## Transfers after $1_{M}$ ( $\times$ )

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## **1♥** - (×) - ? • $\times \times = 10 + \text{(may have } 3 \text{)}$ • $1 \spadesuit = \text{NAT}, 4 + \spadesuit, \mathbf{F1}$ • 1NT = TRSF to 2• • 2 = TRSF to 2• $2 \blacklozenge = \text{TRSF to } 2 \blacktriangledown$ , constructive 8-10 • 2 = 4-7, 3!! !! • 2NT = 4VINV• 3 - 4 + (3)4 **INV** !! • $3 • = 4 + \checkmark, 6-9$ • 3 = 4 + 7, 0-5 HCP!! • $3 = 4 + \forall$ , unspecified singleton • $3NT = 4 + \checkmark$ , void • • $4\clubsuit = 4+ \heartsuit$ , void $\clubsuit$ • $4 \blacklozenge = 4 + \blacktriangledown$ , void $\blacklozenge$ • 4 = to play

## **1**♠ - (×) - ?

- $\times \times = 10 + \text{(may have } 3 \clubsuit)$
- 1NT = TRSF to 2.
- $2 \clubsuit = \text{TRSF to } 2 \spadesuit$
- $2 \blacklozenge = \text{TRSF to } 2 \blacktriangledown$
- 2 = TRSF to 2 , constructive 8-10
- $2 \spadesuit = 4-7, 3 \spadesuit$
- $2NT = 4 \spadesuit INV$
- 3 4 + (3) + 1 INV

!!

- 3 = +(3)4 INV
- 3 = 4 + 4, 6-9
- 3 = 4 + 4, 0-5 HCP
- 3NT = 4 + 4, unspecified singleton
- $4 \clubsuit = 4 + \spadesuit$ , void  $\clubsuit$
- $4 \blacklozenge = 4 + \spadesuit$ , void  $\blacklozenge$
- $4 \checkmark = 4 + \spadesuit$ , void  $\checkmark$
- $4 \spadesuit = \text{to play}$