

BIDDING_SYSTEM_EXAMPLE_AUCTIONS

Bridge Bidding System - Example Auctions

System: Standard American Yellow Card (SAYC) **Format:** Practical bidding sequences with hand diagrams and AI reasoning

SECTION 1: STANDARD OPENING BIDS

Example 1.1: Balanced 1NT Opening

Hand (South):

♠ K Q 7
♥ A J 9
♦ K 10 8 4
♣ Q 6 3

HCP: 15 | **Shape:** 4-3-3-3 (balanced)

Auction: | North | East | South | West | |——|——|——| | - | - | **1NT** | Pass |

AI Reasoning: - 15 HCP (in 15-17 range for 1NT) - Balanced distribution (4-3-3-3) - No 5-card major (would bid 1♥/1♠ with 5) - Opens 1NT to describe hand precisely

Example 1.2: 5-Card Major Opening

Hand (South):

♠ A K 10 8 4
♥ Q 6
♦ K 9 7
♣ J 10 5

HCP: 13 | **Shape:** 5-3-3-2

Auction: | North | East | South | West | |——|——|——| | - | - | **1♦** | Pass |

AI Reasoning: - 13 HCP (opening values) - 5-card spade suit (always open 5-card majors) - Opens 1♦ (SAYC requires 5+ for major openings)

Example 1.3: Better Minor Opening

Hand (South):

♠ K 10 7
♥ A Q 9
♦ K 8 4
♣ Q 10 6 3

HCP: 13 | **Shape:** 4-3-3-3

Auction: | North | East | South | West | |——|——|——| | - | - | **1♣** | Pass |

AI Reasoning: - 13 HCP (opening values) - Balanced but not 1NT range (too weak) - No 5-card major - Opens better minor (1♣ with 4 clubs vs 3 diamonds)

Example 1.4: Weak Two Preempt

Hand (South):

♠ K Q J 10 8 7
♥ 9 4
♦ 10 8 5
♣ 7 2

HCP: 8 | **Shape:** 6-2-3-2

Auction: | North | East | South | West | |——|——|——| | - | - | **2♠** | Pass |

AI Reasoning: - 8 HCP (in 6-10 range for weak two) - Good 6-card spade suit (3 honors) - Preempts to obstruct opponents and describe hand - Not vulnerable (would be more conservative if vulnerable)

SECTION 2: RESPONSES TO 1NT

Example 2.1: Stayman with 4-Card Major

Partner's Hand (North):

♠ A 10 6
♥ K Q 8
♦ A J 9 4
♣ K 7 3

HCP: 16 (1NT opener)

Your Hand (South):

♠ K 9 7 4
♥ A 6 5
♦ 10 8 3
♣ Q 10 4

HCP: 10 | **Shape:** 4-3-3-3

Auction: | North | East | South | West | |——|——|——| | 1NT | Pass | 2♣ | Pass | | 2♠ | Pass | 3NT | Pass |

AI Reasoning: - South: 10 HCP (game values with 1NT) - South: 4-card spade suit → use Stayman to find 4-4 fit - North: 4 spades → bid 2♠ - South: Spade fit found, enough for game → bid 3NT (could also bid 4♠)

Example 2.2: Jacoby Transfer with 5-Card Major

Partner's Hand (North):

♠ K J 9
♥ A Q 7
♦ K 10 8 4
♣ Q 6 3

HCP: 15 (1NT opener)

Your Hand (South):

♠ 6 4
♥ K 10 9 6 5
♦ A 7 3
♣ J 10 8

HCP: 9 | **Shape:** 2-5-3-3

Auction: | North | East | South | West | |——|——|——| | 1NT | Pass | 2♦ | Pass | | 2♥ | Pass | 3NT | Pass |

AI Reasoning: - South: 9 HCP, 5-card heart suit → use Jacoby Transfer (2♦ = hearts) - North: Forced to accept transfer → bid 2♥ - South: Game values (9+15=24), but only 5-card suit → bid 3NT instead of 4♥ - **Note:** With 6+ hearts would bid 4♥

Example 2.3: Jacoby Transfer Priority Over Stayman

Partner's Hand (North):

♠ A Q 8
♥ K 10 9
♦ A J 7 3
♣ K 8 4

HCP: 17 (1NT opener)

Your Hand (South):

♠ K J 10 9 7
♥ Q 8 6 4
♦ 6 5
♣ 10 3

HCP: 7 | Shape: 5-4-2-2

Auction: | North | East | South | West | |——|——|——|——| | 1NT | Pass | 2♥ | Pass | | 2♠ |
Pass | Pass | - |

AI Reasoning: - South: 5 spades, 4 hearts → Jacoby Transfer takes priority - South: 7 HCP (invitational values) → transfer to spades with 2♥ - North: Accepts transfer → bid 2♠ - South: Weak hand, satisfied with 2♠ → Pass - **Note:** With 5+ major, always transfer rather than Stayman

SECTION 3: SUIT OPENING RESPONSES

Example 3.1: Simple Raise with Support

Partner's Hand (North):

♠ K Q 10 8 4
♥ A 7
♦ K J 9
♣ Q 10 5

HCP: 14 (1♠ opener)

Your Hand (South):

♠ J 9 6
♥ K 10 8
♦ A 7 4 3
♣ 9 6 2

HCP: 8 | **Shape:** 3-3-4-3

Auction: | North | East | South | West | |——|——|——| | 1♠ | Pass | 2♠ | Pass | | Pass |
- | - | - |

AI Reasoning: - South: 8 HCP, 3-card spade support → simple raise to 2♠ - South: Not enough for limit raise (10-12 HCP) - North: Minimum opening (14 HCP) → Pass - **Note:** With 10-12 HCP, would bid 3♠ (limit raise)

Example 3.2: Limit Raise (Invitational)

Partner's Hand (North):

♠ A K 10 8 4
♥ K Q 7
♦ 9 6
♣ A 10 8

HCP: 15 (1♠ opener)

Your Hand (South):

♠ Q 9 6
♥ A 10 8
♦ K J 7 4
♣ 9 6 2

HCP: 10 | **Shape:** 3-3-4-3

Auction: | North | East | South | West | |——|——|——|——| | 1♠ | Pass | 3♠ | Pass | | 4♠ |
Pass | Pass | - |

AI Reasoning: - South: 10 HCP, 3-card spade support → limit raise to 3♠ (10-12 HCP) -
North: 15 HCP + fit = enough for game → accept invitation, bid 4♠ - **Note:** With 13+ HCP,
South would bid 4♠ directly

Example 3.3: New Suit Response (Forcing 1 Round)

Partner's Hand (North):

♠ K 8
♥ A 10 7
♦ K Q 10 8 4
♣ Q 9 6

HCP: 13 (1♦ opener)

Your Hand (South):

♠ A J 10 9 7
♥ K 8 6
♦ 7 4
♣ K 10 3

HCP: 11 | **Shape:** 5-3-2-3

Auction: | North | East | South | West | |——|——|——| | 1♦ | Pass | 1♠ | Pass | | 1NT | Pass | 3NT | Pass |

AI Reasoning: - South: 11 HCP, 5-card spade suit → bid 1♠ (forcing 1 round) - North: No spade fit, balanced → rebid 1NT (12-14 HCP) - South: Game values (11+13=24), balanced → bid 3NT - **Note:** Bidding new suit at 1-level is forcing for 1 round

Example 3.4: Jump Shift (Strong, Game-Forcing)

Partner's Hand (North):

♠ K 10 8
♥ A Q J 9 7
♦ K 6
♣ Q 10 4

HCP: 14 (1♥ opener)

Your Hand (South):

♠ A Q J 9 7 4
♥ K 8
♦ A 10 5
♣ K 7

HCP: 17 | **Shape:** 6-2-3-2

Auction: | North | East | South | West | |——|——|——| | 1♥ | Pass | 2♠ | Pass | | 3♥ | Pass | 4♥ | Pass |

AI Reasoning: - South: 17 HCP, 6-card spade suit → jump shift to 2♠ (game-forcing) - North: Shows heart rebid (6+ hearts) → bid 3♥ - South: Heart fit found, game values → bid 4♥ - **Note:** Jump shift (1♥-2♠) shows 17+ HCP and is game-forcing

SECTION 4: COMPETITIVE BIDDING

Example 4.1: Simple 1-Level Overcall

RHO's Hand (East):

♠ A K 10 7
♥ K 9 7
♦ Q J 10 4
♣ 8 6

HCP: 13 (1♦ opener)

Your Hand (South):

♠ 8 4
♥ A Q J 10 8
♦ 9 6 3
♣ K 10 7

HCP: 11 | Shape: 2-5-3-3

Auction: | North | East | South | West | |——|——|——|——| | Pass | 1♦ | 1♥ | Pass |

AI Reasoning: - South: 11 HCP, good 5-card heart suit → overcall 1♥ - South: In range for 1-level overcall (8-16 HCP) - South: Suit quality is good (3 honors) - **Note:** Would not overcall with poor suit quality or <8 HCP

Example 4.2: Takeout Double

RHO's Hand (East):

♠ A K J 10 7
♥ 9 6
♦ K Q 10
♣ Q 8 4

HCP: 14 (1♠ opener)

Your Hand (South):

♠ 6 4
♥ A Q 10 8
♦ A J 7 4
♣ K 9 6

HCP: 13 | **Shape:** 2-4-4-3

Auction: | North | East | South | West | |——|——|——| | Pass | 1♠ | **Double** | Pass | |
2♥ | Pass | **4♥** | Pass |

AI Reasoning: - South: 13 HCP, support for unbid suits (4 hearts, 4 diamonds) → Takeout Double - North: Forced to bid, chooses hearts → 2♥ - South: Excellent heart fit + opening values → jump to 4♥ - **Note:** Takeout double promises support for unbid suits (not a penalty double)

Example 4.3: Negative Double (Shows Unbid Major)

Partner's Hand (North):

♠ K Q 8
♥ A 10 7
♦ K 10 9 8 4
♣ 9 6

HCP: 12 (1♦ opener)

Your Hand (South):

♠ A 10 9 7
♥ K 8 6 4
♦ 7 3
♣ Q 10 5

HCP: 9 | **Shape:** 4-4-2-3

RHO Overcalls: 1♥

Auction: | North | East | South | West | |——|——|——|——| | 1♦ | 1♥ | **Double** | Pass | | 2♠
| Pass | **4♣** | Pass |

AI Reasoning: - South: 9 HCP, 4 spades (unbid major) → Negative Double - South: Cannot bid 1♠ naturally (would show 6+ HCP and be non-forcing) - North: 4 spades → bid 2♠ - South: Spade fit found, game values with fit → bid 4♣ - **Note:** Negative double after partner opens and RHO overcalls shows unbid major(s)

Example 4.4: Michaels Cuebid (Both Majors)

RHO's Hand (East):

♠ K 10 7
♥ 9 6
♦ A K Q 10 8
♣ Q 9 6

HCP: 13 (1♦ opener)

Your Hand (South):

♠	A	Q	10	8	4
♥	K	J	9	7	3
♦	6				
♣	10	8			

HCP: 10 | **Shape:** 5-5-1-2

Auction: | North | East | South | West | |——|——|——| | Pass | 1♦ | 2♦ | Pass | | 2♠ | Pass | 4♠ | Pass |

AI Reasoning: - South: 10 HCP, 5-5 in both majors → Michaels Cuebid (2♦) - South: Cuebidding opponent's suit shows both majors - North: Prefers spades → bid 2♠ - South: Game values with fit → bid 4♠ - **Note:** 2♦ over 1♦ is Michaels (artificial), showing both majors 5-5+

Example 4.5: Unusual 2NT (Both Minors)

RHO's Hand (East):

♠	A	K	J	10	7
♥	K	Q	9		
♦	10	8			
♣	Q	9	4		

HCP: 13 (1♠ opener)

Your Hand (South):

♠	6	4			
♥	8				
♦	A	Q	10	9	7
♣	K	J	10	8	4

HCP: 10 | **Shape:** 2-1-5-5

Auction: | North | East | South | West | |——|——|——| | Pass | 1♠ | 2NT | Pass | | 3♦ | Pass | 5♦ | Pass |

AI Reasoning: - South: 10 HCP, 5-5 in both minors → Unusual 2NT - South: 2NT over major opening is artificial, showing both minors 5-5+ - North: Prefers diamonds → bid 3♦ - South: Good fit + distributional values → bid 5♦ (competitive) - **Note:** 2NT after opponent opens major is Unusual 2NT (not natural)

SECTION 5: SLAM BIDDING

Example 5.1: Blackwood Ace-Asking

Partner's Hand (North):

♠ K Q 10 8 4
♥ A K 7
♦ K Q 9
♣ 10 6

HCP: 17 (1♠ opener)

Your Hand (South):

♠ A J 9 7 3
♥ Q 8 6
♦ A J 10
♣ K 7

HCP: 14 | **Shape:** 5-3-3-2

Auction: | North | East | South | West | |——|——|——|——| | 1♠ | Pass | 3♠ | Pass | | 4NT | Pass | 5♥ | Pass | | 6♠ | Pass | Pass | - |

AI Reasoning: - South: 14 HCP, 5-card spade support → limit raise to 3♠ - North: 17 HCP + fit = slam interest → bid 4NT (Blackwood) - South: 2 aces → respond 5♥ - North: 2 aces + 2 =

4 aces, 1 king missing → bid 6♠ (small slam) - **Note:** 4NT after suit agreement is always Blackwood (ace-asking)

Example 5.2: Splinter Bid (Showing Shortness)

Partner's Hand (North):

♠ A K J 10 7
♥ K Q 9
♦ A 10 8
♣ 9 6

HCP: 16 (1♠ opener)

Your Hand (South):

♠ Q 9 6 3
♥ A 10 8 7
♦ K Q J
♣ 7

HCP: 13 | Shape: 4-4-3-1

Auction: | North | East | South | West | |——|——|——|——| | 1♠ | Pass | 4♣ | Pass | | 4NT | Pass | 5♦ | Pass | | 6♠ | Pass | Pass | - |

AI Reasoning: - South: 13 HCP, 4-card spade support, singleton club → Splinter Bid (4♣) - South: 4♣ is artificial, shows spade support + club shortness + slam interest - North: Excellent fit, wasted values in clubs minimal → bid 4NT (Blackwood) - South: 1 ace → respond 5♦ - North: Enough aces + good fit → bid 6♠ - **Note:** Double jump in new suit = Splinter (shows shortness, 4+ support, slam interest)

SECTION 6: SPECIAL CONVENTIONS

Example 6.1: Fourth Suit Forcing

Partner's Hand (North):

♠ K 8
♥ A Q 10 7
♦ K Q 10 8 4
♣ 9 6

HCP: 13 (1♦ opener)

Your Hand (South):

♠ A Q 10 9
♥ 9 6
♦ A J 7
♣ K 10 8 4

HCP: 13 | **Shape:** 4-2-3-4

Auction: | North | East | South | West | |——|——|——|——| | 1♦ | Pass | 1♠ | Pass | | 2♥ |
Pass | 3♣ | Pass | | 3NT | Pass | Pass | - |

AI Reasoning: - South: 13 HCP, 4 spades → bid 1♠ - North: 13 HCP, 4 hearts → rebid 2♥ (reverse, 16+ would be forcing) - South: No fit found, game interest → bid 3♣ (Fourth Suit Forcing, artificial) - South: Asking partner to describe hand further - North: Balanced, diamond stopper → bid 3NT - **Note:** When 3 suits have been bid naturally, bidding the 4th suit is artificial (game-forcing)

SECTION 7: OPENER'S REBIDS

Example 7.1: Minimum Rebid (13-15 HCP)

Your Hand (North):

♠ K 10 7
♥ A Q 10 8 7 4
♦ K 9
♣ 9 6

HCP: 13 | Shape: 3-6-2-2

Partner's Hand (South):

♠ A 9 6
♥ K 6
♦ Q 10 8 4
♣ K 10 7 3

HCP: 11

Auction: | North | East | South | West | |——|——|——|——| | 1♥ | Pass | 1NT | Pass | | 2♥ |
Pass | Pass | - |

AI Reasoning: - North: 13 HCP, 6 hearts → open 1♥ - South: 11 HCP, no heart fit, balanced
→ respond 1NT - North: Minimum hand (13), 6-card suit → rebid 2♥ (non-forcing) - South: No fit, minimum → Pass - **Note:** Simple rebid of same suit shows minimum hand with 6+ cards

Example 7.2: Jump Rebid (Invitational, 16-18 HCP)

Your Hand (North):

♠ A K J 10 8 7
♥ K Q 9
♦ A 10
♣ 9 6

HCP: 16 | **Shape:** 6-3-2-2

Partner's Hand (South):

♠ 9 6
♥ A 10 8
♦ K Q 8 4
♣ K 10 7 3

HCP: 11

Auction: | North | East | South | West | |——|——|——| | **1♠** | Pass | 1NT | Pass | | **3♠** |
Pass | **4♠** | Pass |

AI Reasoning: - North: 16 HCP, 6 spades → open 1♠ - South: 11 HCP, no spade fit, balanced → respond 1NT - North: Invitational hand (16), 6-card suit → jump rebid 3♠ - South: Maximum for 1NT response + 2-card support → accept invitation, bid 4♠ - **Note:** Jump rebid in same suit shows 16-18 HCP, invitational

Example 7.3: Reverse (16+ HCP, Forcing)

Your Hand (North):

♠ A K 10 7
♥ 9 6
♦ A K Q 10 8
♣ Q 9

HCP: 17 | **Shape:** 4-2-5-2

Partner's Hand (South):

♠	9	6	3	
♥	A	10	8	4
♦	9	7		
♣	K	10	8	7

HCP: 8

Auction: | North | East | South | West | |——|——|——| | **1♦** | Pass | **1♥** | Pass | | **1♠** | Pass | 1NT | Pass | | Pass | - | - | - |

AI Reasoning: - North: 17 HCP, 5 diamonds → open 1♦ - South: 8 HCP, 4 hearts → respond 1♥ - North: 17 HCP, 4 spades → reverse to 1♠ (shows 16+ HCP) - South: Minimum hand, no fit → bid 1NT (forced) - North: No fit found, minimum → Pass - **Note:** Reverse (bidding higher-ranking suit at 2-level) shows 16+ HCP, forcing 1 round

SECTION 8: COMMON MISTAKES TO AVOID

Example 8.1: CORRECT - Jacoby Transfer Priority

Hand:

♠	K	Q	10	9	7
♥	A	8	6	4	
♦	7	3			
♣	10	8			

HCP: 10 | Partner Opened: 1NT

CORRECT Auction:

1NT	-	2♥	(Jacoby Transfer to spades)
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INCORRECT Auction:

INT - 2♣ (Stayman) ← WRONG

Reason: With 5+ card major, always use Jacoby Transfer instead of Stayman

Example 8.2: CORRECT - Don't Preempt with Opening Values

Hand:

♠ K Q J 10 8 7
♥ A K 9
♦ 10 8
♣ 7 2

HCP: 12 | **Shape:** 6-3-2-2

CORRECT Opening:

1♠ ← Correct (12 HCP is too strong for preempt)

INCORRECT Opening:

2♠ ← WRONG (preempts are 6-10 HCP)

Reason: Preempts show weak hands (6-10 HCP). With 12+ HCP, open at 1-level.

Example 8.3: CORRECT - Support Partner Before Bidding Own Suit

Partner's Hand: Opened 1♥

Your Hand:

♠ A Q 10 9 7
♥ K 8 6
♦ Q 10 4
♣ 9 7

HCP: 11 | Shape: 5-3-3-2

CORRECT Response:

1♥ - 3♥ ← Correct (show heart support, limit raise)

INCORRECT Response:

1♥ - 1♠ ← Suboptimal (denies 3-card heart support)

Reason: With 3+ card support and limit raise values, raise partner immediately rather than bidding own suit.

SECTION 9: EDGE CASES AND SPECIAL SITUATIONS

Example 9.1: Responding to Partner's Takeout Double with Weak Hand

Partner's Hand (North): Doubled opponent's 1♥

Your Hand (South):

♠ 10 8 6 4
♥ 9 7
♦ J 10 8 4
♣ 9 6 3

HCP: 2 | Shape: 4-2-4-3

Auction: | North | East | South | West | |——|——|——|——| | Pass | 1♥ | Pass | Pass | |
Double | Pass | 1♠ | Pass |

AI Reasoning: - North: Takeout double → asks partner to bid - South: Forced to bid even with 2 HCP → bid longest suit (1♠) - **Note:** After partner's takeout double, you MUST bid even with 0 HCP

Example 9.2: Passing Partner's Penalty Double

Partner's Hand (North):

♠ A K Q 10
♥ K Q J 9
♦ A 10 8
♣ 9 6

HCP: 18

Your Hand (South):

♠ 9 6
♥ 10 8 7
♦ K Q 9 7
♣ K 10 8 4

HCP: 8

Opponent Opens: 1NT (15-17)

Auction: | North | East | South | West | |——|——|——|——| | Pass | Pass | Pass | 1NT ||
Double | Pass | Pass | Pass |

AI Reasoning: - West: Opens 1NT - North: 18 HCP → penalty double (shows 15+ HCP) -
South: Pass for penalty (converting to penalty) - **Note:** Double of 1NT is penalty, not takeout.
Pass with any values.

SECTION 10: REVIEW CHECKLIST

Use these auctions to verify:

Opening Bids: - [] 1NT shows 15-17 balanced (Example 1.1) - [] 5-card majors required for 1♥/1♠ (Example 1.2) - [] Better minor with no 5-card major (Example 1.3) - [] Weak twos show 6-10 HCP (Example 1.4)

1NT Responses: - [] Stayman with 4-card major, 8+ HCP (Example 2.1) - [] Jacoby Transfer with 5+ major (Example 2.2) - [] Transfer priority over Stayman (Example 2.3)

Competitive Bidding: - [] 1-level overcalls: 8-16 HCP (Example 4.1) - [] Takeout doubles: 12+ HCP, unbid suit support (Example 4.2) - [] Negative doubles: unbid majors after RHO overcall (Example 4.3) - [] Michaels: 2♦ over 1♦ shows both majors (Example 4.4) - [] Unusual 2NT: shows both minors (Example 4.5)

Slam Bidding: - [] Blackwood: 4NT asks for aces (Example 5.1) - [] Splinter: double jump shows shortness + support (Example 5.2)

Special Conventions: - [] Fourth Suit Forcing: artificial, game-forcing (Example 6.1)

END OF EXAMPLE AUCTIONS

For comprehensive rules and tables, see: - [BIDDING_SYSTEM_CONVENTION_CARD.md](#) (complete convention card) - [BIDDING_SYSTEM_QUICK_REFERENCE.md](#) (lookup tables)