

Beginners: Lesson 6

After an Opening of 1NT, partner offers a chance to play in a Major Suit.

There are 2 ways of doing this. **Note these do not apply after an Intervening bid:**

- a) **Stayman:** Partner has 4 cards in a major suit and wants to tell Opener about it
- b) **Transfer:** Partner has 5 cards in a major suit and wants to tell Opener about it.

a) **Stayman:** - code is 2♣ and it is played by the Responder

- Partner has Opened 1NT.
- You, Responder, have 8+ HCP and either 4♥, 4♠ or both in your hand
- You bid 2♣. This is a code, it does not say anything about ♣'s.
- **It says: Opener I have 4 of a major, tell me if you have 4,** we may be able to have a fit and play in a suit. There are 3 advantages: we can count distribution points to get to game, Responder may have a singleton or void to help make the contract game; it is possible to win a trick using a Trump; it overcomes the NT problem when both hands are short in the same suit.

1.

West

♠ A J 9 5
♥ K 4 2
♦ A K 4 2
♣ J 5 4

East

♠ K 8 7 3
♥ 7
♦ Q 9 5 4
♣ K T 7 3

Bidding is:

W	N	E	S
1 NT	/	2♣	/
2♠	/	4♠ (11 p)	/

2.

West

♠ A J 9 5
♥ Q 4 3 2
♦ A K 6
♣ Q 4

East

♠ K 8 7 3
♥ K 7
♦ Q 9 5 4 2
♣ 9 8

Bidding is:

W	N	E	S
1 NT	/	2♣	/
2♥*	/	2♠**	/
3♠ (17p)	/	4♠ (10 p)	

* W bids lower of 2 x 4 card suits

** I don't have 4♥'s, I have 4♠'s

3.

West

♠ A J
♥ K J 4
♦ A K 4 2
♣ 9 5 6 4

East

♠ K 8 7 3
♥ T
♦ Q 9 5 4
♣ K 8 7 3

Bidding is:

W	N	E	S
1 NT	/	2♣	/
2♦*	/	3♣**	/
3♦	/	/	/

* no 4 card major, **nothing about** ♦!

** 4x♣s holding, partner choose ♣ or ♦

Stayman Exercises:

1NT 2♣
 2♠ ?

a) ♠ 7 3 ♥ A 9 8 3 ♦ Q 8 5 3 ♣ Q J 6 (2NT)	b) ♠ A 8 6 4 ♥ Q T 8 4 ♦ Q T 9 7 ♣ 4 (4♠)	c) ♠ A 9 ♥ Q T 6 3 ♦ Q T 7 6 5 ♣ 3 (3♦)	d) ♠ T 7 5 3 ♥ K J T 8 ♦ A 7 6 ♣ 8 4 (3♠)
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a) **Transfers:** - 2 codes, (*these must be ALERTED*) and it is played by the Responder

- Partner has Opened 1NT.
- You, Responder, have either 5♥ or 5♠ and any strength in points.
- You **bid 2♦ to show 5♥'s**. This is a code, it does not say anything about ♦'s.
- You **bid 2♥ to show 5♠'s**. This is a code, it does not say anything about ♥'s.
- **Opener** must say **ALERT** and draw a circle around your bid to say it is *not a natural bid*.
- **It says: Opener I hold 5 of the major, you must bid 2 of that major.** There are 3 advantages: Responder may hold 0-7 points and the 5 trumps are the only way that hand will be useful; we can count distribution points to get to game, Responder may have a singleton or void to help make the contract; it is possible to win a trick using a Trump; it overcomes the NT problem when both hands are short in the same suit.

1.

West

♠ A J
♥ K 4 2
♦ A K 4 2
♣ J 5 4 2

East

♠ K Q 7 3 2
♥ 7 4
♦ T 9 5
♣ T 8 7 3

Bidding is:

W	N	E	S	
1 NT	/	2♥ (A)*	/	*(A) = Alert
2♠	/	/ **	/	** = 0-7 points

2.

West

♠ A J 9 5
♥ K J 4 2
♦ A K 4
♣ 5 4

East

♠ K T 8 7 3
♥ 7
♦ Q 9 5
♣ K 8 7 3

Bidding is:

W	N	E	S	
1 NT	/	2♥ (A)*	/	*(A) = Alert
2♠	/	3♠ **	/	** = 11 p enc game in ♠
4♠ (17p - good fit)				

3.

West

♠ A J
 ♥ A T 4
 ♦ K 8 4 2
 ♣ K J 6 4

East

♠ 7 3
 ♥ K Q J 7 5
 ♦ A T 9 5
 ♣ 8 5

Bidding is:

W	N	E	S	
1 NT	/	2♦ (A)*	/	*(A) = Alert
2♥	/	3NT**	/	** = game, W decide
4♥ (17p - good fit)				

4.

West

♠ A J 4
 ♥ A T
 ♦ K 8 4 2
 ♣ K 5 6 4

East

♠ 7 3
 ♥ K Q J 7 5
 ♦ A T 9 5
 ♣ 8 5

Bidding is:

W	N	E	S	
1 NT	/	2♦ (A)*	/	*(A) = Alert
2♥	/	3NT**	/	** = game, W decide
/ (no fit in ♥, play in NT)				

5.

West

♠ A T 4
 ♥ A T 6
 ♦ K Q 4 2
 ♣ K J 6

East

♠ J 3
 ♥ K Q J 7 5
 ♦ J T 9
 ♣ 8 5 3

Bidding is:

W	N	E	S	
1 NT	/	2♦ (A)*	/	*(A) = Alert
2♥	/	2NT**	/	** = invite, W decide
4♥ (fit in ♥, top of range)				

Next Week: System Cards, Opening at 2 Level (discussion only), **Play Practice - random deals.**