



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  when she wants to transfer to hearts.
 - 2  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.

Hand 1

♠ K J 8 3 2
♥ 10 8
♦ J 9 6 2
♣ 8 2

Opener

1nt

2 ♠

Responder

2 ♥

pass

Transfer With a Weak Hand

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

Hand 2

♠ 2

♥ J 10 8 6 4 2

♦ J 9 2

♣ Q 4 2

Opener

1nt

2 ♥

Responder

2 ♦

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.

Hand 3

♠ K 9 7 5 3

♥ Q 10

♦ Q 9 4 2

♣ 9 2

Opener

1nt

2 ♠

Responder

2 ♥

2 nt

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

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

Hand 4

♠ 7 2

♥ A 10 8 6 4 2

♦ Q 9 2

♣ Q 4

Opener

1nt

2 ♥

Responder

2 ♦

3 ♥

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.

Hand 5

♠ 7 2
♥ A 10 8 6 4
♦ Q 9 2
♣ A J 4

Opener

1nt

2 ♥

Responder

2 ♦

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

♠ 10 9 7 6 5 2

♥ A 10

♦ A J 2

♣ Q 4

Opener

1nt

2 ♠

Responder

2 ♥

4 ♠

Exploring for Slam After a Transfer

- Points to keep in mind:
 - a. 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.
 - c. 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 **at the 4 level**. 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.

Hand 7

♠ A J 9 6 5 2
♥ A 10
♦ K Q 2
♣ Q 4

Opener
1nt
2 ♠

Responder
2 ♥
4 nt

Slam Exploration After a Transfer

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

Hand 7

♠ 7
♥ A Q 9 7 6 3
♦ 8 2
♣ A K Q 4

Opener

1nt

2♥

Responder

2♦

4♣