2_{NT} overcall after major preempt

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$$(2) - ?$$

• 2NT = 16-18 BAL, promises ♥ stopper

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

- $3\clubsuit$ = forces $3\diamondsuit$, 1- \blacktriangledown GF OR weak with \diamondsuit
- $3 \blacklozenge = 4 \spadesuit GF$
- $3 \lor = \text{forces } 3 \spadesuit, 5 + \spadesuit, \text{ weak or } GF$
- $3 \spadesuit = \log \min(\text{minor/minors}, \text{ no } \forall \text{ shortness}, 3\text{NT} = \text{ASK}$
- 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 ♦
- 3♥ = 3-**♠**
- 3♠ = 4♠
- 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

$$(2•) - 2NT - (P) - ?$$

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

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

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

- 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♥

$$(2•) - 2NT - (P) - 3•$$

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

- 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

$$(2\spadesuit) - 2\mathrm{NT} - (\mathrm{P}) - 4\spadesuit$$

$$(P) - 4$$
 $- (P) - ?$

- 4NT = RKCB 1403
- 4 5 5 = EX 0314