# **Leong Transfers after Opener Rebids 1NT**

#### By Eric Leong

This article was assembled from the "Transfer Checkback" thread, March 2006, on rec.games.bridge. It largely consists of a repost from the "New Minor Forcing" thread, December, 2000. An update from Eric to my original article from 2009 appears at the end. Pete Matthews, December 27, 2010

The key advantage of using transfers with check back Stayman is responder can more easily describe his shape below the three no trump level and there are more sequences available to explore for game or slam. There was an article in the *Bridge World* about ten or more years ago called the Balanced Hand Principle (by David Morgan of Australia) which basically stated that the shapely hand should describe his shape so the balanced hand can evaluate the suitability of his HCP for responder. When you just use check back Stayman or new minor forcing alone, opener often doesn't have a very precise idea as to what responder's shape is so he can't tell how well his limited HCP fits.

Here is a brief summary - I wrote a *Bridge World* Article on this in 1989.

After the auction 1m - 1M; 1NT -? the following rules apply.

- 1. All two level suit bids are forcing and artificial. Therefore, you cannot pass a two level bid.
  - 2C Checkback for the major. Opener bids 2D without major suit support. Used mainly for invitational hands.
  - 2D Transfer to hearts
  - 2H Transfer to spades

- 2S Puppet to 2NT, shows a big minor suit raise for partner. If responder now bids a new suit at the three level, he is showing a shortness in the suit.
- 2. If you transfer and bid again then the auction is forcing to game. Therefore, you must obey the transfer as there is no need to take a jump preference. Responder will either have a weak hand uninterested in game or he has a game going hand. The only exception auction is 1C 1S; 1NT 2D; ?. Opener can bid 2S instead of 2H.
- If you transfer and then bid 2NT, you show at least a four card minor suit raise for partner. Partner puppets to 3C and then you continue to show your shortness. Therefore, if you transfer and raise partner's minor directly you show a three card minor suit fragment.

#### Example 1:

S QX	S AKXXX
H Axx	H KQxx
D xxx	Dх
C AKxxx	C Qxx
1C	<b>1</b> S
1NT	2D (1)
2H	3C (2)
4C	<b>4</b> S
5H	6C
Pass	

- (1) Transfer to hearts
- (2) Club fragment

## Example 2:

S Qxx	S AKxx
H xx	H KQxxx
D AQJxx	Dх
C Axx	C Kxx
1D	1H
1NT	2D (1)
2H	<b>2</b> S
2NT	3C (2)
3NT	Pass

- (1) [Transfer to hearts]
- (2) [Possible club fragment]

## Example 3:

S Qx	S AKxx
H Axx	H KQxxx
D xxxxx	Dх
C AQx	C Kxx
1D	1H
1NT	2D (1)
2H	2S
2NT	3C (2)
3H	3S
4C	4D
4H	<b>4</b> S
5C	5H
6H	Pass

- (1) Transfer to hearts
- (2) Possible club fragment

## Example 4:

S xx	S KQxx
H AQxx	H xxx
D Axxx	D QJxx
C Kxx	Сx
1D	<b>1</b> S
1NT	2C(1)
2D(2)	Pass

- (1) Checkback for spades
- (2) Denies three card spade support

### Example 5:

S xxx	S AKxx
3 XXX	3 AKXX
H Jxx	H AQx
D AQJ	Dх
C Axxx	C QJxxx
1C	<b>1</b> S
1NT	2S (1)
2NT	3D (2)
3NT	4C (3)
4NT(4)	Pass (5

- (1) Puppet to 2NT shows a big club raise (and denies five spades)
- (2) Shows diamond shortness
- (3) I still like my hand even after some diamond wastage
- (4) I still hate my hand opposite your diamond shortage.
- (5) Okay, okay.

#### Example 6:

S<sub>xx</sub>

H Kxxx	H AQx
D AQx	D x
C Kxxx	C QJxxx
1C	<b>1</b> S
1NT	2S (1)
2NT	3D (2)
3NT	4C (3)
4D(4)	4H (5)
6C(6)	Pass

S AKxx

- (1) Puppet to 2NT shows a big club raise (and denies five spades)
- (2) Shows diamond shortness
- (3) I still like my hand even after some diamond wastage
- (4) A better hand than you might expect for diamond wastage
- (5) Heart feature, asking partner to bid 6C with anything additional.
- (6) Doubleton spade and prime cards can't be all that bad.

#### Example 7:

S xx	S AKxx
H Jxx	H KQxx
D AQx	Dх
C AJxxx	C Qxxx
1C	1H
1NT	2H (1)
2S	2NT(2)
3C(3)	3D(4)
3NT(5)	Pass

- (1) Transfer to spades
- (2) Artificial 4+ minor suit raise
- (3) Puppet Response
- (4) Stiff Diamond

(5) Diamonds well stopped.

#### Example 8:

S Jx	S AKxxx
H xxxx	Нх
D AQxx	D Kxxx
C AQx	C Kxx
1D	<b>1</b> S
1NT	2H (1)
2S	2NT(2)
3C(3)	3H(4)
4C(5)	4D(6)
5D(7)	Pass

- (1) Transfer to spades
- (2) Artificial 4+ minor suit raise
- (3) Puppet Response
- (4) Stiff Heart
- (5) Club feature
- (6) Tell me more
- (7) Nothing more to add

## Eric Leong, Sunday, December 26, 2010:

There are some changes:

1. 2C is now a puppet to 2D and responder shows what type of invitational hand he has.

You can also 2C (rarely) for specific slam invitational hands.

2. Auctions like:

show 5-5 or better with shortness in opener's minor.

So if you go through a transfer sequence and show 5-5 opener knows you have a doubleton.

I am in the process of thinking about writing something more expansive and specific. But I don't know when it will be ready yet.