

Lebensohl after partner's 1N has been overcalled with 2D, 2H or 2S

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Showing a suit:		
<u>Strength</u>	<u>If 2-level is available</u>	<u>If 2-Level is not available</u>
weak (sign off)	2 of your suit	2N->3C; then pass if suit is clubs or bid suit
invitational	2N->3C; then bid suit	not available - choose weak or game force
game forcing - 5 card major; 5+ card minor	bid suit at 3-level	bid suit at 3-level
if slam-going: partner raised major	4N is keycard; new suit is cue	4N is keycard; new suit is cue
if slam-going: partner bid 3N or new suit	4N is invitational	4N is invitational
	New suit is natural (even 4C)	New suit is natural (even 4C)
	5N is slam force (pick a slam)	5N is slam force (pick a slam)
game forcing - 6 card major (not Lebensohl)	Texas transfer	Texas transfer
if slam unless missing 2 keycards	4N after transfer is keycard	4N after transfer is keycard
Slam invitational - 6 card major	2N->3C; then bid suit at 4-level	2N->3C; then bid suit at 4-level
Looking for a 4 card major (game force)		
with no stopper*	Cue bid	
with a stopper*	2N->3C; then cue bid	
Looking for no trump (game force)		
with no stopper*	3N; Opener should: (1) Pass with a stopper (2) Scramble (start bidding 4 card suits up the line & hope you find a home - can stop in 4 minor)	
with a stopper*	2N->3C; then 3N	
If you play double as penalty, don't neglect that as an option		
*Stopper refers to the following suit:		
1 suit overcall: suit shown		
2 suit overcall with only 1 known suit: known suit		
2 suit overcall with 2 known suits: decide with partner - lower or higher suit		

Lebensohl after partner's double of weak 2 bid

Suggestion: only if double is immediately after weak 2

Showing a suit: (a suit can be only 4 cards)

<u>Strength</u>	<u>If 2-level is available</u>	<u>If 2-Level is not available</u>
weak (sign off)	2 of your suit	2N->3C then pass if suit is clubs or bid suit
constructive or invitational	2N-> 3C; then bid suit	3 of your suit
game force	3 of your suit or bid game	bid game
slam invitational	3 of your suit - then keep bidding	cue bid then bid suit
	if minor: 4 of minor is RKC (minorwood)*	if minor: 4 of minor is RKC (minorwood)*
	<i>*Discuss this auction with partner</i>	<i>*Discuss this auction with partner</i>

Looking for a 4 card major (game force)*

	<u>Suggestion</u>	<u>Alternative 1</u>	<u>Alternative 2</u>
with no stopper	Not available (See "showing a suit" above)	Cue bid; Doubler should: (1) bid a 4 card major (2) bid 3N with a stopper (3) scramble (can stop in 4 minor)	2N->3C; then cue bid; Doubler should: (1) bid a 4 card major (2) bid 3N with a stopper (3) scramble (can stop in 4 minor)
with a stopper	2N->3C; then cue bid; Doubler should: (1) bid a 4 card major (2) bid 3N	2N->3C; then 3N; Doubler should: (1) bid a 4 card major (2) bid 3N	2N->3C; then 3N; Doubler should: (1) bid a 4 card major (2) bid 3N
	<i>*Discuss these auctions with partner</i>		

Looking for no trump (game force)*

	<u>Suggestion</u>	<u>Alternative 1</u>	<u>Alternative 2</u>
with no stopper	cue bid; Doubler should: (1) bid 3N with a stopper (2) scramble (can stop in 4 minor)	3N; Doubler should: (1) bid 3N with a stopper (2) scramble (can stop in 4 minor)	cue bid; Doubler should: (1) bid 3N with a stopper (2) scramble (can stop in 4 minor)
with a stopper	3N	2N->3C; then 3N	3N
with a partial stopper (e.g. Jxx)	2N->3C; then 3N	not available	not available
	<i>NB: you might want to reverse 3N & 2N->3N for better consistency with 1N auctions</i>		
	<i>*Discuss these auctions with partner</i>		

Some specialized 2 suit auctions*

	<u>Suggestion</u>	<u>Another Option</u>
Both minors (after double of 2 Major)	4N (Doubler should pick a minor)	Jump cue bid with game only 2N->3C; then jump cue with slam invitation
Both majors (after double of 2D)	No special bids available	Jump cue bid with game only 2N->3C; then jump cue with slam invitation
	<i>*Discuss these auctions with partner</i>	

Passing for Penalty is always an option

**** If doubler is too strong to be passed in 3C, don't complete relay after 2N (make a descriptive bid) - this creates a game force**

Lebensohl after partner's reverse

Showing a suit:

Strength

weak

with no support for opener or VERY long suit

2 of your suit*

with support for one of opener's suits

2N->3C; then pass if clubs or bid suit (usually a preference for 1 of opener's suits)

game force

with a good 6 card suit of your own

3 of your suit

with a 5 card suit or a "so-so" 6 card suit of your own

2n->3C; then 3 of your suit

with a solid 6-card suit and not much else

4 of your suit

with support for one of opener's suits

3 of suit you're supporting

no trump oriented

decide with partner difference between 3N & 2N->3C then 3N

slam invitational

with opener's 1st suit

jump in suit

with opener's 2nd suit

splinter if possible; jump in suit; RKCB

with own (solid) suit

2N->3C then 4 of suit

* This is the only bid you can make that can be passed. Note: some people play that this bid is ambiguous & cannot be passed

*** **If reverser is too strong to be passed in 3C, don't complete relay after 2N (make a descriptive bid) - this creates a game force**

**Note: some people play that weakness over a reverse is shown by the cheaper of 4th suit or 2N; In this case

you need to discuss with partner what happens next

Options over wk 2

NS 3-lvl non-jump	NS 3-lvl jump	Leb->NS 3-lvl "jump"	3N	Leb->3N	3 cue	Leb->3cue	4m	Leb->4m	4M/5m	Leb->4M	jump cue	Leb-> jump cue	3 cue then 4NS
con, NF	GI, 4+	SI, 5+	S; to play	4oM, S, GF	western cue*	4oM, noS, GF	SI	SI, 6+ & 4oM	5+; to play				
GF	GF, 4+	GI 4+	noS; GF	S; GF	partial								
con, NF	GF, 4+	GI 4+			western cue*								
con/Gi, NF	GI, 5+S or 4+H	GF 5+	C&D GI+	S; GF	GI+, 4oM (S); GF 4oM(H); noS	4oM; S; GF	RKC	GF natural	to play	To play w/nothing to cue			
con/Gi, NF	GF, 5	GF 5+	noS; GF	S; GF	Stayman noS	Stayman; S!							
con, NF	GI, 5+	GI 4+	S; to play	4oM, S, GF	western cue*	4oM, noS, GF		SI m & oM (2M);	to play	SI M & clubs (2D)	GF C&D (2M); GF H&S (2D)	SI C&D (2M); SI H&S (2D)	SI
con/Gi, NF		GF 5+ stop	noS; GF	S; GF	asks major; noS	GF, noS, 4cM							
## Rosemary also mentions 4N as "pick a minor"													