



## Responding to a 1NT opener with a 5+ card major

### What is a bridge convention?

Bids may be "natural" (they are based on a holding of the suit bid, or a balanced distribution in the case of a notrump bid) or "**artificial**" (they show a feature unrelated to the named denomination). A bridge convention is a partnership agreement about an **artificial** call or a set of related artificial calls. It is like using a code to communicate with partner.

### Jacoby Transfer Convention

The Jacoby transfer convention is used to find a 5-3 major suit fit, or show a known 6-2 major suit fit. It also:

1. Conceals the strong hand, which makes defending harder.
2. Let's the opening lead come into the strong hand
3. Provides structure to distinguish between 5 and 6 card major invitational hands
4. Provides a structure to show 5-5 in the majors.

## Jacoby Transfer to Hearts

Responder starts by bidding 2♦. This bid says nothing about diamonds, instead it is artificial and demands that the NT opener bid 2♥ (thus the transfer in the name of the convention). It tells opener that responder has 5 or more hearts, and will clarify their values after opener bids 2♥. Opener MUST BID 2♥.

### Responder bids over 2♥

Responder now shows their values and length of the heart suit.

- Pass – with a weak hand and 5 or more hearts
- 2NT with invitational values and 5 hearts
  - NT opener can now place the contract**
  - Pass with 2 hearts and minimal values
  - 3♥ with 3+ hearts and minimal values
  - 3NT with 2 hearts and maximal values
  - 4♥ with 3+ hearts and maximal values
- 3♥ with 6 hearts and invitational values
  - NT opener can now place the contract**
  - Pass with minimal values
  - 4♥ maximal values
- 2♠ with 5 hearts and 5 spades and invitational values
  - NT opener can now place the contract**
  - Pass with minimum NT and 3 card spade support
  - 3♥ with 3+ hearts and minimum NT
  - 4♥ with 3+ hearts maximum NT
  - 4♠ with 3+ spades maximum NT
- 3NT with 5 hearts and game forcing values
  - NT opener can now place the contract**
  - Pass with 2 hearts
  - 4♥ with 3+ hearts
- 4♥ with 6 hearts and game forcing values

## Jacoby Transfer to Spades

Responder starts by bidding 2♥. This bid says nothing about hearts, instead it is artificial and demands that the NT opener bid 2♠ (thus the transfer in the name of the convention). It tells opener that responder has 5 or more spades, and will clarify their values after opener bids 2♠. The structure of bids is the same as above, except the suit is spades instead of hearts. Opener MUST BID 2♠.

### Responder bids over 2♠

Responder now shows their values and length of the spade suit.

- Pass – with a weak hand and 5 or more spades
- 2NT with invitational values and 5 spades  
**NT opener can now place the contract**
  - Pass with 2 spades and minimal values
  - 3♠ with 3+ spades and minimal values
  - 3NT with 2 spades and maximal values
  - 4♠ with 3+ spades and maximal values
- 3♥ with 5 hearts and 5 spades and game forcing values  
**NT opener can now place the contract**
  - 4♥ with 3+ hearts
  - 4♠ with 3+ spades and a maximum
- 3♠ with 6 spades and invitational values  
**NT opener can now place the contract**
  - Pass with minimal values
  - 4♠ with maximal values
- 3NT with 5 spades and game forcing values  
**NT opener can now place the contract**
  - Pass with 2 spades
  - 4♠ with 3+ spades
- 4♠ with 6 spades and game forcing values

## Invitational or Better Hands that are 5-4 in the Majors

In our lesson on Stayman we learned that when responder has an **invitational or better hand** and holds 5-4 in the majors, they will use Stayman. This does not change with the introduction of Jacoby Transfers.

## Responding with 5-5 in the majors

When you are 5-5 in the majors, there are three cases:

1. When you have less than invitational values, simply transfer to your best 5 card major and then pass.
2. When you have invitational values:
  - Start with 2♦ transferring to hearts.
  - After partner bids 2♥, bid 2♠. This shows 5-5 because if you were 5-4 you would have started with Stayman. Partner must have a 3 card major or they would not be balanced, so if partner has a minimum they will pass with 3+ spades, and bid 3♥ with 3+ hearts and a minimum. You will pass 3♥. If partner has a maximum, they will bid game in the major where they have 3+ cards.
3. When you have game forcing values:
  - Start with 2♥ transferring to spades.
  - After partner bids 2♠, bid 4♥. This shows 5-5 because if you were 5-4 you would have started with Stayman. Partner must have a 3 card major or they would not be balanced, so partner will pass with 3+ hearts, and bid 4♠ spades with 3+ spades.

## Summary of all Bids After a 1 Notrump Opener

Responder pts	3-card major	4 card major or two 4 card majors	5 card major	6 card major
0-7 Part Score	Pass	Pass	Transfer PASS	Transfer PASS
8-9 invite	2NT	2C Fit → 3M No Fit → 2NT	Transfer 2NT	Transfer 3M
10-15 Game Force	3NT	2C Fit → 4M No Fit → 3NT	Transfer 3NT	Transfer 4M

Responder pts	5 card ♥ and 4 card ♠	5 card ♠ and 4 card ♥	5-5 in majors
0-7 Part Score	Transfer to ♥ PASS	Transfer to ♠ PASS	Transfer to better major PASS
8-9 invite	2C Fit → 3M No Fit → 2♥	2C Fit → 3M No Fit → 2♠	Transfer to ♥ 2♠
10-15 Game Force	2C Fit → 4M No Fit → 3♥	2C Fit → 4M No Fit → 3♠	Transfer to ♠ 4♥

Opener's actions to invitational and game forcing bids are as follows:

1. 15 points - decline invitations
2. 16 -17 points – accept invitation
  - With 2 cards in the transferred suit Opener stays with notrump.
  - With 3+ cards in the transferred suit Opener returns to the major suit.

## Responding to 2NT with a 4+ card major

When partner opens with 2NT, Stayman and Jacoby transfers are still used, however because the level is higher, you can not invite. A game forcing hand only needs 5 points, since partner is showing 20-21 HCP by opening 2NT.

- Bid 3♣ Stayman, with 5+ points and a 4 card major
- Bid 3♦ with 5+ hearts. Opener is forced to bid 3♥ responder then bids:
  - Pass with 5+ hearts and 0-4 points
  - 3NT with 5 hearts and 5+ points
  - 4♥ with 6+ hearts and 5+ points
- Bid 3♥ with 5+ spades. Opener is forced to bid 3♠ responder then bids:
  - Pass with 5+ spades and 0-4 points
  - Bid 3NT with 5 spades and 5+ points
  - Bid 4♥ with 5 hearts and 5+ points
    - Opener will pass with 3+ hearts, and bid 4♠ with 3+ spades
  - Bid 4♠ with 6+ spades and 5+ points

## Summary of all Bids After a 2 Notrump Opener

Responder pts	3-card major	4 card major or two 4 card majors	5 card major	6 card major	5-5 in majors
0-4 Part Score	Pass	Pass	Transfer PASS	Transfer PASS	Transfer to Better major PASS
5+ Game Force	3NT	3C Fit → 4M No Fit → 3NT	Transfer 3NT	Transfer 4M	Transfer to ♠ 4♥