

SAYC Thresholds

Strategy:

Find the Suit or No Trump to play

- #1) Major Suit
- #2) No Trump
- #3) Minor Suit

Then Determine the Contract Level

Open 1 of a Major Suit – 1♥ or 1♠ :

- 12 to 21 High Card Points (HCPs)
(do not care where the points are)
- 5+card major suit

Open No Trump (all 3 criteria)

- **NO** 5+card major
- **Balanced**: no void, no singleton, 1 or 0 doubletons
- **1 NT** Exactly 15 to 17 HCPs
- **2 NT** Exactly 20 to 21 HCPs
- **3 NT** Exactly 25 to 27 HCPs

Open 1 of a Minor Suit – 1♣ or 1♦ :

- 12 to 21 High Card Points (HCPs)
(do not care where the points are)
- **NO** 5+card major suit
- **Better Minor** - longest minor suit
If equal length (4, 5, or 6) choose 1♦
If equal length (3) choose 1♣

Distribution Points - AFTER suit is established

Short Suit Points (not trump suit)

Suit Length	Pts
Void (0 cards)	with 5 trump: 5 pts with 4 trump: 4 pts with 3 trump: 3 pts
Singleton (1 card)	2 pts
Doubleton (2 cards)	1 pts

Long Suit Points (trump suit only)

Suit Length	Pts
3-cards (min)	0 pts
4-cards	1 pts
5-cards	2 pts
6-cards	3 pts
7-cards	4 pts

Respond to 1♥ or 1♠ Opening (0 to 5 HCPs PASS)

#1) Support Opened Major (3+cards in same major)

- 6 to 9 pts: 2♥ or 2♠ (single raise)
- 10 to 12 pts: 3♥ or 3♠ (double raise)
- 13 to 16 pts: 4♥ or 4♠ or 2 NT
- 17 to 20 pts: 3 NT

#2) Propose other Major (4+cards in other major)

- open 1♥: propose Spade:
 - 6-16 HCPs: 1♠
 - 17-20 HCPs: 2♠ (jumpshift)
- open 1♠: propose Heart:
 - 6-9 HCPs: 1 NT (1-over-1)
 - 10-16 HCPs: 2♥
 - 17-20 HCPs: 3♥ (jumpshift)

#3) Propose better 4+card Minor

- 6-9 HCPs: 1 NT (1-over-1)
- 10-16 HCPs: 2♣ or 2♦
- 17-20 HCPs: 3♣ or 3♦ (jumpshift)

Respond to 1♣ or 1♦ Opening (0 to 5 HCPs PASS)

#1) Ignore opened Minor

#2) Propose better Major (need 4+cards)

- 6 to 16 HCPs: 1♥ or 1♠ (1-over-1)
- 17 to 20 HCPs: 2♥ or 2♠ (jumpshift)

#3) Support opened minor suit (need 5+cards)

- 6 to 9 pts: 2♣ or 2♦ (single raise)
- 10 to 12 pts: 3♣ or 3♦ (single raise)
- 13 to 16 pts: 2 NT
- 17 to 20 pts: Raise to GAME or 3 NT

#4) Propose other 4+card Minor (need 4+cards)

- Propose Diamond
 - 6 to 16 HCPs - 1♦ (1-over-1)
 - 17 to 20 HCPs - 2♦ (jump-shift)
- Propose Club
 - 6 to 9 HCPs - 1 NT (1-over-1)
 - 10 to 16 HCPs - 2♣
 - 17 to 20 HCPs - 3♣ (jump-shift)

Opener's Response (Bid 3) for Suit Support:

- 12 to 14 pts: SINGLE raise (1-suit to 2-suit)
- 15 to 17 pts: DOUBLE raise (1-suit to 3-suit)
- 18 to 21 pts: TRIPLE raise (1-suit to 4-suit)

Respond to 1 NT Opening

0-17 HCPs – 3 Paths

Path 1: 5+card Major - Transfers

Responder has 5-card Major

0 to 17 pts

- 2♦ or 4♦ (Xfr to hearts)
- 2♥ or 4♥ (Xfr to spades)

Responder has 6+card Major

0 to 13 pts

- 2♦ or 4♦ (Xfr to hearts)
- 2♥ or 4♥ (Xfr to spades)

14 to 17 pts

- 4♦ (Xfr to hearts) OR 3♥ (natural – demand game)
- 4♥ (Xfr to spades) OR 3♠ (natural – demand game)

Path 2: 4-card card Major - Stayman

0 to 7 HCPs: PASS

8-17 HCPs: 2♣ (Stayman) then opener bids:

- 2♦ No 4-card major
- 2♥ 4-card heart & maybe 4-card spade
- 2♠ 4-card spade only

Path 3: No 4+card major

All Hands: 0 to 7 HCPs: bid PASS

Balanced:

- 8 to 9 HCPs: 2 NT
- 10 to 17 HCPs: 3 NT

6+clubs:

- 8 to 9 HCPs: 2 NT
- 10 to 13 HCPs: 3 NT or 3♣
- 14 to 17 HCPs: 3 NT or 5♣

6+diamonds:

- 8 to 9 HCPs: 2 NT
- 10 to 13 HCPs: 3 NT or 3♦
- 14 to 17 HCPs: 3 NT or 5♦

18+ HCPs – Invite Slam

- 4♣ - Gerber – Ask for Aces
- 4 NT Quantitative Invitation – Ask for HCPs

Weak Opening (3 criteria)

- Points: 9 to 11 HCPs
- Suit length:
 - 6 cards: 2♦, 2♥, or 2♠ (NO 2♣)
 - 7 cards: 3♣, 3♦, 3♥, or 3♠
 - 8 cards: 4♥ or 4♠ (no minor)
- CRITICAL:** must have 5+HCPs in longest suit

Strong Openings

- 2♣: 22+ HCPs (any suit – artificial bid)
- (rare) 2♠ Equivalent:
 - (9 sure tricks in Major suit) or
 - (10 sure tricks in Minor suit)

Responses to 2♣ Opening (22+ HCPs)

(Demand Bid – must keep bidding open)

- 2-Diamonds Waiting Response**
 - 0 to 7 pts: 2♦ (artificial bid)
 - 8 to 10 pts (natural bid -game level)
 - 5+card Suit: 2♥, 2♠, 3♣, 3♦
 - NO 5+card Suit: 2NT
 - 11+ pts (slam level)
 - 5+card Suit: 3♥, 3♠, 4♣, 4♦
 - NO 5+card Suit: 3NT
- 3-Point Step Response** (artificial bids)
 - 0 to 3 HCPs: 2♦
 - 4 to 6 HCPs (game): 2♥
 - 7 to 9 HCPs (game): 2♠
 - 10 to 12 HCPs (slam): 2NT
 - 13+ HCPs (slam): 3♣

Partnership Points for a Game

- 25 pts and 9 tricks in No Trump
- 25 pts and 10 tricks in a Major Suit
- 29 pts and 11 tricks in a Minor Suit
- 33 pts and 12 tricks for a Baby Slam
- 37 pts and 13 tricks for a Grand Slam

Bidding Slam (Gerber -asking for Aces)

4♠ (asking for aces)	5♦ (asking for kings)
4♦ 0 or 4 aces	5♦ 0 or 4 kings
4♥ 1 ace	5♥ 1 king
4♣ 2 aces	5♣ 2 kings
4NT 3 aces	5NT 3 kings

Bidding Slam (Blackwood -asking for Aces)

4NT (asking for aces)	5NT (asking for kings)
5♣ 0 or 4 aces	6♣ 0 or 4 kings
5♦ 1 ace	6♦ 1 king
5♥ 2 aces	6♥ 2 kings
5♠ 3 aces	6♠ 3 kings

Bidding Slam (Quantitative Invitation)

4NT – after 1NT or 2NT opening – asking for points in opener's hand

Opener's Response:

Bid	after 1 NT	after 2 NT
5♣	15 HCPs	20 HCPs
5♦	16 HCPs	21 HCPs
5♥	16 HCPs w 5-card suit	
5♠	17 HCPs	

Bidding Slam with Intervening Bid

Ask for Aces: **DOPI**

- DOUBLE if you have 0 Aces
- Pass – if you have 1 Ace
- Next higher suit – if you have 2 Aces
- 2 steps higher if you have 3 Aces

Ask for Kings: **DEPO**

- DOUBLE if you have EVEN # of Kings
- Pass – if you have ODD # of Kings

Contract Scoring for Duplicate						Point Categories					
Final Contract (bid and made) <small>(Trick Points for Contract)</small>						Contract Level	Partnership HCPs Required	Tricks Required	Trick Points	Game Bonus	Slam Bonus
7♣ 140 pts	7♦ 140 pts	7♥ 210 pts	7♠ 210 pts	7NT 220 pts	Grand Slam	37 pts	13	140 to 220	300 (not vul) or 500 (vul)	1,000 (not vul) or 1,500 (vul)	
6♣ 120 pts	6♦ 120 pts	6♥ 180 pts	6♠ 180 pts	6NT 190 pts	Small Slam	33 pts	12	120 to 190		500 (not vul) or 750 (vul)	
5♣ 100 pts	5♦ 100 pts	5♥ 150 pts	5♠ 150 pts	5NT 160 pts	Game Level 5C or 5D	29 pts	11	100 to 160			
4♣ 80 pts	4♦ 80 pts	4♥ 120 pts	4♠ 120 pts	4NT 130 pts	Game Level 4H or 4S	25 pts	10	120 to 130	Part Score 50		
3♣ 60 pts	3♦ 60 pts	3♥ 90 pts	3♠ 90 pts	3NT 100 pts	Game Level for 3 NT	25 pts for 3 NT	9	100			
2♣ 40 pts	2♦ 40 pts	2♥ 60 pts	2♠ 60 pts	2NT 70 pts	Part Score	<25	8	40 to 80			
1♣ 20 pts	1♦ 20 pts	1♥ 30 pts	1♠ 30 pts	1NT 40 pts	Part Score	<25	7	20 to 40			