

LEBENSOHL AFTER ARTIFICIAL OVERCALLS OF PARTNER'S ONE NO TRUMP

- 1) Bids showing 2 suits, where **both suits are known** (e.g., Landy, Brozel). **Cheaper cue-bid invites game. Higher cue-bid is game-forcing.** Standard Lebensohl principles: bids at 2 level are to play; bids at 3 level are forcing; 2NT is relay to 3C, etc. Bidding a suit after relay is to play. Bidding 3NT immediately denies stoppers. Going through relay and then bidding 3NT shows stoppers in both suits.
- 2) Bids showing 2 suits where one or both suits are unknown (e.g., CRASH, Astro). If there is a known suit, cue-bid is available for Stayman. If both suits are unknown, no cue-bid. Other Lebensohl principles apply.
- 3) **Cue-bids are generally assumed to be Stayman.** However, when overcaller has shown both majors, can use cue-bid to seek minor fit. (See #4 and #1 for showing stoppers.)
- 4) **Delayed cue bids** (after going through 2NT relay to 3C) **can show stopper**—to be parallel with other Lebensohl principles. (See #1 for when you have both stoppers or no stoppers.)
- 5) **Jumps to the 4-level keep their usual meanings.** NT opener bids as if overcall did not occur. (Thus, Texas transfers still apply if you play them.) A non-jump to the 4-level is game-forcing and either natural or a cue-bid.
- 6) **Doubles are penalty oriented.** You show desire to punish one or more of the overcaller's suit(s). Remember, this is the suit **promised**, not necessarily the suit **bid**.
- 7) Redouble shows a good hand (over an artificial double—usually showing a one-suited hand). Over a standard penalty double, redouble is a transfer to 2C so you can escape in 2C or 2D.
- 8) A **delayed double** is still **penalty**.
- 9) A **delayed suit bid** is purely **competitive**.
- 10) Over artificial doubles, Lebensohl is not needed. Stayman, transfers and all your agreements are still available. **Ignore the double** and bid normally. Redouble shows good hand.
- 11) **Over an artificial 2C overcall** (showing a one-suited hand), **double is Stayman. Transfers and other systems are still on.** Do not use Lebensohl!
- 12) **Over an artificial 2C overcall** (showing a one-suited hand), **pass is forcing on NT opener IF partner of overcaller happens to pass** (with very weak hand and long clubs). At that point, NT opener must double to reopen auction or bid a 5-card or longer suit.
- 13) **Over an artificial double** (showing a one-suited hand), **pass is forcing on NT opener IF partner of overcaller passes.** At that point, NT opener must redouble to reopen auction or bid a 5-card or longer suit.

Lebensohl versus Hamilton 2C call (showing an unspecified one-suiter):

Double is Stayman & transfers apply: 2D transfers to 2H; 2H transfers to 2S, etc.

A delayed double is penalty.

If Reponder passes 2C and partner of 2C bidder happens to pass, NT opener must reopen (with double or bidding a 5-card suit).

Hamilton 2D call (showing both majors)

2H is game-invitational cue bid. 2S is game-forcing cue bid.

Double is desire to double at least one major for penalties.

3C or 3D is forcing.

2NT is relay to 3C. With weak hand and long clubs, pass. With weak hand and long diamonds, bid 3D (which is to play). With a stopper in one major, cue-bid stopper. With stoppers in both majors, bids 3NT.

Immediate 3NT shows game-going values, but no stoppers in either major.

Hamilton 2H call (showing hearts & a minor) Parallel responses over 2S (spades & a minor)

2S is to play.

Double is desire to penalty double 2H.

3C, 3D, and 3S are forcing.

2NT is relay to 3C: pass or correct to 3D (to play). Cue-bidding 3H is Stayman with stopper. Bidding 3NT after relay shows heart stopper.

Immediate 3H is cue-bid (Stayman) without a stopper.

Immediate 3NT is game-going values, but no stopper.