

### **INTERMEDIATE LESSON 1: STUDENT NOTES**

## **Transfers**

Transfers are the way of showing a 5+ major suit or a 6+ minor suit after a 1NT opening (Stayman by comparison, asks for a 4-card major). The advantages of transfers are:

- the NT hand is declarer when responder is weak
- responder can describe their hand more accurately
- the partnership can play a weak major or minor suit contract

#### **Response options to 1NT:**

2*	Stayman - asks for a 4-card major (Improvers' Lesson 1)					
2♦	Transfer to hearts - shows 5+hearts - any point count					
2♥	Transfer to spades - shows 5+spades - any point count					
2♠	Rangefinder – (11-12 or 19+) denying a 4-card major					
2NT	Weak transfer to a minor					
3♣ 3♦	6+ suit - invitational (9-11) - suit headed by 2 of top 3 honours					
3♥ 3♠	GF, slam interest, 6+ good major suit					

NB:

- Transfers do not apply when the opponents double or bid a suit
- Opener must accept the transfer by bidding the implied suit

Examples of transfers

1NT – 2 🔶	1NT – 2NT
2♥ - ?	3♣ — ?

#### **Responder's subsequent action**

After a major Transfer (2♦ or 2♥):

Pass	Weak hand	
2NT	Invitational (11-12) with exactly 5 of transferred major	
<b>3-level bid</b> of the transferred major	Invitational (10-11) with 6+ of that major	
2 <sup>nd</sup> suit	Shows at least 5/4 and forcing 1 round	
3NT	Enough for game with exactly 5 of the transferred major	
<b>4-level bid</b> of the transferred major	Enough for game with 6+ of that major	

#### After a minor transfer (2NT): Responder passes Opener's 3\* or converts to 3\*



#### **Opener's subsequent action**

#### After a 2 rangefinder:

- 2NT minimum
- 3NT maximum

#### After 3. or 3. invitational:

Pass minimum hand and no honour in the minor.

3NT	maximum hand and good support in the minor or
JINT	holds the missing honour in the minor.

#### After 3♥ or 3♠ slam interest:

	3NT	doubleton in the major and not interested in slam
4 of the minimum hand and 3+ sup		minimum hand and 3+ support
4NT maximum hand and good tr		maximum hand and good trumps (asking for Aces)

#### Example hands and bidding

	West	East	Bidding	
1.	▲ AQ8	♠ 643	West	East
	<b>v</b> 1063	💘 A97542	1NT	2 🔶
	♦ AQ74	♦ J82	2¥	pass
	<b>*</b> 863	<b>*</b> 7		
2.	West	East	Bidding	
	▲ AQ8	♠ 643	West	East
	<b>v</b> 1063	<b>v</b> 7	1NT	2NT
	♦ AQ7	♦ K96542	3*	3 🔶
	<b>*</b> 8643	♣ J72	pass	

# **NZB**ridge

B) Res	ponder with an	invitational hand		
3.	West	East	Bidding	
	🛦 AK8	♠ 643	West	East
	<b>v</b> 106	🔻 AK754	1NT	2♦
	AQ74	♦ 852	2•	2NT
	<b>*</b> 8632	♣ A9	pass	
4.	West	East	Bidding	
	🛦 AK8	<b>▲</b> 64	West	East
	<b>v</b> 106	🔻 AK7543	1NT	2 🔶
	AQ74	♦ 852	2¥	3♥
	<b>*</b> 8632	♣ K9	pass	
5.	West	East	Bidding	
	▲ AQ84	♠ K762	West	East
	🔻 Q8	🔻 KJ964	1NT	2♦
	AQ74	♦ KJ2	2•	2♠
	<b>*</b> 863	<b>*</b> 4	4 <b>♠</b>	pass
6.	West	East	Bidding	
	🛦 AK8	<b>▲</b> Q94	West	East
	<b>v</b> 9642	💘 Q75	1NT	2♠
	♦ Q2	AK75	2NT	pass
	♣ K1074	<b>*</b> J92		•
7.	West	East	Bidding	
	🛦 AK8	<b>♠</b> Q94	West	East
	\star J1094	🕈 Q75	1NT	2♠
	♦ Q2	AK75	3NT	pass
	<b>&amp;</b> A1074	♣ J92		
8.	West	East	Bidding	
	🛦 AK8	♠ 64	West	East
	<b>v</b> 1096	🔻 Q75	1NT	3♦
	92	AK7543	pass	
	<b>&amp;</b> AQ742	<b>*</b> 93		
9.	West	East	Bidding	
	🛦 AK8	<b>♠</b> 64	West	East
	<b>v</b> 1096	🔻 Q75	1NT	3♦
	♦ Q92	AK7543	3NT	
	🐥 A742	<b>4</b> 93		

# **NZB**ridge

C) Res	sponder with G	ame Force hand		
10.	West	East	Bidding	
	▲ AK8	♠ 643	West	East
	<b>v</b> 106	🗸 AK754	1NT	2 🔶
	♦ AQ74	♦ K52	2 🗸	3NT
	<b>&amp;</b> 8632	<b>&amp;</b> A9	pass	
11.	West	East	Bidding	
	🛦 AK82	♠ 643	West	East
	<b>v</b> 1063	🔻 AK754	1NT	2♦
	AQ74	♦ K52	2•	3NT
	<b>&amp;</b> 86	<b>&amp;</b> A9	4 🗸	pass
12.	West	East	Bidding	
	▲ AK8	♠ 64	West	East
	<b>v</b> 106	💘 AK7543	1NT	2•
	♦ AQ74	♦ K52	2 🗸	4¥
	<b>*</b> 8632	<b>♣</b> K9	pass	
13.	West	East	Bidding	
	AQ8	♠ K76	West	East
	<b>v</b> 1083	🔻 AK964	1NT	2♦
	♦ AQ74	♦ KJ92	2 🗸	3♦ (1RF)
	<b>*</b> 863	<b>*</b> 4	3♥	4♥
14.	West	East	Bidding	
	♠ K82	<b>♠</b> A7	West	East
	🖌 J83	🔻 AKQ964	1NT	3♥
	AQ74	♦ J109	4NT	5🗸
	♣ A63	♣ K4	5NT	6¥

On the next two pages there is a flow chart of all bids over 1NT including Stayman

### Responses to 1NT – flow chart



Responder	Opener	Resp	onder's subsequent bids	Opener's subsequent bids
		2♥ 2▲	Both majors weak (5♥/4♠ or 5/5) Both majors weak (5♠/4♥)	Pass after 2♥ can correct to 2♠ (showing more spades than hearts)
			<u> </u>	Pass with minimum (12-13)
	2♦ No major	2NT	Invitational (11-12)	3NT with maximum (14 or 13 with a 5 card suit)
		ЗNT	Enough for game	Pass
				Pass with minimum (12-13)
2. Stayman		2NT	Invitational (11-12), must have 4 spades	3NT maximum no 4 card spades
	2♥ Has 4 hearts			4▲ maximum with 4 card spades
	(can have 4 spades)	3NT	3NT Enough for game, must have 4 spades	Pass if does not have 4 spades
		SIVE Enougenor game, must have 4 spaces	4 ▲ with 4 card spades	
	2  ♣ Has 4 spades	es 2NT	T Invitational (11-12), must have 4 hearts	Pass with minimum (12-13)
				3NT with maximum (14 or 13 with a 5 card suit)
	(denies 4 hearts)	3NT	Enough for game, must have 4 hearts	Pass
				Pass with minimum and 2 hearts
				3• with minimum and 3+ hearts (responder passes)
		2NT	Invitational (11-12) with exactly 5 hearts	3NT with maximum and 2 hearts
Transfer				4♥ with maximum and 3 hearts
2 ♦ (any point	2♥ <u>Must</u> bid 2♥	3♥	Invitational (10-12) with 6+ hearts	Pass with minimum (12-13)
count)		3	invitational (10-12) with 6+ hearts	4♥ with maximum
		3NT Enough for		Pass with 2 hearts
			Enough for game with exactly 5 hearts	4♥ with 3 hearts
		4 🗸	Enough for game – has 6+ hearts	Pass



R	esponder	Opener	Responder's subsequent bids	Opener's subsequent bids		
				Pass with minimum and 2 spades		
			2NT Invitational (11-12)	3. with minimum and 3+ spades (responder passes)		
			with exactly 5 spades	3NT with maximum and 2 spades		
	Transfer			4. with maximum and 3 spades		
2¥	(any point	2. <u>Must</u> bid 2.	Invitational (10-12)	Pass with minimum (12-13)		
	count)		with 6+ spades	4♠ with maximum		
			3NT Enough for game	Pass with 2 spades		
			with exactly 5 spades	4 ▲ with 3 spades		
			4. Enough for game with 6+ spades	Pass		
<b>.</b>	Rangefinder (11-12 or 19+) denies a 4-card major	2NT Bottom of range (12-13)	Pass Has 11-12 points			
2♠		3NT Top of range (13-14)	Ace ask Has 19+ points	Use your normal responses		
2NT	Transfer to a minor (weak)	3♣ <u>Must</u> bid ♣	Pass if the minor is clubs or bids 3. Opene	er must then pass.		
3.	6+ suit	Pass minimum - no	Pass minimum - no honour in the minor			
3•	(9-11)	BNT maximum - with good support in the minor or holds the missing honour in the minor.				
3♥	GF, slam	3NT doubleton in	the major and not interested in slam			
3♠	interest, 6+	4♥/♠ minimum har	d and 3+ support			
	good major	4NT maximum ha	nd and good trumps (asking for Aces)			

#### Alternative Rangefinder option



This uses the 2 response as a Rangefinder OR Transfer to a minor and 2NT shows both minors It is a little more complicated, so only use it if you are confident to do so

Re	Responder Opener		er	Responder's subsequent bids	Opener's subsequent bids
	Rangefinder OR Transfer to a minor 2 (11-12 or 19+)		2NT Bottom of range (12-13)	Pass Has 11-12 points	
		2NT		3. Has weak . (should be 6 cards)	Pass
				3 ♦ Has weak ♦ (should be 6 cards)	Pass
2♠			3♣ Top of range (13-14)	Pass Has weak & (should be 6 cards)	
	denies a 4-card major OR	2 2.		3 ♦ Has weak ♦ (should be 6 cards)	Pass
	6 card minor weak	94		3NT Has 11-12 points	Pass
				Ace ask Has 19+ points	Use your normal responses
2NT	Weak 5/5 in 3+		Prefers 🜲 to 🔸	Pass	
2111	the minors	3•	Prefers 🔸 to 🜲	Pass	