

**LEBENSÖHL (In response to partners Take out double of a weak 2)**

- 2H – X – P - Pass (converted to penalty double)
- 2S (weak 0-7 points)
  - 3C/3D (At least 4 cards and about 8-10 points)
  - 3H (Game forcing with 4 spades and no H stop)
  - 3S (Game forcing with 5 spades)
  - 3NT (No H stop and not 4 Spades, i.e minor suit orientated hand with values for game)
  - 2NT Lebensohl (forces partner to bid 3C unless very strong when can bid a suit naturally or 3NT)

so: 2H – X – P – 2NT

- P – 3C (forced) – P - Pass (weak with clubs)
- 3D (weak with D)
  - 3H (4 Spades and H stop)
  - 3S (Invitational with Spades )
  - 3NT (H stop but not 4S , values may be a bit shaded as have no natural 2NT available)

A simple way to remember these sequences is FADS (Fast Arrival Denies Stop).

i.e. going through Lebensohl always shows a stop.

Over 2S – X – P - 3C/3D/3H are all values (8-10), cue bid is 4H but no stop,  
2NT Lebensohl.

Similarly after Lebensohl, 3D/3H are weak, 3S is 4H and spade stop and 3NT is S stop but not 4H.

**LEBENSOHL (After intervention of our 1NT opener)**

If opponents overcall with a natural 2H or 2S, then the above apply again.

1NT - 2H - X (recommend take out, opener reopens with short H and maximum)

2S (weak with 5 spades)

2NT Lebensohl (Forces 3C from opener)

3C/3D/3S (Natural and forcing to game with 5+ suits)

3H (4S and no H stop, game values)

3NT (No H stop and not 4 Spades, values for game)

1NT – 2H – 2NT – P – 3C – P - 3D (competing with D, up to invitational values)

3H ( 4 spades and H stop)

3S (Invitational with Spades)

3NT (H stop but not 4S)

Similarly after 2S overcall: X (recommend take out, see above)

2NT (Lebensohl)

3C/3D/3H are all natural and game forcing

3S (4 Hearts and no S stop, game values)

3NT (No S stop and not 4 Hearts)

After Lebensohl 2NT and the forced 3C: 3D/3H (competitive/Invitational)

3S (4Hearts and spade stop)

3NT (S stop but not 4H)