



Neapolitan Club

online bridge magazine – Double first!

Walsh No Trump Notes, by Rhoda Walsh.

Chapter IV. Jacoby Transfer and Walsh Relay

Part IV: opponent interference over Jacoby transfer

The Walsh Notrump Notes is the Rhoda Walsh's study on No Trump openings with their developments either in uncontested and contested auctions. We have parted it in nine chapters; in the first chapter there is a concise terminology.

Chapters already published:

I. 1NT opening. Stayman and Smolen (with terminology). Published on 26th January 2014

II. FITS after Stayman. Published on 25th March 2014

III. Opponents' interference over Stayman. Published on 7th June 2014

IV. Jacoby Transfer and Walsh Relay

Part I: Opener initial responses and Responder's initial rebids

Part II: Opener's further rebids. The Walsh Relay

Part III: Opener's further rebids but the Walsh Relay

Part IV. Opponents' interference over Jacoby Transfer

To be published in future:

V. 1NT-2♠ and 1NT-2NT. Minor suit Stayman and Club Bust, or 4-4-4-1 game force

VI. 1NT-Natural suit jump 3♣/♦/♥/♠. Game invitational

VII. 1NT-Four level responses. Texas, quantitative, key card asking

VIII. Opponents' interference over 1NT

IX. 20-21 2NT and artificial 3NT openings

1NT-2♦/2♥: JACOBY TRANSFER

Opponent Interference Over Jacoby Transfer

Double of the Jacoby Transfer Bid. Opener's Initial Rebids.

ME OPP YOU OPP

1NT Pass 2♦ Dbl

Pass: Doubleton heart. Neither shows nor denies a diamond stopper.

Rdbl: Four+ diamonds with very good diamonds or ♦Qxxxx+. To play.

2♥: Three+ hearts. Nonforcing.

2♠: Artificial. Super acceptance in hearts. Three hearts with side doubleton and 17 HCP or four+ hearts with side doubleton and 16+ HCP. Forcing to 3♥.

Follow-up: Holding hearts, responder rebids 2NT, confirming hearts and forcing a 3♥ rebid by opener. Holding a Walsh Relay, responder makes his Walsh Relay three level bid immediately.

ME OPP YOU OPP

1NT Pass 2♥ Dbl

Pass: Doubleton spade. Neither shows nor denies a heart stopper.

Rdbl: Four+ hearts with very good hearts or ♥Qxxxx+. To play.

2♠: Three+ spades. Nonforcing.

2NT: Artificial. Super acceptance in spades. Three spades. 17 HCP. Side doubleton. Forcing to 3♠.

Follow-up: Responder rebids 3♥, re-transfer to 3♠, and then bids accordingly thereafter.

3♠: Super acceptance in spades. Four+ spades. 16 to 17 HCP. Nonforcing.

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1NT-2♦/2♥: JACOBY TRANSFER

Opponent Interference Over Jacoby Transfer

Double of the Jacoby Transfer Bid. Responder's Initial Rebids

Opener Passes.

ME OPP YOU OPP

1NT Pass 2♦ Dbl

Pass: Doubleton heart. Neither shows nor denies a diamond stopper.

- Responder rebids:

Rdbl: Forces 2♥.

2♥: Signoff. Protecting ♦K. 0 to 7 HCP.

2♠: No systemic meaning at this time.

2NT: Natural. Denies a diamond stopper (direct denies). 8 to 9 HCP. Game invitational.

3♣: Four+ clubs. Five hearts. Denies a diamond stopper (direct denies). 9+ HCP. Game forcing.

3♦: Western Cuebid. Asks for diamond stopper. 10+ HCP. Game forcing.

3♥: No systemic meaning at this time.

Note: With six hearts and 7 to 8 HCP, responder redoubles, forcing opener to rebid 2♥; responder then raises to 3♥, game invitational to 4♥.

3♠/4♣/4♦: No systemic meaning at this time.

Note: With six+ hearts, a side singleton, and 15+ PSP, responder redoubles, forcing opener to rebid 2♥. Responder then jumps to 3♠/4♣/4♦, s

pade/club/diamond Splinter in support of hearts. Game forcing. Slam invitational.

3NT: No systemic meaning at this time.

Note: With five hearts, 10+ HCP, and no diamond stopper, responder rebids 3♦, Western Cuebid.

1NT-2♦/2♥: JACOBY TRANSFER

Opponent Interference Over Jacoby Transfer

Double of the Jacoby Transfer Bid. Responder's Initial Rebids

Opener Redoubles:

ME OPP YOU OPP

1NT *Pass* 2♦ *Dbl*

Rdbl: Four+ diamonds with very good diamonds or five+ diamonds. Denies three+ hearts. To play.

- Responder rebids:

Pass: Two+ diamonds with 8+ HCP or 4+ diamonds and 0+ HCP.

2♥: Five+ hearts. Fewer than four diamonds. 0 to 7 HCP. Signoff.

2♠: No systemic meaning at this time.

2NT: Natural. Zero or one diamond. Five hearts. 8 to 9 HCP. Game invitational.

Follow-up: If rejecting the invitation, opener passes 2NT or rebids 3♥. To play. If accepting, opener rebids 3NT or 4♥. Signoff.

3♣: Natural. Zero or one diamond. Five hearts and four+ clubs. 9+ HCP. Game forcing.

3♦: Re-transfer to 3♥. Six hearts. 14+ HCP. Slam interest.

Follow-up: After opener rebids 3♥, a new suit by responder is a slam invitational Splinter and a 4♥ rebid by responder is a balanced slam invitation.

3♥: Six+ hearts. Zero or one diamond. 7 to 8 HCP. Game invitational.

3♠: No systemic meaning at this time.

3NT: Natural. Zero or one diamond. Five hearts. 10 to 15 HCP. Pass or correct.

1NT-2♦/2♥: JACOBY TRANSFER

Opponent Interference Over Jacoby Transfer

Double of the Jacoby Transfer Bid. Responder's Initial Rebids

Opener accepts the transfer

ME OPP YOU OPP

1NT *Pass* 2♦ *Dbl*

2♥: Three+ hearts. Less than a Super Acceptance.

- Responder rebids:

Pass: 0 to 7 PSP. Five+ hearts. Signoff.

2♠: Walsh Relay. Forces 2NT. *Note*: Walsh Relay is off if an opponent overcalls responder's Jacoby Transfer 2♦ bid, but it remains on over a Lead-Directing Double.

2NT: No systemic meaning at this time.

3♣/3♦: Control-bid. Five+ hearts. 1st or 2nd round control of clubs/diamonds. Balanced hand. 16+ PSP. Slam interest.

Note: Holding a game forcing hand, lacking slam interest, responder merely rebids 4♥, signoff.

3♥: Five+ hearts. 8 to 9 PSP. Game invitational.

3♠/4♣/4♦: Spade/club/diamond Splinter. Singleton or void spade/club/diamond. Six+ hearts. 15+ PSP. Game forcing. Slam invitational.

3NT: No systemic meaning at this time.

4♥: Five+ hearts. 10 to 15 PSP. Signoff.

4♠/5♣/5♦: 0314 Exclusion RKCB in hearts.

4NT: 1430 RKCB in hearts. Five+ hearts. 18+ PSP.

1NT-2♦/2♥: JACOBY TRANSFER

Opponent Interference Over Jacoby Transfer

Double of the Jacoby Transfer Bid

Opener's and responder's further rebids:

ME OPP YOU OPP

1NT *Pass* 2♦ *Dbl*

Pass: Doubleton heart. Neither shows nor denies a diamond stopper.

Rdbl: Forces 2♥

- Over opener's 2♥, responder rebids:

Pass: Five+ hearts. 0 to 7 HCP. Signoff.

2♠: Walsh Relay. Forces 2NT.

Note: Walsh Relay is off if an opponent overcalls responder's Jacoby Transfer 2♦ bid, but it remains on over a lead-directing double.

2NT: Natural. Shows a diamond stopper (slow shows). 8 to 9 HCP. Game invitational.

3♣: Four+ clubs. Five hearts. Shows a diamond stopper (slow shows). 9+ HCP. Game forcing.

3♦: Modified Western Cuebid. Asks for partial or full diamond stopper. Shows partial stopper (slow shows). Five hearts. 10+ HCP. Game forcing.

3♥: Six hearts. 7 to 8 HCP. Invitational to 4♥.

3♠/4♣/4♦: Spade/club/diamond Splinter. Singleton or void spade/club/diamond. Six+ hearts. 15+ PSP. Game forcing. Slam invitational.

3NT: Natural. Five hearts. Shows a diamond stopper (slow shows). 10 to 15 HCP. Signoff.

4♥: Six+ hearts. Balanced hand. 14 to 15 HCP. Slam invitational.

4♠/5♣/5♦: 0314 Exclusion RKCB in hearts.

4NT: Quantitative. Five hearts. Balanced hand. 16 to 17 HCP. Shows diamond control. Slam invitational.

ME OPP YOU OPP

1NT *Pass* 2♦ *Dbl*

Pass: Doubleton heart. Neither shows nor denies a diamond stopper.

- Responder rebids:

2NT: Natural. Five hearts. Denies a diamond stopper (direct denies). 8 to 9 HCP. Game invitational.

3♦: Western Cuebid. Asks for diamond stopper (direct denies). 10+ HCP. Game forcing.

ME OPP YOU OPP

1NT *Pass* 2♦ *Dbl*

Pass *Pass* 3♦ *Pass*

3♥: Doubleton heart. Denies a diamond stopper. Denies a side five card suit.

3♠: Poor five card spade suit (Jxxxx or worse). Denies a diamond stopper.

3NT: Shows a diamond stopper. Signoff.

4♣: Five+ clubs. Denies a diamond stopper. Nonforcing.

1NT-2♦/2♥: JACOBY TRANSFER

Opponent Interference Over Jacoby Transfer

Two Level Overcall of Jacoby Transfer Bid:

ME OPP YOU OPP

1NT *Pass* 2♦ 2♠

Pass: Fewer than three hearts and/or a minimum hand.

- Responder rebids:

Pass: 0 to 7 HCP. Signoff.

Dbl: Penalty Double. Five hearts. May or may not have a spade stopper. 8+ HCP. To play.
2NT: Five hearts. Neither shows nor denies a spade stopper. 8 to 9 HCP. Game invitational.
3♣/3♦: Four+ clubs/diamonds. Five hearts. Denies a spade stopper. 9+ HCP. Game forcing.
3♥: Six hearts. Neither shows nor denies a spade stopper. 7 to 8 HCP. Game invitational.
3♠: Western Cuebid. Five hearts. Asks for spade stopper. 10+ HCP. Game forcing.
3NT: Five hearts. Shows a spade stopper. 10 to 15 HCP. Pass or correct.
4♣/4♦: Club/diamond Splinter. Singleton or void club/diamond. Six+ hearts. 15+ HCP. Game forcing. Slam invitational.
4♥: Balanced with six hearts. 14 to 15 HCP. Slam invitational.

Three Level Overcall of Jacoby Transfer Bid:

ME OPP YOU OPP

1NT *Pass* 2♦ 3♦

Pass: Fewer than three hearts and/or a minimum hand.

- Responder rebids:

Pass: 0 to 7 HCP. Signoff.

Dbl: Penalty Double. Five hearts. May or may not have a diamond stopper. 8+ HCP.

3♥: Six hearts with originally a game invitational hand. May or may not have a diamond stopper. 7 to 8 HCP. Game invitational.

3NT: Five hearts. May or may not have a diamond stopper. 10 to 15 HCP. Pass or correct.

4♣/4♦: Club/diamond Splinter. Singleton or void club/diamond. Six+ hearts. 15+ HCP. Game forcing. Slam invitational.

4♥: Balanced with six hearts. 16 or 17 HCP. Slam invitational.

ME OPP YOU OPP

1NT *Pass* 2♦ 3♦

3♥: Three+ hearts. 16+ PSP. Game invitational.

Four Level Overcall of Jacoby Transfer Bid:

ME OPP YOU OPP

1NT *Pass* 2♥ 4♣

Pass *Pass* 4♥: Re-transfer to spades. Originally a game invitational hand with six spades.

ME OPP YOU OPP

1NT *Pass* 2♥ 4♥

Pass *Pass* 4♠: Originally a game invitational hand with six spades. (NRINN)

ME OPP YOU OPP

1NT *Pass* 2♥ 4♣

Pass *Pass* 4♠: Slam invitational hand with six spades.

ME OPP YOU OPP

1NT *Pass* 2♥ 4♥

Pass *Pass* 5♥: Re-transfer to spades. Slam invitational with six spades.