



Part 1

Originally developed as ACBL Standard Yellow Card.

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Other sources: **"Modern Bridge Conventions" by William S. Root & Richard Pavlicek**
 (<http://www.rpbridge.net/>). This book can be ordered (Worldwide) from **Baron Barclay Bridge Supplies** (<http://www.baronbarclay.com/>)

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Overview

Part 1 describes the SA-YC bidding system as played on OKbridge. SA-YC is normally a "five-card **majors**" bidding system, but players may exercise their own judgement to open a good four-card **major** in third seat. A few sequences are defined in the later rounds of SA-YC auctions. Players are free to assign "forcing", "invitational", or "non-forcing" meanings to natural calls in such sequences.

All artificial bids/conventions mentioned in Part 1 are standard SA-YC. A novice player may arrange with his partner not to use some of the standard conventions, but the partnership must agree explicitly which conventions are to be excluded. Suggested standard conventions for novices to specifically omit are marked as "1-Star" (*).

[Overview Cont'd.→](#)

Overview (Cont'd.)

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Note: Throughout this document, the required alerts, based on the ACBL alert chart, are identified with an "exclamation mark" (!) "HCP" is used for actual "high card points" – "Points" is used to include distributional points. NF=Non-Forcing.

General Approach

1. Normally open five-card **majors** in all seats.
2. Open the higher of long suits of equal length: 5-5 or 6-6.
3. Normally open 1♦ with 4-4 in the **minors**.
4. Normally open 1♣ with 3-3 in the **minors**.
5. No trump openings show a balanced hand but can be made with a five-card **major** or **minor** suit.
6. 1NT = 15-17HCP
7. 2NT = 20-21HCP
8. 3NT = 25-27HCP {See also Part 2 **Gambling 3NT**}
9. Strong artificial 2♣ Opener = (22+ HCP)
10. Weak Two-bids in **diamonds, hearts** and **spades**. (5-11 Points, 6 card suit)

Responses And Later Bidding After 1NT Opening

Stayman

A response of 2♣ after a 1NT opening by partner is **Stayman**. It shows 8+ HCP two 4-card **majors**, {one if at least 3 of the other, since opener will assume both (see **note1** below)}. It is used to ask opener if he has a 4-card **major**. Opener must rebid 2♦ (denying a 4-card **major**), 2♥, or 2♠. If responder then rebids 3 of either **minor**, it shows slam interest and at least 5 cards in the bid suit.

If responder has 5/4 or 4/5 in the **majors** he can rebid the longer **major** when the response is the shorter **major** (or denial of a 4-card **major**) to show 5: eg., 1N-2♣-2♠-3♥(showing 5x**hearts** and 4x**spades**) or 1NT-2♣-2♦-2♥(showing 5x**hearts** and 4x**spades**)

Note 1: If opener has 4-4 in **majors**, opener bids 2♥ first: if responder's suit is **spades**, he will rebid 2NT and opener can then bid his 4-card **spade** suit if he feels a suit contract is best. For example:

Opener	Responder	Shows
1NT	2♣	Opener has 4/4 majors , minimum/maximum NT opener (NF)
2♥	2NT	
3♠/4♠	Pass	

Note 2: Stayman can also be used in cases where responder has fewer than 8 HCP and intends to pass any response, i.e. if responder has 4-4-4-1 shape (the **club** being a singleton), any response can be passed and hopefully improve the final contract. {see also Part 2 **Minor Suit Stayman**}

Jacoby Transfers to Majors (!)

Jacoby transfers (Xfers) show a five+ card **major** suit:

- 2♦ is a transfer to 2♥
- 2♥ is a transfer to 2♠

Opener **MUST** accept the transfer: any bid besides a simple acceptance of the transfer shows a good hand with 4 trumps (forcing to 3NT or 3/4 of the **major**). **Jacoby Transfers** also apply when partner has made a strong natural NT overcall at any level. {see also Part 2 **Jacoby Xfer to Minors** and **Minor Suit Stayman**}

Opener	Responder	Shows
1NT 2♥	2♦! Pass	Responder has 0-7HCP with 5+ hearts
1NT 3♥	2♦! Pass/3NT/4♥	Opener has 17HCP and 4 hearts (invitational)
1NT 3♣	2♦! 3NT/3-4♥	Opener has 17HCP, good club suit and 4 hearts (forcing)
1NT 2♥	2♦! 2NT/3♥	Responder has 8-9 HCP (invitational to 3N or 4♥)
1NT 2♥	2♦! 3♣-♥	Responder has 9+HCP, good side suit, but may not be long (GF, poss slam interest)
1NT 2♥	2♦! 3NT	Responder has 10+HCP asks Opener to pass or bid 4♥

Note 1: Jacoby Transfers are also used over openers of 2/3NT openers

Note 2: Jacoby Transfers are "off" if the 1NT opening is overcalled.

Responses And Later Bidding After 1NT Opening (Cont'd.)

Other Responses to 1NT

Opener	Responder	Shows
1NT	2NT	8HCP usually denies 4-card major but can be used on v balanced hand
	3♣/3♦	6+ minor suit, invitational to 3NT/5 minor
	3♥/3♠	6+card suit and slam interest
	4♠/4♥/5♦/5♣	6+card suit no slam interest and limited entries for NT
	4♣	Gerber asking for Aces
	4NT	Quantitative not Blackwood : opener bids 6NT if max, pass if min

Interference After 1NT Opening Bids

If Opponents Double

Stayman and **Jacoby Xfers** are "on"

Example

Opener	Opp	Responder	Response Shows
1NT	X	2♣	Stayman
		2♦/2♥!	Xfer to 2♥/2♠

If Opponents Bid over 1NT Opener

Stayman and **Jacoby Xfers** are "off". Bids are natural except for a cuebid (ie. a bid of opp's suit), which can be used with game force strength as a substitute for **Stayman**

Example

North	East	South	Response Shows
1NT	2♣/2♦	3♣/3♦	South has 4/4 majors , opener bids 4 of a 4-card major or 3NT if no 4-card major
	2♥/2♠	3♥/3♠	South has 4 of the unbid major , opener rebids 4 of the unbid major with 4 or 3NT without 4 of the required major

Responses And Later Bidding After 1NT Opening Cont'd.→

Interference After 1NT Opening Bids (Cont'd.)

If **Jacoby Xfer** is Doubled

Opener's possible Calls	Responder's possible Calls
Pass	<ol style="list-style-type: none"> 1. Make natural bid 2. XX 3. Pass (to play) 4. Bid 2 of a major (sign off)
XX (strong holding in dbled suit)	
Complete Xfer to show 3+ trumps	Pass or bid on
Jump to 3 of suit	

If **Jacoby Xfer** is Overcalled

Opener's possible Calls	Responder's possible Calls
Pass	<ol style="list-style-type: none"> 1. Make natural bid 2. X to show strength 3. Pass
X for penalty	Pass or bid on
Bid 3 of major with good supporting hand	

If **Stayman** is Doubled

Opener's possible Calls	Responder's possible Calls
Pass with 4xclubs	<ol style="list-style-type: none"> 1. Make any natural rebid 2. X for penalty
XX with 5xclubs or 4xgood clubs	
Make any natural rebid	

If **Stayman** is Overcalled

Opener's possible Calls	Responder's possible Calls
Pass	<ol style="list-style-type: none"> 1. Make a natural rebid 2. X for penalty
X for penalty	
Bid 4-card major at 2 level	

Responses to 2NT and 3NT Openers

Stayman and Jacoby Xfers are "on"

North	South	Shows
2NT	3♣	Stayman
	3♦/3♥!	JXfer to 3♥/3♠
	4♣	Gerber
	4NT	Quantitative, invites 6NT if max
3NT	4♣	Stayman
	4♦/4♥!	JXfer to 4♥/4♠
	4NT	Blackwood (not Quantitative since 4♣ would be used for Stayman)

Responses/Rebids to 1 of a Suit Opener

Responses to 1 of a major

Example Responses to 1 Heart Opener

North	South	Shows
1♥	1♠	min 6 Points, at least 4x♠. unlimited bid does not necessarily deny 3x♥ (force 1rnd)
	1NT	6-10HCP balanced hand. denies 4x♠ and (usually) 3x♥ (NF)
	2♥	(a) 6-10 Points + at least 3x♥ limit bid, can be passed (b) Over opener of 1♠ would show 5x♥, 11+Points. unlimited bid, (force 1 rnd)
	2♣/2♦	11+Points and 4+card minor suit. (force 1 rnd)
	(a)2NT	13+HCP and balanced hand. Shows 3x trumps (GF)
	(b)2NT!	if playing J2NT , asks partner to show short suit while agreeing trump fit (GF+)
	2♠/3♣/3♦	(Jump Shift) 17+Points (game forcing+)
	3♥	10-12 Points + 3x trumps. limit raise (invitational but non-forcing)
	3NT	15-17HCP, balanced hand, at least 2x hearts
	4♥	less than 10 HCP + 4/5 trump support + good distributional values

Note: In an uncontested auction any new suit bid (where it is not preemptive) at the 3 level is 100% forcing - a new suit at the 2 level is usually forcing - This applies to both opener's and responder's calls

[Responses/Rebids to 1 of a Suit Opener Cont'd. →](#)

Responses/Rebids to 1 of a Suit Opener (Cont'd.)

Responses to 1 of a Minor Opener

A 1♦ opener suggests at least a 4-card **diamond** suit, since 1♣ is preferred on hands where a 3-card **minor** suit must be opened. The exception is a hand with 4-4-3-2 shape, which should be opened 1♦. Responses and later bidding generally follow the same principles as "**Responses to 1 of a Major**". Bidding at the one level is "**up-the-line**" in principle i.e., bid next-ranking 4-card suit if no 5+-card suit to bid. Bidding "**up-the-line**" does not constitute a "**reverse bid**"

Example Responses to 1 Club Opener

North	East	South	West	Shows
1♣	Pass	1♦	Pass	6+ Points, 4+ diamonds , does not deny the majors or a club fit (unlimited hand forcing 1 rnd)
		1♥		6+ Points, denies 4 diamonds , but does not deny 4 spades or a club fit (unlimited hand forcing for 1 rnd)
		1♠		6+ Points, denies 4 diamonds and 4 hearts but does not deny a club fit (unlimited hand forcing for 1 rnd)
		1NT		6-10 Points, denies 4 diamonds , 4 hearts , 4 spades and (usually) 5 clubs (limited hand, not forcing)

Note 1: Over a 1♣/1♦ opener, without a higher-ranking 4-card suit to show, responder needs 5 trumps to raise 1♣, or 4 trumps to raise 1♦, (one less trump will do in a competitive sequence)

Note 2: Responses of 2NT/3NT are standard: (i.e., 2NT = 13/14HCP (invitational); 3NT = 15-17HCP)

Note 3: There is no forcing **minor**-suit raise. {See also Part 2 **Inverted Minors** and **Bergen Raises**}

Opener's (non-artificial) Rebids	
Minimum Opener or 13-15HCP	1. NT at cheapest possible level
	2. rebid own suit at cheapest available level
	3. raise partner's suit at cheapest available level (promises min 3+ trumps)
	4. bid "1 over 1" (eg., 1♦-P-1♥-P-1♠) (has a wider range of 13-18 points) (force 1 rnd)
	5. non-reverse bid in a new suit (has a wider range of 13-18 points) (forcing if bid at the 3 level)
16-18 Points	1. jump in own suit (invitational but not forcing)
	2. bid higher-ranking 4-card suit (has a wider range of 13-18 points) (forcing 1 rnd)
	3. jump in partner's suit (invitational with 3+ trumps)
	4. non-reverse bid in a new suit (has a wider range of 13-18 points) (forcing if bid at the 3 level)
19-22 Points	1. jump in NT (forcing)
	2. double jump in partner's suit (forcing)
	3. double jump in own suit (forcing)
	4. jump in new suit (forcing)

Note: After a rebid of 1NT by opener, a reverse or jump shift by partner is game forcing (eg. 1♣-1♥-1NT-2♠/3♦)

Jacoby 2NT (J2NT) (!) *

If responder jumps to 2NT over a 1♥/1♠ opener, it is **J2NT** asking opener to show a singleton or void. It shows 13+Points, good support for opener's suit and is game forcing. Opener rebids as follows:

North	South	North	Shows	South
1♥	2NT!	3♥!	max hand, 18+Points and strong suit but denies short suit	Either sign off in game or look for slam
		3♣/3♦/3♠!	singleton or void in bid suit	
		3NT	medium hand, 15-17 Points, denies short suit (artificial)	
		4♥	minimum hand and denies short suit	
		4♣/4♦/4♠!	strong 5-card side suit	

4th Suit Forcing (4sf) (!) *

When responder is an unpassed hand and rebids the 4th suit in an uncontested auction, it is game forcing and may be artificial. (eg. 1♦-P-1♥-P-1♠-P-2♣!-?). Responder is using the 4th suit to indicate a good hand with 12+ points and no attractive rebid. Opener should respond with a natural bid that further describes his hand. Taking the above bidding sequence as an example, opener should rebid as follows:

Opener's Rebid	Shows
2♥	raise responder's 1st suit with 3-card support (jump raise with more than minimum)
2♦-♠	rebid of own 1st/2nd suit at cheapest level, natural, waiting, does not deny extra values
2NT	bid NT to show stop in the 4th suit and extra values (jump to game with exceptional strength)
3♣	raise 4th suit with 4+ of them
3♦	jump raise of own 1st suit shows extra length and strength

4SF does not apply in the following situations:

1. In an "**up the line**" bidding sequence, e.g., 1♣-1♦-1♥-1♠
2. When responder's rebid is a jump bid in the 4th suit showing invitational values and at least 5/5 in his bid suits, e.g., 1♣-1♥-1♠-3♦
3. In competition

Strong 2♣ Opener

In general a 2♣ opener shows 22+ points, and is forcing for one round. If opener rebids 2NT after 2♦ response, showing 23-24HCP and a balanced hand, the same responses may be used as over a 2NT opener. There are exceptions to the number of HCP needed for a 2♣ Opener. The following are guidelines only:

- 23HCP min if hand is balanced
- 17HCP min if 1-suited hand within one trick of game (9 playing tricks) or 3 loser hand
- 21 Points if hand has 8 playing tricks

Responses

North	South	Shows
2♣	2♦	artificial negative, (usually less than 7HCP) (may be "waiting" with a good hand unsuited to a positive response)
	2♥-♠/3♣-♦	8+HCP (or 1.5 honour tricks) + 5-card suit headed by Q or better
	2NT	8+HCP, balanced hand

Slam Bidding

Blackwood Convention

Blackwood 4NT is used to ask for Aces. Responses to 4NT show the number of Aces by steps. A 5NT bid that follows Blackwood 4NT asks for Kings.

Blackwood asking for Aces		
North	South	Shows
4NT	5♣	0 or 4 Aces
	5♦	1 Ace
	5♥	2 Aces
	5♠	3 Aces

Blackwood asking for Kings		
North	South	Shows
5NT	6♣	0 or 4 Kings
	6♦	1 King
	6♥	2 Kings
	6♠	3 Kings

Note: If the **Blackwood** bidder wishes to sign off in 5NT, he should bid an "unplayable" suit at the 5 level (ie. an unbid suit or opp's suit) and the responder is obliged to bid 5NT eg. 1♥-2♦-3♦-4NT-5♣-5♠(unbid suit)-5NT.

{See also Part 2 **Roman Key Card Blackwood**}

Quantitative 4NT

A direct raise after 1NT/2NT to 4NT is **Quantitative** and invites 6NT if opener is maximum or pass if minimum. Also applies over partner's direct overcall of 1NT if no interference from RHO. (Over an opener of 3NT, 4NT is **Blackwood**).

DOPI *

"Double with 0 Aces, Pass with 1". Allows response to **Blackwood** over opponent's interference.

The Calls Are:	
Double	0 Aces
Pass	1 Ace
Next available bid	2 Aces
2nd available bid	3 Aces
3rd available bid	4 Aces

Note: ROPI = Redouble with 0, pass with 1

Slam Bidding Cont'd.→

Slam Bidding (Cont'd.)

Control-Showing Cuebids

A **control-showing bid** may be used to find 1st and 2nd round **controls** once the trump suit has been agreed. The **control-showing bid** is a non-jump bid at or above the 3-level (if agreed trump suit is a **major**) or the 4-level (if trump suit is a **minor**) in an unbid suit.

Rules for **control-showing bids**:

1. With two **controls**, it is usually better to first bid the one that keeps the bidding lower. In some cases it is better to reverse the order, i.e., 4♣-4♥-4♠ rather than 3♠-4♥-5♣.
2. Bid suits first that have not been bid by your partnership. Bid Aces 1st, Voids 2nd, Kings 3rd. An exception is to bid a 2nd round **control** in an unbid suit before-cueing 1st round **control** in a suit that has been shown or denied. Avoid bidding a singleton or void in a suit bid naturally by your partner.
3. Return to the agreed trump suit below game to discourage a slam try. If partner bids above game you must return the bid if possible.
4. If a **control-showing bid** is doubled, redouble shows 2nd round **control** of that suit. A pass encourages partner (versus a return to agreed trump suit to discourage).
5. **Control-showing bids** above five of the trump suit are a try for seven.
6. If either partner is able to judge the correct final contract he should bid it as soon as possible.
7. The partnership is committed to playing in the agreed trump suit once a **control-showing bid** is made.

Gerber *

Gerber is used to ask for Aces and Kings over an opening 1NT or 2NT bid by partner or a rebid of 1NT or 2NT by partner. 4♣ asks for Aces and 5♣ for Kings. (Over an opening bid of 3NT, 4♣ is **Stayman**).

Responses to Gerber are:					
4♣ asking for Aces	4♦	0 or 4	5♣ asking for Kings	5♦	0 or 4
	4♥	1		5♥	1
	4♠	2		5♠	2
	4NT	3		5NT	3

Note: If the **Gerber** initiator makes any call other than 5♣, it is to play (including 4NT)

Grand Slam Force (GSF) (also known as Josephine) *

A bid of 5NT without the preceding 4NT **Blackwood** bid is a **GSF** and asks partner to bid 7 of the agreed trump suit if he has 2 of the 3 top trump honours (ie.A,K,Q)

- Bid 6 if you have less than 2
- Bid 7 if you have 2

{See also Part 2 **Voluntary Bid of 5 of a Major**}

Defensive Bidding

Defensive Overcalls after an Opening of 1 of a Suit	
at 1 level	with 8-16 Points (a) bid good 5-card suit. Suit quality depends on HCP (b) bid a very strong 4-card suit if max HCP
Overcall at 2 level	with 8-16 Points and a substantial suit or excellent distribution
1NT	15-18HCP with stop in opener's suit. (Jxfers are "off" Stayman is "on")
Double	Opening hand possible shortage in opener's suit
Cuebid! (minor)	8+Points. Michaels Cuebid asking for takeout in majors
Cuebid! (major)	10+Points. Michaels Cuebid showing 2-suited hand (Other major + unidentified minor suit –responder bids 2NT to locate minor)
Jump in a suit	Pre-emptive : same values as opening pre-empts
2NT	Unusual NT showing 8+Points and at least 5/5 in the lower 2 unbid suits

Responses to 1 Level Overcalls	
Raise	6-11 Points and 3+ trumps
Jump Raise	10-12 Points and 4+ trumps
Raise to Game	(a) Weak distributional hand with v good trump support (b) Strong HCP and adequate trump support, no slam interest
New Suit	9-13 Points, usually denies fit in partner's suit (non-forcing)
Jump Shift	12-14 Points with good 6-carder
1NT	9-12HCP, balanced hand. Implies stops in the unbid suits. Guarantees stop in opp's suit
2NT (non-jump)	11-13HCP, balanced. Implies stops in the unbid suits. Guarantees stop in opp's suit
2NT (jump)	13-15HCP, balanced. Implies stops in unbid suits. Guarantees stop in opp's suit
3NT	15-16HCP, balanced. Implies stops in unbid suits. Guarantees stop in opp's suit
Cuebid opp's suit	Asks pard about strength of his overcall (forcing 1 rnd, invitational). O/caller can (a) Bid 2 of own suit = minimum overcall (b) Any other bid = 11+Points

Note: Responses to 2-level overcall may be made with a weaker hand, since overcaller has indicated a stronger hand.

Defensive Bidding (Cont'd.)

Pre-empt Bids

Pre-empt bids are weak 2 (except 2♣)/3 bids showing a 6/7-card suit of reasonable quality and 5-11 Points. If the hand also has a 4-card **major** then **pre-empt** bids should not be used. Pre-empting is intended to keep the opposition out of the bidding, not one's partner. It is better to wait until your partner has passed before pre-empting.

Note: A 4♥ or 4♠ opener is pre-emptive but stronger than an opening 2 or 3 bid and should have good distributional values. A double over an opening 4♥/4♠ bid is for takeout but can be passed if you think penalty would be more profitable. 5♣/5♦ openers are also pre-emptive, but a double over such a bid is penalty oriented.

Responses to Opening Pre-empt Bids

Over an opening 3 bid, partner should pass unless he has 15+ points. Over an opening weak 2 bid:

1. 2NT response is forcing and shows game interest (even if the opps intervene). Opener should show a "**feature**": ie. a suit with Ace or King. With no feature, rebid suit (if v weak) or raise to 3NT. {See also Part 2 **Ogust**}
2. 3NT is to play.
3. A raise in opener's suit is invitational but not forcing. (See **R-O-N-F** below)
4. A new suit response (5+carder) is forcing for one round. Opener can bid a 4-card **minor** (headed at least by Q) or bid NT showing 8-11 Points, support partner's suit (if 3 of them or dblton with honour), rebid own suit (showing minimum 5-8 Points)

Raise Only Non-Forcing (R-O-N-F)

A method of responding to weak 2 openers which utilises both 2NT and a new suit as forcing responses. Hence, the raise of partner's suit is the only non-forcing response below game.

Unusual NT (!) *

1. A jump overcall of 2NT over a 1 of a suit opener is **Unusual NT** and shows at least 5/5 in the lower 2 unbid suits. It is normally used defensively with a weak hand (8-10 Points in the 2 suits).
2. After a strong 2♣ opener, an overcall of 2NT may be used in the same manner but should have 16-19 Points
3. A jump overcall of 2NT followed by a raise of partner's suit, or a cuebid indicating control in opp's suit, shows a strong hand (16-18 Points)
4. After opp opener of 1NT, 2NT is also **Unusual NT** showing both **minors**

Responses to **Unusual 2NT** are:

1. Preference bid
2. Jump preference bid (mostly pre-emptive)
3. Cuebid for game or slam invitation
4. Bid another suit (non-forcing)
5. Bid 3NT with stops in the other 2 suits and enough entries for the long suits
6. Bid 4NT which would be **Blackwood**

Note 1: Except 3NT, any other NT bid after both opponents have bid and partner has passed can also be considered as **Unusual NT**

Note 2: If opps have bid and your side hasn't then 4NT is also **Unusual NT**, also over a 4♥/♠ preempt opener.

Defensive Bidding (Cont'd.)

Michaels Cuebid (!) *

The **Michaels Cuebid** promises a 2-suited hand.

Examples

West	North	Shows
1♣	2♣!	8+Points showing both majors
1♦	2♦!	8+Points showing both majors
1♥	2♥!	10+Points showing spades and an undisclosed minor
1♠	2♠!	10+Points showing hearts and an undisclosed minor

Note 1: A response of 2NT over the **major** suit cuebid asks partner to bid his **minor**

Note 2: In a competitive auction, if 2NT is unavailable, responder can bid 4♣ (non-forcing) or 4NT (forcing) to locate the **minor**. 3NT is always to play.

Note 3: The strength of the **Michaels Cuebid** follows the same guidelines as used for **Unusual NT** overcall. It is "shape" rather than HCP that counts and both are defensive bids.

Note 4: **Michaels Cuebid** typically shows at least 5/5 shape, but over a **minor**-suit opening, just 5/4 shape in the **majors** is permissible so long as the 4-carder is reasonably good.

Note 5: Novice players may choose to use the **Michaels Cuebid** overcall for the **majors** only ("**higher-suits cuebid**"). ie. When opps have bid 1 of a **minor**, a cuebid of the **minor** shows at least 5/5 in the **majors**

Example

West	North	Shows
1♣	2♣!	8+Points and 5/5 in the majors
1♦	2♦!	8+Points and 5/5 in the majors

Balancing Seat Bids

You are in the balancing seat after a bid (usually an opening bid) followed by 2 passes: you may double for takeout or overcall with a weaker hand than you would in the direct seat. Partner should recognise this and adjust his responses accordingly.

Note: After 2 passes, as the third (4th by agreement only) seat you may open 1 of a suit with a weaker hand than normal - again, partner should recognise this and adjust his responses accordingly: your rebid will tell him your strength. {see also Part 2 **Drury** and **Reverse Drury**}

Balancing Calls after Opener Followed by 2 Passes

West	North	East	South	Shows
1♥	Pass	Pass	1♠	can be weaker than in direct seat with 5-card suit or good 4-carder
1♥	Pass	Pass	1NT	10-15 Points + heart stop
1♥	Pass	Pass	2♠	at least 13 Points and good 6-card suit
1♥	Pass	Pass	X	12+Points support for the unbid suits
1♥ Pass	Pass 1♠	Pass Pass	X 2NT	19+Points with stop in hearts and balanced hand
1♥	Pass	Pass	2NT(!)	Unusual NT! or 15-18HCP with good heart stop, balanced if NOT playing Unusual NT
1♥	Pass	Pass	2♥	strong hand with 2 good suits, void in hearts (or A♥ singleton)
1♥	Pass	Pass	3NT	to play
1♥	Pass	Pass	X	Blackwood asking for Aces
Pass	1♠	Pass	4NT	

Note

West	North	East	South	Shows
1♥ Pass	Pass ?	2♥ ---	Pass ---	this is also a balancing seat situation for North , since opps have limited their hands

Competitive Auction

Since there are almost endless possible sequences, it pays to have simple guidelines to prevent bidding misunderstandings. Bids have the same meaning as they would have without the interference bid. ie. they do not guarantee extra HCP: however, there are one or two extra bidding options now open to both opener and responder:

Example A

North	East	South	West	Shows
1♠	2♣	3♣	Pass	as South the 3♣ cuebid is game forcing and usually indicates support for pard's suit
1♠	2♣	X!	Pass	Negative Double

Example B

North	East	South	West	Shows
1♦ 2♠	Pass - ? -	1♠ - ? -	2♣ - ? -	as North with a holding of, say, ♠JXX ♥Axxx ♦AQJx ♣Jx and no interference, your correct bid is 1NT, but, since West bid 2♣ and you do not have a ♣ stop you must bid your 2nd choice of 2♠

Responses (by an unpassed hand) after Opp's Overcall of 1 of a Suit

Call	Shows
X!	Negative Double , 9+ Points (see Example A above)
Raise	6-10 Points + 3x major - or 4x minor -trump support
Jump Raise	10-12 Points with 4 trumps (invitational)
New Suit at 1-level	8+Points and 4+-card suit (unlimited forcing 1 rnd)
1NT	8-11HCP balanced with stop in opp's suit (NF)
2over1	9+Points, 5-card suit (forcing for 1 rnd)
3over1	9+Points with good 6+-card suit (usually pre-emptive)
2NT	12-15HCP, balanced with stop in opp's suit (invitational)
Jump Shift	17-19 Points with support for pard's suit or 5-card suit (forcing to game)
Cuebid	17+Points, support for pards suit + 1st or 2nd rnd control in opp's suit. (forcing to game, slam invitation)

Competitive Auction (Cont'd.)

Responses (by an unpassed hand) after Opps' Overcall of 1NT

Call	Shows
Double	9+Points and can be penalty oriented
Raise	5-8 Points with 3+ trump support
New Suit	5-8 Points with good 5-card suit
Pass	no support for pard and no good suit

Responses after Opp's Takeout Double

North	East	South	Shows
1♦	X	1♥/1♠	unlimited (forcing 1 rnd)
		1NT	6-8HCP denies 4 diamonds , balanced (NF)
		2♣	6-10 Points + 6-carder or v good 5-carder (NF)
		2NT	4+ trumps, 10+HCP, limit raise (NF)
		XX	promises 10+Points, without support(NF) Note: it is better to make a more descriptive bid of 1♥, 1♠, or 2NT, unless you are preparing the way to penalty X opps
		2♥/2♠/3♣	6/7-card suit, pre-emptive (NF)
		3♦	less than 10 Points + good trump support (pre-emptive) (NF)

Calls over Opponent's Pre-empt

1. Double for takeout {See also Part 2 **Lebensohl**}
2. Overcalling a suit or NT is natural and non-forcing
3. Cuebid (**minor**)! is **Michaels Cuebid**
4. Cuebid (**major**) Strong showing good stop, single or void in opp's suit - asks partner for his best suit (game forcing+)

Takeout Doubles (t/oX)

The double of an opening suit bid at the 1 or 2 level or over a pre-empt bid is a **takeout double**. Minimum requirements vary, depending on distribution and the level of bidding at which partner must respond.

1. A hand that has at least 3 cards in all the unbid suits may make a **t/oX** with 13+Points
2. A hand that has at least 4 cards in all the unbid suits may make a **t/oX** with 11+Points
3. If the doubler has previously passed, a **t/oX** promises 9-11 Points and 4 cards in the unbid suits
4. With 17+Points you can use the **t/oX** with 1 or more very good suits (or NT stops in all the suits). The **t/oX** is followed by a suit bid to indicate a strong hand.
5. A jump bid after the **t/oX** is forcing.
6. A 4NT bid after the **t/oX** is **Blackwood**

Competitive Auction - Takeout Doubles Cont'd.→

Competitive Auction (Cont'd.)

Takeout Doubles (t/oX) (Cont'd.)

Responses to Partner's t/oX if RHO Passes

Call	Shows
Minimum bid	0-9 Points
1NT	6-10HCP balanced with stop in opp's suit
Jump bid (below game)	10-12 Points (invitational)
2NT	10-12HCP with stop in opp's suit and no 4-card major
Cuebid	13+Points or 10-12 Points with 2x4-card majors (forcing)
3NT	13-16HCP
Double Jump	Less than 10 Points with 6-carder (pre-emptive)
Pass	At least 5 of opp's suit. Guarantees 3 trump tricks

Rebids by Takeout Doubler after Minimum Response

Call	Shows
Pass	15 Points or less
Raise	16-18 Points + 4-card trump support 18-20 Points if raise is at 3 level in non-competitive auction
Jump Raise	18-20 Points + 4-card trump support
New Suit	18-20 Points, 5+-card suit. Fewer Points if you also have a 4-card unbid major
Jump Shift	6+card self-sufficient suit and strong hand (NF)
1NT	18-20HCP
2NT	19-21HCP if non-jump or 21-22HCP if jump
3NT	9 playing tricks
Cuebid of opp's suit	21+Points, slam interest

Negative Doubles (!)

A double at the 1 or 2 level after partner has opened and RHO has overcalled, is a **Negative Double** and is used to indicate a biddable hand but leaves bidding room for partner.

Note: Bidding a **major** at the 2 level or higher shows 11+Points and a 5+-card suit.

Use of Negative Doubles

North	East	South	Shows
1♦	1♥	X!	6+HCP and 4x♠. A bid of 1♠ promises 5
1♦	1♠	X!	6+Points and 4x♥ or 5-10 Points + 5x♥
1♣	1♦	X!	6+Points and 4/4+ in the majors
1♥	1♠	X!	4/4+ in the minors

Note 1: A direct double over opponent's opening of 1NT is usually penalty oriented.

Note 2: **Negative Doubles** are on through 2♠ unless the partnership agree otherwise

Competitive Auction (Cont'd.)

Negative Doubles (!) (Cont'd.)

Responses to Negative Doubles

Call	Shows
Minimum (below game)	upto 16HCP (non-forcing)
Jump	16-18 Points (non-forcing)
Cuebid of opps suit	19+Points (forcing to game)
Pass (rare)	for penalty

Note 1: All rebids by the **Neg Xer** below game are non-forcing, except a cuebid of opps suit.

Note 2: Using **Neg Xes** means that partner is unable to double for penalty. Therefore, when an opp's suit overcall is followed by 2 passes, opener should try to re-open with a double, if he has 2 or less cards in the opp's suit, since partner may have passed with a good hand for penalties.

Penalty Doubles

If your agreement is to play **Negative Xes** to 2♠ then a penalty oriented double would be:

1. X of a 3+ level bid (except over opp's preemptive opener – see **takeout doubles** above)
2. Direct X of a NT bid
3. Direct X of opp's overcall of 1NT
4. X after partner has accurately described both his strength and distribution
5. X after either partner has made an earlier redouble
6. X after either partner has made a **penalty X** earlier or passed a **takeout double**
7. X of any artificial bid (eg. **Stayman**, **Cuebid**, **Blackwood**) or responses. This is also lead directing
8. X of an opening game bid in the **minors**

Note 1: Be wary of doubling for penalty on the strength of partner's overcall

Note 2: Unless noted elsewhere, any bid or double by the opponents cancels any convention intended for non-competitive auctions

Note 3: If the opponents use a convention (such as **Michaels** or the **Unusual NT**), you can double the artificial bid to show at least 10HCP or cuebid one of the opps' shown suits to force to game

Note 4: A forcing pass is used when opps are clearly competitively bidding for pre-emptive reasons and you are unsure if you should double or bid higher (usually further than game). A pass forces partner to either double or bid.

Redoubles

A **redouble** can have 5 different meanings:

No.	North	East	South	West	Shows
1.	4♠ (or higher)	X	XX	Pass	Penalty to play
2.	1NT XX	Pass Pass	2♦! Pass	X Pass	Penalty - good diamond suit
3.	1♠	X	XX	Pass	10+HCP - to play
4.	1♦ Pass	Pass Pass	Pass XX	X -?-	SOS - Responder cannot stand the X but can support at least 2 of the unbid suits
5.	1♣ XX	X Pass	Pass- ?-	Pass -?-	SOS - Opener does not relish playing in 1♣X and is asking pard to bid his best suit (rescue)

Note: SOS redoubles are recognisable if you remember that there would be no point in redoubling a cheap contract since it would force the Opps to enter the bidding.

Defensive Leads and Signals

Defensive signals when following suit or discarding are High Encourages, Low Discourages. Leads are **Top of Touching Honours**. {See also Part 2 **Lavinthal Discards** and **Odd/Even (Roman) Discards**}

OKbridge SA-YC Default Carding	
Carding	High discard encourages, Low discourages: infrequent count signals
Suit-leads	4th best, Kq x, Qj x, Jt x, T9 x, kJ tx, kT 9x, qT 9x, xx X, xxx X, xxx Xx, aK x
NT-leads	4th best, aK jx, aQ jx, aJ t9, aT 98, Kq jx, kQ t9, kJ t9, kT 98, Qj tx, qT 98, Jt 9x, T9 8x, xx X, xxx X, xxx Xx

Pairs may choose to change these options and mark their leads with a "circle". Where no card is marked with a "circle", those marked in "bold italics" will be presumed to be the agreement. Some choices to consider are:

1. Which card is led from AKx. Ace for attitude and King for count?
2. Which card is led from AK. Does the reverse sequence indicate AK doubleton?
3. Which card is led from xxx, xxxx, xxxxx
4. Whether 3rd and/or 5th best leads are used
5. Whether 3rd best is led from KJ10x, K109x, or Q109x (or from AJ10x or A109x vs. NT)
6. Whether or not infrequent count signals are given

Note 1: Normally do not lead unsupported honours from a suit not bid by partner

Note 2: It is Declarer's responsibility to look at opponents' carding agreements.

OKbridge Example SA-YC CC

OKBRIDGE SA-YC CC	
Omitting Jxfer to Minors, J2NT, Michaels, Unusual NT, Gerber, GSF, DOPI, 4SF	
System	Standard American Yellow Card
NT	1N=15-17: 2N=20-21: 3N=25-27: JXF to Mjors: 3C/3D= invitational
Majors	5cm: Direct Raise = limit (pre-empt over X)
Minors	1D shows 4/4432: DR=limit: 1N/1m:6-10: 2N/1m:13-15: 3N/1m:16-17
Strong	2C shows 22+ balanced or 9+ tricks, 2D response artificial, may be waiting
Weak	2D, 2H, 2S shows 5-11 hcp, good 6 cards, RONF, 2N reqs feature
Overcalls	8-16 HCP: cue is 1 Rnd force: jump overcall is pre-emptive
NT-Over	1N=15-18, 2C= Stayman, other systems off
Doubles	Negative -> 2S
VS.Doubles	New Suit Force 1-level: 2N = Limit raise or better
Preempts	May be light
Vs.Preempts	Dbl is takeout at 2 and 3 level, 2N/weak 2 = 16-19 HCP Bal
Cuebids	Natural
Slam-Bids	Blackwood
Suit-leads	4th best, Kq x, Qj x, Jt x, T9 x, kJt x, kT9 x, qT9 x, xxX , xxxX , xxxXx , aK x
NT-leads	4th best, aKj x, aQj x, aJt9 , aT98 , Kqj x, kQt9 , kJt9 , kT98 , Qjtx , qT98 , Jt9x , T98x , xxX , xxxX , xxxXx
Carding	High discard encourages, low discourages: infreq count signals
Misc	(insert any non-standard SAYC conventions agreed upon)

1. To include **Jxfer to minors** add to "NT", "2S forces to 3C/D"
2. To include **J2NT** add to "Majors", "J2NT"
3. To include **Unusual NT** add to "NT-Over", "UNU NT for lower 2 un bids"
4. To include **Michaels** add to "Cuebids", "Michaels, Natural if opps have bid 2 suits"
5. To include **Gerber** and **Grand Slam Force** add to "Slam-Bids", "Gerber over NT, GSF"
6. To include **DOPI /ROPI** add to either "Slam-Bids" or "Misc", "dopi" "ropi"
7. To include **4th suit forcing** add to "Misc", "4sf"

ACBL CC (as at May 1999)

<p>SPECIAL DOUBLES</p> <p>Negative <input type="checkbox"/> :thru _____ thru 4♠ <input type="checkbox"/></p> <p>Responsive <input type="checkbox"/> : thru _____ Maximal <input type="checkbox"/></p> <p>Support: dbl <input type="checkbox"/> thru _____ Redouble <input type="checkbox"/></p> <p>Card-showing <input type="checkbox"/> : Min. Offshape T/O <input type="checkbox"/></p> <hr/> <p>SIMPLE OVERCALL</p> <p>1 level _____ to _____ HCP (usually)</p> <p>often 4 cards <input type="checkbox"/> very light style <input type="checkbox"/></p> <p>Responses:</p> <p>New Suit Forcing <input type="checkbox"/> NFConst <input type="checkbox"/> NF <input type="checkbox"/></p> <p>Jump Raise Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/></p>	<p>NOTRUMP OVERCALLS</p> <p>Direct: _____ to _____ Systems on <input type="checkbox"/></p> <p>Conv. <input type="checkbox"/></p> <p>Balancing: _____ to _____</p> <p>Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input type="checkbox"/></p> <p>Conv. <input type="checkbox"/></p> <hr/> <p>DEFENCE VS NOTRUMP</p> <p>vs: _____</p> <p>2♣ _____</p> <p>2♦ _____</p> <p>2♥ _____</p> <p>2♠ _____</p> <p>Dbl: _____</p> <p>Other: _____</p>	<p>NAMES _____ # _____</p> <hr/> <p style="text-align: center;">GENERAL APPROACH</p> <hr/> <p>TWO OVER ONE: Game Forcing <input type="checkbox"/> GF.Except when _____ Suit Rebid <input type="checkbox"/></p> <p>VERY LIGHT: Opening <input type="checkbox"/> 3rd hand <input type="checkbox"/> Overcalls <input type="checkbox"/> Preempts <input type="checkbox"/></p> <p>FORCING OPENING 1♣ <input type="checkbox"/> 2♣ <input type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/> _____</p> <hr/> <p style="text-align: center;">NOTRUMP OPENING BIDS</p> <table style="width:100%;"> <tr> <td style="width:50%;"> <p>1NT _____ to _____</p> <p>_____ to _____</p> <p>5-card Major common <input type="checkbox"/> 3♥ _____</p> <p>System on over _____ 3♠ _____</p> <p>2♣ Stayman <input type="checkbox"/> Puppet <input type="checkbox"/></p> <p>2♦ Transfer to ♥ <input type="checkbox"/> 4♦, 4♥ Transfer <input type="checkbox"/></p> <p>Forcing Stayman <input type="checkbox"/> Smolen <input type="checkbox"/></p> <p>2♥ Transfer to ♠ <input type="checkbox"/> Lebensohl <input type="checkbox"/> (_____ 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<http://www.annam.co.uk/sayc.htm> (SAYC Simplified Index page)

<http://www.annam.co.uk/sayc01.htm> (SAYC Simplified)

<http://www.annam.co.uk/sayc02.htm> (Part 2 - Other Conventions)

<http://www.okbridge.com/?assoc=10> (OKbridge Homepage)

<http://www.acbl.org/> (ACBL HomePage)

<http://www.fifthchair.org/> (FifthChair Organisation)

<http://www.bridge-forum.com/> (Bridge Forum on the Go)

<http://www.annam.co.uk> (Ana's Homepage)



Page Designed by

Anna Marsh (a.k.a. ana on OKbridge)

July, 2000 (updated 16 October 2001)

Any Queries, suggestions, etc., email Ana (anna@annam.co.uk)

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