

Transfers

The Kootenay Jewel Bridge Club
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<http://watsongallery.ca/bridge/aaBidding/Transfers.pdf>

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Jacoby transfers

15 to 17	1NT	2♦	transfer to hearts
	1NT	2♥	transfer to spades
20 to 21	2NT	3♦	transfer to hearts
	2NT	3♥	transfer to spades
22 to 24	2♣	2♦	waiting
	2NT	3♦	transfer to hearts
		3♥	transfer to spades
25 to 27	3NT	4♦	transfer to hearts
	3NT	4♥	transfer to spades
28+	2♣	2♦	waiting
	3NT	4♦	transfer to hearts
		4♥	transfer to spades

When to use them

With a five-card major and any points, a transfer is made.

The exception is that when five-four in the majors, Stayman is used.

Transfers are a must to use over a Notrump opening because:

The strong hand plays the contract

Invitational Bids become available

The Pigeon Holes

0 to 4	The dead zone. You hope opponents overcall partner.
5 to 7	Partscore zone
8 to 9	Invitational
10 to 15	Game zone
16 to 25	Slam zone

Rebids after Jacoby transfers

2NT	five-card suit, invitational values (8-9)
3NT	five-card suit, game forcing values
3M	six-card suit, invitational values
4M	six-card suit, game forcing values

You know partner has two-card support for sure because he opened notrump
If you rebid notrump, partner will correct to the major with three or more
cards

The initial transfer shows a five card suit

Bidding a major not notrump is like bidding the major twice, therefore a
six+-card suit

Accepting an Invite

The notrump opener accepts an invite with any 17 or a good 16. A good sixteen has a five-card suit and a couple of tens. It is certainly never four-triple-three.

Major-suit Superacceptance

1NT	2♦	1NT	2♥
3♥		3♠	

Shows four card support, a nonminimum and not 4-3-3-3

Texas Transfers

1NT 4♦ transfer to hearts
1NT 4♥ transfer to spades

They are always on, including competition up to and including 3♣. The cuebid must be available for Texas transfers to be on. It shows enough for game, really weak or slamish wanting to use keycard Blackwood.

Three-Suited transfers

1NT 2♦ transfer to hearts
1NT 2♥ transfer to spades
1NT 2♠ transfer to clubs, pass or correct to diamonds
minor bust. Weak hand with a long minor

The minor could be five cards with zero points, but is mostly a six-card suit.

Four-suited transfers

1NT	2♦	transfer to hearts
1NT	2♥	transfer to spades
1NT	2♠	transfer to clubs
1NT	2NT	transfer to diamonds

to get 2NT, invitational 8 to 9 points, go through

Stayman

2NT after Stayman is now alertable as "may not have a four-card major"

Minor-Suit Superacceptance

1NT	2♠	1NT	2NT
2NT		3♣	

Shows Hxx or xxxx with 15-17 points

Minor Suit Stayman

1NT 2♠
asks for a four-card minor
responses are 2NT (no four-card minor) and 3♣ or 3♦

usually only done with 5-5 in the minors
slam interest

1NT	2♦	transfer to hearts
1NT	2♥	transfer to spades
1NT	2♠	Minor suit Stayman
1NT	2NT	transfer to clubs

to get 2NT, invitational 8 to 9 points, go through

Stayman

2NT after Stayman is now alertable as "may not have a four-card major"

To get a weak diamond hand, one can pick one of the following:

Use MSS and rebid 3♦

2NT is a transfer to clubs. Pass or correct to diamonds

1NT 2NT can be used as a transfer to clubs and a 4-4-4-1 hand if 3♣ is not passed

The best Version of MSS

1NT 2♠

2NT 3♣ slam try in clubs asking partner to cuebid if interested or bid 3NT if not interested.

3♦ slam try in diamonds asking partner to cuebid if interested or bid 3NT if not interested.

3♥ stiff heart with five-five in the minors

3♠ stiff spade with five-five in the minors