Dealing with preempts

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(2) - ?

- $3 \spadesuit = \text{strong hand, solid suit}$
- $3 \checkmark$ = Michaels
- 4 4 = Leaping Michaels, GF

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$$4 \nabla = \clubsuit$$
, strong

• $4NT = \clubsuit$, weaker then 4

$(2) - \times - (P) - ?$

- 2NT = Better Minor Lebensohl
- 3 = 0-11, 5+
- 2 = weak
- $3 \bullet = INV (8-11)$
- $3 \checkmark = \text{no } 4 \spadesuit$, no \checkmark stopper
- $3 \spadesuit = 4 \spadesuit$, **INV** (8-11)
- 3NT = no 4, \forall stopper
- $4 \lor = \clubsuit$, no \lor control, Slam Try
- $4 \spadesuit = \text{to play}$

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

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

• $3 \Rightarrow = \text{weak}$

- $3 \lor = 4 \spadesuit$, no \lor stopper
- 3 = 5, **INV** (8-11)

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- 3NT = 44, \forall stopper
- $(2 \checkmark) \times (3 \checkmark) ?$
 - $\times = \text{no } 44, 10+$
- (2.) ?
 - $3 \spadesuit$ = Michaels
 - 4 4 = Leaping Michaels, GF
 - $4 \rightleftharpoons = \clubsuit$, strong
 - $4NT = \clubsuit$, weaker then $4 \checkmark$
- $(2\spadesuit)$ \times (P) ?
 - 2NT = Better Minor Lebensohl
 - 3 = 0-11, 5+
 - 3 /3 = INV (8-11)
 - $3 \spadesuit = \text{no } 4 \heartsuit$, no \spadesuit stopper
 - $3NT = no 4 \checkmark$, stopper
 - 4 = to play
 - $4 \nabla = 4$, no \triangle control, Slam Try
- $(2\clubsuit) \times (P) 2NT$ $(P) - 3\clubsuit - (P) - ?$
 - $3 \checkmark / 3 = \text{to play}$
 - $3 \spadesuit = 4 \heartsuit$, no \spadesuit stopper
 - $3NT = 4 \checkmark$, stopper

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

- 4NT = two-suited OR weak ∇
- 5 5 = to play
- $5 \checkmark = \text{Slam Try}$