

Transfer over 1M - (DBL/1♠) and (1x) - 1M - (DBL/1♠)

1H - (DBL) - XX = 10+HCP, 0-3H, (1nt re-bid doesn't promise stoppers)

1s = 4+S

1nt = transfer to C

2c = transfer to D

2d = 3-4H, 0-6 HCP

2h = 3-4H, 6-9 HCP

2s = 6+S, INV

2nt = 4+H, INV+

3c = 5+C, 4+H, forcing to 3h, INV+

3d = 5+D, 4+H, forcing to 3h, INV+

3h = 4+H, NV: weak & VUL: constructive

3s = Ambiguous Splinter

3nt = ♠ splinter

4c = splinter

4d = splinter

4h = pre-emptive

(1m) - 1H - (DBL) - XX = 8+ working points, 2H, (1nt re-bid doesn't promise stoppers)

1s = 4+S

1nt = transfer to C

2c = transfer to D

2d = 3-4H, 0-6 HCP

2h = 3-4H, 6-9 HCP

2s = 6+S, INV

2nt = 4+H, INV+

3c = 5+C, 4+H, forcing to 3h, INV+

3d = 5+D, 4+H, forcing to 3h, INV+

3h = 4+H, NV: weak & VUL: constructive

3s = splinter

3nt = NAT

4c = splinter

4d = splinter

4h = pre-emptive

1H - (1S) - DBL = 10+HCP, 0-3H, (1nt re-bid doesn't promise stoppers)

1nt = transfer to C

2c = transfer to D

2d = 3-4H, 0-6 HCP

2h = 3-4H, 6-9 HCP

2s = 3H, good 13+HCP

2nt = 4+H, INV+

3c = 5+C, 4+H, forcing to 3h, INV+

3d = 5+D, 4+H, forcing to 3h, INV+

3h = 4+H, NV: weak & VUL: constructive

3s = Ambiguous Splinter

3nt = ♠ splinter

4c = splinter

4d = splinter

4h = pre-emptive

(1m) - 1H - (1S) - DBL = 8+ working points, 2H, (1nt re-bid doesn't promise stoppers)

1nt = transfer to C

2c = transfer to D

2d = 3-4H, 0-6 HCP

2h = 3-4H, 6-9 HCP

2s = natural

2nt = 4+H, INV+

3c = 5+C, 4+H, forcing to 3h, INV+

3d = 5+D, 4+H, forcing to 3h, INV+

3h = 4+H, NV: weak & VUL: constructive

3s = splinter

3nt = NAT

4c = splinter

4d = splinter

4h = pre-emptive

1S - (DBL) - XX = 10+, 0-3S

1nt = transfer to C

2c = transfer to D

2d = transfer to H

2h = 3-4S, 0-6 HCP

2s = 3-4S, 6-9 HCP

2nt = 4+S, INV+

3c = 5+C, 4+S, forcing to 3s, INV+

3d = 5+D, 4+S, forcing to 3s, INV+

3h = 5+H, 4+S, forcing to 3s, INV+

3s = 4+S, NV: weak & VUL: constructive

3nt = Ambiguous Splinter

4c = splinter

4d = splinter

4h = splinter

4s = pre-emptive

(1x) - 1S - (DBL) - XX = 8+ working points, 2S (1nt re-bid doesn't promise stoppers)

- 1nt = transfer to C
- 2c = transfer to D
- 2d = transfer to H
- 2h = 3-4S, 0-6 HCP
- 2s = 3-4S, 6-9 HCP
- 2nt = 4+S, INV+
- 3c = 5+C, 4+S, forcing to 3s, INV+
- 3d = 5+D, 4+S, forcing to 3s, INV+
- 3h = 5+H, 4+S, forcing to 3s, INV+
- 3s = 4+S, NV: weak & VUL: constructive
- 3nt = NAT
- 4c = splinter
- 4d = splinter
- 4h = splinter
- 4s = pre-emptive

Reminders:

The System is **ON** is all competition.

If they DBL our transfer bid...

Pass = shortness, any strength
 Jump Raise = pre-emptive
 RDBL = extras and 3+fit

After 1M - (DBL/1♠) or (1x) - 1M - (DBL/1♠)...

DBL/RDBL = 10+HCP, 0-3M [after we open the bidding]
 DBL/RDBL = 8+ working points, 2M [after they opened the bidding]

Transfers start with 1nt

Bidding 2M directly = good raise
 Transferring to 2M = weak raise

2nt = 4+M, INV+ (1M-2nt system is **ON** if the opponents are now silent or just DBL)

3x = Fit Showing, 54+, INV+, forcing to 3M (**mixed raises DO NOT apply**)

3M = NV weak, VUL mixed raise

3nt = Ambiguous Splinter [after we opened the bidding]
 3nt = Natural [after they opened the bidding]