## Melih Ozdil



BRIDGE SERIES 2 1NT, 2NT \& WEAK 2MAJOR OPENINGS

## WIZARD OF OZ BRIDGE SERIES 2

1 NT, 2NT \& Weak 2Major Openings (272 pages)
by Melih Ozdil
468 hands prepared for these three chapters constitute excellent source for bridge players and trainers. Hands include declaration, play and defense information in accordance with the system.

## RESPONSES TO 1NT OPENING

-3\% : Game invitation with 5-5 minors.
-3 : Game forcing with 5-5 majors.
-3 : Game forcing with heart shortness, at least 5-4 in minors and fewer than four spades.
$-3 \uparrow$ : Game forcing with spade shortness, at least 5-4 in minors and fewer than four hearts.
-4\% : Gerber.
-4 : Texas transfer with $6+$ hearts.
-4 : Texas transfer with $6+$ spades.
-4 : Balanced slam try with $16-17^{-}$or $18+$ HCP.
-4 NT : Balanced slam try with $17^{+}$HCP and 3-4-2-4 or 3-2-3-5 distribution.


| $\mathbf{W}$ | $\mathbf{N}$ | $\mathbf{E}$ | S <br> 1NT |
| :--- | :--- | :--- | :--- |
| Pass | $3 N T$ | All Pass |  |
| Lead | $: \uparrow 4$ |  |  |

There will be no issue, if East returns a heart after winning his king. You establish the diamonds and take nine tricks. If East inserts his jack, you normally can't let him win the trick. In this case East's return of heart king after winning diamond trick will defeat the contract.

| No : 97 | $\begin{aligned} & 6 \\ & \text { K974 } \\ & \text { J97652 } \\ & \text { J3 } \end{aligned}$ |  |
| :---: | :---: | :---: |
|  |  | Ozdil |
|  |  |  |
| 4 OJT8 |  | 7542 |
| - T2 | $\mathrm{w}^{\mathrm{N}}$, | AJ63 |
| - Q43 | W E | A88 |
| \% KQ97 | S | T85 |
|  | AK93 |  |
|  | Q85 |  |
| 1NT | KT |  |
| INT | A642 |  |


| W | N | E | S |
| :---: | :---: | :---: | :---: |
|  | Pass | Pass | 1NT |
| Pass | 2\% | Pass | 2 - |
| Pass | 3\%* | Pass | 3 |
| All Pass |  |  |  |
| $3 \%$ <br> Lead | $\begin{aligned} & : \text { Transfer to } 3 \star . \\ & : ه Q \end{aligned}$ |  |  |
| Play diamond king after taking the lead. If East returns a club, take the ace, discard a club on spade and play diamond ten. You can make the contract by giving up two hearts. |  |  |  |

## LANDY

Among the many conventions that are used to show two-suited hands over 1NT opening, Landy is for sure the most popular and beneficial one. $2 \%$ bid to show both majors in second or fourth seats provides many benefits; on the other hand it results in a loss of a very useful step to interfere with major-minor two-suited hands.

## DOBI DOUBLE

Dobi Double is used with at least 5-4 distributions and second seated player should have a hand with honors in the long suits and opening strength. 10 points in average can be satisfactory holding good quality in long suits supported with spot cards and 5-5 distribution. It should not be forgotten that each honor card in short suits is creating weakness. Player with $\sim 17$ HCP, at least six-card solid major suit and $81 / 2$ tricks can plan to double first then bid his suit at three level after any development. This application is also a part of Dobi Double.


| W | N | E | S |
| :---: | :---: | :---: | :---: |
|  |  | Pass | Pass |
| 1NT | 2\%* | Pass | 2NT* |
| Pass | 3¢* | Pass | 4 |
| All Pass |  |  |  |
| Lead | : K |  |  |

Discard spade from dummy taking the ace, play towards club king and continue with small clubs from both hands. Ruff West's diamond return, cash trump king and play another club. You take ten tricks against any defense by cashing ace of trumps, discarding a spade on club ten and ruffing a spade.


| W | N | E |  |
| :---: | :---: | :---: | :---: |
| 1NT | X* | Pass | 2NT* |
| Pass | 3 | Pass | 3** |
| Pass | 4** | Pass | $4{ }^{4}$ |
| All Pass |  |  |  |
| $4 \star$ Lead | : Max with diamonds \& spades.$: ৫ Q$ |  |  |
| Continue by ruffing the third diamond with trump eight after taking the lead. You discard a club on heart king, ruff a heart, then ruff fourth diamond with trump seven and fifth diamond with the ace to take ten tricks. |  |  |  |
|  |  |  |  |

## OVER OPPONENTS WEAK 1NT OPENING

* Double of weak 1NT opening is for penalty; although Dobi Double can be aplied by previously passed player.
* Doubling responder's Stayman or transfer bids shows strength and not lead directing.
* $2 \%$ is Landy after RHO's 1 NT opening.
* $2{ }^{*}{ }^{\circ}$ is either both majors or long diamonds after LHO's 1NT opening and two passes. "Advancer normally bids $2 \star$ in order to give overcaller a chance to pass with long diamonds"
* 2 M is natural.
* Dobi 2 overcall shows 4-card major and 5-card minor or 5-5 major/minor distribution with a bad 5-card major, as well as a very good hand with at least 5-5 major/minor distribution.


| W | N | E | S |
| :---: | :---: | :---: | :---: |
|  |  |  | Pass |
| 1NT* | X | 2\% | X* |
| Pass | Pass | 2 | Pass |
| Pass | X | All Pass |  |
| Double | : Poin |  |  |
| Lead | : ${ }^{\text {P }}$ |  |  |

Declarer takes the ace, plays a trump, ducks the club king, takes the second club, ruffs a club and plays a diamond. Take the ace and continue with a diamond. North cashes trump queen and club jack. Declarer goes three down even if he plays small spades from both hands.


| W | N | E | S |
| :---: | :---: | :---: | :---: |
|  | Pass | 1NT* | 2 |
| Pass | 2** | Pass | 2NT* |
| Pass | 3\% | Pass | 34 |
| Pass | $4{ }^{\circ}$ | All Pass |  |
| 2NT | Transfer to 3\%. Good hand with five spades and five clubs. |  |  |
| 34 |  |  |  |
| Lead |  |  |  |
| Take the lead, enter dummy with club king, play spade queen and take the finesse. You ruff the third heart, ruff a club and take ten tricks after cashing trumps. |  |  |  |

## After opponent's natural two-level major suit overcall

* 2 NT is transfer to clubs then 3NT rebid shows stopper(s) in overcall major.
* $3 \%$ is transfer to diamonds.
* $3 \leftrightarrow$ is transfer to the unbid major with at least an invitational hand.
* Three of unbid major shows at least an invitational hand with 5-5 minors, or a game forcing hand with 4-5 minors and shortness in overcaller's major.
* Three level cue-bid is Stayman without stopper. With slammish hands, this cue-bid should be used with or without stopper.
* Double is takeout to compete.
* Double then 3NT rebid shows stopper(s) in overcall major and four cards in the other.
* 3NT is to play without stopper.
* If Opponent's overcall shows a two-suited hand, 3NT does not give information about stoppers.


| W | N | E | S |
| :---: | :---: | :---: | :---: |
|  |  | Pass | 1NT |
| 2 | 2NT* | Pass | 3\% |
| Pass | 3** | Pass | 4\% |
| Pass | 5\% | All Pass |  |
| 2NT | : Transfer to 3\%. |  |  |
| 3 * | : Game forcing with long clubs. |  |  |
| Lead | : $\uparrow$ A |  |  |

After taking the likely trump switch and collecting trumps, cash spade king and ace. Take spade finesse to the jack after seeing West giving spade nine and ten to take eleven tricks.


| W |  |  | $\xrightarrow[\text { 1NT }]{ }$ |
| :---: | :---: | :---: | :---: |
| 2 * | 3** | Pass | 34* |
| Pass | 4** | Pass | 6\% |
| All Pass |  |  |  |
| $\begin{aligned} & 3 \varphi \\ & \text { Lead } \end{aligned}$ | : Game forcing with minors. <br> : $\uparrow$ K |  |  |
| Take the lead, ruff the second spade and play heart king. If East takes the second heart and play a trump, take from hand, ruff a spade with queen, enter hand with a trump and ruff the fourth spade with king then collect trumps entering hand with diamond king. |  |  |  |

- After opponent's two-level minor overcalls

| $\mathbf{S}$ | $\mathbf{W}$ | $\mathbf{N}$ | $\mathbf{E}$ |  |
| :--- | :--- | :--- | :--- | :--- |
| 1NT | 2 | $?$ |  | (Natural or diamonds and a major) |

- X : Negative.
- 2M : To play.
- 2NT : Transfer to $3 \%$.
- $3 \%$ : Game forcing with 5-4 or 5-5 in majors.
$-3 \checkmark$ : Game invitation with 5-5 in majors.
-3 : Game forcing with 4 spades, $5+$ clubs and shortness in diamonds.
-3 : Game forcing with 4 hearts, $5+$ clubs and shortness in diamonds.
- 3NT : To play without a stopper against one suited hand and denies four-card major.
- 4\% : Game forcing with at least 5-5 in majors and void in diamonds.


| $\mathbf{W}$ | $\mathbf{N}$ | $\mathbf{E}$ | $\mathbf{S}$ |
| :--- | :--- | :--- | :--- |
|  | 1 NT | $2 \% *$ | 3 |
| Pass | $4 \%$ | Pass | 4 |
| Pass | 4 | Pass | 4 |
| Pass | $4 \mathrm{NT}^{*}$ | Pass | 5 |
| Pass | 6 | All Pass |  |

Take the lead, collect three trumps, discard a heart on the fourth spade and claim for twelve tricks.


| W | N | E | S |
| :---: | :---: | :---: | :---: |
|  | Pass | Pass | 1NT |
| 2 | X* | Pass | 2 |
| Pass | 3** | Pass | 3** |
| Pass | 3NT* | Pass | $4{ }^{+}$ |
| All Pass |  |  |  |
| 3NT | Game forcing with four hearts and without diamond stopper. |  |  |
| Lead | : $\downarrow$ K |  |  |

Discard a heart from dummy on the third diamond, take the heart queen continuation with ace, cash king and jack of trumps then ruff the fourth club.

- Defense against Landy

| $\mathbf{S}$ | $\mathbf{W}$ | $\mathbf{N}$ | $\mathbf{E}$ |  |
| :--- | :--- | :--- | :--- | :--- |
| 1NT | $2 \%$ | $?$ |  | (Landy) |

- X : Balanced hand with 7+ HCP that may be penalty oriented for one or both majors. Can be invitational hand with $5+$ cards in a minor.
$-2 \checkmark \quad: \quad$ To play.
-2 : Game forcing with at least 4-5 in minors and a shortness.
-2 : Competitive hand with both minors or $14+$ HCP with 4-5 in minors and no shortness.
- 2NT: Transfer to $3 \%$.
- 3\% : Transfer to $3 \diamond$.
- 3 : Game forcing with six diamonds and four clubs.
- 3M : Game invitation with $5+5$ in minors and shortness in this major.
- 3NT : To play.
- Defense against Cappelletti

| $\mathbf{S}$ | $\mathbf{W}$ | $\mathbf{N}$ | $\mathbf{E}$ |  |
| :--- | :--- | :--- | :--- | :--- |
| 1NT | $2 \%$ | $?$ |  |  |
|  |  |  |  |  |
| -X | : | Stayman. |  |  |
| - Others : | System is on. |  |  |  |


| $\mathbf{S}$ | $\mathbf{W}$ | $\mathbf{N}$ | $\mathbf{E}$ |  |
| :--- | :--- | :--- | :--- | :--- |
| 1NT | 2 | $?$ |  | (Cappeletti, showing both majors) |

- X : Balanced hand with 7+ HCP that may be penalty oriented for one or both majors.
-2 : Game forcing with at least 4-5 in minors and a shortness.
-2 : Competitive hand with both minors or $14+$ HCP with $4-5$ in minors and no shortness.
- 2NT: Transfer to $3 \%$.
$-3 \%$ : Transfer to $3 \star$.
- 3 : Game forcing with six diamonds and four clubs.
-3 : Game invitation with $5+5$ in minors and heart shortness.
$-34:$ Game invitation with $5+5$ in minors and spade shortness.
- 3NT : To play.


## - Defense against Multi

| $\mathbf{S}$ | $\mathbf{W}$ | $\mathbf{N}$ | $\mathbf{E}$ |  |
| :--- | :--- | :--- | :--- | :--- |
| 1NT | 2 | $?$ |  | (Multi, showing one major) |

- X : Balanced hand with 7+ HCP that may be penalty oriented for one or both majors.
$-2 \oplus \quad$ : Transfer to $2 \oplus$.
$-2 \omega$ : Competitive hand with both minors or $14+$ HCP with $4-5$ in minors and no shortness.
$-2 N T$ : Transfer to $3 \%$.
-3\% : Transfer to $3 \downarrow$.
-3 : Transfer with $5+$ hearts and at least game invitation.
-3 : At least 5-4 in minors, heart shortness and game forcing.
$-3 ゅ \quad$ : At least 5-4 in minors, spade shortness and game forcing.
$-3 N T$ : Game invitation with 5-5 in minors.
-4\% : Gerber.
-4 : Texas transfer with $6+$ hearts.
$-4 \quad$ : Texas transfer with $6+$ spades.



| No : 11 | 73 | Ozdil |
| :---: | :---: | :---: |
| $\begin{aligned} & \text { D : S } \\ & \text { Vul : None } \end{aligned}$ | A6 |  |
| Vut: None | Q974 |  |
| KQJ95  <br> $\bullet$ QT972 <br> 6  <br>  63 |  | T82 854 QT843 J2 |
|  | W F |  |
|  | S |  |
|  | A64 |  |
|  | KJ3 |  |
| After conventional overcalls | 72 AKT85 |  |



| No : 12 | A72 <br> A84 <br> AJT63 <br> K6 | Ozdil |
| :---: | :---: | :---: |
| D : W |  |  |
| Vul : NS |  |  |
|  |  |  |
|  |  | $\begin{aligned} & \text { KT953 } \\ & \text { KQJ97 } \\ & 82 \\ & 5 \end{aligned}$ |
|  |  |  |
|  | W E |  |
|  | S |  |
|  | $\begin{aligned} & \text { Q4 } \\ & 3 \\ & \text { KQ95 } \\ & \text { AJ9842 } \end{aligned}$ |  |
|  |  |  |
| After conventional overcalls |  |  |


| W | N | E | S |
| :---: | :---: | :---: | :---: |
| Pass | 1NT | 2\%* | 2NT* |
| Pass | $3 \%$ | Pass | 3** |
| Pass | 4 | Pass | 4 |
| Pass | 4NT | Pass | 54 |
| Pass | 7- | All Pass |  |
| 2\% | : Landy. <br> : GF with six clubs and four diamonds. |  |  |
| 3 |  |  |  |
| Lead |  |  |  |
| Take the lead, cash two trumps, ruff a club, ruff a heart, ruff another club, ruff a heart and discard two spades on clubs. |  |  |  |

## IF OPPONENTS DOUBLE OUR 1NT OPENING

- Over a penalty double

| $\mathbf{S}$ | $\mathbf{W}$ | $\mathbf{N}$ | $\mathbf{E}$ |  |
| :--- | :--- | :--- | :--- | :--- |
| 1NT | X | $?$ |  | (Penalty) |

- XX : Wants opener to bid $2 \%$ that shows a run-out hand with clubs, diamonds or both majors!
- Others: System is on.
* After redouble and over opener's forced $2 *$ rebid, responder's return to $2 \oplus$ shows either 4-4 or 5-5 majors. It is also possible to hold five spades and four hearts.
* After using Stayman, responder's $2 \bullet$ rebid shows weak hand with five hearts-four spades and $2 \phi$ rebid shows unbalanced invitational hand with five spades.
* After pass, if advancer bids a suit, responder's double shows competitive hand with balanced or semi-balanced distribution.

| $\underset{\sim}{\mathbf{S}}$ | $\mathbf{W}$ | $\mathbf{N}$ | $\mathbf{E}$ |  |
| :--- | :--- | :--- | :--- | :--- |
| 1NT $^{\mathbf{N}}$ | X | Pass | Pass | (Penalty) |

- Pass : 4-3-3-3 distribution.
- XX : Run-out bid with 4-2-3-4 distribution.
-2X : Five-card suit.


## General Application Over Developments After Penalty Double

Double of opponents natural suit bids by either side shows a suitable hand to compete with useful honors. This negative double can be converted into penalty by the partner and only penalty double can be used if opponents bid again.

If opener redoubles after advancer's pass to show 4-2-3-4 distribution, responder should pass with $\sim 7$ HCP. In this case only penalty double is used in the developments after advancer's runout to his four card suit.

## - Over a conventional double

| $\mathbf{S}$ | $\mathbf{W}$ | $\mathbf{N}$ | $\mathbf{E}$ |  |
| :--- | :--- | :--- | :--- | :--- |
| 1NT | X | $?$ |  | (Not penalty) |

- XX : 7+ HCP and a balanced hand.
- 2\% : Stayman.
- Others: System is on.


## Rules

* After redouble, pass is one round forcing and double is penalty.
* After pass, double by opener or responder is TO.




| $\mathbf{W}$ | $\mathbf{N}$ | $\mathbf{E}$ | $\mathbf{S}$ |
| :--- | :--- | :--- | :--- |
| Pass | 1NT | X | Pass |
| $2 \oplus$ | X* $^{*}$ | All Pass |  |
|  |  |  |  |
| X | $:$ Take out. |  |  |
| Lead | $: \oplus 3$ |  |  |

After taking the lead with king and returning diamond nine, insert the king on declarer's club queen continuation when he takes the second diamond with king and play a spade. You discard a spade on diamonds and defeat the contract by two tricks with spade ruff.

| No : 22 | $\begin{aligned} & \text { QT75 } \\ & 83 \\ & \text { K74 } \\ & \text { Q952 } \end{aligned}$ | Ozdil |
| :---: | :---: | :---: |
| D : E |  |  |
| Vul : EW |  |  |
|  |  |  |
| $\begin{aligned} & \text { AKJ9 } \\ & \text { JT2 } \\ & 5 \\ & \text { KJT83 } \end{aligned}$ |  | 843 <br> K764 <br> QT862 <br> 7 |
|  |  |  |
|  | $W^{\text {W }}$ E |  |
|  | S |  |
|  | 62 |  |
|  | AQ95 |  |
| After | AJ93 |  |
| 1NT Doubled | A64 |  |


| W | N | E | S |
| :---: | :---: | :---: | :---: |
|  |  | Pass | 1 NT |
| X* | XX* | Pass* | Pass |
| $2 \%$ | X | 2** | X |
| 2 | X | All Pass |  |
| X | : Major and minor. |  |  |
| XX | $: 7+$ HCP and a balanced hand. |  |  |
| 2 | : Asking the major. |  |  |
| Lead | : $\square^{4}$ |  |  |

Take the lead with nine, return a trump and play another trump overtaking club king. Declarer who takes first and second trump with AK, goes three down after ruffing club queen.

## IF STAYMAN IS DOUBLED

If our $2 \%$ Stayman is doubled for lead directing purposes, partner's first priority should be to penalize the opponents. That's why 1NT opener should redouble with five or four good clubs and pass to give responder a chance to penalize if he has Hxx or four clubs. He responds to Stayman normally with a doubleton or xxx in clubs.

| $\underset{?}{\mathbf{S}}$ | $\mathbf{W}$ | $\mathbf{N}$ | $\mathbf{E}$ |  |
| :--- | :--- | :--- | :--- | :--- |
| $\underset{\sim}{\text { 1NT }}$ | Pass | 2\% | X | (Lead-directing) |

- Pass : Leaving the decision to the responder with at least Hxx in clubs.
- XX : Proposing to play with at least good four clubs.
-2 : At least four diamonds, no four card major and without Hxx in clubs.
-2 : Four hearts, without Hxx in clubs and without four spades.
$-2 \omega \quad$ : Four spades, without Hxx in clubs and without four hearts.
- 2NT : 4-4 majors, minimum.
-3\% : 4-4 majors, maximum.

| No : 8 | $\begin{aligned} & \text { AT5 } \\ & \text { A6 } \\ & \text { KJ43 } \\ & \text { KT82 } \end{aligned}$ |  |
| :---: | :---: | :---: |
| D : W |  | Ozdil |
| Vul : None |  |  |
|  |  |  |
|  |  |  |
| ¢ J642 | N | Q98 |
| $\bullet$ J95 | W E | Q743 |
| - 6 |  | Q982 |
| * AQJ96 | S | 53 |
|  | K73 |  |
|  | KT82 |  |
| After | AT75 |  |
| Stayman Doubled | 74 |  |


| $\mathbf{W}$ | $\mathbf{N}$ | $\mathbf{E}$ | $\mathbf{S}$ |
| :--- | :--- | :--- | :--- |
| Pass | 1NT | Pass | $2 \%$ |
| X | XX* $^{*}$ | All Pass |  |
| Lead | $: \%$ A |  |  |

Take the club queen continuation with king, enter your hand with diamond ace and play a diamond. If West ruffs and returns a spade, you take with ace, ruff a heart, enter your hand with spade king, ruff another heart and take eight tricks.


| $\mathbf{W}$ | $\mathbf{N}$ | $\mathbf{E}$ | $\mathbf{S}$ |
| :--- | :--- | :--- | :--- |
|  | 1NT | Pass | $2 \%$ |
| X | Pass* | Pass | XX $^{*}$ |
| All Pass |  |  |  |
| XX | : To play <br> clubs. |  |  |
| Leath at least Hxxx in | : \& K |  |  |

Take the lead, go towards spade king, insert the queen on East's spade return and take heart finesse. Cash heart ace, discard a heart on third diamond, ruff a heart and play spade ten. In case West ruffs with eight of trumps, you over ruff and claim for nine tricks.

## IF OPPONENTS INTERFERE OVER OUR TRANSFER BIDS

## - If our transfer bid is doubled

Opener redoubles if he holds good four cards or Hxxxx in the suit. Returns to the transferred suit, if the holding in the doubled suit is $\mathrm{Kx}, \mathrm{KTx}$ or AQ and with at least three card fit. Without a honor in the doubled suit or with Ax, Axx or Qxx type of holding opener passes even if with a fit to the transferred suit in order to have the contract to be played by the responder.

## * If opener passes after the double

Responder should return to his suit if not interested in game contract. If he has at least invitational hand, he should proceed assuming an advantage for game contract to be played by his side. The bids with this purpose can be listed as:

- Redouble : To play with at least HTxx holding in the doubled suit.
$-2 \oplus \quad: \quad$ Game invitation with four spades after transferring to $2 \varphi$.
- 2NT : Balanced game invitation.
- New minor : Game forcing.
$-3 \mathrm{M} \quad:$ Bidding the transferred major at three level is invitational with 6 -card suit in principle.
- Cue-bid : Game forcing with 5-card major, without an honor in the doubled suit or slam try.
- 3NT : To play with a stopper in the doubled suit.
- Splinter : Jump with the doubled suit is slam try with shortness and good 6-card suit.


## * If opener redoubles

- Pass : To play. Pass is the choice with at least invitational hand and quality honors even with xx in the doubled suit.
-2M : To play.
$-2 \omega \quad$ : Invitational with four spades after the transfer to $2 \varphi$.
- New minor : Game forcing.
- 3NT : To play.
- Cue-bid : Slam interest.


## - If opponent makes an overcall after the transfer bid

- Bidding responder's major: Shows good trump support with quality honors.
- Double : Use for penalty without fit, with maximum opening and at least AQTx, KQTx, KJTx or AJ9x in the overcall suit.
- Pass : Shows a hand that is not suitable for the other bids.
* If LHO overcalls $2 \oplus$ after transfer to $2 \varphi$ and opener passes
- Pass : Nothing special with a weak hand.
- Double $\quad \vdots$ Shows $7+$ HCP with a balanced or semi-balanced hand. "Holding a game forcing hands, responder rebids 3 NT with stopper and cue-bids without stopper after initial double."
- 2NT : Transfer to $3 \%$ with two suited hand.
$-3 \% \quad:$ Transfer to $3 \uparrow$ with two suited hand..
$-3 \quad$ : At least invitational with six-card suit in principle.
-3৫ : To play.
$-34 \quad:$ Game forcing with $0=5=4=4$ distribution
- 3NT : Game forcing hand with shortness in opponent's suit and 1-5-3-4 distribution.

If RHO overcalls $2 \oplus$ after opener completed transfer same applications are valid.




| W | N | E | S |
| :---: | :---: | :---: | :---: |
|  | 1NT | Pass | 2** |
| X | Pass | Pass | 3NT* |
| Pass | 4** | Pass | $4 ¢$ |
| All Pass |  |  |  |
| 3NT | : To play with heart stopper. |  |  |
| 4- | : Transfer to 4¢ . |  |  |
| Lead | : $\downarrow$ |  |  |

Take the lead from your hand, play small trump and duck the trump queen! You take eleven tricks against any defense.

| No: 7 | 63 | Ozdil |
| :---: | :---: | :---: |
| $\begin{aligned} & \text { D : S } \\ & \text { Vul: Both } \end{aligned}$ | ${ }_{862}{ }^{\text {AT954 }}$ |  |
|  | K75 |  |
|  82 <br> KQ86  <br> J973  <br> $\%$ 643 |  | $\begin{aligned} & \text { AQJT5 } \\ & 73 \\ & 54 \\ & \text { AJT8 } \end{aligned}$ |
|  | $\mathbf{w}^{\mathbf{N}}$ |  |
|  | ${ }^{\text {c }}$ E |  |
|  |  |  |
|  | K974 |  |
|  | J2 |  |
| If opponent | AKQT |  |
| interfere over transfer | Q92 |  |


| $\mathbf{W}$ | $\mathbf{N}$ | $\mathbf{E}$ | S <br> 1NT |
| :---: | :---: | :---: | :---: |
| Pass | $2 * *$ | 2 | Pass |
| Pass | X $^{*}$ | All Pass |  |

## RESPONSES TO 2NT OPENING

Asking for a five-card major

| $\mathbf{S}$ | $\mathbf{W}$ | $\mathbf{N}$ |
| :--- | :--- | :--- |
| $2 N T$ | Pass | 3 |
| $?$ |  | Pass |$\quad$ (Asks for four-card heart suit or a five-card major)

-3 : Denies four hearts and five-card major.
-3 : Four or five hearts.
$-3 \uparrow$ : Five spades.
$-3 \mathrm{~N}:$ Four hearts and four spades.

| $\mathbf{S}$ | $\mathbf{W}$ | $\mathbf{N}$ | $\mathbf{E}$ |
| :--- | :--- | :--- | :--- |
| 2NT | Pass | 3\% | Pass |
| 3 | Pass | $?$ |  |

$-3 \$ \quad$ : Asks for five hearts.

- 3N : To play.


| W | N | E | S |
| :---: | :---: | :---: | :---: |
| Pass | $3 \%$ | Pass | 2NT |
| Pass | 4** |  | 3NT |
| Pass | 5\%* | Pass | 6 |
| All Pass |  |  |  |
| 4 | Transfer to 4 $\uparrow$. <br> Slam invitation with club shortness. <br> : \%Q |  |  |
| 5\% |  |  |  |
| Lead |  |  |  |

Take the lead, cash trump ace, ruff third diamond after playing towards trump ten and claim for twelve tricks.

| W | N | E | S |
| :---: | :---: | :---: | :---: |
|  | Pass | Pass | 2NT |
| Pass | $3 \%$ | Pass | 3 |
| Pass | $3{ }^{*}$ | Pass | 3 NT |
| Pass | 4\%* | Pass | 4 |
| Pass | 4@* | Pass | 5 |
| All Pass |  |  |  |
| 4\% | : Transfer to $4 \star$. <br> : Slam try for hearts with spade shortness. |  |  |
| 49 |  |  |  |
| Lead |  |  |  |
| After cashing AK of trumps, ruff two spades, give up a club and claim for eleven tricks. |  |  |  |

## RESPONSES TO WEAK 2-MAJOR OPENINGS

## DEVELOPMENTS WITHOUT INTERFERENCE

* 2NT response is Ogust, but asks for shortness after 3rd or 4th seat openings.
* New suit response is forcing.
* Jump in a new suit is a control asking bid "CAB" in this suit.
* 4NT is RKCB.
* 5 m is to play.
* Raise to five-level is preemptive.


## OGUST CONVENTION

It is used specifically in developments after 2 M openings. Hand strength, honor quality and distribution is shown artificially over 2NT asking bid. Answers depend on hand quality in the first place:

* Return to trump suit with a minimum.
* 3NT response is used ether with a solid suit or semi-solid suit and a side ace.
* $3 \%$ response is used with a good quality suit that is missing a high honor and without side values.
* $3 \rightarrow$ response is used with a maximum opening.
* Opening suit is raised to four, with a good quality suit and Hxxx in a minor.
* Jump to 4 m is used with quality in both opening major and four-card minor.
* Bidding the other major at three-level shows six-card major and a four-card minor that is weaker than 4 m or 4 M rebids.


## Developments After 2NT "Ogust" Asking Bid

* In case opener rebids $3 *$ or returns to opening major, rebidding 3 or 4 of the opening major and 3 NT are contract choices: where 4 NT is RKCB for the opening major.
* After 3 m rebid, next step is asking for shortness.
* After $2 \oplus$ opening and $3 \odot$ rebid, $3 \propto$ is shortness asking bid.
* After $2 \oplus$ opening and $3 \oplus$ rebid, $4 \%$ is shortness asking bid.
* After $2 \oplus$ opening and $3 \oplus$ rebid, $3 \leftrightarrow$ is the contract choice.
* After opener's 3NT rebid, $4 \%$ is shortness asking bid.
* After opener's rebid of the other major, 3NT is asking for the four-card minor.


## - Responder's bids after three-level non-jump overcall

Three-level interference raises the level and reduces bidding chances. In this case doubling with invitational hand for the opening major or waiting for opener's negative double to convert into penalty should be preferred. We can list the likely bids of the responder as:

* Double is invitational in opening major.
* Returning to opening major at any level is a competitive bid.
* New suit bid without a jump shows quality length and competitive bid.
* Jump to game level with a new suit is contract choice.
* Jump with a new suit below game level shows quality length and forcing.
* 3NT is contract choice.
* Cue-bid is slam try in opening major.
* Pass may have penalty intention. If the advancer passes, opener should double with shortness in the suit.


| $\mathbf{W}$ | $\mathbf{N}$ | $\mathbf{E}$ | $\mathbf{S}$ |
| :---: | :--- | :--- | :--- |
|  |  | 2 |  |
| Pass | $2 \mathrm{NT}^{*}$ | Pass | 3 |
| Pass | 3 | Pass | $3 \mathrm{NT}^{*}$ |
| Pass | 4 | Pass | 4 |
| Pass | 4 NT | Pass | 5 |
| Pass | 6 | All Pass |  |
| 3 | : Asking shortness. |  |  |
| 3NT | $:$ No shortness. |  |  |
| Lead | $: \& \mathrm{~K}$ |  |  |



| W | N | E | S |
| :---: | :---: | :---: | :---: |
| Pass | 2 | Pass | 4\%* |
| Pass | 4** | Pass | 5\%* |
| Pass | 5** | Pass | 5NT* |
| Pass | 6** | Pass | 7NT |
| All Pass |  |  |  |
| 4\% | : Control asking bid (CAB) |  |  |
| 4 | : Second round club control. |  |  |
| 5\% | : Asking if control is the king. |  |  |
| 5 | : Shows club king. |  |  |
| 5NT | : Asking heart honors. |  |  |
| 6 | : AQ or KQ in hearts |  |  |
| Lead | : $\uparrow 6$ |  |  |


| No : 14 | $\begin{aligned} & \text { KQT } \\ & \text { A6 } \\ & \text { AQ2 } \\ & \text { K9753 } \end{aligned}$ | Ozdil |
| :---: | :---: | :---: |
| D : E |  |  |
| Vul : None |  |  |
|  |  |  |
| -4 9852 |  | AJ764 95 K83 642 |
| - Q43 |  |  |
| - JT975 |  |  |
| $\because \mathrm{J}$ | S |  |
|  | $\begin{aligned} & 3 \\ & \text { KJT872 } \\ & 64 \\ & \text { AQT8 } \end{aligned}$ |  |
|  |  |  |
| Weak two |  |  |


| W | N | E | S |
| :---: | :---: | :---: | :---: |
|  |  | Pass | 2 |
| Pass | 2NT* | Pass | 4\%* |
| Pass | 4** | Pass | 4** |
| Pass | 4NT | Pass | 5 |
| Pass | 6\% | All P |  |
| 4\% | : Good hand \& good 4 clubs. |  |  |
| $4 \checkmark$ | : RKCB for clubs. |  |  |
| Lead | : $\mathrm{J}^{\text {}}$ |  |  |
| Take the lead with ace, ruff the third heart with |  |  |  |
| king after cashing AQ of trumps, enter your |  |  |  |
| hand with a trump then discard two diamonds |  |  |  |

