dick

After the opposition double partner's major

Partner opens 14 and the next hand doubles. Here are some possible hands you may hold:

Hand 1 ♣ 72 ▼ 86 ♦ 732 ♣ KQ10973	Hand 2 ♠ K J 3 ♥ 9 2 ♦ 10 8 7 5 ♣ 8 6 3 2
Hand 3	Hand 4
♠ K Q 3	♠ 3
♥ 9 2	♥ 4
♦ A 8 7 5	♦ K J 10 8 7 6
♣ 8 6 3 2	♠ Q J 10 6 2

Hand 1. You would love to show the clubs, mainly to give partner a lead against the opponent's contract but on a good day partner may have a hand enabling you to compete. However, if you bid 2♣ won't partner expect you to have quite a bit more?

Hand 2. You really want to bid 2♠, to take away some space and help partner lead off their broken spade suit but you don't want partner to get carried away.

Hand 3. You also want to bid 2♠ but you want partner to know you have something in case your side can make a game or out-compete the opponents.

Hand 4. You would really like to start by showing the diamonds and perhaps the clubs later but again, partner must not get carried away.

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MAGNIFICENT TRANSFERS

Well, there is a method I like a lot which solves all these problems, namely *transfers*.

After 14-(Dble)-?

1NT = clubs (assume a long suit and weak, but may bid again)

2 = diamonds

 $2 \blacklozenge = hearts$

2♥ = good raise (assume a good 8-10 points)

2♠ = a poor raise, up to a bad 8 points

After 1♥-(Dble)-?

 $1 \spadesuit = \text{natural}$, forcing (I recommend holding five spades or four very good spades)

1NT = clubs

2 = diamonds

 $2 \blacklozenge = a \text{ good raise in hearts}$

2 = a bad raise

You will notice that the natural 1NT bid has been lost. However, losing the ability to bid a 6-9 balanced hand is not a big deal. In fact it's often a poor bid which lets the opponents off the hook when they were about to bid 1NT themselves or something else equally unappetising for them. The best way to show this type of hand is to pass in the first instance and reopen with a double, showing a hand suitable to compete. Hands with 10+ points start with a redouble unless they are very distributional in which case they can start with a transfer and bid again.

Let's look at some more examples:

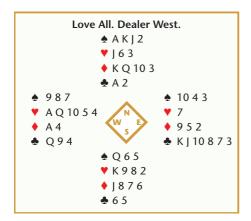


Partner opens 1♠, the next hand doubles. Perhaps

the full deal looks something like this:

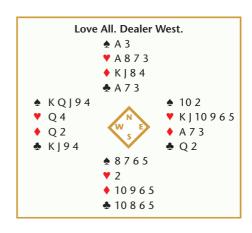


Without transfers you might respond 1NT and your side will scramble into 2♠, making plenty of tricks on the favourable layout. Look what happens if you pass over 1♠-(Dble). South will bid 2♣ and when that comes round you can make a negative double which partner will pass and you will collect a juicy penalty. (South may try 1NT but you can double that on the way out to show a maximum non-redouble).



This time partner opens 1♥ and the next hand doubles. If you pass LHO will bid 1NT, which North will raise to 3NT. Can your partner be blamed for leading a heart letting the contract through? Armed with your new weapon you can bid 1NT to get partner off to the vital club lead.





This hand illustrates a rare but large gain for the transfer. Partner opens 1♠, and over the double you bid 2♦ showing hearts. Partner bids 2♥. With 10 nice points you raise to 3, invitational (a useful sequence to have). Partner goes on to 4. From partner's hand, 4♥ is cold. From your hand it will go off on the likely diamond lead.

The transfers often give you some scope to use your imagination. Perhaps you hold:



Partner opens 1♠ and over the double you figure the key to the hand is getting a diamond lead. You can bid 2♣ showing diamonds and if need be correct partner's 2♦ bid to 2♠, thus securing the diamond lead in opposition and the best contract if declaring.

Let's go back to those first four hands - can you work out what to bid using this system. Answers online, page 74.

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