

## Transfer Lebensohl after 2♥ or 2♠ overcalls of 1N

### Generalizations

- Applies after a 2♥ or 2♠ overcall only. Systems on after a 2♣ overcall. Standard Lebensohl after a 2♦ overcall.
- 2N, 3♣, 3♦ always transfer. 2N to 3♣; 3♣ to 3♦; 3♦ to the **other major**. 2N is overloaded and may be made as *either* a genuine transfer to 3♣, or the start of a traditional Lebensohl relay:

1N	2M	2♠	To play (after a 2♥ overcall only)
		2N	Transfer to 3♣ or Lebensohl Relay
		3♣	Transfer to 3♦
		3♦	Transfer to the <b>other major</b> (♥ or ♠)

- A cue-bid of the overcalled major is forcing Stayman. The direct cue-bid denies a stopper; a 2N relay followed by the cue-bid shows a stopper.
- Bidding 3 of the other major shows both minors (optional treatment).
- Bidding 3N shows game values, while denying 4 of the other major. A direct 3N denies a stopper; 2N relay to 3♣, then 3N, shows a stopper.
- Texas transfer to the other major, Gerber 4♣, quantitative 4N are on.

### Transferring to the Other Major

Responder may elect to play below game, or to invite or force to game.

a) To sign off at the 3-level, transfer via 3♦, then pass:

1N   2♥   3♦   pass	1N   2♠   3♦   pass
3♠   pass   pass	3♥   pass   pass
<i>After 2♥ interference</i>	<i>After 2♠ interference</i>

**Figure 1:** Signing off in 3 of the Other Major

b) To invite game in the other major, relay via 2N, then transfer via 3♦. If unable to accept a game invitation, opener must complete the transfer at the 3-level. Otherwise, opener must bypass the transfer:

1N   2♥   2N   pass	1N   2♠   2N   pass
3♣   pass   3♦   pass	3♣   pass   3♦   pass
3♠ <i>unable to accept invitation</i>	3♥ <i>unable to accept invitation</i>
3N <i>accepting, NT preference</i>	3N <i>accepting, NT preference</i>
4♠ <i>accepting, ♠ preference</i>	4♥ <i>accepting, ♥ preference</i>
<i>After 2♥ interference</i>	<i>After 2♠ interference</i>

**Figure 2:** Inviting Game in the Other Major

- c) To force to game, transfer, then bid again; usual partnership agreements still apply:

1N	2♥	3♦	pass	1N	2♠	3♦	pass
3♠	pass	3N	<i>choice of games</i>	3♥	pass	3N	<i>choice of games</i>
		4♠	<i>mild slam try</i>			4♥	<i>mild slam try</i>
		Etc.	<i>usual methods</i>			Etc.	<i>usual methods</i>
<i>After 2♥ interference</i>				<i>After 2♠ interference</i>			

**Figure 3:** Forcing to Game in the Other Major

### Lebensohl Relay

With exactly four cards in the other major responder may wish to explore for game in the other major via Stayman. With fewer than four cards, and sufficient strength, responder may explore for game in No-Trump.

In either sequence, the 2N Lebensohl Relay is employed to inform opener whether responder holds a stopper in the opponent's overcalled major. This description follows the "*direct denies*" rule: ***A direct Stayman cue-bid or direct 3N by responder denies a stopper in the opponent's major suit.***

- a) A direct cue-bid of the opponent's major is Stayman for the other major and *denies* holding a stopper in the overcalled major suit

1N	2♥	3♥	pass	1N	2♠	3♠	pass
3♠	<i>agreeing ♠ as trumps</i>			4♥	<i>agreeing ♥ as trumps</i>		
3N	<i>denies 4 ♠'s, has ♥ stopper</i>			3N	<i>denies 4 ♥'s, has ♠ stopper</i>		
4♣/♦	<i>denies 4 ♠'s, no ♥ stopper</i>			4♣/♦	<i>denies 4 ♥'s, no ♠ stopper</i>		
<i>After 2♥ interference</i>				<i>After 2♠ interference</i>			

**Figure 4:** Stayman Without a Stopper in the Other Major

- b) Lebensohl 2N, followed by a cue-bid of the opponent's major is Stayman for the other major and *promises* a stopper in the overcalled major suit

1N	2♥	2N	pass	1N	2♠	2N	pass
3♣	pass	3♥	pass	3♣	pass	3♠	pass
3♠	<i>agreeing ♠ as trumps</i>			4♥	<i>agreeing ♥ as trumps</i>		
3N	<i>denies 4 ♠'s</i>			3N	<i>denies 4 ♥'s</i>		
<i>After 2♥ interference</i>				<i>After 2♠ interference</i>			

**Figure 5:** Stayman With a Stopper in the Other Major

- c) A direct bid of 3N shows values for game with fewer than 4 cards in the other major and *denies* holding a stopper in the overcalled major suit

1N 2♥ 3N pass pass <i>opener can stop ♥'s</i> any <i>runout, no ♥ stopper</i>	1N 2♠ 3N pass pass <i>opener can stop ♠'s</i> any <i>runout, no ♠ stopper</i>
<i>After 2♥ interference</i>	<i>After 2♠ interference</i>

**Figure 6:** Trying for 3N Without a Stopper in the Overcalled Major

- d) Lebensohl 2N followed by 3N shows values for game with fewer than 4 cards in the other major, but *promises* a stopper in the overcalled major

1N 2♥ 2N pass 3♣ pass 3N pass pass <i>opener accepts to play 3N</i>	1N 2♠ 2N pass 3♣ pass 3N pass pass <i>opener accepts to play 3N</i>
<i>After 2♥ interference</i>	<i>After 2♠ interference</i>

**Figure 7:** Getting to 3N by Showing a Stopper in the Overcalled Major

### Showing 2-Suited Hands

Following a 2♥ or 2♠ overcall of 1N, there are 3 possible 2-suiters from the three unbid suits: the minor suits, and the other major with one minor suit.

- a) Both Minors, ♣ and ♦: bid 3 of the other major

1N 2♥ 3♠ <i>Minor 2-suiter</i> <i>Responder shows ♣ and ♦</i>	1N 2♠ 3♥ <i>Minor 2-suiter</i> <i>Responder shows ♣ and ♦</i>
<i>After 2♥ interference</i>	<i>After 2♠ interference</i>

**Figure 8:** Showing a Minor 2-Suiter

- b) ♣ and the other major: First transfer to ♣, then bid 3 of the other major

1N 2♥ 2N pass 3♣ pass 3♠ <i>Mixed 2-suiter</i> <i>Responder shows ♣ and ♠</i>	1N 2♠ 2N pass 3♣ pass 3♥ <i>Mixed 2-suiter</i> <i>Responder shows ♣ and ♥</i>
<i>After 2♥ interference</i>	<i>After 2♠ interference</i>

**Figure 9:** Showing ♣ and the Other Major

- c) ♦ and the other major: First transfer to ♦, then bid 3 of the other major

1N 2♥ 3♣ pass 3♦ pass 3♠ <i>Mixed 2-suiter</i> <i>Responder shows ♦ and ♠</i>	1N 2♠ 3♣ pass 3♦ pass 3♥ <i>Mixed 2-suiter</i> <i>Responder shows ♦ and ♥</i>
<i>After 2♥ interference</i>	<i>After 2♠ interference</i>

**Figure 10:** Showing ♦ and the Other Major

## Transferring to a Minor

- a) 2N forces 3♣ from opener. Responder may pass to play 3♣. All 3-level continuations are already assigned conventional meanings (above), so responder must rebid at the 4-level to make a slam try. Suggestions shown below.

1N	2♥	2N	pass	1N	2♠	2N	pass
3♣	pass	4♣	<i>minorwood</i>	3♣	pass	4♣	<i>minorwood</i>
			other <i>exclusion RKC</i>				other <i>exclusion RKC</i>
<i>After 2♥ interference</i>				<i>After 2♠ interference</i>			

**Figure 11:** Transferring to ♣

- b) 3♣ transfers to 3♦. Responder may pass to play 3♦. The cue-bid of the overcalled major and 3N are available at the 3-level. A partnership should have agreements on these and 4-level continuations. Some suggestions are shown below.

1N	2♥	3♣	pass	1N	2♠	3♣	pass
3♦	<i>pass</i>	3♥	<i>splinter</i>	3♦	<i>pass</i>	3♠	<i>splinter</i>
		3N	<i>mild slam try</i>			3N	<i>mild slam try</i>
		4♦	<i>minorwood</i>			4♣	<i>minorwood</i>
			other <i>exclusion RKC</i>				other <i>exclusion RKC</i>
<i>After 2♥ interference</i>				<i>After 2♠ interference</i>			

**Figure 12:** Transferring to ♦

## Summary

The agreements described above are illustrated and summarized below. In some cases, an undiscussed treatment is suggested. Other continuations at the 4-level are annotated as “*partnership agreement*”.

1N	2♥	2♠		; Weak, to play
		2N		; Transfer to 3♣ or Lebensohl relay.
		3♣		; Transfer to 3♦
		3♦		; Transfer to 3♠, will either pass to force to game.
		3♥		; Stayman, no ♥-stopper
		3♠		; Minor 2-suiter, ♣ and ♦
		3N		; Game values, no ♥-stopper, denies 4♠'s
		4♣		; Gerber
		4♦		; Partnership agreement
		4♥		; Texas transfer to 4♠
		4♠		; Partnership agreement
		4N		; Partnership agreement
1N	2♥	2N	pass	
3♣	pass	pass		; Sign-off, to play 3♣
		3♦		; Transfer to 3♠, invitational.
		3♥		; Stayman, with ♠-stopper
		3♠		; Mixed 2-suiter, ♣ and ♠
		3N		; Game values, with ♥-stopper, denies 4♠'s
		4♣		; Minorwood, slam try in ♣
		4♦		; Partnership agreement
		4♥		; Partnership agreement
		4♠		; Partnership agreement
		4N		; Quantitative try for 6N, with a sure ♥ stopper
1N	2♥	3♣	pass	
3♦	pass	pass		; Sign-off, to play 3♦
		3♥		; Choice of game NT or ♦, no ♥-stopper
		3♠		; Mixed 2-suiter, ♦ and ♠
		3N		; Choice of game NT or ♦, with ♥-stopper
		4♣		; Partnership agreement
		4♦		; Minorwood, slam try in ♦
		4♥		; Partnership agreement
		4♠		; Partnership agreement
		4N		; Partnership agreement
1N	2♥	3♦	pass	
3♠	pass	pass		; Preemptive, with 6+ Spades
		3N		; Choice of game 3N or 4♠
		4♣		; Partnership agreement
		4♦		; Partnership agreement
		4♥		; Partnership agreement
		4♠		; Slam try in ♠
		4N		; Kickback for ♠

**Figure 13:** Continued auctions following a 2♥ overcall

1N	2♠	2N		; Transfer to 3♣ or Lebensohl Relay.
		3♣		; Transfer to 3♦.
		3♦		; Transfer to 3♥, will either pass to force to game.
		3♥		; Minor 2-suiter, ♣ and ♦.
		3♠		; Stayman, no ♠-stopper
		3N		; Game values, no ♠-stopper, fewer than four ♥'s
		4♣		; Gerber
		4♦		; Partnership agreement
		4♥		; Partnership agreement
		4♠		; Partnership agreement
		4N		; Partnership agreement
1N	2♠	2N	pass	
3♣	pass	pass		; Sign-off, to play 3♣
		3♦		; Transfer to 3♥, invitational. Opener decides contract.
		3♥		; Mixed 2-suiter, ♣ and ♥
		3♠		; Stayman, with ♠-stopper
		3N		; Game values, with ♠-stopper, fewer than four ♥'s
		4♣		; Minorwood, slam try in ♣
		4♦		; Partnership agreement
		4♥		; Partnership agreement
		4♠		; Partnership agreement
		4N		; Quantitative try for 6N, with a sure ♠ stopper
1N	2♠	3♣	pass	
3♦	pass	pass		; Sign-off, to play 3♦
		3♥		; Mixed 2-suiter, ♦ and ♥
		3♠		; Choice of game NT or ♦, no ♠-stopper
		3N		; Choice of game NT or ♦, with ♠-stopper
		4♣		; Partnership agreement
		4♦		; Minorwood, slam try in ♦
		4♥		; Partnership agreement
		4♠		; Partnership agreement
		4N		; Partnership agreement
1N	2♠	3♦	pass	
3♥	pass	pass		; Sign-off, to play 3♥
		3♠		; Choice of game NT or ♥, no ♠-stopper
		3N		; Choice of game NT or ♥, with ♠-stopper
		4♣		; Partnership agreement
		4♦		; Partnership agreement
		4♥		; Slam try in ♥
		4♠		; Kickback for ♥
		4N		; Partnership agreement

**Figure 14:** Continued auctions following a 2♠ overcall