Strongest to Weakest



Bidding



High Card Points(HCP)





Jack = 1 point

Queen = 2 points

Bonus Points:

3 points

Long Suit Points - for every card in suit above 5, add 1 point

Short Suit Points - 1 pt for doubleton 2pts for singleton and 3 pts for void

General SAYC Bidding

Conventions:

*These aren't set in stone, and you and your partner can figure out what works best for you guys

Opening-(12+ Points)

1♥, 1♠ - 5+ cards in suit

Else: Longest Minor, 1♦ if equal length 1NT, Balanced Hand 15-17 HCP 2♣, Forcing Game 3X, 7-card suit, weak HCP (7-9)

Game:

3NT, 4♥, 4♠, 5♦, 5♣

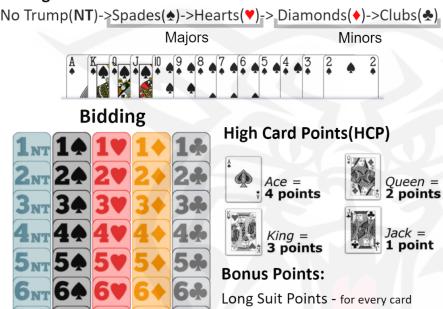
Responding to Opposing Partnership's Opening Bids:

Takeout Double-Doubling an opponents bid at the 1 level to show 12+HCP and a raise in a different suit

Damaging Bids-2X, if you have a long suit and 10+ HCP, you can purposely play to go down and lose less points then if they made a contract

Strongest to Weakest

PASS



in suit above 5, add 1 point

Short Suit Points - 1 pt for doubleton

2pts for singleton and 3 pts for void

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Game:

3**NT**, 4♥, 4♠, 5♦, 5♣

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