1N – 3♣: Modified Puppet Stayman

Based on an article by Justin Lall: https://justinlall.com/2011/09/07/puppet-stayman-after-a-1n-opener/

General Agreement

- 1N 3♣
 3◆ Denies a 5-card major; does not deny a 4-card major
 3▼ Promises five ▼s
 3♠ Promises five ♠s
- 3♣ is game-forcing. Opener's responses are restricted to 3♦, 3♥ or 3♠ (see above).
- Responder is not 4=4 or 5-4 in the majors, and usually not 4-3=3-3.
- Responder is most often
 - a) 5-3-3-2 with a 5-card minor, at least one major-suit fragment, and a worthless doubleton
 - b) 4-3=4-2 with a 4-card major, a 4-card minor, and a worthless doubleton

3♥/**3**♠: Opener Promises a **5**-Card Major

When opener's 5-card major matches responder's 3-card or 4-card suit:

1 N	3♣		1 N	3♣	
3♥	3♠	Strong slam try	3♠	4	Strong slam try**
	4♥	Game-force only		4♠	Game-force only

Without a fit, responder may subside in 3N, or may show a 5-card minor to continue a slam try by:

1 N	3♣		1N	3♣	
3♥	3 N	3=2=4=4	3♠	3 N	2=3=4=4
	4♣	3=2=3=5		4♣	2=3=3=5**
	4▲	3=2=5=3		4▲	2=3=5=3

With no fit for the minor, opener may retreat to 4N (minimum) or otherwise attempt to reach slam. (** **JL Inversion**: $4\clubsuit$ to signal a strong slam try in $\spadesuit s$, with $4\blacklozenge$ and $4\blacktriangledown$ as slam tries in the minors.)

3♦: Opener Denies a 5-Card Major

When opener denies a 5-card major, responder's 3♥ or 3♠ shows 4 cards in the other major. Otherwise, responder may subside in 3N or may continue a slam try by showing a 5-card minor:

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Shows 4 ★s: opener's 3N, 4★ to play; advance cue-bids agree ★s with maximum
Shows 4 ▼s: opener's 3N, 4▼ to play; advance cue-bids agree ▼s with maximum
Game-force only
Slam try in ♣, any 5-3-3-2 with 5 ♣s
Slam try in ♠, any 5-3-3-2 with 5 ♦s
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When opener rebids 3N, responder may pass, or show a 4-card minor to continue a slam try:

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1N
                                                    3♣
       3♣
                                             1N
3♦
       3♥
                                             3♦
                                                    3♠
3N
                                             3N
       pass
                                                    pass
              4=3=2=4 slam try
                                                            3=4=2=4 slam try
       4♣
                                                    4♣
              4=3=4=2 slam try
                                                            3=4=4=2 slam try
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Opener can cooperate with the minor suit slam try via Kickback, or discourage by rebidding 4N.