

Improvers' Lesson 1: Stayman

Board 1
North Deals
None Vul

♠ A J 3
♥ A J 6
♦ J 10 4 2
♣ J 9 5

♠ K
♥ 10 8 7 3 2
♦ K 9 7 3
♣ A 4 2

♠ Q 8 7 6 5
♥ 5
♦ Q 8 6
♣ 10 8 6 3

♠ 10 9 4 2
♥ K Q 9 4
♦ A 5
♣ K Q 7

West	North	East	South
	1 NT	Pass	2 ♣
Pass	2 ♦	Pass	3 NT
All pass			

North's 2 ♦ bid denies a major. South has enough HCPs for game, so bids 3 NT.

Lead: ♠ 5

Declarer can make 10 tricks, after forcing out the ♠ Q and the ♣ A.

Board 5
North Deals
N-S Vul

♠ A 10 3 2
♥ 10 9 6
♦ K J 9
♣ K Q 9

♠ K 9 8 7
♥ K 7 3
♦ 10 4 3
♣ J 8 5

♠ 6 5
♥ Q 5 4
♦ A Q 6 5 2
♣ 6 4 3

♠ Q J 4
♥ A J 8 2
♦ 8 7
♣ A 10 7 2

West	North	East	South
	1 NT	Pass	2 ♣
Pass	2 ♠	Pass	2 NT
Pass	3 NT	All pass	

North shows four spades, denying four hearts. South invites with 11-12 HCP and North accepts with a good 13 HCP hand.

Lead: Small diamond.

Declarer wins the lead and plays 4 rounds of clubs ending in dummy. Now declarer takes the spade finesse by leading ♠ Q.

Board 2
East Deals
N-S Vul

♠ J 10 9 8
♥ A J 7
♦ J 8 6 5
♣ 6 2

♠ 6 4 2
♥ K Q 10 4
♦ 9 4
♣ A Q 5 4

♠ K Q
♥ 8 6 5 3
♦ A Q 7 3
♣ J 10 7

♠ A 7 5 3
♥ 9 2
♦ K 10 2
♣ K 9 8 3

West	North	East	South
	Pass	1 NT	Pass
2 ♣	Pass	2 ♥	Pass
3 ♥	All pass		

West bids 2 ♣ Stayman and East shows 4 hearts. West invites game but East declines with a minimum hand.

Lead: ♣ 3

Declarer should finesse the ♣ K to make the contract.

Board 6
East Deals
N-S Vul

♠ A J 2
♥ A 7 6
♦ 6 5 2
♣ K J 10 6

♠ 10 9
♥ K Q 2
♦ J 10 7 4 3
♣ A 7 3

♠ K 8 3
♥ 10 4 3
♦ A K 8
♣ 9 8 5 2

♠ Q 7 6 5 4
♥ J 9 8 5
♦ Q 9
♣ Q 4

West	North	East	South
	1 NT	Pass	Pass
Pass	2 ♦	Pass	2 ♣
Pass		Pass	2 ♠
All pass			

South has a poor hand and could make a weak takeout bid of 2 ♠. However, with four hearts as well, South should try for either a 4-4 heart fit or a spade fit.

North has no 4-card major so bids 2 ♦. South now bids 2 ♠ to play (showing a weak hand with 5 spades and 4 hearts)

Lead: ♦ J (top of a sequence)

Board 3
South Deals
E-W Vul

♠ Q J 7 2
♥ J 10 7 4
♦ A J 7
♣ A 8

♠ A 8
♥ Q 9 6
♦ 6 4 3
♣ Q J 10 9 6

♠ 5 4 3
♥ K 8 5 2
♦ 10 9 2
♣ K 4 3

♠ K 10 9 6
♥ A 3
♦ K Q 8 5
♣ 7 5 2

West	North	East	South
	2 ♣	Pass	1 NT
Pass	4 ♠	All pass	2 ♠
Pass			

North bids 2 ♣ Stayman and South shows 4 spades.

North has the values for game with a fit in spades, so goes to 4.

Lead: ♣ Q (top of sequence)

Declarer draws trumps and should make 10 tricks by ruffing the third club in dummy.

Board 7
South Deals
Both Vul

♠ 6 3
♥ J 9 8 4
♦ J 8 7
♣ 10 9 8 6

♠ K Q 9 4
♥ A Q 2
♦ A 9 6
♣ J 7 3

♠ J 10 8 7
♥ 6 3
♦ 4 2
♣ A K Q 5 4

♠ A 5 2
♥ K 10 7 5
♦ K Q 10 5 3
♣ 2

West	North	East	South
	Pass	2 ♣	1 ♦
1 NT	Pass	4 ♠	Pass
2 ♠			All pass

West overcalls a strong 1 NT (16-18 HCP). East uses Stayman to try and find a major. West's 2 ♠ bid shows four spades and denies four hearts. East bids 4 ♠.

Lead: ♦ 7 (partner's suit)

Note that 3 NT cannot make on the lead of a small diamond from North.

Board 4
West Deals
Both Vul

♠ K 9
♥ 8 3 2
♦ K Q 8 5 3
♣ 7 3 2

♠ Q 5 3 2
♥ A J 6 5
♦ J 10 9
♣ A Q

♠ A J 10 6
♥ Q 9
♦ 6 4
♣ K J 10 9 6

♠ 8 7 4
♥ K 10 7 4
♦ A 7 2
♣ 8 5 4

West	North	East	South
	Pass	2 ♣	Pass
1 NT	Pass	2 NT	Pass
2 ♥	Pass		
4 ♠	All pass		

West shows four hearts (but can still have four spades). East's 2 NT guarantees four spades, denies four hearts and has 11-12 HCP, so invites to game.

West now knows they have a spade fit, so with maximum points, bids game.

Lead: ♦ K

Declarer must finesse for the ♠ K in the North hand.

Board 8
West Deals
None Vul

♠ K 7 6
♥ 8 5 4
♦ K 8 3
♣ Q 10 9 6

♠ Q 10 8 5
♥ A 3 2
♦ 10 9
♣ J 8 5 3

♠ A J 9 4
♥ K Q J 7
♦ Q 5 2
♣ A K

♠ 3 2
♥ 10 9 6
♦ A J 7 6 4
♣ 7 4 2

West	North	East	South
	Pass	2 NT	Pass
Pass	Pass	3 ♥	Pass
3 ♣	Pass	4 ♠	All pass
3 NT			

West uses Stayman (3 ♣) over partner's 2 NT (20-22) opening.

East shows four hearts and West's 3 NT promises four spades, so East can now bid 4 ♠ with the known fit.

Lead: ♣ 7 (unbid suit)

The importance of Stayman is again shown here. 3 NT cannot make on a small diamond lead from South.