

Puppet Stayman

When partner opens NT and we have enough points for game,
3C Puppet Stayman is used to identify a 5-3 or 4-4 fit in majors:

- and for strong hand to be Declarer

Situations to use Puppet Stayman:

- 1NT (15-17hcp) opening & responder have 10+hcp
- 2NT (20-22hcp) opening & responder have 5+hcp
- 2C followed by 2NT (23+ points) GF

Puppet Stayman

Responses to 3C Puppet Stayman:

- 3H/3S = 5 card suit
- 3D = no 5 card but at least one 4 card major, responder:
 - Bids suit that he doesn't have
 - 4C both majors with better hearts
 - 4D both majors with better spades
 - 3NT no 5 or 4 card major

Simple Stayman

After 1NT (15-17) opening and responder having <10hcp (usually 8-9hcp), 2C is Simple Stayman.

Responses to 2C Simple Stayman:

- 2H = 4 or 5 cards in hearts not denying spades
- 2S = 4 or 5 cards in spades
- 2D = No 4 card major

With few points, C shortage and tolerance for S/H/D, responder bids 2C (Garbage Stayman) and pass any bid by opener

2NT opening and responses

The 2NT opening is made of a balanced or semi balanced hand (not containing a singleton or void) with 20-22 points. It is not forcing.

a)

♠ K Q 7
♥ A Q 4 2
♦ J 4
♣ A K J 7

b)

♠ K Q 2
♥ A K J 2
♦ 9 5
♣ A K Q 8

c)

♠ K Q 7
♥ A K J 7 3
♦ A 8 6
♣ K 6

d)

♠ K 7 5
♥ A K J 7 3
♦ A K 9 4
♣ Q

e)

♠ A J
♥ A T 9 8
♦ K Q J 5 2
♣ A Q

Partner opens 2NT. What do you respond with:

a)

♠ 9 8 4 2
♥ 7 6
♦ K 5 2
♣ 8 7 4 2

b)

♠ 9 8 7 4 2
♥ 7 4
♦ K 5 2
♣ 7 4 2

c)

♠ Q 6 4
♥ K 9 5
♦ 7 6
♣ J 9 7 4 3

d)

♠ Q 6 4 3
♥ K 9 5 2
♦ 7 6
♣ J 9 7

e)

♠ Q 8 7 4 2
♥ A J 5
♦ 7 3
♣ 8 7 4

f)

♠ Q 9 8 7 4 2
♥ A J 5
♦ 7 3
♣ 8 7

g)

♠ 7 4
♥ 9 8 7 4 2
♦ K 5 2
♣ 7 4 2

1NT opening and responses

Partner opens 1NT. What do you respond with:

a)

♠ 9 8 4 2
♥ 7 6
♦ K 5 2
♣ 8 7 4 2

b)

♠ 9 8 7 4 2
♥ 7 4
♦ K 5 2
♣ 7 4 2

c)

♠ J 6 4
♥ K 9 5
♦ 7
♣ J 9 7 6 4 3

d)

♠ Q 6 4 3
♥ K 9 5 2
♦ J 9 7 6
♣ 7

e)

♠ Q 8 7 4 2
♥ A J 5
♦ 7 3
♣ 8 7 4

f)

♠ Q 9 8 7 4 2
♥ A J 5
♦ 7 3
♣ 8 7

Puppet Stayman

North

♠ K 8 6 3

♥ Q 8 7

♦ 9 4

♣ Q 6 3 2

Hand 1

Dealer South

♠ J T 9 4

♥ 3

♦ K J T 5 2

♣ 9 5 4

♠ Q 7 2

♥ J 6 4 2

♦ A 8 7

♣ J T 8

♠ A 5

♥ A K T 9 5

♦ Q 6 3

♣ A K 7

Puppet Stayman

East

♠ J 9 6 3

♥ J 7 5

♦ A 7 6 3

♣ Q 7

Hand 2

Dealer West

♠ 5 2

♥ K T 8

♦ 9 5 4

♣ J T 9 8 3

♠ T 8 7

♥ A 9 6 4

♦ T 8

♣ K 5 4 2

♠ A K Q 4

♥ Q 3 2

♦ K Q J 2

♣ A 6

Puppet Stayman

South

♠ A J T 4

♥ T 9 5 2

♦ J 7

♣ 9 3 2

Hand 3

Dealer North

♠ 7 6 5 3

♥ K J 3

♦ T 9 8

♣ A J 7

♠ Q 2

♥ Q 7 4

♦ 6 5 2

♣ Q T 8 5 4

♠ K 9 8

♥ A 8 6

♦ A K Q 4 3

♣ K 6

Puppet Stayman

East

♠ J T 6 4 2

♥ A Q 3

♦ K 5 3

♣ K Q

Hand 4

Dealer East

♠ 8 7 3

♥ T 8 6

♦ Q J T 9 2

♣ A 7

♠ A K

♥ 7 5 2

♦ 8 6 4

♣ T 9 8 5 4

♠ Q 9 5

♥ K J 9 4

♦ A 7

♣ J 6 3 2

Puppet Stayman

North

♠ A 8
♥ A Q 8 7
♦ Q 6 5
♣ Q J T 5

Hand 5

Dealer North

♠ K 5 3
♥ J 4 3
♦ K 9
♣ K 9 6 4 2

♠ T 9 6 2
♥ T 9 2
♦ A T 8 7
♣ 7 3

♠ Q J 7 4
♥ K 6 5
♦ J 4 3 2
♣ A 8

Puppet Stayman

East

♠ T 9 8 3

♥ J 7 2

♦ A 9 7 6

♣ A J

Hand 6

Dealer West

♠ 5

♥ 9 5

♦ K Q J T 8 2

♣ T 6 5 4

♠ A Q 7 4 2

♥ Q 8 4 3

♦ 3

♣ 9 7 2

♠ K J 6

♥ A K T 6

♦ 5 4

♣ K Q 8 3

Puppet Stayman

East

♠ J 8
♥ J 8 6
♦ J T 7 3
♣ K Q 8 7

Hand 7

Dealer South

♠ K 6 2
♥ K Q 4
♦ 8 6 2
♣ J 5 3 2

♠ Q 9 4
♥ 7 5 3
♦ A K Q
♣ A T 6 4

♠ A T 7 5 3
♥ A T 9 2
♦ 9 5 4
♣ 9

Puppet Stayman

South

♠ 8 6
♥ J 8 6 4 2
♦ 2
♣ K 6 5 3 2

Hand 8

Dealer West

♠ Q 3
♥ A K 9 5
♦ K T 9 8 7
♣ 9 7

♠ A J 9 7
♥ Q 3
♦ A Q 6
♣ A T 8 4

♠ K T 5 4 2
♥ T 7
♦ J 5 4 3
♣ Q J