

## CONVENTIONS

### JACOBY TRANSFERS Major Suits

# Bridge Lab

with the Monroes

After Partner opens the bidding with **1NT**, Responder becomes the “Captain” and is responsible to decide How High and Where the contract belongs.

### NoTRUMP OPENING BIDS

#### 1 NoTrump

**Strength** = \*14+ HCP to 17 points  
\*5-card suit = 1 Length Point

#### Shape

 = Balanced Hand

4-3-3-3 or 4-4-3-2 or 5-3-3-2

<b>Responder's Quantitative Raises</b>	0 – 7 Partscore <b>SIGNOFF</b>	8 – 9 <b>INVITE</b> Game	10 – 15 Get to <b>GAME!</b>
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With a **5-card or longer MAJOR Suit** – and no 4-card major- Responder can use **Jacoby Transfers** to explore for an 8-card **MAJOR Suit** fit as a contract option.

- The stronger hand becomes Declarer.
- The weaker hand becomes Dummy.
- Responder has invitational and shape-showing options to guide the auction.

Transfer bids by Responder require Opener to bid the next higher-ranking MAJOR Suit.

<b>1 NoTrump Opening Bid</b>	Responder Bids	Opener says “Transfer” then Bids
	2♦	2♥
	2♥	2♠

# of Cards in MAJOR Suit	8-Card Fit?	Responder's Point Count		
		0 – 7 points	8 – 9 points	10 - 15 points
5 cards	Maybe	Transfer then <b>Pass</b>	Transfer then bid <b>2NT</b>	Transfer then bid <b>3NT</b>
6 cards	YES	Transfer then <b>Pass</b>	Transfer then <b>Raise</b> to 3-Level	Transfer then <b>Raise</b> to 4-Level

# Transfers

## Board 1

South Deals

	♠ K 9 8 5 3 2		
	♥ K 10		
	♦ 8		
	♣ A K 7 2		
♠ 10 7		♠ J 6	
♥ Q J 8 7 3		♥ 6 5 2	
♦ Q J 6 5		♦ A 9 4 3 2	
♣ 10 4		♣ J 8 3	
	♠ A Q 4		
	♥ A 9 4		
	♦ K 10 7		
	♣ Q 9 6 5		

	West	North	East	South
				1 N
	Pass	2 ♥	Pass	2 ♠
	Pass	3 ♣ <sup>1</sup>	Pass	3 ♠ <sup>2</sup>
	Pass	4 N	Pass	5 ♥ <sup>3</sup>
	Pass	6 ♠	All pass	

1. Game force, possible slam
2. 3+♠s
3. 2 Aces

**Contract:** 6 ♠ South, 12 Tricks

**Losers:** 1?-♠, 1-♦, 1-♣ = 3?

**Lead:** ♥ Q, top of two card sequence

**Play:** South wins the ♥ K and draws trump in two tricks. Dummy leads the ♦ 8 toward the ♦ K, an indirect finesse. East wins the ♦ A. A ♣ is discarded on the ♦ K.

## Part Score, less than 8 Points

## Board 2

South Deals

	♠ Q 9 7 5 3 2		
	♥ Q 7 6 5		
	♦ 8		
	♣ 6 5		
♠ A J 10		♠ 6	
♥ 8 3 2		♥ A K 9	
♦ 9 6 2		♦ Q J 10 7 3	
♣ K Q J 9		♣ 10 8 3 2	
	♠ K 8 4		
	♥ J 10 4		
	♦ A K 5 4		
	♣ A 7 4		

	West	North	East	South
				1 N
	Pass	2 ♥ <sup>1</sup>	Pass	2 ♠
	Pass	Pass <sup>2</sup>	Pass	

1. Transfer, 5+♠s
2. Less than invitational, 0-7 points

**Contract:** 2 ♠ South, 8 tricks

**Losers:** 3-♠, 2-♥, 1-♣ = 6.

**Lead:** ♣ K, top of sequence

**Plan:** A quick loser is created by the ♣ K lead. Discard a ♣ loser on a top ♦. Then play 2 trump, and lastly, lose two ♥s promoting the last two.

## Invite and Accept

## Board 3

South Deals

	♠ K 10 9 5 4 3		
	♥ K 6 5		
	♦ J 7 5		
	♣ 8		
♠ 7		♠ A 8 2	
♥ J 10 8 4 3		♥ Q 7 2	
♦ Q 8 2		♦ 10 9 6	
♣ A Q 9 3		♣ J 10 5 2	
	♠ Q J 6		
	♥ A 9		
	♦ A K 4 3		
	♣ K 7 6 4		

	West	North	East	South
				1 N
	Pass	2 ♥	Pass	2 ♠
	Pass	3 ♠ <sup>1</sup>	Pass	4 ♠
	All pass			

1. Invite, 8-9 Points, 6+♠s

**Contract:** 4 ♠ South, 10 tricks

**Losers:** 1-♠, 1-♥, 1-♦, 1-♣ = 4

**Lead:** ♥ J, Broken sequence

**Plan:** Win the ♥ A (short side first) then the ♥ K and ruff the ♥ 6 with the ♠ Q or ♠ J, over ruff is unlikely, but why take chance. Draw trump, lead up to the ♣ K, no ♦ discard on the ♣ K.

## We know where and how high

## Board 4

South Deals

	♠ K Q 7 4 3 2		
	♥ J 10 9		
	♦ 9 8		
	♣ A 8		
♠ 10 5		♠ J 9 8	
♥ K 6 4 3		♥ Q 5 2	
♦ K 3		♦ J 10 7 6 2	
♣ J 10 9 6 3		♣ K 7	
	♠ A 6		
	♥ A 8 7		
	♦ A Q 5 4		
	♣ Q 5 4 2		

	West	North	East	South
				1 N
	Pass	2 ♥	Pass	2 ♠
	Pass	4 ♠ <sup>1</sup>	All pass	

1. 10-15 Points, 6+♠s

**Contract:** 4 ♠ South, 10 tricks

**Losers:** 1-♠, 2-♥, 1-♦, 1-♣ = 5

**Lead:** ♠ J, top of sequence

**Plan:** Free finesse in ♣s. Now ♣ Q will win and a losing ♦ discarded (no ♦ finesse). But, draw trump, ♠ A first. Later, try the 75% double finesse (♥ KQ). The first loses to the ♥ K, the second traps the ♥ Q.