

Transfer Advances of Our Overcall

Pete Matthews Jr – <https://3nt.xyz> – © October 1, 2023

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Transfer advances apply when:

- An opponent opens the bidding with a natural bid in a suit,
- Partner makes a natural, non-jump overcall in a suit, and
- The next opponent passes or doubles.

Transfer advances can be played when an opponent opens at the two- or three-level, but it seems wise to start with the one-level. Transfers start at the cue-bid of opener's suit, and end at one bid below overcaller's suit. They skip over notrump bids, which are natural.

Each bid is a transfer to the suit above, and other than learning them, there is no cost! We still have a game invitation below two of our suit (the transfer to it). We get the advantage of the transfer for any suits between opener's and partner's.

When partner's suit is just over opener's we have only the cue-bid transfer – there is no difference from not playing transfer advances. We have the most benefit from transfer advances when partner's overcall is just “below” opener's, for example:

(1 ♣) – 1 ♠ – (Pass) - ?

2 ♣ Good diamonds, constructive or better.

2 ♦ Good hearts, constructive or better.

2 ♠ Spades, limit raise or better.

With nothing better to do, overcaller completes the transfer. Advancer may pass or bid on.

Backstory

Jeff Rubens first proposed transfer advances. Marshall Miles has a good description in his *Competitive* book, pp. 40-43. This sketch should be enough to let you decide to investigate further. I have never played them.

On Bridge Winners, some folks prefer to make the good raise constructive, instead of invitational. However, that won't let us stop the 3-card limit raise at the two-level.

When the overcall is doubled, this transfer method is in conflict with suit-lead transfers. The redouble is available under that system, to let the transfer raise be merely constructive.