

♠	2
♥	KT98764
♦	873
♣	T3

Partner	Opp	You	Opp
1NT	Pass	2♦	2♠
Pass	Pass	?	

You want to play in a ♥ part score BUT that darn opponent bids 2♠ before your partner can accept the transfer. To bid 3♥ directly, your partner would have to have a good hand in support of ♥ and no wasted values in front of the spade bidder. You have a 7 card suit and a singleton in their suit. Bid 3♥ yourself. Why not Double to tell partner you are re-transferring or bid 3♦ to transfer again? You risk a misunderstanding. Don't risk: bid 3♥

Questions?

Fragen?

Preguntas?

Questões?

Spørgsmål?

Spurnings?

Umbuzo?

