

1NT – dealing with interference

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1nt – (2♣) – ?

2♣ = ♣

- ✕ = Stayman

SYSTEM ON

1nt – (2♣^A) – ?

2♣ = 5/4 ♥♠

- ✕ = 8+
- 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+

- $3\spadesuit = 5+\clubsuit$, inv+
- $3\text{NT} = \text{no } \diamond \text{ stopper}$
- $4\diamond, 4\heartsuit = \text{Texas}$

1nt – (2♦^A) – ?

$2\diamond = 6+ \heartsuit\spadesuit$

- $\times = 8+$
- $2\heartsuit, 2\spadesuit = \text{to play}$
- $2\text{NT} = \text{Lebensohl}$
- $3\clubsuit = 5+\diamond$, inv+
- $3\diamond = 5+\heartsuit$, inv+
- $3\heartsuit = 5+\spadesuit$, inv+
- $3\spadesuit = 5/5 \clubsuit\diamond$
- $3\text{NT} = \text{to play}$
- $4\diamond, 4\heartsuit = \text{Texas}$

1nt – (2♥) – ?

- $\times = \text{negative}$
- $2\spadesuit = \text{to play}$
- $2\text{NT} = \text{Lebensohl}$
- $3\clubsuit = 5+\diamond$, inv+
- $3\diamond = 5+\spadesuit$, inv+
- $3\heartsuit = 1-\heartsuit$, inv+
- $3\spadesuit = 55 \clubsuit\diamond$, **GF**
- $3\text{NT} = \text{no } \heartsuit \text{ stopper}$
- $4\heartsuit = \text{Texas}$

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 = minor

- ✕ = 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 ××
- ××
- 2x = forces x+1

1nt – (×) – P^A – (P)

××

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