

Standard American Yellow Card (SAYC)

V1.0.0, www.zaremba.ch  More info: [ACBL SAYC System Booklet](http://ACBL_SAYC_System_Booklet).

1. Opening Bids & Responses

Opening	Characteristics	Response	Meaning	Continuation		
1♣ / 1♦	3+ cards, 12-21 HCP. Open 1♣ with 3-3 minors. Open 1♦ with 4-4 minors (only 3 cards if 4432).	1♥ / 1♠	4+ cards, 6+ HCP.	Forcing 1 round.		
		1NT	6-10 HCP, balanced, denies 4-card major.	Non-forcing. See Section 3		
		2-rebid	10+ HCP, 4+ card support (often 5+ for ♦).	Forcing 1 round.		
		2 new suit	11+ HCP, 4+ cards (jump shift is 17+).	Forcing 1 round (or game if jump).		
		2NT	13-15 HCP, balanced, game forcing.			
		3-rebid	10-12 HCP limit raise, 5+ card support.	Invit.		
		3NT	16-17 HCP, balanced.	To play.		
		Jump Shift	17+ HCP, very strong suit.	Game forcing, slam interest.		
1♥ / 1♠	5+ cards, 12-21 HCP	1♠ over 1♥	4+ spades, 6+ pts, usually no ♥ support			
		1NT	6-9 HCP; denies 4-card higher major or 3-card support	May be passed		
		2♣ / 2♦	11+ HCP (2 over 1 change of suit), 4+ cards	Promises another bid unless passed hand or game bid		
		2NT	Jacoby 2NT: 13+ HCP, GF, agreeing trumps	3♣/♦/♠ shortness, 4M min, 3NT med, 3M max		
		3NT	15-17 HCP, balanced, 2 card support			
		2-raise	6-9HCP, 3+	Pass with min hand		
		3-raise	10-12, 3+ card support (preempt over X, otherwise avoid - prefer to show points by bidding other suit)			
1NT	15-17 HCP balanced. (May contain a 5-card suit, even a major)	2♣	Stayman, usually 8+ HCP, asks for 4-card major	2♦ (no 4M) / 2♥ / 2♠ (2♥ with both majors)		
		2♦	Jacoby transfer to ♥	2♥, or 3♥ with maximum		
		2♥	Jacoby transfer to ♠	2♠, or 3♠ with maximum		
		2♠	Jacoby transfer to ♣	Pass or convert to 3♦		
		2NT	Invit to 3NT			
		3♣ / 3♦	Invit to 3NT with 6+ card suit			
		4♣	Gerber, asking for aces	4♦=0/4, 4♥=1, 4♠=2, 4NT=3		
		4NT	Natural, invites 6NT			
		2♣	Strong artificial, 22+ HCP	2♦	Relay/waiting	Bidding is forcing to 3 of opener's major or 4 of minor.
				2♥ / 2♠ / 3♣ / 3♦	Natural positive (GF), 5+ cards	
2NT	8 points balanced, positive					

2♦ / 2♥ / 2♠	Weak: 6 cards, 5-11 HCP. Usually no major side suit.	2NT	Forcing, game interest	Opener bids feature (A/K) or 3NT if max.
		New suit	Forcing	
2NT	20-21 HCP balanced. May contain 5-card suit.	3♣	Stayman	
		3♦ / 3♥	Jacoby transfer	3♥ / 3♠
		4♣	Gerber	
		4NT	Inviting to slam in NT	
3/4 suit	Pre-emptive, rule of 2/3/4 (6-10 HCP)			

2. Choosing the Opening

- Always open the longest suit. Open the higher of long (at least 5 cards) suits of equal length.
- With 4-4 in the minors, open 1♦. With 3-3 in the minors, open 1♣.
- 1♦ is only three cards if the shape is 4432.
- Notrump openings show a balanced hand.
- Occasional 4-card major opening in 3rd seat.

3. Continuations

General rules for bidding after the opening bid:

- Fourth suit may be artificial ("Fourth Suit Forcing"), except in 1♣ - 1♦ - 1♥ - 1♠, which is natural and 2♠ is "Fourth suit".
- After opener's rebid in a suit, a new suit by responder is forcing.
- After a one-level response, a 1NT rebid shows 13-16 HCP. A 2NT rebid shows 19-21 HCP.
- After opener's rebid of 1NT (e.g., 1♥ - 1♠ - 1NT), responder's simple non-reverse rebid in a new suit is non-forcing.
- In that situation, a reverse rebid or a jump shift into a new suit is game-forcing.
- Jump shift: 17+ HCP, 5+ strong cards (or 6+), game forcing and slam invit.

Continuations after 1♣/1♦ — 1NT Response

When responder bids 1NT (6-10 HCP, denying a 4-card major), the opener describes their hand further:

- **Pass:** Minimum balanced hand (12-14 HCP).
- **2 of original minor:** Minimum unbalanced hand, 6+ card suit (12-14 HCP). Non-forcing.
- **2 of a new suit:** 12-17 HCP, unbalanced. Non-forcing. Responder will usually pass, correct to the original minor, or bid 2NT with maximum values.
- **2NT:** 18-19 HCP, balanced. Invit. Responder passes with 6-7 HCP, bids 3NT with 8-10 HCP.
- **3 of original minor:** 15-17 HCP, highly unbalanced, strong 6+ card suit. Invit.
- **3 of a new suit (Jump Shift):** 18+ HCP, game forcing.
- **3NT:** 19-21 HCP (balanced or semi-balanced with a solid minor). To play.

4. Slam Conventions

- **Blackwood:** 4NT asks for aces (5♣ = 0 or 4; 5♦ = 1; 5♥ = 2; 5♠ = 3), then 5NT asks for kings similarly.
- Alternative: **RKCB (0314):** Variant of Blackwood if agreed.
- **Gerber:** 4♣ asks for aces (4♦ = 0 or 4; 4♥ = 1; 4♠ = 2; 4NT = 3). 5♣ asks for kings. Used only directly when partner has opened or rebid 1NT or 2NT.
- **Interference:** Over interference, use DOPI (Double = 0, Pass = 1).
- **Grand Slam Force:** Jump to 5NT asks partner to bid grand slam in agreed suit with two of three top honors in it.

5. Effect of Interference & Special Uses of Doubles

- **After 1NT Opening:** If 1NT is doubled, Stayman and transfers still apply. If 1NT is overcalled, Stayman and transfers do not apply, but a cue bid is strong and Staymanic. Doubles of opening NT bids or NT overcalls are for penalties. All subsequent doubles are also for penalties.
- **Over Suit Contracts:** All doubles of suit contracts up to and including 2♠ are for take-out.
- Usually interference cancels conventions (e.g., after major suit opening and interference, a response of 2NT is natural, 12-14 HCP, not Jacoby).
- Double of conventional/artificial bids shows the suit bid.
- Redoubles are SOS up to 3♠, except when an artificial bid has been doubled (which is for business).

6. Defensive and Competitive Bidding

- **Take-out Doubles:** Over opening partscore bids up to 2♠, promises 4 cards in any unbid major.
- **Simple Overcall:** Natural, wide-ranging 8-16 points. Change of suit by responder is non-forcing.
- **1NT Overcall:** 15-18 HCP Direct (10-15 when Protective/Reopening). Balanced, preferably a stopper in opp. suit. 2♣ response is Stayman, otherwise natural.
- **Jump Overcall:** Weak/Pre-emptive — 6-card suit at 2 level, usually 7 at 3 level.
- **Action When Opponents Intervene:** Negative doubles up to 2♠. New suit is forcing at 1 level, but not at 2 level (e.g., 2 of a major is 5+ cards and 11+ pts). Jump in new suit is pre-emptive. Jump raise is pre-emptive. 2NT is a good raise.
- **Michaels Cue Bid:**
 - 1♣ 2♣ or 1♦ 2♦ shows at least 5-5 in the majors, 8+ points.
 - 1♥ 2♥ or 1♠ 2♠ shows at least 5-5 in the other major and one minor, 10+ points.
- **Unusual 2NT:** 1 [any] 2NT shows at least 5-5 in the two lowest unbid suits.

7. Leads, Signals, and Discards

- **Leads.** From three low cards against a suit contract lead low (xxx); against NT lead high (xxx). From 4+cards with honor lead 4th best. From a 4+cards suit without an honor: lead the 2nd best (exception: however against suits → lead A from AKx). Otherwise: top of touching honors and top from an interior sequence.
Rule of 11: for 4th best lead (from a suit headed by an honor): subtract the rank of the led card from 11 = the number of cards higher than the lead remaining in the other three hands. Now, you (*partner of the lead*) can calculate the number of cards higher than the lead held by the declarer. Example: Lead is 7♣. 11 - 7 = 4 → there are 4 higher cards in the other three hands. Next: count the higher cards visible in the dummy: eg 2. Add the higher cards in your own hand (eg 1). Subtracting these 3 cards from the initial 4: 4-3=1 - declarer has 1 card higher than the 7 (lead).
- **Signals & Discards:** Attitude — high encourages, low discourages. Also when giving count.
 - Alternative: (**Upside Down Carding - Malmö-Schneider**): Signals and Discards use Attitude where low = encouraging, high = discouraging. Count is low-high = even.
- Alternative Discards: **Lavinthal:** A high spot card is suit-preference for the higher of the two remaining suits, whereas a low spot card is suit-preference for the lower-ranking suit.

8. Other Common Conventions & Tips

- **Jacoby 2NT:** 2NT response to 1♥/♠ opening is 13+ HCP, Game Forcing, agreeing trumps, with slam interest. Opener bids 3 of other suits to show a singleton or void, or else shows point count by: jump to 4 of trump suit to show max 14, 3NT 15-17, 3 of trump suit 18+. Jacoby 2NT doesn't apply after interference by opponents. 2NT response to 1♣ or 1♦ opening bid is 13-15 and forcing; 3NT response is 16-17.
- **Negative Doubles:** After partner opens and RHO overcalls, a double shows the unbid suits (usually majors). Valid up to a specified level (often 2♠ or 3♠).

- **Splinter Bids:** An unusual jump shift response indicating a singleton or void in the bid suit, 4+ trump support for partner's suit, and game-going values (13+ points).
- **Weak Two-Bids:** Opening 2♦/♥/♠ shows a 6-card suit and 5-11 HCP. It is primarily a preemptive bid. The Rule of 2, 3, and 4 dictates how aggressive you should be depending on vulnerability.
- **Rule of 20:** To decide whether to open a borderline hand in first or second seat, add your High Card Points (HCP) to the total number of cards in your two longest suits. If the sum is 20 or more, it is generally safe to open.
- **Cappelletti / DONT (Over Opponent's 1NT):** Defensive conventions. In Cappelletti: 2♣ = single suiter, 2♦ = both majors, 2♥ = hearts + a minor, 2♠ = spades + a minor.
- **UCBs (Unassuming Cue Bids):** Opposite partner's overcall, a cue bid shows a good raise.

9. Rubber Bridge Scoring

We have "Below the Line" (points counting towards game) and "Above the Line" (bonuses and penalties). A rubber is won by the first side to win two games (score 100+ points below the line twice).

Trick Points (Below the Line)

Suit / Contract	Undoubled	Doubled	Redoubled
Minors (♣ / ♦)	20 per trick	40 per trick	80 per trick
Majors (♥ / ♠)	30 per trick	60 per trick	120 per trick
No Trump (NT)	40 for 1st trick, 30 for subsequent	80 for 1st trick, 60 for subsequent	160 for 1st trick, 120 for subsequent

Bonuses (Above the Line)

Condition	Non-Vulnerable	Vulnerable
Overtricks (Undoubled)	Trick value	Trick value
Overtricks (Doubled / Redoubled)	100 / 200 per trick	200 / 400 per trick
Small Slam (Bidding & Making 12 Tricks)	500	750
Grand Slam (Bidding & Making 13 Tricks)	1000	1500
Rubber Bonus (Winning 2 games to 0)	700	
Rubber Bonus (Winning 2 games to 1)	500	
Making Doubled / Redoubled Contract	50 / 100 ("Insult Bonus")	
Honors (4 Top Trump Honors in one hand)	100	
Honors (5 Top Trump Honors in one hand or 4 Aces in NT)	150	

Penalties / Undertricks (Above the Line)

Condition	Non-Vulnerable	Vulnerable
Undoubled (per trick)	50	100
Doubled (1st trick)	100	200
Doubled (2nd and 3rd trick)	200 each	300 each
Doubled (4th+ trick)	300 each	300 each
Redoubled:	Multiply doubled by 2	