Transfer over 1M - (DBL/1♠) and (1x) - 1M - (DBL/1♠)
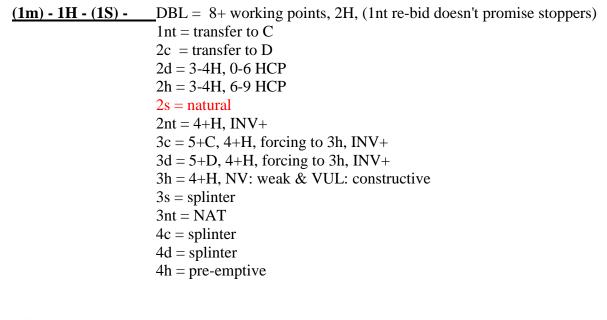
1H - (DBL) - XX = 10+HCP, 0-3H, (1nt re-bid doesn't promise stoppers)

            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 <u>1M - (DBL/1♠)</u> or <u>(1x) - 1M - (DBL/1♠)</u>...

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]