

Twos and Transfers

Chapter 8: SSS: A Simple System Summary

Here is a summary of a simple way to play using 'standard' weak twos and standard transfers. Once you are familiar with this approach, you may feel like then making additions and alterations according to what you and your partner decide. The next chapters of this "X-Mas" series will analyse deals from the last two or three weeks' play in "X-Clubs", all deals will relate to No Trump openings or 'standard' weak twos.

Simple System Summary:

Weak Twos: 2D, 2H, 2S: 6 card suits and 6-10 high card points.

2NT asks for further description: rebid of suit is minimum, 3NT maximum, bid of another suit shows a 'feature' such as a singleton or if weak 2D opened, at least a partial stop in suit. New suit by responder is FORCING.

Weak 1NT, 12-14. Stayman and Transfers and Range Finder.

Stayman can be any strength, must contain at least one four card major.

Transfers: 2D=hearts 2H=Spades, 2NT either minor.

Range finder 2S. Opener bids 2NT with minimum, lowest four or five card suit with maximum.

Over 2NT: Stayman and Transfers.

"Super Accept" over transfers after both 1NT and 2NT.

If doubled in 1NT: "Evil"

Redouble: any long single suit

2C: C and H

2D: D and H

2H: H and S

2S spades and minor

This system can be used by both responder and 1NT opener.

Over opponent's 1NT: "Evil"

2C: C and H

2D: D and H

2H: H and S

2S: S and minor

DOUBLE is penalty, usually 15+ HCP but can be 5332 and good 13 or 14 count, especially if a good opening lead is available.

