

Dealing with preempts

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(2♥) – ?

- 3♠ = strong hand, solid suit
- 3♥ = Michaels
- 4♣/4♦ = Leaping Michaels, **GF**
- 4♥ = ♣♦, strong
- 4NT = ♣♦, weaker than 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

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(2♥) – × – (P) – 2NT

(P) – 3m – (P) – ?

- 3♦ = weak

- $3♥ = 4♠$, no ♥ stopper
- $3♠ = 4♠$, **INV** (8-11)
- $3NT = 4♠$, ♥ stopper

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$(2♥) - \times - (3♥) - ?$

- $\times =$ no $4♠$, 10+

$(2♠) - ?$

- $3♠ =$ Michaels
- $4♣/4♦ =$ Leaping Michaels, **GF**
- $4♠ = ♣♦$, strong
- $4NT = ♣♦$, weaker than $4♥$

$(2♠) - \times - (P) - ?$

- $2NT =$ Better Minor Lebensohl
- $3♣ = 0-11$, $5+♣$
- $3♦/3♥ = \text{INV}$ (8-11)
- $3♠ =$ no $4♥$, no $♠$ stopper
- $3NT =$ no $4♥$, $♠$ stopper
- $4♥ =$ to play
- $4♥ = ♣♦$, no $♠$ control, Slam Try

!!

$(2♠) - \times - (P) - 2NT$

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

- $3♥/3♦ =$ to play
- $3♠ = 4♥$, no $♠$ stopper
- $3NT = 4♥$, $♠$ stopper

$(2\spadesuit) - \times - (4\spadesuit) - ?$

- $4\text{NT} = \text{two-suited OR weak } \heartsuit$
- $5\clubsuit/5\diamondsuit = \text{to play}$
- $5\heartsuit = \text{Slam Try}$