

Priority 1): Open a 5+card Major Suit

Yellow Card Bidding System

- The partnerships want to play contracts in the following priority:
 - 1) play a **MAJOR** suit contract first; or if not possible
 - 2) play a **NO TRUMP** contract second; or as a last result
 - 3) play a **MINOR** suit contract.
- After the suit or no trump is known, then determine the contract level to play.

Opening Bid of 1♠

The 1♠ opening bid has two requirements:

- 1) Points: **12-21 HCPs** (no distribution points). The suit **location of the HCPs is NOT important**.
- 2) Suit length: **5+spades**, with the same number of hearts or less. Lengths of the other suits are not important.

Opening Bids in Spades																
Length of Spade Suit	Opener's HCPs and Bid															
	0 to 7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22+
	Pass	Weak Hand (Weak Openings)				Minimum Hand			Medium Hand			Strong Hand			Max	
5+ Spades	PASS	PASS				1♠						1♠ or 2♣ Equivalent			2♣	
exactly 6 Spades *		2♠* (Weak 2's)														
exactly 7 Spades *		3♠* (Preempt 3)														
8+ Spades *		4♠* (Weak 4's)														
* Special Condition - must have at least 5 HCPs in the spade suit																

Priority 1)A: Open a 5+card Major Suit

Yellow Card Bidding System

- The partnerships want to play contracts in the following priority:
 - 1) play a **MAJOR** suit contract first; or if not possible
 - 2) play a **NO TRUMP** contract second; or as a last result
 - 3) play a **MINOR** suit contract.
- After the suit or no trump is known, then determine the contract level to play.

Opening Bid of 1♥

The 1♥ opening bid has two requirements:

- 1) Points: **12-21 HCPs** (no distribution points). The suit **location of the HCPs is NOT important**.
- 2) Suit length: **5+hearts**, with more hearts than spades. Lengths of the other suits are not important.

Opening Bids in Hearts																
Length of Heart Suit	Opener's HCPs and Bid															
	0 to 7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22+
	Pass	Weak Hand (Weak Openings)				Minimum Hand			Medium Hand			Strong Hand			Max	
5 Hearts	PASS	PASS				1♥						1♥ or 2♣ Equivalent			2♣	
exactly 6 Hearts *		2♥* (Weak 2's)														
exactly 7 Hearts *		3♥* (Preempt 3)														
8+ Hearts *		4♥* (Weak 4's)														
* Special Condition - must have at least 5 HCPs in the heart suit																

Priority 2) Open 1 NT

Yellow Card Bidding System

- The partnerships want to play contracts in the following priority:
 - 1) play a **MAJOR** suit contract first; or if not possible
 - 2) play a **NO TRUMP** contract second; or as a last result
 - 3) play a **MINOR** suit contract.
- After the suit or no trump is known, then determine the contract level to play.

1) No 5+card major

- When holding a 5+card major, open that 5+card major instead of NT.
- This practice clarifies the nature of the NT opening hand, and makes it easier to identify an 8+card fit in a major suit.
- SAYC allows a NT opening with a 5-card major, but I suggest not opening a NT when holding a 5+card major.

2) Must be Balanced

- no voids, no singletons, and 1 or 0 doubleton
- distributions of balanced hands are described by the general notation:
 - 4-3-3-3
 - 4-4-3-2
 - 5-3-3-2 (major suit cannot be 5-cards)

3) Specific Point Count Ranges

Each No Trump opening bid must be in one of three specific honor card point ranges

- 15 to 17 HCPs - 1 NT
- 20 to 21 HCPs - 2 NT (Strong Opening)
- 25 to 27 HCPs - 3 NT (Strong Opening)

Opening NT	Opener's Point Count (HCPs only) and Bid																
	0 to 11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
	Pass	Minimum Hand			Medium Hand			Strong Hand			Maximum Hand						
Opener's Shape (BALANCED hand)	PASS	1 ♣ or 1 ♦			1 NT			1 ♣ or 1 ♦		2 NT		2 ♣		3 NT			

A No Trump opening bid is a limit bid that can be passed by the partner.

Priority 3): Open the Better Minor Suit

Yellow Card Bidding System

- The partnerships want to play contracts in the following priority:
 - 1) play a **MAJOR** suit contract first; or if not possible
 - 2) play a **NO TRUMP** contract second; or as a last result
 - 3) play a **MINOR** suit contract.
- After the suit or no trump is known, then determine the contract level to play.

Opening Bid of 1♦

The 1♦ opening bid has four requirements:

- 1) Points: **12-21 HCPs** (no distribution points). The suit **location of the HCPs is NOT important**.
- 2) Cannot contain a 5+card major.
- 3) Cannot qualify for a 1NT opening.
- 4) Suit length: **3+diamonds** where diamonds is the **Better Minor**. (Go to the [Better Minor web page](#) for more information.)

Opening Bids in Diamonds																
Length of Diamond Suit	Opener's HCPs and Bid															
	0 to 7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22+
	Pass	Weak Hand (Weak Openings)				Minimum Hand			Medium Hand			Strong Hand			Max	
3+ Diamonds	PASS	PASS				1♦						1♦ or 2♣ Equivalent			2♣	
exactly 6 Diamonds *		2♦* (Weak 2's)														
exactly 7 Diamonds *		3♦* (Preempt 3)														
8+ Diamonds		PASS														
* Special Condition - must have at least 5 HCPs in the diamond suit																

Priority 3): Open the Better Minor Suit

Yellow Card Bidding System

- The partnerships want to play contracts in the following priority:
 - 1) play a **MAJOR** suit contract first; or if not possible
 - 2) play a **NO TRUMP** contract second; or as a last result
 - 3) play a **MINOR** suit contract.
- After the suit or no trump is known, then determine the contract level to play.

Opening Bid of 1♣

The 1♣ opening bid has four requirements:

- 1) Points: **12-21 HCPs** (no distribution points). The suit **location of the HCPs is NOT important**.
- 2) Cannot contain a 5+card major.
- 3) Cannot qualify for a 1NT opening.
- 4) Suit length: **3+clubs** where clubs is the **Better Minor**. (Go to the [Better Minor web page](#) for more information.)

Opening Bids in Clubs																	
Length of Club Suit	Opener's HCPs and Bid																
	0 to 7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22+	
	Pass	Weak Hand (Weak Openings)				Minimum Hand			Medium Hand			Strong Hand			Max		
3 - 5 Clubs	PASS	PASS				1 ♣						1 ♣ or 2 ♣ Equivalent			2 ♣		
exactly 6 Clubs		PASS															
exactly 7 Clubs *		3 ♣ * (Preempt 3)															
8+ Clubs		PASS															
* Special Condition - must have at least 5 HCPs in the club suit																	