

BIDDING_SYSTEM_QUICK_REFERENCE

Bridge Bidding System - Quick Reference Tables

System: Standard American Yellow Card (SAYC) **Format:** Quick-lookup tables for all bidding situations

TABLE 1: OPENING BID REQUIREMENTS

Opening	HCP Range	Suit Length	Distribution	Notes
1♣	13+	3+	Any	May be 3-card suit (better minor)
1♦	13+	3+	Any	May be 3-card suit (better minor)
1♥	13+	5+	Any	Always 5+ hearts
1♠	13+	5+	Any	Always 5+ spades
1NT	15-17	—	Balanced	4-3-3-3, 4-4-3-2, or 5-3-3-2
2♣	22+	Any	Any	Strong, artificial, forcing
2♦	6-10	6	Any	Preempt, good 6-card suit
2♥	6-10	6	Any	Preempt, good 6-card suit
2♠	6-10	6	Any	Preempt, good 6-card suit
2NT	20-22	—	Balanced	Balanced hand
3♣/3♦/3♥/ 3♠	6-10	7	Any	Preempt, decent 7-card suit
3NT	25-27	—	Balanced	Balanced hand

TABLE 2: RESPONSES TO 1NT OPENING (15-17 HCP)

Natural Responses

Response	HCP	Requirements	Forcing?	Meaning
Pass	0-7	—	No	No game interest
2NT	8-9	Balanced	No	Invitational
3NT	10+	Balanced	No	To play
3♣/3♦	10+	6+ card suit	Yes	Slam interest, natural
3♥/3♠	10+	6+ card suit	Yes	Slam interest, natural

Conventional Responses

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

Convention Priority: With 5+ card major, use Jacoby Transfer instead of Stayman

TABLE 3: RESPONSES TO SUIT OPENINGS

Responses to 1♣/1♦

Response	HCP	Requirements	Forcing?	Meaning
Pass	0-5	Weak hand	No	No values to respond
1♥/1♠	6+	4+ card suit	Yes (1 round)	Natural, up-the-line
1NT	6-10	Balanced, no 4-card major	No	Denies major
2♣/2♦	10+	4+ card suit	Yes	New suit at 2-level
2♥/2♠	13+	5+ card suit	Yes	Jump shift, strong
2NT	13-15	Balanced	Yes	Game-forcing
3♣/3♦	10-12	5+ support	Invitational	Limit raise
3NT	13-15	Balanced	No	To play

Responses to 1♥/1♠

Response	HCP	Requirements	Forcing?	Meaning
Pass	0-5	Weak hand	No	No values to respond
1♠ (over 1♥)	6+	4+ spades	Yes (1 round)	Natural
1NT	6-10	No fit, balanced	No	Forcing 1 round
2♣/2♦	10+	4+ card suit	Yes	New suit at 2-level
2♥/2♠	6-10	3+ support	No	Simple raise
2NT	13-15	Balanced	Yes	Jacoby 2NT (forcing)
3♣/3♦	13+	5+ card suit	Yes	Jump shift, strong
3♥/3♠	10-12	4+ support	Invitational	Limit raise
3NT	13-15	Balanced	No	To play
4♥/4♠	13+	4+ support	No	Game values

TABLE 4: OPENER'S REBIDS AFTER 1-OF-A-SUIT

Minimum Rebids (13-15 HCP)

Rebid Type	Requirements	Forcing?	Meaning
Rebid same suit	6+ cards	No	Minimum hand, extra length
Support partner	3+ cards	No	Simple raise, minimum
1-level new suit	4+ cards	Yes (1 round)	Natural, economical
1NT	Balanced	No	12-14 HCP, balanced
2-level new suit	4+ cards	Yes (1 round)	Natural, may be minimum

Invitational Rebids (16-18 HCP)

Rebid Type	Requirements	Forcing?	Meaning
Jump rebid	6+ cards	Invitational	16-18 HCP, good suit
Jump support	3+ support	Invitational	16-18 HCP, fit
Reverse	4+ cards, higher suit	Yes (1 round)	16+ HCP, forcing
2NT	Balanced	Invitational	18-19 HCP

Game-Forcing Rebids (19+ HCP)

Rebid Type	Requirements	Forcing?	Meaning
Jump shift	4+ cards	Yes (to game)	19+ HCP, slam interest
3NT	Balanced	No	19-20 HCP, to play

TABLE 5: COMPETITIVE BIDDING - OVERCALLS

Direct Overcalls

Overcall	HCP	Suit Requirements	Vulnerability Consideration
1-level	8-16	5+ cards, good quality	More aggressive non-vulnerable
2-level	11-16	5+ cards, good quality	More conservative vulnerable
1NT	15-18	Balanced, stopper	Shows balanced hand
Jump Overcall	15-18	6+ cards, strong	Intermediate jump overcall

Responses to Partner's Overcall

Response	HCP	Requirements	Meaning
Pass	0-8	Weak	No values
Raise to 2	6-9	3+ support	Competitive
Raise to 3	10-12	3+ support	Invitational
Raise to game	13+	3+ support	Game values
New suit	10+	5+ cards	Constructive, non-forcing
Cue-bid	12+	Game interest	Asks for stopper/direction
2NT	10-12	Balanced, stopper	Invitational

TABLE 6: COMPETITIVE BIDDING - DOUBLES

Takeout Doubles

Situation	HCP	Shape Requirements	Meaning
Direct double	12+	Support for unbid suits (4+ each)	Asks partner to bid
Support double	Varies	3-card support for partner	Shows 3-card support

Responses to Takeout Double (Partner Doubles, RHO Passes)

Response	HCP	Requirements	Meaning
Minimum suit	0-8	4+ cards	Forced, cheapest bid
Jump in suit	9-11	4+ cards	Invitational
1NT	6-10	Stopper	Balanced
Cue-bid	12+	Game interest	Forces partner to describe
Jump to game	12+	5+ cards	To play

Negative/Responsive Doubles

Type	When Used	Requirements	Meaning
Negative Double	After partner opens, RHO overcalls	6+ HCP, 4+ unbid major	Shows unbid major(s)
Responsive Double	After partner doubles, RHO raises	6+ HCP, values	Asks partner to choose suit

TABLE 7: TWO-SUITED OVERCALLS

Michaels Cuebid

Opponent Opens	Michaels Bid	HCP	Suits Shown
1♣	2♣	8+	Both majors (5-5+)
1♦	2♦	8+	Both majors (5-5+)
1♥	2♥	8+	Spades + minor (5-5+)
1♠	2♠	8+	Hearts + minor (5-5+)

Strength Ranges: - 8-11 HCP: Weak/competitive - 12-15 HCP: Invitational - 16+ HCP: Game-forcing strength

Unusual 2NT

Opponent Opens	Bid	HCP	Suits Shown
1♥ or 1♠	2NT	8+	Both minors (5-5+)

TABLE 8: SLAM CONVENTIONS

Blackwood (4NT Ace-Asking)

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

Responses: | Response | Aces Held | |———|———| | 5♣ | 0 or 4 | | 5♦ | 1 | | 5♥ | 2 | | 5♠ | 3 |

King-Asking (5NT Follow-up)

Bid	Requirements	Meaning
5NT	After 4NT, all aces accounted for	Asks for kings

Responses: | Response | Kings Held | |-----|-----| | 6♣ | 0 | | 6♦ | 1 | | 6♥ | 2 | | 6♠ | 3 |
| 6NT | 4 |

Splinter Bids

Requirement	HCP	Shape	Meaning
Double jump in new suit	13+	Singleton/void	Slam interest, shortness shown, 4+ support

Examples: - 1♥ - 4♣ (shows heart support, club shortness) - 1♠ - 4♦ (shows spade support, diamond shortness)

TABLE 9: SPECIAL CONVENTIONS

Fourth Suit Forcing

Context	Requirements	Meaning
Both partners bid 2 suits each	12+ HCP	Artificial, game-forcing, asks opener to describe

Example:

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1♣ - 1♥  
1♠ - 2♦ ← Fourth Suit Forcing (artificial)
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TABLE 10: HCP REQUIREMENTS BY BIDDING LEVEL

This table shows minimum HCP needed for different bidding levels:

Level	Minimum HCP	Context
1-level	6+	Responding to partner's opening
2-level	10+	New suit response (1♣-2♦)
2-level	11+	Overcalling at 2-level
3-level	10+	Limit raise, invitational
3-level	16+	Opening at 3-level (preempt exception: 6-10)
4-level	13+	Game bid with fit
4NT	18+	Blackwood (slam context)
5-level	20+	Slam try without Blackwood
6-level	28+	Small slam (combined partnership)
7-level	33+	Grand slam (combined partnership)

TABLE 11: DISTRIBUTION POINTS

Opening Hand Evaluation

Feature	Points	When to Count
Void	+3	In suit contracts only
Singleton	+2	In suit contracts only
Doubleton	+1	In suit contracts only

Support Points (When Raising Partner's Suit)

Feature	Points	Requirements
Void	+5	With 4+ trump support
Singleton	+3	With 4+ trump support
Doubleton	+1	With 4+ trump support

TABLE 12: BALANCED HAND PATTERNS

Pattern	1NT Opening	2NT Opening	3NT Opening
4-3-3-3	✓	✓	✓
4-4-3-2	✓	✓	✓
5-3-3-2	✓	✓	✓
5-4-2-2	x	x	x
6-3-2-2	x	x	x

TABLE 13: DECISION ROUTING LOGIC

This shows how the system chooses which bidding module to use:

State 1: Opening Situation (No Bids Yet)

Priority	Module	Trigger
1	Preempts	6-10 HCP, 6-7 card suit
2	Opening Bids	13+ HCP (or 5-card major with 12)

State 2: Competitive Situation (Opponent Opened)

Priority	Module	Trigger
1	Michaels Cuebid	8+ HCP, 5-5 shape, opponent opened
2	Unusual 2NT	8+ HCP, 5-5 minors, opponent opened major
3	Overcalls	8+ HCP (1-level) or 11+ (2-level), 5+ suit
4	Takeout Double	12+ HCP, support for unbid suits
5	Negative Double	6+ HCP, after partner opens and RHO overcalls

State 3: Partnership Auction (Partner Opened)

Priority	Module	Trigger
1	Jacoby Transfer	Partner opened 1NT, I have 5+ major
2	Stayman	Partner opened 1NT, I have 4-card major, 8+ HCP
3	Blackwood	Suit agreed, 18+ HCP, slam interest
4	Fourth Suit Forcing	2 suits bid by each, 12+ HCP
5	Splinter Bids	13+ HCP, 4+ support, singleton/void
6	Responses	Natural responses to partner's opening
7	Rebids	Opener's second bid

TABLE 14: SUIT QUALITY REQUIREMENTS

For Opening Bids (1-level)

Suit Length	Quality Requirement
3 cards	Only for better minor (1♣/1♦)
4 cards	Only for minors (1♣/1♦)
5+ cards	Required for majors (1♥/1♠)

For Overcalls

Level	Suit Length	Quality
1-level	5+	Good quality (2+ honors)
2-level	5+	Good quality (2+ honors), prefer 6
Jump	6+	Strong suit (3+ honors)

For Preempts

Level	Suit Length	Quality
2-level	6	Good suit (2+ honors)
3-level	7	Decent suit (1-2 honors)

COMMON BIDDING SEQUENCES

After 1NT Opening

Sequence	Meaning
1NT - 2♣ - 2♦ - 2♥/2♠	Stayman, no major, responder bids 4-card major (invitational)
1NT - 2♣ - 2♥ - 3NT	Stayman found heart fit, responder bids game
1NT - 2♦ - 2♥ - Pass	Jacoby Transfer to hearts, responder has weak hand
1NT - 2♥ - 2♠ - 3♠	Jacoby Transfer to spades, responder invites game

After Suit Opening

Sequence	Meaning
1♣ - 1♥ - 1NT	Minor opening, major response, balanced rebid (12-14)
1♥ - 2♥ - Pass	Major opening, simple raise, opener passes with minimum
1♥ - 3♥ - 4♥	Major opening, limit raise, opener accepts with fitting values
1♦ - 1♠ - 2♥	Minor opening, spade response, reverse (16+ HCP)

END OF QUICK REFERENCE

For detailed examples and practice auctions, see `BIDDING_SYSTEM_EXAMPLE_AUCTIONS.md`