

Transfers Workshop

Board 1
North Deals
None Vul

♠ A J 10 4
♥ K 7 2
♦ K Q 6
♣ J 5 3

♠ Q 9 6 2
♥ 9 6
♦ 10 7 4 3
♣ A Q 2

♠ K 8 7
♥ J 10 3
♦ A 9 5
♣ K 9 8 4

♠ 5 3
♥ A Q 8 5 4
♦ J 8 2
♣ 10 7 6

West	North	East	South
Pass	1 NT	Pass	2♦
	2♥	All pass	

South prefers to play in hearts rather than pass

1 NT - 2♦ shows at least 5 hearts. North responds 2♥ as instructed and South now passes. Lead ♣4

Board 5
North Deals
N-S Vul

♠ 7 2
♥ A Q 4
♦ K 8 5 3
♣ A 7 6 2

♠ K Q 8 4
♥ 6 5 2
♦ J 6
♣ 10 8 5 3

♠ J 10 9 6 3
♥ K 7
♦ 9 7 2
♣ K 9 4

♠ A 5
♥ J 10 9 8 3
♦ A Q 10 4
♣ Q J

West	North	East	South
Pass	1 NT	Pass	2♦
Pass	2♥	Pass	3♦
Pass	4♥	All pass	

South's 2♦ shows at least 5 hearts. 3♦ is showing a second suit and forces the partnership to game. Although North has 4 diamonds too, they want to play in the known 8+ card major fit. The jump to 4♥ shows at least 3 hearts, and a minimum hand.

NB: While 4♥ should make 10 tricks, 3 NT and 5♦ fail on a ♠J lead.

Board 2
East Deals
N-S Vul

♠ K 9 8 4
♥ 10 7 2
♦ A 9 5
♣ K 8 3

♠ 6 2
♥ 6 3
♦ 8 4 3
♣ A Q J 9 7 6

♠ A Q 7 3
♥ 9 8 5 4
♦ K Q J
♣ 10 4

♠ J 10 5
♥ A K Q J
♦ 10 7 6 2
♣ 5 2

West	North	East	South
2♠	Pass	1 NT	Pass
		3♣	All pass

West decides that the contract is better played in clubs, no matter what East's club holding is, so uses 2♠ to transfer to a minor. East must bid 3♣.

With a long club suit and few HCP, West passes. East should make 9 tricks.

Board 6
East Deals
E-W Vul

♠ J 9
♥ 10 9 8 7
♦ J 7 4 3
♣ K 6 2

♠ A K 8 7 6 3
♥ 5 3 2
♦ K 8
♣ 7 3

♠ Q 10 2
♥ K Q 6
♦ Q 5
♣ A J 10 9 4

♠ 5 4
♥ A J 4
♦ A 10 9 6 2
♣ Q 8 5

West	North	East	South
2♥	Pass	1 NT	Pass
3♠	Pass	4♠	All pass

West bids 2♥ to show at least 5 spades and then bids 3♠ to show an invitational hand with at least 6 spades. East is maximum and accepts the invitation. Lead ♠5

NB: it is often better for the Notrump hand to be declarer. If West were to play 4♠, a top of sequence heart lead beats the game, whereas the contract is unbeatable if East is Declarer.

Board 3
South Deals
E-W Vul

♠ A J 7 5 3
♥ Q 9 7
♦ A 6 4
♣ 8 6

♠ Q 2
♥ J 10 8
♦ 10 8 3 2
♣ A J 9 7

♠ K 9 8
♥ K 6 4 3 2
♦ J 9
♣ 5 4 2

♠ 10 6 4
♥ A 5
♦ K Q 7 5
♣ K Q 10 3

South	West	North	East
1 NT	Pass	2♥	Pass
2♠	Pass	2 NT	Pass
4♠	Pass	Pass	Pass

North invites and South bids 4♠ with a maximum and 3 spades. Lead ♥J.

Board 7
South Deals
Both Vul

♠ Q J 8 7 5
♥ 8 7 2
♦ 9 7 3 2
♣ 3

♠ A 6 3 2
♥ 9 4 3
♦ 8
♣ K Q J 9 2

♠ K 10
♥ K J 10 6
♦ A Q 10 5
♣ 10 5 4

♠ 9 4
♥ A Q 5
♦ K J 6 4
♣ A 8 7 6

West	North	East	South
Pass	2♥	Pass	1 NT
All pass			2♠

You can never be too weak to bid when your partner opens 1NT and you have a 5 card major. Hence, North transfers to 2♠ and would be very happy if the opponents bid over 2♠.

Even if 2♠ fails to make, it would be down fewer tricks than would 1 NT after the lead of the ♠K.

Board 4
West Deals
Both Vul

♠ A 7 2
♥ Q J 10 5
♦ A 10 4
♣ 9 7 4

♠ J 4
♥ A 9 8
♦ K Q 7 2
♣ Q 8 5 3

♠ K Q 10 5 3
♥ K 7 3
♦ 9 6 3
♣ K 6

♠ 9 8 6
♥ 6 4 2
♦ J 8 5
♣ A J 10 2

West	North	East	South
1 NT	Pass	2♥	Pass
2♠	Pass	2 NT	All pass

With 11 HCP, East has enough points to invite game. 2♥ shows at least 5 spades and 2 NT an invitational hand.

West is minimum and with no support for spades, so passes.

West should make 8 tricks, 4 in spades, 2 in hearts and one in each minor suit.



Hand 8 Dealer N Vul None ♠ A 10 8 6 ♥ A K 4 ♦ Q J 4 ♣ 9 8 3	♠ Q 3 ♥ J 9 6 5 2 ♦ 10 8 7 6 ♣ 6 5 W N E S ♠ K J 4 2 ♥ Q 10 ♦ A K 5 2 ♣ J 10 2	North P 2♦ P	East P P P	South 1NT 2♥	West P P	This shows a transfer when weak. Over a weak take out East may be likely to bid but the transfer is not necessarily weak and may draw a Pass. If E/W get in 3NT is probably on. 1NT by N will suffer a dreadful fate when defence finds the clubs! 2♥ will still go down but only by 1 trick as you can ruff the third ♣. If you manage to sneak to 2♥ where was the defence?
Hand 9 Dealer E Vul E/W ♠ K Q 10 4 2 ♥ A 6 ♦ Q 10 8 3 ♣ 9 8	♠ J 7 ♥ 10 5 3 2 ♦ A 6 ♣ J 10 5 4 2 W N E S ♠ 9 5 ♥ K 9 8 4 ♦ 7 5 2 ♣ A K 6 3	North P P	East 1NT 2♠ 3♦	South P P	West 2♥ 2NT 4♠	West has 11 points and after East completes the transfer, West bids 2NT showing 11-12 points. East bids 3♦ showing 4 diamonds and West goes to 4♠. With only 13 points it is tight but the doubleton gives one fewer loser in ♣. The contract will come in as K♥ is onside. You should lose 2♣ and 1♦
Hand 10 Dealer S Vul E/W ♠ A 8 3 ♥ Q 7 2 ♦ K 8 4 ♣ K J 5 4	♠ Q J T 4 ♥ 10 3 ♦ A 9 6 ♣ Q 9 7 3 W N E S ♠ 7 6 5 2 ♥ J 8 4 ♦ Q J 10 2 ♣ 8 2	North P P All pass	East 1NT 2♥ 4♥	South P P P	West 2♦ 3NT	Transfer to ♥. West's re-bid shows enough points for game. East selects 4♥ rather than 3NT with an 8 card fit. North is the danger hand as a lead through East's ♦K costs 3 tricks. The ♣ finesse taken after trumps have been drawn should be to South. Although it loses the ♦K is safe and ♣'s are established.