

Rationale

These notes support the concept of "4 suit transfers". It needs to be discussed with partner. Transfers bids have remained popular over our 1NT and 2NT bids since their inception some 35 years ago. There are three types of responding hands which are well-suited to the use of transfers:-

- hands where you want to invite game while holding a five card major
- two-suited hands
- deals where there are benefits in keeping the strong hand off the table

Here are the suggested responses to 1NT opening:-

- 2C Simple Stayman
- 2D! shows 5 hearts, strength unknown
- 2H! shows 5 spades, strength unknown
- 2S! shows 5 clubs, strength unknown
- 2NT! shows 5 diamonds, strength unknown
- 3B Your preference. Suit setting for slam try?
- 3NT to play
- 4C Simple Gerber
- 4H, 4S, 5C or 5D. to play. Resp. may have kings.

• *Choice of Game Contracts*

- 1NT 2D! Responder has 5 hearts and enough
- 2H 3NT for game. Pass with a doubleton or return to 4H with three or more.

• *Invitation to Game*

- 1NT 2D! Opener can pass, bid 3H, bid 3NT
- 2H 2NT or bid 4H. Remember, responder probably won't bid again. Bid game with a maximum.

• *Invitation with 6 trumps*

- 1NT 2D! 2D showed 5 hearts. So, bidding
- 2H 3H them again must show six. Opener
- ? can pass with a minimum or bid 4H with maximum. If responder has enough for game and six hearts, he needed to rebid 4H, not 3H.

• *Responder has a two-suiter*

When responder holds at least 5-4 in two suits, we transfer into the first suit, then bid the 2nd suit *naturally*. This is forcing for one round at least. With 5-5, responder transfers to the *higher* suit first. Otherwise, opener will presume 5-4 only. Knowing the likely shape, opener can choose the appropriate bid. He may not pass. If he can see game, then he should bid directly. Responder may only hold an invitational hand. Where responder's 2nd suit is a minor, the suit should be KQxx or 5-5.

- 1NT 2D! resp has 5 hearts and 4+ diamonds.
- 2H 3D opener has 2 hearts, 3 diamonds
- 3NT
- 1NT 2D! Resp has 5 hearts, 4 spades.
- 2H 2S Opener has 2 hearts, 3 spades
- 2NT and a minimum.
- 1NT 2D! Resp has 5 hearts, 4 spades.
- 2H 2S Opener has 3 hearts, 2/3 spades
- 3H and a minimum.
- 1NT 2H! Responder is 5-5 in majors
- 2S 4H Opener will pass or correct to 4S

• *2NT invitational to 3NT*

Since 2NT now shows diamonds, it cannot be used as a quantitative bid. This means we must go via 2C (Stayman) to invite opener to bid 3NT. Responder may not have a major. So, 2C must be alerted. 1NT 2C! This is our game invite in NT. 2H 2NT A major is not promised.

Try bidding these hands. West is dealer. Let's presume we are playing 1NT (15 – 17) :-

♠AK94	♠52	1NT	2D!
♥QT62	♥AK943	2H	3C
♦K92	♦Q	4H	P
♣A9	♣T7432		

Although only 16 HCP, 4th trump and short club suit are good features. Too good for just 3H.

♠AK94	♠3	1NT	2NT!
♥QT63	♥974	3D	3NT
♦K93	♦AQ7542	P	
♣A9	♣Q83		

This must show 6 diamonds. With just 5, responder wouldn't bother showing them. I have no quibble with a simple 1NT-3NT either. Six card suit promotes responder's hand.

♠AK93	♠52	1NT	2D!
♥62	♥AK943	2H	3C
♦J92	♦Q	4C	5C
♣AK65	♣T7432	4C, bypassing 3NT	

should be forcing. Opener should not bid 3NT with terrible diamonds. You can be quite sure responder can't control them. Yes, 6C will make on a good day. Try getting to 6C without a transfer system.

♠A92	♠KJ83	1NT	2D!
♥KQ	♥A9653	2H	2S
♦KJ86	♦972	2NT	P
♣Q982	♣T		

Responder may end up regretting not passing 2H. However, the lure of a fit or a tight game slightly favours the above bids.

♠A92	♠KJ763	1NT	2H!
♥KQ	♥T42	2S	2NT
♦KJ86	♦Q73	3S	4S
♣Q982	♣K7		

Responder's hand is slightly improved when the fit is found. SQ needs to be with North.

♠A92	♠KQ43	1NT	2S!
♥KQ	♥732	3C	3S
♦KJ86	♦A	4C	4NT
♣Q982	♣AKT63	5D	6C

♠A92	♠QJ7	1NT	2C!
♥KQ	♥A74	2D!	2NT
♦KJ86	♦Q73	P	
♣Q982	♣6543		

This is our invitational sequence, alerted all the way. Remember 2C doesn't promise a major.