

# 4-Suit Transfers

After opening a strong 1NT, with the basic structure provided by Gerry Bare

Presented by Mike Savage

Gerry plays 1NT-2NT as a natural and invitational bid (using Stayman for this just gives the opponents information on how to lead and defend). 1NT-3D is played natural and invitational. Minor 2-suiters are shown by bidding 1NT-3H or 3S; showing 5-4 in the minors (with a major stiff) or by transferring to clubs and then bidding diamonds (5-5). 1NT P 2C P 2(any) P 3C or 3D = Shows six of the minor, a four-card major and is invitational. 1NT-2S is the beginning our four-suit transfers.

**2S** = Transfer to 3C: a club bust, invitational with clubs or starting a forcing sequence.

**2NT** = Shows a maximum with a good fit in clubs and stoppers.

Responses: **3C** = To play with no game interest.

**3D** = Five-five, **3H/3S** = Four of unbid major (transferring the play); game forcing.

**3NT** = To play with a reasonable hand opposite a maximum and a fit.

**New suit at the 4-level** = Splinter raise with a good fit in clubs and slam interest.

**4C** = Roman Key-card with clubs as trumps.

**3C** = Denies a maximum with a good club fit (usual response).

**Pass** = Shows at least six clubs & no game interest after the discouraging 3C response.

**3D** = Should be 5-5 or more in the minors & is forcing. (If you don't play 1NT or 3H or 3S to show 5-4 in the minors with a stiff, this bid could be 5-4.)

**3H/3S** = Shows 5 clubs, 4 of the unbid major (transferring the play), forcing.

Over 3D, 3H and 3S:

**New Suit** = Cue bid in support of responder's 2<sup>nd</sup> suit.

**3NT** = To play. Denies strong slam interest or stopper problems.

**4 of the minor** = Shows a fit with stopper problems or a max with a fit.

Responses: Roman Key card responses with slam interest; bid 5C without.

**3NT** = Shows a balanced hand with five clubs and slam interest.

**4C** = Roman Key-card with clubs as trumps.

**4D/4H/4S** = Splinters with six or more clubs, a stiff or void, and slam interest.

**4NT** = Shows a balanced hand with six clubs and slam interest.

**5NT/6C** = Balanced; **5NT**: Pick a slam (5 clubs) or **6C**: Pick a slam (6 clubs).

**2NT** = Natural and invitational (in other versions of 4-Suit Transfers, 2NT begins the transfers).

**3C** = Transfer to 3D. After 3D:

**Pass** = Shows a diamond bust.

**3H/3S** = 5 diamonds, 4 of the unbid major (transferring play) responses: **green** above.

**3NT** = Shows a balanced hand with five diamonds and slam interest.

**4D** = Roman Key-card with diamonds as trumps.

**4C/4H/4S** = Splinters with six or more diamonds, shortness, and slam interest.

**4NT** = Shows a balanced hand with six diamonds and slam interest.

**5NT/6D** = Balanced; **5NT**: Pick a slam (5 diamonds) or **6D**: Pick a slam (6 diamonds).

**3D** = Invitational to game with a six-card suit. My preference is with poor suit (w/o ace).

**3H** or **3S** = Shows five-four in the minors with a stiff in the major and is game forcing. If opener bids **4C/4D**, denying no-trump stoppers in your stiff, you can bid game or try for slam. A **3NT** response is usually passed, but with slam interest, you can bid **4C** with five clubs or **4D** with five diamonds. But if you bid **4NT**, it denies a stiff and if you have bid **3H**: **4NT** = 2-2-4-**5** and if you have bid **3S**: **4NT** = 2-2-**5**-4.

**With interference at the 2-level, above 2C (and suit is not available at the 2-level):**

**2NT** = Transfer to **3C**. With AK or AQ 3<sup>rd</sup> and stoppers, opener *could* bid **3NT**.

**3C** = Accepts the transfer. Denies AK or AQ 3<sup>rd</sup> and good stoppers.

**3D/3H/3S** = Natural and forcing, at least five clubs and **3D** shows four diamonds, **3H** shows four spades and **3S** shows four hearts (“right-siding”).

Responses: **New Suit** = Cue bid in support of responders second suit.

**3NT** = To play and denies any slam interest or stopper problems.

**4 of the minor** = Shows a fit with stopper problems or slam interest.

**3NT** = Six+ clubs and no stopper in their suit. Opener passes with stoppers or bid clubs.

**4C** = Invitational to **5C** with a hand unsuitable for no-trump.

**4D/4H/4S** = Splinters showing long clubs, a stiff or void, and slam interest.

**4NT** = Forcing to **5C**, invitational to **6C**.

**3C** = Transfer to **3D**. With AK or AQ 3<sup>rd</sup> and stoppers, opener *could* bid **3NT**.

**3D** = Accepts the transfer. Denies AK or AQ 3<sup>rd</sup> and good stoppers.

**3H/3S** = Natural and forcing, at least 5 diamonds and 4-cards in the 2<sup>nd</sup> suit.

Responses: Same as above in **green**.

**3NT** = Six+ diamonds and no stopper in their suit. Opener passes or bids diamonds.

**4D** = Invitational to **5D** with a hand unsuitable for no-trump.

**4C/4H/4S** = Splinters showing long diamonds, shortness, and slam interest.

**4NT** = Forcing to **5D**, invitational to **6D**.

**3D** = Transfer to **3H**. If **2H** was available at the 2-level, this bid is invitational or better.

**If 2H was available at the two-level:**

**3H** = Shows all minimums.

**3NT** = Shows only two hearts and a maximum.

**4H** = Shows at least three hearts and a maximum.

**If 2H wasn't available at the two-level:**

**3H** = Accepts the transfer on all hands without a maximum and a good fit in hearts.

**4H** = Shows a good fit in hearts and you are at the top of your no-trump range.

**3H** = Transfer to **3S**. Shows an invitational or better hand with at least five spades.

**Since 2S was available at the two-level:**

**3S** = Shows all hands that are not maximums.

**3NT** = Shows only two spades and you are on the very top of your no-trump range.

**4S** = Shows a maximum and at least three spades.

**3S** = Shows five-five or more in the minors with at least *distributionally* invitational values.

**3NT** = To play (see note 2 below).

**Four-level bids:** Retain their original systemic meanings, ignoring the overcall.

**Notes:**

1. Transferring into the suit overcalled by the opponent is **Stayman**.
2. There are other variations, some more complex, on how to play 4-suit transfers, but *these* are Gerry's basic 4-suit transfer structures, which have been developed and expanded and, as a whole, seem to have substantial advantages over standard no-trump sequences.