

## **SUMMARY: STAYMAN/JACOBY CHOICES BY RESPONDER by Maritha Pottenger**

### **With NO 4-card or longer major:**

0-7 HCP: pass unless you have a 6-card or longer minor AND singleton or void. In that case, transfer partner to your minor and pass.

8-9 HCP: bid 2NT (invitational) unless you have freakish distribution.

10-14 HCP: bid 3NT (unless you have freakish distribution).

### **With 4-4-5-0 OR 4-4-4-1 Hands (Garbage Stayman):**

0-7 HCP: Bid Stayman and pass whatever bid partner makes

8-9 HCP: Bid Stayman. Raise to 3 level if partner shows a major. Bid 2NT over 2D response (inviting).

10-14: Raise to 4 level if partner shows a major. Bid 3NT over 2D response.

### **With 4-5 or 5-4 in the majors:**

0-7 HCP: transfer to 5-card major and pass.

With 8-9 HCP: *If 5-4, bid Stayman.* If partner shows a major, raise to 3 level. *If partner bids 2D, bid 2S* to show 5 spades, 4 hearts, and an invitational hand. *With 4-5, transfer partner to hearts, and then bid 2S.* That shows 5 hearts, 4 spades, and invitational values.

With 10-14 HCP: bid Stayman and raise any major response to game. Over 2D, bid 5-card major at the 3 level (forcing) if you do NOT play Smolen. Bid 4-card major at the 3-level if you DO play Smolen. This shows a 5-4 or 4-5 hand with game-going values.

### **With 5-5 in the Majors:**

0-7 HCP: Bid Stayman. Over 2D, bid 2H which shows WEAK 5-5 and is **strictly pass or correct.**

8-9 HCP: Transfer to spades and bid 3H. [OR, if you play that an immediate 3H shows 5-5 with invitational values, you can use that bid.]

10-14 HCP: Transfer to spades and bid 4H—giving partner a choice of games. [OR, if you play that an immediate 3S shows 5-5 with game-forcing values, you can use that bid.]

### **With ONE 5-card major:**

0-7 HCP: Transfer and pass.

8-9 HCP: Transfer and bid 2NT (invitational). You canNOT rebid your major without 6 or more cards!

10-14: Transfer and bid 3NT (choice of game). If you are very unbalanced, can transfer and then bid a second suit and the 3-level to get more input from partner.

### **With a 6-card Major:**

0-7 HCP: Transfer partner and pass.

8-9 HCP: Transfer partner and raise major to 3 level.

10-14 HCP: Transfer partner and raise major to game. NOTE: If you play Texas Transfers, transferring at the 4 level shows either a “This is it,” hand that wants to get to game immediately and hopes or expects to make game, but wants to take up opponents' bidding room OR a hand that is heading for slam and the next bid will be 4NT—Roman Key Card Blackwood for the major.

*Transferring at the 2-level (Jacoby) to a major and THEN jumping to game (which guarantees 6 or more cards in your suit) becomes a MILD slam try if you also have Texas Transfers available.*

With an unbalanced hand, you also have the option of transferring at the 2 level (Jacoby) and then bidding a second suit at the 3-level to elicit more information from partner.