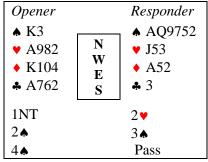


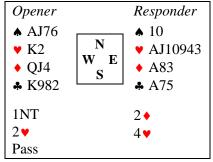
Lesson 14 Examples

A hand with two messages to send

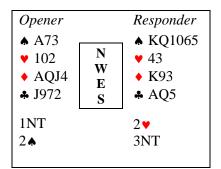
- ▲ AQJ32 partner opens 1NT. You have 11 HCP, enough to invite game.
- ♥ A75 but if you bid 2NT and partner raises to 3NT with nothing in a minor you may go down
- ♦ 987 It might be better to play in 4♠ if partner has 3-card support for spades.
- ♣ 42 How can you find out whether you have an 8-card spade fit?

Examples of Transfer Bidding



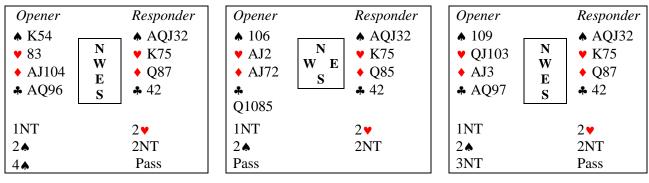


Without <u>transfers</u> responder must underbid with $2 \clubsuit$ or overbid with $4 \clubsuit$ By making a transfer then bidding $3 \clubsuit$ he shows *the values to invite game with a 6-card spade suit.* With enough for game responder could simply bid $4 \checkmark$. Or he can *transfer to hearts*, then 'raise' to game and let partner play it to conceal opener's strengths.



Responder transfers, then bids 3NT to show 13+HCP with a 5-card spade suit. With so little in hearts opener chooses game in the 5-3 fit.

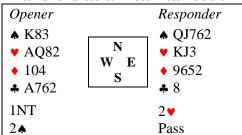
How Transfer Bids give you Two Bids for the Price of One



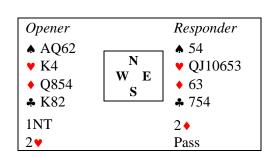
With <u>5 spades</u> East bids $2 \checkmark$, requesting partner to bid $2 \bigstar$.

Over 2 he bids 2NT to show the values to invite game, thus showing both11-12 points and 5 spadesWest is maximum with 3 spadesWest is minimum with 2 spadesWest is maximum with 2 spadesHe accepts the invitation, bids 4 He passes 2NT.He bids 3NT.

Transfers as a weak takeout



Responder has only 7HCP, this is a part-score hand The club holding suggests the best part-score is $2 \bigstar$



Responder has only 4HCP, a very weak hand He wants to make a weak takeout to $2 \checkmark$