

## Quiz #2 – Answers – Using Stayman and Jacoby Transfers

### 1NT Opening Bids and Responses

In all games, Opener has a 1NT opening hand (balanced, 15-17 point range). Responder places his hand in Category 1 (0-7 pts) which will result in a part score (below game); Category 2 (8-9 pts) which is invitational (Opener will decide whether to go to game or not); or Category 3 (10+ pts) which is game level.

When using Jacoby transfers, Opener should immediately say “hearts” if Responder bids 2♦ or “spades” if Responder bids 2♥.

Notice that by using Stayman and Jacoby transfers, the Opener becomes the Declarer most of the time. That means that the Opener’s hand, the stronger hand, remains hidden and that gives the Declarer more of an advantage in playing the hand. Also, the first lead is from the Declarer’s left which can help protect Kings and Ace/Queen combinations, in particular.

<b>GAME</b>	<b>Opener</b>	<b>Responder</b>	<b>Bidding: Opener’s bid &gt; Responder’s Bid, continuing, and Final Contract</b>
#1	1NT 15 HCP	<b>Category 1 (0-7 pts):</b> 5 HCP with 5-card major	1NT > 2♥ (Jacoby transfer to spades) > 2♠ > Pass <b>Final Contract: 2♠ by Opener</b>
#2	1NT 17 HCP	<b>Category 1 (0-7 pts):</b> 6 HCP, no 5-card major	1NT > Pass <b>Final Contract: 1NT by Opener</b>
#3	1NT 15 HCP	<b>Category 3 (10+ pts):</b> 12 HCP, 4-card major but no 5-card major.	1NT > 2♣ (Stayman) > 2♠ > 4♠ Fit in spades, take it to game with 10+ pts. <b>Final Contract: 4♠ by Opener</b>
#4	1NT 16 HCP	<b>Category 3 (10+ pts):</b> 11 HCP, 4-card major but no 5-card major	1NT > 2♣ (Stayman) > 2♥ > 3NT No fit in hearts, show game pts. <b>Final Contract: 3NT by Opener</b>
#5	1NT 17 HCP	<b>Category 3 (10+ pts):</b> 8 HCP + 2 for length, with 5-card major	1NT > 2♦ (Jacoby transfer to hearts) > 3♥* > 4♥ *Super Accept with max. pts and max. hearts. Responder should bid to game. <b>Final Contract: 4♥ by Opener.</b>

#6	1NT 16 HCP	<b>Category 2 (8-9 pts):</b> 8 HCP with 5-card major	1NT > 2♥ (Jacoby transfer to spades) > 2♠ > 2NT (showing 8-9 pt count) > 3♠ > Pass or 4♠. Opener has an 8-card fit in spades. With 16 HCP, Opener could raise to 4♠, hoping that Responder has 9 pts, rather than 8 pts, or that he might have some luck when playing. It's a chance you could take. With a singleton, Responder might raise to 4♠.  Don't be disappointed if it ends up at 3♠ making 4♠ or a contract of 4♠, down 1. Sometimes it's difficult to be exactly precise.  <b>Final Contract: 3♠ or 4♠ by Opener</b>
#7	1NT 17 HCP	<b>Category 3 (10+ pts):</b> 10 HCP, 4-card major but no 5-card major	1NT > 2♣ (Stayman) > 2♥ > 4♥ (game). An 8-card fit in hearts is found.  <b>Final Contract: 4♥ by Opener</b>
#8	1NT 15 HCP	<b>Category 2 (8-9 pts):</b> 8 HCP, 4-card major but no 5-card major	1NT > 2♣ (Stayman) > 2♦ (no 4-card major) > 2NT (showing 8-9 pt count) > Pass. Opener has minimum hand.  <b>Final Contract: 2NT by Opener</b>
#9	1NT 15 HCP	<b>Category 3 (10+ pts):</b> 12 HCP with 5-card major	1NT > 2♥ (Jacoby transfer to spades) > 2♠ > 3NT (showing 10+ pts and allowing Opener to choose) > 4♠ (8-card fit in spades).  <b>Final Contract: 4♠ by Opener</b>
#10	1NT 17 HCP	<b>Category 1 (0-7 pts):</b> 5 HCP with 5-card major	1NT > 2♦ (Jacoby transfer to hearts) > 3♥* > Pass. *Super Accept with max pts and max hearts. With only 5 pts, and max of 17 from Opener, that's below the 25 pts needed for game.  <b>Final Contract: 3♥ by Opener</b>
#11	1NT 17 HCP	<b>Category 2 (8-9 pts):</b> 8 HCP with 5-card major	1NT > 2♦ (Jacoby transfer to hearts) > 3♥* > 4♥. *Super Accept with max pts and max hearts. Responder has enough pts to take it to game (17 + 8 = 25).  <b>Final Contract: 4♥ by Opener.</b>

#12	1NT 16 HCP	<b>Category 3 (10+ pts):</b> 10 HCP with 6-card major	1NT > 2♦ (Jacoby transfer to hearts) > 2♥ > 4♥. With 6 cards in a major suit and 10+ pts, jump to game in suit. An 8-card fit in hearts is guaranteed as Opener must have at least a doubleton in hearts to open 1NT. <b>Final Contract: 4♥ by Opener</b>
#13	1NT 16 HCP	<b>Category 3 (10+ pts):</b> 10 HCP with 6-card minor	1NT > 3♦ > Pass Opener would prefer 3NT as it would give bonus pts for game level, but has no stoppers in hearts so it's safer to be in a diamond contract. <b>Final Contract: 3♦ by Responder</b>
#14	1NT 16 HCP	<b>Category 3 (10+ pts):</b> 10 HCP with 6-card minor	1NT > 3♦ > 3NT Opener has stoppers in all suits and transportation to diamond suit in dummy hand. Opener can feel safe in 3NT and will get more points than in 3♦. <b>Final Contract: 3NT by Opener.</b>