

4-WAY MINOR SUIT TRANSFERS (OVER PARTNER'S 1-NT OPENING)

A. Minor Suit Transfers: Transferring to either Minor suit (Clubs or Diamonds) reflects a similarity to Major suit transfers to which one is normally accustomed. Such transfers, however, customarily evidence a 6-card Minor suit holding as opposed to at least a 5-card Major suit. The reason is that when you are weak and wish to play in 3C or 3D, you normally require six cards (not five) in the Minor in order to produce a more makeable contract than 1-NT from which you are departing.

1-NT	"2S" (Alertable)	(Shows at least 6-Clubs)
1-NT	"2-NT" (Alertable)	(Shows at least 6-Diamonds)

B. Opener's Response to Minor Suit Transfers: Notice that Minor suit Transfers, used as stated herein, are two levels below the desired suit. Opener, therefore, has two possible re-bids that do not go past Responder's intended suit. The Responder may wish to know how strong Opener's holding is in the directed suit in cases where a "Gambling 3-NT" holding is held by the Responder. If the Opener holds a good fit in Responder's suit (at least K-X-X), Opener makes a "Super Acceptance" or "Break From the Transfer" by bidding the in-between bid ("2-NT" over "2S" and the in-between bid of "3C" over "2-NT"). On all other hands, where a super acceptance holding is not present, the Opener will accept (or complete) the transfer and bid 3 of Responder's suit. Thus, when Opener replies with a bid in Responder's suit, this is known as "accepting the transfer"; whereas if Opener bids the in-between suit, Opener is making a "super-acceptance" in case game be feasible.

(1) <u>Opener's Hand</u>	<u>Opener's Bids</u>	<u>Responder's Bid</u>
AKX	1-NT	"2S"
KQXX	"3C" (Completing the Transfer)	
KXX		
XXX	1-NT	"2-NT"
	"3C" (Breaks the Transfer)	

(2) <u>Responder's Hand</u>	<u>Responder's Bids</u>	<u>Opener's Bid</u>
XX		1-NT
XX	"2S" (Transfer to Clubs)	3C
KXX	Pass	
QXXXXX		

(3) <u>Responder's Hand</u>	<u>Responder's Bids</u>	<u>Opener's Bid</u>
XX		1-NT
XX	"2-NT" (Transfer to Diamonds)	"3C" (Break)
AQXXXX	3-NT (Gambling Game Attempt)	
XXX		

C. Responder's Invitational NT: Since the "2-NT" bid by Responder is used to denote a transfer to Diamonds, it is no longer available when Responder, holding 9-10 HCP's wishes to invite Opener to 3-NT. In such instances, therefore, Responder must bid a Stayman "2C" and then re-bid an invitational 2-NT notwithstanding the absence of a 4-card Major suit holding. A sequence such as 1-NT - "2C" - 2X - 2-NT no longer guarantees that Responder holds a 4-card Major suit. **Responder's "2C" bid is, thus, Alertable** in that it may, or may not, evidence one or more 4-card Major suit holding(s).

(4) <u>Responder's Hand</u>	<u>Responder's Bids</u>	<u>Opener's Bid</u>
QXX		1-NT
KX	"2C"	"2D"
AXXX	2-NT (Invitational)	
XXXX		

D. Responder's Sign-Off in a Minor: One of the most common purposes for a Minor suit Transfer is to sign off in a long suit when the Responder wishes to place the contract in what he/she believes is a more likely makeable contract than Opener's 1-NT.

(5) <u>Responder's Hand</u>	<u>Responder's Bids</u>	<u>Opener's Bid</u>
XX		1-NT
KXX	"2-NT"	"3C"
JXXXXXX	3D (Sign-off - No Interest in Game)	
XXX	(Not-with-Standing Opener's Super Acceptance)	
		1-NT
	"2-NT"	3D
	Pass	
