



## The Rubensohl convention

**You will use the Rubensohl convention in response to your partner's 1 NT opening, but after an overcall. Here is the simplified theory of this convention.**

After a natural overcall 2 ♦, 2 ♥ or 2 ♠

- Any level 2 bid is natural
- Above 2 NT any bid is a Jacoby transfer. 2 NT is artificial (Jacoby for ♣)
- An impossible Jacoby becomes a Stayman
- A double is a take-out double : it could be a Stayman with 8 HCP, or show a balanced hand with 8 HCP or more.

S	W	N	E
		1 NT	2 ♦
2 ♥			

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

Exercise E5867 2 ♥ showing 5 ♥ cards and a maximum of 7 HCP.

S	W	N	E
		1 NT	2 ♥
3 ♦			

K	J	5	4	4	A	J	5	4	Q	10	9	2
♠	♠	♠	♠	♥	♣	♣	♣	♣	♦	♦	♦	♦

Exercise E5871 3 ♦ Impossible Jacoby (the opponent's overcall is ♥, therefore the responder can't be willing to play ♥ !): this is a Stayman with 4 ♠ cards and short ♥ : game forcing



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### After a natural level 2 overcall

- Bidding a suit at level 2 is natural and non forcing : the responder holds a maximum of 7 HCP
- Doubling is not punitive : A double requires a minimum of 7-8 HCP and most of the time shows a hand with which the responder would have bid 2 NT (with no overcall). Doubling is asking the opener to name a 4 carder or a 5 carder, or 2 NT if he's got stoppers in the overcalled suit. The opener may also pass and the double becomes punitive ! With only 8 HCP, the responder can also use a double as a Stayman. In this case, it is not game forcing.

S	W	N	E
		1 NT	2 ♥
2 ♠			



Exercise E5868 Natural bid : 5 ♠ cards and a maximum of 7 HCP.

S	W	N	E
		1 NT	2 ♦
X			



Exercise E5873 Take out double In this case a double means the partner would have bid 2 NT without any overcall.



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### Jacoby

Above 2 NT, any bid is a Jacoby transfer. An impossible Jacoby (for the opponent's suit), is a Stayman : that's a forcing bid requiring at least 8 HCP and a 4 card major...

- 1 SA - 2 ♦ (or 2 ♥ or 2 ♠) - 2 SA : 2 SA Jacoby for ♣ (6 cards)
- 1 SA - 2 ♥ (or 2 ♠) - 3 ♣ : 3 ♣ Jacoby for ♦ (6 cards)
- 1 SA - 2 ♣ (or 2 ♦ or 2 ♠) - 3 ♦ : 3 ♦ Jacoby for ♥
- 1 SA - 2 ♣ (or 2 ♦ or 2 ♥) - 3 ♥ : 3 ♥ Jacoby for ♠
- 1 SA - 2 ♥ - 3 ♦ : 3 ♦ looks like an impossible Jacoby, the responder can't be willing to play 3 ♥ : this is a Stayman for ♠ : **game forcing. If the responder didn't want to go to game, he would have doubled.**

S	W	N	E
		1 NT	2 ♥
3 ♣			

4	K	5	4	3	K	Q	10	9	6	5	4	3
♠	♥	♣	♣	♣	♦	♦	♦	♦	♦	♦	♦	♦

Exercise E5870 3 ♣ Jacoby for ♦. A Jacoby for a minor suit usually promises 6 cards