## **CONVENTIONS**

# JACOBY TRANSFERS Major Suits



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 to17 points \*5-card suit = 1 Length Point **Shape** = Balanced Hand 4-3-3-3 or 4-4-3-2 or 5-3-3-2

Responder's	0 – 7	8 – 9	10 – 15
Quantitative Raises	Partscore SIGNOFF	<b>INVITE</b> Game	Get to GAME!

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.

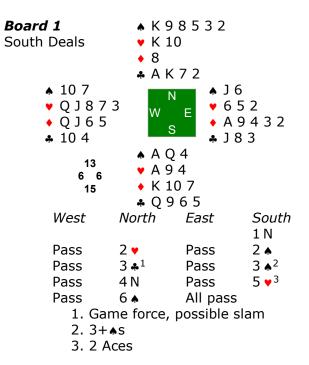
- The stronger hand becomes Declarer.
- The weaker hand becomes Dummy.
- Responder has invitational and shape-showing options to guide the auction.

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

1 NoTrump Opening Bid	Responder Bids	Opener says "Transfer" then Bids
	2♦	2♥
	2♥	2♠

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

#### **Transfers**



**Contract:** 6 ★ South, 12 Tricks **Losers:** 1?-★, 1-★, 1-★ = 3?

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

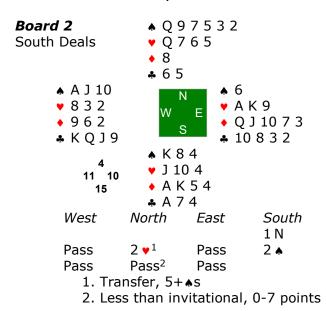
**Play:** South wins the  $\checkmark$  K and draws trump in two tricks. Dummy leads the  $\checkmark$  8 toward the  $\checkmark$  K, an indirect finesse. East wins the  $\checkmark$  A. A  $\checkmark$  is discarded on the  $\checkmark$  K.

#### **Invite and Accept Board 3 ∧** K 10 9 5 4 3 South Deals K 6 5 J 7 5 **\*** 8 **A** 7 **▲** A 8 2 J 10 8 4 3 ♥ Q 7 2 • Q82 10 9 6 S ♣ A Q 9 3 ♣ J 10 5 2 ♠ QJ6 7 A 9 9 7 A K 4 3 17 ♣ K 7 6 4 West North East South 1 N Pass 2 🕶 **Pass** 2 🛦 Pass 3 **♠**¹ **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  $\checkmark$  A (short side first) then the  $\checkmark$  K and ruff the  $\checkmark$  6 with the  $\spadesuit$  Q or  $\spadesuit$  J, over ruff is unlikely, but why take chance. Draw trump, lead up to the  $\clubsuit$  K, no  $\spadesuit$  discard on the  $\clubsuit$  K.

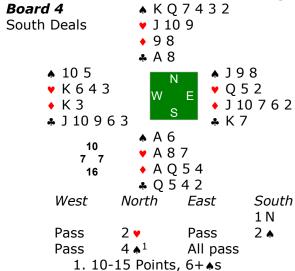
### Part Score, less than 8 Points



**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.

#### We know where and how high



**Contract:** 4 ★ South, 10 tricks **Loses:** 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 finesse (♥ KQ). The first loses to the ♥ K, the second traps the ♥ Q.