FULL STANDARD AMERICAN YELLOW CARD (SAYC) CONVENTION CARD

(This follows the EBU20A Convention Card format.)

GENERAL DESCRIPTION OF SYSTEM

Bidding System: Standard American Yellow Card (SAYC)

Leads: 4th highest, top of sequence (leads are variable by agreement)

Signals: Attitude (Alternative method: usdca)
Discards: Attitude (Alternative method: Italian)

Strength of 1NT openers: 15-17

2C Response to 1NT opener is: Stayman (Normally with a 4 card major)

FULL DESCRIPTION OF SYSTEM

OPENING BIDS

Opening bid	Point range	Min length	Conventional Meaning	Special Responses
1C	12*-21	3	See notes 1-2	1NT response 6-10 HCP non-forcing
1D	12*-21	3	See notes 1-2	2NT response - see note 5
1H	12*-21	5	See notes 1-2	2 over 1 change of suit 11+
1S	12*-21	5	See notes 1-2	
1NT	15-17			Stayman, Jacoby (red suit) transfer
2C	22+		Strong, artificial	See note 3
2D	5-11	6		2NT is game interest. Opener bids
2H	5-11	6		a feature or 3NT if maximum.
2S	5-11	6		Change of suit forcing.
2NT	20-21			Stayman, other bids natural.
3NT	25-27 (Gambling?)			Stayman, other bids natural.
3 bids	6-10	7	Pre-emptive	
4 bids	6-10	8	Pre-emptive	

OVERCALLS

Simple Natural, wide-ranging. 8-16. Change of suit by responder non-forcing

Jump Weak - 6 card suit at 2 level. Usually 7 at 3 level.

Cue Bid Michaels (see note 6) - but natural if ops have bid 2 suits 1NT Direct 15-18, responses: Stayman, natural as per 1NT opening 1NT Protective 10-15, responses: Stayman, natural as per 1NT opening 2NT Direct Unusual if a jump - see Note 6. Responses are limit bids.

2NT Protective See above

DEFENSIVE BIDS

Opponents open: Defensive methods:

Strong 1C Natural

Weak 1NT Double = Penalties, Overcalls are natural

Strong 1NT As above

Weak 2 Double = take-out - Cue = Michaels
Weak 3 Double = take-out - Cue = Michaels
4 of Minor Double = take-out - Cue = Michaels

4 of Major Double = penalty

Multi 2D Natural

ACTION OPPONENTS INTERVENE WITH

Simple Overcall: Doubles are: Take-out over bids up to 2S, promises 4 cards in any unbid major

Bids are: New suit forcing. 2 of a major is 5+cards and 11+ pts.

Jump Overcall: Doubles are: Take-out over bids up to 2S, promises 4 cards in any unbid major

Bids are: New suit forcing

Double: Redouble is: 10+

New suit is: Forcing at 1 level - not at 2 level

Jump in new suit: Pre-emptive - to play

Jump raise is: Pre-emptive 2NT is: Good raise

SPECIAL USES OF DOUBLES:

Doubles of opening NT bids or NT overcalls are for penalties, following which all subsequent doubles are for penalties. Otherwise, all doubles of suit contracts up to and including 2S are for take-out. Eg 1S Dbl 2S Dbl - both doubles are for take-out

Doubles of artificial bids show the suit bid

Redoubles are SOS up to 3S except when an artificial bid has been doubled.

SLAM CONVENTIONS

Convention Meanings of Responses Action over interference

Blackwood 5C = 0/4, 5D = 1, 5H = 2, 5S = 3 aces D0P1 Gerber - see note 7 4D = 0/4, 4H = 1, 4S = 2, 4NT = 3 aces D0P1

5NT Grand Slam Force

OTHER CONVENTIONS

FSF (Fourth Suit Forcing) - but after 1C (No) 1D (No) 1H (No), 1S is natural and 2S is "Fourth

S

UCBs (Unassuming Cue Bids) - opposite partner's overcall, a cue bid shows a good raise

OPENING LEADS

Normal leads against suit contracts: 2nd and 4th highest

A <u>K</u>	$\mathbf{\underline{A}}\mathbf{K}\mathbf{x}$	<u>K</u> Q10	<u>K</u> Qx	K J 10
K 10 9	Q J10	\mathbf{Q} Jx	<u>J</u> 10x	10x x
<u>10</u> 9x	<u>9</u> 87x	10xx <u>x</u>	$Hxx\underline{x}x$	Hxx <u>x</u> xx
Hxx <u>x</u>	Hx <u>x</u>	<u>X</u> X	X<u>X</u>X	X<u>X</u>XX

Normal leads against **NT contracts**: 2nd and 4th highest

$\underline{\mathbf{A}}\mathbf{K}\mathbf{x}(\underline{\mathbf{x}})$	A J 10x	<u>K</u> Q10	<u>K</u> Qx	K J 10
K <u>10</u> 9	Q J10	\mathbf{Q} Jx	<u>J</u> 10x	10x <u>x</u>
10xx <u>x</u>	<u>10</u> 9x	9 8 7x	Hx <u>x</u>	Hxx x xx
$Hxx\underline{x}x$	$Hxx\underline{x}$	<u>X</u> X	X<u>X</u>X	$X\underline{X}XX$

SIGNALS AND DISCARDS

Describe primary method. State alternatives in brackets

Signals on Partner's lead: Attitude: high = encouraging, low = discouraging

Signals on Declarer's lead:

Discards:

Exceptions to above:

Attitude

Count

Alternative method: UPSIDE DOWN CARDING (Malmö-Schneider)

Signals on Partner's lead: Attitude: low = encouraging, high = discouraging

Signals on Declarer's lead: Count: low- high = even

Discards: $\frac{\text{First discard} = \text{Italian}}{\text{others}} \text{ (Odd-Even)}$ $\frac{\text{Odd-Even}}{\text{others}} = \text{attitude when needed}$

Ouicis – autuuc wiicii lieeuco

Lavinthal when obvious

SUPPLEMENTARY DETAILS

Note 1

Balanced Hands not 15-17:

With 4-4 in the minors, open 1D. With 3-3 in the minors, open 1C.

1D is only three cards if shape is 4432.

Unbalanced Hands:

Always open the longest suit. With two five-card-or-longer suits, always open the higher

Note 2

After a one-level response, 1NT = 13/16, 2NT = 19/21

Note 3

2C - 2D response is a relay but other bids are positive and specific (2NT=8points balanced)

2C - 2D - 2NT is 22-24

After 2C - 2D, bidding is forcing to 3 of opener's major or 4 of opener's minor.

Note 4

Transfer breaks are only by jumping in the agreed suit

1NT (No) 2S = Jacoby Transfer to <math>3C

This will be passed or converted to 3D (to be passed),

1NT (No) 2NT = Invitational to 3NT

1NT (No) 3C or 3D are invitational to 3NT with a 6+card suit

1NT (No) 3H or 3S are 6+ card suit with slam interest

After 1NT (Dbl), Stayman and transfers apply

After 1NT is overcalled, Stayman and transfers do not apply, but a cue bid is strong and Staymanic.

Note 5

2NT response to 1H or 1S opening bid is Game Forcing, agreeing trumps, with slam interest Opener bids 3 of a non-trump suit to show a singleton or void, or else shows point count by. jump to 4 of trump suit to show max 14, 3NT 15-17, 3 of trump suit 18+.

This convention does not apply after interference by opponents

2NT response to 1C or 1D opening bid is 13-15 and forcing; 3NT response is 16-17

Note 6

Michaels Cue Bid / Unusual 2NT

1C 2C or 1D 2D shows at least 5-5 in the majors, 8+ points

1H 2H or 1S 2S shows at least 5-5 in the other major and one minor, 10+ points

1 any 2NT shows at least 5-5 in the two lowest unbid suits

Values range from enough for a minimum overcall up to a very strong hand

Note 7

Gerber is used only directly when partner has opened or rebid 1NT or 2NT. 5C asks for kings.