A Special Transfer Bid for Hands with a Long Minor and only a few points After a 1NT Opening

Suppose you hold a long minor suit and only a few points:

♣KJT8643

and partner opens 1NT. With hand 1, you'd like to tell partner, "I have lots of diamonds and only a few points. When I bid 2♥, please pass."

However, you can't do that. If you bid 2♠, partner will think it's a transfer to hearts and will do his duty and bid 2♥. If you jump to 3♠ after opener's 1NT, you say you have an invitational hand (we'll talk about this in the next lesson). So, HOW do you tell partner about a hand like this? Pass? Well, you don't want partner to be playing 1NT when your hand could take so many more tricks at diamonds.

With hand 2, you have a similar problem, but this time it's with the club suit.

The "solution" is to make a conventional transfer bid: 2. This tells opener that you have only a few points and a long minor suit (but doesn't tell him which suit it is.) Opener is FORCED to bid 3. the MAY NOT pass your 2. bid.

If you hold a long club suit, you can then pass. If you hold a long diamond suit, you then bid 3^{\bullet} . Opener is expected to pass if you bid 3^{\bullet} after the 2^{\bullet} transfer.

If partner opens 2NT and you hold a weak hand with a long minor suit, it's best to either pass and hope for the best, or to be daring and bid five of that minor suit even though you *are* weak. Pass is safest in most cases since partner only needs to take 8 tricks (rather than needing 11 tricks for 5 of a minor suit.) If you think your hand is worth the risk, give it a try!

Texas Transfers

In response to opening 1NT or 2NT, a four-level transfer to 4♥ or 4♠ is a Texas Transfer:

1NT-4♦-4♥ 2NT-4♦-4♥ 1NT-4♥-4♠ 2NT-4♥-4♠

Usually, Texas Transfers are also used in competition.

Requirements

6+ card major, game values.

Responder will normally have no interest in slam. but with slam values will continue with 4NT (RKC).

With mild slam interest, Responder will not use the Texas Transfer, but will instead start with a Jacoby Transfer and then jump to game.

Examples



Actions by Responder

Opener *must* accept the transfer by bidding the next step - no exceptions!