OVERCALLS (Style: Responses: 1/2 Level; Reopening)
3-5 Pts usually a 5+ Card Suit. Overcalls on the 2 Level = 10+ Pts
5+ Card suit.

Single & Jump RAISE = non-forcing suit agreement.
Response of a New suit = Forcing for 1 Round.
Response of a Cue bid asks overcaller how good their suit is. Bad
overcall bids same suit again. Good overcall bids another suit or NT.

FIT JUMPS: Non forcing.
New suit = Forcing for one round
RDBL = 8+ Pts

FIT JUMPS: Non forcing.
New suit = Forcing for one round
RDBL = 8+ Pts

OVER OPPONENTS’ TAKEOUT DOUBLE
FIT JUMPS: Non forcing.
New suit = Forcing for one round
RDBL = 8+ Pts

1NT OVERCALL (2nd/3rd Live: Responses: Reopening)
15-18 Pts.

Stayman & Transfers apply.

2♣ = Point Count Enquiry or transfer to minor - 2NT minimum, 3♣ = Maximum (17-18 Pts)

If Opposition bid over 1NT then X is penalties.

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JUMP OVERCALLS (Style: Responses: Unusual NT)
1 Jump Level = Weak 6 Card Suit
2 Jump Level = Weak 7+ Card Suit
2NT = 5+ in the Minors less than 15 Pts.

Reopen: Cue bid of opposition suit

DIRECT & JUMP CUE BIDS (Style: Response: Reopen)

Direct Cue bid = 5+4+ same Colour
2NT = 5+4+ same rank
3♣ = 5+4+ odd suits

VS. NT (vs. Strong/Weak; Reopening: PH)
X = 15+ Points / Responder (stayman & transfers apply)

2♣ = 10-14 Pts 4♣+ Majors
2♥ = 10-14 Natural Diamonds
2♦ = 10-14 Pts 5+ Hearts
2♠ = 10-14 Pts 5+ Spades
2NT = Both Minors

VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = Takeout

(3m)-Cue bid = Ask to bid best Major.
(3M)-4M(same)=Ask for best minor

OVER 3 level Pre-empt - 3NT = To Play 4NT = Ace Asking

OVER 4♣, 4♦, 4♥ /

If = Takeout. Over 4♣, x=Bal Hand & Points, 4NT = 2 suited takeout.

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = Majors. NT = Minors

Jump Bids = Weak (Pre=emptive)

OVER 4♣, 4♦, 4♥ /

Over 4♣, x=Bal Hand & Points, 4NT = 2 suited takeout.

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = Majors. NT = Minors

Jump Bids = Weak (Pre=emptive)

OVER 4♣, 4♦, 4♥ /

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OVER 4♣, 4♦, 4♥ /

If = Takeout. Over 4♣, x=Bal Hand & Points, 4NT = 2 suited takeout.
<table>
<thead>
<tr>
<th>OPENING BID</th>
<th>ARTIFICIAL</th>
<th>MIN OF CARDS</th>
<th>NEGATIVE DOUBLE &amp; THRU TO:</th>
<th>DESCRIPTION</th>
<th>RESPONSES</th>
<th>SUBSEQUENT ACTION</th>
<th>PASSED HAND BIDDING</th>
</tr>
</thead>
</table>
| 1♣          | Yes        | 0            | 15+ Unbalanced (or 5 loser hand) or 18+ Balanced | 1♣ = 0-9 Points (negative)  
1♥/1♠/2♠/2♣ = 5+ Suit & 10+ Points  
1NT=10+points & Balanced (no 5 Card Major) | 2♥/2♠/3♣/3♣ = 10+ Points & Singleton in suit Bid | Suit bid = agreement in suit. If game not bid cue bidding starts | |
| 1♦          | No         | 5            | 10-14 Pts, 5+♣. No 4 Card ♥ or ♦ | [Note 2] | |
| 1♥          | No         | 4            | 10-14 Pts, May have longer minor | [Note 3] | |
| 1♠          | No         | 4            | 10-14 Pts, May have longer minor | [Note 4] | |
| INT         | No         |              | 14-17 HCP | Stayman & Transfers, 2♠ = Pt count enquiry or transfer to a minor. 2NT=♠ & ♠. 3 Level bids = slam interest in suit bid - Starts cue bidding. | 2♥/2♠ = A or K. 2NT = Both suits held. 3♠ = no holds. | Over 2NT, 3♠ = 6-9 pts no singleton or void, 3♣ = 6♥ 0-6 pts, 3♥ = 6♠ 0-6 pts, 3♠ = 6-9 pts shortage & 6 Hearts, 3NT = 6-9 pts shortage & 6 Spades | |
| 2♠          | No         | 5            | 10-14 Pts 5+♠. No 4 Card Major | 2♣=Ask for Major Holds, forcing. 2♥/♣=5+&Forc,3♥/♣=6+ &Invit Note (5), 3♣ = Slam interest in clubs | Over 2NT, 3♣ = 6♠ 0-6 pts, 3♥ = 6♥ 0-6 pts, 3♠ = 6-9 pts shortage & 6 Hearts, 3NT = 6-9 pts shortage & 6 Spades | |
| 2♥          | Yes        | 0            | 0-9 Pts & six Card Major Suit | 2♥=Pass or INV in ♣. 2NT=16+Pts. 3♥/♣/♦=P/C | Over 3♣, 3♥ = ♣, 3♠ = ♠ | |
| 2♦          | No         | 5            | 10-14 Pts. 5♥ & 4+ minor | 2♥=5♣ & Forc,2NT=Natural,3♣=P/C,3♦=Forcing minor ask,3♥=Slam Int in Spades, 3NT to play, 4D Slam Int in D | Over 3♣, 3♥ = ♣, 3♠ = ♠ | |
| 2♠          | No         | 5            | 10-14 Pts. 5♠ & 4+ minor | 2NT = Natural, 3♠ = P/C, 3♦=Forcing minor ask or invitational in Spades, 3♥=Forcing to 4♥ or 3NT, 4♠ Slam interest in ♠, 4♥ Slam interest in ♥ | Over 3♣, 3♥ = ♣ min or max, 3♠ = ♥ min 3NT = ♥ max | |
| 2♥          | Yes        | 0            | 0-9 Pts 5/5 ♠ & ♠ | 3♥/♣/♦=To play, 3♥/♣/♦ set ♠/♥ suit, start cue bids. 3NT/4♥/4♣ to play. 4♥/♣ Invit | |
| 3♠          | Yes        | 0            | 6+ Card Diamond Suit -Pre-emptive <10pts | Natural bidding - new suit forcing | |
| 3♦          | Yes        | 0            | 7+ Card Heart Suit - Pre-emptive <10pts | Natural bidding - new suit forcing | |
| 3♥          | Yes        | 0            | 7+ Card Spade Suit - Pre-emptive <10pts | Natural bidding - new suit forcing | |
| 3♣          | Yes        | 0            | 7+ Card Club Suit - Pre-emptive <10 Points | Natural bidding - new suit forcing | |
| 3NT         | Yes        |              | Long Solid Minor | 4♥ = P/C | |
| 4♠          | Yes        | 0            | 0-7 Pts 8♥ ♦ | 4♥ to play. All other bids are cue bids. | |
| 4♥          | Yes        | 0            | 0-7 Pts 8♠ ♣ | 4♣ to play. All other bids are cue bids | |
| 4♦          | No         | 7            | 8-10Pts if partner has not bid otherwise 8+Pts | CUE | |
| 4♠          | No         | 7            | 8-10Pts if partner has not bid otherwise 8+Pts | CUE | |
| 4NT         | Yes        |              | Ace Asking | See normal ace asking responses | |
| 5♠          | No         | 7            | <10Pts if partner has not bid otherwise 8+Pts | CUE | |
| 5♥          | No         | 7            | <10Pts if partner has not bid otherwise 8+Pts | CUE | |

**HIGH LEVEL BIDDING**

**ACE ASKING RESPONSES TO 4♠**

- 3♣ = 0-3 Aces
- 3♥ = 1-4 Aces

- 4♠ = 2 Aces Matching (same colour or rank)
- 4♣ = 2 Aces Un-matching (same colour or rank)

**SAME STEPS OVER 4NT ACE ASKING**