

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(HCP)



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 then if they made a contract

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