

# Responder has both Majors!

A "So, you bid Stayman. Now what?" saga

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## Understandings that should be in place

- 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?

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			

## Responder's 4-4 Majors

- Weak
  - Pass – always an option when not Forced to bid.
  - 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.

## 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
- 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

## 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.

## Responder's 5-5 plus Majors – Invite plus

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

## 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♥

## 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



# The new conventions

## Advanced Stayman in Distress (ASID)

After Partner opens 1NT, and after the Stayman ask, rebids 2♥ or 2♠, Responder then can bid 3♦ to say "Cool! I have four of those as well, but I am 4333 distribution."

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

## Shape Asking Relays after Stayman (SARS)

After Partner opens 1NT and responds to Stayman, Responder can bid 3♣ to ask for further clarification of Opener's shape.

After 1NT - 2♣ - 2♦, 3♣ asks:

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

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

# Quest Transfers

After Partner opens 1NT, and after the Stayman ask, rebids 2♦,

Responder then can bid 3♦ or 3♥ as a transfer into their 5+card Major showing 4-card in the other Major.

1N-2♣; 2♦ -3♦ > 5+♥ and 4♠

1N-2♣; 2♦ -3♥ > 5+♠ and 4♥

Quest Transfer showing the Major suit shape, right siding the contract, and Invitational Plus.

Opener MUST either accept the Transfer or Super-Accept.

After 1NT - 2♣ - 2♦ - 3♦

3♥ = normal accept

after 1NT - 2♣ - 2♦ - 3♥

3♠ = normal accept

where a normal accept is any minimal hand with two or three card support.

A normal or simple accept declines the invitation.

And with a maximum we have the Super-Accepts:

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)

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)

Responder can now Pass 3♥/♠ with only Invitational values.

Bid 3NT on way to 4 of Major, just in case Opener has 2-2 Majors.

Raise to 4♥/♠ with Game Forcing values and no interest in Slam without a Super-Accept.

Cue bid on the way to Game if Slam still in the cards.

Bid Roman Keycard Blackwood (RKB) or Exclusion Keycard Blackwood (EKB).