



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

S	W	N	E
		1 NT	2 \heartsuit
3 \clubsuit			



Exercise E5870 3 \clubsuit Jacoby for \diamond . A Jacoby for a minor suit usually promises 6 cards