Jacoby Transfer

Everything You Always Wanted to Know, but Were Afraid to Ask

The Basic Convention

- Jacoby transfers are used when a player opens a natural 1 or 2 no trump and responder has at least one 5-card major suit.
- For this discussion we will assume that 1 no trump is equal to 15-17 points, with no singletons or void suits.

The Basic System

- After 1 no trump;
- Responder bids the suit just below the suit to which she wishes to transfer.
 - $-2 \Leftrightarrow$ when she wants to transfer to hearts.
 - -2 \checkmark when she wants to transfer to spades.
- Opener must complete the transfer by bidding the indicated suit.

After the Transfer

- Responder bids in the following manner, depending on his hand:
 - Weak hand
 - Invitational hand
 - Game forcing hand
 - Slam interest hand

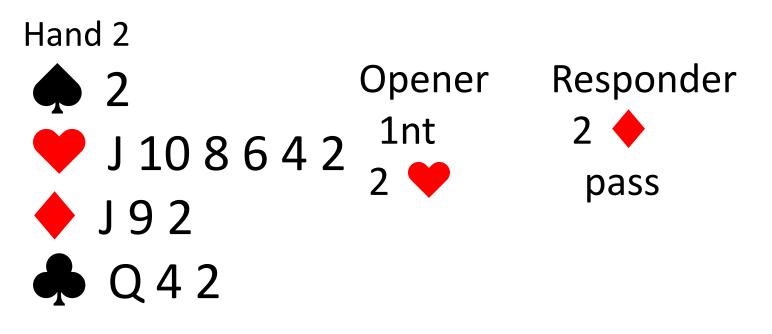
Transfer With a Weak Hand

• With 0-7 points, after the transfer, pass.



Transfer With a Weak Hand

• With 0-7 points, after the transfer pass.



Transfer With an Invitational Hand

- An invitational hand is 8 or 9 points.
- With a 5-card suit, transfer, then invite game by bidding 2 no trump.
 - Partner will know you have either 8 or 9 points and exactly 5 cards in the major suit.
- With a 6-card suit and 8 or 9 points, transfer then invite game by bidding 3 of the suit.
 - Partner will know that you have 8 or 9 points and exactly 6 cards in the suit.

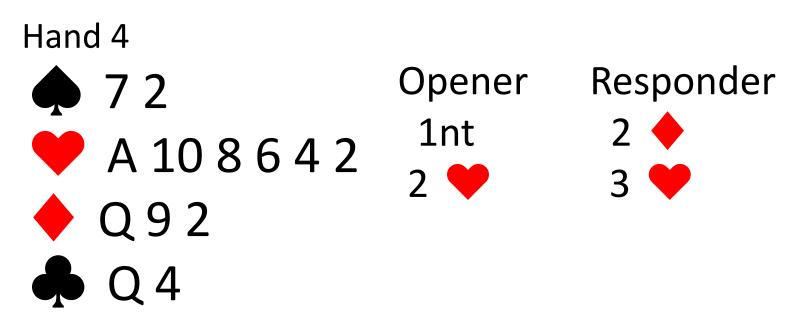
Transfer With an Invitational Hand and 5 Cards in the Major suit

• With 8-9 points, after the transfer, invite.



Transfer With an Invitational Hand and 6 Cards in the Major suit

• With 8-9 points, after the transfer, invite.

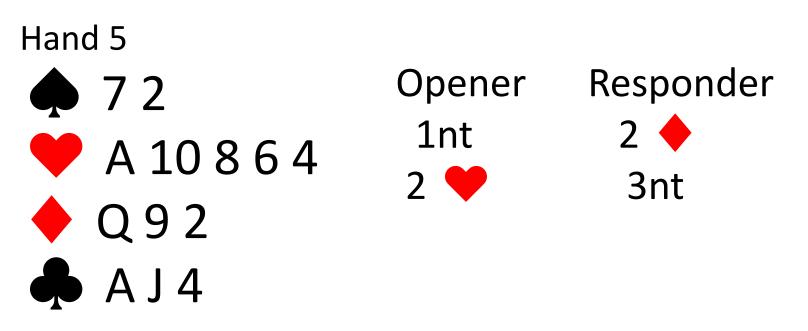


Transfers With a Game-Forcing Hand and a 5-Card Major Suit

- With 10+ points and a 5 card suit, you can show your hand in the following manner:
 - After the transfer, bid 3 no trump. (note the Jump)
 - The opener will know that you have 10 or more points, a relatively balanced hand and exactly 5 cards in the major suit.

Transfer with Game Forcing Hand and 5 Cards in the Major suit

• With 10+ points, after the transfer, bid 3nt.



Transfers With a Game-Forcing Hand and a 6-Card Major Suit

- With 10+ points and a 6-card suit, you can show your hand in the following manner:
 - After the transfer, bid 4 of the major suit.
 - The opener will know that you have 10 or more points and six or more cards in the major suit.

Transfer With an Invitational Hand and 6 Cards in the Major suit

- With 10+ points, after the transfer, bid game.
 - Hand 6 1097652 Opener Responder 1nt 2 1nt 2 $4 \Rightarrow$ A J 2Q 4

Exploring for Slam After a Transfer

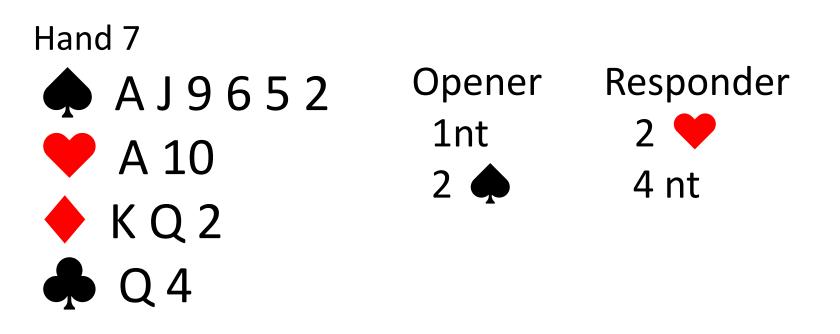
- Points to keep in mind:
 - As opening no trump bidder, you have no business thinking about slam, unless initiated by partner.
 - b. Partner knows your hand better than you know partner's hand.
 - As responder, count partner's points and your points. If the total is not very near 33 or higher, a slam is very unlikely.

Exploring for Slam After a Transfer

- Once you have determined that a slam has a reasonable possibility, you can proceed in one of two ways.
- You can simply bid 4 no trump (Blackwood).
 Doing this establishes the transfer suit as trump.
- You can bid a new suit <u>at the 4 level</u>. This also establishes the transfer suit as trump and shows 6-4 or 6-5 distribution.

Slam Exploration After a Transfer

• With a Slam exploration hand you might bid 4 no trump.



Slam Exploration After a Transfer

• With a Slam exploration hand you might bid a 4 or 5 card suit at the 4 level.

