

**Standard American Yellow Card (SAYC)**

<b>opening</b>	<b>characteristics</b>	<b>response</b>	<b>meaning</b>	<b>continuation</b>
<b>1♣</b>	3+ cards	2NT	13-15, GF	
		3NT	16-17	
<b>1♦</b>	4+ cards or 4432	as to 1♣		
<b>1♥</b>	5+ cards	1♠	4+ spades, 6+ pts, usu. no ♥ support unless longer	
		1 NT	6-9; denies 4 spades or 3 hearts	may be passed
		2♣/♦	10+, 4+ cards	promises another bid unless passed hand or game bid
		2NT	Jacoby: raise, 13+	3♣/♦/♠ shortness, 4♥ min, 3NT med, 3♥ max
		3♥	limit, 10-12, 3+ hearts (preempt over X)	
		3NT	15-17 hcp, balanced, 2 card support	
		4♥	usu. 5+ hearts, shortness, <10 hcp	
<b>1♠</b>	5+ cards	cf. to 1♥		

1NT	15–17 hcp balanced (may contain a 5-card suit, even a major)	2♣	non-forcing Stayman, usu. 8+ hcp	2♦/♥/♠ (2♥ with both majors); responder's 3♣/♦ slam interest
		2♦	transfer to hearts	2♥, or 3♥ with max.
		2♥	transfer to spades	2♠, or 3♠ with max.
		2♠	transfer to 3♣	resp. rebid 3♦ signoff
		3♣/♦	inv. to 3NT with 6+ card suit	
		3♥/♠	6+ card suit, slam interest	
		4♣	Gerber, asking for aces	4♦ = 0 or 4, 4♥ = 1, etc
		4NT	natural, invites 6NT	
2♣	strong artificial, 22+ or playing equiv.	2♦	artif., may be waiting	opener's suit rebid forcing to 3 of his major or 4 of his minor; after 2 NT rebid: Stayman, Jacoby, Gerber
		2♥/♠, 3♣/♦	natural, GF, 5+ cards, 8+ pts	
		2NT	balanced, 8 hcp	

2♦/♥/♠	6+ (or 5) cards, 5–11 hcp; usually no major side suit	2NT	forcing, game interest	with min. (5–8 p): rebid the suit; with max.: new suit (shows A/K) or 3NT or 4 of minor (shows 4–5 cards with at least Q)
		any raise	to play	
2NT	20–21 hcp balanced, may contain 5-card suit	3♣	Stayman	
		3♦/♥	transfer	3♥/♠
		4♣	Gerber	
		4NT	inviting to slam in NT	
3NT	25–27 hcp balanced	4♣	Stayman	
		4♦/♥	transfer	4♥/♠
3/4 of suit	pre-empt, rule of 2/3/4			

### Choosing the opening

- open the higher of long (at least 5 cards) suits of equal length
- with 4–4 minors, open 1♦
- no trump openings show a balanced hand but may contain a five-card suit (minor or major)
- occasional 4-card major opening in 3<sup>rd</sup> seat

### Continuation

- fourth suit may be artificial (“4th suit forcing”), except in 1♣–1♦–1♥–1♠, which is natural
- after opener’s rebid in a suit, a new suit by responder is forcing
- after opener’s rebid of 1NT (e.g., 1♥–1♠–1NT), responder’s simple non-reverse rebid in a new suit (e.g., 2♣/♦) is non-forcing
- in that situation, a reverse rebid (e.g. 1♣–1♥–1NT–2♠) or a jump shift into a new suit is game-forcing

### Slam conventions

- regular Blackwood: 4NT asks for aces, 5♣ = 0 or 4; 5♦ = 1; 5♥ = 2; 5♠ = 3; then 5NT asks for kings similarly

- Grand Slam Force: jump to 5 NT asks partner to bid grand slam in agreed suit with two of three top honors in it
- After a 1NT opening – 4NT is quantitative

### Effect of interference

- usually interference cancels conventions (e.g., after major suit opening and interference, a response of 2 NT is natural, 12–14 hcp, not Jacoby)
- double of 1 NT does not affect conventions
- after 1 NT and interfering bid, bid in opponent suit is game-forcing and substitute for Stayman

### Defensive bidding

- D for takeout over opening part score, penalty opening game bid
- simple overcall 8–16 points; only forcing response is opp. suit
- 1 NT overcall 16–18 hcp (10–15 when reopening), balanced, preferably a stopper in opp. suit; 2♣ response Stayman, otherwise natural
- jump 2 NT is “unusual”, i.e. 5–5 lowest unbid suits
- jump overcall in suit preemptive
- a bid in opp. suit is
  - Michaels when opps have bid one suit only (Michaels: 5–5 in majors and 8+ pts when opening was in a minor, otherwise the other major and a minor and 10+ pts)
  - natural when opps have bid 2 suits

### Competitive bidding

- neg. D up to 2♠
- RD 10+ pts
- responders jump shift over D is to play
- cuebid in right-hand opp. forcing to game
- RD of a D of conventional bid is for business
- RD is SOS when suit contract of 3 or lower is doubled for penalty
- D of conventional bid like Michaels or unusual 2 NT shows 10+ pts

### Leads and signals

- top of touching honors (even A from AKx)
- top of interior sequence
- Xxxx(...), i.e. 4<sup>th</sup> best (rule of 11) if headed by an honor
- xxxx(...), i.e. 2<sup>nd</sup> best from 4 or more when no honor
- against suit contract: xxx, i.e. lowest from 3 small
- against NT contract: xxx, i.e. highest from 3 small
- high encourages, low discourages
- high–low is even when giving count