

Responder has both Majors!

A “So, you bid Stayman. Now what?” saga

Notes and Example Hands

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Discussions with Partner

- Does Stayman promise invitational values?
- Does Stayman promise a 4-card Major (Promissory Stayman)?
 - If it doesn't (Non-Promissory Stayman), perhaps because you play 4-suit transfers, Responder's first bid that could deny a Major must be alerted.
e.g., 1N-2♣; 2♥-2♠ promises 4♠ vs. 1N-2♣; 2♥-2N! denies 4♠
- What shapes will open 1N?
 - 4333
 - 4432
 - 5332
 - 5422 – Both Minors? Major-Minor? Both Majors?
 - 6322 – Six card Minor
- Can 1N opening have a 5-card Major?

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Having agreements with Partner of what system, conventions, and variations to use is critical.

Why Open 1NT with a 5-card Major was the first question I received in my first lecture. That could be its own lecture.

Is it better to show the 5-card Major, or to clarify the point range?

It seems that Opening 1NT with a 5-card Major is the more standard way now.

But it helps to have ways to find the 5-card Major.

Handling both Majors with various lengths

Light Blue	Light Blue	Light Blue	Light Blue	Light Blue	Light Blue	Light Blue
Light Blue	Darker Blue	Darker Blue	Darker Blue	Darker Blue	Darker Blue	Darker Blue
Light Blue	Very Light Blue	Light Blue				
Light Blue	Darker Blue	Darker Blue	Darker Blue	Darker Blue	Darker Blue	Light Blue
Light Blue	Very Light Blue	Light Blue				

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When partner opens 1NT and you hold at least 4 cards in both Majors, how do you proceed?

This is a chart that I have asked my mentees to complete.
Then we discuss.

Several of the cells are answered with “not discussed.”

Handling both Majors with various lengths

Responder Strength						
Weak						
Invitational						
Game Force						
Slam Invite						

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You need to consider the general strength of your hand.

You then place it in one of four broad categories.

Weak, Invitational, Game Forcing, or Slam Invitational.

You decide what questions to ask.

How you proceed will depend on how partner responds to your queries.

Handling both Majors with various lengths

Responder Strength	4 ♠ -4 ♥					
Weak						
Invitational						
Game Force						
Slam Invite						

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The length held in the two suits will also determine the questions you ask.
Four-Four?

Handling both Majors with various lengths

Responder Strength	4♠-4♥	5♠-4♥	4♠-5♥			
Weak						
Invitational						
Game Force						
Slam Invite						

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Five-Four
Or, Four-Five

Handling both Majors with various lengths

Responder Strength	4♠-4♥	5♠-4♥	4♠-5♥	6♠-4♥	4♠-6♥	
Weak						
Invitational						
Game Force						
Slam Invite						

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Six-Four
Or, Four-Six

Handling both Majors with various lengths

Responder Strength	4♠-4♥	5♠-4♥	4♠-5♥	6♠-4♥	4♠-6♥	5♠-5♥, plus
Weak						
Invitational						
Game Force						
Slam Invite						

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Or Five-Five or longer.

Handling both Majors with various lengths

Responder Strength	4♠-4♥	5♠-4♥	4♠-5♥	6♠-4♥	4♠-6♥	5♠-5♥, plus
Weak	Stayman	Stayman	Stayman	Stayman	Stayman	Stayman
Invitational	Stayman	Stayman	Stayman	Stayman	Stayman	???
Game Force	Stayman	Stayman	Stayman	Stayman	Stayman	???
Slam Invite	Stayman	Stayman	Stayman	Stayman	Stayman	???

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Stayman!
Thanks for coming.

Ok. So, this is only the quick and short version of the lecture!

Handling both Majors with various lengths

Responder Strength	4♠-4♥	5♠-4♥	4♠-5♥	6♠-4♥	4♠-6♥	5♠-5♥, plus
Weak						
Invitational						
Game Force						
Slam Invite						

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But the series is “So, you bid Stayman. Now what?”

So it isn't that quick or short.

Responder's Hand Strength

- Weak
 - Pass?
 - Scramble for a better contract?
- Invitational
- Game Force
- Slam Invitational

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Responder's Hand Strength

- Weak
 - 4♠-4♥
 - Garbage Stayman – bid Stayman and Pass

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When responder has a weak hand and partner has opened 1NT, responder needs to decide if Passing 1NT is best; or if finding a fit is better.

The wonderfully named convention of “Garbage Stayman” can be very handy.

With a shapely hand with 4-4 in the Majors, bid Stayman and Pass any response.

Hand 1 – Garbage Stayman

♠ A8	North	South	Description
♥ A9864	1NT	2♣	(1) 4-card ♥
♦ AQ6	2♥ (1)	Pass (2)	(2) OK
♣ K53			

♠ 9732	North	South	Description
♥ Q732	1NT	2♣	(1) Max with 5-card ♥
♦ K852	3♥ (1)	4♥ (2)	(2) I can count 25 points!
♣ 7			

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Of course short Clubs is the best shape for Garbage Stayman.
But you aren't always so lucky.

Here one of my favorite Stayman variations helps show Opener's 5-card Major and leads to a very nice auction and likely good Match Point or IMP result.

Maybe Responder gets brave and invites after 1N-2♣; 2♥.
But...

Responder's Hand Strength

- Weak
 - 4♠ -4♥
 - Garbage Stayman – bid Stayman and Pass
 - “Crawling” Stayman – bid Stayman and correct if needed.

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If Clubs is not the short suit, there is “Crawling” Stayman.
Technically, Crawling Stayman offers a choice and Opener is expected to Pass with 3-card♥.

Hand 2 – “Crawling” Stayman

	North	South	Description
♠ A86	1NT	2♣	(1) No 4-card Major
♥ A94	2♦ (1)	2♥ (2)	(2) Then let's play here.
♦ AK64			
♣ Q53			
♠ 9732			
♥ Q732			
♦ 7			
♣ 9852			

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With “Crawling” Stayman you start out like Garbage Stayman, but correct the bid if needed. The corrective bid is NON-forcing.
 Responder should have at least 4-4 Majors.
 Opener with 2♥-3♠ should feel comfortable pulling the 2♥ bid to 2♠.

Responder's Hand Strength

- Weak

- 4♠-4♥

- Garbage Stayman – bid Stayman and Pass
 - “Crawling” Stayman – bid Stayman and correct if needed.

- 5♠-4♥ or 4♠-5♥

- Garbage Stayman – bid Stayman and Pass
 - “Crawling” Stayman – bid Stayman and correct to the 5-card Major if needed.
 - Transfer to the 5-card Major, if the 4-card Major is truly terrible.

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When you have 5-4 or 4-5 in the Majors with a weak hand, you use the same options as over 4-4.

With the additional option of transferring the 5-card suit if the 4-card suit is truly terrible.

Hand 3 – 5-4 Transfer instead of Stayman

♠ 876
♥ A94
♦ AJ64
♣ AQ3

North
1NT
2♥ (2)

South
2♦ (1)
Pass

Description
(1) Transfer to ♥
(2) OK.

Alternate
♠ 876
♥ A4
♦ AJ64
♣ AQ32

♠ 5432
♥ Q8732
♦ 7
♣ 8642

If you start with Stayman here and Partner rebids 2♦ showing no 4-card Major, you bid 2♥ as Crawling Stayman.

If Partner only has 2♥, they may pull to the “better” 2♠ contract – expecting you to have 4-4 Majors.

You would prefer to play the 5-2♥ fit, over the 4-3♠ fit; to avoid being shorted in trumps when forced to Ruff♦.

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Transfer to the 5-card suit is also an option.

Handling both Majors with various lengths

Responder Strength	4♠-4♥	5♠-4♥	4♠-5♥	6♠-4♥	4♠-6♥	5♠-5♥, plus
Weak	Garbage Stayman Crawling Stayman	Garbage Stayman Crawling Stayman Transfer to ♠	Garbage Stayman Crawling Stayman Transfer to ♥			
Invitational						
Game Force						
Slam Invite						

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Responder's Hand Strength

- Weak

- 4♠-4♥
 - Garbage Stayman – bid Stayman and Pass
 - “Crawling” Stayman – bid Stayman and correct if needed.
- 5♠-4♥ or 4♠-5♥
 - Garbage Stayman – bid Stayman and Pass
 - “Crawling” Stayman – bid Stayman and correct to the 5-card Major if needed.
 - Transfer to the 5-card Major, if the 4-card Major is truly terrible.+
- 6♠-4♥ or 4♠-6♥
 - Transfer to the 6-card suit
- 5+♠-5♥ or 5♠-5+♥
 - Same as 5♠-4♥ or 4♠-5♥ - correct to better Major if needed.

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When you have 5-4 or 4-5 in the Majors with a weak hand, you use the same options as over 4-4.

With the additional option of transferring the 5-card suit if the 4-card suit is truly terrible.

Handling both Majors with various lengths

Responder Strength	4♠-4♥	5♠-4♥	4♠-5♥	6♠-4♥	4♠-6♥	5♠-5♥, plus
Weak	Garbage Stayman Crawling Stayman	Garbage Stayman Crawling Stayman Transfer to ♠	Garbage Stayman Crawling Stayman Transfer to ♥	Transfer to ♠	Transfer to ♥	Garbage Stayman Crawling Stayman
Invitational						
Game Force						
Slam Invite						

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Responder's 4-4 Majors – Invitational plus

- Invitational
 - Stayman
 - Rebid 2NT after 2♦ or “Wrong Major” response to Stayman
 - Rebid 2♠ over 2♥ if playing “Non-Promissory Stayman”
 - Raise 2♠/♥ response to 3-level
- Game Force
 - Stayman
 - Rebid 3NT after 2♦ response to Stayman
 - Raise 2♠/♥ response to 4-level

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Jump to 3NT needs to be discussed if using Non-Promissory Stayman.

Responder's 4-4 Majors – Invitational plus

- Invitational
- Game Force
- Slam Invite
 - Stayman
 - Advanced Stayman in Distress (ASID)
 - Shape Asking Relay System (SARS)

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Shape Asking Relay System wasn't so unfortunately named when I started playing it.

Advanced Stayman in Distress (ASID)

After 1NT - 2♣ - 2♥ - 3♦:

3♥ = 3433, minimum

3♠ = doubleton ♠

3NT = 3433, non-minimum

4♣ = doubleton ♣

4♦ = doubleton ♦

4♥ = 5 card ♥ suit

After 1NT - 2♣ - 2♠ - 3♦:

3♥ = doubleton ♥

3♠ = 4333, minimum

3NT = 4333, non-minimum

4♣ = doubleton ♣

4♦ = doubleton ♦

4♥ =

4♠ = 5 card ♠ suit

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Stayman in Distress, or Stayman in Doubt, was originally designed to avoid playing 4333 opposite 4333 hands at the 4-level.

ASID expands on the responses to allow Opener to show shape, instead of just jumping to game when accepting.

If Responder is interested in more than Game, Opener's response to ASID can help decide if Asking for more is logical.

Hand 6 – Stayman in Distress - Slam

♠ KQ85	North	South	Description
♥ KQ74	1NT	2♣	(1) 4♥
♦ QJ4	2♥ (1)	3♦ (2)	(2) Me too! Tell Me more!
♣ Q2	4♣ (3)	4♠ (4)	(3) Doubleton ♣
	4NT (5)	5♣ (6)	(4) Kickback - RKC for ♥
	5♠ (7)	6♥	(5) One Key Card
			(6) Queen?
			(7) And ♠K
♠ A6			
♥ AJ92			
♦ KT93			
♣ AJ3			

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I use 4♠ as Kickback RKB for Hearts.

This allows all responses to fit at or below 5♥.

It also disambiguates the Queen ask over to 3-0 5♦ response.

Shape Asking Relays after Stayman (SARS)

After 1NT-2♣-2♦, 3♣ asks for Shape Description.

3♦ = 5 card Minor (either ♣'s or ♦'s), not 4-card other Minor.

3♥ = 4-card ♣'s but not ♦'s, so 3334

3♠ = 4-card ♦'s but not ♣'s, so 3343

3NT = 4-card ♣'s and 4-card ♦'s, so 2344 or 3244.

4♣ = 5 card ♣'s and 4-card ♦'s, so 2245

4♦ = 5 card ♦'s and 4-card ♣'s, so 2254

After 1NT - 2♣ - 2♥ - 3♣ - 3♦, 3♥ asks:

3♠ = 5 card ♣'s

3NT = 5 card ♦'s

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Shape Asking Relay System can help find those Minor Suit Slams that like to lurk out there when 3N only makes 11 tricks.

Not as likely when Responder is 4-4 Majors.

Hand 7 – SARS – 5-Card Minor

<p>♠ KQ4 ♥ A42 ♦ KT ♣ A7652</p>	<p>North 1NT 2♦ 3♦ (4) 3♠ (4) 4♠ (6)</p>	<p>South 2♣ 3♣ (1) 3♥ (3) 4♣ (5) 6♣</p>	<p>Description (1) SARS – Shape? (2) 5 card Minor (3) Which? (4) ♣ (5) RKC for ♣ (6) Two without Q ♣</p>
<p>♠ AJT8 ♥ K853 ♦ 9 ♣ KQJ4</p>			

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6 Clubs is quite likely a Top.

Any who use 4NT Quantitative are likely to not be accepted.

And 6NT is not always going to make.

Notice if Opener doesn't show a 5-card Minor, or shows 5♦, 3NT is still available.

My preference is to use a Freely bid 4 of a shown Minor as RKC for that Minor.

Bidding 4 of a Minor in competition, doesn't count as Freely bid..

If there is a way to get to 4 of the Minor by making a forcing bid first, and it wasn't used, doesn't count.

Shape Asking Relays after Stayman (SARS) – part 2

After 1NT - 2♣ - 2♥, 3♣ asks:

3♦ = a 4 card ♣ or ♦ suit

3♥ = a 5 card ♥ suit

3♠ = a 4 card ♠ suit

3NT = 3433

After 1NT - 2♣ - 2♠, 3♣ asks: -

3♦ = a 4 card ♣ suit

3♥ = a 4 card ♦ suit

3♠ = a 5 card ♠ suit

3NT = 4333

After 1NT - 2♣ - 2♦ - 3♣ - 3♦, 3♥ asks:

3♠ = 4 ♣'s

3NT = 4 ♦'s

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This usually denies 4 card support as there are frequently better bids when you have found a fit.

ASID for example.

Can find the 5-card Major in Opener's hand.

Can also help judge the fit knowing Opener's shape better.

Responder's 4-4 Majors – Invitational plus

- Invitational
- Game Force
- Slam Invite
 - Stayman
 - Advanced Stayman in Distress (ASID)
 - Shape Asking Relay System (SARS)
 - 3 of Other Major as Hidden/Ambiguous Splinter
 - 4 ♣ RKC for Opener's Major
 - 4NT Quantitative – promises the other 4-card Major as 1N-4N would deny a 4-card Major

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Shape Asking Relay System wasn't so unfortunately named when I started playing it.

Hidden/Ambiguous Splinter is Game Forcing.

Opener Bids Game to Sign Off, or first step to ask for location.

Over 1N-2C; 2 ♠ -3 ♥; 3 ♠ is not signoff it is asking. 3N shows a Void, otherwise Responder bids the Singleton.

Over 1N-2C; 2 ♥ -3 ♠; 3N is the asking bid and Responder bids the shortness – with 4 ♥ showing ♠ shortness.

Handling both Majors with various lengths

Responder Strength	4♠-4♥	5♠-4♥	4♠-5♥	6♠-4♥	4♠-6♥	5♠-5♥, plus
Weak	Garbage Stayman Crawling Stayman	Garbage Stayman Crawling Stayman Transfer to ♠	Garbage Stayman Crawling Stayman Transfer to ♥	Transfer to ♠	Transfer to ♥	Garbage Stayman Crawling Stayman
Invitational	Stayman Rebid 2N over 2♦ Raise 2♠/♥ to 3-level					
Game Force	Stayman Rebid 3N over 2♦ Raise 2♠/♥ to 4-level ASID					
Slam Invite	Stayman ASID or SARS Hidden Splinter 4♣ as RKC 4N Quantitative					

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Responder's 6-4 or 4-6 Majors – Game Force

- Game Force
 - Stayman
 - Raise 2 ♠ / ♥ response to 4-level
 - Over 2 ♦ response:
 - Jump to 4 ♦ / ♥ as Delayed Texas Transfer to ♥ / ♠
 - Shows 4-6+ Shape with only Game values.
 - You can use Delayed Texas followed by RKC for Slam Invitational hands.

Handling both Majors with various lengths

Responder Strength	4♠-4♥	5♠-4♥	4♠-5♥	6♠-4♥	4♠-6♥	5♠-5♥, plus
Weak	Garbage Stayman Crawling Stayman	Garbage Stayman Crawling Stayman Transfer to ♠	Garbage Stayman Crawling Stayman Transfer to ♥	Transfer to ♠	Transfer to ♥	Garbage Stayman Crawling Stayman
Invitational	Stayman Rebid 2N over 2♦ Raise 2♠/♥ to 3-level					
Game Force	Stayman Rebid 3N over 2♦ Raise 2♠/♥ to 4-level ASID			Raise 2♠/♥ to 4-level Delayed Texas Transfer to 6-card suit	Raise 2♠/♥ to 4-level Delayed Texas Transfer to 6-card suit	
Slam Invite	Stayman ASID or SARS Hidden Splinter 4♣ as RKC 4N Quantitative					

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Responder's 5-5 plus Majors – Invite plus

- These hands don't start with Stayman and therefore mostly fall outside this discussion.
- Some options:
 1. 1N-2♦; 2♥-2♠ 5-5 invitational
1N-2♥; 2♠-3♥ 5-5 forcing
 2. 1N-2♦; 2♥-2♠ any 5-5 or 5-4 Majors invitational. Smolen for Forcing.
2N enquires; 3♣=5♥-4♠, 3♦=4♥-5♠, 3♥=5♥-5♠
 3. 1N-3♥ 5-5 invitational
1N-3♠ 5-5 forcing
 4. My preferred option:
1N-2♦; 2♥-2♠ shows 5-5 Majors invitational plus
2N asks and Responder can show invitational or forcing values, location of Minor suit shortness, and more. But it is a bit memory intensive.

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5-5 Majors with invitational plus doesn't go through Stayman and is outside a Stayman discussion.

There is a reason the short version showed ???

Here are a few options. Sure there are others.

Option 1 is workable. But you lose some other options.

Option 2 promises 5♥, then retracts that promise.

The third option is also workable. But again you lose other options for the direct jumps.

All but the last option should be noted as Terrence Quested was famous for stating: "We don't use this!"

Handling both Majors with various lengths

Responder Strength	4♠-4♥	5♠-4♥	4♠-5♥	6♠-4♥	4♠-6♥	5♠-5♥, plus
Weak	Garbage Stayman Crawling Stayman	Garbage Stayman Crawling Stayman Transfer to ♠	Garbage Stayman Crawling Stayman Transfer to ♥	Transfer to ♠	Transfer to ♥	Garbage Stayman Crawling Stayman
Invitational	Stayman Rebid 2N over 2♦ Raise 2♠/♥ to 3-level					Make sure to Discuss
Game Force	Stayman Rebid 3N over 2♦ Raise 2♠/♥ to 4-level ASID			Raise 2♠/♥ to 4-level Delayed Texas Transfer to 6-card suit	Raise 2♠/♥ to 4-level Delayed Texas Transfer to 6-card suit	Make sure to Discuss
Slam Invite	Stayman ASID or SARS Hidden Splinter 4♣ as RKC 4N Quantitative					Make sure to Discuss

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These last 10 spaces all have commonalities and can use the same solution. Stayman and a bit more.

Responder's 5-4 & 6-4 Majors – Invite plus

- Perhaps the best known way to handle 5-4 Majors with a Game Forcing hand is:
- Use Stayman, and use Smolen if Opener doesn't show a Major.
1N-2♣; 2♦-3♥/♠
to show four of the bid Major and five of the other.
 - This works well enough with Game Forcing or Slam values.
 - How to handle invitational values?
 - Come up with separate system for invitational hands
 - Force all 5-4 hands to either be Game Forcing or Weak. Then choose.
- It would be nice to have one tool to use for all 5-4 and 6-4 Major hands whether Invitational, Game Forcing, or Slamish.

Quest Transfers

- Quest Transfers are a “Delayed Transfer” used after Opener’s 2♦ response to Stayman.
- Similar to “Delayed Texas Transfers”
 - Which are used only for 6-4 Majors with Game Forcing hand with or without Slam interest
- Quest uses a rebid of 3♦ or 3♥ by Responder after 1N-2♣; 2♦ to Transfer into the longer Major when holding 5-4 or 6-4 Majors with Invitational or Better values
- 1N-2♣; 2♦ -3♦ to show 5+♥ and 4♠
- 1N-2♣; 2♦ -3♥ to show 5+♠ and 4♥

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Quest Transfers

After 1NT - 2♣ - 2♦ - 3♦

3♥ = normal accept (minimum)

3♠ = three ♥'s + ♠A

3NT = natural, non-minimum,
normally 3♠-2♥ in the majors

4♣ = three ♥'s + ♣A

4♦ = three ♥'s + ♦A

4♥ = three ♥'s (no ace to cue)

After 1NT - 2♣ - 2♦ - 3♥

3♠ = normal accept (minimum)

3NT = natural, non-minimum,
normally 2♠-3♥ in the majors

4♣ = three ♠'s + ♣A

4♦ = three ♠'s + ♦A

4♥ = three ♠'s + ♥A

4♠ = three ♠'s (no ace to cue)

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As Quest shows Invitational or BETTER values, Quest is 100% forcing.

Responder can have a bigger hand than Opener and stopping in 3 of a Major won't score well.

With any minimum Opener makes a Normal or Simple Acceptance of the Quest Transfer. Responder can then bid 3N or 4 of the Major with Game Forcing values.

With a Maximum Opener must Accept the Invitation and not just the Transfer.

With only 2-card support and a Maximum, Opener can rebid 3N.

With a Maximum and 3-card support, Opener Cue Bids an Ace along the way; or bids 4 of the Major to deny an Ace.

By Cue Bidding, Opener assists Responder decide if there is Slam Interest.

Responder's 5-4 & 6-4 Majors – Invite plus

- Of course, if you use Stayman, and Opener does show a Major.
1N-2 ♣; 2 ♥ / ♠
- You still have the tools used before.
Usually for Slam exploration.
 - Advanced Stayman in Distress (ASID)
 - Shape Asking Relay System (SARS)
 - 3 of Other Major as Hidden/Ambiguous Splinter
 - 4 ♣ RKC for Opener's Major

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Use of some of these may seem strange on the surface..

But, as they each ask for different information from Opener, each could be of useful depending on Responder's actual hand.

Hand 10 – Shape Asking Relay System - Slam

	North	South	Description
♠ A765	1NT	2♣	(1) 4♥
♥ AJ97	2♥ (1)	3♣ (2)	(2) Shape Ask
♦ A2	3♠ (3)	4♥ (4)	(3) 4♥ & 4♠
♣ A76	4♠ (5)	4NT (6)	(4) Transfer to ♠
	5♣ (7)	6♠ (8)	(5) Completing Transfer
			(6) RKC for ♠
			(7) 1 or 4 Key Cards for ♠
♠ KQJ2			(8) 4♠, 5♥, 1♦, 1♣ for 11 tricks.
♥ KQT32			Opener has to have a
♦ 93			Doubleton Minor and you have a
♣ 95			Pitch coming on the 5 th ♥ - so,
			a Minor Ruff in Opener's hand
			for 12 th trick.

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Handling both Majors with various lengths

Responder Strength	4♠-4♥	5♠-4♥	4♠-5♥	6♠-4♥	4♠-6♥	5♠-5♥, plus
Weak	Garbage Stayman Crawling Stayman	Garbage Stayman Crawling Stayman Transfer to ♠	Garbage Stayman Crawling Stayman Transfer to ♥	Transfer to ♠	Transfer to ♥	Garbage Stayman Crawling Stayman
Invitational	Stayman Rebid 2N over 2♦ Raise 2♠/♥ to 3-level	Stayman Raise 2♠/♥ to 3-level Quest Transfer	Make sure to Discuss			
Game Force	Stayman Rebid 3N over 2♦ Raise 2♠/♥ to 4-level ASID	Stayman Raise 2♠/♥ to 4-level Quest Transfer	Stayman Raise 2♠/♥ to 4-level Quest Transfer	Raise 2♠/♥ to 4-level Delayed Texas Transfer to 6-card suit	Raise 2♠/♥ to 4-level Delayed Texas Transfer to 6-card suit	Make sure to Discuss
Slam Invite	Stayman ASID or SARS Hidden Splinter 4♣ as RKC 4N Quantitative	Stayman ASID or SARS Hidden Splinter 4♣ as RKC 4N Quantitative Quest	Make sure to Discuss			

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Outtake #01

THE 'STAYMAN' CONVENTION

Typically Stayman is used on hands of 11+ points when responder has a four card major and game might be possible if there is a major suit fit.

www.nofearbridge.co.uk

 [Go to www.nofearbridge.co.uk](http://www.nofearbridge.co.uk)

Opening Bid of 1NT 12-14 points.

AFTER A 1NT OVERCALL

2♣ is Stayman. Same principles apply as Stayman after 1NT opening, but 1NT overcall is 16-18 points so adjust the responses by 4 points.

Phillip A Jaeger – 20250412

Some fun I found while researching Stayman.

Take this as a suggestion to look at all the details, not just the headlines.

The same goes for adding conventions or agreements to your system.

Learn the complete convention, not just the first bid.

i.e., - Puppet, RKC, etc.