

Morgan Transfers after Opener Rebids 1NT

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Morgan Transfers are used when opener rebids 1NT over a major suit response. They are described in “The Unnecessary Information Test”, by David Morgan, *Bridge World*, October, 1998. The intent of these methods is to “avoid disclosing unnecessary information *about the hand that will be declarer:*”

- When opener is likely to declare, especially when responder is balanced with only a 4-card major, responder should describe.
- When responder is likely to declare, especially when responder is unbalanced or has a long major, responder asks opener to describe.

As in standard bidding, a simple rebid of responder’s major suit is a signoff. A transfer to responder’s suit is at least game-invitational, and a transfer to another suit is either a signoff or game-forcing. Here are the details:

	1♣/1♦ – 1♥ – 1NT		1♣/1♦ – 1♠ – 1NT		1♥ – 1♠ – 1NT	
2♣	Opener bids 2♦, and most of responder’s bids are invitational, usually with only 4 hearts:		Opener bids 2♦, and most of responder’s bids are invitational, usually with only 4 spades:		Opener bids 2♦, and most of responder’s bids are invitational, usually with only 4 spades:	
	Pass	Weak, to play	Pass	Weak, to play	Pass	Weak, to play
	2♥	(invitational with 5 bad hearts – opener’s 2NT to play)*	2♥	5 spades, 4 hearts, invitational	2♥	(5 spades, 3 hearts, invitational)*
	2♠	Invitational with 4 spades and 4 hearts – optional.	2♠	(invitational with 5 bad spades – opener’s 2NT to play)*	2♠	(invitational with 5 bad spades – opener’s 2NT to play)*
	2NT	Natural, invitational	2NT	Natural, invitational	2NT	Natural, invitational
	3♣	Natural, invitational	3♣	Natural, invitational	3♣	Natural, invitational
	3♦	Natural, invitational	3♦	Natural, invitational	3♦	Natural, invitational
	3♥	(invitational with a good 6-card suit)*	3♥	5 spades, 5 hearts, invitational	3♥	*
	3♠	*	3♠	(invitational with a good 6-card suit)*	3♠	(invitational with a good 6-card suit)*
2♦	Promises at least 5 hearts and an invitational hand or better (see below).		Transfer to hearts, either signoff or forcing to game; opener chooses 2♥ or 2♠. Any bid by responder is forcing to game.		Transfer to hearts, either signoff or forcing to game. Any bid by responder is forcing to game.	
2♥	To play.		Promises at least 5 spades and an invitational hand or better (see below).		Promises at least 5 spades and an invitational hand or better (see below).	

2♠	Natural reverse, forcing to game.	To play.	To play.
2NT	Transfer to 3♣: <ul style="list-style-type: none">• weak with only four cards in responder's major and usually six clubs, intending to pass, or• game-forcing with at least 5 cards in the major and four or more clubs – responder can bid out his shape on the next round.		
3♣	Transfer to 3♦: <ul style="list-style-type: none">• weak with only four cards in responder's major and usually six diamonds, intending to pass, or• game-forcing with at least 5 cards in the major and four or more diamonds – responder can bid out his shape on the next round.		
3♦	Game-forcing with only four cards in responder's major, and at least four cards in opener's minor. Opener's 3♥ asks for a short suit.		*
3♥	(Hearts are trump, start cue bidding.)*	5 hearts and 5 spades, game forcing.	Natural, game forcing.
3♠	(splinter)*	(Spades are trump, start cue bidding.)*	
3NT	To play.		
Other	A double jump into any suit other than responder's is a splinter in support of responder's own suit.		
*	Undefined by Morgan (my suggestion in parentheses).		

A **transfer to responder's suit** is at least invitational to game, and opener has choices:

To sign off: opener bids the transfer suit (responder's major). Responder may then:

- pass
- make a natural, non-forcing, non-jump bid, or
- make a natural, forcing jump into another suit.

To accept: opener bids 2NT with only two cards in the major, or anything else with support (showing a concentration of values). Responder usually bids game in the major or 3NT to let opener choose.

Competition: My recommendation is to play the full system when applicable and all bids are available:

- over a double of 1NT
- when the opponents double or overcall at the 1-level – so long as responder bids a major or makes a negative double to show one, and opener rebids 1NT

Note: While this system looks great, at the time of this writing, I have not played it. I especially like the natural signoff, where a transfer signoff would let the left hand opponent cue bid responder's suit at the 2-level.