

## Resumé of Lessons 4-9

Today we will briefly review the main points we covered in the past 6 lessons.

### 1 I'm going to open, but first check: can I open 1NT?

It is usually better to open 1NT rather than 1 of a suit, if your hand qualifies for 1NT.

Exception: if your hand qualifies for a 1NT opening bid, and you also hold a good quality 5-card **major** that you'd want to rebid, then opening 1 of the major is preferable.

To qualify for a 1NT opening bid, your hand should be

- 12-14 HCP
- and
- Balanced, ie 4 3 3 3 or 5 3 3 2 or 4 4 3 2
- or
- Semi-balanced, ie 5 4 2 2, if the 5-card suit is a minor, or a poor quality major.

### 2 Opening 1 of a suit

To open 1 of a suit we should hold at least 12 HCP, and a hand unsuitable for 1NT (too strong, or too shapely). But we can also **open light**.

A useful tool is the "Rule of 20", which is based on combining shape and high card point count.

We add the number of High Card Points to the number of cards in our two longest suits. If this comes to at least 20, we should CONSIDER opening 1 of a suit – obviously, our longest suit.

We mentioned in passing another great tool for evaluation, called LOSING TRICK COUNT, which we will cover in detail later in the course. If you're OK with it, use it: you will want no worse than a 7-loser hand to open 1 of a suit. But don't worry if you don't know it yet.

#### Think "rebid"

If you open 1 of a suit, you are GUARANTEEING a rebid.

Of course, you won't always rebid....say partner passes, or makes a limit bid response.

But you must be PREPARED to rebid, in case partner makes a change of suit response to your opening bid.

It's the **GOLDEN RULE** of opening 1 of a suit:

If you're going to open 1 of a suit, have your rebid in mind, for WHATEVER partner responds. If partner could respond with something that gives you no reasonable rebid, DO NOT OPEN 1-of-a-SUIT.

### 3 The Barrier, and Reversing

If you open 1 of a suit, a notional “barrier” exists at the 2 level of that suit. If your rebid is in a new suit above that barrier, you are said to have “reversed”, and it shows a strong hand, significantly better than a minimum opener. Here, South opens 1♦, so the barrier is at 2♦. She then bids a new suit, hearts, so has gone through the barrier.

S	W	N	E
1♦	pass	1♠	pass
2♥	pass	?	

It matters, because often partner won’t have a very strong hand, and will want to show a simple preference for opener’s first bid suit – because that will usually be longer. To do that after a reverse requires a bid at the 3 level, which will be too high holding a weak hand, unless opener is strong.

So, if you want to show two suits, 5-4 say, you need a strong opening hand to bid your second suit, if bidding it puts you through the barrier; if you aren’t strong, you can’t bid your second suit!

If bidding your second suit doesn’t put you through the barrier, then you **can** bid it without extra strength.

So, if reversing shows a strong hand, what to we do if we hold a strong hand and bidding our second suit doesn’t go through the barrier? Say in the above example, South was instead 5-4 in hearts and diamonds. Then to show her extra strength, she would need to jump on her rebid, ie

S	W	N	E
1♥	pass	1♠	pass
3♦	pass	?	

So, a reverse by opener, or a jump rebid in a new suit, shows a strong hand.

### 4 Opening 1 of a suit - which suit to choose?

4.1 If you have one suit longer than all the others, open with that one. The primary objective of bidding is to find a fit with partner, ie a suit in which your two hands together have at least 8 cards. Aces and kings will probably win tricks whatever is trumps, but small cards are usually only useful if they’re trumps.

4.2 If you have two suits of equal length, open the **higher-ranking** suit. This way, you’ll bid a major before a minor, so you are less likely to miss a major suit fit. With two 5-card suits, it will usually be possible to describe your hand economically, ie you’ll be able to bid your second suit without using up too much bidding space.

There are, however, two exceptions

- i. With 4 cards in ♥ and ♠, bid the ♥ first! This is because opening 1♠ would risk missing a heart fit.
- ii. With 5-5 in ♣ and ♠, it is slightly preferable to open 1♣ (though there are some pros and cons).

4.3 4441 hands: these are awkward, and hard to bid. There are various possible systems. None is perfect, and you’ll always find hands where one system works better than another. One that works OK and is easy to remember is to bid hearts with a black suit singleton, and clubs with a red suit singleton. The mnemonic is “taps” ie Hot & Cold, or H & C.

## 5 General guidelines for responding to partner's 1-of-a-suit opening bid

- 5.1 If you have 6-9 HCP, and you have no other possible bid, bid the “dustbin” 1NT. It is the only NT bid which doesn't guarantee a balanced hand. In fact, it says nothing about shape – it can even be bid with a void. It simply shows a point count. It says, “I don't have support or your suit, I don't have another suit I can bid at the 1 level, and I don't have a strong enough hand to bid at the 2 level”.
- It's called the “dustbin” 1NT bid as it catches all those rubbish hands with 6-9 points where there is nothing else you can bid. Note that if your RH opponent does bid, opener will have a chance to bid again, so you are absolved from the responsibility to stretch to make a response. **If you bid 1NT after an intervening bid, this is NOT the “dustbin” 1NT**, but is a constructive bid (see 5.11 below), showing a stop in opponent's suit and 8-9HCP.
- 5.2 If you are below 6HCP, but have a shapely hand, try to scrape up a response rather than passing. Don't be too rigid about needing at least 6 points, if you have some shape. If you pass, and opponents don't enter the bidding, partner will be left at the one level, and you might miss out on a good contract.
- 5.3 **Don't jump in a new suit to show strength.** A simple change of suit response is **forcing** for one round, so you'll get a chance to bid again and show your strength then. Keep the jump in a new suit for weak hands with a long suit (the **Weak Jump Shift**). This tells partner “I am too weak to respond 1NT, I have one long suit, and I have nothing much to help you in your suit. Unless you have a very good hand, the opposition probably have the majority of the points, and I'm bidding to make it hard for them to find their contract”. The Weak Jump Shift is a bit like an opening pre-empt, except it's used as a responding bid to partner's opener.

Example: partner opens 1♥, and your RH opponent passes. You hold

♠8 5      ♥6      ♦7 5 3      ♣ K J 10 8 6 4 3

You can't bid 2♣, as that would show a much stronger hand (“rule of 14”). Likewise, you can't bid 1NT as that would show 6-9 points. Without the weak jump shift in your toolkit, you'd have to pass, and the opponents would find it easy to enter the bidding. But with it, you bid 3♣. Partner knows you are **weak** with long clubs, and doesn't get carried away.

- 5.4 The strength required to bid a new suit is 6+ HCP if it's at the 1-level (but see point 5.2 above), where you can scrape up a 1-level response with fewer than 6 points). If you need to go to the 2-level to respond (eg your suit is ♣ or ♦ and partner has opened 1♥ or 1♠, use “Rule of 14” for a 2-level response: add the number of HCP in your hand to the number of cards you have in the suit you want to bid. If it comes to 14 or more, you can bid at the 2 level. If it doesn't, don't. So, a 4-card suit and 10HCP qualifies, or a 5-card suit and 9HCP, etc. This is one of the rare rules in bridge which you should not bend - **DON'T BE TEMPTED TO BREAK IT!**
- 5.5 If partner opens a major suit, and you have 4 or more cards in that suit, you have found the holy grail, a fit of at least 8 cards in a major. **Support partner's suit by responding in that suit.** Even if you have a longer minor suit, don't bid it.
- But how high do you bid in support of partner's suit? If you're unbalanced, you should be using Losing Trick Count (LTC)– don't worry if you don't know about that yet. It's a very useful tool, and we'll come to it in another lesson. If partner opens 1♥ or 1♠, and you have 4+ card support and
- 6-9 HCP [or if unbalanced, 9 losing tricks by LTC]- bid 2♥/ 2♠
  - 10-12HCP [or if unbalanced, 8 losing tricks by LTC]- bid 3♥/ 3♠
  - 13+ HCP [or if unbalanced, 7 losing tricks by LTC] - bid 4♥/ 4♠
- Any supporting bid in partner's suit is a limit bid and is **non-forcing**.

- 5.6 If partner opens a major suit, and you don't have 4 or more cards in that suit, bid your longest suit if you can (don't bid at the 2-level unless you satisfy the Rule of 14). For example, if partner opens 1♥, and you have 6+ points, 4 spades, and 5 clubs, but not enough HCP to bid 2♣: you can't bid 1NT as that would deny a 4-card spade suit, nor 2♣ as you're not strong enough. Bid 1♠, even though it's not your longest suit. A tricky situation arises where you **do** satisfy rule of 14 for a two-level response in a minor, but bidding it would bypass a 4-card major. When bidding a new suit in response to partner's 1-of-a-suit opening bid, only bypass a 4-card major, to bid a longer minor, if you have 12+HCP. Then you won't risk missing a major suit fit, because with 12+ HCP you are strong enough to be able to bid your major on your next bid.
- 5.7 Support partner's opening 1 of a major rather than bid 1NT if you hold 3 cards in the major. The only exception is if the 3 cards don't include an honour **and** you have a flat hand (4-3-3-3). It follows that you need to be aware, as opener, that if partner responds by bidding 2 of your opening 1-of-a-major, they might only have 3 cards in the suit.
- 5.8 When you respond to partner's opening 1-of-a-suit by bidding a new suit, and you have 4-card suits of equal length, always make the cheapest response first (which might or might not be the lowest ranking suit). This is called "bidding up the line", and applies when responding, NOT when opening. This is crucial to avoid missing a fit. For example
- If partner opens 1♥, and you have 10HCP and 4 cards in clubs and spades, respond 1♠. That's your cheapest bid, even though clubs is a lower ranking suit and you satisfy the rule of 14.
  - If partner opens 1♣, and you have 10HCP, and two 4-card suits in ♦ and ♠. Your cheapest response is 1♦, so bid it. Don't be tempted to bypass the diamonds and bid 1♠ ("because it's a major"), or to bid 2♦ ("because you satisfy rule of 14"): 2♦ is a Weak Jump Shift, and means something else, as we've seen in 5.3 above.
- 5.9 When you respond to partner's opening 1-of-a-suit by bidding a new suit, and you have two **5-card suits** of equal length, bid the higher ranking first ("high fives"). Whether opener, responder (or over-caller), it is normally better to bid the higher-ranking of two 5-card suits, enabling you to bid the lower-ranking suit next time and so finish the two-stage process more economically.
- 5.10 When partner opens 1-of-a-minor, supporting responses in the same suit work the same as for the major suits. eg Responding 2♦, to partner's opening bid of 1♦, means 6-9 HCP, or if unbalanced, 9 losing tricks (LTC). **However**, if partner opens 1-of-a-minor suit (1♣ or 1♦) and you have 4 in their suit and 4 in a major, bid your major in preference to supporting their minor. (*Note that this only applies when responding. When opening, always start with your longest suit, whether major or minor.*) Why show a major rather than support partner's minor? The reasoning is that it's hard to make a game in a minor suit, as you need 11 tricks, so in your bidding you'll be trying to find a major suit or NT contract if you can (as we discussed in Lesson 3).
- 5.11 Responses in NT to partner's 1-of-a-suit opening bid are limit bids, and non-forcing. The general "dustbin" response of 1NT (6-9HCP) should only be used when you have no reasonable alternative bid. A response of 1NT, when opponents have overcalled, is not the "dustbin" bid: it is a constructive bid, showing 8-9 HCP and a stop in opponents' suit; it implies a genuine interest in playing in a NT contract. For example, partner opens 1♥, opponent overcalls 1♠, and you bid 1NT. You are saying "I have 8 or 9HCP, I can't support your hearts; I have a balanced(ish) hand, and a stop in spades". The same applies for responses in NT at a higher level: they indicate a balanced hand (and of course, if opponents have overcalled in a suit, a stop in that suit).
- 2NT response= 10-12HCP balanced (and a stop in opponents' suit if they've bid one).
  - 3NT response= 13-15HCP balanced (and a stop in opponents' suit if they've bid one).

## 6 Opener's Rebid.

Once you have opened 1 of a suit, it is your second bid (opener's rebid), which gives partner more information about the strength and shape of your hand. It is a **critical step** of the bidding process. The key point is whether to count your hand as **weak or strong**.

Typically, a hand of up to 14 HCP will be counted as a weak opener, and a hand of 18+ HCP will be counted as strong, though hand evaluation (which we'll cover in detail later in the course) might suggest that you need to upgrade or downgrade. However, if your hand is in the middle range, 15-17 HCP, it will be slightly more awkward to bid, and to decide whether to treat it as weak or strong you will need to use the usual tools of hand evaluation, together with other factors: vulnerability, bidding by opponents, and partner's response to your opening bid.

### Guidelines for opener's rebid when you've opened 1-of-a-suit

There are 5 scenarios to consider:

- (1) Partner passes
- (2) Partner supports your major suit opener
- (3) Partner supports your minor suit opener
- (4) Partner bids a new suit at the lowest level
- (5) Partner bids NT.

Let's look at each in turn.

- 6.1 If **partner passes**, but the opposition bid, you have a judgement to make whether to bid on. You know your partner is weak (less than 6HCP). Your strength and shape will guide you. If you have a good suit (say 6+ cards), it's often wise to rebid it. You might win the contract or push opponents up to a level where they can't make their contract. If you have a decent second suit, and can bid it without going through the barrier, consider bidding it. Partner can still show a preference for your first-bid suit at the 2 level.
- 6.2 If partner **supports your 1-of-a-suit major** suit opening bid (eg 1♥ - 2♥, or 1♠ - 3♠, etc), she has made a limit bid, defining her hand as having support for your suit and strength within a range of 3 or 4 points. Now that a fit has been found, you want to end in the correct level contract. If your hand is balanced, use HCP count to guide you. If you have 12-15 HCP, you should pass in response to 2♥/2♠ (6-9HCP); if you have 16-17 HCP, you can invite partner to raise to game by bidding the major again at the 3 level – if they are top of their range, they'll bid game. If you are strong (18+ HCP) you can bid game yourself, or even, if very strong, consider exploring for slam. If partner supports at the 3-level, they are indicating 10-12 HCP. Bid game with 14+ HCP. With a strong hand (18+ HCP) consider exploring for slam.  
If your hand is unbalanced, it's best to use Losing Trick Count to assess the level of contract. We will explore LTC in detail in a later lesson.
- 6.3 If partner **supports your 1-of-a-suit minor** suit opening bid (eg 1♣ - 2♣, 1♦ - 3♦, etc), she has made a limit bid, just as in the case of supporting a major. The issue here is that requirements for a game in 5♣ or 5♦ are greater than for a major suit game, needing to make 11 tricks: you'll usually need 28+ HCP between you, especially if you have little shape to provide ruffing chances. Both you and your partner know you have a fit, but in a minor – so, unless you're both weak, you'll be searching to see if a NT contract is a possibility instead of a minor suit contract.

6.4 If partner **bids a new suit at the lowest available level**: this is a non-limit bid, and you MUST bid again.

Your priorities should be as follows:

- a. If partner's suit is a major, support it at the appropriate level. This can also be correct with a 3-card suit and two of the top three honours, if you have no other reasonable alternative.
- b. If balanced with stops in the un-bid suits, bid no-trumps at the appropriate level:  
If partner has bid at the 1-level (eg 1♦ - 1♠):  
with 15-16 points balanced, bid 1NT.  
with 17-18 points balanced, bid 2NT.  
with 19+ points balanced, bid 3NT  
If partner has bid at the 2-level, (eg 1♥ - 2♣) she has guaranteed a Rule of 14 value hand (eg 10+ HCP and 4 cards)  
with 13-14 points, bid 2NT  
with 15+ points, bid 3NT
- c. In the 12-16 HCP range, either bid a second suit, provided you can do so without going through the barrier, or re-bid your first suit (ideally with extra length).
- d. With a strong hand (17+ HCP), bid a second suit; if bidding it at the lowest level requires you to go through the barrier, bid it at the lowest level (ie reverse). If bidding your second suit at the lowest level would not mean going through the barrier, bid your second suit at one level higher than the lowest available. Either a reverse, or a jump rebid, shows a strong hand.

6.5 If Partner **bids No Trumps**: this is a limit bid, and non-forcing. Partner's strength is 6-9HCP for 1NT, or 11-12HCP for 2NT if you have bid a minor. Partner is denying a 4-card major and is not able to support your suit. You should only re-bid your opening suit if you have extra length; remember a 1NT response doesn't guarantee a balanced hand and might be very poor in the suit you've opened. Only with a highly distributional hand would you bid a second suit; obey the guideline about going through the barrier with a second suit- you should not do so without a strong (16+) hand: partner might well want to put you back into your first (and presumed longer) suit. If you are not highly distributional, aim to play in no-trumps at the appropriate level.  
If partner has responded 1NT, only bid an invitational 2NT with 17-18 points (partner will bid 3NT if at the high end of her 1NT response range). Bid a direct 3NT with 19+ points.  
If partner has bid 2NT over your minor opening (11-12HCP), raise to 3NT with 14+ points, though with a decent 5-card suit you can shade this to 13HCP.

## 7 Transfers

### 7.1 What are Transfers?

Transfers are a great method of responding to partner's 1NT opening bid. We covered why it's a great idea to use transfers, in Lesson 8.

The general principle is to bid the suit BELOW your long suit, ie the one you want the contract to be played in, and your partner will bid your long suit. For example

1NT- pass- 2♦ (opener announces "transfer to hearts") –pass- 2♥ – pass- pass- pass

or 1NT- pass- 2♥ (opener announces "transfer to spades") –pass- 2♠ – pass- pass- pass

But what happens when you want to transfer into diamonds? You can't use 2♣ for that, because that is Stayman. And what happens when you want to transfer into clubs?

The answer to both of these is to bid 2♠, which is transfer to a minor. After partner responds 2♠, opener must rebid 3♣, because he doesn't know which minor suit you have; you then pass if ♣ is your suit, or convert to 3♦ if it's diamonds. For example:

1NT – pass – 2♠ (opener announces “transfer to a minor”) – pass - 3♣ –pass - 3♦

The downside of this, of course, is that the minor suit contract has to be played at the 3 level, so to transfer into a minor you really need a decent 5 card suit, or preferably a 6-card suit. Also, if the suit is diamonds, the weaker hand will be declarer, with the stronger hand on display as dummy. **If you are quite weak, and your longest suit is a poor 5 card minor, it's often better to pass.**

And a vital point to note: you and your partner **MUST agree** with each other whether you are playing transfers or weak take-outs. If you are not clear which you are doing, you will get in a terrible mess. So with a new partner, the first two questions you will ask are

- Weak (12-14) or strong 1NT opener?
- Transfers or weak take-outs?

### 7.2 What if the opposition overcall your side's 1NT opener?

If at any stage the opposition intervene with an overcall (but not with a double – that's a separate case we'll look at below), the transfer system no longer applies- any subsequent bid by the opening side is natural.

Why? Because of the opposition's overcall, you no longer have any need to escape from your side playing in 1NT- you can simply pass, and defend the opposition's contract. If you do bid, it is voluntary, and natural, and shows you are interested in declaring the contract, in your suit.

So in the auction 1NT- 2♦ (overcall by opposition) – 2♥, the 2♥ bid is a natural heart bid, not a transfer to spades.

### 7.3 But what about 1NT Doubled?

This is sufficiently different from the undoubled situation that we really need to treat it as a separate case. When your partner opens 1NT, and the opponent on your right puts down the **X** card, he/she will have 16+ points (or a very good 15, or a good solid running suit), while the 1NT opener might have as few as 12. Since so many of the points are in opener's and doubler's hands, you might well be very weak, in which case your side playing in 1NT doubled will be horrible, and go down for a big penalty.

You need to have a **rescue plan** prepared for this eventuality.

There are essentially 3 options you and your partner can agree on for your rescue plan. The system which works best is the **wriggle**, aka extended transfers.

Playing the wriggle, the simple rule is that after 1NT – **X**, **any bid at the lowest level by the 1NT opener's partner is a TRANSFER**, as follows:

- Redouble (the card with **XX**, usually blue in most bidding boxes) = transfer to clubs
- 2♣ = transfer to diamonds (this is the tricky one – remembering it's not Stayman after the **X**)
- 2♦ = transfer to hearts
- 2♥ = transfer to spades

The great thing about the wriggle is it allows you to get into a **2-level contract in any suit, played by the hand which opened the 1NT, with the weak hand as dummy.**

It even works after you've initially passed your partner's 1NT opener, for example preferring to pass 1NT rather than transfer to a minor at the 3-level, but then your left-hand opponent doubles. The 1NT opener passes, doubler's partner passes, then you can use the wriggle. Neat!

## 8 Stayman

### 8.1 What is Stayman

The first **convention** we learn is Stayman. It's a response of 2♣ when partner opens 1NT, and it's all about trying to find **a major suit fit** (ie 8 or more cards in a major suit, between yourself and partner).

The first thing you must have to bid Stayman is at least one 4-card major suit. If you don't have that, do not bid Stayman. Note- this means **exactly** 4 cards, NOT "at least 4 cards".

A common mistake for less experienced players is to bid Stayman without a precisely 4-card major. A 5-card major or a 6-card major DOES NOT COUNT. You will bid such a hand in a different way, usually by a transfer bid into your long major. If you do bid Stayman where your major is 5+ cards, your partner will take it as 4 cards **because that is what your Stayman bid is saying**, and a fit (eg 5-3), and a perfectly good contract, might well be missed.

So, let's assume we are all using Stayman, and our partner opens 1NT. When should you bid a Stayman 2♣, and when not? Let's think about what opener might reply if you bid 2♣

Opener: 1NT

Responder: 2♣ = have you got a major suit of more than 3 cards, partner?

Opener: 2♦ - No, I don't have a major suit of more than 3 cards.

2♥ - my heart suit has more than 3 cards, and my spade suit might also have more than 3 cards

2♠ - my spade suit has more than 3 cards, but not my heart suit

So, the key thing if you're going to bid Stayman is to have thought through what you will bid in response to **any** of these possible replies. Typically, you'll have 11+ HCP, and you're interested in whether game is possible in a major, if you have a fit, and you can safely bail out into NT at the appropriate level if you don't.

### 8.2 Rescue Stayman

Although Stayman is generally used when you have game or potential for game when partner opens 1NT, it can also be used in another scenario, when you have a weak hand and are looking for the best low-level contract. In such a case, to bid Stayman you will need a good response to **whatever** partner replies. Look at this hand:

♠K7542 ♥QJ83 ♦83 ♣72

You have a measly 6 points, so clearly opposite partner's 1NT there is no prospect of a game contract. Your objective is to locate the best low-level contract you can. You can work out that the hand is suitable for Stayman: **because you are 5-4 in the majors**, you have a reply whatever opener responds. If she bids 2♥ or 2♠, you pass, but if she bids 2♦, you can rebid 2♠, having 5 cards. This is sometimes called "rescue Stayman", and it's a better option than bidding 2♥ as a transfer to spades (if you're playing Transfers), or a weak take-out of 2♠, (if you're not playing Transfers), as you'd be foregoing the chance of finding a heart fit. It only applies in the case where you are weak but have 5-4 in the majors.



### 8.3 Failing to use Stayman when you should

Sometimes people are tempted to skip Stayman and leap straight to 3NT in response to partner's 1NT opener. "We had enough points for 3NT, and I didn't want to give the opposition any free information". Sometimes you'll be lucky and get away with it, but it's not percentage bridge, and you can come unstuck. If you have a precisely four-card major, **you should seek to locate a 4-4 major fit** (unless you're 4333 — too balanced for playing in a suit to be a better bet than playing in NT).

### 8.4 When not to bid Stayman

So, it's important to use Stayman when you should. The other side of the coin is **NOT** to use Stayman when you shouldn't. Here's an example:

♠K 8 6 2    ♥J    ♦K 9 7 3    ♣J 10 6 2                      (8 HCP)

What can you do if partner opens 1NT, you bid 2♣, and partner responds 2♥? You can't bid 2♠ as it would promise five spades, and you can't bid 2NT as it would promise 11-12 points. Before bidding Stayman, think through what you will bid to each possible response partner might make. If you're in trouble with any one of the possible replies, DON'T BID STAYMAN. On this hand, it's best just to pass partner's 1NT.

## 9 Stayman and Transfers when your side opens 2NT

The normal scenario for transfers and Stayman is in response to a 1NT opener. However, they are also very suitable for responding to 2NT, except of course you have to allow for the higher point count.

- You should use "red suit transfers" ie a response of 3♦ asks partner to transfer to hearts, and 3♥ asks partner to transfer to spades. One point of doing this, rather than bidding your own long major suit as a take-out, is that the strong hand is declarer, rather than going down on the table as dummy.
- You should use Stayman: a response of 3♣ to partner's opening 2NT asks for a 4-card major, just as 2♣ does in response to an opening 1NT. This is sometimes called "extended Stayman". The usual situation is to try to find a 4♥ or 4♠ contract, or if opener denies a 4 card major, to bid 3NT.
- There is no transfer bid into a minor, as that would bypass the much more likely and profitable 3NT. A bid of 3♠ shows a hand with at least 5 spades, and looking for opener to have 3 or 4 card support. Opener raises to 4♠ if has at least 3 spades, otherwise bids 3NT.

♣   ♦   ♥   ♠