

FROM STANDARD BIDDING WITH SAYC

By Ned Downey and Ellen "Caitlin" Pomer

Chapter Summary



1. NOTRUMP OPENINGS

Notrump opening bids are made with balanced hands and may include a five-card suit, major or minor.

- Holding less than 15 HCP, balanced with no five-card major, open one of a minor, planning to rebid 1NT.
- 1NT = 15-17 HCP.
- Holding 18-19 HCP, balanced with no five-card major, open one of a minor, planning to rebid with a jump to 2NT.

Higher-level notrump opening bids are made with balanced hands and may include a five-card suit, major or minor.

- 2NT = 20-21 HCP, balanced.
- Holding 22-24 HCP, balanced, open 2♣ and rebid 2NT.
- 3NT = 25-27 HCP, balanced.
- Holding 28-29 HCP, balanced, open 2♣ and rebid 3NT.
- Holding 30-31 HCP, balanced, open 2♣ and rebid 4NT.

MASTER POINT PRESS



Duplication permitted for teaching purposes only.

FROM STANDARD BIDDING WITH SAYC

By Ned Downey and Ellen "Caitlin" Pomer

Chapter Summary



2. Responding to 1NT

HAND EVALUATION

Responding hands containing long suits should be upgraded, as they contain more trick-taking power than flat holdings. Add one point for the fifth card in any suit longer than four cards, and at least one more for the sixth, seventh, etc.

A 2♣ response to 1NT is non-forcing Stayman — the partnership is not committed to game. Stayman normally requires at least invitational values of 8+ HCP. However, Stayman may be used when responder is much weaker in the hope of securing a better contract. In those instances, responder is willing to pass any response by opener. Stayman is employed with all hands containing one four-card major, two four-card majors or one four-card major and one five-card major.

In response to Stayman, opener shows a four-card or longer major suit if he holds one. With four cards in both majors, opener bids hearts first. With no four-card major, opener bids 2♦.

If opener shows a fit for responder's major suit, responder bids game with suitable values, or raises to the three-level with an invitational hand. Opener can go on to game over the invitation with an appropriate hand.

When opener rebids in a major suit responder does not have, or when opener rebids 2♦:

- Holding 5-4 (or 4-5) in the majors, responder bids the five-card suit at the two-level with invitational values and at the three-level with game-forcing values. Opener corrects to notrump if appropriate and will raise an invitation to game when holding suitable values.
- Holding four of the "other" major, responder bids 3NT or an invitational 2NT. If 2NT, opener will raise to game with suitable values.
- Holding five-plus cards in a minor, slam invitational, responder bids the minor at the three-level.

2♦ and 2♥ are Jacoby Transfer bids. 2♦* transfers partner to 2♥. 2♥* transfers partner to 2♠. With the exception of 5-4 major-suit holdings, transfer bids are made on all hands containing a five-card or longer major suit. When opener holds four-card support and 17 HCP he is permitted to accept the transfer by jumping to the three-level. When responder holds a long major suit, it is appropriate to transfer with no strength, planning to pass when partner accepts the transfer.



CONTINUATIONS

Except as noted below, a new suit by responder is natural and game forcing.

- Holding 5-5 in the majors: with invitational values, transfer to hearts and then rebid 2♠. With game-forcing values or better, transfer to spades and then bid hearts.
- Holding a five-card suit and invitational values, rebid 2NT. Opener will pass, correct to three of the major, bid 3NT or bid four of the major suit.
- Holding a five-card suit and game-forcing values, rebid 3NT. Opener will pass or correct to four of the major.
- Holding a six-card or longer suit, raise to the three-level when invitational and the four-level when holding game values.

A 2♣ bid followed by a three-level bid in one of the minors shows five-plus cards in the bid minor. This auction is game forcing and slam invitational.

A 2♠* bid is a 'puppet' to 3♣. Responder holds a long minor and a weak hand. Responder passes when holding clubs. Responder corrects to 3♦ when holding a long diamond suit.

A 2NT bid is invitational to 3NT.

Bids of 3♣* and 3♦* are invitational to 3NT. Responder shows a six-card suit or longer and normally will hold two of the top three honors in the suit. Opener passes or bids 3NT depending on his holding in the minor.

Bids of 3♥ and 3♠ show a six-card suit or longer and slam interest.

A 4NT bid is a quantitative raise inviting partner to 6NT when partner opened a maximum. 4NT is also quantitative over any rebid of 1NT or 2NT by opener.

Responding to 2NT:

- 3♣ is Stayman.
- 3♦* and 3♥* are transfers.
- 4♣ is Gerber.
- 4NT is quantitative and invitational.

Responding to 3NT:

- 4♣ is Stayman.
- 4♦* and 4♥* are transfers.
- 4NT is quantitative.

HANDLING INTERFERENCE

If RHO doubles partner's 1NT call, all systems are on — 2♣ is Stayman, 2♦* and 2♥* are transfers, etc. Additionally, a redouble by responder forces partner to bid 2♣, correctable to 2♦.

If RHO bids 2♣ over partner's 1NT call, all systems are off. However, by partnership agreement, double may be used as Stayman and all other systems remain on.

If RHO bids 2♦ or higher, all systems are off.

If Stayman is doubled, opener may:

- Make a normal rebid.
- Pass with four clubs.
- Redouble with five clubs (or four good ones).



If Stayman is overcalled, opener may:

- Bid a four-card major at the two-level.
- Double for penalty (with four or more cards in the opponent's suit).
- Pass.

If opener passes, responder may:

- Double (for penalty).
- Pass.
- Make a normal bid.

If a transfer is doubled, opener may:

- Pass.
- Redouble (showing a strong holding in the doubled suit).
- Complete the transfer (showing three-plus trumps).
- Accept the transfer at the three-level (showing four trumps and a maximum).

If opener passes the transfer, responder may:

- Pass, to play.
- Redouble, to play.
- Make a normal bid.
- Sign off by bidding his major at the two-level.

If a transfer is overcalled, opener may:

- Bid three of the major (with a good supporting hand).
- Double (for penalty).
- Pass.

If opener passes, responder may:

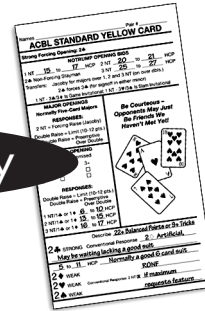
- Re-transfer (rebid the original denomination).
- Make a normal bid.
- Double (to show strength).
- Pass.



FROM STANDARD BIDDING WITH SAYC

By Ned Downey and Ellen "Caitlin" Pomer

Chapter Summary



3. One-Level Opening Bids

HAND EVALUATION

High Card Points (HCP) are based on Goren point count: ace = 4, king = 3, queen = 2, jack = 1.

Distributional points are added for every suit containing more than four cards, each card beyond four being worth 1 point.

First and Second seat borderline openers may follow the Rule of 20. Add total HCP to the number of cards in your two longest suits. If the total comes to 20 or more, open the bidding.

Third seat may open light if you can tolerate and are willing to pass *any* responding bid by partner. If you feel your hand would have been worthy of an overcall had RHO opened, then it is usually worthy of a light opening bid in third seat.

Fourth seat borderline openers may be based on the Rule of 15. Take your HCP and add the number of spades in your hand. If the total is 15 or more, open the bidding.

GENERAL APPROACH

Normally open the longest suit first.

Normally open the higher ranking of equal length suits five cards or longer.

Major-Suit Openings show five-card suits (or better).

Minor-Suit Openings show three-card suits (or better).

- Open the longer suit of unequal length minors.
- Open the higher ranking of equal length suits of four cards or more.
- Holding 3-3 in the minors and no 5+ major, open 1♣.
- Although a 1♦ opening is almost always based on a four-card suit, with a 4-4-3-2 pattern outside the range for a notrump opening, open 1♦.

MASTER POINT PRESS



Duplication permitted for teaching purposes only.

FROM STANDARD BIDDING WITH SAYC

By Ned Downey and Ellen "Caitlin" Pomer

Chapter Summary



4. Responding to One of a Major

Responder tailors his first bid based on the strength of his hand:

- Minimum Range = 6-9/10 points.
- Invitational Range = 10/11-12 points.
- Game Forcing Range = 13+ points
- Slam Zone = 19+ points

New suits by unpassed responding hands are forcing.

HAND EVALUATION

With a fit for partner's major suit, responder should revalue his holding. Add support points for shortness in side suits, unless they contain possibly non-working honors. When adding support points for shortness, do not also include extra value for side-suit length.

WITH A MINIMUM HAND (6-9/10 POINTS)

- Raise partner's major with three-card support or better.
- Lacking appropriate support for the major, bid a new suit, four cards or longer at the one-level.
- If you cannot do either of the above, bid 1NT, non-forcing.
- A jump raise of opener's suit to the four-level shows five trumps and less than 10 points. This is preemptive.
- A 3NT response shows 15-17 points and a balanced hand.

MASTER POINT PRESS



Duplication permitted for teaching purposes only.

WITH AN INVITATIONAL HAND (GOOD 10 TO BAD 12)

- Raising partner's major suit remains your primary duty. A jump raise to the three-level is a limit raise, showing three- or four-card support. Note that a 10-point hand may be treated as invitational when containing a fourth trump and good intermediate cards — i.e. tens and nines. An outside five-card minor suit would also enhance the holding.
- Lacking sufficient trump support for a limit raise, show a new suit of four cards or longer at the one-level.
- If unable to do either of the above, a two-level response in a minor shows four-plus cards. A 2♥ response to a 1♠ opening shows five-plus cards.

WITH GAME-FORCING VALUES OR MORE

- A 2NT* response is a game-forcing raise (Jacoby 2NT) showing four-plus trumps and 13+ points. Opener is asked to clarify his distribution and assist responder in evaluating the partnership's prospects for slam.
- New suits, even at the one-level, are forcing when made by a responding unpassed hand in a non-competitive auction. With less than 19 points and lacking four-card support for partner, temporize by bidding a new suit, four cards or longer.
- A jump shift shows a suit of at least five cards and 19+ points.
- A 3NT response shows 15-17 points and a balanced hand.

JACOBY 2NT

When responder jumps to 2NT* after an opening bid of 1♥ or 1♠, the trump suit has been established and opener is asked for further information regarding his hand. His rebids are as follows:

- A three-level bid in a new suit shows a singleton or a void in the bid suit.
- A four-level bid in a new suit shows a side suit of five-plus cards.
- A rebid of the agreed suit or 3NT denies a side singleton or void, and further limits opener's strength as follows:
- A rebid of four of the agreed suit by opener shows a minimum hand and, in accordance with the principle of fast arrival, is an attempt to sign off in game.
- A rebid of 3NT by opener shows 15-17 points.
- A rebid of the agreed suit by opener at the three-level shows 18+.

Responder may now:

- Pass a game rebid by opener.
- Attempt to sign off in game.
- Bid Blackwood.
- Initiate a control-showing sequence if still interested in pursuing a slam.



FROM STANDARD BIDDING WITH SAYC

By Ned Downey and Ellen "Caitlin" Pomer

Chapter Summary



5. Responding to One of a Minor

HAND EVALUATION

When responding to a minor suit opening, do not upgrade for support points. The final contract may be in notrump.

WITH A MINIMUM HAND

- Bid a new suit, four cards or longer, at the one-level. With more than one four-card suit, bid up the line. Note: with a hand suitable for only one bid, many players will bypass a four-card diamond suit in order to get a major suit into the auction as quickly as possible.
- Raise partner's minor with adequate support.
- If you cannot do either of the above, bid 1NT, non-forcing.
- As always, five-card suits are normally bid from the top down (higher ranking first).

WITH AN INVITATIONAL HAND

- Showing a new suit, preferably a major, remains your primary duty.
- Raising partner's minor is fine, but ...
- If your partnership has hopes for game, that game will almost invariably be 3NT.
- A jump raise to the three-level is a limit raise, showing appropriate length in the minor.

WITH GAME-FORCING VALUES OR MORE

- Showing a new suit, preferably a major, remains your primary duty. New suits at the one-level show four or more cards and 6-18 points.
- A jump to 2NT shows 13-15 HCP and a balanced hand. The bid normally denies a four-card major suit.
- A jump to 3NT shows 16-17 HCP and a balanced hand. The bid denies a four-card major suit.
- A jump shift usually shows 19+ points and a suit of at least five cards.

MASTER POINT PRESS



Duplication permitted for teaching purposes only.

FROM STANDARD BIDDING WITH SAYC

By Ned Downey and Ellen "Caitlin" Pomer

Chapter Summary



6. Opener's Rebid

WITH A MINIMUM HAND

Opener may:

- Rebid notrump at the cheapest level.
- Raise responder's suit at the cheapest level. Four-card support for a major suit is highly desirable, but not mandatory.
- Show a second suit, four cards or longer, lower ranking than the first.
- Rebid the original suit at the cheapest level possible. This is rarely done with less than six cards in the suit.

WITH A MEDIUM OPENER (GOOD 16 TO 18 POINTS)

Opener may:

- Jump raise partner's suit or jump rebid his own suit.
- Reverse in a new, higher-ranking suit (if the first suit is longer than the second). (See next chapter.)
- Show a new suit without reversing (note the wide range of 12-18 points for this action).

WITH A MAXIMUM OPENER (19-21 POINTS)

Opener will:

- Reverse. (See next chapter.)
- Jump rebid in notrump, usually showing 18-19 points.
- Double jump raise partner's suit.
- Double jump rebid his own suit.
- Jump shift into a second suit four cards or longer.

MASTER POINT PRESS



Duplication permitted for teaching purposes only.

FROM STANDARD BIDDING WITH SAYC

By Ned Downey and Ellen "Caitlin" Pomer

Chapter Summary



7. REVERSES

A reverse by opener is a non-jump rebid at the two-level in a new suit that is higher ranking than opener's original suit. A reverse shows a hand worth about 17 or more playing points, usually with five or more cards in the original suit and four or more cards in the new suit. A reverse is absolutely forcing for one round, unless the opponents intervene.

Responder rebids with weak hands. Since pass is not an option, unless the opponents intervene, responder has three choices:

He can rebid a five-card major. If he does so, opener's continuations are:

- 2NT is natural with a stopper in the unbid suit.
- Three of the original minor shows six cards or more in the minor.
- Three of responder's major shows three cards in that suit.

He can bid a conventional 2NT, in which case opener's continuations are:

- A rebid of the original suit is non-forcing.
- All other calls are game forcing.

In certain auctions where he responded with 1NT, he can take a simple preference back to opener's original suit, though some consider this action game forcing.

All rebids by responder other than those set forth above show about 8 or more HCP and are game forcing. Such bids are natural, except for the bid of the fourth suit.

Reverses are on in competition.

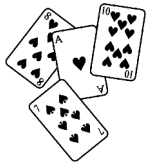
When a responder reverses at the two-level he is simply showing an opening hand or better.



FROM STANDARD BIDDING WITH SAYC

By Ned Downey and Ellen "Caitlin" Pomer

Chapter Summary



8. SUBSEQUENT BIDDING BY RESPONDER

Following opener's rebid, responder will decide if he wishes to:

- Sign off in a partscore.
- Invite to game.
- Sign off in a game contract.
- Force to game and receive more information regarding opener's hand.
- Investigate and or bid slam, etc.

Bids available for signing off in a partscore:

- Pass.
- 1NT.
- A two-level bid in a previously mentioned suit.

Invitational Bids:

- 2NT.
- A three-level bid in a previously mentioned suit.

Forcing Bids:

- Unless responder's first call was 1NT, any new suit will be forcing for one round.
- A second-round jump raise of partner's major-suit opening bid is usually a game force.
- A reverse or jump shift into a new suit is forcing to game.
- A bid of the fourth suit at the two-level or higher is forcing for one round and may be artificial. (See next Chapter.)

Note: if responder has initiated a two over one auction, e.g.

Opener

1♠

Responder

2♣

then responder promises a second bid unless opener's rebid is at game level. Following opener's rebid, responder may limit his hand with a minimum rebid in notrump or in a previously mentioned suit.

MASTER POINT PRESS



Duplication permitted for teaching purposes only.

FROM STANDARD BIDDING WITH SAYC

By Ned Downey and Ellen "Caitlin" Pomer

Chapter Summary



9. FOURTH SUIT FORCING

A bid of the fourth suit at the two-level or higher is forcing for one round and may be artificial. By partnership agreement, this bid may be forcing to game.

In response to a fourth suit forcing bid opener will:

- Return responder's first suit with three-card support (jump raise with extra values).
- Rebid his own second suit at the cheapest level (weak hand). A jump rebid shows extra values.
- Rebid his own first suit at the cheapest level (weak hand). A jump rebid shows extra values.
- Bid notrump to show a stopper in the fourth suit.
- Raise the fourth suit (with four cards).



FROM STANDARD BIDDING WITH SAYC

By Ned Downey and Ellen "Caitlin" Pomer

Chapter Summary



10. Preemption

THE WEAK 2♦ / 2♥ / 2♠

Criteria:

- 5-10/11 HCP
- Typically six cards of reasonable quality in the suit bid.
- No voids. Partner is likely to hold values in your void and, more importantly, will underestimate your playing strength.
- No outside four-card major as you may miss a 4-4 major suit fit.

A weak two may also be bid with a seven-card suit of poor quality and occasionally with a five-card suit — normally this action will be taken in third position. Note that the high end of the range is precautionary in that some 11 HCP hands can be too strong for a weak two. This is particularly important if partner is an unpassed hand.

Responses:

- A raise of opener's suit is to play and is often preemptive.
- A new suit by responder shows at least five cards and is forcing for one round (RONF — Raise Only Non-Forcing). Opener should raise a new major suit with three-card support or a doubleton honor. With no fit for responder's suit, opener rebids his own suit with a minimum. With a maximum he will name a new suit or bid notrump.
- 2NT is forcing even if right-hand opponent overcalls in a suit at the two-level. Opener will rebid his suit with a minimum since he will have nothing significant outside his own suit. Opener bids a new suit to show a feature — an outside ace or protected king or queen with a maximum. Lacking such a feature, he raises to 3NT with a maximum, allowing partner to place the contract; with a minimum, he rebids his suit.
- A response of 3NT is to play.

HIGHER-LEVEL PREEMPTS

Three-level preempts are normally made on a seven-card holding and a hand that is too weak to open at the one-level. New suits by responder below game are forcing.

MASTER POINT PRESS



Duplication permitted for teaching purposes only.

Responses:

- A raise of opener's suit is to play and is often preemptive.
- A response of 3NT is to play.
- 4NT is Blackwood.
- 5NT is a Grand Slam Force.
- If the opening preempt was a minor suit, then three of a major is forcing to either game in the major suit or 3NT.

Four-level preempts are usually made with hands similar to those for a three-level preempt, but which contain an eight-card suit instead of a seven-card suit.



FROM STANDARD BIDDING WITH SAYC

By Ned Downey and Ellen "Caitlin" Pomer

Chapter Summary



11. THE STRONG 2♣ OPENING

A 2♣ opening bid shows 22+ HCP, or the playing equivalent.

Responses:

- 2♦ is artificial and "waiting." The bid simply indicates a hand not suited to any of the positive responses set forth below.
- 2♥, 2♠, 3♣ and 3♦ are natural and game forcing. These bids promise a suit of five-plus cards and, usually, two of the top three honors.
- 2NT shows a holding of 8+ HCP with no biddable five-card suit.

Opener's Rebids:

- A rebid in a suit at the lowest level available is natural and almost always shows a suit of five or more cards. This bid is forcing to the three-level in a major suit or the four-level in a minor suit.
- A jump rebid in a suit shows a self-supporting holding in that suit and is game forcing.
- A rebid of 2NT over a 2♦ response is not forcing and shows 22-24 HCP. After a 2NT rebid all systems are on: 3♣ is Stayman, 3♦* and 3♥* are transfers, etc.

MASTER POINT PRESS



Duplication permitted for teaching purposes only.

FROM STANDARD BIDDING WITH SAYC

By Ned Downey and Ellen "Caitlin" Pomer

Chapter Summary



12. Overcalls

Suit overcalls show 8-16+ points.

- At the one-level, a major-suit overcall may be made on a four-card holding of exceptional quality; however, overcalls naturally show five-plus cards.
- A two-level overcall typically shows 10-16+ HCP and a suit of at least five cards. If the overcall is made on lesser values, you should hold a substantial suit or excellent distribution.
- A direct overcall of 1NT shows 15-18 HCP and a balanced hand containing at least one stopper in opener's suit.

Responses:

In general, one responds to a one-level overcall in a suit as if it were an opening bid.

- A simple raise shows 6-10/11 points and three-plus trumps.
- A jump raise shows 6-10 points and four-plus trumps.
- A raise to game is to play.
- New suits are forcing by an unpassed hand and deny a fit with partner.
- A cuebid of opener's suit shows a limit raise, or better, in partner's suit.

When responding to an overcall of 1NT, Stayman is in effect but, officially, transfers are not. Be advised, however, that many play all systems on.

A direct jump overcall is preemptive and shows the same shape and values as would an opening bid at the same level.

MASTER POINT PRESS



Duplication permitted for teaching purposes only.

FROM STANDARD BIDDING WITH SAYC

By Ned Downey and Ellen "Caitlin" Pomer

Chapter Summary



13. MICHAELS AND THE UNUSUAL NOTRUMP

A direct cuebid when the opponents have bid only one suit is Michaels. If the bid suit is a minor, the cuebid shows 5-5 or better in the major suits. If the bid suit is a major, the cuebid shows 5-5 or better in the other major and an unspecified minor. The bid is made with either a weak hand or a very strong hand, in which case the bidder plans to take further action. With a two-suited intermediate hand, make a simple overcall. Cuebids over opening preempts are also Michaels, as is a 'balancing' cuebid.

Responses to Michaels:

- A preference bid.
- A jump preference (usually preemptive).
- A cuebid of opener's suit, which is a game or slam try.
- A new suit, non-forcing.
- 2NT. When the cuebid is in a major suit, this asks partner to name his minor suit. 3NT, to play.
- 4♣ serves the same purpose as 2NT in competitive auctions when 2NT is no longer available. 4NT serves the same purpose as 2NT in competitive auctions when 2NT and 4♣ are no longer available.

A cuebid when the opponents have bid two suits is natural. In other words, you have length in the suit you just bid.

A direct jump overcall of 2NT is the "Unusual Notrump" showing 5-5 or better in the two lowest-ranking unbid suits. Values are the same as for a Michaels cuebid (see above). A bid of 2NT over a 2♣ opener is also 'unusual,' but over a weak two-bid, 2NT shows the equivalent of a strong notrump opener.

A jump to 2NT in balancing seat is not Unusual, but shows a hand that would have opened 2NT.

Responses to Unusual Notrump:

- A preference bid.
- A jump preference (usually preemptive).
- A cuebid of opener's suit, which is a game or slam try.
- A new suit, non-forcing.
- 3NT, to play.
- 4NT, Blackwood.

MASTER POINT PRESS



Duplication permitted for teaching purposes only.

FROM STANDARD BIDDING WITH SAYC

By Ned Downey and Ellen "Caitlin" Pomer

Chapter Summary



14. Overcalling Their 1NT Openings

When the opponents open 1NT, the Cappelletti convention is as follows:

- Double shows an equivalent hand. In other words, the overcaller was about to open 1NT himself.
- 2♣ shows a one-suited hand — for now, the suit is unknown.
- 2♦ shows both major suits.
- 2♥ shows hearts and an unnamed minor.
- 2♠ shows spades and an unnamed minor.
- 2NT shows both minor suits.
- Overcalls at the three-level are natural.

MASTER POINT PRESS

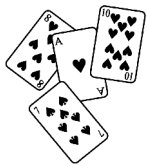


Duplication permitted for teaching purposes only.

FROM STANDARD BIDDING WITH SAYC

By Ned Downey and Ellen "Caitlin" Pomer

Chapter Summary



15. Doubles and Redoubles

Doubles of suit bids are for takeout over opening partscore bids and are for penalty over opening bids at the game level or higher.

Responses to takeout doubles are:

- Any minimum bid (0-9 points).
- 1NT shows 6-10 points, balanced, with a stopper in the opponent's suit.
- A jump response is non-forcing and shows 10-12 points.
- 2NT shows 10-12 points, balanced, with a stopper in opponent's suit.
- A cuebid response to a takeout double is forcing, normally showing an opening hand and support for any suit partner may choose.
- 3NT is to play (13-16 points).
- A double jump is preemptive.
- Pass (rare) shows a hand with at least five decent cards in the opponent's suit combined with sufficient strength to make setting a one-level contract an attractive prospect.

Rebids by the takeout doubler after a minimum response:

- Pass (16 points or less).
- Raise (17-18 points and four-card support or better).
- Jump raise (19-21 points and four-card support or better).
- New suit (17-20 points and a five-card suit or better).
- Jump in a new suit (six-card, self-sufficient suit and a strong hand).
- 1NT shows 18-19 points.
- 2NT shows 19-21 points if a non-jump, 21-22 points if a jump.
- 3NT shows 9 tricks.
- A cuebid shows 21+ points with slam interest.

MASTER POINT PRESS



Duplication permitted for teaching purposes only.

Direct doubles of 1NT are penalty-oriented and are made with a hand that is roughly the same shape and strength as that of the opener. After a pass by RHO, responder should:

- Pass with any decent holding.
- Pull the double to a suit at the two-level when holding a weak distributional hand.
- A jump response (rare) shows a good distributional hand with 8+ points, invitational to game.

If RHO bids over the double then responder to the double may:

- Pass.
- Double for penalty.
- Cuebid (for takeout).
- Bid normally

If RHO makes a takeout double of partner's suit bid:

- Suit bids at the one-level are forcing for one round.
- Suit bids at the two-level are not forcing and usually show six cards and less than 10 points.
- A jump raise is preemptive.
- 2NT shows a limit raise or better in opener's suit (Jordan). If in response to a minor, it shows adequate trump support and denies a four-card major. In response to a major, it shows three-plus trumps.
- Redouble shows 10+ points and tends to deny a fit with opener.
- A jump shift is preemptive.

Doubles of artificial bids are lead-directing.

Redoubles take on different meanings in different auctions. In general, the redouble:

- Is to play if your side is at the four-level or higher.
- Is to play if the opponents double an artificial bid by your side, e.g.

West	North	East	South
1NT	pass	2♦*	dbl
redbl			

- Shows a good hand if the opponent's double was for takeout, e.g.

West	North	East	South
1♠	dbl	redbl	

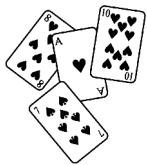
- Is for SOS when your side is doubled for penalty at the three-level or lower.



FROM STANDARD BIDDING WITH SAYC

By Ned Downey and Ellen "Caitlin" Pomer

Chapter Summary



16. The Negative Double

Negative doubles are employed in SAYC through 2♠, though some play them through 3♠, or even higher. In general, negative doubles show values in the unbid suits — most particularly the majors — and insufficient strength and/or length to bid naturally.

West	North	East	South
1♣	1♦	dbl	

- Shows 4-4 or better in the major suits.

West	North	East	South
1♦	1♥	dbl	

- Shows four spades. A bid of 1♠ instead promises a five-card suit.

West	North	East	South
1♦	1♠	dbl	

- Shows four-plus hearts.

Responses:

- Minimum rebids show less than 16 points and are non-forcing.
- Jump rebids show a good 16-18 points and are non-forcing.
- A cuebid of the opponent's suit shows 19+ points and is game forcing.
- A pass, albeit rare, is for penalty.

MASTER POINT PRESS

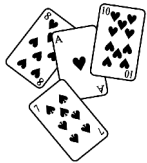


Duplication permitted for teaching purposes only.

FROM STANDARD BIDDING WITH SAYC

By Ned Downey and Ellen "Caitlin" Pomer

Chapter Summary



17. The Reopening Double

When playing negative doubles, partner is no longer in a position to double an overcall for penalties. Accordingly, when two passes follow an overcall, opener should strain to reopen with a double when holding one or two cards in the suit of the overcall.



FROM STANDARD BIDDING WITH SAYC

By Ned Downey and Ellen "Caitlin" Pomer

Chapter Summary



18. Balancing

Balancing bids — those made in the passout seat — mean much the same as their direct-seat counterparts, but can be lighter.

- A balancing bid of 1NT shows 12-14 points.
- Balancing with a jump in a suit shows opening count.
- A balancing double is for takeout.
- A balancing double followed by a minimum rebid in notrump shows 15-18 points.
- A balancing jump to 2NT shows 19-21 points.
- A balancing cuebid is Michaels.

When responding to a balancing suit bid by partner, remember that he is already bidding some of your values for you:

- A single raise shows 7-11 HCP.
- A jump raise shows 12-14 HCP.
- 1NT shows 9-12 HCP.
- 2NT shows 12-14 HCP.
- 3NT shows 15+ HCP.

When partner balances with a double, a jump response in a suit shows 10-12 HCP.

When responding to a balancing 1NT, remember that partner is showing 12-14 HCP; all systems are on unless otherwise agreed.

MASTER POINT PRESS



Duplication permitted for teaching purposes only.

FROM STANDARD BIDDING WITH SAYC

By Ned Downey and Ellen "Caitlin" Pomer

Chapter Summary



19. Slam Bidding

When there is a good trump fit, suit slams can be made on considerably less strength than notrump slams. Notrump slams require power — generally 32+ HCP for a small slam and 37 HCP for a grand slam.

Slam bidding tools include:

Roman Keycard Blackwood (RKB). A jump to 4NT in a trump auction is ace asking, with the trump king counting as a fifth ace. Responder bids (0314 method):

- 5♣ with 0 or 3 keycards.
- 5♦ with 1 or 4 keycards.
- 5♥ with 2 keycards and no trump queen.
- 5♠ with 2 keycards and the trump queen.

If the 4NT bidder can account for all of the aces and wishes to inquire about kings, he can now bid 5NT. The response structure is the same. He can also make the cheapest non-trump-suit bid after a 5♣ or 4♦ response to enquire about the trump queen. Many players prefer to invert the first two responses, a method known as 1430.

Gerber. A jump to 4♣ when partner's first call is notrump — or by agreement when partner's last call is notrump — is ace asking. Responder bids:

- 4♦ with all of the aces or none of the aces.
- 4♥ with one ace.
- 4♠ with two aces.
- 4NT with three aces.

MASTER POINT PRESS



Duplication permitted for teaching purposes only.

When the opponents interfere over Blackwood, DOPI — Double with 0, Pass with One — is employed. If 4NT is doubled then ROPI — Redouble with 0, Pass with One — may be used. When the interference is above the five-level in the agreed trump suit, many switch to DEPO — Double with an Even number and Pass with an Odd number.

A bid of one above game in the agreed strain, usually a jump, constitutes a general slam invitation. If the strain is notrump, for example,

Opener	Responder
1NT	4NT
?	

then the bid is quantitative, asking partner to bid 6NT if holding the top of his original call. If the strain is trumps, for example,

Opener	Responder
1♥	5♥
?	

then the bid often enquires about the strength of opener's trump holding, though it can be employed in other situations as well.

A control bid is a bid of a new suit after a fit has been established. Usually, the side will also be committed to game. Normally, a control bid will show first-round control — an ace or a void — in the bid suit and interest in slam. Partner may reply with another control bid, or may instead use Blackwood or, with lack of slam interest, return to the agreed trump suit. Control bids are most useful when the issue is which ace(s) does partner hold, as opposed to how many he holds.

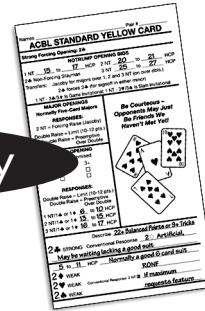
A jump to 5NT over partner's suit bid directs partner to bid a grand slam if holding two of the top three trump honors.



FROM STANDARD BIDDING WITH SAYC

By Ned Downey and Ellen "Caitlin" Pomer

Chapter Summary



When defending a notrump contract, the standard leads in SAYC are as follows:

When leading partner's bid suit:

21. Leads and Carding

- With any doubleton, lead the top card.
- With three or more headed by a single honor, lead low from the honor.
- With touching honors, lead the top honor.
- With three small cards, lead high if you have supported the suit; otherwise, lead low.
- With four or more small cards, lead fourth best.

When leading your own long suit:

- With a sequence of three or more touching cards, lead top of the sequence.
- With a broken sequence — e.g. AKJxx — lead top of the sequence.
- With an interior sequence — e.g. AJ10xx — lead top of the interior sequence.
- From all other holdings lead fourth best.

When leading your own worthless holding, lead top of nothing.

When defending a suit contract, the standard leads in SAYC are as follows.

When leading partner's bid suit:

- With any doubleton, lead the top card.
- With three or more headed by a single honor, lead low from the honor.
- With touching honors, lead the top honor.
- With three small cards, lead high if you have supported the suit; otherwise, lead low.
- With four or more small cards, lead fourth best.

MASTER POINT PRESS



Duplication permitted for teaching purposes only.

When leading your own suit:

- With a sequence of three or more touching cards, lead 'top of the sequence.'
- With a broken sequence — e.g. AKJxx — lead 'top of the sequence.'
- With an interior sequence — e.g. AJ10xx — finding another lead may be in your best interest. If no other choice is attractive, lead top of the interior sequence.
- With Axxx it is best to lead another suit. If you must lead the suit, then lead the ace. Do not underlead aces when defending suit contracts.
- When leading a doubleton, lead the top card.
- When leading from an unsupported honor, such as Qxxx, lead low from the honor.
- When forced to lead from three or more small cards, partnerships are free to decide which card will be led first.

When leading trumps, the normal leads are:

- Low from small cards.
- Low from Axx or Kxx.
- Top of touching honors.

CARDING

- When giving an attitude signal, a high card shows positive attitude and encourages partner to continue leading the suit. Conversely, a low card indicates a lack of interest in the suit and suggests that partner switch to something else.
- When giving count, a high card followed by a low card — the Hi-Lo — shows an even number of cards, normally two or four. Playing up the line, a low card followed next by a higher one, shows an odd number, usually three.
- When giving a suit preference signal, a low card asks for the lead of the lowest ranking non-trump suit; a high card asks for the lead of the highest ranking non-trump suit, and a middle card essentially says, "Partner, you are pretty much on your own here."

