



Transfer bids when replying to 1NT – why?

1. More accurate bidding when deciding whether to play in a suit contract or in no-trumps
2. The NT opener becomes declarer protecting the scattered honours it usually holds.

Weak Take Out

Using transfers for weak take out, the responder will pass the transferred bid.

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	1NT (🗣️)	P	2♦ (🗣️)
P	2♥	P	P
P			

Game Tries

If the responder's re-bid is not pass, a game try is in progress.

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	1NT (🗣️)	P	2♦ (🗣️)
P	2♥	P	A further bid

The responder's re-bid shows shape and strength of the

hand. This is the most valuable part of the transfer method.

The re-bid can show both invitational and game forcing situations. It can show 5:4:2:2, 5:3:3:2 or 5:5:2:1 shapes. This information lets opener choose the best contract for the pair.



Game Try with five-card major and 5:3:3:2 shape

If partner has opened 1NT and responder has 11-16 HCP, a near balanced hand (5:3:3:2) and a five-card major suit then responder first makes a transfer bid to tell partner about the five-card suit. Responder follows up with a NT bid giving partner a choice of contracts. The level shows either an invitational or a game force situation.

Invitational Situation (11-12 HCPs)

N E S W

1NT (🗣️)

P

2♦ (🗣️)

E.g. West (12HCP 5:3:3:2)

P

2♥

P

2NT

♠ J 10 9

♥ K Q 9 5 4

♦ A 3

♣ Q 7 4

P

?

Responder transfers to hearts and then re-bids 2NT; opener now has a complete picture and chooses from:

2NT(Pass),

3♥,

3NT or

(🛑)4♥.

Responder passes.



B3 L10 Transfers for Game Tries NOTES

When game is on

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	1NT (megaphone)	P	2♦ (megaphone)
P	2♥	P	(STOP!) 3NT
P	?		

E.g. West (16HCPs 5:3:3:2)

♠	J 10 9
♥	K Q 9 5 4
♦	A K
♣	Q J 4

With five hearts and 13-16 HCPs, responder transfers to hearts and re-bids (STOP!) 3NT.

Opener will:

Pass with two hearts; or

Bid 4♥ with three or four hearts.



Game Try with five-card major and a second suit

If partner has opened 1NT and responder has 11-16 HCP, and another suit with four cards or more then responder makes a transfer bid and then bids the second suit to give the opener a choice of contracts.

Invitational Situation with two suits

E.g. Responder (11HCPs)

♠ J 10 9 6
♥ K 10 9 5 4
♦ A K
♣ 7 6

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	1NT (🗣️)	P	2♦ (🗣️)
P	2♥	P	2♠
P	?		

If possible, you re-bid at the two level to show 11-12HCP.



B3 L10 Transfers for Game Tries NOTES

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	1NT	P	2♦ (📢)
P	2♥	P	2♠
P	P		

e.g., East

♠ K 8 7 2
♥ A 9
♦ Q 6 3
♣ K 9 8 4

East passes with two hearts, four spades and 12 HCPs.

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	1NT	P	2♦ (📢)
P	2♥	P	2♠
P	4♠		

e.g., East

♠ K 8 7 5
♥ A J
♦ Q 6 5 3
♣ K J 4

East bids (🛑)4♠ with two hearts, four spades & 14/good 13HCPs.



B3 L10 Transfers for Game Tries NOTES

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	1NT	P	2♦ (🗣️)
P	2♥	P	2♠
P	3NT		

e.g., East

♠ K 8 7
♥ A J
♦ Q J 3 2
♣ Q J 4 2

East bids (🛑)3NT with two hearts, two or three spades and 14 HCPs or a good 13 HCPs.

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	1NT	P	2♦ (🗣️)
P	2♥	P	2♠
P	2NT		

e.g., East

♠ K 8 7
♥ A J
♦ Q 6 5 3
♣ Q 9 4 2

East bids 2NT with two hearts, two or three spades & 12 HCPs.



B3 L10 Transfers for Game Tries NOTES

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	1NT	P	2♦ (🗣️)
P	2♥	P	2♠
P	?		

e.g., East

♠ K 8
♥ A J 8 3
♦ Q 6 3 2
♣ Q 8 4

East bids 3♥ with three or four hearts and 12 HCPs; or

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	1NT	P	2♦ (🗣️)
P	2♥	P	2♠
P	4♥		

e.g., East

♠ K 8
♥ A J 8 3
♦ Q 6 5 3
♣ K J 4

East bids (🛑)4♥ with three or four hearts and 14 HCPs or a good 13 HCPs.



Other Invitational Situations with second suit

It's often not possible to make an invitational bid so responder makes a judgement whether to force partner to a game bid. The losing trick count can be a help here.

Or assess the placement of the HCPs. In this example they work for each other quite well.

E.g. Responder (11HCPs)

Five card heart suit

Second suit is diamonds

♠	J 10
♥	J 10 9 5 4
♦	A K Q 10
♣	7 6

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	1NT	P	2♦ (🗣️)
P	2♥	P	3♦
P	?		

The second diamond bid is natural, showing four diamonds in addition to five hearts. The opener must choose a game.



Transfers with six-card major suits

The contract will be played in the six-card major. Responder must assess whether to:

- ♣ transfer and pass for a weak take out; or
- ♣ transfer and make an invitational re-bid, raising the major; or
- ♣ transfer and raise to game with the re-bid; or
- ♣ to raise directly to game if values need protecting.

The HCP count, and/or the losing trick count will help. Most 1NT opening hands have eight losers, but some have seven.

If responder has 13-16 HCPs, or six losers, and a six-card major suit then responder makes a transfer bid and raises to game.

With a six-card major and 11-12 HCPs, or seven losers, make a transfer bid and then re-bid the major at the three level. This invites partner to raise to game with 7 losers or 14HCP, or to pass otherwise.

Bidding with minor suits

With 12-16 HCPs, a balanced hand and a five-card minor suit, responder bids 3NT.

With 12-16 HCPs and a six-card minor suit, responder bids 3NT unless there is a void in a suit, in which case responder considers bidding 5♣ or 5♦. It's usually better to be in a no-trump contract if possible because the score is much better. However, sometimes there just isn't enough cover in other suits.



Extended McKendrick for Game Try

The transfers method frees up the 2♠ response.

It can be used to transfer to a minor (previous lesson),

OR, when the responder has a balanced hand with no four card or more major suit, otherwise balanced, and eleven HCPs, responder can investigate the exact total HCP count.

♠	K 8 7
♥	A J 5
♦	J 6 3 2
♣	Q 8 4

With eleven HCP, responder bids 2♠ (ALERT).

Opener responds 2NT with 12 or 13 HCPs, but 3♣ with 14HCPs.

Responder will raise the 3♣ to 3NT OR pass the 2NT.

With twelve HCP, responder bids 2NT.

♠	K 8 7
♥	A J 5
♦	Q 6 3 2
♣	Q 8 4

Opener knows this shows exactly 12HCP and can pass or raise accordingly.