

2_{NT} overcall after major preempt

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(2♥♠) – ?

- 2_{NT} = 16-18 BAL, promises ♥♠ 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_{NT} = 5♠

- $4\clubsuit = 6+\spadesuit$

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

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

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

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

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

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

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

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

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

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

- $4\spadesuit = \text{void } \spadesuit, \text{ both minors}$

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

- $4\text{NT} = \text{RKCB } 1430$
- $5\text{x} = \text{EX } 0314$

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

- $3\clubsuit = \text{forces } 3\diamondsuit, 1-\spadesuit \text{ GF OR weak with } \diamondsuit$
- $3\diamondsuit = \text{forces } 3\heartsuit, 5+\heartsuit, \text{ weak or GF}$
- $3\heartsuit = \text{long minor/minors, no } \spadesuit \text{ shortness, } 3\spadesuit = \text{ASK}$
- $3\spadesuit = 4\heartsuit, \text{ GF}$
- $3\text{NT} = \text{to play}$
- $4\clubsuit = 6\clubsuit 5\heartsuit, \text{ may have shortness}$
- $4\diamondsuit = 6\diamondsuit 5\heartsuit, \text{ may have shortness}$
- $4\heartsuit = 6+\heartsuit$
- $4\spadesuit = \text{minors}$
- $4\text{NT} = \text{quantitative}$

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

- $\text{PASS} = \text{weak with } \diamondsuit$
- $3\heartsuit = 3-\heartsuit$
- $3\spadesuit = 4\heartsuit$
- $3\text{NT} = 5\heartsuit$
- $4\clubsuit = 6+\heartsuit$

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

- $3\spadesuit = \text{last train for a } 3\text{NT game}$

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

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

(2♠) – 2NT – (P) – 3♠
(P) – ?

- 4♣ = 4♥
- 3NT = to play

(2♠) – 2NT – (P) – 4♦
(P) – 4♥ – (P) – ?

- 4NT = RKCB 1403
- 4♠/5♣/5♦ = EX 0314