

Transfer Advances – Pt 2

Improve Your Defensive Bidding

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Last month in [Part 1](#), we looked at Transfer Advances when responder passes. There are more ways for advancer, overcaller's partner, to show different hand types when responder bids. The bids are easier to remember because all bids except raises are transfers.

Transfers

Here's a similar auction from the last article, where your partner overcalls with one of two similar hands:

Overcaller A: ♠AQxxx ♥Jxx ♦QJ ♣KJx

Overcaller B: ♠AQxxx ♥xxx ♦QJ ♣xxx

1♣ 1♠; 2♦ ?

Do your current agreements help you describe all the following hands as advancer?

Advancer C: ♠x ♥K109xxxx ♦xxx ♣xx

Advancer D: ♠x ♥KQ109xxx ♦Kxx ♣Qx

Advancer E: ♠Kxx ♥KQ109xx ♦Ax ♣Kx

Advancer F: ♠Kx ♥Qxxx ♦Kxxxx ♣xx

Advancer G: ♠Jxx ♥Kxxx ♦Kxxx ♣xx

Advancer H: ♠Kxxx ♥KQxx ♦Kxx ♣xx

Advancer I: ♠xxxx ♥KQxx ♦xxx ♣xx

Advancer J: ♠Kx ♥KQxx ♦Kxxx ♣Axx

Advancer K: ♠KJ ♥KQxx ♦K10xx ♣Axx

Advancer L: ♠xxxxx ♥KQxx ♦xxxx ♣

Advancer M: ♠Kxxx ♥KQxx ♦Kxxx ♣x

You would like to play 2♥ on [C], invite game in hearts with [D], investigate a slam on [E], show the A or K or spades with a raise on [F], show a raise without the A or K on [G], invite with 11-14 on [H], preempt 3♠ on [I], invite 3N with one diamond stopper on [J], ask for a club stopper on [K], preempt 4♠ on [L], and transfer to 4♠ with defense on [M].

The following treatment applies to non-jump overcalls over one or two of a suit openings when responder bids. Transfer Advances start at DBL and end one bid below game in overcaller's suit.

In our example Transfer Advances start at DBL and end at 4♥. All bids except raising overcaller are transfers. Here are advancer's bids.

[C] DBL and pass if partner rebids 2♥. Raise to game after an invitational 3♥ rebid.

[D] DBL and invite with 3♥.

[E] DBL and investigate slam with a 3♣ Q-bid. Partner shows interest by Q-bidding an A or K.

[F] Transfer to 2♠ with 2♥, [Rosenkranz](#) showing a raise with ♠A or ♠K. Against 3♣ partner can lead a low spade with confidence.

[G] Raise spades naturally, denying A♠ or K♠. Against 3♣ partner can lead the ♦Q.

[H] Invite game with 11-14, by transferring to 3♠ with 3♥.

[I] Bid 3♠ to play with a preemptive raise.

[J] Transfer to diamonds with 3♣, asking for a diamond stop and inviting 3N. Partner accepts with 3N on [A] and declines with 3♠ on [B].

[K] Transfer to clubs with 2N, asking for a club stop and inviting 3N. Partner bids 3N with [A] and declines with 3♠ with [B].

[L] Bid 4♠ naturally without much outside defense.

[M] Transfer to 4♠ with 4♥ with defense, helping partner decide whether to double or bid if the opponents try the five level.

As discussed in [Part 1](#), with a maximum, overcaller invites by bidding beyond the transfer or jumping.

On some auctions, advancer cannot immediately show the suit above the 1♦, 1♥ or 2♣ overcall.

1♣ 1♥; 2♦ ?

To show a long spade suit, advancer transfers to hearts and then bids 2♠. This shows 5-9 hcp and a good six card spade suit (e.g. KQ10xxx) with no more than xx in hearts. With 10-13 and six good spades transfer and bid 2N with no more than xx in hearts. The alert of the transfer must explain the possible hands.

1♣ 1♦; 2♣ ?

With a good six card heart suit and no more than xx in diamonds, transfer to diamonds and bid 2♥ (5-9) or 2N (10-13).

1♥ 2♣; 2♥ ?

With a good six card diamond suit and no more than xx in clubs, transfer to 3♣ with 2N and bid 3♦ (10-13).

Transfer Advances are an advanced treatment. Be sure to mark your convention card "Transfer Advances" and alert all transfers. Thoroughly discuss applicable auctions, including passed hand bids, before playing this convention with your regular partner. ♣