

# Basic Response Structure to Partner's Opening Strong 1NT

By Mike Savage

**1NT** = Typically nowadays 15-17 HCP (although some still play 16-18, others are trying 14-16)

Responses:

**2C** = **Stayman**, asking opener if he has a 4-card major. Should show at least invitational values

**2D** = No four-card major

**2H** = Shows five hearts and four spades with invitational values

**2S** = Shows five spades and four hearts with invitational values

**2H** = Shows four hearts, may also have four spades

**2S** = Shows four spades, denies four hearts

(after a Stayman response, **3C** or **3D** by responder is forcing with a long suit; may not have a 4-card major)

= *Garbage Stayman*, an alternative where responder can sometimes have less than 8 HCP

**2D** = No four-card major

**2H** = Shows a weak hand and asks opener to pick between playing 2H or 2S (4-4, 5-4.4-5)

**2S** = Shows five spades and four hearts with invitational values (same as with regular Stayman)

= *Drop-Dead Stayman*, could be made on zero HCP with 4 spades, 4 hearts and 5 diamonds

Responder plans to pass any response.

**2D** = **Jacoby Transfer** to hearts, showing at least 5 hearts. Can be made on zero HCP, no upper limit

**2H** = Automatic response on almost all hands

**2S** = Shows four spades and five hearts and in game invitational

**2NT** = Shows invitational values and five hearts

**3C** or **3D** = Game forcing with five hearts and at least a four-cards in the minor

**3H** = Shows invitational values and six hearts

**3NT** = Shows game strength with five hearts

**3H** = Shows four hearts and a maximum strength 1NT opener

**2H** = **Jacoby Transfer** to spades, showing at least 5 spades. Can be made on zero HCP, no upper limit

**2S** = Automatic response on almost all hands

**2NT** = Shows invitational values and five spades

**3C** or **3D** = Game forcing with five spades and at least a four-cards in the minor

**3S** = Shows invitational values and six spades

**3NT** = Shows game strength with five spades

**3S** = Shows four spades and a maximum strength 1NT opener

**2S** = **Minor Suit Stayman**, asking if opener has a 4-card minor. Forcing at least to game, perhaps slam

**2NT** = No four-card minor

**3C** = Four clubs

**3D** = Four diamonds

= *Artificial*, used to play 3C or 3D. Opener must bid 2NT, then responder bids 3C or 3D to play

**2NT** = **Natural and Invitational**

= *Artificial*, used to play 3C or 3D. Opener must bid 3C and responder will pass or correct to 3D

If playing this, you must use Stayman with all balanced invitational hands *with or w/o* a major

**3C** & **3D** = **Natural and invitational** with a six-card suit. Opener will usually either pass or bid 3NT

**3H** & **3S** = Old school = this is natural and invitational

Two modern methods:

#1 = **3H** = **5-5 in the majors with invitational values**. Opener passes, bids 3S, 4H or 4S

**3S** = **5-5 in the majors with game values**. Opener bids 4H or 4S (might cuebid 4C/4D w a fit)

#2 = **3H** = Singleton or void heart with 5-4 or 5-5 in the minors and game values

**3S** = Singleton or void spade with 5-r or 5-5 in the minors and game values