

Responding to 1NT With Both Majors (1)

With Four Cards in Both Majors

If partner opens 1NT and you have four cards in each major, you use Stayman. This will be "Garbage" Stayman for very weak hands and conventional Stayman if game invitational (8 to 9 HCP) or better.

Examples

<p>♠ A 2 ♥ Q J 6 5 ♦ A T 8 ♣ K J 7 4</p>	<p>West opens 1NT and East bids 2♣ as Garbage Stayman. West comes back with 2♥ and East passes.</p>	<p>♠ 9 5 4 3 ♥ 9 8 4 2 ♦ Q 9 7 5 ♣ 2</p>
<p>♠ A 2 ♥ Q J 6 5 ♦ A T 8 ♣ K J 7 4</p>	<p>West opens 1NT. East bids 2♣ as Stayman. The plan is to pass a 2♦ response but invite to game if West bids a major. After West's 2♥, East can count an extra three points for the singleton. East bids 3♥ but West passes.</p>	<p>♠ K J 4 3 ♥ 9 8 4 2 ♦ Q 9 7 5 ♣ 2</p>
<p>♠ A 2 ♥ K Q 6 5 ♦ A T 8 ♣ K J 7 4</p>	<p>Similar to the previous example but now West is a little stronger. West can accept the game invitation and bid 4♥.</p>	<p>♠ K J 4 3 ♥ 9 8 4 2 ♦ Q 9 7 5 ♣ 2</p>
<p>♠ A 2 ♥ Q J 6 5 ♦ A T 8 ♣ K J 7 4</p>	<p>West opens 1NT and East bids 2♣ as Stayman. West bids 2♥. With heart support and the singleton club, East can raise to game.</p>	<p>♠ K J 4 3 ♥ K 8 4 2 ♦ Q 9 7 5 ♣ 2</p>

With Five Cards in One Major and Four in the Other

Now things are a little different. We need to find ways of bidding weak, game invitational and game forcing hands. First things first though. What is game invitational in this context? With the more shapely hand, the high card points for an invitational hand can be reduced by one to 7 or 8 HCP. So weak is 6 HCP or less while game forcing is 9 HCP or more.

With **weak hands**, we can still use Garbage Stayman – but with a difference.

<p>Your Hand ♠ K 9 6 4 2 ♥ Q 8 7 3 ♦ T 5 2 ♣ 7</p>	<p>Note that the hand does not have four diamonds. After partner's 1NT, we bid 2♣. If partner now bids 2♦, we bid 2♠. This carries the message "A weak hand with five spades and four hearts. Please pass." If partner bids 2♥, we pass.</p>
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If partner bids 2♠, we count two points for our singleton and two points for the extra spade. That takes us to nine total points, enough to invite to game.

Remember this? Let's say partner opens 1NT. You have three hearts and four spades so use Stayman. Partner bids 2♥. Now, **you do not bid 2♠**. Instead, you make a no trump bid. Your partner will know you have four spades because (a) you used Stayman and (b) you did not support hearts.

Your Hand
♠ 9 6 4 2
♥ Q 8 7 5 3
♦ T 5 2
♣ 7

This hand is very weak. After partner's 1NT, we bid 2♣.

If partner now bids 2♦, we bid 2♥. A weak hand with five hearts and four spades.

If partner bids 2♥ or 2♠, we pass.

With **game forcing** and **game invitational** hands, we transfer to the five card major and bid the other major at our next turn.

Your Hand
♠ K 6 4 2
♥ K J 8 7 4
♦ T 5 2
♣ 7

Just seven points here, so an invitational hand with 5-4 shape.

After partner's 1NT, transfer to hearts by bidding 2♦. When partner bids 2♥, show the second suit with 2♠. This promises at least game invitational values and is forcing for one round. If minimum, partner will bid one of 2NT, 3♥ or 3♠. If maximum, it will be 3NT, 4♥ or 4♠.

Your Hand
♠ K 9 6 4 2
♥ A Q 8 7
♦ T 5 2
♣ 7

With 5-4 shape, nine points are enough to force to game.

After partner's 1NT transfer to spades by bidding 2♥. When partner bids 2♠, show the second suit with 3♥. As before, this shows at least game invitational values and is forcing for one round. With spade support, partner will pick either 3♠ (if minimum) or 4♠ (if maximum).

Without spade support, partner can only choose between 3NT or 4♥. This means that with five spades and four hearts, there is no genuine game invitational option. With 8 points, treat the hand as game forcing and with 7 points, treat it as weak. So:

Your Hand
♠ K 9 6 4 2
♥ A J 8 7
♦ T 5 2
♣ 7

Eight points. Treat it as game forcing. Transfer to spades by bidding 2♥. When partner bids 2♠, show the second suit with 3♥.

Your Hand
♠ K 9 6 4 2
♥ A T 8 7
♦ T 5 2
♣ 7

Seven points. Treat it as weak. Bid 2♣ and over partner's 2♦, bid 2♠.

Of course, if partner bids 2♥, you can now invite to game with extra points for the singleton. If partner bids 2♠, you can bid game yourself having the singleton and an extra trump.

Example 1

	North	
	♠ K J 7 ♥ A T 9 5 ♦ K 8 ♣ K Q 8 5	
West		East
♠ T 9 2 ♥ K 2 ♦ A 9 7 3 2 ♣ 6 4 2		♠ Q 8 5 ♥ 6 4 3 ♦ Q J T 6 ♣ A 7 3
	South	
	♠ A 6 4 3 ♥ Q J 8 7 ♦ 5 4 ♣ J T 9	

West	North	East	South
	1NT	Pass	2♣
Pass	2♥	Pass	3♥
Pass	4♥	All Pass	

South has 8 HCP putting the hand in the invitational range.

When North shows four hearts, South invites to game. North has a borderline 16 HCP. The doubleton provides the extra point to accept the invitation.

Most likely, East will lead the ♦J. Declarer will lose a diamond and a club. This means that declarer can't afford to lose both a spade and a heart – at least one of the two finesses needs to work. Cross to the ♠A and try the heart finesse first. That works so the contract is safe. Later on, get to dummy with a club and try the spade finesse. That fails but no matter.

Example 2

	North	
	♠ T 4 3 ♥ J 6 2 ♦ A J 6 ♣ K J T 3	
West		East
♠ A 9 8 6 5 ♥ Q 8 4 3 ♦ 8 5 2 ♣ 9		♠ K 7 ♥ A T 9 7 ♦ K Q T 4 ♣ A 8 7
	South	
	♠ Q J 2 ♥ K 5 ♦ 9 7 3 ♣ Q 6 5 4 2	

West	North	East	South
		1NT	Pass
2♣	Pass	2♥	Pass
3♥	Pass	4♥	All Pass

West's hand is weak and so bids 2♣. The plan is to bid 2♠ after a 2♦ response.

However, East bids 2♥. West can now add points for the singleton and invite to game with 3♥. With 16 HCP and a singleton, East accepts.

Most likely, it will be a club lead. Declarer has quite a lot of work to do before drawing trumps. Start by ruffing two clubs in dummy using the ♣A and ♠K as entries to hand. Lead a diamond from dummy towards the king and then play a low heart towards the queen. Take another round of trumps. Finally, back to dummy with the ♠A and lead another diamond.

Example 3

	North	
	♠ K 8 6 3 ♥ J T 9 8 4 ♦ K 7 ♣ Q 8	
West		East
♠ Q T 7 2 ♥ K 2 ♦ 9 8 6 ♣ 7 6 3 2		♠ J 5 4 ♥ A 6 3 ♦ Q J T 5 ♣ K T 9
	South	
	♠ A 9 ♥ Q 7 5 ♦ A 4 3 2 ♣ A J 5 4	

West	North	East	South
			1NT
Pass	2♦	Pass	2♥
Pass	2♠	Pass	3♥
Pass	4♥	All Pass	

With 5-4 shape and 9 HCP, North has a game forcing hand.

North first transfers to hearts and then shows the spade suit. South shows a fit for hearts and North takes it to game.

There are two spade tricks, three hearts after dislodging the ace and king, two diamonds and two clubs. One more is needed. That will come by ruffing a spade before drawing trumps.

Example 4

	North	
	♠ 9 8 4 ♥ Q T 7 ♦ J T 8 7 4 ♣ K 9	
West		East
♠ Q 5 ♥ A 4 3 ♦ K Q 5 3 ♣ A T 5 4		♠ K J T 7 6 ♥ J 9 6 5 ♦ A 9 ♣ 3 2
	South	
	♠ A 3 2 ♥ K 8 2 ♦ 6 2 ♣ Q J 8 7 6	

West	North	East	South
1NT	Pass	2♥	Pass
2♠	Pass	3♥	Pass
3NT	Pass	Pass	Pass

East shows a game forcing hand with five spades and four hearts.

West cannot support either major suits so bids 3NT.

East-West have only a combined 24 HCP but 3NT makes easily thanks to East's 5-4 shape. Even if North finds the unlikely club lead, declarer is safe. The ten of clubs provides a second stopper in the suit.

Declarer must be careful to preserve dummy's ♦A as an entry until the spade suit has been set up.

