

SAYC Summary Notes

Strategy:

First Find the Contract Suit or No Trump

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

Then 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 No Trump (all 3 criteria)

- NO** 5+card major
- Balanced:** no void, no singleton, 1 or 0 doubletons
- 1 NT** Exactly 15 to 17 HCPs
- 2 NT** Exactly 20 to 21 HCPs
- 3 NT** Exactly 25 to 27 HCPs

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♣

Distribution Points - AFTER suit is established

Short Suit Points (not trump suit)

Suit Length	Pts
Void (0 cards) with 5 trump	5
with 4 trump	4
with 3 trump	3
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 (3+cards in same major)

6 to 9 pts	2♥ or 2♠ (single raise)
10 to 12 pts	3♥ or 3♠ (double raise)
13 to 16 pts	4♥ or 4♠ or 2 NT
17 to 20 pts	3 NT

#2) Propose other Major (4+cards in other major)

- open 1♥: propose Spade:

6-16 HCPs	1♠
17-20 HCPs	2♠ (jumpshift)
- open 1♠: propose Heart:

6-9 HCPs	1 NT (1-over-1)
10-16 HCPs	2♥
17-20 HCPs	3♥ (jumpshift)

#3) Propose better 4+card Minor

6-9 HCPs	1 NT (1-over-1)
10-16 HCPs	2♣ or 2♦
17-20 HCPs	3♣ or 3♦ (jumpshift)

Respond to 1♣ or 1♦ Opening (0 to 5 HCPs PASS)

#1) Ignore opened Minor

#2) Propose better Major (need 4+cards)

6 to 16 HCPs	1♥ or 1♠ (1-over-1)
17 to 20 HCPs	2♥ or 2♠ (jumpshift)

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

6 to 9 pts	2♣ or 2♦ (single raise)
10 to 12 pts	3♣ or 3♦ (single 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

6 to 16 HCPs	1♦ (1-over-1)
17 to 20 HCPs	2♦ (jump-shift)
- Propose Club

6 to 9 HCPs	1 NT (1-over-1)
10 to 16 HCPs	2♣
17 to 20 HCPs	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) then opener bids:

- 2♦ No 4-card major
- 2♥ 4-card heart & maybe 4-card spade
- 2♠ 4-card spade only

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

- Points: 9 to 11 HCPs
- 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)
- (rare) **2♠ Equivalent**:
 - (9 sure tricks in Major suit) or
 - (10 sure tricks in Minor suit)

Responses to 2♣ Opening (22+ HCPs)

(Demand Bid – must keep bidding open)

• 2-Diamonds Waiting

Path 1: **0 to 7 pts**: **2♦** (artificial – game or subgame)

Path 2: **8 to 10 pts** (game)

- 5+card Suit: **2♥**, **2♠**, **3♣**, **3♦**
- NO 5+card Suit: **2NT**

Path 2: **11+ pts** (slam)

- 5+card Suit: **3♥**, **3♠**, **4♣**, **4♦**
- NO 5+card Suit: **3NT**

• 3-Point Step Response (HCPs only)

0 to 3 HCPs: **2♦**

4 to 6 HCPs (game): **2♥**

7 to 9 HCPs (game): **2♠**

10 to 12 HCPs (slam): **2NT**

13+ HCPs (slam): **3♣**

Partnership Points

25 pts to take **9 tricks** without a Trump Suit

25 pts to take **10 tricks** with a Trump Suit (Major)

29 pts to take **11 tricks** with a Trump Suit (Minor)

33 pts to take **12 tricks** for a Baby Slam

37 pts to take **13 tricks** for a Grand Slam

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
4NT 3 aces	5NT 3 kings

Bidding Slam (Blackwood -asking for Aces)

4NT (asking for aces)	5NT (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)

4NT – 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

Contract Scoring for Duplicate						Point Categories					
Final Contract (bid and made) (Trick Points for Contract)					Contract Level	Partnership HCPs Required	Tricks Required	Trick Points	Game Bonus	Slam Bonus	
7 ♣ 140 pts	7 ♦ 140 pts	7 ♥ 210 pts	7 ♠ 210 pts	7 NT 220 pts	Grand Slam	37 pts	13	140 to 220	300 (not vul) or 500 (vul)	1,000 (not vul) or 1,500 (vul)	
6 ♣ 120 pts	6 ♦ 120 pts	6 ♥ 180 pts	6 ♠ 180 pts	6 NT 190 pts	Small Slam	33 pts	12	120 to 190		500 (not vul) or 750 (vul)	
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 to 160			
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 to 130			
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			
2 ♣ 40 pts	2 ♦ 40 pts	2 ♥ 60 pts	2 ♠ 60 pts	2 NT 70 pts	Part Score	<25	8	40 to 80	Part Score 50		
1 ♣ 20 pts	1 ♦ 20 pts	1 ♥ 30 pts	1 ♠ 30 pts	1 NT 40 pts	Part Score	<25	7	20 to 40			