

# COMPETITION AFTER 1♦, 1♥ AND 1♠

Zwerling-  
Tolliver  
Mid-Chart  
Conventions

## I. Second Suit Transfers

After a simple overcall, Responder's bids are stylized to enable him to show long suits with both forcing and non-forcing hands, and to expand his options for immediate raises. The Second Suit Transfer scheme (unlike Zot) applies only opposite an unpassed hand.

1♠ (2♣)	1♠ (2♦)	1♠ (2♥)
X - Bal (F/NGF)	X - Bal (F/NGF)	X - Bal (F/NGF)
2♦ - ♥'s (F/NGF)	2♥ - Non-forcing	2♠ - Raise
2♥ - Constructive raise	2♠ - Raise	2N - Limit raise or better
2♠ - Weak Raise	2N - Limit raise or better	3♣ - ♣'s (GF) <sup>11</sup>
2N - Limit raise or better	3♣ - ♣'s (NF)	3♦ - ♦'s (NF)
3♣ - ♦'s; (GF)	3♦ - ♣'s, (GF)	3♥ - ♦'s (GF)
3♦ - Good ♦'s; (NF)	3♥ - 6+♥'s forcing (GF)	3♠ - Preemptive
3♥ - Flower Bid (NF)	3♠ - Preemptive	3N - To play
3♠ - Preemptive	3N - To play	4♣ - Flower Bid (GF)
3N - To play	4♣ - Flower Bid (GF)	4♦ - Flower Bid (GF)
4♣ - Splinter	4♦ - Splinter	4♥ - Splinter
4♦ - Flower Bid (GF)	4♥ - To play	
4♥ - To play		

1♥ (1♠)	1♠ (2♣)	1♠ (2♥)
X - Bal (F/NGF)	X - Negative	X - Negative
1N - ♣'s (not wrong sided)	2♦ - Constructive raise	2♥ - Raise
2♣ - ♦'s (F/NGF)	2♥ - Weak raise	2♠ - Non-forcing
2♦ - Constructive raise	2♠ - Non-forcing	2N - Limit raise or better
2♥ - Weak raise	2N - Limit raise or better	3♣ - ♣'s (NF)
2♠ - ♣'s (GF)	3♣ - ♦'s (GF)	3♦ - ♣'s (GF)
2N - Limit raise or better	3♦ - Good ♦'s (NF)	3♥ - Preemptive
3♣ - Good ♣'s (NF)	3♥ - Preemptive	3♠ - 6+♠'s, (GF)
3♦ - Flower Bid (NF)	3♠ - 6+♠'s (GF)	3N - To play
3♥ - Preemptive	3N - To play	4♣ - Flower Bid (GF)
3♠ - Splinter	4♣ - Splinter	4♦ - Splinter
3N - To play	4♦ - Flower Bid (GF)	
4♣ - } Flower bids (GF)		
4♦ - }		

[Consider Slams]

<sup>11</sup>On this auction, we have no way to show ♣'s non-forcing.

## II. ZOT

After the opponents' take out double, we play Zwerling over Takeout Doubles (Zot). Like Second Suit Transfers, Zot makes extensive use of transfer bids, Flower Bids and an omnibus, forcing balanced bid. Because there is such a premium for having the takeout doubler on lead, we play Zot even when partner is a passed hand (This agreement contrasts with our agreement after Second Suit Transfers).

### A. 1♦ (X)

XX	-	4 <sup>+</sup> ♥'s	
1♥	-	4 <sup>+</sup> ♠'s	
1♠	-	Bal, F/NGF	
1N	-	♣'s (not wrong sided)	
2♣	-	♦'s (F/NGF)	
2♦	-	Minors; 4-4 or 4-5 (GF) - 2♥ Asks:	2♠ - 4♦ and 4♣
2♥	-	♣'s (GF)	2N - 5♦ and 4♣
2♠	-	Preemptive (see vulnerability)	3♣ - 4♦ and 5♣
2N	-	Minors, 5-5, invitational <sup>+</sup>	
3♣	-	Minors (competitive)	
4♣	-	Minors (preemptive)	
3♦	-	}	
3♥	-	}	
3♠	-	}	
4♦	-	}	
			Classic preempts
3N	-	}	
4♥	-	}	
4♠	-	}	
			To play

B. 1♥ (X)

- XX - 4+♠'s
- 1♠ - Bal (F/NGF)
- 1N - ♣'s (not wrong side)
- 2♣ - ♦'s (F/NGF)
- 2♦ - Constructive raise
- 2♥ - Weak raise
- 2♠ - ♣'s (GF)
- 2N - Limit raise or better
- 3♣ - Long ♣'s (NF)
- 3♦ - Flower bid (NF)
- 3♥ - Preemptive
- 3♠ - Flower bid (GF)
- 3N - To play
- 4♣ - Flower bid (GF)
- 4♦ - Flower bid (GF)
- 3N - To play
- 4♥ - To play
- 4♠ - To play

C. 1♠ (X)

- XX - Bal (F/NGF)
- 1N - ♣'s (not wrong sided)
- 2♣ - ♦'s (F/NGF)
- 2♦ - ♥'s (F/NGF)
- 2♥ - Constructive raise
- 2♠ - Weak raise
- 2N - Limit raise or better
- 3♣ - Long ♣'s (NF)
- 3♦ - Flower bid (NF)
- 3♥ - Flower bid (NF)
- 3♠ - Preemptive
- 3N - To play
- 4♣ - Flower bid (GF)
- 4♦ - Flower bid (GF)
- 4♥ - To play
- 4♠ - To play

## CHAPTER NOTES (2<sup>nd</sup> Suit Transfers & Zot)

### 1. Advantages

- Opener frequently gets to play the hand leaving the overcaller or doubler on lead without having received helpful information from his partner. The positional advantage is a function of the transfer bids and the balanced constructive response;
- More immediate raises are available for competitive, game and slam purposes;
- The opponents are deprived of the use of our redouble and can't otherwise use our auction to quantify their hands;
- All suits are immediately disclosed, lessening the effectiveness of their preempts. We get higher, faster.

### 2. Strength Showing Bids

After a takeout double or overcall, we have no immediate omnibus, strength-showing bid. In its place are:

- An assortment of raises;
- ambiguous strength transfer bids into all suits;
- An unlimited response showing a balanced hand and at least constructive values.

### 3. Bal (F/NGF) and Negative Doubles in Second Suit Transfers

We always have a bid available to give Opener the green light to come again, if he has a canape. These green light bids are listed either as either Bal (F/NGF) or Negative. The former is an unlimited, presumptively balanced hand with sufficient strength to warrant bidding at the level to which Opener is forced. We say presumptively balanced because Responder may have a long suit that he doesn't want to show via 1N (fearful of wrong siding N) or Q-bidding (too expensive). The Bal (F/NGF) bid does not guarantee any particular shape.

Our Negative Doubles serve a similar function as the Bal (F/NGF) bid – i.e. to give partner the green light. In addition, the bid promises suitability in an unbid major where Opener may have an unbid 4 card major. Responder may double without such suitability if he has enough strength to invite 3N. Opener must be sensitive to this possibility. (If Responder wanted to give Opener a green light but lacks both a suitable holding in a possible major and invitational strength, he should look to stretch some other call [e.g. make a 3 card raise]).

#### 4. Balanced Responses in Zot (B/NGF)

##### a. Identification

After a takeout double, 1♠ (or xx after a 1♠ overcall) shows a presumptively balanced hand. All competitive or better balanced hands without a fit make this response, unless a 4 card or longer major can be shown at the one level. Over the presumptively balanced bid, Opener rebids 1N if he would have passed 1N had that response been natural. Opener's 1N does not promise a stopper. On distributional hands, Opener rebids similarly to the way he would have advanced had Responder bid a natural, non-forcing 1N;

##### b. Continuations

After a 1N rebid by Opener, a 4-4 Major suit fit is no longer possible. Therefore, there is no Stayman. The following schedule of bids apply:

2♣	- Artificial probe (3 level suits are now forcing)
2N	- Non-forcing raise (11-12 HCP)
Raise of a Major	- 3 trump, 10-11 HCP
All other suits	- Non-forcing
Jumps	- Invitational
4♣	- No trump RKC
4N	- Invitational

##### c. Competition Continuations

- Direct doubles by Opener are takeouts; balancing doubles are 2<sup>+</sup> card showing doubles
- Direct doubles by Responder are card showing including respectable trumps and decent values. The double is not a command. Opener may pull.
- Balancing doubles by Responder are card showing. Opener may not pass the double without something in the suit. Responder's primary message is "This is our hand, please bid."

- With a pure penalty double, Responder must either give up, Q-bid or bid game (or 2N), convert partner's direct takeout double, or hope partner will reopen. Responder must keep in mind that these are not forcing auctions. Opener will not reopen on a minimum balanced hand with a poor trump holding.
- New suits by Responder non-forcing but constructive. Responder has a Q-bid available to force.

## 5. Transfer Bids

Because Responder is unlimited, his transfer bids are forcing. Opener assumes that Responder is weak. He accepts the transfer if he would have passed a natural, non-forcing bid (Opener could be short). He jump accepts the transfer if he would have raised a natural, non-forcing bid (this suggests no more than a minimum). Opener must jump to the 4 level jump (or a Q-bid if available), to show a good hand and a good fit.

After a transfer, Responder's new suits are forcing, but only to the same extent as a competitive 2/1 (if the transfer was to the 2 level), or a non-competitive 1/1 (if the transfer was to 1♥ or 1♠). A Q-bid shows a good hand, and a good fit.

### a. Subsequent Doubles

Since our transfer bids promise no particular HCP strength, subsequent doubles only show cards. They can be converted based on Opener's trumps, but that is not Doubler's intent.

### b. Further Competition

If the opponents continue to bid, our normal tools apply - 2N is G-B (usually on a two suiter) and 3 of a new suit is non-forcing.

## 6. Fit Bids

### a. Constructive Raises

Where space allows, we employ 2 bids to raise Opener's major to the 2 level. 2 of the suit under the major shows 7<sup>+</sup> - 10 with 4 trumps or 9-11 with 3 trumps. After a constructive raise, Opener is encouraged to make a game try on all unbalanced hands, or with a 5<sup>+</sup> card suit. Our Relay and Canape game tries are available.

**b. Re-raises**

Unlike our Relay and Canape game tries, our re-raise game tries are toggled off. A re-raise is competitive only.

**c. Limit Raises**

2N, our omnibus raise, tends to be a balanced 11-12 HCP, or a non-distinguished balanced 13-15 HCP. With other hands we make a constructive raise or a fit-showing jump. New suits by Opener now seek help in the suit over and start a natural auction. With a suitable hand and stuff in the help suit the suit over, Responder should bid 3N in case that is right. 2N may also be bid on a powerhouse balanced hand.

**d. Flower Bids (2 and 3 level)**

These bids show 6-10 HCP and a 5<sup>+</sup> card suit with 3 trumps (the 2 level Flower Bid yields to an artificial force in ♣'s if necessary). They are non-forcing and occasionally stretched.

**e. Flower Bids (4 level)**

These show a suit and a 4 fit. They are forcing and create a forcing auction (except by a passed hand).

**f. New Suits**

Responder may show another suit via transfer, and then support Opener. This sequence shows a preference only unless Responder later jump supports the major or otherwise makes his intentions clear.

**g. Splinter Bids and ERKC**

A jump to 4 of the opponent's suit is a splinter. A jump to 5 of their suit is ERKC. These are the only shortness fit bids we play in competition.

**h. Game Bids**

All game bids are to play. (For 3N, Responder tends to have dispersed values). New suits are Q-bids; 4N is RKC. 3N, but not 4M, creates a forcing auction.