

Lebensohl Convention that was developed by **George Boehm**, mostly used after 1NT opening in order to solve problems caused by RHO's overcall at two level.

### **CLASSIC APPLICATION**

#### ▪ **After 1NT Opening, If Overcall Doesn't Show Both Majors**

##### **Over 2♣ Overcall**

- Double is Stayman
- Others system on

##### **Over 2♦, and 2M Overcalls**

- Double is negative
- 2 level bid is to play with at least 5 card suit
- 3 level suit bids are natural and forcing
- 3 level cue-bid is Stayman without stopper
- 3NT is to play without stopper
- 4♦ and 4♥ are Texas
- 2NT is Lebensohl Application and forces opener to bid 3♣

##### **After Opener's 3♣ Rebid**

- \* Pass shows long clubs and competitive hand
- \* Lower ranking than the overcall suit at 3 level shows length and competitive hand
- \* Higher ranking than the overcall suit at 3 level is game-invitation with at least 5 cards
- \* Cue-bid is asking for 4 card major with stopper in the overcall suit and game forcing
- \* 3NT is choice of contract with stopper in the overcall suit

##### **Rules**

- \* If opponents overcall shows two suited hand, 3NT does not give information about stoppers.
- \* If Responder passes, Opener can use TO Double against opponents natural suit bid with suitable hand for other suits. If Responder first doubles for T/O, Opener's Double after this is for penalty
- \* After penalty Pass or Double, next turn doubles are used for penalty and passes will be one round forcing

## TRANSFER APPLICATIONS

After RHO's two level overcall, Responder's 3 level natural bid reduces the chances of success considerably since the contract will be played by the wrong side. In order to prevent this, partnership has to use transfer bids at 3 level to have the contract to be played by NT Opener.

### General Rules After Natural Major Overcall

- \* 2NT is transfer to club with competitive or game forcing hand or to use Lebensohl convention
- \* 3♣ is transfer to diamonds with competitive or a game forcing hand
- \* 3♦ is transfer to the un-bid major and at least invitational hand
- \* 3 un-bid major shows good six cards in one minor and an invitational hand

S	W	N	E
1N	2♥	?	

- 2N : Transfer to 3♣, is Lebensohl as well as competitive or game-forcing club hands
- 3♣ : Transfer to 3♦, competitive or game-forcing hands with long diamonds
- 3♦ : Transfer to 3♠ with at least game-invitation
- 3♥ : Stayman, without heart stopper
- 3♠ : Game-invitation with good six card minor
- 3N : Giving Opener to make contract choice with balanced or semi-balanced hand and without stopper

### Rules

#### After 2NT Response, over Opener's 3♣ Rebid

- \* Pass is sign-off with six card clubs
- \* Rebid of any new suit shows strength in this suit with long clubs
- \* Cue-bid asks for four card major, with stopper
- \* 3NT is to play with stopper

#### Opener's Bids Over 3♠ Response

- \* 3NT is to play
- \* 4♣ is for Pass or correct
- \* 4♦ is asking to play there or asking Responder to bid 4NT in order to transfer to 5♣ if Responder has long clubs
- \* Four level cue-bid asks from Responder to make transfer bid to his minor

<b>S</b>	<b>W</b>	<b>N</b>	<b>E</b>
1N	2♠	?	

- 2N : Transfer to 3♣, Lebensohl; game-forcing hand with long clubs or competitive hand with either clubs or hearts
- 3♣ : Transfer to 3♦ and competitive or game-forcing hand with long diamonds
- 3♦ : Transfer to 3♥ with at least game-invitation
- 3♥ : Game-invitation with good six card minor
- 3♠ : Stayman, without spade stopper

### Rules

After 2NT Response, over Opener's 3♣, Responder's 3♦ rebid is transfer to 3♥ shows competitive hand with hearts.

### If Responder Passes and 4th Player Reopens with a Natural Suit Bid

- \* Opener or Responder can use Negative Double
- \* Opener or Responder's any suit bid shows competitive hand with five cards
- \* Responder's 2NT bid shows approx 7 HCP, balanced hand with three cards in opponents suit

#### ▪ After Partner's TO Double, Over Natural Weak 2M Opening

<b>S</b>	<b>W</b>	<b>N</b>	<b>E</b>
2M	X	----	?

- 3X : Approx. 7+ points, constructive
- 2N : Transfer to 3♣, Lebensohl

#### ▪ After Reopening Double

<b>S</b>	<b>W</b>	<b>N</b>	<b>E</b>
----	1♠	2♥	----
----	X	----	?

- 3X : Approx. 7+ points and constructive
- 2N : Transfer to 3♣, Lebensohl

<b>S</b>	<b>W</b>	<b>N</b>	<b>E</b>
1♦	----	1♠	----
2♠	X	----	?

- 3X : 7+ points
- 2N : Transfer to 3♣, Lebensohl