1NT – dealing with interference

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1NT – (2♣) – ?

2♣ = ♣

- × = Stayman

SYSTEM ON

1NT – (2♣[A]) – ?

2♣ = 5/4 ♥♠

- × = 8+
- 2♦, 2♥, 2♠, 3♣ = to play
- 2NT = minors

1NT – (2♦) – ?

2♦ = ♦

- × = negative
- 2♥, 2♠ = to play
- 2NT = Lebensohl
- 3♣ = 5+♥, **INV**$^+$
- 3♦ = 1-♦, **INV**$^+$
- 3♥ = 5+♠, **INV**$^+$
- 3♠ = 5+♣, **INV**$^+$
- 3NT = no ♦ stopper

- 4♦, 4♥ = Texas

1NT – (2♦[A]) – ?

2♦ = 6+ ♥♠

- × = 8+
- 2♥, 2♠ = to play
- 2NT = Lebensohl
- 3♣ = 5+♦, **INV**$^+$
- 3♦ = 5+♥, **INV**$^+$
- 3♥ = 5+♠, **INV**$^+$
- 3♠ = 5/5 ♣♦
- 3NT = to play
- 4♦, 4♥ = Texas

1NT – (2♥) – ?

- × = negative
- 2♠ = to play
- 2NT = Lebensohl
- 3♣ = 5+♦, **INV**$^+$
- 3♦ = 5+♠, **INV**$^+$
- 3♥ = 1-♥, **INV**$^+$
- 3♠ = 55 ♣♦, **GF**
- 3NT = no ♥ stopper
- 4♥ = Texas

1NT – (2♠) – ?

- × = negative
- 2NT = Lebensohl
- 3♣ = 5+♦, **INV**$^+$

- 3♦ = 5+♥, **INV**$^{+}$
- 3♥ = 55♣♦, **GF**
- 3♠ = 1-♠, **INV**$^{+}$
- 3NT = no ♠ stopper
- 4♦ = Texas

1NT – (2NT^{A}) – ?

2NT = ♣♦

- × = 10+
- 3♣ = Stayman
- 3♦ = 5+♥, **INV**$^{+}$
- 3♥ = 5+♠, **INV**$^{+}$

1NT – (3♣) – ?

- × = negative
- 3♦ = 5+♥, **INV**$^{+}$
- 3♥ = 5+♠, **INV**$^{+}$
- 3♠ = 5+♦, **INV**$^{+}$
- 3NT = to play

1NT – (3♦) – ?

- × = negative
- 3♥ = 5+♠, **INV**$^{+}$
- 3♠ = 5+♥, **GF**
- 3NT = to play

1NT – (×^{A}) – ?

× artificial

SYSTEM ON

1NT – (×) – ?

× = penalty

- PASS = forces ××
- ×× = forces 2♣
- 2**x** = forces **x+1**

1NT – (×) – P[A] – (P)
×× – (P) – ?

- PASS = penalty
- 2♣ = 4♣ + 4**x** or 4333 or any other edge case
- 2♦ = 4♦ + 4♥♠
- 2♥ = 4♥ + 4♠