

# Transfer Advances – Pt 1

## Improve Your Defensive Bidding

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Players appreciate the advantages of transferring when partner opens 1NT. Some use [Transfer Lebensohl](#) as explained in Robert Todd's prior article, but I suspect few use transfers after they overcall. Over four decades ago Jeff Rubens introduced that concept in [The Bridge World](#). Transfer Advances add more descriptive bids for advancer, overcaller's partner.

### Transfers

Here's a common auction where your partner overcalls with one of two similar hands:

*Overcaller A:*

♠AQxxx ♥Jxx ♦QJ ♣Kxx

*Overcaller B:*

♠AQxxx ♥xxx ♦QJ ♣xxx

1♣ 1♠; P ?

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 ♣Ax

*Advancer F:*

♠Kxx ♥KQxx ♦Kxx ♣x xx

You would like to play 2♥ on [C], invite game in hearts with [D], investigate a slam on [E], and invite game in spades with [F].

The following treatment applies to non-jump overcalls over one, two or three of a suit openings when responder passes; another article will address when responder bids. Transfer Advances start at a non-jump cue bid and end below a non-jump raise.

In our example Transfer Advances start at 2♣ and end at 2♥. All three bids (2♣, 2♦, and 2♥) are transfers with 2♥ showing a better raise than 2♠. With [C] bid 2♦ and pass if partner rebids 2♥. Transfer to 2♥ with [D] and invite with 3♥. Holding [E] investigate slam at a lower level with 3♣ if partner rebids 2♥. With [F] transfer to 2♠ with a good raise. Hands like [C], [D] and [E] with diamonds instead of hearts start with a 2♣ transfer.

If you currently play a 2♥ advance forcing, partner will raise with both [A] and [B]. With [C] you can pass 1♠ or risk getting too high when [B] raises your 2♥. Holding [D] you have to guess if partner has [A] which makes game. With [E] after 2♥ forcing and a raise, you cue bid 4♣, but partner may not envision slam with [A]. Holding [F] you have to guess to bid 2♠ with 11 hcp; otherwise, you will get too high when partner holds [B].

## Advancer Rebids

Let's explore more rebids after overcaller accepts the transfer to 2♥.

2♠: A good raise with a heart suit – makes 3♠ [B] and possibly 4♠ [A].

*Advancer G:*

♠Kxx ♥KQxxx ♦Kxx ♣xx

3♠: An invitational raise with a heart suit – makes 3♠ [B] or 4♠ [A].

*Advancer H:*

♠Kxx ♥KQxxx ♦Kxx ♣Qx

2N: Invitational – makes 3♥ [B] or 4♥ [A].

*Advancer I:*

♠xx ♥KQ10xx ♦Kxx ♣AJx

3♣: Asking for a stopper or a slam try – makes 3N [A] or 4♥ [A] or [B].

*Advancer J:*

♠xx ♥AKQxxx ♦Axx ♣xx

3♦: Non-forcing natural new suit, searching for a fit – makes 3♥ [B] or 4♥ [A].

*Advancer K:*

♠x ♥AKxxx ♦K109xx ♣xx

With a maximum, overcaller invites by bidding beyond the transfer or jumping.

## Higher Levels

Transfer Advances can also be used over opening two and three level preempts.

2♦ 2♠; P ?

3♦ is a transfer to hearts, while 3♥ shows a limit raise.

2♥ 3♣; P ?

3♥ is a transfer to spades, and 3♠ is a limit raise.

3♣ 3♠; P ?

4♣ and 4♦ are transfers with 5+ cards, and 4♥ is a slam try in spades.

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