



Game Try with five-card major and 5:3:3:2 shape

If partner has opened 1NT and responder has 11-16 HCP, a near balanced hand (5:3:3:2) and a five-card major suit then responder first makes a transfer bid to tell partner about the five-card suit. Responder follows up with a NT bid giving partner a choice of contracts. The level shows either an invitational or a game force situation.

E.g. Responder (12HCP)

Invitational Situation (11-12 HCPs)

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	1NT	P	2♦ (👤)
P	2♥	P	2NT
P	?		

♠ J 10 9
 ♥ K Q 9 5 4
 ♦ A 3
 ♣ Q 7 4

Responder transfers to hearts and then re-bids 2NT; opener now has a complete picture and chooses from 2NT, 3♥, (🛑)3NT or (🛑)4♥. Responder passes.

Opener will:

Pass with two hearts and 12 HCPs; or

Bid (🛑)3NT with two hearts and 14 HCPs/good 13 HCPs; or

Bid 3♥ with three or four hearts and 12 HCPs; or

Bid (🛑)4♥ with three/four hearts and 14 HCPs/good 13 HCPs.



Game Try with five-card major and a second suit

If partner has opened 1NT and responder has 11-16 HCP, and another suit with four cards or more then responder makes a transfer bid and then bids the second suit to give the opener a choice of contracts.

Invitational Situation with two suits

E.g. Responder (11HCPs)

♠ J 10 9 6
 ♥ K 10 9 5 4
 ♦ A K
 ♣ 7 6

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	1NT	P	2♦ (🗣️)
P	2♥	P	2♠
P	?		

If possible, you re-bid at the two level to show 11-12HCP.



Opener will:

Pass with two hearts, four spades and
12 HCPs; or

♠ K 8 7 5
 ♥ A J
 ♦ Q 6 5 3
 ♣ K J 4

♠ K 8 7 5
 ♥ A J
 ♦ Q 6 3 2
 ♣ Q 8 4

Bid (STOP)4♠ with two hearts, four
spades & 14/good 13HCPs; or

Bid (STOP)3NT with two hearts, two or
three spades and 14 HCPs or a good
13 HCPs; or

♠ K 8 7
 ♥ A J
 ♦ Q 6 5 3
 ♣ Q 9 4 2

♠ K 8 7
 ♥ A J
 ♦ Q 6 3
 ♣ K J 8 4 2

Bid 2NT with two hearts, two or three
spades & 12 HCPs; or

Bid 3♥ with three or four hearts and
12 HCPs; or

♠ K 8
 ♥ A J 8 3
 ♦ Q 6 5 3
 ♣ K J 4

♠ K 8
 ♥ A J 8 3
 ♦ Q 6 3 2
 ♣ Q 8 4

Bid (STOP)4♥ with three or four hearts
and 14 HCPs or a good 13 HCPs.

Extended McKendrick for Game Try

The transfers method frees up the 2♠ response.

It can be used to transfer to a minor (previous lesson).

OR, when the responder has a balanced hand with no four card or more major suit, otherwise balanced, and eleven HCPs, responder can investigate the exact total HCP count.

♠	K 8 7
♥	A J 5
♦	J 6 3 2
♣	Q 8 4

With eleven HCP, responder bids 2♠ (ALERT).

Opener responds 2NT with 12 or 13 HCPs, but 3♣ with 14HCPs.

Responder will raise the 3♣ to 3NT OR pass the 2NT.

With twelve HCP, responder bids 2NT.

Opener knows this shows exactly 12HCP and can pass or raise accordingly.

♠	K 8 7
♥	A J 5
♦	Q 6 3 2
♣	Q 8 4