

TRANSFER ADVANCES

It is often difficult to describe one's hand when partner overcalls, especially when you hold an unbid major. Suppose you sit East and hold ♠AQ873 ♥65 ♦Q3 ♣Q853. The bidding goes:

South	West	North	East
1♥	2♣	Pass	?

If you bid 2♠, partner may pass with two little spades and no more to say. If you bid 3♣, you could miss a good spade contract if he has spade support. If you play 2♠ as forcing, then you won't know what to do with one more spade and one less club if overcaller rebids his clubs. Does he have a tolerance for spades or not? The hand is not strong enough for a fit-jump to 3♠, which gets you to the four level. Or maybe you have ♠A10762 ♥KQJ ♦J73 ♣Q8. Should you bid 2♠ or 2NT? Probably 2NT, which misses a better spade contract if West has ♠Q94 ♥62 ♦95 ♠AK10765. And what if you have both unbid suits? How do you show them?

What are the requirements for a transfer bid? Only one: Common sense! You must have enough in suit quality, HCP, and support for partner to provide adequate safety considering the vulnerability. The indicated (target) suit must be at least five cards long.

When Do Transfers Apply?

Transfer advances apply when all the following conditions are met:

- There is at least one major unbid by either side.
- The overcall was 1♦, 1♠, or 2♣ (not 1♥), nothing higher.
- Third hand has passed, made a negative double, or raised a minor suit to the two level.

In other situations transfers do not work as well as natural advances. The reason for not including transfers after a 1♥ overcall is that a natural 1♠ bid is too valuable to give up. It's a cheap bid, and advancer often doesn't have the assets required for higher-level action.

SWAPs and BUMPs

A SWAP consists of switching the names of two strains to indicate one by naming the other, e.g., hearts means spades and spades means hearts.

A BUMP consists of naming a suit ranked just below a suit in order to indicate that suit, i.e., clubs means diamonds, diamonds means hearts, hearts means spades, and spades ("below" clubs, for this purpose) means clubs.

Here are the rules for BUMPs and SWAPs:

- Both must point to a suit of at least five cards.

-- BUMPs are used to advance a "supercall" (simple overcall that takes up maximum bidding space) if third hand passes or doubles negatively (not when he raises).

South	West	North	East
1♣	1♠	P/Dbf	2♣ - diamonds
			2♦ - hearts
			2♥ - probing cue bid

The 2♥ bid doesn't point to clubs as a suit but as a cue bid: an all-purpose "probing cue bid" described in section 10-12. There is only one other occasion for BUMPs, since transfers aren't used to advance a 1♥, 2♦ or higher overcall:

South	West	North	East
1♦	2♣	P/Dbf	2♦ - hearts
			2♥ - spades
			2♠ - probing cue bid

-- SWAPs are used for all other transfer advances. There are four such sequences if third hand passes or doubles negatively:

South	West	North	East
1♣	1♦	Pass	1♥ - spades
			1♠ - hearts
			2♣ - probing cue bid

South	West	North	East
1♦	1♠	Pass	2♣ - hearts
			2♦ - probing cue bid
			2♥ - clubs

South	West	North	East
1♥	2♣	Pass	2♦ - spades
			2♥ - probing cue bid
			2♠ - diamonds

South	West	North	East
1♠	2♣	Pass	2♦ - hearts
			2♥ - diamonds
			2♠ - probing cue bid

Note that the probing cue bid in a SWAP situation is always a bid of opener's suit. If third hand raises the major in the last two sequences, transfers do not apply. There are two more SWAP sequences, however, because the two BUMP situations shown previously become SWAPs if third hand raises::

South	West	North	East
1♣	1♠	2♣	2♦ - hearts
			2♥ - diamonds

South	West	North	East
1♦	2♣	2♦	2♥ - spades
			2♠ - hearts

In order to cover all simple overcall sequences thoroughly, we will go through them one by one. Some added rules arising from this review will be listed at the conclusion.

1♣-1♦-Pass

Transfers are handy for such hands as:

--♠AQxxx ♥Qxx ♦Jx ♣AJx Transfer to spades (1♥), then bid 2NT if not supported. With minors switched, raise diamonds if not supported. With majors switched, transfer to hearts (1♠), etc.

--♠KJxxxx ♥Qx ♦Jxx ♣Ax or majors switched. With a forcing 1♠, advancer doesn't know if overcaller can "stand" spades if he now rebids clubs. With transfers, overcaller can indicate whether or not he has spade tolerance.

-- A two-suiter in the majors, which may not get described unless 1♠ is forcing. Transfer to spades, then bid hearts.

The broad picture for this SWAP situation:

South	West	North	East
1♣	1♦	Pass	1♥ - spades
			1♠ - hearts
			2♣ - probing cue bid
			2♦ - normal raise
			2♥/2♠ - like a weak two bid (UPH)
			2♥/2♠ - fit jumps, five-card suit (PH)
			3♣ - natural, not forcing
			3♦ - too good for 2♦
			3♥/3♠ - preemptive
			1NT/2NT - not forcing

The raises, new-suit jumps, and notrump bids are the same as when not using transfers. See section 8-2, Advancing a Simple Overcall.

South	West	North	East
1♣	1♦	Pass	1♥ - spades
Pass	1♠		- xxx or better, not forcing
	2♠		- spade raise, opening values
	2♣		- spade tolerance (xx)
	2♦		- no spade tolerance
	2♥		- five hearts or a strong hand, forcing

We have found a purpose for a cue bid by overcaller: to show tolerance for advancer's suit. The 2♥ bid implies a five-card suit or a strong hand, since advancer might have cue bid with four or more cards in both

majors, and 2♥ crowds the bidding somewhat. It has to be forcing.

South	West	North	East
1♣	1♦	Pass	1♠ - hearts
Pass	2♣ - tolerance for hearts		
	2♦ - no heart tolerance		
	2♥ - xxx or better		
	2♠ - five spades, or a strong hand		

In this sequence the space-consuming “fourth-suit” bid of 2♠ by West cannot be a stretch, and practically denies heart tolerance.

These SWAPs can be made with a fairly light hand if advancer has good support for a 2♦ contract. Advancer won't "rebid" his suit opposite a denial of tolerance unless his suit is self-sufficient (playable opposite a singleton). Is this hand too weak for a SWAP: ♠QJ87xx ♥xx ♦xx ♣xxx? The answer is obviously yes. We could play 2♠ as preemptive, but that is unlikely to be useful. Lacking enough playing tricks to bid 3♠, we must pass a hand of this sort. A weakish hand (not this weak, however) should have diamond support or an independent spade suit. If overcaller doubles a club rebid, a weakish advancer must have a place to go.

What if opener butts in?

South	West	North	East
1♣	1♦	Pass	1♠ - hearts
2♣	Dbl - for penalties		
	2♦ - probable heart tolerance, good hand		
	2♥ - three or more hearts		
	2♠ - five spades, strong hand		
	Pass - poor hand		

Free acceptance of the transfer should show at least three cards in the suit, but not necessarily opening-bid strength. A free rebid of the overcall suit implies tolerance for advancer's suit as well as a promising hand, without which a pass is usually indicated. If advancer is quite prepared to bid 3♦ on her own, however, 2♦ need not require heart tolerance.

1♣-1♥-Pass
1♦-1♥-Pass

Transfers just don't work after a 1♥ overcall; we must be able to bid a non-forcing 1♠. Overcaller won't pass without three-card support, however. He usually cue bids with tolerance for spades. Without tolerance, he will probably have the unbid minor or a six-card heart suit to bid. He might be able to bid 1NT. A spade raise shows a hand that would be a decent opening bid.

1♣-1♠-Pass

This supercall sequence calls for BUMPs:

South	West	North	East
1♣	1♠	Pass	2♣ - diamonds
			2♦ - hearts
			2♥ - probing cue bid

1♦-1♠-Pass

This sequence calls for a SWAP because 1♠ is a supercall:

South	West	North	East
1♦	1♠	Pass	2♣ - hearts
			2♦ - probing cue bid
			2♥ - clubs

South	West	North	East
1♦	1♠	Pass	2♣ - hearts
Pass	2♦ - heart tolerance		
	2♥ - weak heart raise, not forcing		
	2♠ - no heart tolerance		
	3♥ - heart raise, opening values, not forcing		

The 2♠ bid may have to be made with only five spades. Overcaller should remember this before bidding a poor spade suit with short hearts.

South	West	North	East
1♦	1♠	Pass	2♥ - clubs
Pass	2♠ - probably six spades unless lacking club tolerance		
	3♣ - spades not good		

There is no point in transferring to clubs with spade support unless spades are to be raised on the next round. West must therefore accept the transfer to 3♣ with only five spades unless he has no club tolerance.

1♦-2♣-Pass

This supercall sequence calls for BUMPs:

South	West	North	East
1♦	2♣	Pass	2♦ - hearts
			2♥ - spades
			2♠ - probing cue bid

South	West	North	East
1♦	2♣	Pass	2♦ - hearts
Pass	2♥ - almost forced, may have support		
	2♠ - five-carder, or strong hand		
	3♣ - self-sufficient suit, short hearts		
	3♥ - heart support, opening values		

South	West	North	East
1♦	2♣	Pass	2♥ - spades
Pass	2♠ - almost forced, may have support		
	3♣ - self-sufficient suit, short spades		
	3♠ - spade support, good hand		

Advancer will often have a five-card major, with either club support or a notrump bid in reserve.

1♥-1♠-Pass

No transfers here (no unbid major)

1♠-2♥-Pass

This sequence is out of order, put here because transfers don't apply in this case either.

1♥-2♣-Pass

This sequence calls for a SWAP:

South	West	North	East
1♥	2♣	Pass	2♦ - spades
			2♥ - probing cue bid
			2♠ - diamonds

South	West	North	East
1♥	2♣	Pass	2♦ - spades
Pass	2♥ - spade tolerance		
	2♠ - spade raise		
	3♠ - spade raise, opening values		
	3♣ - no spade tolerance		

South	West	North	East
1♥	2♣	Pass	2♠ - diamonds
Pass	3♣ - prefers clubs for some reason		
	3♦ - prefers diamonds for some reason		

There isn't much sense in transferring to diamonds without a six-card suit, so overcaller can prefer diamonds with a doubleton if his club suit is not self-sufficient.

1♠-2♣-Pass

This sequence calls for a SWAP:

South	West	North	East
1♠	2♣	Pass	2♦ - hearts
			2♥ - diamonds
			2♠ - probing cue

South	West	North	East
1♠	2♣	Pass	2♦ - hearts
Pass	2♥		- tolerance or better
	2♠		- heart tolerance, good clubs
	3♣		- no heart tolerance
	3♥		- heart raise, opening values

South	West	North	East
1♠	2♣	Pass	2♥ - diamonds
Pass	2♠		- diamond tolerance
	3♣		- no diamond tolerance
	3♦		- diamond support

1♥-2♦-Pass**1♠-2♦-Pass**

Transfers don't work at all; we must be able to make a non-forcing bid in the unbid major.

Transfers don't work well for higher overcalls either, so we have finished.

Conclusions

Advances for all these situations should work satisfactorily over a either a pass or a negative double. Even when the doubler shows four cards in a certain suit, they could be four small. Transferring to that suit is therefore not irrational.

When a transfer is refused or accepted minimally (i.e., could be little or no tolerance), a new suit bid or return to the overcall suit by advancer is not forcing. When overcaller's acceptance is known to include three-card support, advancer's "new suit" bid (which will sound like a rebid) is a game try, forcing.

Overcaller's raise (not mere acceptance) of advancer's transfer target suit shows not only three-card support but also decent opening bid strength. Conversely, mere acceptance shows either a weaker hand or (in some sequences) fewer than three cards in the suit.

Overcaller's rebid of 2NT does not show extra values, but may have them. Advancer must remember that overcaller will not generally show extra values in reply to a transfer advance, except for jump raises of the transfer target suit. If advancer wants to hear about extra values right away, he can cue bid. Overcaller's cue bid says nothing about his strength. Whether weak or strong, he should make this tolerance-showing when not accepting a transfer.

The transfer bidder seldom has four cards in the suit used for the transfer bid, unless he plans to bid the suit later. Overcaller therefore needs five cards or a strong hand to "raise" the transfer bid, especially when the raise takes up considerable bidding space. This fourth suit bid is forcing.

Free bids (when opener butts in with a bid or double after an advance) imply a promising hand. Free acceptance of a transfer shows at least three cards in the suit, but does not require opening bid strength. If opener doubles a transfer bid, a redouble shows a stopper in the doubled suit, possibly resulting in a notrump contract from advancer's side. Let opener lead away from his strength.

Following an advance of any sort, doubles by either partner are for penalties, with one exception: If overcaller passes a suit rebid by opener, a two-level reopening double by a transfer advancer is not for penalties:

South	West	North	East
1♣	1♦	Pass	1♠ - hearts
2♣	Pass	Pass	Dbl - takeout

The double asks overcaller to bid 2♦ with no heart tolerance, 2♥ with heart tolerance, or pass with good clubs. If South had bid 3♣, the double would be more penalty-oriented. If he had bid a new suit (2♠, in this case) the double would be for penalties.

Transfers When RHO Raises

We can use transfers over most minor-suit raises, but they have to be SWAPs. We retain the rule of not using transfers in support of a heart overcall, and also will not use them if a major suit is raised.

1♣-1♦-2♣

South	West	North	East
1♣	1♦	2♣	2♥ - spades
			2♠ - hearts

Use common sense: West should accept the transfer to spades with tolerance for spades, but he can show tolerance for hearts cheaply by bidding 3♣ over 2♠. No difference here in the fit jump bids. headed by at least the ace or king, and values for a raise to 4♦ (or better). Why have fit jumps if an advancive double can be used with a fit- jump sort of hand? For one thing, a fit jump requires at least the ace or king of the jump suit and another HCP card..

1♣-1♥-2♣

1♦-1♥-2♦

No transfers in support of a heart overcall. Use natural advances, including forcing natural jumps by an unpassed hand, fit jumps only by a passed hand.

1♣-1♠-2♣

South	West	North	East
1♣	1♠	2♣	2♦ - hearts 2♥ - diamonds

1♦-1♠-2♦

South	West	North	East
1♦	1♠	2♦	2♥ - clubs 3♣ - hearts 3♥/4♣ - Fit jumps (PH)

This doesn't look too good, since a natural 2♥ advance might be handy. However, we can double with hearts and clubs.

1♦-2♣-2♦

South	West	North	East
1♦	2♣	2♦	2♥ - spades 2♠ - hearts Dbl - hearts & spades

The transfer to hearts is ugly, but in the interest of simplicity we won't change the rules just for that reason. Overcaller must accept the transfer to spades with tolerance, but may reject the transfer to hearts with a weak doubleton and self-sufficient clubs.

1♥-1♠-2♥**1♠-2♥-2♠**

No transfers when both majors have been bid. A double shows both minors, new suit jumps by a passed hand are fit jumps. New suit jumps by an unpassed hand are natural and forcing, although a good case could be made for fit jumps. For consistency, however, we make them natural.

1♥-2♣-2♥**1♠-2♣-2♠**

No transfers when a major suit has been raised:

South	West	North	East
1♥	2♣	2♥	2♠/3♦ - not forcing

MINOR SUIT TRANSFER RESPONSE TO 2NT OPENING

Jacoby transfer bids are extended as over a 1NT opening, with a 3♠ response showing clubs and a 3NT response showing diamonds:

Opener	Responder
2NT	3♠ - shows a club suit
	3NT - shows a diamond suit

The responses are not like those used for minor suit transfers after a 1NT opening. If opener has good support for the indicated suit, he stays at the three level. This shows a holding like AKx, AQx, AJx, KJx, or better. It tells partner that if he has nothing but six cards to the jack or queen in the suit, or seven to the 10 (9?), it will probably be usable at notrump.

Let's start with the 3♠ response:

Opener	Responder
2NT	3♠ - showing clubs
	3NT - good club support (AQx, AJx, etc)
	4♣ - poor club support

Responder could have: ♠108 ♥J76 ♦95 ♣Q87432. If opener has good clubs, 3NT is probably a reasonable contract. If he has a doubleton, this hand will make a terrible notrump dummy, and 4♣ is the landing place.

If responder bids 4♣ over 3NT, perhaps with a 10-high suit, opener must usually pass although he might bid 4NT with AK32 in the suit (or 5♣ with four-card support and a ruffing value). To make a forcing club bid, responder starts with 3♣, then bids 4♣.

If responder follows by bidding a suit other than clubs, he is showing a second suit and slam ambitions. Such a bid is forcing even if game has been reached:

Opener	Responder
2NT	3♠ - club transfer
3NT	4♣ - signoff
	4♦/4♥/4♠ - second suit, possibly four cards, forcing

If responder is not particularly interested in slam, he bids Stayman with five or six clubs and a four-card major. With five clubs and four diamonds he would not bypass 3NT without some slam interest.

Diamonds are handled a little differently. Responder cannot have slam potential, because opener can pass the 3NT transfer bid if he has good support for diamonds.

Opener	Responder
2NT	3NT - weak hand, long diamonds that need help
	Pass - good diamond support
	4♣ - poor diamond support
	4♦ - mediocre diamond support

"Good support" was defined above. "Mediocre" means any three cards or a very strong doubleton--two of the top four honors. Responder may be able to bid 5♦ when opener shows mediocre support.

If responder bids 4♦ after opener bids 4♣, opener must pass. To make a forcing diamond bid, responder starts with 3♣, then bids 4♦.

Here is how minor suit transfers can come in handy:

With a weak or invitational hand and one long minor, transfer to the minor

With a very weak 5-5 or 5=6 in the minors, transfer to diamonds, pass a 4♣ response. Hope for the best if opener passes 3NT. This is a great bid when holding six diamonds and five clubs

With a game-going or better hand and both minors, transfer to clubs, then bid 4♦ (assuming you're willing to bypass 3NT). Doesn't say which minor is longer.

With slam try hands:

Balanced, five or more clubs, bid 3♠ to show clubs, then 4NT

Unbalanced, five or more clubs, bid 3♣, then 4♣, then whatever

Balanced, five or more diamonds, bid, bid 3♣, then 4♦, then 4NT

Unbalanced, five or more diamonds, bid 3♣, then 4♦, then whatever

YELLOWISH ROSE OF TEXAS

This is a simplified version of Danny Kleinman's convention, Yellow Rose of Texas, so called because two of the responses start with a Texas Transfer.

When partner opens 1NT or 2NT, or shows a 2NT opening after bidding artificially (e.g., 2♣) first, you may have enough HCP (33?) for 6NT in a 4-3-3-3 or 4-4-3-2 hand but are concerned that the two hands may have duplicated values (e.g., each with a doubleton in the same suit, or each with the same four-card suit in a 4-3-3-3 hand). Maybe the partnership should be in a suit slam instead of 6NT, or perhaps the bidding should stop at the five level if the hands mesh badly. To help opener evaluate the potential of the two hands, we use this scheme:

— With a 4-3-3-3 hand responder transfers to the four-card suit and then bids 5NT.

— With a 4-4-3-2 hand responder transfers to the tripleton and then bids the doubleton at the five level.

In the case of a major suit transfer, start with a Texas transfer, not Jacoby.

If not using minor suit transfers, some other scheme must be devised.

After showing his hand, responder relies on opener to determine the final contract, which may be anything from five of a major to 6NT.

For hands that are not quite strong enough for Yellowish Rose, use the Boland convention (section 05-06). For hands that are sure of slam, use the Miller convention (section 05-07) to investigate grand slam possibilities..

TWO-WAY STAYMAN

This version of Stayman is easy to learn and remember. It is a useful convention for underdogs, because responder will often play a hand that is played by opener at the other tables. If things go right, the result may be a fine score. If they go wrong, so what, you were going to lose anyway.

In response to a 1NT opening, responses have these meanings::

2♣ - Any sort of invitational hand, denies game-going strength Opener shows any major, but with both majors he bids 2NT with a minimum and 3♣ with a maximum. This will avoid getting the bidding too high when opener has both majors and a minimum, with responder having neither major. This response can also be made with a weak three-suited hand short in diamonds, planning to pass any two-level bid by opener. If opener ungraciously shows both majors, responder's 3♥/3♠ bid closes the auction, even if opener has shown a maximum hand. Otherwise, any rebid by responder is invitational. That could be awkward when responder has an invitational hand with five hearts and opener bids 2♠. She will normally bid 3♥, which opener will have to pass with a minimum, even with a doubleton heart. To avoid this situation, responder should just bid 2NT over 2♠ when holding five hearts and a balanced hand.

2♦ - Any sort of game-going or better hand. Opener shows a major, bidding 2♠ with both (planning to bid 3♥ later if spades are not raised). When opener responds in two of a major, responder should not jump to 3NT when holding three-card support. Instead she should bid a forcing 2NT, giving opener a chance to rebid a five-card suit. She should also rebid 2NT when holding four hearts after opener has responded 2♠, in case opener has four hearts too. A rebid of three in a minor implies at least some slam interest.

2♥/2♠- Natural signoff bids (not Alertable). While the response denies much interest in game, opener can raise one level (only) to show an extremely good supporting hand.

2NT - Puppet to 3♣, usually with a long minor suit and weak hand, with no interest in game. If responder corrects 3♣ to 3♦, opener must pass. If responder follows with a 3NT bid, that shows something like 5-5 in the minors and little interest in slam. With a stronger 5-5 he can rebid 4NT, (implying a few high cards in the majors), or jump to 4♦ over 3♣ (implying major suit weakness) or just start with 2♦ and see what develops. Rebidding three of a major after a 2NT response is currently undefined.

3♣/3♦- A two-suited invitational hand with hearts and the minor named, not forcing. These conventional responses are necessary because opener's 2♠ response to 2♣ would prevent the showing of both suits at a reasonable level.

3♥/3♠- Natural, slam interest, a good suit of at least five cards.

Texas Transfers are applicable, but in competition only through 3♣ (when both transfers would be jump bids)..

CLUTCH

The bane of those playing four-card majors is an opening hand with 4-4 in the majors and a minimum or near-minimum opening bid. If you open 1♠, you can lose the heart suit. If you open 1♥ you likely will not have a suitable rebid if responder bids two of a minor. A 2♠ rebid shows five hearts and four spades, while 2NT or a minor suit raise shows extra values.

Clutch ameliorates this problem by opening 2♦ with 4-4 in the majors. The convention is named after “Mr Clutch,” the name given to Jerry West of the Los Angeles Lakers, whose number was 44.

Since the bidding is starting at the two level, the suits should not be very weak. It may be better to open 1♣ with 4=4=2=3 and club strength, or even 1♦ with 4=4=3=2 and diamond strength. Clutch denies diamond shortness, since a 4=4=1=4 hand is opened 1♣. Since Clutch shows a limited hand, responder can pass with short majors and long diamonds.

A sub-minimum hand, as when opening third seat, should use Clutch only when not vulnerable, and with two decent majors.

Responses to Clutch:

-- 2♥ or 2♠ must be passed, since responder may be completely broke. With 3-3 in the majors, the correct response is 2♥ when lacking the requirements for a pass or a higher response. Knowing this opener may choose to use Clutch with

-- 2NT must be passed, as opener has shown his strength fairly well and responder may be desperately seeking a landing place.

-- 3♣ must be passed, as responder could have a bad hand with long club suit. With too good a hand for that, responder must bid an invitational 4♣ or take a chance with 3NT.

-- 3♦ is forcing for one round. It implies a solid suit and no club stopper, or a semi-solid suit with a club stopper. If opener has the king or ace of diamonds he can bid 3NT, knowing that responder has a club stopper. If responder's hand or suit isn't good enough for this bid, she can pass 2♦.

-- 3♥/3♠/4♦ is invitational.

-- 4♥/4♠ could be weak (preemptive) or strong (not good enough for slam). Not Alertable.

The jump to four of a major is analogous to a jump raise to game of a weak two bid in a major, either weak or strong. If an opponent starts questioning the bid, give the same response as you would when partner raises a weak opening to game. You don't know what responder has, and you don't care because you are barred from further participation in the auction. This is a big plus for Clutch, as it gets the partnership to the four level quickly. Added to the preemptive value of a 2♦ opening, the jump to game can make life difficult for the opposition.

It is barely permissible to use Clutch with a 4=5=2=2 hand when the hearts are weak and the spades are not strong enough for a 1♠ opening. It may not be used with a singleton diamond, however.

If RHO intervenes with a double, presumably showing diamonds, a redouble is “to play.” Responder has long diamonds and enough strength to think there are eight tricks to be had with diamonds as trump. All other responses are the same as over a pass, except that 3♦ asks for a diamond stopper. If the double is passed around to opener, he should redouble to show three diamonds (responder may have enough to pass this), otherwise he must bid 2♥

If RHO overcalls, a double is penalty of course. If the overcall is passed around to opener, he must pass since he has already shown his hand.

When in doubt whether to use Clutch or not, don't. With ♠ 9xxx ♥ AKJx ♦Ax ♣ xxx open 1♥, planning to rebid 2♥ if responder bids two of a minor. With ♠ Q10xx ♥ K10xx ♦AJ ♣ Axx open 1♣ (but rebid 1NT if the response is 1♦, because a one-level suit rebid implies at least four clubs).