

## Lebensohl Summary

1. Used over 1NT followed by interference, doubles of two bids and reverses
2. Uses the 2NT bid (requiring a 3C response) to show weakness
3. Over 1NT-2(D,H or S):
  - a. Any 2 level suit bid is non-invitational (to play). Less than 10 points, no desire to defend
  - b. Any 3 level suit bid is game-forcing (10+ points)
  - c. 3 of opponent's suit (cue-bid) is game-forcing Stayman, denying a stopper (10+ points)
  - d. 3 NT is game-forcing denying a stopper (10+ points, no interest in a major fit)
  - e. Double is penalty
  - f. 2NT demands a 3C response
    - i. After 3C bid, pass is to play in clubs, a suit lower than opponent's is to play (<10 pts)
    - ii. After 3C bid, a higher suit is game-invitational promising a 5 card+ suit (8-9 pts)
    - iii. After 3C bid, a cue-bid is Stayman with a stopper (10+ pts)
    - iv. After 3C bid, 3NT is game-forcing with a stopper (10+ pts)
4. Over 1NT-2C, double is Stayman, all other bids are systems on
5. Over 1NT-X, systems are on. Ignore the double
6. After a weak-2 double (e.g., 2S-X-P)
  - a. A 3 level bid shows useful values (7-11 points) but is not forcing
  - b. A 4 level bid forces game
  - c. 2NT requests that partner bid 3C and shows weakness (partner is not obligated to bid 3C if his double is based on a strong hand and a suit)
  - d. A cue-bid is game-force and implies 4 in the unbid major(s):
    - i. 2NT followed by cue-bid promises a stopper
    - ii. Direct cue-bid denies a stopper
7. After a reverse (e.g. 1C-P-1S-P-2H-P)
  - a. 2NT signifies weakness (6 to a bad 7) and requests a 3C bid by opener
  - b. Any 3-level bid shows strength and is game-forcing (a good 7 or more points)
  - c. Discuss with partner whether a 2 level rebid is forcing or to-play (e.g., 2 Spades)
  - d. Partner should not bid 3C after relay with a game-forcing hand