

## CONVENTIONS

# STAYMAN or TRANSFER? Responder's Options

# Bridge Lab

with the Monroes

When partner opens 1NT, Responder becomes the “Captain” and is responsible to decide How High and Where the contract belongs. With interest in a major suit, how does Responder know whether to use Stayman or a Transfer bid?

### GUIDELINE

- Use Stayman when holding a 4-card major suit, even with another 5-card or longer major suit.
- Use a Transfer when holding a 5-card major suit, no 4-card major suit.

Number of cards in the MAJOR SUIT	Responder's Point Range		
	0-7 Points Partscore Signoff	8 or 9 Points Invitational	10-15 Points Game Forcing
6 or more cards	Transfer, <i>then</i> Pass.	Transfer, <i>then</i> Raise the major suit.	Transfer, <i>then</i> bid game in the major suit.
5 cards	Transfer, <i>then</i> Pass.	Transfer, <i>then</i> Bid 2NT.	Transfer, <i>then</i> Bid 3NT.
4 cards	Pass.	2♣ Stayman.	2♣ Stayman.
5 cards in both major suits	Transfer to better suit, <i>then</i> pass.	Transfer to hearts, <i>then</i> bid spades at the 2-level.	Transfer to spades, <i>then</i> bid hearts at the 3-level.

### FORCING!

A new suit by Responder at the **3-level** is forcing after Stayman and Transfer.

### SLAM ZONE

With 16+ points, Responder explores for slam. Do the math!

### GARBAGE STAYMAN

0-7 Points, Short in Clubs

The Stayman convention can be used by Responder with a very poor hand, short in clubs and willingness to pass Opener's response to set a trump suit.

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LAB.029

# Transfer or Stayman

## 5-5 Majors, Invite

### Board 1

North Deals

	♠ A J 6		
	♥ 6 5		
	♦ K Q 4 3		
	♣ A J 6 5		
♠ 7 5		♠ K 9 8	
♥ A 7 2		♥ J 10 3	
♦ J 10 7 6 5		♦ A 9 8	
♣ K 10 2		♣ Q 9 8 7	
	♠ Q 10 4 3 2		
	♥ K Q 9 8 4		
	♦ 2		
	♣ 4 3		

West	North	East	South
	1 N	Pass	2 ♦
Pass	2 ♥	Pass	2 ♠ <sup>1</sup>
All pass			

1. 5-♠s, 5-♥s, 8-9 Points

**Contract:** 2 ♠ South, 8 Tricks

**Lead:** ♦ J, 2-card sequence

**Losers:** 1-♠, 4-♥, 1-♦, 1-♣ = 7.

**Play:** South promotes a ♦ for a ♣ discard and finesses ♥s and ♠s, both lose. The long ♥s win, ruff the 3rd ♥.

## 5-4 Majors, Invite

### Board 2

East Deals

	♠ Q 10 7 5 4		
	♥ K Q J 3		
	♦ 5 4		
	♣ 5 4		
♠ K 8 6		♠ 3 2	
♥ 10 4		♥ A 5 2	
♦ Q J 8 7 6		♦ 10 3 2	
♣ 9 3 2		♣ K Q 8 7 6	
	♠ A J 9		
	♥ 9 8 7 6		
	♦ A K 9		
	♣ A J 10		

West	North	East	South
		Pass	1 N
Pass	2 ♣ <sup>1</sup>	Pass	2 ♥
Pass	3 ♥ <sup>2</sup>	Pass	4 ♥

All pass

- Stayman, 4-card Major
- ♥ fit, 8-9 Points

**Contract:** 4 ♥ South, 10 Tricks

**Lead:** ♦ Q, 2-card sequence

**Losers:** 1-♠, 2-♥, 1-♦, 2-♣ = 6.

**Play:** South wins the ♦ A, draws trump and promotes ♠s (watch entries).

## Major & Minor, Slam Zone

### Board 3

West Deals

	♠ 10 3		
	♥ Q J 5		
	♦ A J 8 3		
	♣ A K 6 5		
♠ Q 9 2		♠ J 8 4	
♥ 10 8 6 4		♥ A 9 7 2	
♦ 9 4		♦ 7 6	
♣ Q J 10 2		♣ 9 8 7 4	
	♠ A K 7 6 5		
	♥ K 3		
	♦ K Q 10 5 2		
	♣ 3		

West	North	East	South
Pass	1 N	Pass	2 ♥
Pass	2 ♠	Pass	3 ♦ <sup>1</sup>
Pass	4 ♦	Pass	4 N
Pass	5 ♥ <sup>2</sup>	Pass	6 ♦

All pass

- Second Suit, Slam Zone
- Two Aces

**Contract:** 6 ♦ South, 12 Tricks

**Lead:** ♣ Q, Solid sequence

**Losers:** 3-♠, 1-♥ = 4.

**Play:** Declarer draws trump, promotes ♥s, ruffs a ♠, and discards 2 ♠s.

## Strong Hand, 5-5 Majors

### Board 4

West Deals

	♠ Q 6		
	♥ Q 6 5 4		
	♦ A J 3		
	♣ A Q J 2		
♠ K 9		♠ 8 5 3 2	
♥ 10 9 8		♥ K	
♦ 10 9 8 4		♦ 7 6 5 2	
♣ 10 9 7 3		♣ K 6 5 4	
	♠ A J 10 7 4		
	♥ A J 7 3 2		
	♦ K Q		
	♣ 8		

West	North	East	South
Pass	1 N	Pass	2 ♥
Pass	2 ♠	Pass	3 ♦ <sup>1</sup>
Pass	4 ♥	Pass	4 N
Pass	5 ♥ <sup>2</sup>	Pass	6 ♥

All pass

- 5-♠s, 5-♥s, 10+ Points
- Two Aces

**Contract:** 6 ♥ South, 12 Tricks

**Lead:** ♦ 10, Solid Sequence

**Losers:** 1-♠, 1-♥ = 2.

**Play:** South wins the ♦ A, finesses ♥s and ♠s, but not ♣s.