Dealing with preempts

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(2♥) – ?

- 3♠ = strong hand, solid suit
- 3♥ = Michaels
- 4♣/4♦ = Leaping Michaels, **GF**
- 4♥ = ♣♦, strong   **‼**
- 4NT = ♣♦, weaker then 4♥

(2♥) – × – (P) – ?

- 2NT = Better Minor Lebensohl
- 3♣ = 0-11, 5+♣
- 2♠ = weak
- 3♦ = **INV** (8-11)
- 3♥ = no 4♠, no ♥ stopper
- 3♠ = 5♠, **INV** (8-11)   **!**
- 3NT = no 4♠, ♥ stopper
- 4♥ = ♣♦, no ♥ control, Slam Try   **‼**
- 4♠ = to play

(2♥) – × – (P) – 2NT
(P) – 3m – (P) – ?

- 3♦ = weak

- 3♥ = 4♠, no ♥ stopper
- 3♠ = 4♠, **INV** (8-11)   **!**
- 3NT = 4♠, ♥ stopper

(2♥) − ✕ − (3♥) − ?

- ✕ = no 4♠, 10+

(2♠) − ?

- 3♠ = Michaels
- 4♣/4♦ = Leaping Michaels, **GF**
- 4♠ = ♣♦, strong
- 4NT = ♣♦, weaker then 4♥

(2♠) − ✕ − (P) − ?

- 2NT = Better Minor Lebensohl
- 3♣ = 0-11, 5+♣
- 3♦/3♥ = **INV** (8-11)
- 3♠ = no 4♥, no ♠ stopper
- 3NT = no 4♥, ♠ stopper
- 4♥ = to play
- 4♥ = ♣♦, no ♠ control, Slam Try   **!!**

(2♠) − ✕ − (P) − 2NT
(P) − 3m − (P) − ?

- 3♥/3♦ = to play
- 3♠ = 4♥, no ♠ stopper
- 3NT = 4♥, ♠ stopper

(2♠) − ✕ − (4♠) − ?

- 4NT = two-suited OR weak ♥
- 5♣/5♦ = to play
- 5♥ = Slam Try