



BRIDGE

BIDDING AFTER OPPONENT'S OVERCALLS

Wizard of Oz Bridge System

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RESPONDER'S BIDS AFTER THE OVERCALL

Wizard of Oz Bridge System

If opponents make an overcall at one level over partner's 1m opening, supporting the opening suit or bidding 1NT shows a hand that doesn't have four cards in the unbid major or majors. As it is preferred to play a game contract in a major that we have eight cards it is also advantageous to play a part score contract in a minor that we have eight cards. With this in mind, it is a good choice to support partner's minor with at least four cards after their overcall in order not to lose competition chance. If you bid 1NT over RHO's overcall and LHO makes a bid at two level, partner with a minimum opening will always pass. In the case that you support the opening minor instead of 1NT response, opener is most likely to continue the competition with a 5-card minor. Based on this logic, after RHO's overcall, we can summarize the possible responses you can make as:

▪ NT responses over opponent's one level suit interference

- * 1NT : 7⁺-11 HCP and at least one stopper.
- * 2NT : 11⁺-12 HCP and at least 1.5 stoppers.
- * 3NT : 13-15 HCP HCP and at least 1.5 stoppers.

S	W	N	E				
1 ♣	1 ♥	?		J83 A52 J864 973	642 QT8 AJT5 T86	Q62 KT83 AQ74 T5	KT2 QT95 AKJ 963
				Pass	1NT	2NT	3NT
S	W	N	E				
1 ♦	1 ♠	?		J94 KT6 753 AJ85	T863 K8 J97 AJT5	AJ8 JT7 T74 KQ96	JT72 AT4 AQ7 QT3
				1NT	1NT	2NT	3NT

▪ Supporting opening minor over opponent's one level suit interference

- * 2m : (6-10) HCP and at least four card support.
- * 3m : Preemptive with five card support.
- * Cue-bid : Limit raise or more with at least four card support.
- * Splinter : 11⁺ or more HCP, 5+ card support and shortness.
- * 4m : Preemptive with very long support and few points.

S	W	N	E				
1 ♣	1 ♥	?		83 A52 K865 QT97	J52 A3 KJ97 KT84	6 873 AJT2 J9874	AJ2 7 AJ83 KJ976
				2 ♣	2 ♥	3 ♣	3 ♥
S	W	N	E				
1 ♣	1 ♠	?		AQ 754 T865 QJT3	KT52 A98 4 JT953	A865 T AT62 KQ83	KT83 QT4 AJ KJ72
				2 ♣	2 ♣	2 ♠	3NT

▪ **Bidding a new suit over opponent's one level suit interference**

- * Four card major can be bid after 1♦ overcall with 6+ HCP. With 5 HCP and reasonably good five card suit or even 4+ HCP with unbalanced distribution can be sufficient.
- * After opponent's one level overcall, bidding a higher ranking suit at two level or jumping to three level with a lower ranking suit are natural and preemptive. In principle jumping to two level shows reasonably good six card suit and jumping to three level shows reasonably good seven card suit.
- * After partner's 1m opening and RHO's 1♠ overcall, 2♥ by responder shows 5+ card heart suit, 12+ HCP and is forcing for one round. This point count can be reduced to 11+ HCP with a 2-5-3-3 distribution and a good heart suit or with a 4-card support to partner's minor. Further reduction to 9+ HCP is acceptable with a very good 6-card suit or even to 8+ HCP with a good 6-card suit and 6-4 distribution.
- * After opponent's 1M overcall, the other minor can be bid at two level with at least four cards and 11+ HCP without four cards in the other major, no support to the opening minor and without sufficient stoppers for 2NT or 3NT responses.

After the interference "two over one" application is not valid and new suit bid at one or two level by responder that didn't pass before, should be considered forcing for one round. Under the guidelines of this application, responder with good six or seven card suit can bid this with lesser points. Responder's return to his suit that he previously bid at two level shows a minimum hand and is not forcing if opener didn't make a strong rebid.

S	W	N	E				
1♣	1♥	?		KJ976	T92	QJT864	2
				62	743	53	74
				KT54	AKJ8	KT7	KQT9873
				73	KJ6	75	JT6
				1♠	2♦	2♠	3♦
S	W	N	E				
1♦	1♥	?		AJ965	642	KQ96	J92
				42	A643	K3	74
				AQJ4	AT	52	3
				Q3	KQT8	AKQ96	AJT9864
				1♠	2♣	2♣	3♣
S	W	N	E				
1♦	1♠	?		K53	74	64	6
				AQ97	AQ9	AKQT96	QJT9865
				4	6	865	QT3
				AJ975	KJT9862	52	84
				2♣	2♣	2♥	3♥
S	W	N	E				
1♥	1♠	?		A743	642	85	K5
				62	Q	62	4
				J75	KT85	AQJ986	AKJ97
				AQJ9	AKJ97	KJ3	AJ864
				2♣	2♣	2♦	2♦

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DEVELOPMENTS AFTER RESPONDER'S TWO-LEVEL BIDS OVER OVERCALL

S	W	N	E
1♦	1♠	2♣	Pass
?			

- 2♦ : Minimum with 5+ diamonds.
- 2♥ : Four hearts that can be minimum without five diamonds. Must be reverse hand with five diamonds.
- 2♠ : Strong hand.
- 2NT : Minimum hand with stopper.
- 3♣ : Non-forcing with minimum hand.
- 3M : Splinter with 4+ club support.
- 3NT : To play but not very strong hand.

864	A3	QT6	A73	S	W	N	E
KJT7	KQ7	K743	Q72	1♦	1♠	2♣	Pass
AJ53	AQ964	AKJ7	AQ96	?			
K8	KT7	J2	JT8				
2♥	2♠	2NT	3♣				

S	W	N	E
1♦	1♠	2♥	Pass
?			

- 2♠ : Either strong or a minimum hand that doesn't have suitable distribution for other bids.
- 2NT : Minimum hand with stopper.
- 3♣ : At least 5-4 in minors.
- 3♦ : Minimum hand with good suit.
- 3♥ : Non-forcing with minimum hand.
- 3♠ : Splinter with heart fit.
- 3NT : To play.
- 4♥ : Minimum hand with good trump support and quality honors.

753	K42	QJ7	73	S	W	N	E
2	J86	4	J86	1♦	1♠	2♥	Pass
AQT85	KT85	AKQJ96	AQT5	?			
AQJ7	AQ3	KT8	AK72				
3♣	3♥	3NT	4♥				

62	52	73	A6	S	W	N	E
74	74	62	T53	1♦	1♠	2♥	Pass
AKJT64	AKQ93	AKQJ87	AKJ64	2♠			
AK8	AKJ8	AQ7	AQ7				

7543	643	753	S	W	N	E
6	75	A	1♦	1♠	2♥	Pass
AQ64	AKQ3	T7532	2♠			
AQ52	KT76	AKJ5				

S	W	N	E
1♦	1♠	2♥	Pass
2♣	Pass	?	

- 2NT : Non forcing with stopper.
- 3♣ : Non forcing with five hearts and four clubs.
- 3♦ : Non forcing with at least Hxx support.
- 3♥ : Non-forcing with long heart.
- 3♠ : Game forcing.
- 3NT : To play with stopper.
- 4♥ : A hand with long good quality suit that is insufficient for slam.

S	W	N	E	Q63	72	63	64
1♦	1♠	2♥	Pass	AK875	AQJ85	AK752	KJT974
2♣	Pass	?		74	64	QT8	52
				K62	KJ73	Q63	AQ3
				2NT	3♣	3♦	3♥

If responder makes a preference bid below 3♠ level, pass by the opener determines the contract. Opener's announcement of the game contract or bidding above 3♥ level shows a strong hand. Responder should have good consideration of the developments since opener doesn't have heart support nor spade stopper. If 3NT or 4♥ contracts are not possible to be played, responder must have better hand and distribution. Even with shortness in the unbid minor and solid hearts, 3NT contract should be preferred with spade stopper in order not to go down with ruffs. With at least enough strength for 5m contract, responder can jump to 4m as game forcing with the opening minor or the other minor with at least 5-5 holding in hearts and the other minor.

S	W	N	E	63	Q74	3	64
1♦	1♠	2♥	Pass	AQ862	AKQJ86	AK752	AQJ93
2♣	Pass	?		Q4	J42	Q4	KQT7
				AQ75	8	AJT75	Q5
				3♠	3NT	4♣	4♦

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DEVELOPMENTS AFTER 4th HAND'S OVERCALL

* After one level responses

S	W	N	E
1♣	Pass	1♦	1♥
?			

- X : Support double.
- 1♠ : Four spades and minimum.
- 1NT : 13-14 HCP and at least 1.5 stoppers.
- 2♣ : Good six-card suit and minimum.
- 2♦ : Four-card support and minimum.
- 2♥ : Very strong opening.
- 2♠ : Four spades with ~18 points.
- 2NT : Balanced hand with 18-19 HCP and stopper(s).
- 3♣ : 6+ clubs and good opening.
- 3♦ : Four-card support and good unbalanced hand.
- 3♥ : Four-card diamond support, heart shortness and good hand.
- 3NT : To play with stopper(s).

J97	QJ8	KQT5	QT5	S	W	N	E
K64	864	A73	T7	1♣	Pass	1♦	1♥
Q6	KJ6	64	K3	?			
AK963	AQJ7	AJ96	AQJ982				
Pass	X	1♠	2♣				

S	W	N	E
1♦	Pass	1♥	1♠
?			

- X : Support double.
- 1NT : 13-14 HCP and at least 1.5 stoppers.
- 2♣ : 5+ diamonds and 4+ clubs.
- 2♦ : Good six-card suit and minimum.
- 2♥ : Four-card support and minimum.
- 2♠ : Very strong opening.
- 2NT : Balanced hand with 18-19 HCP and stopper(s).
- 3♣ : 5+ diamonds, 4+ clubs and good hand.
- 3♦ : 6+ diamonds and good hand.
- 3♥ : Four hearts with ~18 fit points.
- 3♠ : Four-card heart support, spade shortness and good hand.
- 3NT : To play.
- 4♣ : Four-card heart support, club shortness and good hand.
- 4♦ : Good long diamonds with four hearts and good hand.
- 4♥ : Four-card heart support with ~20 fit points and unbalanced hand.

53	A4	5	75	S	W	N	E
62	5	Q3	AQ83	1♦	Pass	1♥	1♠
AKQJ97	AQT95	AQ975	AKT974	?			
AKJ	AKJ85	AKJ85	A				
2♠	2♠	3♣	4♥				

S	W	N	E
1♦	Pass	1♠	2♥
?			

- X : Support double.
- 2♠ : Four spades.
- 2NT : Good/Bad 2NT.
- 3♣ : 5+ diamonds, 4+ clubs and good hand.
- 3♦ : 6+ diamonds and good hand.
- 3♥ : Asking stopper or strong hand with four spades and heart control.
- 3♠ : Four spades with ~18 fit points.
- 3NT : To play.
- 4♣ : At least 5-5 and very strong hand.
- 4♦ : Good diamonds with four spades.
- 4♥ : Splinter with four spades.
- 4♠ : Four spades and strong balanced or semi-balanced hand, without heart control.

Q6	94	A3	AQ85	S	W	N	E
K4	A7	J54	4	1♦	Pass	1♠	2♥
KQJ984	AQT74	AKQT64	AQJ83	?			
Q93	AKT3	A5	KQ5				
2NT	3♣	3♥	4♥				

S	W	N	E
1♣	Pass	1♦	2♥
?			

- X : Support double.
- 2♠ : 4 spades, 5+ clubs and good hand.
- 2NT : Good/Bad 2NT.
- 3♣ : 6+ clubs and good hand.
- 3♦ : 5+ clubs, 4 diamonds and good hand.
- 3♥ : Asking stopper or strong hand with four diamonds.
- 3♠ : Splinter with four diamonds.
- 3NT : To play.
- 4♣ : Very long clubs and good hand.
- 4♦ : RKC for diamond.

K42	AQ95	82	A8	S	W	N	E
T2	8	A75	62	1♣	Pass	1♦	2♥
KT3	A94	K9	KQ75	?			
AK952	AKJ84	KQT964	AKQ74				
X	2♠	2NT	3♥				

S	W	N	E
1♦	Pass	1♥	2♠
?			

- X : Support double.
- 2NT : Good/Bad 2NT.
- 3♣ : 5+ diamonds, 4+ clubs and good hand.
- 3♦ : 6+ diamonds and good hand.
- 3♥ : Four hearts and unbalanced hand.
- 3♠ : Asking stopper or strong hand with four hearts and spade control.
- 3NT : To play.

- 4♣ : At least 5-5 and very strong hand.
- 4♦ : Good diamonds with four hearts.
- 4♥ : Four hearts, strong balanced or semi-balanced hand and no spade control.

T5	83	A5	KJ6	S	W	N	E
72	J5	KQ94	T	1♦	Pass	1♥	2♣
AKJ964	AKQJ86	AK853	KQJT72	?			
AKT	AK4	Q6	AKJ				
3♦	3♠	3♠	3NT				

S	W	N	E
1♦	Pass	1♠	3♣
?			

- X : Strong hand.
- 3♦ : Good 6+ diamonds.
- 3♥ : 4 hearts, 5+ diamonds and good hand.
- 3♠ : Four spades and unbalanced hand.
- 3NT : To play.
- 4♣ : Four spades and good hand with club control.
- 4♦ : Very long diamonds and good hand.
- 4♥ : Splinter, with club control.
- 4♠ : Four spades, strong balanced or semi-balanced hand and no club control.

Q74	Q83	KT84	AJ94	S	W	N	E
KJ7	AT5	K82	KJ2	1♦	Pass	1♠	3♣
AQ85	KT852	AQT84	AKT83	?			
Q63	K2	6	5				
Pass	Pass	3♠	4♣				

S	W	N	E
1♣	Pass	1♠	3♦
?			

- X : Strong hand.
- 3♥ : 4 hearts, 5+ clubs and good hand.
- 3♠ : Four spades and unbalanced hand.
- 3NT : To play.
- 4♣ : 6+ clubs and good hand.
- 4♦ : Four spades and good hand with diamond control.
- 4♥ : Splinter, with diamond control.
- 4♠ : Four spades, strong balanced or semi-balanced hand and no diamond control.

J85	K92	KJ85	A2	S	W	N	E
KJ5	AJ6	A54	KJ4	1♣	Pass	1♠	3♦
J3	A7	5	8	?			
AK965	KQJ84	KQ863	AKT9764				
Pass	X	3♠	4♣				

S	W	N	E
1♦	Pass	1♠	3♥
?			

- X : Strong hand.
- 3♠ : Four spades and unbalanced hand.
- 3NT : To play.
- 4♣ : At least 5-5 with good hand.
- 4♦ : 6+ diamonds and good hand.
- 4♥ : Four spades and good hand with heart control.
- 4♠ : Four spades, strong balanced or semi-balanced hand and no heart control.

QJ5	KT85	J2	764	S	W	N	E
A82	74	QJ6	K3	1♦	Pass	1♠	3♥
AQT74	AQT74	AKQT8	AKQT87	?			
AJ	A2	AJ8	AT				
X	3♠	3NT	3NT				

S	W	N	E
1♦	Pass	1♥	3♠
?			

- X : Strong hand without stopper.
- 3NT : To play.
- 4♣ : At least 5-5 with good hand.
- 4♦ : 6+ diamonds and good hand.
- 4♥ : Four hearts and good hand.

92	K94	5	3	S	W	N	E
K4	75	J7	Q7	1♦	Pass	1♥	3♠
AK864	AKQJ7	AQJ93	AKT9865	?			
AKQ7	AJ8	AKJ96	KQJ				
X	3NT	4♣	4♦				

Responder's rebids in competition after opener's pass

S	W	N	E
1♦	Pass	1♥	1♠
Pass	Pass	?	

- X : Competitive double.
- 1NT : 8-11 HCP with stopper(s).
- 2♣ : Competition with 4+ hearts and 5+ clubs.
- 2♦ : Competition with 4-card support, that can be Hxx with doubleton spades.
- 2♥ : Competition with 6+ card suit.
- 2♠ : Game forcing with 4+ hearts and 5+ diamonds.
- 2NT : Game invitation with 11+-12 HCP and at least 1.5 stoppers.
- 3♣ : Game invitation with 4+ hearts and 5+ clubs.
- 3♦ : Game invitation with 4+ card support.
- 3♥ : Game invitation with good 6+ card suit.
- 3♠ : Game forcing with 4+ hearts, 4+ diamonds and spade shortness.
- 3NT : To play.
- 4♥ : To play with good 6+ card suit.

S	W	N	E	742	73	62	2
1♦	Pass	1♥	1♠	A873	AJ865	AT97	KJT6
Pass	Pass	?		Q8	AT	5	KQ864
				KJ85	JT83	QJT864	AT7
				X	X	2♣	3♠

S	W	N	E
1♦	Pass	1♥	1♠
Pass	2♠	?	

- X : Competitive double.
- 2NT : Good/Bad 2NT.
- 3♣ : Game-invitation with five clubs.
- 3♦ : 4+ diamonds and approximately 10 HCP.
- 3♥ : Game-invitation with good six hearts.
- 3♠ : Game-forcing with five diamonds.
- 3NT : To play.

S	W	N	E	72	3	62	----
1♦	Pass	1♥	1♠	AJ83	AK8543	KJ84	AQ975
Pass	2♠	?		JT7	K5	5	Q8642
				AT95	QJ97	QJT963	KJ7
				X	X	2NT*	3♠

S	W	N	E	42	72	73	2
1♦	Pass	1♥	1♠	AQ643	KT863	KQJ976	QJT986
Pass	2♠	?		J	KJ86	J2	K84
				KJT76	A7	A98	AQ7
				3♣	3♦	3♥	4♥

S	W	N	E
1♣	Pass	1♠	X
Pass	2♥	?	

- X : Competitive double.
- 2♠ : Competition with 6 or good 5 spades.
- 2NT : Good/Bad 2NT.
- 3♣ : 4+ clubs and approximately 10 HCP.
- 3♦ : Game-invitation with five diamonds.
- 3♥ : Game-forcing with five clubs.
- 3♠ : Game invitation with good 6+ spades.
- 3NT : To play.

Responder's third bid after his competitive double over opener's rebid

- Pass is the contract choice.
- Returning to the opener's first suit at three level is non-forcing.
- Returning to his suit at three-level is game-forcing with good six cards.
- Cue-bid is game forcing and asking stopper.
- New suit is game-forcing.

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NEGATIVE DOUBLES

Rules About Distribution

- * After partner's 1m opening and RHO's major overcall, double promises the other major.
- * After partner's 1m opening and RHO's overcall with the other minor, double shows both majors.
- * After partner's 1M opening and RHO's overcall with the other major, double shows both minors.
- * After partner's 1M opening and RHO's minor overcall, double promises the other major.

Point Ranges for Negative Doubles

- * Over one-level overcalls, at least 5⁺ HCP is sufficient with a useful distribution.
- * Over 2m overcalls, at least 6⁺ HCP is required with a very good distribution.
- * After partner's 1m opening and RHO's 2♥ overcall, at least 7⁺ HCP is required.
- * Over a 2♠ overcall, at least 8⁺ HCP and a useful distribution is required.
- * Over a three-level overcall, at least 9⁺ HCP and a useful distribution is required.

▪ Double of opponent's one-level overcall

- * After 1m opening by partner, double of opponent's 1♥ overcall shows a 4-card spade suit. Without support or stopper, double is also acceptable with Hxx spades and ~10 HCP.

S	W	N	E				
1♣	1♥	?		9764	T875	KT5	QT864
				Q754	K42	743	K74
				KJ85	A7	AJ84	53
				73	T865	Q86	Q95
				Pass	X	X	1♠

S	W	N	E				
1♦	1♥	?		J864	JT62	AQ76	AKJ85
				KJ75	AK3	873	4
				64	T876	K8	AQ73
				J73	95	AQJ5	K95
				Pass	X	X	1♠

- * After 1m opening by partner, double of opponent's 1♠ overcall shows 4+card heart suit. Without support or stopper, double is also acceptable with Hxx hearts and ~10 HCP.

S	W	N	E				
1♣	1♠	?		K75	K42	A2	74
				AJ863	KT8753	AK74	KJT8752
				T75	74	KT9763	AJT
				82	J7	5	7
				X	X	2♦	2♥

S	W	N	E				
1♦	1♠	?		7543	AQ52	74	4
				KJ7	KJT7	KQ95	AKJT86
				T74	4	T2	82
				AJT	J965	AKJ84	J975
				X	X	2♣	2♥

* After 1♣ opening by partner, double of opponent's 1♦ overcall shows (4+4) in the majors.

S	W	N	E				
1♣	1♦	?		KT85 Q964 752 J3 X	7653 KT74 AK A85 X	AQ74 KT872 A7 J5 1♥	QT85 64 8652 AQ7 1♠
S	W	N	E				
1♣	1♦	?		KJT7 J8753 64 K5 X	642 KJT6 KT5 J87 1♥	AQ875 AQT8 K75 4 1♠	KT874 KT75 63 Q5 1♠

As it can be seen, it is possible to use negative double with weak hand that has 4-card spade and 5-card heart suits.

* After 1♥ opening by partner, double of opponent's 1♠ overcall shows at least 4+4 in minors.

S	W	N	E				
1♥	1♠	?		Q943 5 Q862 Q963 Pass	974 J2 KT83 Q964 X	J6 73 Q9853 AJ74 X	Q3 92 KT7 AJT875 2♣
S	W	N	E				
1♥	1♠	?		A73 75 AK86 Q752 X	52 6 K8654 AT932 X	K6 72 QJ85 K9752 X	T42 Q4 AKJ83 K95 2♦

* Over opponent's 2♣ overcall, it is ok to double with 4-3 majors or good 5+ spades and a weak hand and then bid 2♠ over partner's rebid.

S	W	N	E				
1♦	2♣	?		QT84 AJ73 J84 62 X	AK2 KT75 Q964 J5 X	A964 K3 J854 752 2♦	AJT84 KQ92 Q7 83 2♠
S	W	N	E				
1♦	2♣	?		JT85 Q94 AKJ5 K3 X	KJ72 QT874 J5 73 X	KQT96 Q5 J84 763 X	KQ97 KJ975 4 A73 2♥

As, it can be seen, responder with a weak hand can prefer to support the opening minor with 4-card fit instead of doubling even holding a 4-card major. On the other hand, starting the auction with a double is the only option considering all the consequences with 11+ HCP.

▪ Economical Major Raises in Competition

If opponents interfere with a new suit at one or two level over partner's 1M opening, doubling first then returning to the opening suit can be a good choice with balanced hands that has enough strength for limit raise. With this you can be showing your strength and stopping at a lower level where you can describe more unbalanced hand with a direct cue-bid. Also you can keep the chance to play 2NT or 3NT if opener has very balanced hand with stopper.

S 1♥	W 1♠	N ?	E	964 KT6 AT3 KT85 X	A742 JT3 AJ8 J85 X	62 T73 KJ83 AT73 2♥	J82 KT74 5 A9762 2♠
S 1♠	W 2♣	N ?	E	QT6 85 KT642 A73 X	J83 Q762 AJ7 KT4 X	JT72 A8 KQ863 74 3♣	K862 AK QJ53 A75 3♣
S 1♥	W 2♠	N ?	E	863 KJ7 J64 AQ74 X	A42 QT7 8632 AJ4 X	752 QT83 AKJ8 K5 3♠	8643 J9753 AQ7 6 4♥

▪ Over 4-level overcalls, it is better to use optional doubles

Optional double shows approximately useful ~9 HCP. If you think you can make a 4 or 5-level contract, then you can bid it; otherwise pass with a bad or balanced hand.

S 1♠	W 4♣	N ?	E	Q75 J42 KT86 Q83 Pass	642 AKJ J7653 74 X	K7 AJ754 J863 72 X	T4 KQJT75 AT9 62 4♥
S 1♥	W 4♦	N ?	E	KJ5 J74 KT73 J85 Pass	KQ83 92 75 AT754 X	AJ86 643 742 KJ5 X	65 KT4 853 AK852 4♥
S 1♣	W 4♥	N ?	E	Q975 84 AJ642 KT X	QT85 743 K5 AJ86 X	QJT986 A8 AJ5 73 4♠	K9 5 AT853 QT952 5♣

OPENER'S REBIDS

Negative double doesn't have an upper range limit. As a result opener shows distribution and strength with his next rebid.

▪ **If RHO passes responder's one-level negative double**

* With a minimum opening:

- In principle the suit that responder promised is supported with four cards. After responder's double of 1♥ overcall, opener's 1♠ rebid can be with Hxx in spades and likely xx or xxx holding in hearts.
- 1NT rebid shows minimum opening and balanced hand. It is not a necessity for opener to have a good stopper in hearts.
- In the developments after 1♦ opening, 2♣ rebid shows 5-4 distribution in principle. If there is no other option, 2♣ rebid can be used with 4-4 distribution good honors and spot cards in both minors.
- Rebids of the opening suit shows six card suit in principle. It is possible to rebid good five-card suit without any other option.
- After 1M opening and 2m overcall, three card suit can be rebid as an economical choice if the opening major doesn't have the necessary quality.
- After 1♦ opening and 2♣ overcall, the opener who does not have four cards in a major rebids 2♦ with five cards. Opener's best option is to rebid cheaper three card major without five diamonds. Also 2NT rebid can be used with good stoppers and spot cards or the double can be converted into penalty by passing with good and long clubs.

Q874 K92 J4 AKT3 1♠	K95 752 KQ3 AJ82 1♠	Q6 J82 AK6 KT752 1NT	QJ84 K92 4 AKT3 2♠	S 1♣ ?	W 1♥	N X	E Pass
KT75 53 AJ82 KJ6 1NT	73 642 AKJ8 KQT6 2♣	743 A5 AKJT2 JT6 2♦	AK73 T865 QT5 A2 2♥	S 1♦ ?	W 1♠	N X	E Pass
Q9 T53 AKT4 KJT7 Pass	AJ4 K9 KQT65 962 2♦	K8 KJ7 AQ62 7642 2♥	AQ83 J6 KJT4 K62 2♠	S 1♦ ?	W 2♣	N X	E Pass
AQ853 92 KT5 A73 2♦	KJ852 A63 AJ4 82 2♦	AQ8642 JT73 A 64 2♥	AKJT5 Q6 K4 9742 2♠	S 1♠ ?	W 2♣	N X	E Pass

* With an intermediate opening:

- Jump with the major that responder has promised shows four card support and ~18 FP.
- Jumping to three level with the opening suit shows reasonably good six card suit and ~16 HCP.
- Jumping to three level with cheaper minor shows ~16 HCP and 5-5 distribution. With 5-4 holding and 16-17 HCP, bidding the second suit without a jump and waiting for responder's next bid is the best option.
- In the developments after 1M opening and opponent's overcall without a jump at two level, 2NT rebid shows ~16 HCP and balanced hand.
- In the developments after 1♣ opening, 2♦ rebid shows (4-5) distribution, ~16 HCP and a good hand.

T2	J	53	AQJ7	S	W	N	E
A6	853	A2	74	1♣	1♥	X	Pass
KQ84	AQ4	A5	T5	?			
AQJ63	AKQJ96	AQJ98752	AKJ73				
2♦	2♥	3♣	3♠				

74	A7	52	A85	S	W	N	E
AJ	8	7	KQ83	1♦	1♠	X	Pass
AK875	AQJ94	AKJT2	AQ964	?			
KJ92	AKT62	AKJ62	6				
2♣	2♠	3♣	3♥				

AQ953	AKJ84	AQ983	AKJT85	S	W	N	E
A2	T4	K6	A6	1♠	2♣	X	Pass
AQT3	K84	AKJ85	KJ5	?			
97	KQT	6	53				
2♦	2NT	3♦	3♠				

* With a strong opening:

- Jump to 4M with 4-card fit to promised major shows unbalanced distribution and 19+ fit points.
- Jump to 2NT with balanced 18-19 HCP and at least one stopper in opponent's suit.
- Jump to 3NT with a good suit and 1.5 stoppers in opponent's suit. One stopper is enough with a solid 6-card suit.
- Cue-bid first with a balanced distribution, without stoppers and with a fit or extra strength with a fit or a very strong two suited hand.

▪ If RHO raises his partner's suit

S	W	N	E
1m	1♠	X	2♠
?			

- Pass shows a minimum opening that may have four hearts.
- 2NT shows a weak unbalanced hand with both minors or with a good long suit. "Good-Bad 2NT Application".
- 3♥ shows 4-card fit and an unbalanced hand with good quality honors.
- Rebidding the opening minor shows a good hand with a 6-card suit.
- 3♣ rebid after 1♦ opening shows a good hand with at least 5-4 distribution.
- Double shows a good hand which cannot be defined with other options. It may also be a very strong balanced hand.

- Three-level cue-bid is generally used with a very strong hand and long solid suit; or a very strong two suited hand; or a very strong unbalanced hand with 4-card fit.
- 4♥ shows 4-card fit and an unbalanced hand with 19+ fit points.

S	W	N	E
1m	1♥	X	2♥
?			

- 2♠ shows minimum opening with 4-card support.
- 3♠ shows approximately 18 FP with 4-card support.

RESPONDER'S REBIDS

* After opener showed a minimum hand

- Pass, returning to the opening suit, and rebidding your own suit (major or minor) are sign-offs
- Raising one of opener's suits to the 3-level or rebidding 2NT shows an invitational hand
- Bidding game or making a cue-bid shows 13+ HCP or sufficient fit points for game contract.

* After opener's 2♠ cue-bid or double of advancer's 2♠ raise

- 2NT shows stopper(s)
- 3♥ shows at least five hearts.
- Returning to the opening minor shows at least Hxx
- Rebidding the unbid minor shows at least four cards in that minor and denies five hearts

* If left hand opponent raises his partner's suit to two-level and opener passes

S	W	N	E
1m	1♠	X	2♠
Pass	Pass	?	

- Use **competitive double** with good 9+ HCP and useful distribution
- Raise partner's minor to the 3-level with at least 4-card fit and useful 9-10 points
- Bid three of the unbid minor with a 4-card major, a good 6-card suit and useful 7-9 HCP

Wizard of Oz Bridge System by Melih Ozdil

FOUR-LEVEL TRANSFERS

Over minor openings and after opponent's one or two level major overcalls, jumping to four-level in the other minor can be used as transfer to the other major. Also over minor openings, if opponents overcall with the other minor at one or two level, it is possible to transfer to hearts with 4♣ and to spades with 4♦. In addition to having the contract to be played from the correct side, responder would have informed the opener with the best way possible using this approach. For this application, responder must have sufficient strength for the game contract with at least six cards and mostly seven card solid or semi-solid suit. Obviously with AK or AQJ type of winners in another suit, QJT98xx holding in the major can be acceptable.

It should not be forgotten that responder can announce 4M contract directly if he preferred to play from his side or just bid his suit without a jump.

S	W	N	E				
1♣	1♠	?		642	74	A5	K6
				AKQ752	AKQJT95	QJT9863	KQJT982
				K7	JT8	KJ6	4
				Q4	6	4	QT3
				2♥	4♦	4♦	4♥

S	W	N	E				
1♣	2♦	?		A8	Q42	AQJT986	7
				AQ97542	AKQJ765	KJT	KQJT98
				975	74	53	AJ65
				Q3	6	72	J3
				2♥	4♣	4♦	4♥

Opener has to complete the transfer under almost all circumstances. But opener can be able to search for slam with 4NT key card asking bid if holding very good hand and sufficient controls. On the other hand, it is possible for contract to be played from the wrong side with Kx type of control in the opponent's suit after the response to 4NT asking bid. If there is such a possibility and it is not possible to have more than one keycard missing, the slam contract be declared before proceeding to 4NT.

3	----	72	J4	S	W	N	E
52	A74	A6	K6	1♦	2♥	4♣	Pass
AKJ864	AQ865	AK874	AKJ863	?			
KJ85	KT863	AQT9	AQ				
4♠	4♠	4NT	6♠				

If responder has a very good hand, he can make a slam try after opener's completion of transfer. For this purpose, he can ask for key cards with 4NT if there is no missing control; otherwise making a cue-bid or raising the trump to five level to ask control in the overcall suit is possible if holding exactly three keycards.

S	W	N	E				
1♣	1♠	4♦	Pass	A92	5	7	63
4♥	Pass	?		KQJT863	KQJT865	AKQJT85	AKQJ975
				Q5	AK7	QT4	A7
				7	K3	AT3	KT4
				Pass	4NT	5♣	5♥