## Transfers over 1NT

Transfers are a very popular conventional way of saving bidding space over a 1NT opening bid.
We have already looked at $2 \boldsymbol{a}$, an artificial response to 1 NT which asks partner whether he has a 4-card major.

Using Transfers other 2-level responses are artificial also.
$2 \diamond / 2 \vee$ show at least 5 cards in hearts/spades, the suit above the suit you have actually bid.
Opener bids the suit you have really shown, and you have a second chance to bid - you can describe your hand more fully

| Eg | 1NT | 2 | 1NT | $2 \vee$ | The $2 \diamond$ and $2 \vee$ responses are forcing |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  | $2 \vee$ |  | 2^ |  | Opener must complete the transfer. H |

## Some possible auctions after responder uses a Transfer

| Opener |  | Responder |  |
| :---: | :---: | :---: | :---: |
| 1NT | "I have $12-14 \mathrm{HCP}$ in a balanced hand" | 2 | "I have 5+ hearts. Please bid $2 v$ " |
| $2 \vee$ | "whatever you say, partner" | Pass <br> 2NT <br> 3NT <br> $3 v$ <br> 4 | "I have a weak hand with $5+$ hearts. You can play in $2 \downarrow$ ". "I have 11-12 HCP, enough to invite game, with 5 hearts. If you are minimum - pass, or bid $3 \checkmark$ with 3 -card support Otherwise pick a game, 3 NT with 2 hearts, $4 \vee$ with $3+$ " "I have $13+$ HCP, enough for game, with 5 hearts. Please choose a game, 3 NT with 2 hearts, $4 \downarrow$ with $3+$ " "I have a $6+$ card heart suit and $10-11$ points. Pass if you are minimum with 2 hearts, otherwise raise to $4 \vee$ " <br> ( $3 \checkmark$ invites game in hearts, NOT no-trump. <br> You can raise to $4 \vee$ with a doubleton opposite 6 cards) <br> "I have a $6+$ card heart suit and game values. You play it." |
| 1NT | "I have 12-14 HCP in a balanced hand" | $2 \vee$ | "I have $5+$ spades. Please bid 2 A ." |
| 2^ | "As instructed" |  | he same as after 1NT-2 $-2 \downarrow$ <br> Pass is the weak take-out to spades 2NT is game invitational with 5 spades 3 NT is "choose a game", 3 NT or 4^ $3 \boldsymbol{A}$ invites game in spades. $4 \boldsymbol{A}$ is to play |

Note: Whenever you take up a new convention it affects your other bids. $2 \star, 2 \downarrow$ and $2 \boldsymbol{A}$ are all artificial.

Also, you need not bid $3 v$ and 3 a to show game forcing hands with 5-cards in the suit you have bid.
With these hands you bid 1 NT- $2-2 \downarrow-3 N T$ or $1 N T-2 \vee-2 \wedge-3 N T$.
So $3 \boldsymbol{\&} / 3 \diamond 3 \vee / 3 \wedge$ are all the same: good hands with a $6+$ card suit and some interest in slam.
(we will talk about slams soon!)

