PUPPET STAYMAN over 1NT

If your partnership occasionally opens 1NT with a 5-card Major, then it will regularly be smart to search for a 5-3 fit in a Major. Puppet Stayman is an effective tool to have for that search. **IMPORTANT**: Your partnership may have to adjust its current methods to include it.

A bid of 3♣ over opener's 1NT asks for a 5-card Major in opener's hand. The responder's hand <u>MUST</u> meet these <u>three</u> requirements:

- 1) Have enough strength for game (or more)
- 2) Have at least one 3-card Major
- 3) Have some anxiety about a final contract of 3NT; i.e. a singleton or weak doubleton in the hand.

The auction proceeds as follows:

<u>Opener</u>	<u>Responder</u>		
1NT	3 . *		
a)	3 ◆ - no 5-card Major, may have a 4-card Major		
b)	3♥ - five hearts		
c)	3♠ - five spades		

Now responder continues as follows:

1)	<u>Opener</u>	<u>Responder</u>	
	1NT	3♣*	
	3 ♦ *		3♥* = four spades
			3 ★ * = four hearts
			3NT = to play – was only interested in a 5-card Major
			4♣ = five clubs, slam try
			4♦ = five diamonds, slam try
			4NT = Quantitative
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2)	<u>Opener</u>	<u>Responder</u>	
	1NT	3♣*	
	3♥*		3♠* = agrees hearts, slam try
			3NT = to play – was looking for five spades
			4♣ = five clubs, slam try
			4♦ = five diamonds, slam try
			4♥ = to play
			4♠ = RKC for hearts (Kickback)
			4NT = Quantitative
3)	<u>Opener</u>	<u>Responder</u>	
	1NT	3♣*	
	3♠		3NT = to play – was looking for five hearts
			4♣ = five clubs, slam try
			4♦ = five diamonds, slam try
			4♥ = agrees spades, slam try
			4♠ = to play
			4NT = Quantitative
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PUPPET STAYMAN over 2NT

This convention allows the responder to search for the best contract when game+ values are held. Over 2NT, Puppet replaces regular Stayman

<u>Opene</u>	<u>r Responder</u>		
2NT	3♣ - asks for a 4 or 5-card Major		
a)	3 ◆ = no 5-card Major, but at least one 4-card Major		
b)	3♥ = five hearts		
c)	3♠ = five spades		
d)	3NT = no 4 or 5-card Major		

Here are some follow-ups:

1)	Opener 2NT 3◆	Responder 3.*	3♥ = shows four spades
			3♠ = shows four hearts
			3NT = to play – was only interested in a 5-card Major 4♣ = several meanings possible
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			4NT = Quantitative – was interested in a 5-card Major
2)	<u>Opener</u> 2NT	<u>Responder</u> 3♣	
	3♥	J.	3♠* = artificial, agrees on hearts, slam try+
	3.		3NT = to play – was looking for spades
			4. = natural, slam try, was looking for spades
			4♦ = natural, slam try, was looking for spades
			4♥ = to play
			4NT = Quantitative – was interested in spades
3)	<u>Opener</u>	<u>Responder</u>	
	2NT	3.	
	3♠		3NT = to play – was looking for hearts
			4♣ = natural, slam try, was looking for hearts
			4 ♦ = natural, slam try, was looking for hearts
			4♥ = <u>artificial</u> , agrees on spades, slam try
			4♠ = to play
			4NT = Quantitative – was interested in hearts
4)	<u>Opener</u>	Responder	
	2NT	3♣	
	3NT		Pass
			4C = natural, slam try, was looking for a Major
			4♦ = natural, slam try, was looking for a Major
			4♥ = stiff with three spades, 4-5 or 5-4 in minors, slam try
			4♠ = stiff with three hearts, 4-5 or 5-4 in minors, slam try 4NT = quantitative

Keep in mind that if you use Puppet over 2NT, you <u>CANNOT</u> use Smolen. You can handle the hand where responder has 5 hearts and 5 spades by transferring to 3♥ and then bidding 3♠, but the hand with 5 spades and 4 hearts is difficult. Discuss this with your partner before agreeing to play Puppet over 2NT.