

Puppet Stayman

After 1♣-1 -1 -1 -2♣

Responder may give a third negative when holding 0-2(3)HCP or bid as follows:

- 2 4M and 5+m (neither suit specified) then 2 asks with responses 2NT= + , 3♣= +♣, 3 = + , 3 = +♣ (low bids promise high-ranking suits, consistent with remainder of the system).
- 2 Shows a hand describable with Puppet Stayman and transfers (all balanced, all long-Major hands, both Minors) and guarantees a rebid after any non-game bid by opener, who is not constrained to bid 2NT.
- 2NT Three-suited hand, then 3♣ asks and the short suit is bid naturally (3NT = Club shortage).
- 3X Shows a single-suiter of (usually) at least 7 cards.

Notice that there is no question of right-siding hands once all the suit denominations have been bid at the one-level!

After 1♣-1 -1 -1 -2♣-2

2 and 2 are non-forcing, 2NT is 23+ balanced (Puppet Stayman and transfers), three-level bids are forcing.

Puppet Stayman Structure

After a 3♣ ask, opener responds 3 or 3 with a five-card suit, or 3NT with no four-card Major. Opener responds 3 with at least one four-card Major, whereafter responder bids 3 holding 4 **Spades**, 3 holding 4 **Hearts**, 3NT with no four-card Major and 4 with **both** four-card Majors.

After a 3 or 3 transfer, opener may superaccept by bidding 3 or 3 (as appropriate), deny support by bidding 3NT and show a normal acceptance by bidding 4 or 4 (as appropriate). After a 3NT denial, responder may repeat the transfer by bidding the suit below the one already shown.

After a 3 bid (both Minors), opener bids 3NT with a hand not suited for 5♣ or 5. With four- or five-card support, opener chooses a Minor suit at the four-level to show extras and the five-level to deny extras. With both Minor suits, opener may cue 4 or 4 or bid 4NT to deny the ability to cue.