

# STAYMAN AND TRANSFERS

---

Both conventions are used when partner opens **1NT**.  
They are a method for finding the best fit to play the hand in.  
Usually the responder is trying to find a fit in the major suits.

## STAYMAN

*"This is a Question"*

### Requirements:

1. 8+ points
2. At least one 4 card major
3. NOT a balanced 4-3-3-3-hand (i.e. a hand with "ruffing" or "trumping" values)

### Benefit:

The strong hand remains concealed

## Bidding

### Responder:

- Bid **2C** after openers **1NT**
- The **2♣** bid asks partner *"Do you have a 4 card major?"*

### Opener:

- **2♦** = **NO** 4 card major
- **2♥** = 4 card ♥ suit (may also have 4 card ♠ suit)
- **2♠** = 4 card ♠ suit (denies 4 card ♥ suit)

# Responder's bid following Stayman

1NT	2♣	
2♦	2NT	invitational to 3NT (8 - 9points)

---

1NT	2♣	
2♦	3NT	TO PLAY - enough points for Game

---

1NT	2♣	
2♥/2♠	Pass	found a fit in ♥ or ♠ – not enough points for game

---

1NT	2♣	
2♥	2NT	invitational to 3NT 4♠ (8-9points has 4♠)

---

1NT	2♣	
2♠	2NT	invitational to 3NT (8-9points has 4♥)

---

1NT	2♣	
2♥/2♠	3♥/3♠	invitational to 4♥/4♠ (8 - 9points)

---

1NT	2♣	
2♥	3NT	TO PLAY (enough points for Game has 4♠) Opener may bid 4♠ if they are 4:4 in the Majors

---

1NT	2♣	
2♠	3NT	TO PLAY (enough points for Game has 4♥)

---

1NT	2♣	
2♥/2♠	4♥/4♠	TO PLAY (enough points for Game)

---

# TRANSFERS to a MAJOR

*"These are Commands"*

## Requirements:

1. 5+ MAJOR suit
2. An unbalanced hand (ruffing or trumping values)

## Benefit:

The strong hand remains concealed

## Bidding

1NT      2♦      **Transfer** to the next higher suit - Forces Opener to bid 2♥  
2♥

1NT      2♥      **Transfer** to the next higher suit - Forces Opener to bid 2♠  
2♠

## Responder's bid following Transfer

1NT      2♦/2♥  
2♥/2♠      PASS      **Minimum** - Shows 5+ suit (0-7 points)

---

1NT      2♦/2♥  
2♥/2♠      2NT / (3♥/3♠)      **Invitational** - Shows 5 (6) card suit (8-9 points)  
• Opener can judge whether to continue

---

1NT      2♦/2♥  
2♥/2♠      3NT / (4♥/4♠)      **STRONG** - Shows 5 (6) card suit (10+ points)  
• Opener will PASS 3NT with 2 cards  
• Opener bids 4♥/4♠ with 3 cards  
• Opener Passes 4♥/4♠

---