

Transfer Advances of an Overcall

Applicability

- Transfer responses apply following a 2nd seat non-jump overcall through 3♠
- Transfers begin at the simple cue-bid, and continue through a single raise of the overcall
- A (one-under) transfer to the overcalled suit is a good/constructive raise
- A simple raise of the overcalled suit is preemptive/competitive only
- Other suit responses below the simple cue-bid are natural and forcing
- Non-jump no-trump bids are natural

<u>LHO</u>	<u>OVR</u>	<u>RHO</u>	<u>ADV</u>	
1♣	1♦	pass	1♥	Natural, forcing
			1♠	Natural, forcing
			2♣	Transfer to ♦ = constructive raise
			2♦	Competitive raise

<u>LHO</u>	<u>OVR</u>	<u>RHO</u>	<u>ADV</u>	
1♣	1♥	pass	1♠	Natural, forcing
			2♣	Transfer to ♦
			2♦	Transfer to ♥ = constructive raise
			2♥	Competitive raise

<u>LHO</u>	<u>OVR</u>	<u>RHO</u>	<u>ADV</u>	
1♣	1♠	pass	2♣	Transfer to ♦
			2♦	Transfer to ♥
			2♥	Transfer to ♠ = constructive raise
			2♠	Competitive raise

<u>LHO</u>	<u>OVR</u>	<u>RHO</u>	<u>ADV</u>	
1♦	1♥	pass	1♠	Natural, forcing
			2♣	Natural, forcing
			2♦	Transfer to ♥ = constructive raise
			2♥	Competitive raise

<u>LHO</u>	<u>OVR</u>	<u>RHO</u>	<u>ADV</u>	
1♦	1♠	pass	2♣	Natural, forcing
			2♦	Transfer to ♥
			2♥	Transfer to ♠ = constructive raise
			2♠	Competitive raise

<u>LHO</u>	<u>OVR</u>	<u>RHO</u>	<u>ADV</u>	
1♦	2♣	pass	2♦	Transfer to ♥
			2♥	Transfer to ♠
			2♠	Transfer to ♣ = constructive raise
			3♣	Competitive raise
<u>LHO</u>	<u>OVR</u>	<u>RHO</u>	<u>ADV</u>	
1♥	1♠	pass	2♣	Natural, forcing
			2♦	Natural, forcing
			2♥	Transfer to ♠ = constructive raise
			2♠	Competitive raise
<u>LHO</u>	<u>OVR</u>	<u>RHO</u>	<u>ADV</u>	
1♥	2♣	pass	2♦	Natural, forcing
			2♥	Transfer to ♠
			2♠	Transfer to ♣ = constructive raise
			3♣	Competitive raise
<u>LHO</u>	<u>OVR</u>	<u>RHO</u>	<u>ADV</u>	
1♥	2♦	pass	2♥	Transfer to ♠
			2♠	Transfer to ♣
			3♣	Transfer to ♦ = constructive raise
			3♦	Competitive raise
<u>LHO</u>	<u>OVR</u>	<u>RHO</u>	<u>ADV</u>	
1♠	2♣	pass	2♦	Natural, forcing
			2♥	Natural, forcing
			2♠	Transfer to ♣ = constructive raise
			3♣	Competitive raise
<u>LHO</u>	<u>OVR</u>	<u>RHO</u>	<u>ADV</u>	
1♠	2♦	pass	2♥	Natural, forcing
			2♠	Transfer to ♣
			3♣	Transfer to ♦ = constructive raise
			3♦	Competitive raise
<u>LHO</u>	<u>OVR</u>	<u>RHO</u>	<u>ADV</u>	
1♠	2♥	pass	2♠	Transfer to ♣
			3♣	Transfer to ♦
			3♦	Transfer to ♥ = constructive raise
			3♥	Competitive raise

Application

Non-Invitational Overcalls and Corrections

Overcaller is expected to accept the transfer unless holding a very good 6/7-card suit and no fit for advancer's suit. Otherwise, even with no fit, simple acceptance indicates that overcaller would have passed a direct advance.

a) Overcaller has a very good 6/7-card suit and no fit for advancer's suit:

<u>LHO</u>	<u>OVR</u>	<u>RHO</u>	<u>ADV</u>	
1♣	1♠	pass	2♣	Transfer to ♦
pass	2♠			Example, ♠AKJT962 ♥JT8 ♦7 ♣94

b) Advancer will pass an acceptance with a weak hand when intending to correct:

<u>LHO</u>	<u>OVR</u>	<u>RHO</u>	<u>ADV</u>	
1♣	1♠	pass	2♣	Transfer to ♦
pass	2♦	pass	pass	Example, ♠3 ♥J87 ♦KJT7632 ♣94

c) Overcaller may make a jump raise acceptance; this does not promise extra values, just a good fit with advancer, and is preemptive:

<u>LHO</u>	<u>OVR</u>	<u>RHO</u>	<u>ADV</u>	
1♣	1♠	pass	2♣	Transfer to ♦
pass	3♦			Example, ♠AQJT8 ♥8 ♦K875 ♣942

Invitational Continuations Bypassing the Transfer

d) Overcaller's bid of the 4th suit is natural, 5-5, with extra's:

<u>LHO</u>	<u>OVR</u>	<u>RHO</u>	<u>ADV</u>	
1♣	1♠	pass	2♦	Transfer to ♥
pass	3♦			Example, ♠AQT83 ♥K8 ♦KQT54 ♣9

e) If a Michael's cue-bid was available, overcaller's 4th suit bid should be 5-4 with 3-card support for advancer:

<u>LHO</u>	<u>OVR</u>	<u>RHO</u>	<u>ADV</u>	
1♣	1♠	pass	2♣	Transfer to ♦
pass	2♥			Example, ♠AQT83 ♥KQ76 ♦K54 ♣9

f) Overcaller's cue-bid shows extra values with a fit for advancer's suit:

<u>LHO</u>	<u>OVR</u>	<u>RHO</u>	<u>ADV</u>	
1♣	1♠	pass	2♣	Transfer to ♦
pass	3♣			Example, ♠AQT83 ♥Q76 ♦KT84 ♣A

g) Overcaller's 2N is natural:

<u>LHO</u>	<u>OVR</u>	<u>RHO</u>	<u>ADV</u>	
1♣	1♠	pass	2♣	Transfer to ♦
pass	2N			Example, ♠AQT83 ♥A76 ♦84 ♣QJ6

Invitational Continuations by Advancer Following Simple Acceptance

h) Advancer may transfer, then raise, to invite game in overcaller's suit while showing values in the transfer suit:

<u>LHO</u>	<u>OVR</u>	<u>RHO</u>	<u>ADV</u>	
1♣	1♠	pass	2♣	Transfer to ♦
pass	2♦	pass	2♠	Example, ♠K76 ♥K5 ♦AQJ63 ♣J42

i) Advancer may rebid their suit to try for game in their own suit:

<u>LHO</u>	<u>OVR</u>	<u>RHO</u>	<u>ADV</u>	
1♣	1♠	pass	2♣	Transfer to ♦
pass	2♦	pass	3♦	Example, ♠Q ♥A8 ♦KQJT762 ♣84

j) Advancer's reverse into the 4th suit should show a strong hand with tolerance (2-card support) for overcaller's suit

<u>LHO</u>	<u>OVR</u>	<u>RHO</u>	<u>ADV</u>	
1♣	1♠	pass	2♣	Transfer to ♦
pass	2♦	pass	2♥	Example, ♠97 ♥AQT8 ♦AQJ72 ♣64

k) Advancer's No-Trump is natural and invitational

<u>LHO</u>	<u>OVR</u>	<u>RHO</u>	<u>ADV</u>	
1♣	1♠	pass	2♣	Transfer to ♦
pass	2♦	pass	2N	Example, ♠97 ♥KT7 ♦AQJ72 ♣KT9

l) Advancer's cue-bid asks for a stopper and suggests game in No-Trump

<u>LHO</u>	<u>OVR</u>	<u>RHO</u>	<u>ADV</u>	
1♣	1♠	pass	2♣	Transfer to ♦
pass	2♦	pass	3♣	Example, ♠97 ♥A87 ♦AKQT72 ♣74