2_{NT} overcall after major preempt

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$$(2M) - ?$$

• 2NT = 16-18 BAL, promises **M** stopper

$$(2) - 2NT - (P) - ?$$

- $3\clubsuit = \text{forces } 3\diamondsuit$, 1- \blacktriangledown **GF** OR weak with \diamondsuit
- $3 \blacklozenge = 4 \spadesuit \mathbf{GF}$
- $3 \lor = \text{forces } 3 \spadesuit, 5 + \spadesuit, \text{ weak or } GF$
- $3 \spadesuit = \log \min(\text{minor/minors}, \text{ no } \forall \text{ shortness}, 3\text{NT} = \text{ASK}$
- 3NT = to play
- $4\clubsuit = 6\clubsuit$ $5\spadesuit$, may have shortness
- $4 \blacklozenge = 6 \blacklozenge 5 \spadesuit$, may have shortness
- 4♥ = 6+♠
- $4 \rightleftharpoons = \text{minors}$
- 4nt = quantitative

$$(2 \checkmark) - 2NT - (P) - 3 .$$
 $(P) - 3 \checkmark - (P) - ?$

• PASS = weak with \bullet

- - 3♥ = 3-**♠**
 - $3 \spadesuit = 4 \spadesuit$
 - 3NT = 5

$$(2)$$
 - 2 NT - (P) - 3

$$(P) - 3 - (P) - 3$$

$$(P) - ?$$

- $3 \spadesuit =$ last train for a 3NT game
- $3NT = good \bigvee stopper$

$$(2) - 2NT - (P) - 3$$

$$(P) - 3 - (P) - 3$$

$$(P) - 3 - (P) - ?$$

- 3NT = weak own suit
- $4\clubsuit$, $4\blacklozenge$ = own suit
- 4 = 4 = 4 = 4 = 4: 4 agreeing 4, 4NT agreeing •
- 4♠ = 3♠

$$(2 \checkmark) - 2NT - (P) - 3 \checkmark$$

$$(P) - ?$$

- 3 = minors
- 3♠ = 4♠
- 3NT = to play

$$(2
ightharpoonup) - 2 ext{NT} - (ext{P}) - 3
ightharpoonup$$

$$(P) - 3 - (P) - ?$$

- PASS = weak, 5+
- 3NT = PASS/correct
- 4 4 = NAT

$$(2)$$
 – 2 NT – (P) – 3

$$(P) - 3NT - (P) - ?$$

- 4 4 = NAT, agreeing suit
- 4 = 1, both minors

• $4 \rightleftharpoons = \text{void} \spadesuit$, both minors

$$(2 \checkmark) - 2NT - (P) - 4 \checkmark$$

 $(P) - 4 \diamondsuit - (P) - ?$

- 4NT = RKCB 1430
- 5x = EX 0314

$$(2•) - 2NT - (P) - ?$$

- $3\clubsuit$ = forces $3\diamondsuit$, 1- \bigstar **GF** OR weak with \diamondsuit
- $3 \blacklozenge = \text{forces } 3 \blacktriangledown, 5 + \blacktriangledown, \text{ weak or } \mathbf{GF}$
- $3 \checkmark = \log \text{minor/minors}$, no $\spadesuit \text{shortness}$, $3 \spadesuit = \text{ASK}$
- 3♠ = 4♥, **GF**
- 3NT = to play
- 4 6 = 6 5, may have shortness
- $4 \blacklozenge = 6 \blacklozenge 5 \blacktriangledown$, may have shortness
- 4♥ = 6+♥
- $4 \rightleftharpoons = \text{minors}$
- 4NT = quantitative

$$(2•) - 2NT - (P) - 3•$$

$$(P) - 3 - (P) - ?$$

- PASS = weak with \bullet
- 3♥ = 3-♥
- 3♠ = 4♥
- 3NT = 5
- 4♣ = 6+♥

$$(2\clubsuit) - 2NT - (P) - 3\clubsuit$$

$$(P) - 3$$
 → $-(P) - 3$ ♥

- (P) ?
 - $3 \spadesuit = \text{last train for a 3NT game}$

- 3NT = good ♠ stopper
- $(2\clubsuit) 2$ NT $(P) 3\clubsuit$
- (P) 3 (P) 3
- (P) 3 (P) ?
 - 3NT = weak own suit
 - $4\clubsuit$, 4♦ = own suit
 - 4♥ = 3♥
- $(2\clubsuit) 2NT (P) 3 \diamondsuit$
- (P) 3 (P) ?
 - PASS = weak, 5+
 - 3NT = PASS/correct
 - 4 4 = NAT
- (2•) 2NT (P) 3
- (P) 3 (P) ?
 - 4 4 = NAT, agreeing suit
 - 4 = 1 both minors
 - $4 \rightleftharpoons = \text{void} \spadesuit \text{ both minors}$
- $(2\spadesuit)-2$ NT $-(P)-3\spadesuit$
- (P) ?
 - 4♣ = 4♥
 - 3NT = to play
- $(2\spadesuit)-2\mathrm{NT}-(\mathrm{P})-4\spadesuit$
- (P) 4 (P) ?
 - 4♠ = RKCB 1403
 - 4NT = EX 0314
 - 5 5 = EX 0314