# Dealing with opponent's overcall: 1♥ opening

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#### 1♥ - (1♠) - ?

- $\times$  = take out
- 1NT = ♣
- 2♣ = ♦
- 2 
  ightharpoonup = constructive raise
- 2 = weak raise (4-6)

### 1♥ - (1NT) - ?

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

#### 1 - (2 - ?)

- $\times$  = take out
- $2 \diamondsuit / 2 \blacktriangledown = \mathbf{F} \mathbf{1}$
- 2 = 6-10
- 2NT = GF + fit
- 3 = INV + fit

- $3 \stackrel{\bullet}{\bullet} = \text{mixed raise}$
- $3 \checkmark = \checkmark + \text{ fit, } INV$
- $3 \triangleq \text{pre}$
- 4 = splinter
- $4 \diamondsuit / 4 \blacktriangledown = \text{NAT} + \text{fit}$

$$1 - (2 - ?)$$

- $\times$  = take out
- $2 \checkmark = \mathbf{F} \mathbf{1}$
- 2♠ = 6-10
- $2NT = 4 INV^+$
- 3 = GF + fit
- $3 \Rightarrow = INV + fit$
- 3 = mixed raise
- $3 \spadesuit = \text{pre}$
- 4 4 = NAT + fit
- $4 \rightarrow = splinter$

### 1♠ -(2♥) - ?

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

#### **1**♠ - (**3**♠) - ?

- $\times$  = 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
- $4 \rightleftharpoons \text{slam try}, \clubsuit \text{shortness}$
- $4 \checkmark /4 = \text{to play}$

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

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