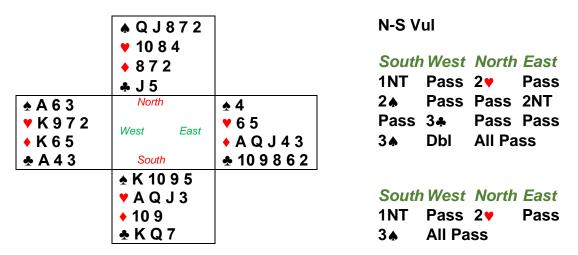
After a strong 1NT opening, transfers have two major benefits:

- They usually get the strong hand to be Declarer, which is an advantage in the play of the hand.
- Transfers allow for more precise auctions.

Super Accepts



Which of these two auctions do you prefer? If you are sitting E-W you rather like the first auction. East boldly balanced with 2NT, South belatedly got around to bidding 3, and West unsportingly doubled for +200.

N-S missed an opportunity here. South has four of Partner's Spades, and can "super-accept". Instead of bidding 2 at his second turn, he can venture to the three-level, (fairly) safe in the knowledge that his side has 9 trumps and is unlikely to come to much harm in 3 at. This freezes E-W out of the auction and N-S go for -100. That's a good result for N-S as their opponents have 10 easy tricks in Clubs or Diamonds.

Super-accepts come in various flavors (assume Spades are the suit in question):

- (a) Always super-accept with 3♠
- (b) Super-accept with 2NT to show a good hand (and four Spades, of course), and with 3♠ to show a poor hand.
- (c) Super-accept in a side-suit to show something or other in that suit (some show a doubleton, some show values in that suit, or whatever).

Our suggestion is (b), which is simple and effective. By the way, there is no reason not to play super-accepts if the auction starts **2NT 3** ◆ or **2NT 3** ♥.

After a super-accept, a **re-transfer** might be required, as in **1NT 2♥, 2NT 3♥, 3♠ Pass**. That 3♥ bid was not natural, it was getting the strong hand as Declarer.

Twenty-Six Choices

Assume that we are playing a 15-17 1NT. The auction begins **1NT 2♥, 2♠** and it's time for Responder to make her second bid. She will pass with a rotten hand. That leaves 26 bids to choose from. What do they all mean? Here's our best guess.

	*	•	•	•	NT
2					5 Spades 8 to 9- hcp. Invites game.
3	Natural, game-forcing. Could be slammish or else just looking for the best game.			6 Spades. Invites 4♠ or 3NT	5 Spades. Offers choice of 4 or 3NT
4	Could be splinter or RKC. You choose.	Splinter. Shows at least 6 Spades and asks Opener to evaluate her hand for slam purposes.		To play. Some use as slam try.	Invites slam.
5	Exclusion Key Card Blackwood.			No idea!	Grand Slam Force
6	Maybe Responder holds (say) ♠KJxxxx, ▼x, ◆, ♣AJxxxx, and wants to play in the small slam of Opener's choice.			To play.	To play.
7	♦, & AKJxx	onder has ♠A x, and wants 0 m of his choid n in real life.	To play.	To play!!!	