

Minor Suit Stayman

Presented by Mike Savage

The basics of **Minor Suit Stayman** are very simple. After opener bids **1NT**, a **2S** bid by the responder asks him if he has a four-card minor. It can also be used over an opening **2NT** or **2C** followed by a **2NT** rebid but now **Minor Suit Stayman** is **3S**. In either case, if he has a minor, he bids it; if he doesn't, he simply re-bids no-trump.

After **1NT-2S** and a response by opener, what do the rebids by responder mean? It all depends on your structure of responses to **1NT**. If, in your responses to **1NT**: #1. You jump to **3C** or **3D** with an invitational hand with a six-card minor and #2. When you have a club bust, you bid **2NT**, artificial—forcing a **3C** response and #3. When you have a diamond bust, you bid **2S (Minor Suit Stayman)** and then correct a **2NT** or **3C** response to **3D**, or just simply pass a **3D** response, then, the standard rebids and responses shown below are the best ones for you and they are used in most experienced partnerships.

When should you use **Minor Suit Stayman**? You should use it when you have slam interest in the minors or have a shapely hand that might play better in a minor game than in **3NT**. The only time **Minor Suit Stayman** is not game forcing is if you have a weak 2-suiter in the minors or have a diamond bust and your partnership method to show this hand is to begin with **2S** and then sign off in **3D**.

After using **Minor Suit Stayman**, any control asking bids should be six-key Roman Key-card, counting both minor suit kings as controls, as they are of almost equal importance in deciding whether to bid a slam or not. The responses are exactly the same as always; there's just an extra control to count. Some partnerships include the queen of the "other" minor as a king, if asked for kings.

1NT-2S = Asks opener to bid a 4-card or longer minor; game forcing unless you sign off in **3C** or **3D**.

Responses by opener:

2NT = Denies a four-card or longer minor.

Rebids by responder (the **2S** Bidder):

3C = Shows a weak 5-5 in the minors; offers a choice of minor part-score—**3C** or **3D**.

3D = Shows a weak hand with six diamonds and forces opener to pass.

3H or **3S** = Shows a singleton with 5-4 or longer in the minors.

Over a **3NT** response by opener:

4C or **4D** = Shows a 6-card minor (maybe five) with continued slam interest.

3NT = To play with 2-2-5-4 or 2-2-4-5 distribution and no slam interest without a fit.

4C = Six-key Roman Key-card with clubs as trumps (both minor kings are controls).

4D = Six-key Roman Key-card with diamonds as trumps (both minor kings are controls).

4H or **4S** = Shows 5-5 in the minors with a void in the suit bid and is slam invitational.

4NT = Shows 2-2-5-4 or 2-2-4-5 distribution and is slam invitational.

3C or **3D** = Shows a 4-card minor; with both, bid **3D** in case partner has a weak diamond bust.

Rebids by responder (the **2S** bidder):

3H or **3S** = Shows a singleton or a void.

3NT = Shows a minimum with very good stoppers in the bid major.

4 of the minor bid = Six-key Roman Key-card Gerber.

3NT = Can be passed; should have 2-2-5-4 or 2-2-4-5 and only mild slam interest.

4 of the minor bid = Six-key Roman Key-card Gerber.