

Weakest to Strongest:

Clubs(♣)-> Diamonds(♦), Hearts(♥), Spades(♠), No Trump(NT)

Minors

Majors

2,3,4,5,6,7,8,9,10,J,Q,K,A



Bidding

1 _{NT}	1♠	1♥	1♦	1♣
2 _{NT}	2♠	2♥	2♦	2♣
3 _{NT}	3♠	3♥	3♦	3♣
4 _{NT}	4♠	4♥	4♦	4♣
5 _{NT}	5♠	5♥	5♦	5♣
6 _{NT}	6♠	6♥	6♦	6♣
7 _{NT}	7♠	7♥	7♦	7♣
PASS	X	XX		

High Card Points:



Ace =
4 points



Queen =
2 points



King =
3 points



Jack =
1 point

Bonus Points:

Long Suit Points - for every card in suit above 5, add 1 point

Short Suit Points - 1 pt for doubleton 2pts for singleton and 3 pts for void

General SAYC Bidding Conventions:

**These aren't set in stone, and you and your partner can figure out what works best for you guys*

Opening-(12+ Points)

1♥, 1♠ - 5+ cards in suit

Else: Longest Minor, 1♦ if equal length

1NT, Balanced Hand 15-17 HCP

2♣, Forcing Game

3X, 7-card suit, weak HCP (7-9)

Game:

3NT, 4♥, 4♠, 5♦, 5♣

Responding to Opposing Partnership's Opening Bids:

Takeout Double-Doubling an opponents bid at the 1 level to show 12+HCP and a raise in a different suit

Damaging Bids-2X, if you have a long suit and 10+ HCP, you can purposely play to go down and lose less points than if they made a contract