Stayman & Transfers Responses to a Strong (15-17) NT.

I have been asked to describe Stayman and Jacoby transfers. Here is a very simplistic guideline for strong NT players: -

2♣ - Stayman – when you have one (or two) 4 card majors. 4 card Major

You usually need invitational values to bid Stayman – so 8+ points So after 1NT, 2♣ promises a 4 card major and asks opener to bid a 4 card major

After 1NT - 2 - 2 - = no 4 card major

$$2 \checkmark = 4 \checkmark$$
's (possibly also $4 \checkmark$'s)
 $2 \checkmark = 4 \checkmark$'s (denies $4 \checkmark$'s)

When opener has replied to Stayman, responder either bids game, invites or sometimes goes slamming. Examples: -

$$1NT - 2 - 2 - 2 - 2NT = 8$$
 pts, invitational
 $1NT - 2 - 2 - 2 - 3 = 8$ pts, invitational $(4 + 3)$
 $1NT - 2 - 2 - 2 - 2NT = 8$ pts, invitational $(4 - 3)$
 $1NT - 2 - 2 - 3NT = 9 + 2$ pts
 $1NT - 2 - 2 - 2 - 4 = 9 + 2$ pts, $(4 + 3)$
 $1NT - 2 - 2 - 3NT = 9 + 2$ pts, $(4 - 3)$
 $1NT - 2 - 2 - 2 - 3$ and $10 - 2$ pts, $10 - 2$ pts,

2 ♦ / ♥ - Transfer – when you have a 5 card major.

5 card Major

You can transfer on any strength (even no points)

After 1NT, $2 \spadesuit$ shows $5 \heartsuit$'s and $2 \heartsuit$ shows $5 \spadesuit$'s. Opener must complete the transfer (even if he has just a doubleton) and responder continues as follows: -

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With 0-7 points, pass
With 8 points, invite
With 9+ points, force to game
With 16+ points, look for slam

Examples: -

1NT - 2 \spadesuit - 2 \blacktriangledown - pass = 0-7 \text{ pts}, 5+ \blacktriangledown's

1NT - 2 \spadesuit - 2 \blacktriangledown - 2NT = 8 \text{ pts}, invitational } 5 \blacktriangledown's

1NT - 2 \spadesuit - 2 \blacktriangledown - 3 \blacktriangledown = 8 \text{ pts}, invitational}, 6+ \blacktriangledown's

1NT - 2 \spadesuit - 2 \blacktriangledown - 3NT = 9+ \text{ pts}, opener to pass or bid } 4 \blacktriangledown

1NT - 2 \spadesuit - 2 \blacktriangledown - 4 \blacktriangledown = 9+ \text{ pts}, opener must pass}

1NT - 2 \spadesuit - 2 \blacktriangledown - 3 \clubsuit = 9+ \text{ pts}, game forcing}, 5 \blacktriangledown's and 4 \clubsuit's

1NT - 2 \spadesuit - 2 \blacktriangledown - 4 \clubsuit = 16+ \text{ pts}, asking for aces}
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