#### **Transfers**

After any of the NT openings bid you will need to have an understanding with your partner how to bid on from there. You need a way to stay in 2H or 2S with weak hands that are not suitable to be played in NT, or else play in a minor suit at the 3 level. You need to know when to INVITE to game as well when to FORCE to game. I am going to tell you how Transfers and Stayman and Rangefinder can help you achieve all of these.

<u>Transfers, Stayman and RangeFinder are conventional Bids</u> — that means that are not natural bids so they have to be alerted by the partner of the person transferring i.e. the opener of 1NT There are always exceptions to rules and the exception here is the Stayman Bid (2Club) — it does not have be alerted

#### **Let's Talk about Transfers First**

Transfers are a way of showing a 5+major suit or a 6+ minor suit after a 1NTor a 2NT opening –

As with any Bridge system or convention you and your partner need to be on the same wavelength, so before you start playing you need to decide whether you are playing Stayman and Transfers and Rangefinder.

The Advantages of Transfers are:-

- The NT hand is declarer when responder is weak
- Responder can describe her hand more accurately after a transfer to get into the best contract
- The partnership can play a weak major or minor suit contract

#### Responses to 1NT – If you are playing Transfers and Stayman

Pass with a Balanced hand with less that 10 points

2 Clubs Stayman – askes for a 4 card major – 10 – 11 points

2 Diamonds Transfer to hearts – shows five card heart suit- any point count
 2 Hearts Transfer to spade s shows five spade suit – any point count
 2 Spades Range finder – (11 – 12 points) denying a four card major

2NT Weak transfer to a minor

# Transfers are always initiated by the partner of 1NT Opener Opener MUST accept the transfer by bidding the implied suit.

To transfer you must have at least a five card major i.e.—you can have a six card major suit but you cannot transfer with only a four card major suit.

As long as you have a five card major you can transfer with any point count—so that means you can transfer whether you have a weak or strong hand Let's say your partner opens 1NT

You know exactly what she has (balanced hand and 12 - 14 points) and you know what you have e.g. 2 or 3 points – so you know at the most, you have 17 points – that means the opposition have at least 23 points

If your hand is balanced you pass- there is nothing you can do that will help the situation – except pray that the opposition will bid a suit rather than X (we will talk about doubling later on so I won't say any more about doubles tonight)

If you have 2 3 points and a five card major suit – there is hope! you must transfer your partner to that suit by calling the suit below your five card major – so if your five card major is hearts you transfer your partner to hearts by bidding 2D, if your five card suit is spades you transfer your partner to spades by bidding 2H hearts. The worst that can happen is that you will be playing in 5/2 fit and you have a good chance of making your contract – and you never know you might strike it lucky and your partner may have 3 – 4 hearts.

Once you have asked your partner to transfer – and who <u>must</u> accept the transfer and <u>never</u> pass the 2D or 2H bid - you PASS

two weak hands

 If your hand is weak and after you have transferred your partner to your 5 card major you will play in at least a 5/2 major fit and it will be far safer than playing in 1NT with

D NV AQJ5 ¥ K97 • 74 AK965 ٧ Vest **∧** K 4 **▲** 10 9 2 ♥Q654 VA 1082 ♦ K9653 A 1082 **4** 10 3 + Q 4 NV HCPs 13 A 8763 12 6 W 13 9 Q J ♣ J 8 7 2

The hand on the left was one we played on the third night of the Autumn Pairs in April

I was North and I opened 1NT-my partner passed - he added up my 12-14 points and added his 9 and thought we have plenty of points to make 1NT

East leads his fourth highset Diamond (5) and we lost out first 5 tricks, plus 2 hearts and one Spades and got a bad board

What he should have done was Bid 2H (transfer to spades) after my 1NT bid and when I bid 2S he passes. We make 3 spades which is a very good board

#### Responder's subsequent action after opener has accepted a Major Transfer (2D or 2H)

Pass Weak Hand

2NT Invitational (11-12 points) with

exactly 5 of a transferred major

3level bid of the transferred major Invitational (10 - 11)

With 6+ of that major

2<sup>nd</sup> suit Shows at least 5/4 and forcing for

One round

3NT Enough for game with exactly 5 of

Of the transferred major

4 level bid of the transferred major Enough for game with 6+ of that major

Now lets's see what you can do if you have 11+ points after your partner has opened 1NT - and you have asked (commanded) him to transfer to your 5 card suit- this is in the INVITATIONAL point range and you want to find out how many points your partner has so that you can go to game if he has enough points.

You bid 2NT – this tells your partner -"I have 5 hearts (or spades) and 11 – 12 points"

### So you see you have had a second chance to describe your hand – once when you asked him to transfer and again to show him your point count.

If your partner has 3 or more hearts (or spades) and 13-14 points he goes straight to game in hearts

If he has 2 hearts (or spades) and 13 – 14 points he goes to 3NT

If he has 3 hearts 12 points he goes to 3Hearts

If he has 2 hearts and 12 points he passes 2 NT



#### By using the transfer you and your partner are working together to play your hands in the best contract

If your hand is strong - 13 – 18 points, - this is the GAME FORCING RANGE and you must take control and bid game.. So with 5 spades you bid 2H and transfer your partner to spades and then you bid 3NT and let your partner choose – if he has 3 or 4 spades he will change the bid to 4S. If he has only two of the transferred suit he will pass your

If you have had 6 spades you will go straight to 4S – your partner has promised you at least 2 when he opened 1NT so you know you have at least a 6 - 2 fit.

Transfers can be made after a 1NT and a 2NT opening

The method above is the same for 2NT, but you do not need as many points to put your partner to game

If your partner opens 2NT - 20 -22 points – you only need to have 3+ points to bid game. If you have 5+ hearts or spades you will transfer your partner to your major suit and then make the invite to game with

- If you 0 − 3 points you will PASS
- With 3+ points you will bid 3NT and let your partner choose whether to play the game in the major suit or 3NT

#### RangeFinder

After your partner has opened 1NT and you have 12 points and you do not have a four or five card major you bid 2S – this tells your partner you have exactly 12 points and if he has 13 or 14 points he bids 3NT

Sometimes those pesky opponents go and spoil our fun by bidding!
If your partner,( sitting North) opens 1NT and you were all set to call 2H
(transfer to spades) and East pops in a bid of 2D. What do you do?
When there is a bid or Double by opponents the Transfer is called off, so all bids after an interfering bid are natural. You will need to reassess your hand again – if it was very weak hand you pass.

If it was 10+ hand with 5 spades, bid your spades.

I'll tell you how to handle the double in my next class

#### Now let's talk about Stayman.

Stayman is a bid of 2Clubs that you make after your partner has opened 1NT - that asks a specific question. —" Do you have a 4 card major, Partner"

To make this 2Club (Stayman) bid you must have At least one four card major suit and 11+ points Or

At least 5-4 in the majors with any point count.

If you have a five card major suit and a four card major suit you do not transfer You stayman — asking partner to bid the major and try and get the fit if he says 2D you bid your five card major — that tells your partner that you have both majors but you have a five card for the one you are rebidding.

