

SAYC Summary Notes

Strategy Priorities:

- #1) Contract in a Major Suit
- #2) Contract in No Trump
- #3) Settle for Contract in a Minor Suit

Tactics:

- #1) Find the Contract Suit or No Trump
- #2) Determine the Contract Level

Open 1 of a Major Suit – 1♥ or 1♠:

- 12 to 21 High Card Points (HCPs)
(do not care where the points are)
- 5+card major suit

Open 1 of a Minor Suit - 1♣ or 1♦:

- 12 to 21 High Card Points (HCPs)
(do not care where the points are)
- **NO** 5+card major suit
- **Better Minor** - longest minor suit
If equal length (4, 5, or 6) choose 1♦
If equal length (3) choose 1♣

Open 1 No Trump (all 3 criteria)

- **NO** 5+card major
- **Balanced:** no void, no singleton, 1 or 0 doubletons
- Exactly **15 to 17 HCPs**

Response to 1-Suit Opening – reevaluate hand using distribution points **AFTER** suit is established

Short Suit Points (not trump suit)

Suit Length	Pts
Void (0 cards)	4
Singleton (1 card)	2
Doubleton (2 cards)	1

Long Suit Points (trump suit only)

Suit Length	Pts
3-cards (min)	0
4-cards	1
5-cards	2
6-cards	3
7-cards	4

Respond to 1♥ or 1♠ Opening

(0 to 5 HCPs – PASS)

#1) Support Opened Major (need 3+cards)

- 6 to 9 pts SINGLE raise
- 10 to 12 pts DOUBLE raise
- 13 to 16 pts TRIPLE raise to GAME or 2 NT
- 17 to 20 pts 3 NT

#2) Propose other Major (need 4 cards) at lowest level

- Propose Spade 6-16 pts 1♠
17-20 pts 2♠ (jumpshift)
- Propose Heart 6-9 pts 1 NT
10-16 pts 1♥
17-20 pts 2♥ (jumpshift)

#3) Propose new 4+card Minor at lowest level

- 6-9 pts 1 NT
- 10-16 pts bid 2-level minor
- 17-20 pts bid 3-level minor (jumpshift)

Respond to 1♣ or 1♦ Opening

(0 to 5 HCPs – PASS)

#1) Ignore opened Minor

#2) Propose new Major (need 4+cards) at lowest level

- 6 to 16 pts bid 1-Major
- 17 to 20 pts bid 2-Major (jumpshift)

#3) Support opened minor suit (need 5+cards)

- 6 to 9 pts SINGLE raise
- 10 to 12 pts DOUBLE raise
- 13 to 16 pts 2 NT
- 17 to 20 pts Raise to GAME or 3 NT

#4) Propose other 4+card Minor (need 4+cards)

- Propose Diamond (lowest possible level)
6 to 16 pts - 1♦
17 to 20 pts - 2♦ (jump-shift)
- Propose Club (lowest possible level)
6 to 9 pts - 1 NT
10 to 16 pts - 2♣
17 to 20 pts - 3♣ (jump-shift)

Opener's Response (Bid 3) for Suit Support:

- 12 to 14 pts SINGLE raise (1-suit to 2-suit)
- 15 to 17 pts DOUBLE raise (1-suit to 3-suit)
- 18 to 21 pts TRIPLE raise (1-suit to 4-suit)

Respond to 1 NT Opening

0-17 HCPs – 3 Paths

Path 1: 5+card Major - Transfers

Responder has 5-card Major

0 to 17 pts

- 2♦ or 4♦ (Xfr to hearts)
- 2♥ or 4♥ (Xfr to spades)

Responder has 6+card Major

0 to 13 pts

- 2♦ or 4♦ (Xfr to hearts)
- 2♥ or 4♥ (Xfr to spades)

14 to 17 pts

- 4♦ (Xfr to hearts) OR 3♥ (natural – demand game)
- 4♥ (Xfr to spades) OR 3♠ (natural – demand game)

Path 2: 4-card card Major - Stayman

0 to 7 HCPs: PASS

8-17 HCPs: 2♣ (Stayman)

Path 3: No 4+card major

All Hands: 0 to 7 HCPs: bid PASS

Balanced:

8 to 9 HCPs: 2 NT

10 to 17 HCPs: 3 NT

6+clubs:

8 to 9 HCPs: 2 NT

10 to 13 HCPs: 3 NT or 3♣

14 to 17 HCPs: 3 NT or 5♣

6+diamonds:

8 to 9 HCPs: 2 NT

10 to 13 HCPs: 3 NT or 3♦

14 to 17 HCPs: 3 NT or 5♦

18+ HCPs – Invite Slam

4♣ - Gerber – Ask for Aces

4 NT Quantitative Invitation – Ask for HCPs

Weak Opening - 3 criteria

(No Ogust)

- Points: 9 to 11 HCPs (less than opening count)
- Suit length:
 - 6 cards: 2♦, 2♥, or 2♠ (NO 2♣)
 - 7 cards: 3♣, 3♦, 3♥, or 3♠
 - 8 cards: 4♥ or 4♠ (no minor)
- Critical:** must have 5+HCPs in longest suit

Strong Openings

- 2♣**: 22+ HCPs (any suit – artificial bid) or (9 sure tricks with Major) or (10 sure tricks with Minor)

- 2 NT or 3 NT** (3 criteria)

Exact point count ranges:

2 NT: 20 to 21 HCPs

3 NT: 25 to 27 HCPs

NO 5+card major

Balanced: no void, no singleton, 1 or 0 doubletons

Responses to 2♣ Opening (22+ HCPs)

- 2-Diamonds Waiting** (Keep bidding open)

Do NOT PASS unless intervening bid

0 to 7 pts: 2♦

8 to 10 pts

• 5+card Suit: 2♥, 2♠, 3♣, 3♦

• NO 5+card Suit: 2 NT

11+ pts

• 5+card Suit: 3♥, 3♠, 4♣, 4♦

• NO 5+card Suit: 3 NT

- 3-Point Step Response** (HCP count only)

0 to 3 HCPs: 2♦

4 to 6 HCPs: 2♥

7 to 9 HCPs: 2♠

10 to 12 HCPs: 2 NT

13+ HCPs: 3♣

Bidding Slam (Gerber -asking for Aces)

4♣ (asking for aces)	5♣ (asking for kings)
4♦ 0 or 4 aces	5♦ 0 or 4 kings
4♥ 1 ace	5♥ 1 king
4♠ 2 aces	5♠ 2 kings
4 NT 3 aces	5 NT 3 kings

Bidding Slam (Blackwood -asking for Aces)

4 NT (asking for aces)	5 NT (asking for kings)
5♣ 0 or 4 aces	6♣ 0 or 4 kings
5♦ 1 ace	6♦ 1 king
5♥ 2 aces	6♥ 2 kings
5♠ 3 aces	6♠ 3 kings

Bidding Slam (Quantitative Invitation)

4 NT - after 1NT or 2NT opening – asking for points in opener's hand

Opener's Response:

Bid	after 1 NT	after 2 NT
5♣	15 HCPs	20 HCPs
5♦	16 HCPs	21 HCPs
5♥	16 HCPs w 5-card suit	
5♠	17 HCPs	

Bidding Slam with Intervening Bid

Ask for Aces: **DOPI**

- DOUBLE if you have 0 Aces
- Pass – if you have 1 Ace
- Next higher suit – if you have 2 Aces
- 2 steps higher if you have 3 Aces

Ask for Kings: **DEPO**

- DOUBLE if you have EVEN # of Kings
- Pass – if you have ODD # of Kings

Partnership Points Needed for:

25 pts: Game in a Major suit & No Trump

29 pts: Game in a Minor suit

33 pts: Small Slam

37 pts: Grand Slam

Duplicate Scoring					Scoring Components					
Final Contract					Goal	Partnership HCPs Required	Tricks Required	Trick Points	Game Bonus Points	Slam Bonus Points
(Trick Points)										
7♣ 140 pts	7♦ 140 pts	7♥ 210 pts	7♠ 210 pts	7 NT 220 pts	Grand Slam	37 pts	13	140 to 220 pts	300 or 500 pts	1,000 or 1,500 pts
6♣ 120 pts	6♦ 120 pts	6♥ 180 pts	6♠ 180 pts	6 NT 190 pts	Small Slam	33 pts	12	120 to 190 pts		500 or 750 pts
5♣ 100 pts	5♦ 100 pts	5♥ 150 pts	5♠ 150 pts	5 NT 160 pts	Game Level 5C or 5D	29 pts	11	100 pts		
4♣ 80 pts	4♦ 80 pts	4♥ 120 pts	4♠ 120 pts	4 NT 130 pts	Game Level 4H or 4S	25 pts	10	120 pts		
3♣ 60 pts	3♦ 60 pts	3♥ 90 pts	3♠ 90 pts	3 NT 100 pts	Game Level for 3 NT	25 pts for 3 NT	9	100 pts	Part Score 50 pts	
2♣ 40 pts	2♦ 40 pts	2♥ 60 pts	2♠ 60 pts	2 NT 70 pts	Part Score	<25	8	40 to 70 pts		
1♣ 20 pts	1♦ 20 pts	1♥ 30 pts	1♠ 30 pts	1 NT 40 pts	Part Score	<25	7	20 to 40 pts		