## Jacoby Transfers

Jacoby Transfers after 1NT (15-17 HCP) opening bid: An artificial bid by responder that requires the opening bidder to bid the next higher ranking suit, a suit in which responder holds five or more. A 2 diamond response asks the opener to rebid 2 hearts; a 2 heart response asks the opener to rebid 2 spades.

## Logic

- Goal is to have the opening NTer be the declarer. It improves declarer's prospects by $1 / 2$ trick on average. Why? The opening leader must lead into the honors (jaws!) held by the opening NTer.
- It is usually better to play in responder's suit since low cards in that suit will take tricks if it is trump. Even if responder has a very weak hand it is better to make the transfer for that reason (down one is better than down two).
- Partner of the opening NT bidder becomes boss for that hand. Why? Responder knows within one point the HCP assets of the partnership ( $16+$ responder's HCP). Simple addition enables responder to determine whether the pair should stop in a part score, invite game, or force to game.
- Invite with 9 HCP (9+16=25 HCP)
- Game force with 10+ HCP (10+16=26 HCP)
- Part score with 8 or fewer HCP


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## GF and Invitational Sequences

- Finding the golden 8-card fit: What if NTer only has two card support for responder's suit when responder holds exactly five in the suit? In that case responder retreats to NT after making the transfer (2NT as invite or 3 NT as game force). Opening NTer corrects to responder's suit if holding at least 3 cards in it.
- GF examples (assumes opps are passing):
- $1 \mathrm{NT}-2 \mathrm{H}-2 \mathrm{~S}-3 \mathrm{~N}$ - Pass (responder shows exactly 5 spades, opener 2)
- $1 \mathrm{NT}-2 \mathrm{H}-2 \mathrm{~S}-3 \mathrm{~N}-4 \mathrm{~S}$ (opener has at least 3 spades)
- $1 \mathrm{NT}-2 \mathrm{H}-2 \mathrm{~S}-4 \mathrm{~S}$ (responder has 6 or more spades)
- Invite examples (assumes opps are passing):
- $1 \mathrm{NT}-2 \mathrm{H}-2 \mathrm{~S}-2 \mathrm{~N}-$ Pass (responder shows exactly 5 spades, opener 2)
- $1 \mathrm{NT}-2 \mathrm{H}-2 \mathrm{~S}-2 \mathrm{~N}-3 \mathrm{~S}$ (opener has at least 3 spades)
- $1 \mathrm{NT}-2 \mathrm{H}-2 \mathrm{~S}-3 \mathrm{~S}$ - Pass (responder has 6 or more spades)
- How would opener accept the invite in each of these cases?

Minor suit transfers also possible w/ 2 S bid by responder (by prior agreement)

- With a 6-card or longer minor and fewer than 9 HCP responder may think that pair will get a better score with responder's suit as trump
- $2 S$ response relays opener to 3C and corrects to 3D if suit is diamonds

