1NT – dealing with interference

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1NT − (2♣) − ?

2♣ = ♣

- ✗ = Stayman

SYSTEM ON

1NT − (2♣ᴬ) − ?

2♣ = 5/4 ♥♠

- ✗ = 8+

- 2♥, 2♠, 3♣ = to play

- 2NT = minors

1NT − (2♦) − ?

2♦ = ♦

- ✗ = negative

- 2♥, 2♠ = to play

- 2NT = Lebensohl

- 3♣ = 5+♥, **INV⁺**

- 3♦ = 1-♦, **INV⁺**

- 3♥ = 5+♠, **INV⁺**

- 3♠ = 5+♣, **INV⁺**
- 3NT = no ♦ stopper
- 4♦, 4♥ = Texas

1NT − (2♦ᴬ) − ?

2♦ = 6+ ♥♠

- ✗ = 8+
- 2♥, 2♠ = to play
- 2NT = Lebensohl
- 3♣ = 5+♦, **INV⁺**
- 3♦ = 5+♥, **INV⁺**
- 3♥ = 5+♠, **INV⁺**
- 3♠ = 5/5 ♣♦
- 3NT = to play
- 4♦, 4♥ = Texas

1NT − (2♥) − ?

- ✗ = negative
- 2♠ = to play
- 2NT = Lebensohl
- 3♣ = 5+♦, **INV⁺**
- 3♦ = 5+♠, **INV⁺**
- 3♥ = 1-♥, **INV⁺**
- 3♠ = 55 ♣♦, **GF**
- 3NT = no ♥ stopper
- 4♥ = Texas

1NT – (2♠) – ?

- ✗ = negative
- 2NT = Lebensohl
- 3♣ = 5+♦, **INV⁺**
- 3♦ = 5+♥, **INV⁺**
- 3♥ = 55♣♦, **GF**
- 3♠ = 1-♠, **INV⁺**
- 3NT = no ♠ stopper
- 4♦ = Texas

1NT – (2NT^A) – ?

2NT = ♣♦

- ✗ = 10+
- 3♣ = Stayman
- 3♦ = 5+♥, **INV⁺**
- 3♥ = 5+♠, **INV⁺**

1NT – (3♣) – ?

- ✗ = negative
- 3♦ = 5+♥, **INV⁺**
- 3♥ = 5+♠, **INV⁺**
- 3♠ = 5+♦, **INV⁺**
- 3NT = to play

1NT − (3♦) − ?

- × = negative
- 3♥ = 5+♠, **INV⁺**
- 3♠ = 5+♥, **GF**
- 3NT = to play

1NT − (×ᴬ) − ?

× artificial
    SYSTEM ON

1NT − (×) − ?

× = penalty

- PASS = forces ××
- ×× = forces 2♣
- 2x = forces x+1

1NT − (×) − Pᴬ − (P)
×× − (P) − ?

- PASS = penalty
- 2♣ = 4♣ + 4x or 4333 or any other edge case
- 2♦ = 4♦ + 4♥♠
- 2♥ = 4♥ + 4♠