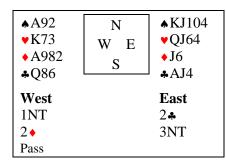
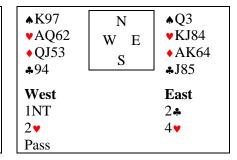


Lesson 32 Examples

Stayman with Game-going Hands



AQ84 ▼KJ74 ◆K6 ♣J83	N W E S	• K753 • Q3 • A853 • A64
West		East
1NT		2*
2♥		3NT
4 ^		Pass

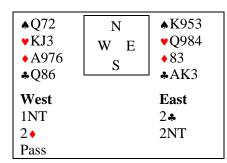


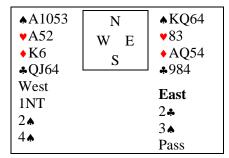
East, with enough for game, looks for a 4-4 major fit. Not this time, so he **signs off** in 3NT.

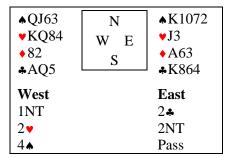
West shows the 'wrong' major. But Stayman *promises* a 4-card major, so West can <u>correct</u> 3NT to 4.

When West shows the 'right' major East simply bids game in the superior contract

Stayman with Invitational Hands







East has enough to <u>invite game</u>. On the way to 2NT he asks if partner has a 4-card major.

When partner shows 4 cards in your major you can raise to **invite game**. With a maximum West bids on.

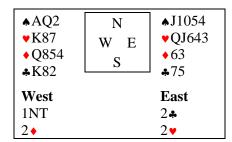
Opposite the 'wrong' major East bids 2NT. He must have 4 spades, so West tries 4. (He would bid 3. if minimum)



Lesson 32 Examples

Stayman with Weak Hands

East knows there is no game, but there may be a better part score. He can use Stayman to improve the spot *provided* he has at least one 4-card major, and he is prepared for any response partner may make



★ K83 ♥ AQ82 ♦ 104 ♣ A762	N W E S	♦Q752 ♥KJ53 ◆J9652 ♣-
West		East
1NT		2 .
2♥		Pass

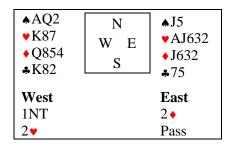
♦ K7 ♥ AQ62 ♦ QJ53 ♣ 984	N W E S	♦ J8543 ♥ J843 ♦ 1086 ♣ 5
West		East
1NT		2*
2♥		Pass

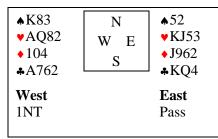
East could transfer into 2♥ but 2♠ will be better if West has 4 spades. When West shows no major 2♥ is a sign-off, to play.

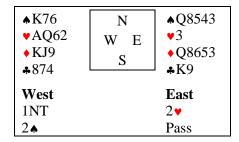
This time East plans to Pass no matter what West responds. He will find any 4-4 fit major fit, and even 2 will be at least a 5-2 fit.

This will not be a lot of fun, but the 8-card fit may scramble a few ruffs, and it is better than 2.

When not to use Stayman







No 4-card major – no Stayman Transfer into your 5-card major Not quite strong enough for 2NT - and you cannot cope with a 2 reply

No 4-card major, cannot cope with all responses, just transfer.