

4 Suit Transfers

Make the Most of the Captain's Chair

references:

[http://web2.acbl.org/documentLibrary/play/Commonly_Used_Conventions/
jacobytransfers.pdf](http://web2.acbl.org/documentLibrary/play/Commonly_Used_Conventions/jacobytransfers.pdf)

<http://web2.acbl.org/documentLibrary/play/commonlyusedconventions.pdf>
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4 Suit Transfers

Recommended NT System

- * Stayman
- * Garbage Stayman
- * Crawling Stayman
- * Smolen
- * Major Suit Transfers
- * Minor Suit Transfers
- * Texas Transfers

4 Suit Transfers

Rationale

- * Why are transfers important?
- * Allows the strong hand to play
 - * Usually a 0.5-1.5 trick advantage
 - * Lead comes up to NT opener's high cards
- * Puts responder in control of the auction
 - * Can show weak, invitational, or strong hands

4 Suit Transfers

Jacoby (Major Suit) Transfers - Basics

- * Bid the suit **below** your 5+ card major
 - * 1NT-2♦! shows 5+ ♥
 - * 1NT-2♥! shows 5+ ♠
- * Responder is captain, NT opener **always** completes/accepts the transfer
 - * Super-accept: jump to 3 or bid new suit
- * Responder shows his hand:
 - * Pass if you're weak
 - * Bid 2NT or raise (extra length) ♥/♠, invitational
 - * Bid game if you're strong

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Jacoby Transfer Examples

* Responder: ♠ Axxxx ♥ Txxx ♦ xx ♣ xx

* Transfer to ♠, then pass

* Responder: ♠ Jx ♥ QJ98x ♦ AT9x ♣ Tx

* Transfer to ♥, then invite with 2NT (NOT 3♥)

* INT-2♦!-2♥-2NT-3♥-P- (opener is not inviting!)

* Responder: ♠ AJxxxx ♥ xxx ♦ QJx ♣ T

* Transfer to ♠, then invite with 3♠

* Responder: ♠ QT98x ♥ KQ ♦ Kxxxx ♣ T

* Transfer to ♠, then force to game with 3♦

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Super-Accepting

- * Always have 4 trumps (follow the LAW)
- * Have 16-17 HCPs with prime values
- * Std: Jump to 3 (MAX with 4 trumps)
- * Ciaffone: Jump to 3: MIN w/4 (nuisance)
- * Ciaffone: Bid next step up: MAX w/4
 - * Responder re-transfers and passes to decline
 - * Responder accepts by bidding new 2nd suit
 - * Responder re-transfers and bids new suit to splinter

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Teaser Answer

* Auction: INT-2♣- 2♦-2♠ ??

* Not GF, and not Garbage, therefore invitational

* Started with Stayman, so must have 4 card major

* Opener denied 4 in a major,

Responder must be 5♠ and 4♥ invitational

* What about 4♠ and 5♥ invitational?

* NOT: INT-2♣- 2♦-2♥, this is Garbage

* INT-2♦!- 2♥-2♠ this is 4♠ and 5♥

* NOTE: invitational auctions end at 2-level

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Minor Suit Transfers - Inferior Solutions

- * 2♠ relays to 3♣, pass or correct to 3♦
- * Advantage: 1NT-2NT is natural
- * 2♠ is Minor Suit Stayman,
2NT transfers to 3♣, 3♣ transfers to 3♦
- * Advantage: can show hands with both minors
- * Advantage: Strong hand always plays contract
- * Responder can only show weak hands
- * NT opener cannot super-accept

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Minor Suit Transfers - A Better Way

- * Bid 2 below your minor, at least 6 cards
 - * 1NT-2♠ shows any strength with 6+♣
 - * 1NT-2NT shows any strength with 6+♦
- * Gap is the suit in-between (NT or ♣)
- * Gap: a way to super-accept in the minors
 - * By partnership agreement, gap is either +/-
 - * Usually Gap+, means 3 cards including A/K/Q
 - * Accepting transfer means opposite of bidding gap

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Minor Suit Transfer Examples

* Responder: ♠ xx ♥ Qxx ♦ xx ♣ Qxxxxx

* Gap+: 1NT-2♠!-2NT!-3♣, or 1NT-2♠!-3♣-

* Responder: ♠ x ♥ Qxx ♦ ATxxxx ♣ QJx








* Gap-: 1NT-2NT!-3♣!-3♦, or 1NT-2NT!-3♦-3NT

* Responder: ♠ Ax ♥ x ♦ AQJxxx ♣ QJxx

* Gap+: 1NT-2NT!-3♣!-3♠-..., or 1NT-2NT!-3♦-3NT

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Review

- * Major suit transfers are announced, Minor suit transfers are alerted
- * Majors: bid suit below,  to ,  to ,
Minors: 2 suits below,  to , NT to 
- * Super-accept:
 - * Majors: jump to 3-level, or bid new suit
 - * Minors: bid the gap, if playing gap⁺

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Review Examples - Stayman & Transfers

* ♠ xx ♥ AQxxx ♦ Kxxx ♣ xx

* ♠ AQx ♥ Kxxx ♦ QJTx ♣ Kx

* INT-2 ♦ !-3 ♥ -4 ♥

* ♠ xxxx ♥ Kxx ♦ QJxxxx ♣ -

* ♠ AJ ♥ AJxx ♦ KTx ♣ Axxx

* (gap+) INT-2NT !-3 ♣ !-3/5 ♦

* ♠ xxxx ♥ AQJ ♦ Jxx ♣ ATx

* ♠ AJ ♥ xxxx ♦ AKx ♣ Kxxx

* INT-2 ♣ -2 ♥ -3NT

4 Suit Transfers

Review Examples - Stayman & Transfers

* ♠ Jxxxx ♥ Txx ♦ KTxx ♣ x

* ♠ KQx ♥ AKx ♦ Axxxx ♣ Txx

* INT-2♥!-2♠-P

* ♠ xx ♥ x ♦ AJxx ♣ AKTxxx

* ♠ AKQx ♥ Ax ♦ Qxx ♣ Qxx

* (gap+) INT-2♠!-2NT!-3♦-4♣(!)-4♥(!)-6♣

* ♠ x ♥ Axx ♦ JTxx ♣ Txxxx

* ♠ AKQT ♥ QJxx ♦ Qxx ♣ Kx

* INT-P