

Leong Transfers after Opener Rebids 1NT

By Eric Leong

This article was assembled from the "Transfer Checkback" thread, March 2006, on rec.games.bridge. It largely consists of a repost from the "New Minor Forcing" thread, December, 2000. [Pete Matthews](#), June 10, 2009

The key advantage of using transfers with check back Stayman is responder can more easily describe his shape below the three no trump level and there are more sequences available to explore for game or slam. There was an article in the *Bridge World* about ten or more years ago called the Balanced Hand Principle (by David Morgan of Australia) which basically stated that the shapely hand should describe his shape so the balanced hand can evaluate the suitability of his HCP for responder. When you just use check back Stayman or new minor forcing alone, opener often doesn't have a very precise idea as to what responder's shape is so he can't tell how well his limited HCP fits.

Here is a brief summary - I wrote a *Bridge World* Article on this in 1989.

After the auction 1m - 1M; 1NT - ? the following rules apply.

1. All two level suit bids are forcing and artificial. Therefore, you cannot pass a two level bid.

2C Checkback for the major. Opener bids 2D without major suit support. Used mainly for invitational hands.

2D Transfer to hearts

2H Transfer to spades

2S Puppet to 2NT, shows a big minor suit raise for partner. If responder now bids a new suit at the three level, he is showing a shortness in the suit.

2. If you transfer and bid again then the auction is forcing to game. Therefore, you must obey the transfer as there is no need to take a jump preference. Responder will either have a weak hand uninterested in game or he has a game going hand. The only exception auction is 1C - 1S; 1NT - 2D; ?. Opener can bid 2S instead of 2H.
3. If you transfer and then bid 2NT, you show at least a four card minor suit raise for partner. Partner puppets to 3C and then you continue to show your shortness. Therefore, if you transfer and raise partner's minor directly you show a three card minor suit fragment.

Example 1:

S Qx	S AKxxx
H Axx	H KQxx
D xxx	D x
C AKxxx	C Qxx

1C	1S
1NT	2D (1)
2H	3C (2)
4C	4S
5H	6C
Pass	

- (1) Transfer to hearts
(2) Club fragment

Example 2:

S Qxx	S AKxx
H xx	H KQxxx
D AQJxx	D x
C Axx	C Kxx

1D	1H
1NT	2D (1)
2H	2S
2NT	3C (2)
3NT	Pass

- (1) [Transfer to hearts]
- (2) [Possible club fragment]

Example 3:

S Qx	S AKxx
H Axx	H KQxxx
D xxxxx	D x
C AQx	C Kxx

1D	1H
1NT	2D (1)
2H	2S
2NT	3C (2)
3H	3S
4C	4D
4H	4S
5C	5H
6H	Pass

- (1) Transfer to hearts
- (2) Possible club fragment

Example 4:

S xx	S KQxxx
H AQxx	H xxx
D Axxx	D QJxx
C Kxx	C x

1D	1S
1NT	2C(1)
2D(2)	Pass

- (1) Checkback for spades
- (2) Denies three card spade support

Example 5:

S xxx	S AKxx
H Jxx	H AQx
D AQJ	D x
C Axxx	C QJxxx

1C	1S
1NT	2S (1)
2NT	3D (2)
3NT	4C (3)
4NT(4)	Pass (5)

- (1) Puppet to 2NT shows a big club raise (and denies five spades)
- (2) Shows diamond shortness
- (3) I still like my hand even after some diamond wastage
- (4) I still hate my hand opposite your diamond shortage.
- (5) Okay, okay.

Example 6:

S xx	S AKxx
H Kxxx	H AQx
D AQx	D x
C Kxxx	C QJxxx

1C	1S
1NT	2S (1)
2NT	3D (2)
3NT	4C (3)
4D(4)	4H (5)
6C(6)	Pass

- (1) Puppet to 2NT shows a big club raise (and denies five spades)
- (2) Shows diamond shortness
- (3) I still like my hand even after some diamond wastage
- (4) A better hand than you might expect for diamond wastage
- (5) Heart feature, asking partner to bid 6C with anything additional.
- (6) Doubleton spade and prime cards can't be all that bad.

Example 7:

S xx	S AKxx
H Jxx	H KQxx
D AQx	D x
C AJxxx	C Qxxx

1C	1H
1NT	2H (1)
2S	2NT(2)
3C(3)	3D(4)
3NT(5)	Pass

- (1) Transfer to spades
- (2) Artificial 4+ minor suit raise
- (3) Puppet Response
- (4) Stiff Diamond

(5) Diamonds well stopped.

Example 8:

S Jx	S AKxxx
H xxxx	H x
D AQxx	D Kxxx
C AQx	C Kxx

1D	1S
1NT	2H (1)
2S	2NT(2)
3C(3)	3H(4)
4C(5)	4D(6)
5D(7)	Pass

- (1) Transfer to spades
- (2) Artificial 4+ minor suit raise
- (3) Puppet Response
- (4) Stiff Heart
- (5) Club feature
- (6) Tell me more
- (7) Nothing more to add