# Dealing with opponent's overcall: 1♠ opening

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## 1 - (1NT) - ?

- $\times = 10+$ , penalty
- $2 \sqrt{2} / 2$  = NAT, **NF**
- $2NT = \clubsuit$
- 3 = INV + fit
- 3 = mixed raise
- $3 \checkmark /4 \checkmark /4$  = NAT+ fit

#### 1 - (2 - ?)

- $\times$  = take out
- $2 \checkmark / 2 \checkmark = \mathbf{F1}$
- 2 = 6-10
- 2NT = GF + fit
- $3 \clubsuit = INV + fit$
- 3 = mixed raise
- $3 \checkmark = \checkmark + \text{ fit, } INV$
- $3 \spadesuit = \text{pre}$
- 4 = splinter
- $4 \checkmark /4 \checkmark = \text{NAT} + \text{fit}$

#### 1 - (2) - ?

- $\times$  = take out
- $2 = \mathbf{F1}$
- 2♠ = 6-10
- $2NT = 4 INV^+$
- $3 \clubsuit = \mathbf{GF} + \text{fit}$
- $3 \stackrel{\bullet}{\bullet} = INV + fit$
- 3 = mixed raise
- $3 \spadesuit = \text{pre}$
- 4 4 = NAT + fit
- $4 \rightarrow = splinter$

- $\times$  = take out
- 2 = 6-10
- $2NT = 4 INV^+$
- $3 \clubsuit = \bullet \mathbf{INV}^+$
- $3 \blacklozenge = \spadesuit$ , **GF**
- $3 \checkmark = 4$ , INV
- $3 \spadesuit = \text{pre}$
- 4 4 = NAT + fit
- 4 = splinter

- $\times$  = take out
- $3 \blacklozenge = \blacktriangledown$ ,  $\mathbf{INV}^+$
- 3 = 4, mini-maxi
- $3 \spadesuit = \spadesuit$ , INV

- 3NT = to play
- $4 \implies$  = slam try, no  $\implies$  shortness
- $4 \blacklozenge = \text{slam try}, \clubsuit \text{ shortness}$
- $4 \checkmark /4 = \text{to play}$

## 1 - (3) - ?

- $\times$  = take out
- 3♥ = ♠, mini-maxi
- $3 \spadesuit = \spadesuit$ , INV
- 3NT = to play
- $4 \implies$  = slam try, no  $\implies$  shortness
- $4 \blacklozenge = \text{slam try}, \blacklozenge \text{shortness}$
- $4 \checkmark /4 = \text{to play}$

## 

- $\times$  = take out
- $3 \spadesuit = \text{competitive}$
- 3NT = to play
- $4 \implies$  = slam try, no shortness
- $4 \blacklozenge = \text{slam try}, \blacklozenge \text{shortness}$
- $4 \checkmark = \text{slam try}, \checkmark \text{ void}$
- $4 \spadesuit = \text{to play}$
- 4NT = minors