$1_{\rm NT}$ – dealing with interference

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$$1NT - (2 - ?)$$

$$2 \clubsuit = \clubsuit$$

• \times = Stayman

SYSTEM ON

$$1NT - (2 - \frac{A}{2}) - ?$$

$$2 = 5/4$$

- $\times = 8+$
- $2 \checkmark$, $2 \spadesuit$, $3 \spadesuit$ = to play
- 2NT = minors

$$1NT - (2^{\bullet}) - ?$$

$2 \blacklozenge = \blacklozenge$

- \times = negative
- $2 \checkmark$, $2 \spadesuit$ = to play
- 2NT = Lebensohl
- $3 = 5 + \forall$, inv+
- $3 \blacklozenge = 1 \blacklozenge$, inv+
- $3 \lor = 5 + \spadesuit$, inv+

- 3 = 5 + 4, inv+
- 3NT = no stopper
- $4 \blacklozenge$, $4 \blacktriangledown = \text{Texas}$

 $1NT - (2 \stackrel{\wedge}{\bullet} \stackrel{A}{\circ}) - ?$

- 2 > 6 +
 - $\times = 8+$
 - $2 \checkmark$, $2 \spadesuit$ = to play
 - 2NT = Lebensohl
 - $3 \clubsuit = 5 + \blacklozenge$, inv+
 - $3 \stackrel{\bullet}{\bullet} = 5 + \stackrel{\blacktriangledown}{\blacktriangledown}$, inv+
 - $3 \lor = 5 + \spadesuit$, inv+
 - 3 = 5/5
 - 3NT = to play
 - $4 \blacklozenge$, $4 \blacktriangledown = \text{Texas}$

 $1NT - (2 \checkmark) - ?$

- \times = negative
- $2 \spadesuit = \text{to play}$
- 2NT = Lebensohl
- $3 \clubsuit = 5 + \blacklozenge$, inv+
- $3 \stackrel{\bullet}{\bullet} = 5 + \stackrel{\bullet}{\bullet}$, inv+
- $3 \lor = 1 \lor$, inv+
- 3 = 55 , GF
- 3NT = no stopper
- 4 = Texas

1NT - (2•) - ?

- \times = negative
- 2NT = Lebensohl
- $3 \clubsuit = 5 + •$, inv+
- $3 \stackrel{\bullet}{\bullet} = 5 + \stackrel{\blacktriangledown}{\blacktriangledown}$, inv+
- $3 \lor = 55 ..., GF$
- $3 \spadesuit = 1 \spadesuit$, inv+
- 3nt = no ♠ stopper
- $4 \blacklozenge = \text{Texas}$

$$1NT - (2NT^{A}) - ?$$

2NT = minor

- $\times = 10+$
- 3 = Stayman
- $3 \stackrel{\bullet}{\bullet} = 5 + \stackrel{\blacktriangledown}{\blacktriangledown}$, inv+
- $3 \lor = 5 + \spadesuit$, inv+

1NT - (3.) - ?

- \times = negative
- $3 \bullet = 5 + \heartsuit$, inv+
- 3 = 5 + 4, inv+
- $3 \spadesuit = 5 + \blacklozenge$, inv+
- 3NT = to play

1NT - (3) - ?

- \times = negative
- $3 \lor = 5 + \spadesuit$, inv+
- 3♠ = 5+♥, **GF**
- 3NT = to play

 $1NT - (\times ^A) - ?$

 \times artificial SYSTEM ON

 $1NT - (\times) - ?$

- \times = penalty
 - PASS = forces $\times \times$
 - $\times \times = \text{forces } 2 \clubsuit$
 - $2\mathbf{x} = \text{forces } \mathbf{x+1}$

 $\begin{aligned} &1NT-(\textcolor{red}{\times})-P^{\textcolor{red}{A}}-(P)\\ &\times\times-(P)-? \end{aligned}$

- PASS = penalty
- 2 = 4 + 4x or 4333 or any other edge case
- $2 \blacklozenge = 4 \blacklozenge + 4 \maltese$
- $2 \checkmark = 4 \checkmark + 4 \spadesuit$