

Transfers II

- We all already know transfers to the majors over 1NT openers or overcalls
 - 1NT-p-2D!- (5 hearts)
 - 1NT-p-2H!- (5 spades)
- The most common follow-ups to transfers over 1NT are these (no interference)
 - 1NT-2D; 2H – pass [5 or 6 hearts, 0-7 points, no game interest]
 - 1NT-2D; 2H – 2NT [5 hearts, 8-9 points, invitational]
 - 1NT-2D; 2H – 3H [6 hearts, 7- bad 8 points, invitational]
 - 1NT-2D; 2H – 3NT [5 hearts, 9-15 points]
 - 1NT-2D; 2H – 3C, 3D [5♥, 5+♣ or ♦, natural & forcing]

Texas Transfers

- **A Texas Transfer is a transfer to the game level in a major**
- **Texas Transfers should be announced (“Transfer”) just as regular transfers are**
- **1NT-4D** (shows 6-8 hearts, enough values for game)
- **1NT-4H** (shows 6-8 spades, enough values for game)
 1. If 6 pieces, medium 8 HCP or better
 2. If 7 pieces, 4 HCP or better
 3. If 8 pieces, just do it!
- Texas Transfers are played in conjunction with regular transfers to the majors. They are a good use of the 4♦ and 4♥ bids (rather than playing them as natural)
- **Texas Transfers are ON over interference through 3♠** (3 level preempts over 1NT can be very effective!)

♠ 6
♥ KQT9742
♦ J953
♣ T

1NT-(3♠)-?? --- Bid 4♦, a transfer to hearts. The heart game will make the majority of the time but best to have the strong hand play it.

Implications for Slam Auctions playing Texas Transfers

- The main principle is that you always want to play in at least an 8 card fit if you're playing in a suit contract
- 1. 1NT-4H!; 4S – 4NT (4NT is **Blackwood** or RKC), the Texas Transfer shows 6+ spades so you know you have at least 8 spades between you
- 2. 1NT-2H!; 2S – 4NT (4NT is **quantitative** showing 5 spades and 15-17 HCP. 1NT opener might have only two spades where NT figures to be a better spot.
 - a. With 3+ spades and a max, opener should bid 6S
 - b. With 2 spades and a max, opener should bid 6NT
 - c. With a minimum, opener should pass regardless of the spade holding (don't bid 5S; play 4NT)
- 3. 1NT-4H!; 4S – pass (responder has 6+ spades and is only interested in game)
- 4. 1NT-2H; 2S – 4S (4S here shows 6+ spades and is a mild slam try if partner is at the top of the 1NT range with useful spades.)

Texas Transfers over other NT bids

- They should be used over other auctions that show big balanced hands
- They still show 6+ cards in that suit
 - 2NT (20-21 HCP); 4D! == Texas Transfer to 4H (6+ pieces)
 - 2NT; 4H! = Texas Transfer to 4S (6+ pieces)
 - 2C-2D; 2NT (22-23 HCP)-4D! = transfer to 4H (6+ pieces)
 - 2C-2D; 2NT-4H! = transfer to 4S (6+ pieces)
 - (2D)-2NT; (p) – 4D!, 4H! == transfers
- As above, a Texas Transfer followed by 4NT is **Blackwood**. A 3 level transfer followed by 4NT is **quantitative**.
- On the auction 2C-2D; 3NT (24-26 HCP), 4D is a transfer to 4H and 4H is a transfer to 4S, but you only need 5 cards to do so
 - Responder is allowed to pass 3NT on these auctions with a bad five card major. You should always transfer with 6+ in a major.

One exception in standard bidding

- After a direct overcall of **3NT over a 1 level opener**, transfers are not on. Advancer's bids are natural but should pass with most hands.
 - Partner passes, RHO opens 1C, you hold:

♠ 8
♥ AQ
♦ AKQT542
♣ K62

It is reasonable to bid 3NT on this hand and hope to run 9 tricks on a club or heart lead. Advancer, holding....

♠ JT9642
♥ 842
♦ 93
♣ Q3

...should trust partner and pass 3NT. However, if advancer chooses to bid, bid **4S (not 4H)**.

- If partner had a big balanced hand, he would have started with a double. These 3NT overcalls tend to show one long running suit with enough stuff outside to make nine tricks. They usually are unbalanced.

4 Way Transfers

- Most intermediate to advanced players today play a version of 4 way transfers, which allow for transfers to the minors
- You need 6 cards in the minor to transfer to it. No exceptions!

1NT – p - ??

762
98
T42
T7632

- Partner is not making 1NT and you probably won't take any tricks, but the 3 level is not safe (partner might have Jx of clubs). Pass and wish partner the very best of luck (they probably have a game).

3 different structures.

1. Beginners are typically taught:

1NT:

2C = stayman

2D = transfer to hearts

2H = transfer to spades

2S = "Partner, bid 3C. I will pass that with clubs or correct to 3D."

2NT = natural, invitational

3C, 3D = natural & forcing to game.

- That system make responder declarer a lot, so another option is:

2. 1NT:

2C = stayman

2D = transfer to hearts

2H = transfer to spades

2S = transfer to clubs

2NT = natural, invitational

3C = transfer to diamonds

- Most tournament players play system 3, which leaves one step in between the minor suit transfer

3. 1NT:

2C = stayman or balanced invitational

2D = transfer to hearts

2H = transfer to spades

2S = transfer to clubs

2NT = transfer to diamonds

- 1NT-2C; 2x - 2NT playing this system can show hands without a 4 card major because the 2NT bid is a diamond transfer*.
 - * Easy to forget and you probably will a couple times. 😊
- The bid in between allows 1NT opener to express whether she likes the suit or not
 - If you play "pre-acceptance", the bid in between says "I like it."
 - If you play "post-acceptance," bidding the minor says "I like it."
 - Post-acceptance better in theory; pre-acceptance better in practice especially if this is new to you

- The bid in between is a wake-up call reminding responder something different happened here.
- The hand below assumes “pre-acceptance”

♠ AQ82
 ♥ AJ53
 ♦ AQT9
 ♣ 43

♠ 93
 ♥ T42
 ♦ 65
 ♣ AQ8752

1NT-2S!; 3C!!

! = transfer to clubs

!! = I don't like clubs

- Even with a 17 count, the lack of a club fit makes 3NT a poor contract.

♠ AT4
 ♥ A753
 ♦ AT9
 ♣ K43

♠ 93
 ♥ T42
 ♦ 65
 ♣ AQ8752

1NT-2S!; 2NT!! – 3NT!!!

! Transfer to clubs

!! The step in between says I like clubs!

!!! Well, with the club king I'm providing 6 tricks -- 3NT should be a favorite.

What do I need to preaccept as opener?

- People have varied opinions but:
 - Axx, Kxx or better, and any 4 card support regardless of honors == yes
 - Ax, Kx, QJx, QTx, QJ == maybe (up to the partnership)
 - xx, xxx, Qx, Jx == no.