



St Annes Bridge Club

Lytham St Annes



Transfers (2)

- Wriggle
- Super accept/transfer bounce
- Stayman and Transfers
- Summary

1

Partner opens 1NT (12-14) you hold

♠	10 8 7 6 5 4
♥	J 7
♦	K J 3
♣	7 4

2 H

2





Partner opens 1NT (12-14) you hold

♠	A J 10 9
♥	J 3 2
♦	K J 4
♣	10 9 4

pass

3

Partner opens 1NT (12-14) you hold

	K 7
	Q J 9 8 4
	Q 3 2
	Q 9 8

2 D

4

Partner opens 1NT (12-14) you hold

♠	Q 9 8
♥	A J 4 3
♦	K 8 4
♣	J 3 2

2 C

5

Partner opens 1NT (12-14) you hold

♠	9 4 3
♥	K Q 7
♦	A J 4 3
♣	J 8 6

2 S

6





Partner opens 1NT (12-14) you hold

♠	7 4
♥	J 3 2
♦	9 6
♣	Q 10 8 6 3 2

2 S

7

Partner opens 1NT (12-14) you hold

	K 7 6
	A 5 2
	Q J 7 6
	Q 9 8

2 NT

8

Partner opens 1NT (12-14) you hold

♠	7 6
♥	J 6 5
♦	9 8 7 6 4 3 2
♣	A

2 S




9

Partner opens 1NT (12-14) you hold

♠	Q J 5 4
♥	8 6 4 3
♦	K 5 4 3
♣	7

2 C

10 Partner opens 1NT (12-14) you hold

	A K J
	K 8 7
	K 8 7 6
	Q 7 6

3 NT

Wriggle (simplified)

Action after 1NT -double

- 2C/D/H/S weak take out based on 5+ suit
- Pass (alerted) (may be able to stand double *or* no 5+ suit)
- If pass runs round to opener he **must** redouble
- If no intervention responder bids 4 card suits 'up the line', or passes if he can stand the double (doubled)
- Settle in lowest (undoubled) 2 level 'fit'





Wriggle (simplified)

Action after 1NT –pass-pass -double

- Opener must pass
- Responder passes if he can stand the double
- Bids a 5 card suit if he has one (weak takeout)
- Responder redoubles (alerted) if neither of the above
- Opener then bids 4 card suits ‘up the line’
- Settle in lowest (undoubled) 2 level ‘fit’





Super Accept/Transfer Bounce

You open 1NT partner responds 2H

	A J 9 5
	A 10 7
	9 7 2
	K 5 3

You respond:

2 S

	A J 9 5
	A 10 7 3
	6 2
	K Q 4

You respond:

3 S

With 4 card support and a maximum (and preferably a useless doubleton) jump in partners suit. He will go on to game if his is suitable (8-10 +distribution) or leave in 3 if weak

Stayman and Transfers

- If 4 card major alone or 4-4 majors use Stayman if intermediate or strong
- If 5 card major alone use transfers for weak/intermediate or strong
- If weak 5-4 major bid Stayman, if no fit found bid 5 card suit
- If weak 5-5 major bid Stayman if no fit bid weaker 5 card major
- If intermediate 5-4 major bid Stayman, if no fit found jump (invite) 5 card suit
- If strong 5-4 major bid transfer then bid 4 card major (game force)
- If intermediate/strong 5-5 major transfer to Spades jump to 4 Hearts (extended Stayman is an alternative)
- If 6+ major transfer then pass, jump to 3 or game depending on strength

Transfers Summary

- Stayman and Transfers apply over *all* opening No Trump bids and 1NT overcall
- To transfer into hearts/spades you must have 5+
- To transfer into clubs/diamonds you must have 6+
- Responder's second bid is natural
- After intervention (suit bid or double) Stayman and Transfers do not apply

Responses After Partner Opens 1NT (12-14)

Hand (no distrb points)	Balanced (no 4/ 5 card Major)	4 Major or 4-4 Major	5 Major	5-4 Major	5-5 Major	6+Major	6+Minor
Weak (0-10)	Pass	Pass, Except with 4-4 & 1/0 clubs bid 2C and pass reply	2D/2H then Pass , unless bounced (go to game 9/10)	Bid 2C if fit found re-eval if no fit found bid 5 card as weak takeout	Bid 2C to find best fit, re-eval if 8-10 2D response bid weaker 5	v weak transfer then pass Stronger transfer & bid 3/4	weak -3 of minor via 2 S 7-10 good suit +entry pass, 9-10 solid suit +entry 3NT
Interm (11-12)	2S(11) 2NT(12)	2C-2H/2S raise to 3 with 11 and fit, 4 with 12, 2C -2D-2NT	2D/2H then 2NT With 11 2D/2H then 3NT or new suit with 12	Bid 2 C if fit found - game. Bid 2C if no fit jump in major (invite) with 12, go 2NT (11)	Fit must be there so 5-5 hands can add 2/3/4 points so treat as strong	Fit must be there so treat as strong	Good suit (2 out of 3 top honours) bid 3NT If poor suit bid 2S (11) 2NT (12)
Strong (13+)	3NT	2C-2H/2S raise to 4 with fit 2C -2D-3NT	2D/2H then 3NT or new suit	Transfer to 5 card suit then bid 4 card suit at 3 level (forcing to game)	Transfer to spades, jump to 4 Hearts	Transfer jump to game	3NT or 3of suit (slam try)