

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	W Pass Lead	N 3NT : ♥4	E All Pass	S 1NT
<div> ♠ Q5 ♥ T8642 ♦ 73 ♣ 7652 </div>	<div> N W E S </div>	J962 KJ5 AK4 T83	<p>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.</p>			
1NT	A743 Q97 J86 AKJ					

No : 97 D : N Vul : None		6 K974 J97652 J3	Ozdil	W Pass Pass All Pass	N Pass 2♣ 3♣*	E Pass Pass Pass	S 1NT 2♠ 3♦
♠ QJT8 ♥ T2 ♦ Q43 ♣ KQ97	<div> N W E S </div> 7542 AJ63 A8 T85	AK93 Q85 KT A642		3♣ : Transfer to 3♦. Lead : ♠Q	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.		
1NT							

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 ~ 17 HCP, at least six-card solid major suit and 8½ 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.

No : 18 D : E Vul : NS	KT82 AK975 — KT73	Ozdil
<div> <div>♠</div> <div>♥</div> <div>♦</div> <div>♣</div> </div> QJ75 Q64 KQJ3 A2	<div> <div>N</div> <div>W</div> <div>E</div> <div>S</div> </div> 64 T3 98642 Q985	
	A93 J82 AT75 J64	
Landy		

W	N	E	S
1NT	2♣*	Pass	Pass
Pass	3♠*	Pass	2NT*
All Pass		Pass	4♥
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.			

No : 11 D : S Vul : None	JT963 A AKT42 64	Ozdil
<div> <div>♠</div> <div>♥</div> <div>♦</div> <div>♣</div> </div> KQ5 QJ92 Q8 AQ73	<div> <div>N</div> <div>W</div> <div>E</div> <div>S</div> </div> 2 7643 J976 JT98	
	A874 KT85 53 K52	
Dobi Double		

W	N	E	S
1NT	X*	Pass	Pass
Pass	3♦	Pass	2NT*
Pass	4♦*	Pass	3♥*
All Pass			4♠
4♦ : Max with diamonds & spades.			
Lead : ♥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 applied 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.

No : 7 D : S Vul : Both	AT7 KQ92 K8 KJ83	Ozdil
♠ K82 ♥ AT ♦ QJ73 ♣ AT74	<div style="display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; padding: 5px; margin: 5px;"> N W E S </div> <div style="margin-left: 10px;"> J653 J8754 64 92 </div> </div>	
Defense against Weak 1NT	Q94 63 AT952 Q65	

W	N	E	S
1NT*	X	2♣	Pass
Pass	Pass	2♥	X*
Pass	X	All Pass	Pass
Double	: Points.		
Lead	: ♥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 ♥ JT85 ♦ JT64 ♣ 752	<div style="display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; padding: 5px; margin: 5px;"> N W E S </div> <div style="margin-left: 10px;"> 962 KQ4 AQ8 J963 </div> </div>	
Defense against Weak 1NT	AJT75 A2 3 AQT84	

W	N	E	S
Pass	Pass	1NT*	2♦*
Pass	2♥*	Pass	2NT*
Pass	3♣	Pass	3♠
Pass	4♠	All Pass	
2NT	: Transfer to 3♣.		
3♠	: Good hand with five spades and five 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.

No : 6 D : E Vul : EW	A83	Ozdil
	7	
	954	
	AQT852	
♠ T9 ♥ AKJT42 ♦ KJT7 ♣ 3	<div style="display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; padding: 5px; margin: 5px;"> N W E S </div> </div>	J642 9865 Q3 764
	KQ75	
	Q3	
After natural overcalls	A862	
	KJ9	

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	: ♥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.

No : 15 D : S Vul : NS	5	Ozdil
	K3	
	AT864	
	KQ976	
♠ KQJ982 ♥ A85 ♦ 3 ♣ 852	<div style="display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; padding: 5px; margin: 5px;"> N W E S </div> </div>	T3 T9642 QJ975 4
	A764	
	QJ7	
After natural overcalls	K2	
	AJT3	

W	N	E	S
			1NT
2♠	3♥*	Pass	3♠*
Pass	4♥*	Pass	6♣
All Pass			
3♥	: Game forcing with minors.		
Lead	: ♠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

S	W	N	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♦ : 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.

No : 52 D : W Vul : Both	KJ6 K73 A985 A52	Ozdil
♠ T643 ♥ 542 ♦ J63 ♣ J84	<div style="display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; padding: 5px; margin: 5px;"> N W E S </div> <div style="margin-left: 10px;"> 92 AJT8 T KQT973 </div> </div>	
After natural overcalls	AQ75 Q96 KQ742 6	

W	N	E	S
	1NT	2♣*	3♥*
Pass	4♣	Pass	4♦
Pass	4♥	Pass	4♠
Pass	4NT*	Pass	5♠
Pass	6♦	All Pass	
3♥	: Forcing with 5+ diamonds, four spades and club shortness.		
Lead	: ♣4		

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

No : 45 D : N Vul : Both	AQ64 K53 82 Q952	Ozdil
♠ 73 ♥ QJ9 ♦ KQJT53 ♣ 84	<div style="display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; padding: 5px; margin: 5px;"> N W E S </div> <div style="margin-left: 10px;"> T985 862 A5 JT73 </div> </div>	
After natural overcalls	KJ3 AT74 964 AK6	

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	: ♦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

S	W	N	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♦ : 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♣	?	(Cappelletti, showing one-suited hand)

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

S	W	N	E
1NT	2♦	?	(Cappelletti, 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♣ : Transfer to 3♦.
- 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.

No : 4 D : W Vul : Both		A982 KQ9 Q974 A3	Ozdil
♠ J53 ♥ J864 ♦ 52 ♣ QT75	<div style="display: flex; align-items: center; justify-content: center;"> <div style="display: flex; flex-direction: column; align-items: center;"> <div>N</div> <div>E</div> </div> <div style="display: flex; flex-direction: column; align-items: center;"> <div>W</div> <div>S</div> </div> </div>	KQT4 A3 KJT86 92	
After conventional overcalls		76 T752 A3 KJ864	

W	N	E	S
Pass	1NT	2♦*	X*
2♥*	X	2♠	Pass*
Pass	X	All Pass	
2♦	: Diamonds and a major.		
2♥	: Pass or correct.		
Pass	: Forcing.		
Lead	: ♠7		

Take diamond king return of East after he wins the lead with ten and play another trump. North ducks the second spade, takes diamond jack, cashes spade ace and plays heart king, East can only take diamond ten and a trump.

No : 11 D : S Vul : None		73 A6 AKJ95 Q974	Ozdil
♠ KQJ95 ♥ QT972 ♦ 6 ♣ 63	<div style="display: flex; align-items: center; justify-content: center;"> <div style="display: flex; flex-direction: column; align-items: center;"> <div>N</div> <div>E</div> </div> <div style="display: flex; flex-direction: column; align-items: center;"> <div>W</div> <div>S</div> </div> </div>	T82 854 QT843 J2	
After conventional overcalls		A64 KJ3 72 AKT85	

W	N	E	S
			1NT
2♦*	2♠*	Pass	3♣
Pass	3♥*	Pass	6♣
All Pass			
2♦	: Cappaletti (both majors).		
2♠	: Either competitive with minors or 14+ HCP, 5-4 in minors & no shortness.		
3♥	: Good hand with heart control.		
Lead	: ♠K		
<p>Take the second spade then claim after cashing ace and queen of trmps.</p>			

No : 12 D : W Vul : NS		A72 A84 AJT63 K6	Ozdil
♠ J86 ♥ T652 ♦ 74 ♣ QT73	<div style="display: flex; align-items: center; justify-content: center;"> <div style="display: flex; flex-direction: column; align-items: center;"> <div>N</div> <div>E</div> </div> <div style="display: flex; flex-direction: column; align-items: center;"> <div>W</div> <div>S</div> </div> </div>	KT953 KQJ97 82 5	
After conventional overcalls		Q4 3 KQ95 AJ9842	

W	N	E	S
Pass	1NT	2♣*	2NT*
Pass	3♣	Pass	3♦*
Pass	4♦	Pass	4♥
Pass	4NT	Pass	5♠
Pass	7♦	All Pass	
2♣	: Landy.		
3♦	: GF with six clubs and four diamonds.		
Lead	: ♠6		

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
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♥ 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.

S	W	N	E
1NT	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 ~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

S	W	N	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.

No : 3 D : S Vul : EW	K62 J963 T5 K974	Ozdil
<div> <div>♠</div> <div>QJT8</div> </div> <div> <div>♥</div> <div>AQ72</div> </div> <div> <div>♦</div> <div>KQ3</div> </div> <div> <div>♣</div> <div>QT</div> </div>	<div> <div>N</div> <div>W</div> <div>E</div> <div>S</div> </div> <div>73 854 J764 J862</div>	
After 1NT Doubled	A954 KT A982 A53	

W	N	E	S
X	Pass	Pass	1NT
Pass	Pass*	2♣	XX*
Pass	X	Pass	Pass
XX*	Pass	2♦	X
2♥	X	All Pass	
XX	: Run out with two four card suits.		
Pass	: To play 1NT.		
Lead	: ♥3		

Declarer gives up, two hearts, one diamond, two clubs, two spades and goes two down.

No : 4 D : W Vul : Both	KQT2 73 AQJ8 AT6	Ozdil
<div> <div>♠</div> <div>965</div> </div> <div> <div>♥</div> <div>J9542</div> </div> <div> <div>♦</div> <div>T43</div> </div> <div> <div>♣</div> <div>84</div> </div>	<div> <div>N</div> <div>W</div> <div>E</div> <div>S</div> </div> <div>AJ3 AQ K765 QJ92</div>	
After 1NT Doubled	874 KT86 92 K753	

W	N	E	S
Pass	1NT	X	Pass
2♥	X*	All Pass	
X	: Take out.		
Lead	: ♥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 D : E Vul : EW	QT75 83 K74 Q952	Ozdil
<div> <div>♠</div> <div>AKJ9</div> </div> <div> <div>♥</div> <div>JT2</div> </div> <div> <div>♦</div> <div>5</div> </div> <div> <div>♣</div> <div>KJT83</div> </div>	<div> <div>N</div> <div>W</div> <div>E</div> <div>S</div> </div> <div>843 K764 QT862 7</div>	
After 1NT Doubled	62 AQ95 AJ93 A64	

W	N	E	S
X*	XX*	Pass	1NT
2♣	X	Pass*	Pass
2♠	X	2♦*	X
		All Pass	
X	: Major and minor.		
XX	: 7+ HCP and a balanced hand.		
2♦	: Asking the major.		
Lead	: ♦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.

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.

No : 8	AT5	Ozdil
D : W	A6	
Vul : None	KJ43	
	KT82	
♠ J642	<div style="display: inline-block; border: 1px solid black; padding: 5px; text-align: center;"> N W E S </div>	Q98
♥ J95		Q743
♦ 6		Q982
♣ AQJ96		53
	K73	
	KT82	
	AT75	
After Stayman Doubled	74	

W	N	E	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.			

No : 9	K9	Ozdil
D : N	AQ73	
Vul : EW	KQ72	
	J74	
♠ J5	<div style="display: inline-block; border: 1px solid black; padding: 5px; text-align: center;"> N W E S </div>	A8642
♥ K92		J84
♦ 984		JT53
♣ KQT83		6
	QT73	
	T65	
	A6	
After Stayman Doubled	A952	

W	N	E	S
X	1NT	Pass	2♣
All Pass	Pass*	Pass	XX*
XX : To play with at least Hxxx in clubs.			
Lead : ♣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 Kx, 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♠ : Game invitation with four spades after transferring to 2♥.
- 2NT : Balanced game invitation.
- New minor : Game forcing.
- 3M : 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♠ : 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 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♠ after transfer to 2♥ and opener passes

- Pass : Nothing special with a weak hand.
- Double : Shows 7+ HCP with a balanced or semi-balanced hand.
"Holding a game forcing hands, responder rebids 3NT with stopper and cue-bids without stopper after initial double."
- 2NT : Transfer to 3♣ with two suited hand.
- 3♣ : Transfer to 3♦ with two suited hand..
- 3♦ : At least invitational with six-card suit in principle.
- 3♥ : To play.
- 3♠ : 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♠ after opener completed transfer same applications are valid.

No : 1 D : N Vul : None		AQ94 K7 A82 K753	Ozdil
♠ 63 ♥ J2 ♦ KJT764 ♣ QJ9	<div style="display: flex; align-items: center; justify-content: center;"> <div style="display: flex; flex-direction: column; align-items: center;"> <div>N</div> <div>E</div> </div> <div style="display: flex; flex-direction: column; align-items: center;"> <div>W</div> <div>S</div> </div> </div>	KT85 AT93 ---- T8642	
If opponent interfere over transfer		J72 Q8654 Q953 A	

W	N	E	S
	1NT	Pass	2♦*
X	Pass	Pass	XX*
All Pass			
XX : Proposing to play.			
Lead : ♣Q			
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.			

No : 5 D : N Vul : NS		K82 853 A7 AK842	Ozdil
♠ Q ♥ AQT97 ♦ JT92 ♣ 943	<div style="display: flex; align-items: center; justify-content: center;"> <div style="display: flex; flex-direction: column; align-items: center;"> <div>N</div> <div>E</div> </div> <div style="display: flex; flex-direction: column; align-items: center;"> <div>W</div> <div>S</div> </div> </div>	J975 J4 Q8643 T6	
If opponent interfere over transfer		AT643 K62 K5 QJ7	

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

No : 7 D : S Vul : Both		63 AT954 862 K75	Ozdil
♠ 82 ♥ KQ86 ♦ J973 ♣ 643	<div style="display: flex; align-items: center; justify-content: center;"> <div style="display: flex; flex-direction: column; align-items: center;"> <div>N</div> <div>E</div> </div> <div style="display: flex; flex-direction: column; align-items: center;"> <div>W</div> <div>S</div> </div> </div>	AQJT5 73 54 AJT8	
If opponent interfere over transfer		K974 J2 AKQT Q92	

W	N	E	S
	2♦*	2♠	1NT
Pass	X*	All Pass	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	N	E	
2NT	Pass	3♣	Pass	(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♠ : Five spades.
- 3N : Four hearts and four spades.

S	W	N	E
2NT	Pass	3♣	Pass
3♥	Pass	?	

- 3♠ : Asks for five hearts.
- 3N : To play.

No : 11	KT63	Ozdil
D : S	852	
Vul : None	AQ964	
	5	
♠ Q974	<div style="display: flex; flex-direction: column; align-items: center;"> <div style="display: flex; justify-content: space-around; width: 100%;"> N </div> <div style="display: flex; justify-content: space-around; width: 100%;"> W E </div> <div style="display: flex; justify-content: space-around; width: 100%;"> S </div> </div>	J
♥ T3		J764
♦ J5		T872
♣ QJT72		K963
	A852	
	AKQ9	
	K3	
2NT	A84	

W	N	E	S
			2NT
Pass	3♣	Pass	3NT*
Pass	4♥*	Pass	4♠
Pass	5♣*	Pass	6♠
All Pass			
4♥	: Transfer to 4♠.		
5♣	: Slam invitation with club shortness.		
Lead	: ♣Q		

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

No : 33	6	Ozdil
D : N	K963	
Vul : None	AT52	
	K984	
♠ K7543	<div style="display: flex; flex-direction: column; align-items: center;"> <div style="display: flex; justify-content: space-around; width: 100%;"> N </div> <div style="display: flex; justify-content: space-around; width: 100%;"> W E </div> <div style="display: flex; justify-content: space-around; width: 100%;"> S </div> </div>	T982
♥ Q84		T2
♦ 76		983
♣ T75		AJ62
	AQJ	
	AJ75	
	KQJ4	
2NT	Q3	

W	N	E	S
	Pass	Pass	2NT
Pass	3♣	Pass	3♥
Pass	3♠*	Pass	3NT*
Pass	4♣*	Pass	4♦
Pass	4♠*	Pass	5♥
All Pass			
4♣	: Transfer to 4♦.		
4♠	: Slam try for hearts with spade shortness.		
Lead	: ♦7		

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.
- * 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 either 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, 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.

No : 3 D : S Vul : EW		AQ862 KT4 AK73 6	Ozdil
♠ J975 ♥ J63 ♦ T2 ♣ KQT7	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div>	T4 8 QJ864 A9532	
Weak two		K3 AQ9752 95 J84	

W	N	E	S
Pass	2NT*	Pass	2♥
Pass	3♥*	Pass	3♦*
Pass	4♦	Pass	3NT*
Pass	4NT	Pass	4♠
Pass	6♥	All Pass	5♦
3♥ : Asking shortness. 3NT : No shortness. Lead : ♣K			
Take the diamond switch and cash trump ace. Cash trump king after ruffing a club, enter your hand with spade king and collect trumps.			

No : 12 D : W Vul : NS		T73 AQT984 92 K5	Ozdil
♠ J965 ♥ 63 ♦ KJ854 ♣ 42	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div>	KQ84 72 QT63 976	
Weak two		A2 KJ5 A7 AQJT83	

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 : ♠6			

No : 14 D : E Vul : None		KQT A6 AQ2 K9753	Ozdil
♠ 9852 ♥ Q43 ♦ JT975 ♣ J	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div>	AJ764 95 K83 642	
Weak two		3 KJT872 64 AQT8	

W	N	E	S
Pass	2NT*	Pass	2♥
Pass	4♦*	Pass	4♣*
Pass	4NT	Pass	4♠*
Pass	6♣	All Pass	5♥
4♣ : Good hand & good 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.			