

Improvers Lessons

Franklin Bridge Club

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Lesson Two

Transfers

Review

- Basic Rules of opening 1 NT
 - 12 – 14 HCP
 - Balanced Hand
 - No singletons or voids
 - No more than 1 doubleton
 - No 5 card majors

What could possibly go wrong?

How can you improve your chances of getting and making a contract?

No Trump problems

- Vulnerable to an opponent's long suit
 - How many holds or stoppers can you expect to have?
- “Transportation” problems
- We've just learned one solution – Stayman-
 - Helps you find a 4 card suit.

Another solution

- Transfers
 - Allows for effective use of a 5- or 6- card suit to strengthen a hand by turning NT into a suit contract
 - Thus getting the benefit of a trump suit and all its benefits

Note: Transfers must be alerted

Why do a transfer?

- Or put another way, why not just bid your suit and play on from there?
 - A transfer allows the NT opener (who has 12 – 14 points) to be the declarer.
 - Often you will choose to transfer with weak points. Just bidding your suit makes you (the responder) the declarer and your partner (the NT opener) dummy - leaving the points on display for all to see.

When to do a transfer?

- When your partner has bid 1 NT
- You have at least 5 of a suit
 - Majors – transfer to the major whether you are looking for game or not
 - Minors – transfer to minor with a long (6 cards) suit and very weak hand; otherwise, just rely on your minor suit to help you make a NT contract

Example

N	E	S	W
1 NT	Pass	2 S	Pass
Pass	Pass	Pass	

South is the declarer and North lays her hand down

OR

1NT	Pass	2 H	Pass
2 S	Pass	Pass	Pass

North is declarer and South lays his hand down

North's hand is still not visible to opponents.

Mechanics

- 2 ♦ Transfer to hearts - shows 5+hearts - any point count
- 2 ♥ Transfer to spades - shows 5+spades - any point count
- 2 ♠ Rangefinder – (11-12 or 19+) denying a 4-card major
- 2 NT Weak transfer to a minor (few points, 6+ cards)

More mechanics

- Opener must accept the transfer by bidding the implied suit.
- *Examples of transfers:*
- 1NT – 2D
2H –
- 1NT – 2NT
3C – *(with transfer to a minor, say 3C, your partner will pass or correct)*

Respondent's Next Step

Remember your partner knows what you have; you do NOT know what she has.

- **After a major Transfer (2D or 2H):**

- **Pass** Weak hand
- **2NT** Invitational (11-12) with exactly 5 of transferred major
- **3-level bid** of the transferred major Invitational (10-11) with 6+ of that major
- **2nd suit** Shows at least 5/4 and forcing 1 round **
 - This shows that your partner has 5 but is interested in going to game
 - With 6, she could just bid directly to game—your 1 NT bid has promised at least 2
- **3NT** Enough for game with exactly 5 of the transferred major
- **4-level bid** of the transferred major Enough for game with 6+ of that major

- **After a minor transfer (2NT):**

- Responder passes Opener's 3C or converts to 3D

Opener's rebid

- **After a 2♠ rangefinder:**

- 2NT minimum

- 3NT maximum

(Think about your hand, are you minimum or maximum? Don't think about their hand)

- **After 3C or 3D invitational:**

- Pass minimum hand and no honour in the minor.

- 3NT maximum hand and good support in the minor or holds the missing honour in the minor.



- A) Responder with a minimum hand

■ West	East	Bidding: West			East
♠ AQ8	♠ 643	1NT	2♦		
♥ 1063	♥ A97542		2♥	pass	
♦ AQ74	♦ J82				
♣ 863	♣ 72				

Another example

- Responder with an invitational hand

■ West	East	Bidding West East	
■ ♠ AK8	♠ 643	1NT	2♦
■ ♥ 106	♥ AK754		2♥ 2NT
■ ♦ AQ74	♦ 852		pass
■ ♣ 8632	♣ A9		

And another example

- Responder with an invitational hand

■ North	South	Bidding	North/South
♠72	♠A5	1NT	2♦
♥AQ4	♥J10983	2♥	3♦
♦K853	♦AQ10 4	4♥	pass
♣A762	♣QJ		