

ADVANCED STAYMAN

by Lee Goodman

All of Basic Stayman is valid with the following additions and treatments:

1. Basic Stayman shows one four card major or both four card majors. Advanced Stayman also shows 5-4 in either major. If the NT opener hits one of your suits, proceed as usual. However, if his response is 2D, bid your five card major at the appropriate level to show 5-4.

Ex.	1NT	2C	Kxxxx	This shows invitational strength.
	2D	<u>2S</u>	KJxx	Opener may pass with a minimum,
			xx	or bid game with a max in either
			xx	NT or spades if he has 3.

Ex.	1NT	2C	KQxx	This is game forcing. Opener will
	2D	<u>3H</u>	AQxxx	bid 3NT with 3-2 in the majors,
			xx	and will bid 4H with 3 hearts.
			xx	

2. Stayman is used after a 2NT opening 2NT 3C (Stayman)

Stayman can also be used after a 3NT opening.

3. Interference

- A. if the NT is doubled--many prefer to keep Stayman (systems on). Some wish to use all 2 level bids as weak rescue bids. You and your partner must decide. A redouble should show 7+ points.
- B. if the NT is overcalled, a cuebid of the opponent's suit is Stayman and shows a game forcing hand.
- C. If the Stayman 2C is doubled, which usually shows a club suit, opener can
 - (1) make his normal rebid
 - (2) pass with four clubs
 - (3) redouble with four good or five clubs
- D. If the Stayman 2C is overcalled, opener may
 - (1) bid a four card major at the 2 level
 - (2) double for penalties with four cards in the opponent's suit
 - (3) pass (the Stayman bidder continues with his normal rebid or doubles for penalty with an appropriate hand).

4. Tend not to bid Stayman with a 4-3-3-3 hand.

- A. It tips off partner's distribution to the defender's
- B. It lets the opponent's double 2C for a lead.

3. Partner may also be 4-3-3-3 and the hand plays just as well in NT.