## Using Stayman with a 5 card Major

## 2 \& Stayman is a conventional bid used by responder to 1NT opening bid.

It requires at least 8 HCP and 1 or 24 card major . The responder may also have 5-4 in the Majors (or even 6-4)
Learn how to also use it when you simultaneously have :

- a 5 card Major
- une force de 7-8H
- an irregular distribution

If your hand meets these three criteria, Do not use Transfer bids. as you may not be able to propose a good game contract after the transfer rectification ... whreas if you use the Stayman..no Problem!


Problem E9882 : After the Stayman, propose game with the $2 \boldsymbol{A}$ rebid $2 \boldsymbol{A}$. the Opener will only accept if he is maximum! If you had started with a transfer, You would have had to Pass after the rectification. It is not possible to bid 2NT with a singleton, $3 \&$ would be forcing to game and $3 \boldsymbol{4}$ would promiss 6 cards !

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This convention is universal for advanced players ; It does, however work better with Pi than with $\boldsymbol{\bullet}$. Please note that if the opener is minimum and not fitted $N$, the 2 sequences are equivalent and the bidding stops at 2 a! Using Stayman with a 5 card Major enables you to find good games when the opener is maximum.


Problem 9870 Here, the opener, being minimum and not fitted refuses the responder's proposal and passes . Using Transfer would have lead to the same final bid.


Problem E9883 Your camp will try for game and make it ! you'll be able to get 10 tricks !

