

# The Shirt

## completing your Lebensohl wardrobe

We are looking at Lebensohl as consisting of The Shirt and P.A.N.T. When your side opens 1NT and the next opponent overcalls, we simply choose which bid to “put on.” The bids in P.A.N.T. we can call “direct” bids. All the bids in The Shirt begin with responder bidding 2NT, which relays opener to 3 Clubs. Responder then takes a new bid, as follows:

**Bid 3NT.....Values to play 3NT. Responder can stop the overcaller’s suit.**

**Cuebid**

**the overcaller’s suit.....Stayman, game forcing, responder can stop overcaller’s suit.**

**Pass 3 clubs.....Weak hand, long clubs (six or more).**

**Bid 3 diamonds.....Weak hand, long diamonds (six or more). Opener will pass.**

**Three heart or**

**three spades.....5-card major, invitational values, opener may bid or pass.**

<b>Example 1:</b>	<b>pard</b>	<b>opp</b>	<b>you</b>	<b>opp</b>	Responder has values to play 3NT, AND responder can supply the heart stopper.
	1NT	2♥	2NT	pass	
	3♣	pass	3NT		

<b>Example 2:</b>	<b>pard</b>	<b>opp</b>	<b>you</b>	<b>opp</b>	Responder has values to play game, plus a 4-card spade suit, AND a heart stopper.
	1NT	2♥	2NT	pass	
	3♣	pass	3♥		

<b>Example 3:</b>	<b>pard</b>	<b>opp</b>	<b>you</b>	<b>opp</b>	Responder is weak with a long club suit (6 or more).
	1NT	2♥	2NT	pass	
	3♣	pass	pass		

<b>Example 4:</b>	<b>pard</b>	<b>opp</b>	<b>you</b>	<b>opp</b>	Responder is weak with a long diamond suit (6 or more). Opener passes.
	1NT	2♥	2NT	pass	
	3♣	pass	3♦		

<b>Example 5:</b>	<b>pard</b>	<b>opp</b>	<b>you</b>	<b>opp</b>	Responder has 5 spades with 8 or 9 HCPs. The status of a heart stopper is unknown. Opener may pass or bid.
	1NT	2♥	2NT	pass	
	3♣	pass	3♠		

**Note:** In Example 1 you bid 3NT after first bidding 2NT (relay). We say you bid 3NT “slowly.” In P.A.N.T. when you bid 3NT, you do not first 2NT, so we say you bid 3NT “fast.” Bidding slowly shows a stopper. Fast denies a stopper. Remember the phrase “fast denies.”