

“STAYMAN” After Partner Opens 1NT

- 1 NT (15-17) – 2NT (Invite) = Good 8+ to 9 Flat points & No 4-card Major.
- 1 NT – 3NT (Game) = Good 9+ points & No 4-card Major unless 4-3-3-3.
- 1 NT – 2 Clubs = Stayman = at least one 4-card Major:

Opener bids 2D without a 4-card major.

If he has one Major, he bids it – 2H or 2S.

If he has two 4-card Majors, he bids 2H - Hearts First.

- Invite Hands (Good 8+ to 9 Flat points) with at least one 4-card Major:

1NT – 2C – 2D – 2NT = missed a Major fit. NT opener bids 3NT with 16.

1NT – 2C – 2H – 3H = found a 4-4 heart fit. NT opener bids 4H with 16.

1NT – 2C – 2H – 2S = I have 4 Spades. NT opener: Pass, bid 3S, 4S, 2NT or 3NT.

1NT – 2C – 2S – 2NT = I have 4 Hearts. NT opener: Pass, bid 3H, 4H or 3NT.

- Game Hands (Good 9+ points) with at least one 4-card Major:

1NT – 2C – 2D – 3NT = missed a Major fit, so bidding 3NT game.

1NT – 2C – 2H – 4H = found a 4-4 heart fit & bidding 4H game.

1NT – 2C – 2H – 3NT = You missed my 4-card Spade suit, so bidding 3NT game.

If opener has 4 Spades as well as 4 Hearts, he will correct 3NT to the 4-Spade game.

- TRASH Stayman - Weak Hands (0 – 8 Flat):

With Balanced Hands: Just Pass 1NT.

4-4-4-1 with the Stiff (singleton) being Clubs: Stayman & pass 2D, 2H, or 2S.

4-5 or 5-4 in Majors: Stayman & pass 2H or 2S. But, bid Longer Major over 2D.

- Invite Hands (Good 8+ to 9 Flat points) with 5-4 or 4-5 in Majors (Stayman):

1NT – 2C – 2D – You have to bid 2NT to Invite, even though you may miss a 5-3 major.

Remember, after 2D rebid by NT opener, 2 of your 5-card Major is Weak.

- Game Hands (Good 9+ points) with 5-4 or 4-5 in Majors (Stayman):

1NT – 2C – 2D – Jump to 3H = 5H + 4S. If you had Just a 5-card major, you'd Transfer.

1NT – 2C – 2D – Jump to 3S = 5S + 4H. If you had Just a 5-card major, you'd Transfer.

Why do This? We may still have a 5-3 fit._