



2 TR Stayman

The 2♣ Stayman is a conventionnal bid.

In response to a 1NT opening, a 2♣ bid is a Stayman, looking for an eight-card fit in a major suit. It promises:

- at least 8 HCP
- and at least 4 cards in one of the majors. It is also used with both majors, 4-4 or 5-4.

Avoid using this convention when you hold a 4333 hand with scattered honors. These hands are too balanced to work well in a trump game. You'd rather play a NT game (9 tricks instead of 10)

2♣ Stayman is forcing for one round, indeed !

S	W	N	E
		1 NT	Pass
2♣			

4♠	3♠	Q♥	10♥	9♥	3♥	A♣	Q♣	J♣	9♣	4♣	3♣	4♦
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Problem E2068 2♣ First, try to find a ♥ fit. With at least 8 HCP, start bidding 2♣ (Stayman) to look for a fit in one of the majors. That's a priority !

S	W	N	E
		1 NT	Pass
2♣			

5♠	4♠	3♠	A♥	K♥	10♥	3♥	5♣	4♣	3♣	A♦	J♦	9♦
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Problem E2062 3NT Even though you've got 4 ♠ cards, don't use the Stayman 2♣ conventional bid. You have a balanced hand, no ruffing added value. Your pair's points are 25-27 HCP. Try a NT game.



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Bidding development : the opener's rebid after his partner's 2♣.

- 2♦ when he has no 4 card major
- 2♥ with 4♥ cards (or 2♠ with 4♠ cards)
- 2♥ with both 4♠ and 4♥ cards. The opener has the option to bid ♠ later if his partner's 4 carder happens to be ♠. Many players bid 2NT to indicate both majors, but this is giving useful (but unnecessary) information to the opponents.

The responder's 2nd bid after the opener has named a major suit.

- With 8 HCP the responder proposes game in NT or in the major suit (when there is a fit, of course). The opener will pass with a minimum hand (15 HCP) or go to game if maximum.
- With 10 HCP or more the responder goes directly to game either in NT or in the fitted major. The pair's combined points are enough for game (minimum 15 + 10 = 25)

A	10	9	K	Q	10	9	7	6	A	Q	10	8
♠	♠	♠	♥	♥	♥	♥	♣	♣	♦	♦	♦	♦
S			W			N			E			
						1 NT			Pass			
2 ♣			Pass			2 ♥			Pass			
3 ♥												

K	5	A	J	8	4	5	4	3	7	6	5	3
♠	♠	♥	♥	♥	♥	♣	♣	♣	♦	♦	♦	♦

Problem E4899 With a minimum Stayman (8 HCP), propose game and let your partner decide.

A	10	9	K	Q	10	9	7	6	A	Q	10	8
♠	♠	♠	♥	♥	♥	♥	♣	♣	♦	♦	♦	♦
S			W		N		E					
					1 NT		Pass					
2 ♣			Pass		2 ♥		Pass					
4 ♥			Pass									

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

Problem E5006 With a support and at least 10 HCP (here, you have 11 HCP), go to game.

