Dealing with preempts

Krystyna Gasińska, Bartek Słupik

January 31, 2024

(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