

## Lebensohl After a 1 NT Overcall

After a 1 NT opening bid and a 2-level overcall by the next player, the following sequence of bids apply:

1. Double is for penalties
2. Any 2 level bid is to Play
3. Any Jump to the 3-level is game forcing and promises a 5 Card Suit.
4. 2 NT is a relay to 3 ♣

After relaying to 3 ♣ responder bids as follows:

- a. Pass with a weak hand and long clubs
- b. Any suit below the rank of the overcall is a signoff.  
e.g., 1 NT, 2 ♥, 2 NT, Pass, 3 ♣, Pass, 3 ♦ is a signoff to play in ♦
- c. Any suit above the rank of the overcall is invitational.  
e.g., 1 NT, 2 ♥, 2 NT, Pass, 3 ♣, Pass, 3 ♠ is invitational to game in ♠
- d. A cue bid of the overcalled suit is Stayman for unbid major suits and **PROMISES** a stopper in the opponents' suit.  
e.g., 1 NT, 2 ♥, 2 NT, Pass, 3 ♣, Pass, 3 ♥ shows a 4 card spade suit AND a ♥ stopper.
- e. A bid of 3 NT shows a desire to play that contract, denies 4 cards or more in any unbid major suits and **PROMISES** a stopper in the opponents suit.

5. An immediate cue bid of the opponents suit is Stayman and **DENIES** a stopper in the opponents' suit. (Fast Arrival Denies Stopper – FADS).

After his partner cue bids the opponents suit, opener bids as follows:

- a. Bid a 4 card major (if he has one).
  - b. Bid 3 NT with no 4 card major and a stopper in the overcalled suit.
  - c. With a minimum NT opening and no 4 card major suit, bid a 4 or 5 card minor.
  - d. Consider playing in a 4-3 fit (if the responder's major is known).  
  
e.g., 1 NT, 2 ♥, 3 ♥ Consider bidding 3 ♠ with a 3 card suit and no stopper in Hearts.
  - e. A cue bid of the opponents' suit at the 4 level asks partner to bid his better minor suit at the 5 level.
6. An immediate jump to 3 NT shows sufficient strength to play that contract, but **DENIES** a stopper in the opponents' suit. (Fast Arrival Denies Stopper – FADS).
7. A non-jump bid at the 3-level is game forcing (e.g., 3 ♥ over a 2 ♠ overcall) or game invitational (3 ♣ or 3 ♦ over a major suit overcall).

e.g., 1 NT, 2 ♠, 3 ♥ (Game forcing – note there is NO invitational sequence available)

1 NT, 2 ♦, 3 ♣ (Invitational, similar to 1 NT, P, 3 ♣)

1 NT, 2 ♥, 3 ♣ or 3 ♦ (Invitational)

## **Examples:**

After 1 NT, 2 ♥

♠ A Q 8 5  
♥ 5 4  
♦ K Q 8  
♣ 7

Bid 3 ♥ (Stayman without a Heart stopper – FADS)

♠ A Q 8 5  
♥ Q J 9  
♦ K 8  
♣ 7 6 4 3

Bid 2 NT and after partner's forced 3 ♣ response bid 3 ♥ (Stayman with a Heart stopper).

♠ A Q 8 5 3  
♥ 5 4  
♦ K Q 8 3  
♣ 7 6 2

Bid 3 ♠ (Game forcing)

♠ A Q 8  
♥ 9 5 4  
♦ K Q 8 7 5  
♣ 7 3

Bid 3 NT (Point count for 3 NT without a Heart stopper.)

♠ A Q 8  
♥ K 5 4  
♦ Q 8 3 2  
♣ 7 5

Bid 2 NT and over partner's (forced) 3 ♣ response bid 3 NT (Point count for 3 NT with a Heart stopper).

♠ K 8 5  
♥ 5 4  
♦ K Q J 10 8 7  
♣ 7

Bid 3 ♦ (Game/slam invitational)

♠ 9 8 5  
♥ 5 4 2  
♦ K Q 8 7 6 3  
♣ 7

Bid 2 NT and over partner's (forced) 3 ♣ response bid 3 ♦ (to play)