



BRIDGE

AFTER OPENER'S 2NT REBID

Wizard of Oz Bidding System

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Wizard of Oz Bridge System by Melih Ozdil

AFTER OPENER'S 2NT REBID

WALSH APPLICATION

S	W	N	E
1♣	---	1♦	---
2NT	---	?	

- 3♣ : Transfer to 3♦
- 3♦ : 4+ hearts and 5+ diamonds, slammish hand
- 3♥ : 4+ spades and 5+ diamonds, slammish hand
- 3♠ : 6+ diamonds, slammish hand without shortness
- 3NT : To play

Rules

If responder shows a four-card major

- * Opener bids the major with four-card fit. If opener has a three-card diamond fit with a good hand, he can bid 4♣ or 4♦, otherwise he rebids 3NT.

If responder makes a diamond slam try with 3♠

- * Opener bids 3NT with a bad hand. If he has a good hand with at least Hx fit, he bid 4♦. If he has a good five-card club suit and doubleton diamond, he can bid 4♣ for a slam try in clubs.
- * If opener bids 3NT, responder's 4♦ bid shows a good hand with a good suit and 4♣ bid shows Hxx club fit. Over 4♣, opener's 4♦ encourages for a diamond slam, and 4M bids encourage for a club slam with a five-card suit. 4NT shows a bad hand for both minors.

S	W	N	E
1♣	---	1♦	---
2NT	---	3♣	---
3♦	---	?	

- Pass : To play.
- 3♥ : Slam try with short hearts, long diamonds or diamonds and clubs.
- 3♠ : Slam try with short spades, long diamonds or diamonds and clubs.
- 3NT : Slam invitation with 3=3=6=1 distribution and short clubs.
- 4♣ : Slam try with 3=3=6=1 distribution and short clubs.
- 4♦ : Slam try with 7+ diamonds and short clubs.
- 4NT : RKCB in diamonds.

Rules

If responder shows a shortness in one of the majors

- * Opener must bid 3NT with a bad hand. He can bid 4♦ with a good hand and three-card fit or 4♣ with five clubs. Opener can also bid the other major with four good cards in the suit. Over 4M, responder's 5NT asks for the contract choice at six-level.

If responder makes a diamond slam try at the four-level

- * Opener must bid 4NT with a bad hand or show controls with a good hand.

OVER 1M RESPONSES AFTER a 1m OPENING

S	W	N	E
1♣	---	1♥	---
2NT	---	?	---

- 3♣ : Transfer to 3♦
- 3♦ : Five diamonds, game forcing
- 3♥ : Four spades and four or more hearts
- 3♠ : Six hearts, game forcing
- 3NT : To play
- 4m : Six hearts, singleton minor, slam try
- 4♥ : To play with good six hearts
- 4NT : Quantitative
- 5NT : Pick a slam

S	W	N	E
1♦	---	1♥	---
2NT	---	?	---

- 3♣ : Transfer to 3♦
- 3♦ : Four or more diamonds, game forcing
- 3♠ : Six hearts, game forcing

S	W	N	E
1♣	---	1♠	---
2NT	---	?	---

- 3♣ : Transfer to 3♦
- 3♦ : Five diamonds, game forcing
- 3♥ : Six spades, game forcing
- 3♠ : Five spades and four or more hearts, game forcing
- 3NT : To play

S	W	N	E
1♦	---	1♠	---
2NT	---	?	---

- 3♣ : Transfer to 3♦
- 3♦ : Four or more diamonds, game forcing
- 3♥ : Six spades, game forcing

S	W	N	E	84	T75	3	K5
1♣	---	1♥	---	K973	KJ9763	AJT65	AT863
2NT	---	?	---	Q86532	974	J4	AJT74
				7	3	K9862	5

3♣ 3♣ 3♣ 3♦

S	W	N	E	KT74	T5	KT2	Q5
1♣	---	1♥	---	AJ86	Q87543	AQ9754	QJT975
2NT	---	?	---	73	KQ4	KT4	K975
				T65	J3	6	5

3♥ 3♠ 3♠ 4♥

S	W	N	E
1♣	---	1♥	---
2NT	---	3♣	---
3♦	---	?	---

- Pass : To play with four hearts and six diamonds
- 3♥ : To play with six hearts
- 3♠ : Slam try in clubs
- 3NT : To play with five hearts
- 4♣ : Slam try with five hearts and five clubs
- 4NT : Quantitative with five hearts
- 5NT : Pick a slam with five hearts

S	W	N	E
1♦	---	1♠	---
2NT	---	3♣	---
3♦	---	?	---

- Pass : To play with at least four diamonds
- 3♥ : Slam try in clubs
- 3♠ : To play with six spades
- 3NT : To play with five spades
- 4♣ : Slam try with five spades and five clubs
- 4NT : Quantitative with five spades
- 5NT : Pick a slam with five spades

S	W	N	E
1m	---	1♥	---
2NT	---	3♥	---
?			Four spades and four or five hearts

- 3♠ : Three-card heart fit,
"Responder returns to 3NT with 4+4 majors"
- 4♣ : Good hand with four-card heart fit
- 4♦ : Good hand with four-card spade fit
- 4♥ : Bad hand with four-card fit
- 4♠ : Bad hand with four-card fit

S	W	N	E
1♦	---	1♠	---
2NT	---	3♠	---
?			Five spades and four or five hearts

- 4♣ : Good heart support
- 4♦ : Good spade support
- 4M : Support in the major

S	W	N	E
1♦	---	1♠	---
2NT	---	3♥	---
?			Six spades

- 3♠ : Two-card spade fit
- 3NT : Game choice
- 4♣ : Good spade support
- 4♦ : Good spade support with five diamonds
- 4♠ : Three-card fit

AFTER 1♥ OPENING and 1♠ RESPONSE (Develop with Flannery)

S	W	N	E
1♥	---	1♠	---
2NT	---	?	

- 3♣ : Transfer to 3♦
- 3♦ : Game forcing with five or very good four diamonds
- 3♥ : Three-card fit, game forcing
- 3♠ : 6+ spades, game forcing
- 3NT : To play
- 4m : Six spades, singleton minor, slam try
- 4♠ : To play with good 6+ spades
- 4NT : Quantitative
- 5NT : Pick a slam

S	W	N	E	AQ963	AQ863	AQ974	KT8753
1♥	---	1♠	---	85	62	Q75	Q2
2NT	---	?		KT975	AQJT	KJ84	QT4
				6	83	3	J3

3♦ 3♦ 3♥ 3♠

S	W	N	E	KQJ986	AJ965	AQ97652	KQJ862
1♥	---	1♠	---	5	3	62	J6
2NT	---	?		AJT4	KJ85	K73	4
				T3	T85	3	KT83

3♠ 3NT 4♣ 4♦

S	W	N	E
1♥	---	1♠	---
2NT	---	3♣	---
3♦	---	?	

- Pass : To play
- 3♥ : To play with three hearts
- 3♠ : To play with six spades
- 3NT : Slam try in clubs
- 4♣ : Slam forcing with five clubs

S	W	N	E	Q8652	KJ9653	JT9765	QJ98654
1♥	---	1♠	---	J	863	53	6
2NT	---	3♣	---	J97653	976	K864	T74
3♦	---	?		6	3	7	75

Pass 3♥ 3♠ 3♠

S	W	N	E	AK764	AJ875	AK963	A9762
1♥	---	1♠	---	3	63	4	K5
2NT	---	3♣	---	85	4	K5	4
3♦	---	?		KJ963	KQT95	QJ975	KQT86

3NT 3NT 4♣ 4♣