Jacoby Transfers

(The Beginner's Pages – 11&12)

When partner opens 1NT then he has said it all - a balanced hand in the 15-17 point range, with at least two cards in every suit.

Hand 1	Hand 2	Hand 3	Hand 4	Hand 5
♦ 982	♦ J92	♠ K92	♠ K92	▲ K92
♥ Q10852	♥ AQ1052	♥ AQ1052	♥ AQ1052	♥ AQ1052
♦ J87	♦ J87	→ J87	◆ A107	♦ A107
♣ Q9	4 95	♣ 95	♣ Q5	♣ A5

Consider these five hands after partner has opened 1NT (15-17). They all have a decent 5 card \checkmark suit and either \checkmark 's or NT could possibly be the final contract with all five. But Hand 1 is weak, Hand 2 is invitational, Hand 3 is worth game, Hand 4 is slam invitational and Hand 5 is definitely worth slam. But how do we inform partner that we have a \checkmark suit and then also tell partner about our strength?

With traditional natural methods you bid naturally. So $2 \, \checkmark$, weak with hand 1. With Hands 3,4 and 5 you bid $3 \, \checkmark$, forcing. Quite what you are meant to do with hand 2 is undefined. Just toss a coin? Of course it's totally unworkable, you cannot define weak, invitational and strong hands with just two bids $(2 \, \checkmark \, \& \, 3 \, \checkmark)$; the solution was found by Oswald Jacoby. With all of these hands your first bid is $2 \, \diamondsuit$, a transfer that says that you have $5 \, \checkmark$'s (any strength) and requests partner to bid $2 \, \checkmark$, regardless of his strength or \checkmark holding. The same applies with a \spadesuit suit, when $2 \, \checkmark$ is the transfer bid.

Once opener complies with our transfer request, we then show the strength of our hand. In all of these examples we have a 5 card \checkmark suit. Our initial transfer promises at least 5 cards in the suit and so we *do not* repeat it. All of these hands are relatively balanced and so NT is the natural rebid.

How does the bidding progress with our 5 example hands?

- Hand 1: 1NT 2♦ 2♥ pass. This hand is not strong enough to bid again. You need 8-9 points to invite and so the only options were to pass the original 1NT or to transfer and then pass. Transferring usually works out best.
- Hand 2: 1NT 2 2 2NT. An invitational sequence. With a minimal hand, opener may either pass or bid 3 + 2 + 2NT. An invitational sequence. With a minimal hand, opener may either pass or bid 3 + 2NT.
- Hand 3: 1NT 2♦ 2♥ 3NT. This shows game values with 5 ♥ 's. If opener has 4 ♥ 's he will convert to 4♥; if opener has only 2 ♥ 's he will pass 3NT; if opener has 3 ♥ 's he usually elects to go for the 5-3 fit but may pass 3NT with good holdings in the other suits.
- Hand 4: $1NT 2 \spadesuit 2 \blacktriangledown 4NT$. This is a slam invitation showing a 5 card \blacktriangledown suit.
- Hand 5: 1NT 2♦ 2♥ 4♣. As we use 4NT as a natural slam invitation this is Gerber, asking for aces on the way to slam. I will cover ace asking conventions (Blackwood and Gerber) in subsequent news-sheets.

Fine, but what does responder do if he has an unbalanced hand and so does not want to bid NT at his 2^{nd} turn? Perhaps a 6 card suit, or a 2^{nd} suit?

So let's have a look at responding hands that are not relatively balanced: -

Hand 6	Hand 7	Hand 8	Hand 9	Hand 10	Hand 11
A 2	♦ J9	♦ 92	♦ 92	♠ J9	♦ 92
♥ Q10852	♥ AQ1052	♥ AQ1052	♥ AQ1052	♥ AQ10652	♥ AQ10652
♦ J8754	◆ J872	♦ KJ874	◆ AK107	♦ 872	♦ KJ87
. Q9	4 95	. 9	♣ A5	. 95	. 9

Consider the first 4 hands after partner has opened 1NT (15-17). They all have a decent 5 card \checkmark suit but this week they also have a 2^{nd} suit, so how should we bid them?

They all have a decent 5 card \checkmark suit and either \checkmark 's, \checkmark 's or NT could possibly be the final contract with all four. But Hand 6 is weak, Hand 7 is invitational, Hand 8 is worth game and Hand 9 is worth slam. How do we inform partner that we have a \checkmark suit plus a \checkmark suit and then also tell partner about our strength?

We start off with a 2 ♦ transfer bid with all of the hands.

Once opener complies with our transfer request, we then show the strength of our hand. In the examples 6-9 we have a 5 card \checkmark suit. Our initial transfer promises at least 5 cards in the suit and we can now bid our 2^{nd} suit naturally (if we are strong enough). But be careful, a transfer followed by a 2^{nd} suit is always game forcing.

How does the bidding progress with our first 4 example hands?

- Hand 6: 1NT 2 ◆ 2 ♥ pass. This hand is not strong enough to bid again. You need 8-9 points to invite and it's best to play unbalanced hands in a suit contract. You are not strong enough to look for a ◆ fit as a 3 ◆ bid would be game forcing.
- Hand 7: 1NT 2♦ 2♥ 2NT. An invitational sequence, you cannot bid ♦'s as that would be game forcing; you really have no option but to treat the hand as balanced. With a minimal hand, opener may either pass or bid 3♥. With a maximum he will bid either 3NT or 4♥.
- Hand 8: 1NT 2 ♦ 2 ♥ 3 ♦. This shows game values with 5 ♥ 's and 4+ ♦ 's. Partner should know enough to select the best game contract 3NT, 4 ♥ or (rarely) 5 ♦.
- Hand 9: 1NT 2♦ 2♥ 3♦. This sequence starts off the same, inform partner of your two suits and later investigate the best slam.

The last two hands (10&11) have a 6 card \checkmark suit, how do we handle them? We start with a transfer and then bid the suit naturally - $3 \checkmark$ is invitational to game and $4 \checkmark$ is to play: -

- Hand 10: 1NT 2 2 3 = 3. This shows an invitational hand with 6 = 3. Partner will either pass or bid 4 = 3.
- Hand 11: 1NT 2♦ 2♥ 4♥. This shows game values with 6 ♥'s. Partner will pass.

Remember, you need a 6 card suit to transfer and then bid the suit again. If you transfer and then bid a new suit, this is game forcing.