

If you want to be in game or a part score, it is usually best to be in a major fit. This is why Stayman and transfers can be used to full effect, to find the best contract. These two conventions can help you in the following ways:

1. Find game in a major
2. Invite to game
3. Show a weak hand in a major after partner opens 1NT

Transfers

This is bidding the suit below the major you have or more cards in. Transfers are very versatile and can be used if you have a weak, intermediate or strong hand. Many use this bid incorrectly ! Remember, Transfers must be alerted.

Example 1

1NT - (2♥)

2♠ - PASS

Responder is weak with 5+ spades

Example 2

1NT - (2♥)

2♠ - 2NT

Responder has an invitational hand and exactly 5 spades

Example 3

1NT - (2♥)

2♠ - 3NT

Responder has enough for game and has exactly 5 spades

Example 4

1NT - (2♥)

2♠ - 2NT

Responder has an invitational hand and exactly 5 spades

Example 5

1NT - (2♥)

2♠ - 3♠

Responder is inviting to game and has 6+ spades

Example 6

1NT - (2♥)

2♠ - 4♠

Responder has enough for game and has 6+ spades

Example 7

1NT - (2♥)

2♠ - 3♥

Responder wants to be in game and has 5 spades and 4 hearts

Example 8

1NT - (2♥)

2♠ - 4♥

Responder has enough for game and has 5 spades and 5 hearts

Stayman

This bid is usually used to invite to game or be in game and promises at least one 4 card major.

Example 1

1NT - 2♣

2♥ - 2NT

Responder is inviting to game and must have 4 spades

Example 2

1NT - 2♣

2♥ - 2NT

3♠

If Opener has 4 spades they can bid 3♠ with a minimum hand or 4♠ with a maximum hand

Example 3

1NT - 2♣

2♥ - 3NT

Responder wants to be in game and must have 4 spades

Example 4

1NT - 2♣

2♥ - 2NT

3NT

Opener is denying 4 spades and has a maximum hand

Three gadgets you could add to your Stayman and Transfer repertoire:

1. Weak Stayman for both majors
2. Rangefinder or transfer to a minor
3. A bid to show both minors

1. Garbage Stayman

When Responder is weak and has both majors. Go via Stayman. If Opener responds with 2♦ denying a 4 card major, then bid 2♥. This shows at least 4-4 in both majors and weak, asking partner to choose their best one. If Opener has 3-3 in the majors, they should always bid 2♥

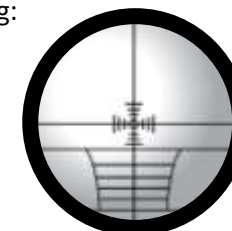
Some prefer to have 5-4 for this bid, but it usually ok with 4-4



2. 2♠ = Rangefinder or transfer to a minor

This is to show any one of the following:

- a) 11-12 and interested in game
- b) A weak 6 card minor
- c) 18+ and interested in slam



To start with, Opener must treat this bid as a rangefinder and answers accordingly.

- 2NT = minimum Opener – 12 (13)
- 3♣ = maximum Opener – (13) 14

If Responder passes or bids 3♦, Opener must pass, as their partner is now showing a weak 6 card suit in that suit

3. 2NT = Both minors (weak)
 - Opener bids their best minor
 - Responder passes

Some also use this bid to show a hand good enough for game and with both minors. If you want to try this, then a bid of a major after partners shows their preference is showing shortage in that major and Opener then makes the choice which game to be in. 3NT or 5 of their preferred minor. Try this option only after you have mastered the basic 2NT bid and the Rangefinder options.

Test your Stayman and Transfer bidding, using the quiz with these notes.

Please refer to the table showing the various steps after 1NT open as per the snapshot below

Responder	Opener	Responder's subsequent bids	Opener's subsequent bids
2♣ Stayman	2♦ No major	2♥ Both majors weak (4/4, 5/4, 4/5 or 5/5)	Pass or correct to 2♠ if you have more spades than hearts
		2NT Invitational (11-12)	Pass with minimum 12-13
		3NT To Play	3NT with maximum 13 (with a 5 card suit to 14)
	2♥ 4 hearts (can have 4 Spades)	2NT Invitational (11-12), must have 4 spades	Pass with minimum 12-13 3NT maximum has not got 4 card spades
		3NT Enough for game, must have 4 spades	4♠ maximum with 4 card spades
	2♠ 4 spades (denies 4 hearts)	2NT Invitational (11-12), must have 4 hearts	Pass if you do not have 4 spades
		3NT Enough for game, must have 4 hearts	4♠ with 4 card spades

Caution: Try not to add too many gadgets at once.
Try one, master it, then add another. I suggest you start with Stayman, then transfers

1NT

Stayman

&

transfers

These notes were prepared and shared
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