

LEBENSOHL after 2H and 2S

Presented by Mike Savage

There are at least two standard instances when Lebensohl is used. The main one is when you open 1NT and they overcall. Here notrump is the default contract - opener offers to play in notrump as his first choice. Another is after a double of a weak two bid; here the doubler usually has *no intention* to play in notrump - usually his first choice is to play in a suit and is short in the major bid - so it makes sense to change responses after Lebensohl to reflect that.

After a 1NT opener and an overcall, if the partnership plays 2NT as Lebensohl, an immediate cue-bid is used as Stayman *w/o* a stopper in the suit overcalled and going thru Lebensohl 2NT first and then after the "forced" 3C response, now cue-bidding the opponents suit is Stayman *with* a stopper. However after a take-out double of 2H or 2S, it seems logical to modify the responses after a Lebensohl 2NT since the take-out doubler will most often have no primary interest in notrump and usually (but not always) is looking to play in one of the three unbid suits.

Therefore over 2H-Dbl-P: playing Lebensohl, wouldn't it be better to use the immediate cue bid to show a hand with four spades and invitational values or better (and not address heart stoppers), the immediate jump to 3S to show an invitational hand with five or more spades while still keeping the delayed 3H cue-bid to show four spades with a heart stopper and values for game? This way you can differentiate between invitational hands with *four* spades and invitational hands with *five* spades while still showing a forcing hand with four spades and a stopper.

Over a weak 2-bid in spades, there isn't room to differentiate between invitational hands with four and five hearts so after going thru Lebensohl 2NT, bidding 3H just shows a weak hand with no game interest and an immediate 3H is invitational with four *or more* hearts while with game values, an immediate 3S cue-bid shows four or more hearts without a spade stopper and a delayed cue-bid (2S-Dbl-P-2NT P-3C-P-3S) shows four hearts *with* a spade stopper.

2H-Dbl-pass:

2S = To play

2NT = **Lebensohl**, requesting a 3C bid by the doubler

3C = As requested. If passed, responder has a weak hand with clubs

3D = Shows a weak hand with diamonds, expecting partner to pass

3H (cue-bid) = Shows four spades, at least values for game with a heart stopper

3S = Shows five or more spades and is forcing

3NT = An offer to play

4C/4D = Natural and forcing

4S = To play but with nothing to cue-bid outside of trumps

3C/3D = Constructive/invitational bid showing four or more of the bid minor, may be passed

3H (cue-bid) = Invitational or better with four spades

3S = Invitational with five spades

3NT = Shows both minors and is invitational or better

4C/4D = RKC for the minor bid

4S = To play, usually with five spades and more distribution and hope that HCP

2S-Dbl-pass:

2NT = **Lebensohl**, requesting a 3C bid by the doubler

3C = As requested. If passed, responder has a weak hand with clubs

3D = Shows a weak hand with diamonds, expecting partner to pass

3H = Shows four or more hearts and a weak hand with no game interest

3S (cue-bid) = Shows four hearts *with* a spade stopper and values for game

3NT = An offer to play

4C/4D = Natural and forcing

4H = To play but nothing to cue-bid outside of trumps

3C/3D = Constructive/invitational bid showing four or more of the bid minor, may be passed

3H = Natural and invitational with four *or more* hearts

3S (cue-bid) = Shows four hearts *without* a spade stopper and values for game or more

3NT = Shows both minors and is invitational or better

4C/4D = RKC for the minor bid

4H = To play, usually with five hearts and more distribution and hope than HCP