

# Jacoby Transfers for Novices

When partner opens 1NT, and the next player passes ...

- A response of 2 ♣ is the [Stayman Convention](#), asking for a 4-card major.
- A response of 2 ♦ asks opener to bid 2 ♥ ([Jacoby transfer](#)).
- A response of 2 ♥ asks opener to bid 2 ♠ (Jacoby transfer).
- A response of 2 ♠ asks opener to bid 3 ♣ (Jacoby transfer).  
Responder may then correct to 3 ♦, a SIGN-OFF bid!!
- A response of 2NT shows 8 or 9 HCP and is invitational to 3NT.
- A response of 3 ♣ or 3 ♦ shows 2 of the top 3 honors, (either AQ or AK or KQ), and a 6-card suit, and is invitational to 3NT. Asks the opener if he has the other honor to bid 3NT.
- A response of 3 ♥ or 3 ♠ shows a 6- card suit, invitational to slam.  
If opener next bids 3NT or 4 ♥ or 4 ♠, it is a SIGN -OFF bid!!

## Details, Details, Details....

It's All  
About  
Details

In any ACBL-sanctioned event, Jacoby Transfers must be “announced,” telling the opponents what the suit is that you are transferring to.

Playing in-person, the audible announcement comes from the partner of the one who made the transfer bid. You simply say “hearts” if partner bid 2 ♦, or “spades” if it was 2 ♥.

Playing Online, the announcement must come from the player who bid the transfer. To do this, write the SUIT to which you are transferring on that line in the bidding box, and then make your bid.

## Jacoby Transfers

**Board 1**  
North Deals  
None Vul

<p>♠ Q 9 6 ♥ 9 8 2 ♦ K Q 2 ♣ 10 9 8 3</p>		<p>♠ A K 8 5 ♥ Q 10 5 ♦ A 7 4 ♣ K J 4</p>	<p>♠ J 10 3 ♥ A 6 ♦ J 10 9 6 3 ♣ Q 5 2</p>
		<p>♠ 7 4 2 ♥ K J 7 4 3 ♦ 8 5 ♣ A 7 6</p>	

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 NT	Pass	2 ♦
Pass	2 ♥	Pass	2 NT
Pass	4 ♥	All pass	

**Auction Commentary:** When a player limits their hand, they're not in charge of the auction. North's 1 NT limits their hand to 15-17 HCP, so South is in charge. Responder will be the captain. South first bids 2 ♦, telling partner they have 5 ♥s, which forces partner to bid them (2 ♥s). Next, South's 2 NT rebid shows invitational values, 8-9 HCP. South says "partner, if you're at the top of your 1 NT bid, then we have game. And if you have 3 pieces in ♥s, then we have a fit. With this information, partner, please place the contract."

*North now knows (1) they're bound for game, and (2) there's a ♥ fit. It's easy to bid 4 ♥!*

**Opening Lead:** J ♦ (top of a sequence)

**Planning the Play:** Declarer must count losers in a suit contract, and it looks like there is one in each suit (which is one too many!). We're going to set up the dummy as the master hand, (the hand with the long trumps). The plan is to draw trumps, and then test the longer of the side suits, the ♠s. We're looking at that ♣ finesse as a backup plan, but if the missing ♠s divide 3-3, then we won't have to try the (only 50% chance!) finesse. Lucky today, as we can pitch our third ♣ on the 4th ♠!

**Board 6**

East Deals

E-W Vul

♠ J 4		♠ A K
♥ K Q 9 6		♥ A 10 8 7
♦ A 9 8 4		♦ Q 10 5 3
♣ 7 6 5		♣ A 4 3
♠ Q 10 6 5 3 2	<div style="display: inline-block; background-color: #008000; color: white; padding: 5px; border: 1px solid black;">           N W     E S         </div>	
♥ 3 2		
♦ 6 2		
♣ 9 8 2		
♠ 9 8 7		
♥ J 5 4		
♦ K J 7		
♣ K Q J 10		

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 NT	Pass
2 ♥	Pass	2 ♠	All pass

**Auction Commentary:** In a 1 NT auction, when Responder has shape, but no points, it's IMPERATIVE that to place the contract in their suit. How many tricks can West contribute in a NT contract? Maybe 1, the Q♠, and only if partner can get there. But what about if the contract is in ♠s? West is short in the red suits and can trump those, gaining partner a couple of more tricks at least. And West KNOWS that there is a ♠ fit, because partner's 1 NT balanced hand promises at least 2 of everything. Using a 2♥ Jacoby Transfer, West forces partner to bid 2♠, and then passes (with no points!).

**Opening Lead:** K♣ (top of a sequence)

**Planning the Play:** Counting losers, from the position of the "master hand," (the one with the long trumps), East sees just 1♥ loser, along with 2♦ losers and 2♣ losers. With just 2 HCP, partner did a great job placing this contract!

The plan is to win the first trick with the A♣, and then play the top 2 trumps. Then play the winning A♥, and give the opponents their ♥ winner. This way, then Declarer can ruff a ♥ to get to the dummy, so that the Q♠ can be played to draw the last outstanding trump.

Remember that if your hand has shape when partner opens 1 NT, the weaker you are the more you need to bid! Partner's in trouble trying to take 7 tricks in 1 NT. But if you can contribute to the trick count by holding a long trump suit, it's better to be there. Even with ZERO points!



**Board 8**

West Deals

None Vul

♠ K 3	♠ J 2	♠ A 10 9 6 5									
♥ K J 5	♥ A 10 4 3 2	♥ Q 8									
♦ A Q 8 2	♦ K 10	♦ 9 7 6									
♣ K 9 6 4	♣ Q 10 3 2	♣ A 8 5									
<table style="border: 1px solid green; width: 60px; height: 60px; margin: auto; text-align: center; border-collapse: collapse;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>				N		W		E		S	
	N										
W		E									
	S										
	♠ Q 8 7 4										
	♥ 9 7 6										
	♦ J 5 4 3										
	♣ J 7										

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 NT	Pass	2 ♥	Pass
2 ♠	Pass	3 NT	All pass

**Auction Commentary:** Responder knows that partner has 15-17 HCP. So right away, East knows there is a game somewhere to be found. East is the captain, remember, because West limited their hand to 15-17 points. So East gets to work describing their hand. 2♥ transfer shows at least 5♠s East's hand. (West must take the transfer and bid 2♠.) Next, the rebid by East shows the strength of their hand. When the rebid is 3NT, East has told partner, "I have 5♠s, and I have enough for us to be in game. Do you have 3 pieces in ♠s with me? If so, please bid game in ♠s. If you do not, you can pass this 3NT. We'll be fine there." (West passes, knowing there is not a ♠ fit.)

**Opening Lead:** 3♥ (4th best from longest and strongest suit)

**Planning the Play:** Declarer in a NT contract must count the winners, and hopes to find 9 right off the bat. There are 2♠ winners, 2♥ winners, 2♣ winners and just 1♦ winner. We're going to need to find 2 more. The♦ finesse is possible, but a finesse has only a 50% chance of success. The longest side suit (with the most pieces on one side of the table) is the♠ suit. We're missing 6 pieces. They do not rate to break evenly, so we won't expect a 3-3 split. But even if they break 4-2, holding the high spot cards 10♠ and 9♠ -- the STUFFING! -- we can drive out the missing Q♠ and promote the other 2♠ tricks.

There are 2 planning takeaways here.

- 1) Be sure to establish winners in long side suits. Take your losers EARLY while you still have control in the other suits. NT is a race! So get your suit set up before they establish theirs.
- 2) And remember that when we are missing an odd number of cards, they rate to break evenly between the opponents' hands. And if we are missing an even number of cards, they rate to split oddly, (unevenly).