

# **SAYC**

**[Standard American Yellow Card]**

**Including SAYC of ACBL,  
SA-YC.OK and optional bids of OKbridge™,  
and color convention card**

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## **CONTENTS**

<b>GENERAL APPROACH</b> .....	<b>4</b>
<b>RESPONSES AND LATER BIDDING AFTER A 1NT OPENING</b> .....	<b>4</b>
Stayman .....	4
Jacoby transfer .....	4
Other responses .....	5
<b>INTERFERENCE AFTER A 1NT OPENING</b> .....	<b>5</b>
1NT doubled .....	5
1NT overcalled .....	5
Jacoby transfer doubled .....	5
Jacoby transfer overcalled .....	6
Stayman doubled .....	6
Stayman overcalled .....	6
<b>RESPONSES TO A 2NT OR 3NT OPENING</b> .....	<b>6</b>
<b>INTERFERENCE AFTER 2NT AND 3NT OPENINGS</b> .....	<b>6</b>
<b>RESPONSES TO A 1H OR 1S OPENING</b> .....	<b>6</b>
<b>OPENER'S REBIDS AFTER A 1H OR 1S OPENING</b> .....	<b>7</b>
Rebids after Jacoby 2NT .....	7
Other rebids .....	7
<b>RESPONDER'S REBIDS AFTER A 1H OR 1S OPENING AND A SUIT RESPONSE</b> ....	<b>8</b>
Responder's rebids following a 1NT rebid by opener .....	8
Responder's rebids following a suit rebid by opener .....	8
Signoff in partscore .....	8
Inviting game .....	8
After an initial response of a new suit at level two .....	8
<b>"4-TH SUIT FORCING" (4-TH SUIT ARTIFICIAL)</b> .....	<b>8</b>
<b>OPENER'S REBIDS AFTER RESPONDER'S "4-TH SUIT FORCING" REBID</b> .....	<b>9</b>
<b>RESPONSES TO A 1C OR 1D OPENING</b> .....	<b>9</b>
<b>SEQUENCES AFTER A STRONG 2C OPENING</b> .....	<b>9</b>
Responses .....	9
Opener's 2NT rebid .....	9
Opener's suit rebids .....	9
<b>SEQUENCES AFTER A WEAK-TWO BID OF 2D, 2H, OR 2S</b> .....	<b>10</b>
<b>RESPONSES TO PREEMPTIVE BIDS OF 3 OR MORE</b> .....	<b>10</b>
<b>SLAM BIDDING</b> .....	<b>10</b>
Blackwood .....	10
Grand slam force .....	10
Cuebidding (Control-showing bids) .....	11

<b>DEFENSIVE BIDDING</b> .....	<b>11</b>
<i>Notrump overcalls</i> .....	11
Unusual notrump .....	11
<i>Nonjump suit overcalls</i> .....	11
<i>Jump suit overcalls</i> .....	12
<i>Cuebid overcalls</i> .....	12
Michaels cuebid .....	12
<i>Reopening (Balancing)</i> .....	12
<i>Other defensive bids</i> .....	12
<b>COMPETITIVE BIDDING</b> .....	<b>13</b>
Bids after interference .....	13
Cuebidding RHO's suit. ....	13
<i>Negative doubles</i> .....	13
Opener's rebids .....	13
Rebids by the negative doubler .....	13
<i>Other doubles</i> .....	13
Responses after RHO makes a takeout double .....	13
Responses to a takeout double after RHO passes .....	14
Rebids by the takeout doubler after a minimum response .....	14
Guidelines to when a double of a suit bid is for penalty .....	14
Direct double of a 1NT opening .....	14
<i>Redoubles</i> .....	14
<i>Cuebidding a convention</i> .....	15
<i>Cancellation of conventions</i> .....	15
<i>Forcing passes</i> .....	15
<b>DEFENSIVE LEADS AND SIGNALS</b> .....	<b>15</b>
<b>SA-YC.OK</b> .....	<b>15</b>
<b>ACKNOWLEDGMENTS</b> .....	<b>15</b>
<b>CONVENTION CARD</b> .....	<b>16</b>

## **SAYC [Standard American Yellow Card]**

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### **GENERAL APPROACH**

Normal openings: Five-card majors in all seats; 1D with 4-4 in the minors, 1C with 3-3.

Open the higher-ranking of long suits with equal lengths: 5-5 or 6-6.

[Editor's note: Usually the longest suit is opened. Exception: With at least 5 cards in a higher-ranking suit and more cards in a lower-ranking suit, open the higher-ranking suit with less than 17 points and open the lower-ranking suit with at least 17 points.]

Notrump openings show a balanced hand and can be made with a five-card major or minor suit.

[Editor's note: Notrump openings are also possible with two doubletons that are fully stopped (with A or K) when matchpoint scoring is used.]

1NT = 15-17 points, 2NT = 20-21 points, 3NT = 25-27 points.

Strong artificial 2C opening. Weak-two bids in diamonds, hearts, and spades.

### **RESPONSES AND LATER BIDDING AFTER A 1NT OPENING**

Stayman. 2C is Stayman; it requires a doubleton, a singleton, or a void. It is "non-forcing": the bidding can stop as low as 2 of a suit. Usually responder has at least 8 HCP; however, Stayman can also be used when responder has less and intends to pass any rebid by opener, e.g., a 4-4-4-1 distribution with a singleton club. Opener rebids 2D, 2H, or 2S; 2H with 4-4 in the majors.

After an opener's rebid of a major, a responder's rebid of the other major shows 5 cards in that major (implying 4 cards in opener's major), but is game force only at level three.

Responder's rebid of 3 in a minor shows at least 5 in the suit and invites a small slam in the suit.

[Editor's note: This rebid requires at least 6 in the minor suit when matchpoint scoring is used.]

Jacoby transfer. Jacoby transfers show a five-card or longer suit. When used for the majors, 2D is a transfer to hearts and 2H is a transfer to spades. However, do not use a transfer to a major with exactly 4 cards in the other major; use Stayman. Opener must accept the transfer and may jump to level three with at least 17 points and at least 4 cards in responder's major:

1NT - 2D

2H (= normal acceptance of the transfer.)

3H (= 17+ points, 4+ hearts.)

After an accepted transfer, responder's new suit bids are natural. Also, other than in the sequence

1NT - 2D

2H - 2S (= invites game),

after an accepted transfer responder's new suit bids are natural, as well as game force.

1NT - 2H

2S - Pass (= content to play 2S.)

- 2NT (= 5 spades, invites game. With minimum hand opener passes with 2 spades, bids 3S with 3+ spades; with maximum hand bids 3NT with 2 spades, 4S with 3+ spades.)

- 3S (= 6+ spades, invites game. Opener passes with minimum, bids 4S with maximum.)

- 3C, 3D, 3H (= natural and game force. Shows 5+ cards if major.)

- 3NT (= 5 spades. Opener passes with 2 spades, bids 4S with 3+ spades.)

- 4S (= placing the contract with 6+ spades.)

A 2S response requires the 1NT bidder to rebid 3C. Responder can then pass or rebid 3D:

1NT - 2S

3C - Pass (= club bust.)

- 3D (= diamond bust; notrump opener passes.)

#### Other responses

1NT - 3C, 3D (= 6+ in the suit, invites 3NT.)

- 3H, 3S (= 6+ in the suit. Invites a small slam in hearts and spades, respectively.)

- 4C (= Gerber, asking for aces.)

- 4NT (= "quantitative notrump": invites 6NT.)

A direct raise of 1NT to 4NT invites 6NT because 4C is available as Gerber.

**NOTE: 4C IS GERBER OVER ANY 1NT OR 2NT BID BY PARTNER, INCLUDING OPENINGS, OVERCALLS, RESPONSES, AND REBIDS.**

4C is also Gerber if it directly follows the 4C bidder's own Stayman 2C bid:

1NT - 2C

2x - 4C.

Responses show the number of aces by steps (as over a Blackwood 4NT). 5C asks for kings. [Editor's note: A 5C bid guarantees that the partnership holds all four aces.]

1NT - 4C

4D (= 0 or 4 aces.)

4H (= 1 ace.)

4S (= 2 aces.)

4NT (= 3 aces.)

1NT - 4C

4x - 5C

5D (= 0 or 4 kings.)

5H (= 1 king.)

5S (= 2 kings.)

5NT (= 3 kings.)

If the Gerber bidder rebids anything other than 5C (including 4NT), it is to play.

#### **INTERFERENCE AFTER A 1NT OPENING**

1NT doubled. If a 1NT bid is doubled, Stayman and Jacoby transfer are "on":

1NT - (Double) - 2C (= Stayman.)

- 2D (= transfer to hearts.)

1NT overcalled. If a 1 NT bid is overcalled, Stayman and Jacoby transfer are "off".

A cuebid response is used with game force strength as a substitute for Stayman:

1NT - (2H) - 3H (= Stayman, game force.)

Other responses are natural.

Jacoby transfer doubled. If a Jacoby transfer is doubled, opener passes with 2 trumps, completes the transfer with 3 or more trumps, jumps to 3 of the suit with at least 17 points and at least 4 trumps -- or redoubles with strength in the doubled suit.

#### Optional "OKbridge" bid:

If opener passes after a Jacoby transfer is doubled, responder may make a normal bid, redouble or pass to play, or bid 2 of the major to sign off.

If opener redoubles, responder may make a normal bid, pass to play, or bid 2 of the major to sign off.

### Optional "OKbridge" bids:

Jacoby transfer overcalled. If a Jacoby transfer is overcalled, opener may pass, bid 3 of the major with good support, or double for penalty.

If opener passes, responder may pass, make a normal bid, or double to show strength.

Stayman doubled. If Stayman is doubled, opener may rebid normally, pass with 4 clubs, or redouble with 4 good clubs or any 5.

Stayman overcalled. If Stayman is overcalled, opener may bid a 4-card major at the two level, double for penalty with 4+ cards in the opponent's suit, or pass.

Responder may then rebid normally or double for penalty.

### **RESPONSES TO A 2NT OR 3NT OPENING**

2NT - 3C (= Stayman.)

- 3D, 3H (= Jacoby transfers to hearts and spades, respectively.)
- 4C (= Gerber, asking for aces.)
- 4NT (= "quantitative notrump": invites 6NT.)

A direct raise of 2NT to 4NT invites 6NT because 4C is available as Gerber.

3NT - 4C (= Stayman; not Gerber.)

- 4D, 4H (= Jacoby transfers to hearts and spades, respectively.)
- 4NT (= Blackwood; not "quantitative notrump".)

A raise of 3 NT to 4NT is Blackwood because 4C is not available as Gerber.  
(A 4C bid cannot be Gerber if it is not a jump bid.)

### **INTERFERENCE AFTER 2NT AND 3NT OPENINGS**

If a 2NT or 3NT bid is doubled, Stayman and Jacoby transfer are "on".

If a 2NT or 3NT bid is overcalled, Stayman and Jacoby transfer are "off".

### **RESPONSES TO A 1H OR 1S OPENING**

1H - 2H (= 6-10 points, 3+ hearts, not forcing.)

- 1S (= 6+ points, 4+ spades, one-round force. Tends to deny 3+ hearts.)
- 1NT (= 6-10 points, denies 4 spades or 3 hearts; not forcing.)
- 3H = (10-12 points, 3+ hearts, limit raise, not forcing.)
- 2C, 2D (= 11+ points, 4+ cards, one-round force. Promises another bid below game.)
- 2NT (= "Jacoby 2NT": 13+ points, 3+ hearts, game-forcing raise -- asks opener to show a singleton or void to help responder evaluate slam prospects.)
- 2S, 3C, 3D (= strong jump shifts. May lead to a slam.)
- 3NT = (15-17 HCP, balanced, 2 cards in opener's suit.)  
[Editor's note: Two stopped doubletons, as well as a singleton or void in opener's suit, are acceptable for this response when matchpoint scoring is used.]
- 4H (= usually less than 10 HCP, 5+ hearts, singleton or void.)

## **OPENER'S REBIDS AFTER A 1H OR 1S OPENING**

Rebids after Jacoby 2NT. A responder's jump to 2NT over a 1H or 1S opening is Jacoby 2NT, asking opener to show a singleton or void. With no singleton or void opener shows strength.

1H - 2NT

3C, 3D, 3S (= singleton or void in the suit.)

4H (= less than 15 points, no singleton, no void.)

3NT (= 15-17 points, no singleton, no void.)

3H = (18+ points, no singleton, no void.)

Responder follows up by attempting to sign off in game, or exploring a slam by cuebidding or by bidding 4NT Blackwood.

Other rebids. These are natural:

Rebids with a minimum hand (13-16 points):

Nonjump rebid of notrump.

Nonjump raise of responder's suit. (This can be done with good three-card support if desired.)

Nonjump rebid of opener's suit.

Non-reverse nonjump bid in a new suit. (This has a wide range of 13-18 points.)

Rebids with a medium hand (17-18 points):

Jump raise of responder's suit or jump rebid of opener's suit.

Non-reverse nonjump bid in a new suit. (This has a wide range of 13-18 points.)

Reverse bid in a new suit.

With a maximum hand (19-21 or 22 points) opener must make a very strong rebid:

Jump in notrump.

Double jump raise in responder's suit or double jump rebid of opener's suit.

Jump shift in a new suit.

[Editor's note: With matchpoint scoring these rebids are as follow:

Other rebids. Bids are natural. Also, notrump may be bid with a small doubleton in an unbid suit, as well as with a singleton or void in responder's suit.

Rebids with a minimum hand, 13-16 points (all bids are non-forcing):

Nonjump rebid of notrump.

Nonjump raise of responder's suit with 4+ cards after a level-1 response, else with 3+ cards.

Nonjump rebid of opener's suit with 6+ cards, with 5 cards in a minor suit as a last resort.

Non-reverse nonjump bid in a new suit. (This has a wide range of 13-18 points.)

Rebids with a medium hand, 17-18 points (bids are non-forcing except the reverse bid):

Rebidding two notrumps. (17-19 points; an overbid with 17 points when the bid is a jump bid.)

Jump raise of responder's suit with 4+ cards or jump rebid of opener's suit with 6+ cards.

Non-reverse nonjump bid in a new suit. (This has a wide range of 13-18 points.)

Reverse nonjump bid in a new suit (one-round force).

Rebids with a maximum hand, 19-21 points (below-game bids are one-round force):

Jump rebid of 4 in opener's minor suit (optional, invites a small slam in the suit).

Reverse nonjump bid, jump shift in a new suit, or other below-game forcing bids.

Game in a suit or in notrump.]

## **RESPONDER'S REBIDS AFTER A 1H OR 1S OPENING AND A SUIT RESPONSE**

### Responder's rebids following a 1NT rebid by opener

A reverse bid or a jump shift into a new suit is game force; other rebids are non-forcing.

- 1C - 1H
- 1NT - 2C, 2D, 2H (= 5+ cards in suit, non-forcing.)
  - 3H (= 11-12 points, 5+ hearts, inviting game.)
  - 2S, 3D (= 13+ points, 5+ cards in suit, game force.)
  - 3NT, 4H, 4S, 5C, 5D (= Signoff in game.)

### Responder's rebids following a suit rebid by opener

Bids available for signoff in partscore: Pass, 1NT, 2 of a previously bid suit.

- 1H - 1S
- 2C - Pass, 2H, 2S (= 6-10 points, signoff in partscore.)

Bids available for inviting game: 2NT, 3 of a previously bid suit:

- 1H - 1S
- 2D - 2NT, 3D, 3H, 3S (= 11-12 points, inviting game.)

### After an initial response of a nonjump new suit at level two.

This response promises another bid unless opener rebids game.

The same rules apply here as after a suit response at level one, except that a subsequent jump raise of opener's first suit to level three is game force. (With 10-12 points and 3+ trumps, responder should make a limit raise directly over the opening bid.)

- 1S - 2C
- 2D - 2NT, 3C, 3D (= 11-12 points, inviting game.)
  - 2H (= one-round force, could be artificial)
  - 2S (= 11-12 points, 2 spades, shows preference.)

- 1S - 2C
- 2H - 2NT, 3C, 3H (= 11-12 points, inviting game.)
  - 2S (= 11-12 points, 2 spades, shows preference.)
  - 3D (= game force, could be artificial.)
  - 3S (= game force.)

### **"4-TH FORCING" (4-TH SUIT ARTIFICIAL)**

(Optional "OKbridge" bids.)

A nonjump new suit rebid by responder following a suit rebid by opener is usually a one-round force. However, if it is the 4-th suit in the auction that is "4-th suit forcing". Other than in the sequence

- 1C - 1D
- 1H - 1S (= natural, one round force),

a "4-th suit forcing" bid is a one-round force at level two and a game force at level three, and it may be artificial:

- 1H - 1S
- 2C - 2D (= "4th-suit forcing", one-round force, could be artificial.)



## **OPENER'S REBIDS AFTER RESPONDER'S "4-TH SUIT FORCING" REBID**

*(Optional "OKbridge" bids)*

- (1) Raise responder's 1st suit with 3+ cards, jump raise with more than minimum strength.
- (2) Rebid of your 2nd suit shows a weak hand, rebid your 1st suit instead if that bid is lower.
- (3) Jump rebid of your second suit shows extra values and a very distributional hand.
- (4) Bid NT to show stopper in 4th suit and extra values, jump to game with exceptional strength.  
[Editor's note: A nonjump NT rebid has high priority and shows no extra values with matchpoint scoring.]
- (5) Raise 4th suit with 4+ cards.
- (6) Rebid your own 1st suit with extra strength and length.

## **RESPONSES TO A 1C OR 1D OPENING**

Responses and later bidding tend to follow previous ideas. Bidding at level one is up-the-line. Responder needs more trumps to raise: 4 to raise 1D, 5 to raise 1C; one less trump is acceptable in competition. There is no forcing minor-suit raise. Responses of 2NT and 3NT are:

- 1C - 2NT (= 13-15 points, game force.)
- 3NT (= 16-17 points.)

## **SEQUENCES AFTER A STRONG 2C OPENING**

A 2C opening shows 22+ points, or the playing equivalent (9+ tricks).

Responses.

- 2C - 2D (= artificial, could be "waiting" with a good hand not suited for other responses.)
- 2H, 2S, 3C, 3D (= 8+ points, 5+ cards in the suit, natural, game force.)
- 2NT (= 8+ HCP, balanced, game force.)

[Editor's note: A balanced hand is not required for this bid with matchpoint scoring.]

Opener's 2NT rebid. An opener's rebid of 2NT after a 2D response shows 22-24 points and is non-forcing. Responder's rebids are the same as over a 2NT opening:

- 2C - 2D
- 2NT - 3C (=Stayman.)
- 3D, 3H (= Jacoby transfers to hearts and spades, respectively.)
- 4C (= Gerber, asking for aces.)
- 4NT (= "quantitative notrump": invites 6NT.)

Opener's suit rebids. In most cases opener has 5+ cards in the suit bid. When holding a 4-4-4-1 distribution, with the singleton in any suit, opener rebids the strongest 4-card suit. An opener's rebid of a suit over a 2D response is forcing to 3 of opener's major or 4 of opener's minor:

- |                     |                     |
|---------------------|---------------------|
| 2C - 2D             | 2C - 2D             |
| 2H - 2S             | 3C - 3S             |
| 3H (= non-forcing.) | 4C (= non-forcing.) |
- 
- 2C - 2D
  - 2S - 3C (= "cheaper minor or 3NT, whichever ranks lower": less than 5 points, no ace)
  - 3S (= non-forcing.)
  - 2C - 2D
  - 3C - 3D (= "cheaper minor or 3NT, whichever ranks lower": less than 5 points, no ace)
  - 4C (= non-forcing.)
  - 2C - 2D
  - 3D - 3NT (= "cheaper minor or 3NT, whichever ranks lower": less than 5 points, no ace)
  - 4D (= non-forcing.)

## **SEQUENCES AFTER A WEAK-TWO BID OF 2D, 2H, OR 2S**

A weak-two bid shows 5-11 HCP and a six-card suit of reasonable strength; on rare occasions it shows a very strong five-card suit, or a seven-card suit and a hand that is not good enough to open at level three. It should normally not be used with 4 or more cards in a major side suit unless opener is in the third seat.

[Editor's note: The required strength in the opened suit is governed by partnership agreement.]

Any raise of opener's suit is to play and may be preemptive. A 3NT response is also to play. A 2NT response is a one-round force, showing game interest; this applies also after an intervening bid or double. With 5-8 HCP (minimum hand), opener rebids his/her own suit. With more than 8 HCP (maximum hand), opener rebids another suit to show a "feature" (A or K in that suit); lacking a feature opener raises to 3NT and lets responder place the contract.

### **Optional "OKbridge" bid:**

With more than 8 HCP (maximum hand), opener may rebid a side four-card or longer minor suit headed by at least the Q. [Editor's note: This bid is not applicable with matchpoint scoring.]

"RONF" on the card means "Raise Only Non-Force": A raise is the only non-forcing response.

A new suit response shows a five-card or longer suit and is a one-round force.

Opener raises a major suit response with 3+ cards, or perhaps with a doubleton honor.

Otherwise opener rebids as follows: with 5-8 HCP (minimum hand), rebids his/her own suit at the cheapest level; with more than 8 HCP (maximum hand), rebids a new suit or notrump.

## **RESPONSES TO PREEMPTIVE BIDS OF 3 OR MORE**

Any new suit, non-game response to a preemptive bid of 3 or more is a one-round force.

## **SLAM BIDDING**

**Blackwood.** Blackwood 4NT asks for aces; responses show the number of aces by steps. 5NT asks for kings. A 5NT bid guarantees that the partnership holds all four aces.

4NT - 5C (= 0 or 4 aces.)

- 5D (= 1 ace.)

- 5H (= 2 aces.)

- 5S (= 3 aces.)

4NT - 5x

5NT - 6C (= 0 or 4 kings.)

- 6D (= 1 king.)

- 6H (= 2 kings.)

- 6S (= 3 kings.)

If the Blackwood bidder wishes to sign off in 5NT (realizing that too many aces are missing), it can often be done by bidding an "unplayable" suit, after which partner should bid 5NT:

1H - 2D

3D - 4NT

5D - 5S (= "unplayable" suit)

5NT.

**Grand slam force.** A jump to 5NT (and some other 5NT bids with the auction at level five) is "Grand Slam Force", asking partner to bid a grand slam with two of the three top trumps:

5NT - 6 of the trump suit (= fewer than two of the three top trumps.)

- 7 of the trump suit (= two of the three top trumps.)

Cuebidding. (Control-showing bids.) (Optional "OKbridge" bids.) A cuebid here is a nonjump bid in a suit past 3 of an agreed major trump suit or past 3NT with an agreed minor trump suit. Guidelines:

- (1) First bid suits unbid by your side, aces before voids.
- (2) Plan your cuebids. The cheapest cuebid may not be the best bid, as it may cause your next cuebid to be higher than if the order is reversed, e.g., 4C--4x--4S rather than 3S--4x--5C.
- (3) Cuebid aces first, kings second. If you are known to be weak, your cuebid may show second round control before first round control in that suit has been shown or denied.
- (4) Below game, cuebid only if a slam appears possible, return to the trump suit otherwise.
- (5) A cuebid above five of the trump suit is a try for seven.
- (6) If partner cuebids again or cuebids above game, you must also cuebid if possible.
- (7) If a cuebid is doubled, a redouble shows second round control of that suit; a pass is neutral.
- (8) Avoid cuebidding singletons or voids in a suit bid naturally by your partner.
- (9) If you can judge the final contract, bid it as soon as possible.

If the agreed trump suit is a minor and there are at least two suits unbid by your side, a nonjump bid in a new suit below 3NT is not a cuebid, but shows a stopper for notrump. Also, a nonjump bid in a new suit below 3 of an agreed major trump suit is not a cuebid, but a "help-suit game try".

## **DEFENSIVE BIDDING**

### Notrump overcalls

A 1NT overcall shows 15-18 points and a balanced hand (preferably with at least one stopper in opener's suit). Note that Stayman is "on" and Jacoby transfer is "off".

Unusual notrump. A jump overcall of 2NT is "Unusual Notrump" showing at least 5-5 in the lower two unbid suits. It can also be bid over a strong 2C opening, but not over a weak-two bid where a 2NT overcall shows 16-19 points.

Optional "OKbridge" responses: Preference bid, jump preference bid (mostly preemptive), cuebid for game or for slam try, new suit (not forcing), 3NT, or 4NT which is Blackwood.

### Nonjump suit overcalls

Nonjump suit overcalls show 8-16 points (double and bid with a stronger hand). The only forcing response is a cuebid of opener's suit, asking the overcaller about the strength of the overcall:

- (1D) - 1S - (Pass) - 2D  
(Pass) - 2S (= less than 11 or 12 points.)  
- other bids (= at least 11 or 12 points.)

[Editor's note: A two-level nonjump suit overcall shows 10-16 points and overcaller rebids his/her own suit with less than 13 points (and bids something else otherwise).

Also, with matchpoint scoring a level-one suit overcall usually shows a strong 5-card or longer suit and a level-two nonjump suit overcall usually shows a strong 6-card or longer suit.]

### Optional "OKbridge" responses (all non-forcing):

- (1) Raise: 3+ trumps, 6-11 points.
- (2) Double Raise: 4+ trumps, 10-12 points.
- (3) Suit game: 4+ trumps, weak distributional hand.
- (4) 1NT = 9-12 points; 2NT = 11-13 points nonjump, 13-15 points jump; 3NT = 15-16 points.
- (5) New suit usually denies a fit in overcaller's suit.
- (6) Be wary of doubling for penalty on the strength of partner's overcall.

NOTE: After raising an overcall, do not raise again in a competitive auction.

### Jump suit overcalls

Jump suit overcalls are preemptive, showing the same values as an opening bid at the same level:

(1D) - 2S (= a hand that would open a weak-two bid of 2S.)

- 3C (= a hand that would open a preemptive bid of 3C.)

### Optional "OKbridge" bids:

Jump suit overcalls are not preemptive in the balancing position, after a 1NT opening, after a preemptive bid, or over a non-forcing raise, e.g., over (1H) - Pass - (2H).

### Cuebid overcalls

When the opponents have bid two suits and your partner has not bid, a cuebid overcall is "natural" in either suit. It shows a very strong hand, usually 22+ points, and is forcing to game:

(1D) - Pass - (1H) - 2D (= 22+ points).

[Editor's note: With 5-5 or more in the two unbid suits overcaller may bid 2NT (unusual notrump).]

Michaels cuebid. When the opponents have bid only one suit, a cuebid overcall is a "Michaels Cuebid": 5-5 or more in two suits. If the opening is a minor, the cuebid shows the majors. If the opening is a major, the cuebid shows the other major and an unspecified minor:

Ex.1. (1D) - 2D (= at least 5-5 in the majors, 8+ points.)

Ex.2. (1S) - 2S (= at least 5-5 in hearts and in a minor, 10+ points.)

Responder can bid 2NT over a major-suit cuebid to ask for partner's minor:

(1H) - 2H - (Pass) - 2NT (asks for minor)

(Pass) - 3C (= club suit.)

- 3D (= diamond suit.)

### Optional "OKbridge" responses:

In a competitive auction with the 2NT bid not available, responder may bid 4C (non-forcing) or 4NT (forcing) in order to locate the minor suit. 3NT is always to play.

### Reopening (Balancing)

A reopening 1NT after an opponent has opened and his partner passed shows 10-15 points.

This is a wide range but there will not usually be a game on for you.

Other reopening bids are the same as direct seat bids -- although perhaps lighter at the low end.

### Optional "OKbridge" bids:

(1) With a good suit and opening values, make a jump overcall.

(2) A double followed by 2NT shows 16-17 points, a direct 2NT shows 18-20 points.

(3) A reopening cuebid is a takeout double, showing a void in opener's suit:

(1C) - Pass - (Pass) - 2C (= takeout double with a void in clubs.)

### Other defensive bids

Doubles are for takeout over partscore suit openings, for penalty over game suit openings.

A below-game jump response to a takeout double invites game, a cuebid of opener's suit is a one-round force.

Over opening preemptive bids, overcalls in suits or notrump are natural, cuebids are Michaels.

## COMPETITIVE BIDDING

There is an almost endless variety of possible sequences, so it pays to have simple guidelines to prevent bidding misunderstandings.

Bids mean the same thing they meant without an intervening bid. However, it is sometimes necessary to pick a bid that would normally have been a second choice without the overcall:

1D - (Pass) - 1S - (2C)

2S (with S: J43, H: A875, D: AQJ4, C: J3; would rebid 1NT if RHO had passed.)

[Editor's note: Opener would pass in the above example when matchpoint scoring is used.

However, as a last resort, one less trump is acceptable for a raise even with matchpoint scoring:

1C - (1D) - 1S - (Pass)

2S (with S:J43, H:A875, D:J2, C:AQJ4 -- opener would rebid 1NT if LHO had passed.)]

Cuebidding RHO's suit. This shows game values without clear direction and is usually a raise:

1S - (2C) - 3C (= game force, usually a raise.)

### Negative doubles

Negative doubles are used through 2S, promising 4+ cards in any unbid major. A response of a new major suit at level two or higher shows 11+ points and a 5-card or longer suit.

Ex.1. 1C - (1D)- Double (= 4-4 or more in the majors.)

Ex.2. 1D - (1H)- Double (= exactly 4 spades; 1S would promise 5 spades.)

Ex.3. 1D - (1S) - Double (= 4 hearts and 6+ points, or 5 hearts and 5-10 points.)

### Opener's rebids after a negative double (Optional "OKbridge" bids)

(1) Minimum bid with less than 16 points, non-forcing.

(2) Jump bid with 16-18 points, non-forcing.

(3) Cuebid of opponent's suit with 19+ points, game force.

(4) Pass for penalties (rare).

When negative doubles are used, responder can no longer double for penalties. Therefore, when an opponent's suit overcall is followed by two passes, opener should try to reopen with a double with 2 or less cards in opponent's suit, as partner might have passed with a good hand for a penalty double.

### Rebids by the negative doubler (Optional "OKbridge" bids)

These are not forcing except for a cuebid in opponent's suit.

### Other doubles

#### Responses after RHO makes a takeout double

A response of a new suit is forcing only at level one. Thus:

1S - (Double) - 2C, 2D, 2H (= 6-10 points, usually a six-card suit, non-forcing.)

Also:

1D - (Double) - 1H, 1S (= 6+ points, 4+ cards in the suit, one-round force.)

- 1NT (= 6-10 points, balanced, stoppers in unbid suits, non-forcing.)

- 2C (= 6-10 points, usually a six-card suit, non-forcing.)

- 2NT (= "Jordan", 10+ points, limit raise or better, one-round force.)

- 3D (= less than 10 points, good trump support, preemptive, non-forcing.)

- Redouble (= 10+ points, but it is better to make a more descriptive bid of  
1H, 1S, or 2NT with the appropriate hand, one-round force.)

- 2H, 2S (= 6+ cards in the suit, like a weak-two bid, non-forcing.)

- 3C (= 7+ cards in the suit, preemptive, non-forcing.)

- 3NT (= 16-17 points, balanced, stoppers in unbid suits, non-forcing.)

Responses to a takeout double after RHO passes (Optional "OKbridge" bids)

- (1D) - Double - (Pass) - minimum bid (= 0-9 points.)
- 1NT (= 6-10 points, balanced, stopper in opponent's suit.)
  - jump bid (= 10-12 points, non-forcing.)
  - double jump bid (= less than 10 points, 6-card suit, preemptive.)
  - 2NT (= 10-12 points, stopper in opponent's suit, no 4-card or longer major.)
  - 3NT (= 13-16 points, stopper in opponent's suit.)
  - cuebid (= 13+ points, or 10-12 points with two 4-card or longer majors.)
  - pass (= 5+ cards in opponent's suit, worth 3 tricks, rare.)

Rebids by the takeout doubler after a minimum response (0-9 points) (Optional "OKbridge" bids)

- (1) Pass (= less than 16 points.)
- (2) Raise (= 16-18 points, 18-20 points at level three with no competition; 4+ cards in suit.)
- (3) Jump raise (= 18-20 points, 4+ cards.)
- (4) New suit (= 17-20 points, less if also holding an unbid major with 4+ cards; 5+ cards in suit.)
- (5) Jump in new suit (= 6-card or longer self-sufficient suit, strong hand, non-forcing.)
- (6) 1NT (= 18-20 points; 2NT = 19-21 points nonjump, 21-22 points jump; 3NT = 9+ tricks.)
- (7) Cuebid (= 21+ points, slam interest.)

Guidelines to when a double of a suit bid is for penalty (Optional "OKbridge" bids)

- (1) When the double is made late in the auction:
  - (1S) - Pass - (2S) - Pass
  - (4S) - Double (= Penalty.)
- (2) When the doubler's partner has accurately described both strength and distribution.
- (3) When either partner has redoubled earlier.
- (4) When either partner has earlier made a penalty double, or a penalty pass of a takeout double.
- (5) When an artificial bid has been doubled.
- (6) When a major suit response to a preempt has been doubled.
- (7) In borderline cases, when the doubler is behind the original bidder.

Direct double of a 1NT opening (Optional "OKbridge" bids)

This is for penalty showing a hand as good as a 1NT opening, i.e., 17 points against a "strong" 1NT (1 or 2 points less against a "weak" 1NT). After a pass, responder passes with a balanced hand or bids 2 of a suit with a weak distributional hand. A jump response shows a good distributional hand with 8+ points against a "strong" 1NT (with 6+ points against a "weak" 1NT), inviting game. If responder to 1NT bids, the doubler's partner can: double for penalty, make a forcing pass, cuebid for takeout in other suits, or bid normally.

Redoubles

A redouble can have one of three meanings:

- (1) To play if your side is at level four or higher, or if the opponents double an artificial bid:
  - Ex.1. 4S - (Double) - Redouble (= Penalty.)
  - Ex.2. 4D - (Double) - Redouble (= Penalty.)
  - Ex.3. 1NT - (Pass) - 2D - (Double)  
Redouble (= Penalty, good diamond suit.)
- (2) A good hand if their double is for takeout:  
1S - (Double) - Redouble (= 10+ points.)
- (3) "SOS": Requesting a different suit with support for at least two of the unbid suits, if your side is doubled for penalty in a trump suit at level three or lower:  
1D - (Pass) - Pass - (Double)  
Pass - (Pass) - Redouble (= SOS.)

### Cuebidding a convention

If the opponents use a convention (such as Michaels cuebid or unusual notrump), you can cuebid one of their "shown" suit(s) to force game, or double to show 10+ points:

1S - (2S) - 3H (= game force)

-Double (= 10+ points, probably balanced.)

### Cancellation of conventions

Unless otherwise noted elsewhere, a convention intended for non-competitive sequences is canceled by an intervening bid or double by an opponent in a competitive sequence:

Ex.1a. 1H - (Pass) - 2NT (= Jacoby 2NT) (non-competitive sequence).

Ex.1b. 1H - (1S) - 2NT (= natural, 12-14 HCP) (competitive sequence).

Ex.2a. 2C - (Pass) - 2D (= artificial, could be "waiting") (non-competitive sequence).

Ex.2b. 2C - (Double) - 2D (= natural and positive) (competitive sequence).

### Forcing passes (Optional "OKbridge" bids)

A forcing pass is used when it is clear that the opponents are bidding competitively for preemptive reasons, and you are unsure whether to bid higher (usually past game) or double. After a forcing pass, partner must either bid or double.

## DEFENSIVE LEADS AND SIGNALS

The ACBL STANDARD YELLOW CARD specifies the following:

Defensive signals when following suit or discarding are "high encourages, low discourages".

Leads are top of touching honors, with choices from AKx and interior sequences. Pairs must:

- Circle card led from AKx, xxx, xxxx, and xxxxx.
- Circle carding agreements other than those in bold italics.
- Circle whether 4th best or 5th best leads are used.
- Circle whether or not frequent count signals are given.

It is your responsibility to look at the opponents' carding agreements; in the absence of a circle, cards in bold italics are presumed to be the agreement.

### SA-YC.OK

The SA-YC.OK convention card also specifies the following:

Opening leads, shown by boldface capital letters, are:

Vs. suit: 4th best, **Kqx, Qjx, Jtx, T9x, kJtx, kT9x, qT9x, xxX, xxxX, xxxXx, aKx.**

Vs. NT: 4th best, **aKjx, aQjx, aJt9, aT98, Kqjx, kQt9(!), kJt9, kT98, Qjtx, qT98,**

**Jt9x, T98x, xxX, xxxX, xxxXx.**

No SOS redoubles.

Infrequent count signals.

Preemptive bids may be light; over a preemptive bid a double is for takeout at levels 2 and 3.

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**SPECIAL DOUBLES**

Negative  : thru 2♠ thru 4♠+   
Responsive  : thru \_\_\_\_\_ Maximal   
Support: Dbl.  thru \_\_\_\_\_ Redbl   
Card-showing  Min. Offshape T/O

**SIMPLE OVERCALL**

1 level 8 to 16 HCP (usually)  
often 4 cards  very light style   
Responses  
New Suit: Forcing  NFConst  NF   
Jump Raise: Forcing  Inv.  Weak

**JUMP OVERCALL**

Strong  Intermediate  Weak

**OPENING PREEMPTS**

Sound Light Very light  
3/4-bids     
Conv./Resp. \_\_\_\_\_

**DIRECT CUEBID**

OVER: Minor Major Artif. Bid  
Natural     
Strong T/O     
Michaels

**SLAM CONVENTIONS**

Gerber : 4NT: Blackwood  RKC  1430   
4♣ Gerber over all 1nt & 2nt bids. Grand slam force.

vs Interference: DOPI  DEPO  Level: \_\_\_\_\_ ROPI

**LEADS** (circle card led, if not in bold)

versus Suits versus Notrump  
x x x x x x x x x x  
AK x T 9 x AKJ x AQJ x  
K Q x KJT x AJT 9 AT 9 x  
QJ x KT 9 x KQJ x KQT 9  
JT 9 QT 9 x QJT x QT 9 x  
KQT 9 JT 9 x T 9 x x

**LENGTH LEADS:**

4th Best vs SUITS  vs NT   
3rd/5th Best vs SUITS  vs NT   
Attitude vs. NT

**Primary signal to partner's leads**

Attitude  Count  Suit Preference

**SPECIAL CARDING**  **PLEASE ASK**

**NOTRUMP OVERCALLS**

Direct: 15 to 18 Systems on   
Conv.   
Balancing: 10 to 15  
Jump to 2NT: Minors  2 Lowest   
Conv.

**DEFENSE VS NOTRUMP**

vs:  
2♣ 2♣  
2♦ 2♦  
2♥ 2♥  
2♠ 2♠  
Dbl: DBL  
Other \_\_\_\_\_

**OVER OPP'S T/O DOUBLE**

New Suit Forcing: 1 level  2 level   
Jump Shift: Forcing  Inv.  Weak   
Redouble implies no fit

2NT OVER Limit+ Limit Weak  
Majors     
Minors     
Other 2nt=limit or better/all suits

**VS Opening Preempts Double Is**

Takeout  thru 4♦ Penalty   
Conv. Takeout: \_\_\_\_\_  
Lebensohl 2NT Response   
Other: \_\_\_\_\_

**DEFENSIVE CARDING**

vs SUITS vs NT  
Standard:    
Except   
Upside-Down: count    
attitude

**FIRST DISCARD**

Lavinthal    
Odd/Even

**OTHER CARDING**

Smith Echo    
Trump Suit Pref.    
Foster Echo

NAMES \_\_\_\_\_

**GENERAL APPROACH**

SA-YC.OK  
TWO OVER ONE: Game Forcing  Game Forcing Except When Suit Rebid   
VERY LIGHT: Openings  3rd Hand  Overcalls  Preempts   
FORCING OPENING: 1♣  2♣  Natural 2 Bids  Other

**NOTRUMP OPENING BIDS**

1NT 15 to 17 3♣ INVITES 3NT  
\_\_\_\_\_ to \_\_\_\_\_ 3♦ INVITES 3NT  
5-card Major common  3♥ INVITES 6♥  
System on over DBL 3♠ INVITES 6♠  
2♣ Stayman  Puppet   
2♦ Transfer to ♥  4♦, 4♥ Transfer   
Forcing Stayman  Smolen   
2♥ Transfer to ♠  Lebensohl  (\_\_\_\_denies) Conventional NT Openings  
2♠ Transfer to 3♣ Neg. Double : \_\_\_\_\_  
2NT Natural Other: \_\_\_\_\_

2NT 20 to 21  
Puppet Stayman   
Transfer Responses:  
Jacoby  Texas   
3♠ \_\_\_\_\_  
3NT 25 to 27

**MAJOR OPENING**

Expected Min. Length 4 5  
1st/2nd    
3rd/4th

**RESPONSES**

Double Raise: Force  Inv.  Weak   
After Overcall: Force  Inv.  Weak   
Conv. Raise: 2NT  3NT  Splinter   
Other: Double raise preemptive/dbl  
1NT: Forcing  Semi-Forcing   
2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
3NT: 15 to 17  
Drury : Reverse  2-Way  Fit   
Other: Jacoby 2NT

**MINOR OPENING**

Expected Min. Length 4 3 2 Other  
1♣      
1♦

**RESPONSES**

Double Raise: Force  Inv.  Weak   
After Overcall: Force  Inv.  Weak   
Forcing Raise: J/S in other minor   
Single raise  Other: \_\_\_\_\_  
Frequently bypass 4+ ♦   
1NT/1♣ 6 to 10  
2NT Forcing  Inv.  13 to 15  
3NT: 16 to 17  
Other: Double raise preemptive/dbl

**DESCRIBE**

**RESPONSES/REBIDS**

2♣ 22+ to \_\_\_\_\_ HCP  
Strong  Other  22+ points  
2♦ Resp: Neg  Waiting  or 9+ tricks  
2♦ Artificial, may be waiting lacking good suit  
2♦ 5 to 11 HCP Normally: good RONE, 2nt=feature if max  
Natural  Conv.  6-card suit 2NT Force  New Suit NF   
2♥ 5 to 11 HCP Normally: good RONE, 2nt=feature if max  
Natural  Conv.  6-card suit 2NT Force  New Suit NF   
2♠ 5 to 11 HCP Normally: good RONE, 2nt=feature if max  
Natural  Conv.  6-card suit 2NT Force  New Suit NF

**OTHER CONV. CALLS:** New Minor Forcing:  \_\_\_\_\_ 2-Way NMF  \_\_\_\_\_

Weak Jump Shifts  \_\_\_\_\_ 4th Suit Forcing: 1 Round  Game

**4TH SUIT IS FORCING 1 ROUND AT LEVEL 2, TO GAME AT LEVEL 3**