



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.)

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 unids"
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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<p>Other: _____</p> | Expected Min.Length | 4 | 3 | 2 | Other | 1♣ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | 1♦ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <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"/> (_____ denies) Conventional NT Openings</p> <p>2♠ _____ Neg.Double <input type="checkbox"/> _____</p> <p>2NT _____ Other: _____</p> | <p>2NT _____ to _____</p> <p>Puppet Stayman <input type="checkbox"/></p> <p>Transfer Responses:</p> <p>Jacoby <input type="checkbox"/> Texas <input type="checkbox"/></p> <p>3♠ _____</p> <p>3NT _____ to _____</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <p style="text-align: center;">MAJOR OPENINGS</p> <table style="width:100%;"> <tr> <td>Expected Min.Length</td> <td style="text-align: center;">4</td> <td style="text-align: center;">5</td> </tr> <tr> <td>1st/2nd</td> <td style="text-align: center;"><input type="checkbox"/></td> <td style="text-align: center;"><input type="checkbox"/></td> </tr> <tr> <td>3rd/4th</td> <td style="text-align: center;"><input type="checkbox"/></td> <td style="text-align: center;"><input type="checkbox"/></td> </tr> </table> <p style="text-align: center;">RESPONSES</p> <p>Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/></p> <p>After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/></p> <p>Conv.Raise: 2NT <input type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input type="checkbox"/></p> <p>Other _____</p> <p>1NT: Forcing <input type="checkbox"/> Semi-Forcing <input type="checkbox"/></p> <p>2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> _____ to _____</p> <p>3NT: _____ to _____</p> <p>Drury <input type="checkbox"/> Reverse <input type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/></p> <p>Other: _____</p> | Expected Min.Length | 4 | 5 | 1st/2nd | <input type="checkbox"/> | <input type="checkbox"/> | 3rd/4th | <input type="checkbox"/> | <input type="checkbox"/> | <p style="text-align: center;">MINOR OPENINGS</p> <table style="width:100%;"> <tr> <td>Expected Min.Length</td> <td style="text-align: center;">4</td> <td style="text-align: center;">3</td> <td style="text-align: center;">2</td> <td style="text-align: center;">Other</td> </tr> <tr> <td>1♣</td> <td style="text-align: center;"><input type="checkbox"/></td> <td style="text-align: center;"><input type="checkbox"/></td> <td style="text-align: center;"><input type="checkbox"/></td> <td style="text-align: center;"><input type="checkbox"/></td> </tr> <tr> <td>1♦</td> <td style="text-align: center;"><input type="checkbox"/></td> <td style="text-align: center;"><input type="checkbox"/></td> <td style="text-align: center;"><input type="checkbox"/></td> <td style="text-align: center;"><input type="checkbox"/></td> </tr> </table> <p style="text-align: center;">RESPONSES</p> <p>Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/></p> <p>After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/></p> <p>Forcing Raise: J/S in other Minor <input type="checkbox"/></p> <p>Single Raise <input type="checkbox"/> Other _____</p> <p>Frequently bypass 4+♦ <input type="checkbox"/></p> <p>1NT/1♣ _____ to _____</p> <p>2NT Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> _____ to _____</p> <p>3NT: _____ to _____</p> <p>Other: _____</p> | Expected Min.Length | 4 | 3 | 2 | Other | 1♣ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | 1♦ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | | | | |
| Expected Min.Length | 4 | 5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1st/2nd | <input type="checkbox"/> | <input type="checkbox"/> | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3rd/4th | <input type="checkbox"/> | <input type="checkbox"/> | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Expected Min.Length | 4 | 3 | 2 | Other | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1♣ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1♦ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <p style="text-align: center;">JUMP OVERCALL</p> <p>Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input type="checkbox"/></p> <hr/> <p style="text-align: center;">OPENING PREEMPTS</p> <p style="text-align: center;">Sound Light Very Light</p> <p>3/4-bids <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>Conv./Resp. _____</p> | <p style="text-align: center;">OVER OPP'S TAKEOUT DBL</p> <p>New Suit Forcing: 1level <input type="checkbox"/> 2level <input type="checkbox"/></p> <p>Jump Shift: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/></p> <p>Redouble Implies no fit <input type="checkbox"/></p> <hr/> <p style="text-align: center;">2NT OVER Limit+ Limit Weak</p> <p>Majors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>Minors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>Other: _____</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <p style="text-align: center;">DIRECT CUEBID</p> <table style="width:100%;"> <tr> <td>OVER:</td> <td>Minor</td> <td>Major</td> <td>Artif. Bid</td> </tr> <tr> <td>Natural</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>Strong T/O</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>Michaels</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> </table> | OVER: | Minor | Major | Artif. Bid | Natural | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Strong T/O | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Michaels | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <p style="text-align: center;">Vs. Opening Preempts Double is:</p> <p>Takeout <input type="checkbox"/> thru _____ Penalty <input type="checkbox"/></p> <p>Conv. Takeout _____</p> <p>Lebensohl 2NT Response <input type="checkbox"/></p> <p>Other _____</p> | | | | | | | | | | | | | |
| OVER: | Minor | Major | Artif. Bid | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Natural | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Strong T/O | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Michaels | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <p>SLAM CONVENTIONS Gerber <input type="checkbox"/>: 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input type="checkbox"/> 3014 <input type="checkbox"/></p> <hr/> <p>vs. Interference: DOPI <input type="checkbox"/> DEPO <input type="checkbox"/> Level: _____ ROPI <input type="checkbox"/></p> | <p style="text-align: center;">LEADS (Circle card led if not in Bold)</p> <table style="width:100%;"> <tr> <td>versuss. Suits</td> <td>versus NoTrump</td> </tr> <tr> <td>xx xxxxx</td> <td>xx xxxxx</td> </tr> <tr> <td>xxx xxxxxx</td> <td>xxx xxxxxx</td> </tr> <tr> <td>AKx T9x</td> <td>AKJx AQTx</td> </tr> <tr> <td>KQx KJTx</td> <td>AJT9 AT9x</td> </tr> <tr> <td>QJx KT9x</td> <td>KQJx KQT9</td> </tr> <tr> <td>JT9 QT9x</td> <td>QJTx QT9x</td> </tr> <tr> <td>KQT</td> <td>JT9x T9xx</td> </tr> </table> <p style="text-align: center;">LENGTH LEADS:</p> <p>4th Best vs SUITS <input type="checkbox"/> vs NT <input type="checkbox"/></p> <p>3rd/5th Best vs SUITS <input type="checkbox"/> va NT <input type="checkbox"/></p> <p style="text-align: center;">Attitude vs. NT <input type="checkbox"/></p> | versuss. Suits | versus NoTrump | xx xxxxx | xx xxxxx | xxx xxxxxx | xxx xxxxxx | AKx T9x | AKJx AQTx | KQx KJTx | AJT9 AT9x | QJx KT9x | KQJx KQT9 | JT9 QT9x | QJTx QT9x | KQT | JT9x T9xx | | | | | | | | | | | | | |
| versuss. Suits | versus NoTrump | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| xx xxxxx | xx xxxxx | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| xxx xxxxxx | xxx xxxxxx | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| AKx T9x | AKJx AQTx | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| KQx KJTx | AJT9 AT9x | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| QJx KT9x | KQJx KQT9 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| JT9 QT9x | QJTx QT9x | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| KQT | JT9x T9xx | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <p style="text-align: center;">Primary Signal to Partner's Leads</p> <p>Attitude <input type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/></p> | <p style="text-align: center;">DEFENSIVE CARDING</p> <p style="text-align: center;">vs SUITS vs NT</p> <p>Standard: <input type="checkbox"/> <input type="checkbox"/></p> <p>Except <input type="checkbox"/></p> <hr/> <p>Upside-Down:</p> <p style="text-align: center;">count <input type="checkbox"/> <input type="checkbox"/></p> <p style="text-align: center;">attitude <input type="checkbox"/> <input type="checkbox"/></p> <hr/> <p style="text-align: center;">FIRST DISCARD</p> <p>Lavinthal <input type="checkbox"/> <input type="checkbox"/></p> <p>Odd/Even <input type="checkbox"/> <input type="checkbox"/></p> <hr/> <p style="text-align: center;">OTHER CARDING</p> <p>Smith Echo <input type="checkbox"/> <input type="checkbox"/></p> <p>Trump Suit Pref. <input type="checkbox"/> <input type="checkbox"/></p> <p>Foster Echo <input type="checkbox"/> <input type="checkbox"/></p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <p>SPECIAL CARDING <input type="checkbox"/> PLEASE ASK</p> | | <p style="text-align: center;">DESCRIBE RESPONSES/REBIDS</p> <table style="width:100%; border-collapse: collapse;"> <tr> <td style="width:50%; border-right: 1px solid black; padding: 5px;"> <p>2♣ _____ to _____ HCP</p> <p>Strong <input type="checkbox"/> Other <input type="checkbox"/></p> <p>2♦ Resp: Neg. <input type="checkbox"/> Waiting <input type="checkbox"/></p> </td> <td style="width:50%; padding: 5px;"> </td> </tr> <tr> <td style="border-right: 1px solid black; padding: 5px;"> <p>2♦ _____ to _____ HCP</p> <p>Strong <input type="checkbox"/> Other <input type="checkbox"/></p> </td> <td style="padding: 5px;"> </td> </tr> <tr> <td style="border-right: 1px solid black; padding: 5px;"> <p>2♥ _____ to _____ HCP</p> <p>Strong <input type="checkbox"/> Other <input type="checkbox"/></p> </td> <td style="padding: 5px;"> </td> </tr> <tr> <td style="border-right: 1px solid black; padding: 5px;"> <p>2♠ _____ to _____ HCP</p> <p>Strong <input type="checkbox"/> Other <input type="checkbox"/></p> </td> <td style="padding: 5px;"> </td> </tr> </table> <hr/> <p style="text-align: center;">OTHER CONVENTIONAL CALLS</p> <p>New Minor Forcing <input type="checkbox"/> _____ 2-Way NMF <input type="checkbox"/> _____</p> <p>Weak Jump Shifts <input type="checkbox"/> _____ 4th Suit Forcing: 1 Round <input type="checkbox"/> Game <input type="checkbox"/></p> | <p>2♣ _____ to _____ HCP</p> <p>Strong <input type="checkbox"/> Other <input type="checkbox"/></p> <p>2♦ Resp: Neg. <input type="checkbox"/> Waiting <input type="checkbox"/></p> | | <p>2♦ _____ to _____ HCP</p> <p>Strong <input type="checkbox"/> Other <input type="checkbox"/></p> | | <p>2♥ _____ to _____ HCP</p> <p>Strong <input type="checkbox"/> Other <input type="checkbox"/></p> | | <p>2♠ _____ to _____ HCP</p> <p>Strong <input type="checkbox"/> Other <input type="checkbox"/></p> | | | | | | | | | | | | | | | | | | | | | |
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Useful Links

<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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