

## GENERAL APPROACH:

- 1NT: 15-17 HCP may include a five-card suit (major or minor).
- 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:
  - Longest suit of unequal length minors.
  - Higher ranking of equal length suits of four cards or more.
  - Holding 3-3 in the minors, open 1C.
- Strong artificial 2C opening.
- Weak 2 opening bids in diamonds, hearts and spades.

## STANDARD CONVENTIONS:

- Non-Forcing Stayman
- Jacoby Transfer Bids
- Jacoby 2NT response to major suit openings by unpassed hand.
- Blackwood
- Gerber
- Unusual Notrump
- Michaels
- Jordan for both majors and minors.
- Fourth Suit Forcing (possibly artificial bid of fourth suit, forcing for one round).
- Weak Jump Shifts over intervening double in competition.
- DOPI, ROPI

## 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 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 are 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.

## NOTRUMP BIDDING:

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 2NT.
- 2NT = 20-21 HCP, balanced.
- Holding 22-24 HCP, balanced, open 2C and rebid 2NT.
- 3NT = 25-27 HCP, balanced.

## 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.

**2C 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 hopes of securing a better contract. In those instances, responder is willing to pass any response by opener (e.g. responder holds 4-4-4-1 distribution). 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. Exception: holding 4-3-3-3 or 3-4-3-3 distribution, responder will usually pass or raise to the appropriate level of notrump because the hand is flat and appears to lack ruffing values.

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. Thus if the bidding goes 1NT - 2C - 2H - 3NT and opener holds four spades as well as four hearts, he will now convert 3NT to 4S. With no four-card major, opener bids 2D. Assuming responder has bid Stayman with invitational values or better:

#### **Continuations when opener rebids 2H:**

- Holding four or more hearts, responder raises to 3H (invitational) or bids game in hearts. If the former, opener will raise to game with suitable values.
- Holding four spades but less than four hearts, responder bids 3NT or 2NT (invitational). Opener may correct to spades when holding four cards in both majors and will raise to game in either denomination with suitable values.
- Holding five spades and four hearts, responder rebids 2S with invitational values and 3S with game forcing values.
- A minor suit rebid shows at least five cards in the bid minor and slam interest [e.g. 1NT – 2C – 2H – 3C/3D].

#### **Continuations when opener rebids 2S:**

- Holding four or more spades, responder raises to 3S (invitational) or bids game in spades. If the former, opener will raise to game with suitable values.
- Holding four spades and five hearts, responder may rebid 3H with game forcing values.
- A minor suit rebid shows at least five cards in the bid minor and slam interest [e.g. 1NT – 2C – 2S – 3C/3D].

#### **Continuations after a 2D rebid:**

- Holding 5-4 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.
- When not holding 5-4 in the major suits, responder will bid 2NT with invitational values or 3NT with game forcing values.
- A minor suit rebid shows at least five cards in the bid minor and slam interest [e.g. 1NT – 2C – 2D – 3C/3D].

**2D and 2H are Jacoby Transfer Bids.** --2D transfers partner to 2H. 2H transfers partner to 2S. Transfer bids are made on all hands containing a five-card, or longer, major suit except as noted above (see Stayman) for 5-4 major suit holdings. 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 a five-card suit and invitational values, rebid 2NT. Opener will pass, correct to three of the major, bid 3NT or bid 4 of the major suit.
- Holding a five-card suit and game forcing values, rebid 3NT. Opener will pass or correct to 4 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.
- Holding 5-5 in the majors: With invitational values, transfer to hearts and then rebid 2S. With game forcing values, transfer to spades and then bid 3H.

**2S is a puppet to 3C.** Responder holds a long minor and a weak hand. Responder passes when holding clubs.

Responder corrects to 3D when holding a long diamond suit.

**2NT is invitational to 3NT.**

**3C and 3D are invitational to 3NT.** Responder shows a six-card suit or longer and normally will hold 2 of the top 3 honors in the suit. Opener passes or bids 3NT depending on his holding in the minor.

**3H and 3S** show a six-card suit or longer and slam interest.

**4C is Gerber.** 4C is also Gerber over a 2NT opening bid and over any rebid of 1NT or 2NT by opener.

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

## **INTERFERENCE:**

If RHO bids over partner's 1NT call, all systems are off, though a reasonable approach (by partnership agreement) would be:"

If RHO doubles partner's 1NT call, all systems are "on"--2C is Stayman, 2D and 2H are transfers, etc.

If RHO bids 2C over partner's 1NT call, Double is Stayman and all other systems remain "on".

If RHO bids 2D, 3D is Stayman, Double is a transfer to hearts and all other systems remain "on".

If RHO bids 2H or higher, a cue bid of the overcalled suit is Stayman (game forcing). All other systems are off. Suit bids are natural.

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
- In any event, responder may:
  - a. Double (for penalty)
  - b. Pass
  - c. Make a normal rebid.

If a transfer is doubled, opener may:

- Pass. In this event, responder may:
  - a. Pass, to play
  - b. Redouble, to play
  - c. Make a normal bid
  - d. Signoff by bidding his major at the two-level
- Redouble (showing a strong holding in the doubled suit)
- Complete the transfer (showing three+ trumps)
- Accept the transfer at the three-level (showing four trump and a maximum)

If a transfer is overcalled, opener may:

- Bid three of the major (with a good supporting hand)
- Double (for penalty)
- Pass. In this event, responder may:
  - a. Re-transfer

- b. Make a normal bid
- c. Double (to show strength)
- d. Pass

## RESPONDING TO 2NT:

**3C is Stayman**

**3D and 3H are transfers**

**4C is Gerber**

**4NT is quantitative and invitational**

## RESPONDING TO ONE OF A SUIT:

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 hands are forcing.**

## RESPONDING TO ONE OF A MAJOR:

**Hand Evaluation:** With a fit for partner's major suit, responder should revalue his holding. Add "support points" for shortness in side suits that do not also contain possibly non-working honors. For example, a side suit void may be awarded as much as 5 support points, especially when accompanied by a fourth trump. A singleton receives 3 support points and a doubleton 1 point. The singleton ace would now be worth a total of 7 points, but the singleton queen is worth either 2 HCP or 3 support points, but not both. When adding for support points, do not also include extra value for side suit length - - one or the other, but not both.

### 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 less than 10 points and five trump. This is preemptive.

### 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 - - 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 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+ cards. A 2H response shows five+ cards.
- If you cannot do either of the above, bid 1NT non-forcing.

### With Game Forcing Values or More:

- A 2NT response is a game-forcing raise (Jacoby 2NT) showing 4+ trump and 13+ support points. Opener is asked to clarify his distribution and assist responder in evaluating the partnership's prospects for slam. More on this is provided below in the section entitled "Opener's Rebids."
- New suits, even at the one level, are forcing when made by an unpassed hand. 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 four cards and 19+ points.

- A 3NT response shows a balanced 15-17 points and two-card trump support.

## RESPONDING TO ONE OF A MINOR:

**HAND EVALUATION:** Do not upgrade for "support points." The final contract may be in notrump, and even if the partnership plays in the minor, you may end up ruffing with the long trump suit.

### 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. This approach requires an alert as it is not standard SAYC.
- Raise Partner's minor with adequate support.
- If you cannot do either of the above, bid 1NT non-forcing.

### 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.
- **A Jump to 2NT shows 11-12 HCP and a balanced hand. The bid denies a four-card major suit. [In Standard versions, this bid shows 13-15 HCP and denies a four-card major suit.]** Responding 2NT to a minor opening with a flat 10 HCP is not recommended. If the final contract is in notrump, you will have no long suit to run. The key is to think not only in terms of HCPs but also in terms of the trick-taking potential of the hand.

### 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 3NT shows 13-15 HCP and a balanced hand. The bid denies a four-card major suit.**
- **[In Standard versions, this bid shows 16-17 HCP and denies a four-card major suit.]**
- A Jump Shift usually shows 19 points and a suit of at least five cards.

## OPENER'S REBIDS:

With a minimum hand opener may:

- Rebid NT at the cheapest level
- Raise responder's suit at the cheapest level. four-card support for a major suit is 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 6 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)
- Show a new suit without reversing (note the wide range of 13-18 points for this action).
- With a maximum opener (19-21 points), opener will:
- Jump rebid in NT - - usually 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.

## JACOBY 2NT:

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

- A 4-level bid in a new suit shows a side suit of five+ cards.
- A 3-level bid in a new suit shows a singleton or a void in the bid suit.
- A rebid of the agreed suit denies a side singleton or void. If made at the four level, it shows a minimum hand. If made at the three level it shows a maximum hand.
- A rebid of 3NT denies side shortness and shows 15-17 points.

Responder may now:

- Pass a game rebid by opener.
- Attempt to sign off in game.
- Bid Blackwood, or
- Cuebid if still interested in pursuing a slam.

## **SUBSEQUENT BIDDING BY RESPONDER:**

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

- Sign off in a part score.
- 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 part score are:

- Pass.
- 1NT.
- A 2-level bid in a previously mentioned suit.

Invitational Bids:

- 2NT.
- A 3-level bid in a previously mentioned suit.

Forcing Bids:

- A second round jump raise of partner's major suit opening bid is a game force.
- Following a 1NT rebid by opener a reverse or a jump shift into a new suit is forcing to game.
- A new suit at the two level or higher is forcing for one round. Note: There is one exception. 1H – 1S – 1NT – 2C/2D is not forcing. To create a force, responder must jump shift to 3C or 3D.
- 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:
  - a. Bid responder's first suit with three cards. Jump raise with extra values.
  - b. Rebid his own second suit at the cheapest level (weak hand). A jump rebid shows extra values.
  - c. Rebid his own first suit at the cheapest level (weak hand). A jump rebid shows extra values.
  - d. Bid NT to show a stopper in the fourth suit.
  - e. Raise the fourth suit (with four cards).

Note: If responder has initiated a 2/1 auction (e.g. 1S – 2C), then responder promises a second bid unless opener's rebid is at game level. This is due to the fact that opener may, of necessity, be concealing a medium hand of 17-18 points. Following opener's rebid, responder may limit his hand with a minimum rebid in NT or in a previously mentioned suit.

## **THE 2C OPENING, RESPONSES AND LATER BIDDING:**

A 2C opening bid shows 22+ points, or the playing equivalent. Responses are as follows:

2D is artificial and "waiting." The bid simply indicates a hand not suited to any of the positive responses which follow.

- 2H, 2S, 3C and 3D are natural and game forcing. These bids promise a suit of five+ cards and, usually, two of the top three honors.
- 2NT shows a balanced holding of 8+ HCP.

### 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 is not forcing and shows 22-24 HCP. After a 2NT rebid all systems are "on." 2C is Stayman, 2D and 2H are transfers, etc.

## PREEMPTIVE BIDDING:

### The Weak Two (2D/2H or 2S) - Criteria:

5-10/11 HCP

- Typically 6 cards of reasonable quality in the suit bid.
- No voids as partner is likely to hold values in your void.
- 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 the high end of the range is precautionary in that some 11 HCP hands, particularly if partner is an unpassed hand, can be too strong for a weak two. Compare:

S: AKJxxx H: 7 D: JTxxx C: Qx

S: AKQJxx H: 87 D: Jxx C: xx

The first hand, with a singleton and doubleton is much too good for a weak 2S bid. The second hand, with 9 of the 11 HCP in spades is fine.

### Responses:

- 2NT is forcing, even when the opponents intervene over the preempt. Opener rebids his suit with a minimum. With a maximum, opener bids a new suit to show a "feature" - - an outside ace or "protected" king. Lacking a feature he raises to 3NT, allowing partner to place the contract or bids a side suit of four cards or more headed by the queen.
- A raise of opener's suit is to play and is often preemptive.
- A response of 3NT is to play.
- 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, perhaps, 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 NT.

### Three-Level Preempts:

These bids 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 level are forcing.

## SLAM BIDDING:

- Blackwood is employed to ask for aces.
- Gerber is employed for the same purpose in NT auctions - - refer to preceding material.
- A jump to 5NT in a suit auction is the "Grand Slam Force." Partner bids seven of the trump suit when holding two of the top three honors in the suit. Failing two of the top three, partner bids six of the agreed suit.

- Cue bidding may be employed to investigate slam once a trump suit has been agreed. Cue bidding is often used to avoid Blackwood when holding a void or worthless doubleton.
- When the opponents interfere over Blackwood or Gerber:
  - DOPI (double with no aces, pass with one ace and with more bid naturally).
  - If the interference is in the form of a double, ROPI (redouble with no aces, pass with one ace, etc.).

## COMPETITIVE BIDDING:

**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. All other overcalls show five+ cards. Responses are as follows:

- A simple raise shows three+ trump and 6-11 points.
- **A jump raise shows four+ trump and is preemptive. [In standard versions this bid shows 10-12 points]**
- **A jump to game shows five+ trump and is preemptive. [In standard versions only four trumps are required, but in keeping with the Law of Total Tricks we recommend a minimum 10-card fit.]**
- 1NT shows 9-11 points and denies a fit.
- 2NT shows 11-13 points if it is a non-jump, 13-15 if a jump.
- 3NT shows 15-16 points.
- A new suit is non-forcing and usually denies a fit with partner's overcalled suit.
- **A cue bid of opener's suit shows a limit raise or better in overcaller's suit. [In standard versions, this bid is game forcing and does not necessarily show support for the overcalled suit]**
- Overcalls of preempts are natural and show extra values, usually opening count or better.

**An Overcall of 1NT** shows 15-18 points, a balanced hand and stopper(s) in opener's suit. In response, **all systems are "on."** [In standard versions, only Stayman is "on."]

**An Overcall of 2NT** is the "unusual notrump" showing 5-5 or better in the two lowest-ranking unbid suits. The bid is made with weak hands, usually less than opening count. The bid can also be made with hands of 17+ points, in which case the bidder plans to take further action. The bid of 2NT over a 2C opener is also "unusual," but not over a weak two bid. Over a weak two it shows a balanced holding of 16-19 points. Responses are:

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

**A Direct Jump Overcall** is preemptive and shows the same shape and values as would an opening bid at the same level.

**A Direct Cue Bid** when the opponents have bid only one suit is "Michaels". If the bid suit is a minor, the cue bid shows 5-5 or better in the major suits. If the bid suit is a major, the cue bid shows 5-5 or better in the other major and an unspecified minor. Values are the same as for a bid of the "Unusual NT" - - see above. Cue bids of opening preempts are also Michaels. Responses:

- A preference bid.
- A jump preference (usually preemptive).
- A cue bid of opener's suit, which is a game or slam try.
- A new suit - - non-forcing.
- 2NT - - when the cue bid is in a major suit this asks partner to name his minor suit.
- 3NT - - to play.
- 4C 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 4C are no longer available.

A cue bid when the opponents have bid two suits is natural.

**Doubles of suit bids** are for take out over opening part score bids and penalty over opening bids at the game level or higher. Responses to takeout doubles are:

- Any minimum bid (0-9 points).
- 1NT. 6-10 points, balanced. Stopper in opponent's suit.
- A jump response is non-forcing and shows 10-12 points.
- 2NT. 10-12 points, balanced. Stopper in opponent's suit.
- A cue bid response to a take out double is forcing. Normally shows 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.

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 (18-20 points and a five card suit or better).
- Jump in a new suit (six-card, self sufficient suit and a strong hand). Non-forcing.
- 1NT shows 18-20 points
- 2NT shows 19-21 points if a non-jump, 21-22 points if a jump.
- 3NT shows 9 tricks.
- A cue bid shows 21+ points with slam interest.

**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.
  - Cue bid (for take out).
  - Bid normally

**Balancing (fourth seat)** bids mean much the same as their direct seat counterparts, but can be lighter.

- A balancing bid of 1NT shows 11-15 points.
- Balancing with a jump in a suit shows opening count.
- A balancing double followed by 2NT shows 16-17 points.
- A balancing jump to 2NT shows 18-20 points.
- A balancing cue bid is for take out and shows a void in opener's suit.

**Bids made after an opponent has intervened**, in general, carry much the same meaning as those made without interference. Bids that carry special meaning are as follows:

- A cue bid of an overcall by RHO [e.g. 1S – (2C) – 3C] is game forcing and asks for further clarification by opener. Often the bid is made as an attempt to get the partnership to 3NT (in the event opener holds a stopper in the overcalled suit) or as a game-forcing raise in opener's suit. Further bidding will usually clarify matters.
- **Negative Doubles** are employed through **3S** [In some standard versions they are used only through **2S**]. In general, negative doubles show values in the unbid suits - - most particularly the majors - - and

insufficient strength and/or length to bid naturally.

- 1C – (1D) – Double: shows 4-4 or better in the major suits.
- 1D – (1H) – Double: shows four spades. A bid of 1S in this auction promises a five-card suit.
- 1D – (1S) – Double: shows four+ 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 cue bid of the opponent's suit shows 19+ points and is game forcing.
- A pass, albeit rare, is for penalty.

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

- **If RHO makes a takeout double:**
  - 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 3+ trump.
  - Redouble shows 10+ points and **tends** to deny a fit with opener.
  - A jump shift is preemptive.

**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. 1NT – pass – 2D\* – Double – Redouble).
- Shows a good hand if the opponent's double was for takeout (e.g. 1S – Double – Redouble).
- For SOS when your side is doubled for penalty at the three level or lower.

## **DEFENSIVE LEADS AND SIGNALS:**

- When following suit, "high encourages" and "low discourages," relatively speaking, of course.
- Opening leads are generally:
  - Low from an honor.
  - Top of sequences.
  - Top of touching honors against suit contracts.
  - Fourth best (when appropriate).
  - Low from touching honors versus notrump (i.e., for KQ83 lead the 3 and hope partner holds the jack or ace).
- Partnerships choose:
  - Which card is led from AKx.
  - Which card is led from xxx, xxxx, and xxxxx. [note that most experts consider the 10 and 9 as 'mini-honors' and lead LOW from them as well as from the king, queen and jack but rarely low from the ace unless versus notrump.]
  - The lead of the queen versus notrump typically asks partner to DROP the jack if holding it (i.e. leading from Q1098).
  - The lead of the ace versus notrump typically asks partner to drop a high honor. If lacking a high honor, give count.
  - The lead of a king asks for attitude.

\* SAYC was originated in the late 80's by the ACBL with the intent of providing a 'no frills' easy to use system with

any pick up partner. The notes we offer reflect, for the most part, a standard summary of SAYC as it was originally intended. While the [BRIDGE FORUM](#) notes essentially adhere to standard SAYC, they also reflect several variations, which, while common and popular, are not considered "standard" in any published version of SAYC that we have yet seen. Where an "upgrade" to standard versions of SAYC is mentioned here, it will be presented in red with a notation as to the standard treatment it replaces. A more complete treatment of SAYC, including 14 lesson notes, is available from Bridge Forum International. BRIDGE FORUM teachers are also available to provide group, partnership, and individual lessons, including on-the-spot feedback and follow-up analyses of hands played. Just e-mail Ned Downey (ned-maui) at [sngmaui@get.net](mailto:sngmaui@get.net) or Caitlin at [caitlin@bridge-forum.com](mailto:caitlin@bridge-forum.com),