

# Keri Stayman

## By Mr. Ron Klinger

Compiled by: Mr. Daniel Neill and Mr. Josh Sher

### Responses to 1 No Trump:

2♣ = Diamonds OR invitational with 4-5 card M or 6-card Minor OR GF Stayman

2♦ = normal transfer (see Super-Accepts)

2♥ = normal transfer

2♠ = invite to 3NT or any solid slammish 1-suiter (2NT = minimum, 3♣ = maximum)

2NT = Clubs (3♣ forced); then 3♦ = both Minors GF, 3♥/♠ = natural 4-card GF, 3NT = quantitative.

3♣->3♠ = submarine splinter (complete transfer with good fitter)

3NT = to play

4♣/♦ = South African Transfers to corresponding Major (bid in-between to refuse declarership)

4M = to play

(See: SLAM strategies at bottom...)

### Developments:

1NT-2♣!-2♦!-

2♥ = 4-5 Hearts invitational

Pass = 3-4♥, minimum

2/3♠ = 2♥, 4♠, minimum/maximum

2/3NT = 2♥, 2-3♠, minimum/maximum

3♣ = good minimum, 4♥

3♦ = any 4-3-3-3 maximum (now 3♥/♠ asks 4 card support)

3/4♥ = 3/4♥, maximum not 4-3-3-3

2♠ = 4-5 Spades invitational

Pass = 3-4♠, minimum

2/3NT = 2♠, minimum/maximum

3♣ = good minimum, 4♠

3♦ = any 4-3-3-3 maximum (now 3♠ asks 4-card support)

3♥ = 5♥, maximum

3/4♠ = 3/4♠, maximum, not 4-3-3-3

2NT = artificial GF Stayman

3♣ = most hands... no 5M or 4-3-3-3

3♦ = Stayman

3M = natural

3♠ = 4♠, slam interest

3NT = no 4 Spades

4♣ = 4 Clubs, slam interest

4NT/5NT = minimum/maximum misfit

4♦ = minimum, fit (4♥ = RKC, 4♠ LT, 4NT/5♣ to play)

4♥/4♠/5♣+ = maximum, fit, RKC steps  
4♦ = 4 Diamonds, slam interest  
4NT/5NT = minimum/maximum misfit  
4♥ = minimum, fit (4♠ = RKC, 4NT/5♦ to play, 5♣ LT)  
4♠/5♣+ = maximum, fit, RKC steps  
cue = 4♠ fit, maximum  
4♠ = 4 Spades fit, minimum

3NT/4M = to play  
4♦/4♥ = invitational RKC (4M = minimum, higher = maximum with RKC steps)  
4NT = RKC for M

4♣ = 4-card suit, forcing  
4NT/5NT = minimum/maximum misfit  
4♦ = minimum, fit (4♥ = RKC, 4♠ LT, 4NT/5♣ to play)  
4♥/4♠/5♣+ = maximum, fit, RKC steps  
4♦/4♠ = 4-card suit, forcing  
4NT/5NT = minimum/maximum misfit  
4♥ = minimum, fit (4♠ = RKC, 4NT/5♦ to play, 5♣ LT)  
4♠/5♣+ = maximum, fit, RKC steps

3NT = no Major  
4♣ = 4-card suit, forcing  
4♦/6♦ = minimum/maximum, misfit, 5 strong (3/5 top) Diamonds  
4NT/5NT = minimum/maximum, misfit, 5 moderate Diamonds  
4♥ = minimum, 4-card fit (4♠ = RKC, 4NT = to play)  
4♠ = maximum, 4-card fit (4NT = RKC)  
5♣+ = 5-card fit, RKC steps  
4♦ = 4-card suit, forcing, denies Clubs  
4NT/5NT = minimum/maximum, misfit, 5 any/moderate Clubs  
6♣ = maximum, misfit, 5 strong (3/5 top) Clubs  
4♥ = minimum, 4-card fit (4♠ = RKC, 4NT = to play)  
4♠ = maximum, 4-card fit (4NT = RKC)  
5♣+ = 5-card fit, RKC steps

3M = 5+M, mild slam interest at least (if show 6 later, then good trumps)

4♣ = 4-card Clubs, no Major, slam interest

4♦ = Diamonds, no Club fit  
4♥ = asks length in Diamonds  
4♠ = maximum, 4♦ (4NT = RKC)  
4NT = minimum, 4♦  
5♣+ = 5 Diamonds, RKC steps  
4♠ = asks strength  
4NT = minimum  
5♣+ = RKC steps with maximum  
4NT = very mild invite  
5NT = strong invite  
6♦ = to play

4NT/5NT = minimum/maximum no Minor so 4-4 Majors  
4♥/♠ = 4 Clubs, minimum/maximum  
5♣+ = RKC steps with 5 Clubs

4♦ = 4 Diamonds, 4-3-3-3, slam interest  
4♥/♠ = minimum/maximum, 4♦  
4NT/5NT = minimum/maximum, no fit  
5♣+ = RKC steps with 5 Diamonds

3♦ = any 4-3-3-3  
3M = 4-card suits up the line (may later bid 4♣ or 4♦ as below)  
3NT = to play  
4♣ = slam interest with 4 Clubs, no Major  
4♦ = 4 Diamonds, 3-3-3  
4♥ = asks  
4♠ = average (4NT = RKC for Diamonds)  
4NT = minimum  
5♣+ = absolute maximum, RKC steps for Diamonds  
4NT/5NT = 4 of a Major, most hands/absolute maximum  
4♥ = 4 Clubs, bare minimum (4♠ = RKC, 4NT = to play)  
4♠ = 4 Clubs, average (4NT = RKC)  
5♣+ = 4 Clubs, absolute maximum, RKC steps

4♦ = slam interest with 4 Diamonds, 4-3-3-3  
4♥ = minimum with 4 Diamonds (continuations as above)  
4♠ = average with 4 Diamonds (continuations as above)  
4NT/5NT = most/tiptop misfits  
5♣+ = absolute maximum with 4 Diamonds, RKC steps

3M = 5M (now 3♠ = 5♠, 4m = cue for M)

3m = invitational natural one-suiter  
3M = 5♦-4M GF  
3NT = 5♦, quant  
4♣ = 6♦-4♣ (now 4♦ sets Diamonds, else RKC steps with ♣ fit)

### Transfer Continuations:

1NT-2♦-2♥- or 1NT-2♥-2♠-  
2♠ after 2♦ = 4 HEARTS, 5+ SPADES GF, or invite with 9+ cards in Majors  
2NT = minimum, no fit  
3♣/♦ = fragment  
3♥/4♥ = 5+ 5+ ♥/♠ invite/game  
3♠ = 6♠-4♥  
3NT/4NT = 5-4-2-2 to play/slam interest

3NT = maximum, no fit  
(continuations as above)

3♥/♠ = minimum, fit  
3♣/♦ = maximum, fit corresponding Major

2NT = artificial GF with a 4-card side Minor

3♣ = doubleton M support, asks short suit

3suit = shortage (M = club shortage, NT = 5-4-2-2)

4m = natural slam interest

3♦ = 3+ M support, interest in Minor

3♥ = Clubs with slam interest

3♠ = asks shortage (hi/none/lo)

3NT = RKC for M

4♣ = sets suit

4♦ = cue for M

4M = discouraging

3♠ = Diamonds with slam interest, high shortage

3NT = Diamonds with slam interest, 2-2

4♣ = Diamonds with slam interest, low shortage

(... opener sets suit or cues for M over all these)

4M = no slam

4oM/5♣/5♦ = Voidwood with M agreed

3M = strong M raise, but no Minor interest

new suit = shortage

3NT = RKC for M

JS = Voidwood

3oM = 5om, 2M

4M = minimum, no interest in the Minor

3m = 5-5 GF (now 3 new suit expresses worry about other, rest natural)

3♥ after 2♥ = 4 SPADES, 5+ HEARTS GF

3NT = no fit

3♠/4♠ = fit, maximum/minimum

4♥ = fit, minimum

cue = Heart fit, maximum

double jump shift = auto-splinter, slam try+

raise = invitational

4M = balanced mild slam try (not great trumps)

**Super-Acceptance of Major transfers:** (standard, not Keri)

2NT = maximum, 4 trumps, no weak doubleton (re-transfer ok now)

New suit = maximum, 4 trumps, weak doubleton

Jump-Accept = minimum, 4 trumps

1NT-2NT-3♣-

3♦ = 5-4(+) both Minors, GF

3M = needs help in oM for NT

3NT = both M stopped, no m fit

4m = 5-card, fit-asking RKC  
 4NT = no fit  
 rest = RKC steps  
 4M = 5-5 Minors with void in M  
 4NT = invite  
 3NT = 5 ♣ quantitative  
 4♣ = 6♣-4♦ (now 4♦ sets Diamonds, else RKC steps for Clubs)

### SLAM IDEAS:

invites with 5m:  
 transfer to Diamonds then 3NT, or transfer to ♣ then 3NT

invites with 5M:  
 2-level transfer then 4NT = quantitative  
 4-level transfer then 4NT = RKC

quantitative invites:  
 2♠ will get the info you need  
 2♠-2NT/3♣-4NT is invite within context of minimum or maximum shown

invites with 6-carder:  
 With one suiter that wants to start asking, bid 2♠ then new suit is RKC for that suit (wrap around 3NT, which shows xx in that suit, but 4♣ is re-RKC) after RKC, spiral scan for trump Queen, side Kings, side Queens in that order, from high side suit to low side suit.  
 With more mild try, 2♣-2♦-2NT-3X-3M, then 4M, or 1NT-transfer-2M-4M.

single-suiter with shortage:  
 transfer then JS in shortage

with 4-4-3-2 or 4-3-3-3 shapes:  
 2♣-2♦-2NT and take it from there as charts above

with 5-4(+) Minors:  
 2NT-3♣-3♦

with 4M-5m:  
 transfer to Minor, then bid Major at 3-level

### HANDLING INTERFERENCE AFTER CONVENTIONAL CALLS:

1NT-2♣-(X)-  
 2♦ = normal, with Club stopper  
 Pass = no Club stopper (XX asks re-transfer, rest natural)  
 XX = to play (2♦ to play, 2M as if undisturbed)

1NT-2♣-(2♦)-  
 Double = penalties (pass, or bid as if undisturbed)  
 Pass = takes the transfer (Double is penalty, bids as if undisturbed)

1NT-2♣-(2♥+)-

Double = penalty + Diamond support (for running)

Pass = normal (Double is penalty, bids are as if undisturbed)

1NT-2♦/♥-(X)-

Pass = 2-card support (XX = re-transfer)

accept = 3-card

XX = 4-card (bid as if undisturbed)

1NT-2♠-(X)-

2NT/3♣ = normal, plus Spade stopper

Pass = denies stopper (XX to bid as if undisturbed)

XX = strong Spades