

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♥

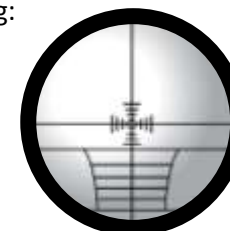
*Some prefer to have 5-4 for this bid, but it usually ok with 4-4*



#### 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<br>(can have 4 Spades) | 2NT Invitational (11-12), must have 4 spades | Pass with minimum 12-13<br>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<br>(denies 4 hearts)   | 2NT Invitational (11-12), must have 4 hearts | Pass if you do not have 4 spades<br>4♠ with 4 card spades                 |
|            |                                    | 3NT Enough for game, must have 4 hearts      | Pass with minimum 12-13<br>3NT with maximum 13 (with a 5 card suit) to 14 |
|            |                                    |  | Pass  |

**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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