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 • : 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.

- 4NT : Balanced slam try with 17⁺ HCP and 3-4-2-4 or 3-2-3-5 distribution.

No : 3 D : S Vul : EW	KT8 A3 QT952 Q94	Ozdil
Q5 T8642 73 7652	W E S	J962 KJ5 AK4 T83
1NT	A743 Q97 J86 AKJ	

W	N	E	S 1NT
Pass	3NT	All Pass	1101
Lead	: ♥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 D: N Vul: None	6 K974 J97652 J3	Ozdil
Q JT8	$\begin{bmatrix} \mathbf{W} & \mathbf{E} \end{bmatrix} \stackrel{A}{\stackrel{A}{\stackrel{A}{\longrightarrow}}} $	542 AJ63 A8 '85
1NT	AK93 Q85 KT A642	

W	N Pass	E Pass	S 1NT
Pass Pass All Pass	2* 3**	Pass Pass	2 ♠ 3 ♦
3♣ Lead	: Transfe : •Q	r to 3◆.	

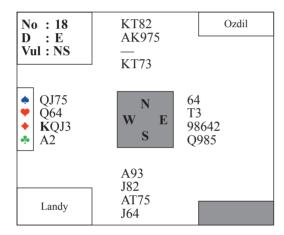
Play diamond king after taking the lead. If East returns a club, take the ace, discard a club on spade and play diamond ten. You can make the contract by giving up two hearts.

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.

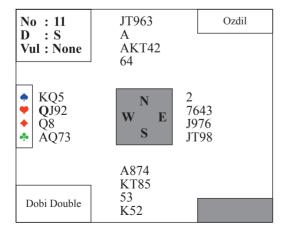
DOBI DOUBLE

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.



\mathbf{W}	N	E	\mathbf{S}
1NT	?♣*	Pass Pass	Pass 2NT*
Pass	2 . ** 3 . *	Pass	2N1 · 4♥
All Pass	<i>3</i> *	1 433	
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.

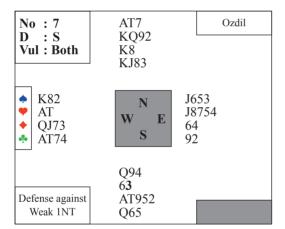


W	I	N	E	S Pass
11	NT	X*	Pass	2NT*
Pa	ass	3 ♦	Pass	3♥*
Pa	ass	4 ◆*	Pass	4 🌲
A	ll Pass			
4	•	: Max with	diamonds &	z spades.
L	ead	: ♥ Q		
ontii	nue by r	uffing the t	hird diamo	nd with

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 1NT opening.
- * 2♣ is either both majors or long diamonds after LHO's 1NT opening and two passes. "Advancer normally bids 2♦ in order to give overcaller a chance to pass with long diamonds"
- * 2M 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* Pass Pass	X Pass X	2♣ 2♥ All Pass	X* Pass
Double Lead	: Points. : ♥3		

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.

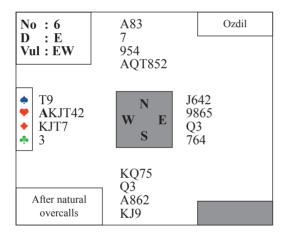
No: 33 D: N Vul: None	Q84 9763 K9752 K	Ozdil
★ K3 J T85 J T64 7 52	$\mathbf{W} = \mathbf{E} \begin{bmatrix} \mathbf{I} \\ \mathbf{I} \end{bmatrix}$	962 XQ4 AQ8 1963
Defense against Weak 1NT	AJT75 A2 3 AQT84	

\mathbf{W}	N	\mathbf{E}	\mathbf{S}
	Pass	1NT*	2 * *
Pass	2♥*	Pass	2NT*
Pass	3♣	Pass	3 💠
Pass	4 🌲	All Pass	
2NT	· Transf	er to 3.	
			1
3 🏚		hand with fi	ve spades
	and fiv	e clubs.	
Lead	: 🎔 J		

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.

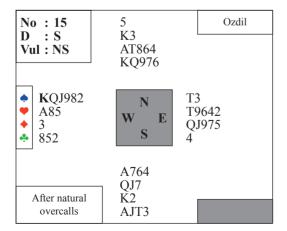
After opponent's natural two-level major suit overcall

- * 2NT is transfer to clubs then 3NT rebid shows stopper(s) in overcall major.
- * 3♣ is transfer to diamonds.
- * 3♦ 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.



\mathbf{W}	N	\mathbf{E}	\mathbf{S}
		Pass	1NT
2♥	2NT*	Pass	3 💠
Pass	3 * *	Pass	4 🗫
Pass	5 *	All Pas	S
2NT 3 • Lead		er to 3	long clubs.

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.



\mathbf{W}	N	\mathbf{E}	S 1NT
2♠ Pass All Pass	3♥* 4♥*	Pass Pass	3 • * 6 • •
3♥ Lead	: Game f : ♠K	forcing with	h minors.

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

S W N E (Natural or diamonds and a major)

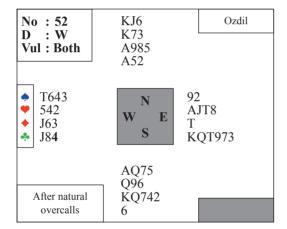
- X : Negative. - 2M : To play. - 2NT : Transfer to 3♣.

- 3 ♣ : Game forcing with 5-4 or 5-5 in majors. - 3 ♦ : Game invitation with 5-5 in majors.

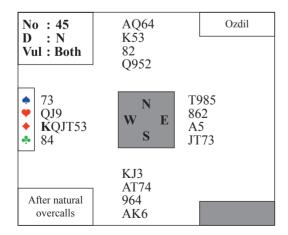
- 3♥ : Game forcing with 4 spades, 5+ clubs and shortness in diamonds. - 3♦ : Game forcing with 4 hearts, 5+ clubs and shortness in diamonds.

- 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.



W	N 1NT	E 2•*	S 3♥*
Pass	4.	Pass	4 ♦
Pass	4 ♥	Pass	4 🏚
Pass	4NT*	Pass	5 🏚
Pass	6♦	All Pass	3
3♥	: Forcing with 5+ diamonds, four spades and club shortness		
Lead	: 4 4		
Take the lead heart on the fortricks.			



W	N Pass	E Pass	S 1NT	
2.	X*	Pass	2	
Pass	3 ◆ *	Pass	3 ♥ *	
Pass	3NT*	Pass	4 🏚	
All Pass				
3NT		cing with fo out diamond		
Lead	: ♦ K	at didinond	зторрет.	
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

- 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 ♦ : 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♠.

- 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

S W N E 1NT 2♣ ? (Cappeletti, showing one-suited hand)

- X : Stayman. - Others: System is on.

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.

- 3♦ : Game forcing with six diamonds and four clubs.
- 3 Game invitation with 5+5 in minors and heart shortness.
- 3 Game invitation with 5+5 in minors and spade shortness.
- 3NT : To play.

Defense against Multi

S W N E 1NT 2 ◆ ? (Multi, showing one major)

- X : Balanced hand with 7+ HCP that may be penalty oriented for one or both majors.

- 2♥ : Transfer to 2♠.

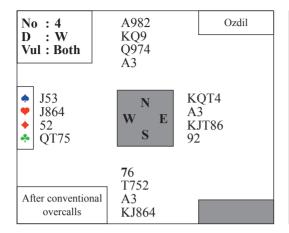
- 2 • : Competitive hand with both minors or 14+ HCP with 4-5 in minors and no shortness.

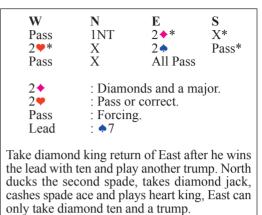
- 2NT : Transfer to 3.

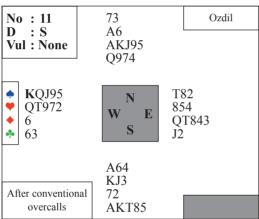
- $3 \clubsuit$: Transfer to $3 \spadesuit$.
- 3 ♦ : Transfer with 5+ hearts and at least game invitation.
- 3♥ : At least 5-4 in minors, heart shortness and game forcing.
- 3 : At least 5-4 in minors, spade shortness and game forcing.

- 3NT : Game invitation with 5-5 in minors.

- 4. : Gerber.
- 4 ◆ : Texas transfer with 6+ hearts.
 4 ♥ : Texas transfer with 6+ spades.

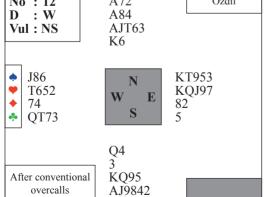






W	N	E	S 1NT
2 * *	2 * *	Pass	3 ♣
Pass All Pass	3♥*	Pass	6♣
2 ♦ 2 ♦	: Cappaletti (both majors). : Either competitive with minors or 14+ HCP, 5-4 in minors & no shortness.		
3♥		and with he	
Lead	: ♠ K		

ace and queen of trmps.



* *	± 1		
Pass	1NT	2 * *	2NT*
Pass	3 💠	Pass	3 * *
Pass	4 🔷	Pass	4 💙
Pass	4NT	Pass	5 💠
Pass	7 🔷	All Pas	S
2 💠	: Landy.		
3 ◆	: GF wit	th six clubs	and four
Lead	: •6	140.	
ake the le	ad, cash two t	rumps, ruff	a club, ruff

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

S W N E (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♥ 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♥ rebid shows weak hand with five hearts-four spades and 2♠ 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.

- 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 ~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

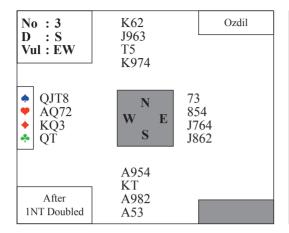
- XX : 7+ HCP and a balanced hand.

- 2♣ : Stayman. - Others : System is on.

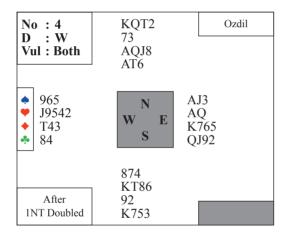
Rules

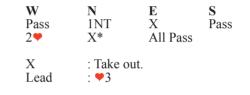
* After redouble, pass is one round forcing and double is penalty.

* After pass, double by opener or responder is TO.



W	N	E	S 1NT	
X	Pass	Pass	XX*	
Pass	Pass*	2 💠	Pass	
Pass	X	Pass	Pass	
XX*	Pass	2 🔷	X	
2♥	X	All Pass	8	
XX	: Run ou suits.	it with two	four card	
Pass	: To play	/ 1NT.		
Lead	: ♥ 3 °			
Declarer gives up, two hearts, one diamond, two clubs, two spades and goes two down.				





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 D : E Vul : EW	QT75 83 K74 Q952	Ozdil
 AKJ9 JT2 KJT83 	$\begin{bmatrix} \mathbf{N} \\ \mathbf{W} \\ \mathbf{S} \end{bmatrix}$ E	843 K764 QT862 7
After 1NT Doubled	62 AQ95 AJ93 A64	_

W	N	E Pass	S 1NT
X*	XX*	Pass*	Pass
2 *	X	2 • *	X
2	X	All Pass	
X	: Major	and minor.	
XX	: 7+ HC	P and a bala	nced hand.
2 🔷	: Asking	the major.	
Lead	: ♦ 4		
Take the lead			

clarer 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.

S W N E 1NT Pass 2 X (Lead-directing)

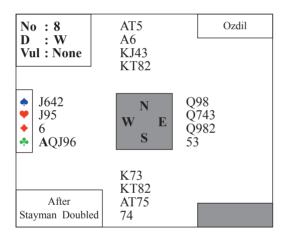
- Pass : Leaving the decision to the responder with at least Hxx in clubs.

- 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♦ : Four spades, without Hxx in clubs and without four hearts.

- 2NT : 4-4 majors, minimum. - 3♣ : 4-4 majors, maximum.



W Pass X	N 1NT XX*	E Pass All Pass	S 2♣	
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.

No:9 D:N Vul:EW	K9 AQ73 KQ72 J74	Ozdil
↓ J5 K92 ◆ 984 KQT83	$\begin{bmatrix} \mathbf{N} \\ \mathbf{W} \\ \mathbf{S} \end{bmatrix} \mathbf{E}$	A8642 J84 JT53
After Stayman Doubled	QT73 T65 A6 A952	

W	N 1NT	E Pass	S 2♣	
X All Pass	Pass*	Pass	XX*	
XX	: To play clubs.	with at lea	ast Hxxx in	
Lead	: ♣ K			
ake the lead, go towards spade king, insert the leen on East's spade return and take heart fi-				

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.

Sablon 13

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 Kx, KTx or AO 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 • Game invitation with four spades after transferring to 2^{\clubsuit} .

- 2NT Balanced game invitation.

Game forcing. - New minor:

- 3M Bidding the transferred major at three level is invitational with 6-card suit in

principle.

Game forcing with 5-card major, without an honor in the doubled suit or slam try. - Cue-bid

- 3NT To play with a stopper in the doubled suit.

Jump with the doubled suit is slam try with shortness and good 6-card suit. - Splinter

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. Invitational with four spades after the transfer to 2.

- 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

AOTx, KOTx, KJTx or AJ9x in the overcall suit.

Shows a hand that is not suitable for the other bids. - Pass

If LHO overcalls 2 after transfer to 2 and opener passes

Nothing special with a weak hand. - Pass

Shows 7+ HCP with a balanced or semi-balanced hand. - Double

"Holding a game forcing hands, responder rebids 3NT with stopper and cue-bids without stopper after initial double."

Transfer to 3* with two suited hand. Transfer to 3* with two suited hand... - 2NT - 3 💠

- 3 At least invitational with six-card suit in principle.

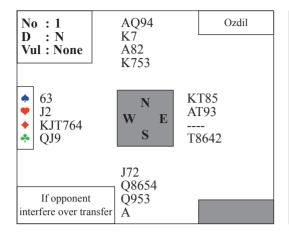
- 3 🕶

- 3 • Game forcing with 0=5=4=4 distribution

Game forcing hand with shortness in opponent's suit and 1-5-3-4 - 3NT

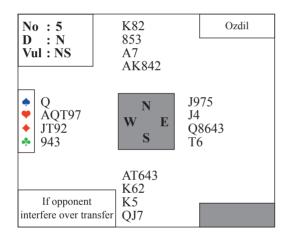
distribution.

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



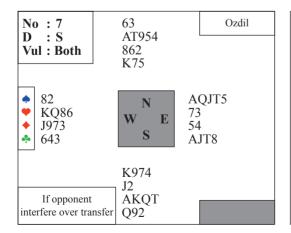
W	N	E	S
X	1NT	Pass	2◆*
All Pass	Pass	Pass	XX*
XX Lead	: Proposit	ng to play.	

Take the lead, go towards spade queen, discard a heart on East's club return and play heart king. Take the likely heart return with queen enter dummy with spade ace, ruff a club, play a heart and discard a spade if West ruffs with ten. West is forced to play trump and can't prevent you taking at least three more tricks.





trump and duck the trump queen! You take eleven tricks against any defense.



\mathbf{W}	N	E	S 1NT
Pass Pass	2 ◆ * X*	2♠ All Pass	Pass
Lead	: ♦ A		

Continue with heart jack after cashing second diamond. Overtake declarer's play towards his club ten and play another heart when North ducks heart queen. Discard a club when declarer ruff's North's heart ace with trump queen after winning with heart ten. You take two trumps and one more club to defeat the contract by two.

RESPONSES TO 2NT OPENING

Asking for a five-card major

S W E 2NT 3 * Pass Pass (Asks for four-card heart suit or a five-card major)

: Denies four hearts and five-card major. - 3 🔷

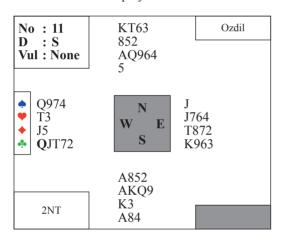
- 3♥ - 3♠ - 3N Four or five hearts. Five spades.

Four hearts and four spades.

W N E 2NT Pass **3**♣ Pass **3**♥ Pass

: Asks for five hearts. - 3 💠

- 3N : To play.



W	N	E	S 2NT
Pass	3 ♣	Pass	3NT*
Pass	4 ♥ * 5 • *	Pass	4 🌧
Pass	5 . *	Pass	6 💠
All Pass			
4♥	: Transf	er to 4.	
5 .	: Slam invitation with club shortness.		
Lead	: ♣ Q		
Take the lead mond after p claim for twe	playing to	mp ace, ruf wards trum	f third dia- np ten and

No: 33 D: N Vul: None	6 K963 AT52 K984		Ozdil
 ★ K7543 ♥ Q84 ↑ 76 ↑ T75 	W E S	T98 T2 983 AJ6	
2NT	AQJ AJ75 KQJ4 Q3		

W	N Pass	E Pass	S 2NT
Pass	3 	Pass	3 🕶
Pass	3 ♠ *	Pass	3NT*
Pass	4 ♣*	Pass	4 ♦
Pass	4 * *	Pass	5♥
All Pass			
4*	: Transf	er to 4.	
4 🌲	: Slam try for hearts with		
		shortness.	
Lead	: ◆ 7		
After cashing give up a clu	g AK of tro b and clair	umps, ruff t n for eleven	wo spades, 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.
- * 5m is to play.
- * Raise to five-level is preemptive.

OGUST CONVENTION

It is used specifically in developments after 2M 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 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 4m 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 4m or 4M 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 3NT are contract choices: where 4NT is RKCB for the opening major.
- * After 3m rebid, next step is asking for shortness.
- * After 2 opening and 3 rebid, 3 is shortness asking bid.

 * After 2 opening and 3 rebid, 4 is shortness asking bid.

 * After 2 opening and 3 rebid, 4 is shortness asking bid.

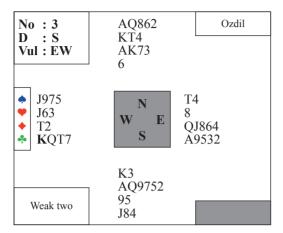
 * After 2 opening and 3 rebid, 3 is the contract choice.

- 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.

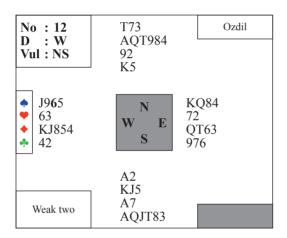
Responder's bids after three-level non-jump overcall

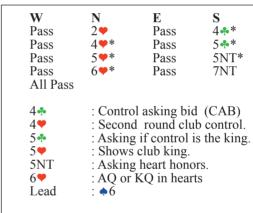
Three-level interference raises the level and reduces bidding chances. In this case doubling with invitational hand for the opening major or waiting for opener's negative double to convert into penalty should be preferred. We can list the likely bids of the responder as:

- * 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.



W	N	\mathbf{E}	S 2♥
Pass	2NT*	Pass	3 ♦ *
Pass	3♥*	Pass	3NT*
Pass	4 🔷	Pass	4 🌲
Pass	4NT	Pass	5 ♦
Pass	6♥	All Pass	S
3♥ 3NT Lead	: Asking : No sho : ••K	shortness.	
Take the dia Cash trump l hand with sp	king after ru	ffing a club	, enter you





No: 14 D: E Vul: None	KQT A6 AQ2 K9753	Ozdil
9852 Q43 JT975	W E	AJ764 95 K83 542
Weak two	3 KJT872 64 AQT8	

\mathbf{W}	N	\mathbf{E}	S
		Pass	2♥
Pass	2NT*	Pass	4 . ** 4 • *
Pass	4♦ *	Pass	4 • *
Pass	4NT	Pass	5 ,
Pass	6♣	All Pass	3
4 ••	: Good h	and & goo	d 4 clubs.
4	: RKCB for clubs.		
Lead	· 🍑 J		

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 and a spade on three hearts.