

TRANSFER BIDS TO MAJORS

What is a Transfer Bid?

If partner opens the bidding with 1NT and responder has a 5+ card major, responder bids 2 of the suit immediately below the major that they hold. Opener is obliged to accept the transfer and bid 2 of the suit that responder has shown.

<u>Opener</u>	<u>Responder</u>	<u>Meaning</u>
1NT	2D	Responder has 5+ hearts. Opener must rebid 2H
1NT	2H	Responder has 5+ spades. Opener must rebid 2S

When do Transfer Bids Apply?

Transfer bids are used if partner opens 1NT or overcalls 1NT after opponents open.

They are not used after a 1NT response to an opening bid or if partner opens 1 of a suit and rebids 1NT at their next turn.

Transfer bids

- Allow the 1NT opener to become declarer, which can be advantageous
- Allow responder to show a 2-suited hand by transferring and then bidding another suit
- Allow responder to make invitational bids

They are not used if opponents bid over your 1NT opening.

<u>Opponent</u>	<u>Partner</u>	<u>Opponent</u>	<u>You</u>	
Pass	1NT	Pass	?	Transfers apply
1H	1NT	Pass	?	Transfers apply
Pass	1NT	Pass	1D ?	Transfers don't apply

Pass	1D	Pass	1H	
Pass	1NT	Pass	?	Transfers don't apply

Pass	1NT	2D	?	Transfers don't apply
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Transfers also apply after a 2NT opening and when opener rebids 2NT after opening 2 clubs.

What Happens After Opener Accepts the Transfer?

Responder is in control of the auction and can clarify their hand with their next bid.

<u>Responder's Bid</u>	<u>Meaning</u>
Pass	0-7 points. Happy to play in 2 of the major.
3 Major	8-9 total points. 6-card major suit, invitational. Opener passes with minimum or bids 4 of the major with maximum.
2 NT	8-9 HCP. 5-card major suit, invitational. With minimum, opener passes with 2-card support or bids 3 of the major with 3+ card support. With maximum opener bids 3NT with 2-card support or 4 of the major with 3+ card support.
4 Major	10+ total points and 6+ card suit.
3NT	10+ HCP and 5-card suit. Opener passes with 2-card support and bids 4 of the major with 3+ card support.
New Suit	10+ HCP and game forcing. 5+ cards in shown major and 4+ cards in second suit. Opener chooses between 3NT, 4 of the major, or supporting the second suit.