

Transfers

[Back to Basics](#)

Description: Red suit Jacoby *Transfers* is a *conventional* bid aimed at finding a major fit following a natural NT (1st) bid from partner. Responder is single suited in one major. Partner becomes declarer - an advantage, by making opponents lead into the concealed NT hand.

When to use: Its usages are;

- ❖ In response to partner's opening bids of 1NT and 2NT, or when partner has overcalled opponent's opening bid with 1NT.
- ❖ *It is not used following a NT response nor a NT re-bid*

Pre-requisites; Your hand must contain **5+ cards in one major suit**, and strength intended to either take-out (weak) or intended to invite/bid game.

- ❖ *However, for the latter, with a 5-card suit, anticipate the contract will revert to NT if no major fit is determined.*

Partner's Bid	Weak	Invitational	Game
1NT (12-14)	0-10 hcp	11-12 hcp	13-18hcp
2NT (20-22)	n/a	3-4 hcp	5-10hcp
1NT Overcall (16-18)	0-6 hcp	7-8 hcp	9+hcp

Invoke; *Transfers* are invoked by responding to partner's NT bid, as follows:

- Bid [**♦**-suit^{at lowest level} **(A)**] with 5+card **♥**-suit - 'Transfer to **♥**-suit'.
- Bid [**♥**-suit^{at lowest level} **(A)**] with 5+card **♠**-suit - 'Transfer to **♠**-suit'.

Partner's response: Partner is mandated to re-bid as follows;

Bid	Criteria
♥-suit at lowest level	Following ♦ transfer bid
♠-suit at lowest level	Following ♥ transfer bid

Your re-bid options up;



[NB] if your intention is a weak take-out.



Revert to NT if you have a **5-card suit**, at the appropriate level. I.e. [2NT] invite with invitational strength, [3NT] with game strength. *You do this because you have not established a 5-3 fit.*

- Partner, with 3+card support, will convert back to the major-fit. With maximum hcp, partner raises the invite to game. I.e. Either [3NT] with 2-card support else [4♥/♠].



Bid your major suit if you have a **6+card suit**. *You have a 6-2 or better fit! I.e. [3♥/♠] invite with invitational strength, [4♥/♠] with game strength.*

- Partner, with maximum hcp, raises the invite to game. I.e. [4♥/♠].

Examples. West opens weak 1NT & North passes. Do you use Transfers?

Hand-1	Hand-2	Hand-3	Hand-4
♠ A Q 10 7 3 ♥ J 5 ♦ K 9 3 ♣ J 19 6 (11)	♠ Q 4 ♥ K 9 7 5 3 ♦ 8 5 ♣ J 9 6 2 (6)	♠ A Q 9 6 4 2 ♥ A J 7 ♦ 9 8 ♣ K 8 (14)	♠ K Q J 10 8 7 4 ♥ A K 6 4 ♦ ♣ A 10 (17)

Hand-1	Invitational hcp + 5-card major. Bid [2♥] forcing partner to respond [2♠]. You now re-bid [2NT] inviting game in NT or ♠ ^{match}
Hand-2	Weak hcp + 5-card major. Bid [2♦] forcing partner to respond [2♥]. You now [NB]. Partner to play in a 2♥ contract.
Hand-3	Game hcp + 6-card major. Bid [2♥] forcing partner to respond [2♠] You now re-bid [4♠]. showing a 6-2+ ♠-fit and 26-28 chcp.
Hand-4	LTC=4 Slam territory in ♠ suit. Bid [2♥] forcing partner to respond [2♠]. You now re-bid [4♣(A)]. <u>Gerber</u> asking for Aces.

Difficult hands. West opens strong 2NT & North passes. Do you use Transfers?

♠ Q 10 7 4 2
 ♥ 6 4
 ♦ 10 8 2 (2)
 ♣ 9 6 3

No

Weak hcp and 5-card major

Your limited hand is probably better supporting partners 2NT than a weak take-out into 3♠!

Intervention: If opponents interfere, your partnership must agree if ‘*systems are still on*’ or ‘*systems are now off*’.

Remember; A Transfer response to 1NT has used up the traditional [2♦] and [2♥] weak take-out responses. Your partnership strategy must include an alternative approach to achieving a weak take-out in the ♦-suit.