

PuPpEt Stayman

A La ROMEX (Smolen 5/4 Majors Included) with 3S/3NT Inversions

Presented by Mike Savage

This Puppet Stayman step response method will ensure that all major suit 8-card or better fits will be found and that the 2NT opener will always be declarer in any major suit contract as well (usually right-siding the play).

For those partnerships that the memory strain in remembering my added 3S/3NT inversions shown in red below is too heavy, you can reverse them and have 3S actually show spades (imagine that ☺!) and have bidding 3NT mean that you just want to play 3NT. If you do so, you will occasionally have the responding hand declaring 4S instead of the big hand, which will sometimes wrong-side the play.

2NT (a 2NT opener or a 2NT rebid after having opened 2C) showing a very big, balanced hand:

3C = Asks if opener has a four or a 5-card major and can eventually show five spades and four hearts.

3D = Denies five spades, five hearts—*or four hearts*.

3H = Asks if opener has four spades.

3S = Shows four spades.

3NT = Denies four spades.

3S = **Relay to 3NT**.

3NT = **Shows five spades and four hearts** (so if you play in 4S, the big hand plays it).

Pass = Shows two spades.

4S = Shows at least three spades.

3H = Shows five *or four* hearts.

3S = Asks if opener has five or four hearts.

3NT = Shows four hearts.

4H = Shows five hearts.

3S = Shows five spades.

3NT = Shows two four-card majors.

4D = Transfer to hearts (responder has four hearts).

4H = Transfer to spades (responder has four spades).

3D = Transfer to hearts.

3H = Accepting the transfer.

3S = **Relay to 3NT with five hearts**.

3NT = Shows two hearts.

4H = Shows at least three hearts.

3NT = **Shows four spades as well as five hearts** (so if you play 4S, the big hand plays it).

Pass = Less than four spades and only two hearts.

4H = Shows three or more hearts.

4S = Shows four spades.

3H = Transfer to spades.

3S = Accepting the transfer.

3NT = Shows five spades.

Pass = Shows two spades.

4S = Shows at least three spades.

3S = Not part of Puppet Stayman and needs partnership agreement. It could be used for either of these:

#1. Minor Suit Stayman—asking if opener has a four-card minor.

#2. Artificial relay to 3NT in order to next show a one-suited minor hand with slam interest.