STAYMAN AND TRANSFERS OVER 1NT

Partner opened 1NT.

You are now in charge of the auction.

If you have a weak hand (up to 10 points) you will try to stop at a low level in the best contract.

If you have a stronger hand (11 or more points) you will invite or force to game, and search for the best contract along the way.

The best contract will frequently involve a five-card major, or a 4-4 major suit fit.

Transfers (2♦ and 2♥) guarantee at least five cards in hearts and spades respectively.

It is usually correct to transfer into a five-card major.

With a weak hand you will transfer and then pass.

With a stronger hand you will transfer first and then describe your hand further.

(See box)

Stayman (2♣) asks partner to bid a four-card major, or 2♦ otherwise.

With 11 or more points it is usually correct to look for a 4-4 major suit fit with 2♣.
You will then describe your hand further.

Occasionally you can use Stayman with less than 11 points, provided that you have a safe escape - otherwise pass.

(See box)

Transfers - the next bid

Pass - up to 10 points
2NT - balanced hand - invitational - 11 or 12 points
3NT - balanced hand - 13+ points.
3 of the major - 6-card suit - invitational - 10 or 11 points.
4 of the major - 6-card suit - 12+ points.
New suit - at least 4-card - forcing.

Stayman - the next bid

Pass - weak with short clubs
2 major over 2♦ - weak - 5-card suit with 4 in the other major
2NT - invitational - 11 or 12 points - no major suit fit
3NT - 13+ points - no major suit fit
Raise partner's major to three - 10 or 11 points - 4-4 fit
raise partner's major to four - 12+ points - 4-4 fit.