

BIDDING_SYSTEM_CONVENTION_CARD

Bridge Bidding Training App - Convention Card

System: Standard American Yellow Card (SAYC) **Last Updated:** October 29, 2025 **Format:** ACBL Convention Card Style

GENERAL APPROACH

Style: Standard American with modern conventions **Forcing Opening:** 2♣ (22+ HCP) 1NT
Range: 15-17 HCP **2NT Range:** 20-22 HCP **3NT Range:** 25-27 HCP

OPENING BIDS

One-Level Openings

Bid	HCP	Suit Length	Notes
1♣	13+	3+ clubs	May be 3 cards (better minor)
1♦	13+	3+ diamonds	May be 3 cards (better minor)
1♥	13+	5+ hearts	Promises 5-card suit
1♠	13+	5+ spades	Promises 5-card suit
1NT	15-17	—	Balanced (4-3-3-3, 4-4-3-2, 5-3-3-2)

Strong Opening

Bid	HCP	Requirements
2♣	22+	Artificial, forcing to game

Weak Two Bids (Preempts)

Bid	HCP	Suit Length	Quality
2♦	6-10	6 cards	Good 6-card suit
2♥	6-10	6 cards	Good 6-card suit
2♠	6-10	6 cards	Good 6-card suit

Three-Level Preempts

Bid	HCP	Suit Length	Quality
3♣	6-10	7 cards	Decent 7-card suit
3♦	6-10	7 cards	Decent 7-card suit
3♥	6-10	7 cards	Decent 7-card suit
3♠	6-10	7 cards	Decent 7-card suit

Notrump Openings

Bid	HCP	Distribution
1NT	15-17	Balanced
2NT	20-22	Balanced
3NT	25-27	Balanced

RESPONSES TO 1NT OPENING (15-17 HCP)

Natural Responses

Bid	HCP	Requirements	Forcing
Pass	0-7	No game interest	—
2NT	8-9	Balanced, invitational	No
3NT	10+	Balanced, to play	No
3♣/3♦	10+	6+ card suit, slam interest	Yes
3♥/3♠	10+	6+ card suit, slam interest	Yes

Conventional Responses

Convention	Bid	Requirements	Response Structure
Stayman	2♣	8+ HCP (or 7+ with 4-4 majors), 4-card major	2♦ = no major, 2♥ = 4+ hearts, 2♠ = 4 spades
Jacoby Transfer	2♦	5+ hearts	Opener bids 2♥ (forced)
Jacoby Transfer	2♥	5+ spades	Opener bids 2♠ (forced)

Priority: Jacoby Transfer takes precedence over Stayman when holding 5+ card major

RESPONSES TO SUIT OPENINGS

Responses to 1♣/1♦

Bid	HCP	Requirements	Forcing
Pass	0-5	Weak hand	—
1♥/1♠	6+	4+ card suit	Yes (1 round)
1NT	6-10	Balanced, no 4-card major	No
2♣/2♦	10+	4+ card suit, game interest	Yes
2NT	13-15	Balanced	Yes
3♣/3♦	10-12	5+ card support, limit raise	Invitational
3NT	16-18	Balanced	No

Responses to 1♥/1♠

Bid	HCP	Requirements	Forcing
Pass	0-5	Weak hand	—
1♠ (over 1♥)	6+	4+ spades	Yes (1 round)
1NT	6-10	Balanced, no fit	No
2♣/2♦	10+	4+ card suit, game interest	Yes
2♥/2♠	6-10	3+ card support	No
2NT	13-15	Balanced	Yes
3♥/3♠	10-12	4+ card support, limit raise	Invitational
3NT	13-15	Balanced	No
4♥/4♠	13+	4+ card support, game values	No

Responses to Weak Two Bids (2♦/2♥/2♠)

Bid	HCP	Requirements	Forcing
Pass	0-15	No game interest	—
2NT	16+	Forcing inquiry	Yes
New Suit	16+	Long suit, forcing	Yes
Raise to 3	8-10	3-card support, invitational	No
Raise to 4	10+	3-card support, to play	No

OPENER'S REBIDS

After 1-of-a-Suit Opening

Minimum Rebids (13-15 HCP): - Rebid same suit with 6+ cards (non-forcing) - Support partner's suit with 3+ cards (non-forcing unless jump) - Bid new suit at 1-level (forcing 1 round) - Bid 1NT (6-12 HCP context, non-forcing)

Invitational Rebids (16-18 HCP): - Jump rebid in same suit (6+ cards) - Jump support in partner's suit (3+ cards) - Reverse bid (new suit higher-ranking than first) - Jump in notrump (2NT)

Game-Forcing Rebids (19+ HCP): - Jump shift in new suit - Jump to 3NT

After 1NT Opening

After Stayman (2♦): - 2♦ = No 4-card major - 2♥ = 4+ hearts (may also have 4 spades) - 2♠ = 4 spades (denies 4 hearts)

After Jacoby Transfer (2♦ → hearts or 2♥ → spades): - Accept transfer at 2-level (forced) - Super-accept with 4-card support and maximum (17 HCP): jump to 3-level

COMPETITIVE BIDDING

Overcalls

Bid	HCP	Requirements
1-level	8-16	5+ card suit, good quality
2-level	11-16	5+ card suit, good quality
1NT	15-18	Balanced, stopper in opponent's suit
Jump Overcall	15-18	6+ card suit, strong hand

Takeout Doubles

Requirements	HCP	Shape
Direct Takeout Double	12+	Support for unbid suits (typically 4+ cards)
Support Double	Varies	Shows 3-card support for partner's bid suit

Responses to Takeout Double: - Minimum suit bid (0-8 HCP) = forced bid - Jump in suit (9-11 HCP) = invitational - 1NT (6-10 HCP) = stopper in opponent's suit - Cue-bid opponent's suit (12+ HCP) = game-forcing, asks for best suit

Negative/Responsive Doubles

Type	When	Requirements
Negative Double	After partner opens and RHO overcalls	6+ HCP, 4+ cards in unbid major(s)
Responsive Double	After partner doubles and RHO raises	6+ HCP, shows values, asks partner to choose

Two-Suited Overcalls

Convention	Bid	Requirements	Suits Shown
Michaels Cuebid	2♣ over 1♣	8+ HCP, 5-5+ shape	Both majors
Michaels Cuebid	2♦ over 1♦	8+ HCP, 5-5+ shape	Both majors
Michaels Cuebid	2♥ over 1♥	8+ HCP, 5-5+ shape	Spades + minor
Michaels Cuebid	2♠ over 1♠	8+ HCP, 5-5+ shape	Hearts + minor
Unusual 2NT	2NT over 1♥/1♠	8+ HCP, 5-5+ shape	Both minors

SLAM CONVENTIONS

Blackwood (4NT)

Bid	Meaning	Requirements
4NT	Asks for aces	18+ HCP, suit agreed, slam interest

Responses to 4NT: - 5♣ = 0 or 4 aces - 5♦ = 1 ace - 5♥ = 2 aces - 5♠ = 3 aces

Follow-up (5NT): - 5NT (after 4NT) = Asks for kings (promises all aces)

Responses to 5NT: - 6♣ = 0 kings - 6♦ = 1 king - 6♥ = 2 kings - 6♠ = 3 kings - 6NT = 4 kings

Splinter Bids

Requirements	HCP	Shape
Double-jump in new suit	13+	Singleton/void in bid suit, 4+ support for partner's suit

Example: 1♥ - 4♣ (shows heart support, club shortness, slam interest)

SPECIAL CONVENTIONS

Fourth Suit Forcing

Requirements	Context
Bid the only unbid suit	After opener and responder have bid 2 suits each
12+ HCP	Artificial, game-forcing

Example Auction: - 1♣ - 1♥ - 1♠ - 2♦ ← Fourth Suit Forcing (artificial)

Meaning: Responder doesn't have a natural bid, asks opener to describe hand further

DEFENSIVE AGREEMENTS

Leads

Opening Leads: - Vs. Suit Contracts: 4th best from longest/strongest, top of sequence - Vs. Notrump: 4th best from longest/strongest - Ace = Asking for attitude (strong holding or shortness)

Attitude Signals: - High card = Encouragement - Low card = Discouragement

SYSTEM NOTES

Convention Priority

When multiple conventions apply, priority order: 1. Jacoby Transfer (with 5+ major over 1NT) 2. Stayman (with 4-card major over 1NT) 3. Blackwood (in slam context) 4. Michaels/Unusual 2NT (in competitive bidding) 5. Takeout Double (in competitive bidding)

Special Situations

After Opponent's 1NT Opening: - Double = Penalty (15+ HCP) - 2♣ = Both majors (Landy/DONT not implemented) - 2♦/2♥/2♠ = Natural overcall

After Preempt: - Double = Takeout - New suit = Natural, constructive (13+ HCP) - 2NT = Inquiry (forcing)

IMPORTANT IMPLEMENTATION DETAILS

Balanced Hand Definition

- 4-3-3-3 (any order)
- 4-4-3-2 (any order)
- 5-3-3-2 (any order, only for 1NT opening)

HCP Counting

- Ace = 4 points
- King = 3 points
- Queen = 2 points
- Jack = 1 point

Distribution Points (for suit contracts)

- Void = 3 points

- Singleton = 2 points
- Doubleton = 1 point

Support Points (when raising partner's suit)

- Void = 5 points
 - Singleton = 3 points
 - Doubleton = 1 point
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REVIEW CHECKLIST FOR EXPERT

Please review and verify:

- [] Opening bid requirements match SAYC standards
- [] Response structures are correct
- [] Convention implementations follow standard practice
- [] HCP ranges are appropriate
- [] Distribution requirements are accurate
- [] Priority conflicts between conventions are handled properly
- [] Competitive bidding follows modern expert practice

END OF CONVENTION CARD