



## Convention of the Week

6<sup>th</sup> August, 2008

### Some Transfer Wrinkles

Here is a grab bag of Jacoby Transfer odds and ends. Something on super-accepts, slam bidding, how to cope with doubles, etc.

#### A. Super Accepts

What is a "super-accept"? It occurs after a 1NT opening and a Jacoby Transfer. Instead of making the routine acceptance of the transfer, Opener bids beyond two of the transfer suit. A "super-accept" is based on trump length rather than hand strength, and the normal requirement is 4-card support for Partner's suit. The basic logic for the super-accept is that with 9 trumps we have safety at the 3-level, and that the knowledge of the 9-card fit might allow the partnership to reach a game that might otherwise be missed. When Responder happens to have a weak hand the super-accept can also work as an effective preemptive maneuver.

There are all sorts of different schema for making super-accepts, and many of them suffer from the defect of giving the defense free information about the future Declarer's hand. For example, in one such popular method, 1NT 2♥, 3♦ shows, in addition to the 4 Spades, a doubleton Diamond ... this is all very scientific, but why should Declarer want to tip his hand to the defenders like that? Most of the time, Responder will not care one jot about that doubleton Diamond, he will already know where the hand is headed without that useless piece of information. Our suggestion for super-accepts is less helpful to the opponents, and works as follows:

1NT 2♥  
3♠ A *medium* hand with 4 Spades.

1NT 2♥  
2NT A *maximum* hand with 4 Spades.

1NT 2♦  
2NT Same thing, for Hearts.

1NT 2♥  
2NT 3♥ A "re-transfer" ... Responder still wants Opener to play the hand, and the re-transfer achieves that.

This approach has the benefit of simplicity, and does not volunteer unnecessary information to the opponents. Suppose that you have 4 cards in Responder's major and a poor hand? We suggest that you do *not* super-accept with these hands ... also, let's bear in mind that the determination of *Minimum*, *Medium*, and *Maximum*, is not based solely on HCPs ... shape and the type of the HCP's are more important. Try these examples after the auction commences 1NT 2♥:

♠ AQT7 ♥ K7 ♦ AQJ3 ♣ 974

We'd call this one a *Maximum* ... 16 HCP's, all of them working, and a ruffing value. So we bid 2NT.

♠ AQT7 ♥ K72 ♦ AQJ ♣ 974

The same high cards as before, but not nearly as nice a hand. Now, we are cursed with that square shape and that AQJ in Diamonds has less potential in that 3-card suit. We would consider it borderline between *Medium* and *Minimum*, in fact, probably the latter.

♠ AQJ7 ♥ QJ5 ♦ KQJ ♣ J42

It's hard to imagine a worse 17-count than this. Notwithstanding the HCP's it's clearly not a *Maximum*, and we would be inclined to downgrade it all the way to a *Minimum*.

♠ A97 ♥ A75 ♦ AQJT6 ♣ 96

Only 3 trumps, and only 15 HCPs, but this lovely hand is one of the rare times we would super-accept without 4-card support. With all those Aces, the terrific Diamonds and the ruffing value we'd bid 3♣ with this one, showing a *Medium* hand.

#### B. After They Double

The auction commences:

1NT Pass 2♦ Dbl  
??

The Double of 2♦ gives us two extra bids. Common practice is for the Pass to show just two-card support for Partner's major, and for 2♥ here to show 3-card support. With 4-card support Opener can

make whatever super-accept he would have made had there been no Double.

How about the Redouble? The most common method is that it shows the doubled suit, suggesting to Partner that perhaps the opponents have made a mistake. But this treatment is of dubious value, and it's very rare indeed that the opening side picks up an exotic plus score in 2♦ redoubled. Perhaps a better use for the Redouble is this agreement:

**2♥** A bad hand with 3-card support  
**Rdbl** A good hand with 3-card support

One more auction:

**1NT Pass 2♦ Dbl**  
**Pass Pass ??**

Now what is the difference between Redouble and 2♥? As before, we suggest that the Redouble shows a good hand, in this case a 6-card Heart suit (Partner has only two) and invitational values, and that 2♥ is a sign-off.

Having those Redoubles available will allow us to keep the auction low in these two cases:

**1NT Pass 2♦ Dbl**  
**2♥ Pass ??**

Here, Responder can pass with an invitational hand, knowing that Opener does not have the values for game.

**1NT Pass 2♦ Dbl**  
**Pass Pass Rdbl**

Here, Responder has made his game invitation but again the auction can subside at the two-level.

### C. Responder Bids a Second Suit

The auction commences:

**1NT 2♥**  
**2♣ 3♣**  
**??**

3♣ is natural and game-forcing and Responder will usually have slam interest or some serious distribution. The most common follow-up is:

**3♥** Heart support, good hand  
**4♥** Heart support, bad hand  
**3NT** Natural and descriptive

And if Opener has Club support? Then he bids a new suit. For example, in this auction, 3♦ might be bid on: ♠ A5, ♥ T95, ♦ AK76, ♣ AJ87. Opener has a hand that would cooperate towards a Club slam, and which cannot bid 3NT due to the Heart weakness.

But this auction is different!

**1NT 2♦**  
**2♥ 2♠**

When the second suit is Spades, the standard treatment is that Responder shows invitational values only and 4-5 in the majors.

### D. Jacoby and Texas

What's the difference between these two auctions?

**1NT 2♥**                      **1NT 4♥**  
**2♣ 4NT**                      **4♣ 4NT**

Jacoby followed by 4NT is generally played as "quantitative", showing 5 cards in the major and slam-invitational values. Texas followed by 4NT can be used as Blackwood, but see below for some alternative methods.

### E. Some Slam Tools

How about these three jump rebids?

**1NT 2♦**    **1NT 2♣**    **1NT 2♠**  
**2♥ 3♣**    **2♥ 4♣**    **2♥ 4♦**

One obvious method is for all of these to be splinters and for Texas followed by 4NT to be Blackwood. That's simple and intuitive but here's a more efficient method for those with an appetite for such things:

- 4♣ is Roman Key Card
- 4♦ is slam invitational
- 3♠ shows shortness somewhere.

In all cases Responder's presumed to have 6 Hearts.

**1NT 2♦**  
**2♥ 3♣**  
**??**

After 3♣, showing shortness somewhere, Opener bids 3NT to ask where is that shortness. Responses are up-the-line, which in this case means 4♣, 4♦ and 4♥ for Clubs, Diamonds and Spades respectively.

**1NT 2♥**  
**2♣ 3♥**  
**??**

3♥ shows shortness somewhere, and now 3♣ asks where is the shortness. Again the responses are up-the-line, so 3♠, 3NT, 4♣ show shortness in Clubs, Diamonds and Hearts respectively.

Does anything change after a super-accept? If the super-accept is 2NT then the same structure can be used. If the super-accept is at the 3-level the easy solution is to give up on shortness-showing but still to use 4♣ as Roman Key Card.