

## Standard 49ers Amended 2019

### Simplified 2/1

**1C/D**= 3+ cards, 4/4 minors opens 1D, 3/3 opens 1C so 1D is only short if 4432.

Inverted raises, on by a passed hand, **on over double** but not over interference. 1C-3C enough to support 3NT opposite 18/19. **1D-2C nearly FG.**

2/3NT= 16+/12-15 balanced with 4 card support, not 4 Major.

**2-way Checkback Stayman after 1/2 NT rebid. 2C forces 2D. 2D FG.**

Support doubles- almost mandatory if partner can bid two of suit.

**Weak jump shifts.**

**Sign off after a reverse thru lowest unbid denomination, e.g. 1C-1H-2D, then 2H neutral, 2S wants out, rest FG+.**

**1H/1S**= 5+ cards.

Raise to two= 5-9 **always** 3 cards.

**Impossible 2S. 1H-1NT (wide)-2m-2S= good raise of minor, 1H-1NT-2H-2S= minors.**

Jump in other major is three card invitational raise.

Bergen Raises 3M=3-6, 3D=6-9, 3C= 9-12, all 4 card support.

**2NT= FG, 13+, 4 card raise.** Demands shortage at 3-level. 4 Major = min, no shortage.

**1S-3NT & 1H-3S= Void somewhere; 4C/3NT ask; 1H-3NT singleton spade**

**All splinters limited to 13.**

Two way Drury- **2C/2D= 3/4 card good raise by passed hand.** Weakest option repeat suit.

2 over 1 mostly Game Forcing. Exception- repeats minor shows 11/12 and misfit (still enough to support 3NT over 12/14 5332).

**1NT**= 15-17

Stayman- may not have 4M. **1NT-2C-2H-2S F1. 1NT-2C-2S-3H & 1NT-2C-2M-3m slam try.**

4 suit transfers- **(3M break over major is min, 4-card support, else show cards).** 2S/NT= clubs/diamonds (intermediate bid shows A, K or Q).

3 level natural FG+.

If they bid a suit they might have, e.g. 2C= H and a minor, double is take out. If they bid a suit they cannot have, e.g. 2C= majors, double shows suit bid but weakish.

Lebensohl SASS (Slow arrival shows stop).

If they double, redouble by either shows a 5 card suit, 2 of a suit shows that suit and a higher- may be 4/4 if weak.

**2C= Strong. 2H= Total negative (<5 and no Ace), 2D waiting.**

**2DHS= Weak 2. New suit F1. 2NT response = feature ask if non-min.**

**2NT= 20/22. 5 card Puppet Stayman- 3C-3D-4D=both. Transfers- break to 4M shows all suits controlled. 3S= minors, slam interest. 4C/D= natural slam tries.**

**Usual Junk**- Weak jump overcalls, Splinters, Michaels (**also leaping and non-Michaels**), Unusual NT, 4th suit F Game **except 1C-1D-1H-1S natural F1 with 2S FSFG**, Cue bids are raises. **If partner overcalls major, 2Nt is good with 4-card support.**

RKCB -5C= 1 or 4, **Q ask min. trump=no; 5NT= specific King ask or bid a grand; DOPI/ROPI**

Jump fits by passed hand or in competition, most low-level doubles t/o **including first double after they run from 1NTx.**

Against their 1NT, 2C= majors; 2D= one major, 2M= 5M/4+minor- **2NT enquiry with linked responses. Double by passed hand = minors.**

After our 1/2NT overcalls, system on (including redouble for one-suited rescue);

Against Multi, 2nd seat double is 12/15 bal. or very strong;

Lebensohl (SASS) responses if their weak two is doubled.

**3NT solid minor with <K outside – 4D asks for shortage.**

**Defence**- Leads 4th and 2nd, King for standard count (hi= even) (*leaf 4*), Ace/Queen for reverse attitude (hi= discouraging), first discard reverse attitude, lots of suit preference including if singleton or king on dummy.