

TRANSFERS – PART 1

28 NOV 2017

After a strong 1NT opening, transfers have two major benefits:

- They usually get the strong hand to be Declarer, which is an advantage in the play of the hand.
- Transfers allow for more precise auctions.

Super Accepts

	♠ Q J 8 7 2 ♥ 10 8 4 ♦ 8 7 2 ♣ J 5	
♠ A 6 3 ♥ K 9 7 2 ♦ K 6 5 ♣ A 4 3	<i>North</i>	♠ 4 ♥ 6 5 ♦ A Q J 4 3 ♣ 10 9 8 6 2
	<i>South</i>	
	♠ K 10 9 5 ♥ A Q J 3 ♦ 10 9 ♣ K Q 7	

N-S Vul

South West North East

1NT Pass 2♥ Pass
2♠ Pass Pass 2NT
Pass 3♣ Pass Pass
3♠ Dbl All Pass

South West North East

1NT Pass 2♥ Pass
3♠ All Pass

Which of these two auctions do you prefer? If you are sitting E-W you rather like the first auction. East boldly balanced with 2NT, South belatedly got around to bidding 3♠, and West unsportingly doubled for +200.

N-S missed an opportunity here. South has four of Partner's Spades, and can "super-accept". Instead of bidding 2♠ at his second turn, he can venture to the three-level, (fairly) safe in the knowledge that his side has 9 trumps and is unlikely to come to much harm in 3♠. This freezes E-W out of the auction and N-S go for -100. That's a good result for N-S as their opponents have 10 easy tricks in Clubs or Diamonds.

Super-accepts come in various flavors (assume Spades are the suit in question):

- Always super-accept with 3♠
- Super-accept with 2NT to show a good hand (and four Spades, of course), and with 3♠ to show a poor hand.
- Super-accept in a side-suit to show something or other in that suit (some show a doubleton, some show values in that suit, or whatever).

Our suggestion is (b), which is simple and effective. By the way, there is no reason not to play super-accepts if the auction starts 2NT 3♦ or 2NT 3♥.

After a super-accept, a **re-transfer** might be required, as in 1NT 2♥, 2NT 3♥, 3♠ Pass. That 3♥ bid was not natural, it was getting the strong hand as Declarer.

Twenty-Six Choices

Assume that we are playing a 15-17 1NT. The auction begins **1NT 2♥, 2♠** and it's time for Responder to make her second bid. She will pass with a rotten hand. That leaves 26 bids to choose from. What do they all mean? Here's our best guess.

					NT
2					5 Spades 8 to 9- hcp. Invites game.
3	Natural, game-forcing. Could be slammish or else just looking for the best game.			6 Spades. Invites 4♠ or 3NT	5 Spades. Offers choice of 4♠ or 3NT
4	Could be splinter or RKC. You choose.	Splinter. Shows at least 6 Spades and asks Opener to evaluate her hand for slam purposes.		To play. Some use as slam try.	Invites slam.
5	Exclusion Key Card Blackwood.			No idea!	Grand Slam Force
6	Maybe Responder holds (say) ♠KJxxxx, ♥x, ♦--, ♣AJxxxx, and wants to play in the small slam of Opener's choice.			To play.	To play.
7	Maybe Responder has ♠AKxxxxx, ♥--, ♦--, ♣AKJxxx, and wants Opener to bid the grand slam of his choice. This will never happen in real life.			To play.	To play!!!