

2_{NT} overcall after major preempt

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(2M) – ?

- 2_{NT} = 16-18 BAL, promises **M** stopper

(2♥) – 2_{NT} – (P) – ?

- 3♣ = forces 3♦, 1-♥ **GF** OR weak with ♦
- 3♦ = 4♠ **GF**
- 3♥ = forces 3♠, 5+♠, weak or **GF**
- 3♠ = long minor/minors, no ♥ shortness, 3_{NT} = ASK
- 3_{NT} = to play
- 4♣ = 6♣ 5♠, may have shortness
- 4♦ = 6♦ 5♠, may have shortness
- 4♥ = 6+♠
- 4♠ = minors
- 4_{NT} = quantitative

(2♥) – 2_{NT} – (P) – 3♣

(P) – 3♦ – (P) – ?

- PASS = weak with ♦
- 3♥ = 3-♠
- 3♠ = 4♠

- $3\text{NT} = 5\spadesuit$
- $4\clubsuit = 6+\spadesuit$

$(2\heartsuit) - 2\text{NT} - (\text{P}) - 3\clubsuit$
 $(\text{P}) - 3\diamondsuit - (\text{P}) - 3\heartsuit$
 $(\text{P}) - ?$

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

$(2\heartsuit) - 2\text{NT} - (\text{P}) - 3\clubsuit$
 $(\text{P}) - 3\diamondsuit - (\text{P}) - 3\heartsuit$
 $(\text{P}) - 3\spadesuit - (\text{P}) - ?$

- 3NT = weak own suit
- $4\clubsuit, 4\diamondsuit$ = own suit
- $4\heartsuit = \clubsuit\diamondsuit$: $4\spadesuit$ agreeing \clubsuit , 4NT agreeing \diamondsuit
- $4\spadesuit = 3\spadesuit$

$(2\heartsuit) - 2\text{NT} - (\text{P}) - 3\diamondsuit$
 $(\text{P}) - ?$

- $3\heartsuit$ = minors
- $3\spadesuit = 4\spadesuit$
- 3NT = to play

$(2\heartsuit) - 2\text{NT} - (\text{P}) - 3\heartsuit$
 $(\text{P}) - 3\spadesuit - (\text{P}) - ?$

- $\text{PASS} = \text{weak}, 5+\spadesuit$
- $3\text{NT} = \text{PASS/correct}$
- $4\clubsuit/4\diamondsuit = \text{NAT}$

$(2♥) - 2NT - (P) - 3♠$

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

- $4♣/4♦ = NAT$, agreeing suit
- $4♥ = 1♠$, both minors
- $4♠ = void ♠$, both minors

$(2♥) - 2NT - (P) - 4♥$

$(P) - 4♠ - (P) - ?$

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

$(2♠) - 2NT - (P) - ?$

- $3♣ = forces 3♦, 1-♠ GF$ OR weak with $♦$
- $3♦ = forces 3♥, 5+♥$, weak or GF
- $3♥ = long minor/minors$, no $♠$ shortness, $3♠ = ASK$
- $3♠ = 4♥, GF$
- $3NT = to play$
- $4♣ = 6♣ 5♥$, may have shortness
- $4♦ = 6♦ 5♥$, may have shortness
- $4♥ = 6+♥$
- $4♠ = minors$
- $4NT = quantitative$

(2♠) – 2NT – (P) – 3♣
(P) – 3♦ – (P) – ?

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

(2♠) – 2NT – (P) – 3♣
(P) – 3♦ – (P) – 3♥
(P) – ?

- 3♠ = last train for a 3NT game
- 3NT = good ♠ stopper

(2♠) – 2NT – (P) – 3♣
(P) – 3♦ – (P) – 3♥
(P) – 3♠ – (P) – ?

- 3NT = weak own suit
- 4♣, 4♦ = own suit
- 4♥ = 3♥

(2♠) – 2NT – (P) – 3♦
(P) – 3♥ – (P) – ?

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

$(2\spadesuit) - 2\text{NT} - (\text{P}) - 3\heartsuit$
 $(\text{P}) - 3\spadesuit - (\text{P}) - ?$

- $4\clubsuit/4\diamondsuit = \text{NAT}$, agreeing suit
- $4\heartsuit = 1\spadesuit$ both minors
- $4\spadesuit = \text{void } \spadesuit$ both minors

$(2\spadesuit) - 2\text{NT} - (\text{P}) - 3\spadesuit$
 $(\text{P}) - ?$

- $4\clubsuit = 4\heartsuit$
- $3\text{NT} = \text{to play}$

$(2\spadesuit) - 2\text{NT} - (\text{P}) - 4\diamondsuit$
 $(\text{P}) - 4\heartsuit - (\text{P}) - ?$

- $4\spadesuit = \text{RKCB } 1403$
- $4\text{NT} = \text{EX } \spadesuit \mathbf{0314}$
- $5\clubsuit/5\diamondsuit = \text{EX } \mathbf{0314}$