

How to read this guide: Each section shows the SAYC bidding table followed by annotations explaining what changed from our partnership system. Annotations are color-coded: **critical** = would cause a disaster if forgotten, **moderate** = could cause confusion, **minor** = rarely matters. Total: 12 critical, 23 moderate, 16 minor differences.

TABLE 1: **TERMINOLOGY**

#	BID	HCP	DESCRIPTION
1	HCP	—	High Card Points
2	GF	—	Game Force
3	GI	—	Game Invite
4	SI	—	Slam Invite
5	NF	—	Non-forcing
6	(!)	—	Artificial/Conventional bid
7	RONF	—	Raise Only Non-Force
8	RKCB	—	Roman Keycard Blackwood

TABLE 2: **OPENING BIDS**

#	BID	HCP	DESCRIPTION
1	1♣	13-21	3+♣, bid with 3-3 in minors
2	1♦	13-21	4+♦ (or 3♦ with 4-4-3-2), bid with 4-4 minors
3	1♥	13-21	5+♥
4	1♠	13-21	5+♠
5	1NT	15-17	Balanced (may include 5-card major)
6	2♣(!)	22+	Strong artificial, or 9+ playing tricks
7	2♦	5-11	Weak, 6+♦
8	2♥	5-11	Weak, 6+♥
9	2♠	5-11	Weak, 6+♠
10	2NT	20-21	Balanced
11	3♣/♦/♥/♠	5-11	7+ card suit, preemptive
12	3NT	25-27	Balanced
13	4♣/♦	5-11	8+ card suit, preemptive
14	4♥/♠	—	7-8 playing tricks, preemptive

MODERATE 1♣: HCP range widens (13-21 instead of 12-19) and minimum club length drops to 3. Do not assume partner has 5+ clubs. Treat 1♣ as potentially short. With 12 HCP, pass in SAYC unless you have a very good reason to open.

MINOR 1♦: HCP range widens from 12-19 to 13-21. With exactly 12 HCP balanced, pass. Opener could have up to 21 HCP, so keep bidding with invitational values.

MINOR 1♥: HCP range widens from 12-19 to 13-21. With 12 HCP and 5 hearts, pass in SAYC. With invitational hands (10-11), stay in the bidding since opener could have 21.

MINOR 1♠: HCP range widens from 12-19 to 13-21. With 12 HCP and 5 spades, pass in SAYC. Adjust game-try thresholds for the wider range.

MODERATE 2♣: The 17+ "game in hand" option is gone. Minimum is now 22+ HCP or 9+ tricks. Only open 2♣ with true monsters: 22+ balanced or 9+ playing tricks. Strong distributional hands with 17-21 HCP open at the 1-level.

CRITICAL 2♦: Completely opposite meaning. Was strong (20-22), now weak (5-11). When partner opens 2♦, they have a BAD hand (5-11 HCP) with 6+ diamonds. Usually pass. To force, bid 2NT (feature ask). Never jump to game expecting 20+ HCP.

CRITICAL 2♥: Completely opposite meaning. Was strong (20-22), now weak (5-11). When partner opens 2♥, they have a BAD hand with 6+ hearts. Pass with a weak hand. Bid 2NT to ask for a feature if you have game interest. Raise to 3♥/4♥ based on fit and playing tricks, not HCP.

CRITICAL 2♠: Completely opposite meaning. Was strong (20-22), now weak (5-11). When partner opens 2♠, they have a BAD hand with 6+ spades. The strong hands that used to open 2♠ now either open 2♠ (22+) or 1♠ (up to 21). Adjust your expectations completely.

TABLE 3: AFTER OPPONENT OPENS 1X

#	BID	HCP	DESCRIPTION
1	1X → PASS	0-7	Weak, no action
2	1X → DBL	12+	Takeout, 4+ cards in unbid suits
3	1X → DBL	17+	Any shape, will bid own suit next
4	1X → 1Y	8-16	5+ card good suit, one-level overcall
5	1X → 1NT	15-18	Balanced with stopper(s) in opponent's suit
6	1X → 2Y	10-16	5+ card good suit, two-level overcall
7	1X → 2X	—	Michaels cuebid, 5-5 two-suiter
8	1X → 2NT	—	Unusual NT, 5-5 in two lowest unbid suits
9	1X → 3Y	5-11	7+ card suit, preemptive jump overcall

TABLE 4: DEFENSE AFTER OPPONENT'S OPENING: MICHAELS CUEBID

#	BID	HCP	DESCRIPTION
1	1♣	—	Both majors (5-5)
2	1♦	—	Both majors (5-5)
3	1♥	—	♠ + minor (5-5)
4	1♠	—	♥ + minor (5-5)

TABLE 5: UNUSUAL 2NT

#	BID	HCP	DESCRIPTION
1	1♣	—	♦ + ♥
2	1♦	—	♣ + ♥
3	1♥	—	♣ + ♦
4	1♠	—	♣ + ♦

TABLE 6: RESPONSES TO 1NT: BASIC RESPONSES

#	BID	HCP	DESCRIPTION
1	1NT → PASS	0-7	No game interest
2	1NT → 2♣(!)	8+	Stayman - asking for 4-card major
3	1NT → 2♦(!)	ANY	Jacoby Transfer to ♥ - 5+♥
4	1NT → 2♥(!)	ANY	Jacoby Transfer to ♠ - 5+♠
5	1NT → 2♠(!)	ANY	Transfer to 3♣ (weak minor)
6	1NT → 2NT	8-9	Balanced, GI
7	1NT → 3♣	10-12	6+♣, 2 of top 3 honors, GI
8	1NT → 3♦	10-12	6+♦, 2 of top 3 honors, GI
9	1NT → 3♥	10+	6+♥, slam interest
10	1NT → 3♠	10+	6+♠, slam interest
11	1NT → 3NT	10-15	To play
12	1NT → 4♣(!)	—	Gerber - asking for aces
13	1NT → 4♦(!)	—	Texas Transfer to ♥
14	1NT → 4♥(!)	—	Texas Transfer to ♠
15	1NT → 4NT	16-17	Quantitative slam invite
16	1NT → 5NT	20-21	Quantitative grand slam invite
17	1NT → 6NT	18-19	To play

TABLE 7: AFTER STAYMAN: 1NT - 2♣(!)

#	BID	HCP	DESCRIPTION
1	1NT → 2♣(!) → 2♦	—	No 4-card major
2	1NT → 2♣(!) → 2♥	—	4+♥ (may have 4♠)
3	1NT → 2♣(!) → 2♠	—	4♠, denies 4♥
4	1NT → 2♣(!) → PASS	0-6	Weak Stayman escape
5	1NT → 2♣(!) → 2♥	8-9	5♥, invitational
6	1NT → 2♣(!) → 2♠	8-9	5♠, invitational
7	1NT → 2♣(!) → 2NT	8-9	Balanced, GI
8	1NT → 2♣(!) → 3♣	10+	5+♣, GF
9	1NT → 2♣(!) → 3♦	10+	5+♦, GF
10	1NT → 2♣(!) → 3♥	10+	5+♥, GF
11	1NT → 2♣(!) → 3♠	10+	5+♠, GF
12	1NT → 2♣(!) → 3NT	10-15	To play
13	1NT → 2♣(!) → PASS	0-7	Weak with ♥ fit
14	1NT → 2♣(!) → 2♠	8-9	4♠, denies ♥ fit, GI
15	1NT → 2♣(!) → 2NT	8-9	Balanced, GI
16	1NT → 2♣(!) → 3♥	8-9	4+♥ support, GI
17	1NT → 2♣(!) → 3NT	10-15	To play, no ♥ fit
18	1NT → 2♣(!) → 4♥	10+	4+♥ support, GAME
19	1NT → 2♣(!) → PASS	0-7	Weak with ♠ fit
20	1NT → 2♣(!) → 2NT	8-9	Balanced, GI
21	1NT → 2♣(!) → 3♠	8-9	4+♠ support, GI
22	1NT → 2♣(!) → 3NT	10-15	To play
23	1NT → 2♣(!) → 4♠	10+	4+♠ support, GAME

TABLE 8: AFTER HEART TRANSFER: 1NT - 2♦(!) - 2♥

#	BID	HCP	DESCRIPTION
1	1NT → 2♦(!) → 2♥ → PASS	0-7	Weak, to play
2	1NT → 2♦(!) → 2♥ → 2♠	8-9	5♥-4♠, GI
3	1NT → 2♦(!) → 2♥ → 2NT	8-9	5♥, choice of games, GI
4	1NT → 2♦(!) → 2♥ → 3♣	10+	4+♣, second suit, GF
5	1NT → 2♦(!) → 2♥ → 3♦	10+	4+♦, second suit, GF
6	1NT → 2♦(!) → 2♥ → 3♥	8-9	6+♥, GI
7	1NT → 2♦(!) → 2♥ → 3♠	10+	5♥-5♠, GF
8	1NT → 2♦(!) → 2♥ → 3NT	10-15	5♥, choice of games
9	1NT → 2♦(!) → 2♥ → 4♥	10+	6+♥, GAME
10	1NT → 2♦(!) → 2♥ → 4NT	16+	RKCB for ♥

TABLE 9: AFTER SPADE TRANSFER: 1NT - 2♥(!) - 2♠

#	BID	HCP	DESCRIPTION
1	1NT → 2♥(!) → 2♠ → PASS	0-7	Weak, to play
2	1NT → 2♥(!) → 2♠ → 2NT	8-9	5♠, choice of games, GI
3	1NT → 2♥(!) → 2♠ → 3♣	10+	4+♣, second suit, GF
4	1NT → 2♥(!) → 2♠ → 3♦	10+	4+♦, second suit, GF
5	1NT → 2♥(!) → 2♠ → 3♥	10+	5♠-5♥, GF
6	1NT → 2♥(!) → 2♠ → 3♠	8-9	6+♠, GI
7	1NT → 2♥(!) → 2♠ → 3NT	10-15	5♠, choice of games
8	1NT → 2♥(!) → 2♠ → 4♠	10+	6+♠, GAME
9	1NT → 2♥(!) → 2♠ → 4NT	16+	RKCB for ♠

TABLE 10: GERBER (4♣ OVER 1NT/2NT)

#	BID	HCP	DESCRIPTION
1	4♦	—	0 or 4 aces
2	4♥	—	1 ace
3	4♠	—	2 aces
4	4NT	—	3 aces

TABLE 11: RESPONSES TO 1NT: SLAM INVITATION SEQUENCES

#	BID	HCP	DESCRIPTION
1	1NT → 1NT - 2NT	8-9	Balanced, GI
2	1NT → 1NT - 3♣	10-12	6+♣, 2 of top 3 honors, GI
3	1NT → 1NT - 3♦	10-12	6+♦, 2 of top 3 honors, GI
4	1NT → 1NT - 3♥	10+	6+♥, slam interest
5	1NT → 1NT - 3♠	10+	6+♠, slam interest
6	1NT → 1NT - 4♣(!)	—	Gerber, asks for aces
7	1NT → 1NT - 4NT	16-17	Quantitative slam invite
8	1NT → 1NT - 5NT	20-21	Quantitative grand slam invite
9	1NT → 1NT - 6NT	18-19	To play

TABLE 12: AFTER 1NT - DOUBLE (PENALTY)

#	BID	HCP	DESCRIPTION
1	1NT → Double → PASS	0-7	No 5-card suit, willing to play 1NT doubled
2	1NT → Double → Rdbl	10+	Strong hand, suggesting penalty (we can make this)
3	1NT → Double → 2♣(!)	8+	Stayman, asking for 4-card major (same as without double)
4	1NT → Double → 2♦(!)	ANY	Jacoby Transfer to ♥ (same as without double)
5	1NT → Double → 2♥(!)	ANY	Jacoby Transfer to ♠ (same as without double)
6	1NT → Double → 2♠	ANY	Transfer to 3♣ (same as without double)
7	1NT → Double → 2NT	8-9	Balanced, GI (same as without double)

TABLE 13: AFTER 1NT - 2♣/♦/♥/♠ (OVERCALL)

#	BID	HCP	DESCRIPTION
1	1NT → 2♣/♦/♥/♠ → PASS	0-7	No game interest, can't act
2	1NT → 2♣/♦/♥/♠ → DBL	8+	Penalty double, good holding in opponent's suit
3	1NT → 2♣/♦/♥/♠ → 2X (new suit)	8+	Natural, 5+ card suit, forcing
4	1NT → 2♣/♦/♥/♠ → 2NT	8-9	Balanced, stopper in opponent's suit, GI
5	1NT → 2♣/♦/♥/♠ → 3NT	10-15	Balanced, stopper in opponent's suit, to play
6	1NT → 2♣/♦/♥/♠ → Cuebid	10+	Stayman equivalent, asking for 4-card major

TABLE 14: RESPONSES TO 1♣

#	BID	HCP	DESCRIPTION
1	1♣ → PASS	0-5	Weak
2	1♣ → 1♦	6+	4+♦, forcing
3	1♣ → 1♥	6+	4+♥, forcing
4	1♣ → 1♠	6+	4+♠, forcing
5	1♣ → 1NT	6-10	Balanced, no 4-card major, NF
6	1♣ → 2♣	6-10	5+♣ support
7	1♣ → 2♦	10+	5+♦, forcing
8	1♣ → 2♥	10+	5+♥, forcing
9	1♣ → 2♠	10+	5+♠, forcing
10	1♣ → 2NT	11-12	Balanced, no 4-card major, GI
11	1♣ → 3♣	10-12	5+♣, limit raise
12	1♣ → 3NT	13-15	Balanced, no 4-card major, to play
13	1♣ → 4♣	13+	5+♣, slam interest
14	1♣ → Jump shift	19+	4+ cards, slam interest

MODERATE 1♣ - 2♦: Minimum jumps from 6 to 10 HCP and the bid becomes forcing. *With 6-10 HCP and diamonds, bid 1♦ (not 2♦). Reserve the jump to 2♦ for hands with 10+ HCP and a real 5+ card diamond suit.*

MODERATE 1♣ - 2♥: Minimum jumps from 6 to 10 HCP and the bid becomes forcing. *With 6-10 HCP and hearts, bid 1♥ (not 2♥). Jump shifts over 1♣ require 10+ HCP in SAYC.*

MODERATE 1♣ - 2♠: Minimum jumps from 6 to 10 HCP and the bid becomes forcing. *With 6-10 HCP and spades, bid 1♠ (not 2♠). Keep the auction low with weak hands.*

MODERATE 1♣ - 3♣: Dropped from game-forcing (13-15) to invitational limit raise (10-12). *Bid 3♣ with 10-12 and good club support. With 13+ and club support, use a different forcing sequence (e.g., new suit then support).*

TABLE 15: RESPONSES TO 1♦

#	BID	HCP	DESCRIPTION
1	1♦ → PASS	0-5	Weak
2	1♦ → 1♥	6+	4+♥, forcing
3	1♦ → 1♠	6+	4+♠, forcing
4	1♦ → 1NT	6-10	Balanced, no 4-card major, NF
5	1♦ → 2♣	10+	4+♣, forcing
6	1♦ → 2♦	6-10	4+♦ support
7	1♦ → 2♥	10+	5+♥, forcing
8	1♦ → 2♠	10+	5+♠, forcing
9	1♦ → 2NT	11-12	Balanced, no 4-card major, GI
10	1♦ → 3♦	10-12	5+♦, limit raise
11	1♦ → 3NT	13-15	Balanced, no 4-card major, to play
12	1♦ → Jump shift	19+	4+ cards, slam interest

MODERATE 1♦ - 2♣: Minimum rises from 6 to 10 HCP and the bid is forcing. *With 6-10 HCP and clubs over 1♣, bid 1NT instead. Reserve 2♣ for hands with 10+.*

MODERATE 1♦ - 2♥: Minimum drops from 17 to 10 HCP. No longer a slam invitation. *Treat 2♥ over 1♦ as a normal forcing bid showing 10+ and 5+ hearts. For slam interest, use Blackwood or control bids later.*

MODERATE 1♦ - 2♠: Minimum drops from 17 to 10 HCP. No longer a slam invitation. *A 2♠ bid over 1♦ is a normal forcing new suit response showing 10+ and 5+ spades.*

MINOR 1♦ - 2NT: Range drops from 13-15 to 11-12. *Bid 2NT with 11-12 balanced. With 13-15, bid 3NT.*

TABLE 16: RESPONSES TO 1♥

#	BID	HCP	DESCRIPTION
1	1♥ → PASS	0-5	Weak
2	1♥ → 1♠	6+	4+♠, forcing one round
3	1♥ → 1NT	6-10	No fit, no suit at 1-level, may be passed
4	1♥ → 2♣	10+	4+♣, promises rebid
5	1♥ → 2♦	10+	4+♦, promises rebid
6	1♥ → 2♥	6-10	3+♥ support, simple raise
7	1♥ → 2NT(!)	13+	Jacoby 2NT - 4+♥, GF
8	1♥ → 3♣	10-12	5+♣, GI
9	1♥ → 3♦	10-12	5+♦, GI
10	1♥ → 3♥	10-12	3-4♥, limit raise
11	1♥ → 3NT	15-17	Balanced, 2-card support
12	1♥ → 4♥	6-10	5+♥, distributional, preemptive
13	1♥ → Jump shift	19+	4+ cards, slam interest

MINOR 1♥ - 1♠: No longer capped at 10 HCP. Can show any hand with 6+ HCP and 4+ spades. *Do not pass partner out in 1♠ with a good hand just because you "know" they have 6-10. They could have 18+.*

MINOR 1♥ - 2♣: Minimum drops slightly from 11 to 10 HCP. *The threshold is 10, not 11. Small difference but occasionally relevant with flat 10-counts.*

MINOR 1♥ - 2♦: Minimum drops slightly from 11 to 10 HCP. *The threshold is 10, not 11.*

CRITICAL 1♥ - 2♥: Drops from a constructive 11+ raise to a simple 6-10 raise. Only needs 3 trumps, not 4. *When partner raises 1♥ to 2♥ in SAYC, expect 6-10 HCP with 3+ hearts. For game, you typically need 17+ HCP yourself. With 11+ and 4-card support, use a different bid (Jacoby 2NT with 13+, or a limit raise via 3♥ with 10-12).*

CRITICAL 1♥ - 2♠: Completely reversed. Was a weak bid (6-10), now a very strong slam invitation (19+). *With a weak hand (6-10) and 5+ spades over 1♥, bid 1♠ in SAYC (not 2♠). Reserve 2♠ for powerhouse hands with 19+ HCP.*

MODERATE 1♥ - 3♣: Drops from slam-try (17+) to invitational (10-12). *Bid 3♣ with 10-12 and 5+ clubs. With 17+, use a different approach (jump shift or Blackwood later).*

MODERATE 1♥ - 3♦: Drops from slam-try (17+) to invitational (10-12). *Bid 3♦ with 10-12 and 5+ diamonds. For slam-try hands, start lower and cuebid later.*

CRITICAL 1♥ - 3♥: Drops from game-forcing slam-try (17+) to invitational limit raise (10-12). *Bid 3♥ with 10-12 and 4+ hearts (limit raise). With 13+, use Jacoby 2NT. With 17+ and slam interest, start with Jacoby 2NT and cuebid later.*

MODERATE 1♥ - 3♠: Reversed: was a game invitation (10-12), now a slam invitation (19+). *With 10-12 and spades over 1♥, bid 1♠ first. The jump to 3♠ is reserved for 19+ HCP slam tries.*

TABLE 17: RESPONSES TO 1♠

#	BID	HCP	DESCRIPTION
1	1♠ → PASS	0-5	Weak
2	1♠ → 1NT	6-10	No fit, no suit at 1-level, may be passed
3	1♠ → 2♣	10+	4+♣, promises rebid
4	1♠ → 2♦	10+	4+♦, promises rebid
5	1♠ → 2♥	10+	5+♥, promises rebid
6	1♠ → 2♠	6-10	3+♠ support, simple raise
7	1♠ → 2NT(!)	13+	Jacoby 2NT - 4+♠, GF
8	1♠ → 3♣	10-12	5+♣, GI
9	1♠ → 3♦	10-12	5+♦, GI
10	1♠ → 3♥	10-12	5+♥, GI
11	1♠ → 3♠	10-12	3-4♠, limit raise
12	1♠ → 3NT	15-17	Balanced, 2-card support
13	1♠ → 4♠	6-10	5+♠, distributional, preemptive
14	1♠ → Jump shift	19+	4+ cards, slam interest

MODERATE 1♠ - 2♣: Minimum rises from 6 to 10 HCP and the bid becomes forcing. *With 6-10 HCP and no spade fit over 1♠, bid 1NT. Reserve 2♣ for 10+ HCP hands.*

MINOR 1♠ - 2♦: Minimum drops slightly from 11 to 10 HCP. *Bid 2♦ over 1♠ with 10+ HCP and 4+ diamonds.*

MODERATE 1♠ - 2♥: Minimum rises from 6 to 10 HCP and the bid becomes forcing. *With 6-10 HCP and hearts over 1♠, bid 1NT. Save 2♥ for hands with 10+ HCP and 5+ hearts.*

CRITICAL 1♠ - 2♠: Completely reversed. Was a strong game-forcing slam try (17+), now a weak simple raise (6-10). *When partner raises 1♠ to 2♠ in SAYC, expect 6-10 HCP. With 17+ and spade support, use Jacoby 2NT (13+) or splinters. The simple raise is WEAK.*

MODERATE 1♠ - 2NT(!): Minimum for Jacoby 2NT drops from 17 to 13 HCP. *Bid Jacoby 2NT with 13+ and 4+ spades. With 10-12 and support, use a limit raise (3♠) instead.*

MODERATE 1♠ - 3♣: Drops from slam-try (17+) to invitational (10-12). No longer asks about shortness. *Bid 3♣ with 10-12 and 5+ clubs. For slam tries with 17+, use Jacoby 2NT or start with a 2-level bid and cuebid later.*

MINOR 1♠ - 3♥: Same HCP but different meaning: was a spade game invite, now shows long hearts. *Bid 3♥ over 1♠ to show 10-12 with 5+ hearts. For a spade game invite with 10-12, use a limit raise (3♠).*

MODERATE 1♠ - 3♠: Drops from game-forcing (13-16) to invitational (10-12). *Bid 3♠ with 10-12 and 4+ spades (limit raise). With 13+, use Jacoby 2NT.*

TABLE 18: RESPONSES TO 2♣(!)

#	BID	HCP	DESCRIPTION
1	2♣(!) → 2♦(!)	0-7	Waiting/Negative - artificial
2	2♣(!) → 2♥	8+	5+♥, 2 of top 3 honors
3	2♣(!) → 2♠	8+	5+♠, 2 of top 3 honors
4	2♣(!) → 2NT	8+	Balanced, positive
5	2♣(!) → 3♣	8+	5+♣, 2 of top 3 honors
6	2♣(!) → 3♦	8+	5+♦, 2 of top 3 honors

TABLE 19: OPENER'S REBIDS AFTER 2♣ - 2♦(!)

#	BID	HCP	DESCRIPTION
1	2♣ → 2♦(!) → 2♥	—	5+♥, forcing
2	2♣ → 2♦(!) → 2♠	—	5+♠, forcing
3	2♣ → 2♦(!) → 2NT	—	22-24 balanced (systems on: Stayman, transfers)
4	2♣ → 2♦(!) → 3♣	—	5+♣, forcing
5	2♣ → 2♦(!) → 3♦	—	5+♦, forcing
6	2♣ → 2♦(!) → 3♥	—	6+♥, self-sufficient suit, GF
7	2♣ → 2♦(!) → 3♠	—	6+♠, self-sufficient suit, GF
8	2♣ → 2♦(!) → 3NT	—	25-27 balanced

TABLE 20: CONTINUATIONS AFTER 2♣ - 2♦ - 2NT

#	BID	HCP	DESCRIPTION
1	2♣ → 2♦ → 2NT → 3♣	—	Stayman
2	2♣ → 2♦ → 2NT → 3♦	—	Transfer to ♥
3	2♣ → 2♦ → 2NT → 3♥	—	Transfer to ♠
4	2♣ → 2♦ → 2NT → 3NT	—	To play
5	2♣ → 2♦ → 2NT → 4♣	—	Gerber

TABLE 21: RESPONSES TO WEAK 2♦/2♥/2♠

#	BID	HCP	DESCRIPTION
1	2♦/2♥/2♠ → PASS	0-13	No game interest
2	2♦/2♥/2♠ → 2NT(!)	15+	Feature ask, forcing
3	2♦/2♥/2♠ → Raise to 3	—	Invitational or preemptive
4	2♦/2♥/2♠ → Raise to game	—	To play (often preemptive)
5	2♦/2♥/2♠ → New suit	15+	Forcing one round (RONF)
6	2♦/2♥/2♠ → 3NT	15-17	To play, stoppers

TABLE 22: AFTER 2NT FEATURE ASK

#	BID	HCP	DESCRIPTION
1	2NT → 3 of own suit	5-8	Minimum, no outside feature
2	2NT → New suit	8-11	Feature (outside A or protected K)
3	2NT → 3NT	9-11	Maximum with solid suit (AKQxxx)

TABLE 23: OPENER'S REBIDS: STRENGTH CATEGORIES

#	BID	HCP	DESCRIPTION
1	Minimum	13-15	Cheapest rebid
2	Medium	16-18	Jump or reverse
3	Maximum	19-21	Double jump or jump shift

TABLE 24: AFTER 1♣ - 1♦

#	BID	HCP	DESCRIPTION
1	1♣ → 1♦ → 1♥	13-18	4+♥
2	1♣ → 1♦ → 1♠	13-18	4+♠
3	1♣ → 1♦ → 1NT	12-14	Balanced, no 4-card major
4	1♣ → 1♦ → 2♣	13-16	6+♣, rebiddable
5	1♣ → 1♦ → 2♦	13-16	4+♦ support
6	1♣ → 1♦ → 2♥	17+	Reverse, 4+♥
7	1♣ → 1♦ → 2♠	17+	Reverse, 4+♠
8	1♣ → 1♦ → 2NT	18-19	Balanced
9	1♣ → 1♦ → 3♣	16-18	6+♣, good suit
10	1♣ → 1♦ → 3♦	17-19	4+♦, strong support
11	1♣ → 1♦ → 3NT	19-20	Balanced, stoppers

TABLE 25: AFTER 1♣ - 1♥

#	BID	HCP	DESCRIPTION
1	1♣ → 1♥ → 1♠	13-18	4+♠
2	1♣ → 1♥ → 1NT	12-14	Balanced, no ♥ fit
3	1♣ → 1♥ → 2♣	13-16	6+♣, rebiddable
4	1♣ → 1♥ → 2♦	17+	Reverse, 4+♦
5	1♣ → 1♥ → 2♥	13-16	4♥ support
6	1♣ → 1♥ → 2NT	18-19	Balanced
7	1♣ → 1♥ → 3♣	16-18	6+♣, good suit
8	1♣ → 1♥ → 3♥	17-19	4♥, strong support
9	1♣ → 1♥ → 3NT	19-20	Balanced
10	1♣ → 1♥ → 4♥	19-21	4♥, strong support

TABLE 26: AFTER 1♣ - 1♠

#	BID	HCP	DESCRIPTION
1	1♣ → 1♠ → 1NT	12-14	Balanced, no ♠ fit
2	1♣ → 1♠ → 2♣	13-16	6+♣, rebiddable
3	1♣ → 1♠ → 2♦	17+	Reverse, 4+♦
4	1♣ → 1♠ → 2♥	17+	Reverse, 4+♥
5	1♣ → 1♠ → 2♠	13-16	4♠ support
6	1♣ → 1♠ → 2NT	18-19	Balanced
7	1♣ → 1♠ → 3♣	16-18	6+♣, good suit
8	1♣ → 1♠ → 3♠	17-19	4♠, strong support
9	1♣ → 1♠ → 3NT	19-20	Balanced
10	1♣ → 1♠ → 4♠	19-21	4♠, strong support

TABLE 27: AFTER 1♣ - 1NT

#	BID	HCP	DESCRIPTION
1	1♣ → 1NT → PASS	12-14	Balanced minimum
2	1♣ → 1NT → 2♣	12-16	6+♣, rebiddable
3	1♣ → 1NT → 2NT	18-19	Balanced
4	1♣ → 1NT → 3♣	16-18	6+♣, good suit
5	1♣ → 1NT → 3NT	19-20	Balanced

TABLE 28: AFTER 1♦ - 1♥

#	BID	HCP	DESCRIPTION
1	1♦ → 1♥ → 1♠	13-18	4+♠
2	1♦ → 1♥ → 1NT	12-14	Balanced, no ♥ fit
3	1♦ → 1♥ → 2♣	13-18	4+♣
4	1♦ → 1♥ → 2♦	13-16	6+♦, rebiddable
5	1♦ → 1♥ → 2♥	13-16	4♥ support
6	1♦ → 1♥ → 2NT	18-19	Balanced
7	1♦ → 1♥ → 3♦	16-18	6+♦, good suit
8	1♦ → 1♥ → 3♥	17-19	4♥, strong support
9	1♦ → 1♥ → 3NT	19-20	Balanced
10	1♦ → 1♥ → 4♥	19-21	4♥, strong support

TABLE 29: AFTER 1♦ - 1♠

#	BID	HCP	DESCRIPTION
1	1♦ → 1♠ → 1NT	12-14	Balanced, no ♠ fit
2	1♦ → 1♠ → 2♣	13-18	4+♣
3	1♦ → 1♠ → 2♦	13-16	6+♦, rebiddable
4	1♦ → 1♠ → 2♥	17+	Reverse, 4+♥
5	1♦ → 1♠ → 2♠	13-16	4♠ support
6	1♦ → 1♠ → 2NT	18-19	Balanced
7	1♦ → 1♠ → 3♦	16-18	6+♦, good suit
8	1♦ → 1♠ → 3♠	17-19	4♠, strong support
9	1♦ → 1♠ → 3NT	19-20	Balanced
10	1♦ → 1♠ → 4♠	19-21	4♠, strong support

TABLE 30: AFTER 1♥ - 1♠

#	BID	HCP	DESCRIPTION
1	1♥ → 1♠ → 1NT	12-14	Balanced, 5♥ only
2	1♥ → 1♠ → 2♣	13-18	4+♣
3	1♥ → 1♠ → 2♦	13-18	4+♦
4	1♥ → 1♠ → 2♥	13-16	6+♥, rebiddable
5	1♥ → 1♠ → 2♠	13-16	4♠ support
6	1♥ → 1♠ → 2NT	18-19	Balanced
7	1♥ → 1♠ → 3♣	17+	Jump shift, 4+♣, GF
8	1♥ → 1♠ → 3♦	17+	Jump shift, 4+♦, GF
9	1♥ → 1♠ → 3♥	16-18	6+♥, good suit
10	1♥ → 1♠ → 3♠	17-19	4♠, strong support
11	1♥ → 1♠ → 3NT	19-20	Balanced
12	1♥ → 1♠ → 4♠	19-21	4♠, strong support

TABLE 31: AFTER 1♥ - 1NT

#	BID	HCP	DESCRIPTION
1	1♥ → 1NT → PASS	12-14	Balanced minimum
2	1♥ → 1NT → 2♣	12-16	4+♣
3	1♥ → 1NT → 2♦	12-16	4+♦
4	1♥ → 1NT → 2♥	12-16	6+♥, rebiddable
5	1♥ → 1NT → 2NT	18-19	Balanced
6	1♥ → 1NT → 3♣	17+	4+♣, GF
7	1♥ → 1NT → 3♦	17+	4+♦, GF
8	1♥ → 1NT → 3♥	16-18	6+♥, good suit
9	1♥ → 1NT → 3NT	19-20	Balanced

TABLE 32: AFTER 1♠ - 1NT

#	BID	HCP	DESCRIPTION
1	1♠ → 1NT → PASS	12-14	Balanced minimum
2	1♠ → 1NT → 2♣	12-16	4+♣
3	1♠ → 1NT → 2♦	12-16	4+♦
4	1♠ → 1NT → 2♥	12-16	4+♥
5	1♠ → 1NT → 2♠	12-16	6+♠, rebiddable
6	1♠ → 1NT → 2NT	18-19	Balanced
7	1♠ → 1NT → 3♣	17+	4+♣, GF
8	1♠ → 1NT → 3♦	17+	4+♦, GF
9	1♠ → 1NT → 3♥	17+	4+♥, GF
10	1♠ → 1NT → 3♠	16-18	6+♠, good suit
11	1♠ → 1NT → 3NT	19-20	Balanced

TABLE 33: AFTER 1♦ - 2♣

#	BID	HCP	DESCRIPTION
1	1♦ → 2♣ → 2♦	13-16	6+♦, rebiddable
2	1♦ → 2♣ → 2NT	12-14	Balanced
3	1♦ → 2♣ → 3♣	13-16	4+♣ support
4	1♦ → 2♣ → 3♦	16-18	6+♦, good suit
5	1♦ → 2♣ → 3NT	15-17	Balanced, stoppers

TABLE 34: OPENER'S REBIDS AFTER 1♥ - 2NT(!)

#	BID	HCP	DESCRIPTION
1	1♥ → 2NT(!) → 3♣	13-21	Singleton or void in ♣
2	1♥ → 2NT(!) → 3♦	13-21	Singleton or void in ♦
3	1♥ → 2NT(!) → 3♥	15-17	Maximum, no shortness
4	1♥ → 2NT(!) → 3♠	13-21	Singleton or void in ♠
5	1♥ → 2NT(!) → 3NT	15-17	Semi-balanced, no shortness
6	1♥ → 2NT(!) → 4♣	13-21	5+♣ side suit
7	1♥ → 2NT(!) → 4♦	13-21	5+♦ side suit
8	1♥ → 2NT(!) → 4♥	13-14	Minimum, no shortness

TABLE 35: OPENER'S REBIDS AFTER 1♠ - 2NT(!)

#	BID	HCP	DESCRIPTION
1	1♠ → 2NT(!) → 3♣	13-21	Singleton or void in ♣
2	1♠ → 2NT(!) → 3♦	13-21	Singleton or void in ♦
3	1♠ → 2NT(!) → 3♥	13-21	Singleton or void in ♥
4	1♠ → 2NT(!) → 3♠	15-17	Maximum, no shortness
5	1♠ → 2NT(!) → 3NT	15-17	Semi-balanced, no shortness
6	1♠ → 2NT(!) → 4♣	13-21	5+♣ side suit
7	1♠ → 2NT(!) → 4♦	13-21	5+♦ side suit
8	1♠ → 2NT(!) → 4♥	13-21	5+♥ side suit
9	1♠ → 2NT(!) → 4♠	13-14	Minimum, no shortness

TABLE 36: RESPONSES TO 4NT

#	BID	HCP	DESCRIPTION
1	5♣	—	0 or 4 aces
2	5♦	—	1 ace
3	5♥	—	2 aces
4	5♠	—	3 aces

TABLE 37: KING ASKING (5NT)

#	BID	HCP	DESCRIPTION
1	6♣	—	0 or 4 kings
2	6♦	—	1 king
3	6♥	—	2 kings
4	6♠	—	3 kings

TABLE 38: ACE ASKING (4NT): INTERFERENCE OVER BLACKWOOD (DOPI)

#	BID	HCP	DESCRIPTION
1	Double	—	0 aces
2	Pass	—	1 ace
3	Next step	—	2 aces, etc.

TABLE 39: COMPETITIVE BIDDING: NEGATIVE DOUBLES

#	BID	HCP	DESCRIPTION
1	1♣ → 1♦	6+	4-4 in majors
2	1♣ → 1♥	6+	4+♠
3	1♣ → 1♠	6+	4+♥
4	1♦ → 1♥	6+	4+♠ (1♠ would be 5+)
5	1♦ → 1♠	6+	4+♥
6	1♥ → 1♠	8+	Minor suit support
7	1♥ → 2♣	8+	4+♠
8	1♠ → 2♣	8+	4+♥
9	1♠ → 2♥	8+	Minor suit support
10	1-level	6+	
11	2-level	8+	
12	3-level	10+	

TABLE 40: AFTER OPPONENT'S TAKEOUT DOUBLE

#	BID	HCP	DESCRIPTION
1	1M → DBL → PASS	0-5	Weak
2	1M → DBL → RDBL	10+	Strength, often denies fit
3	1M → DBL → 1-suit	6+	Forcing one round
4	1M → DBL → 2-suit	0-9	6+ cards, NF
5	1M → DBL → 2M	6-9	3+ support
6	1M → DBL → 2NT(!)	10+	Jordan - limit raise or better
7	1M → DBL → 3M	0-6	Preemptive, 4+ support
8	1M → DBL → Jump suit	0-6	Preemptive

TABLE 41: COMPETITIVE BIDDING: RESPONSES TO OVERCALLS

#	BID	HCP	DESCRIPTION
1	Simple raise	—	6-11, 3+ trump
2	Jump raise	—	Preemptive, 4+ trump
3	1NT	—	9-11, balanced, stopper
4	2NT (non-jump)	—	11-13, balanced
5	Cuebid	—	Limit raise or better
6	New suit	—	Non-forcing, usually denies fit

TABLE 42: TABLE 1: POINTS BELOW THE LINE (CONTRACT POINTS)

#	CONTRACT	UNDOUBLED	DOUBLED	REDOUBLED
1	♣/♦ (per trick)	20	40	80
2	♥/♠ (per trick)	30	60	120
3	NT (first trick)	40	80	160
4	NT (subsequent)	30	60	120

TABLE 43: TABLES 2 & 3: POINTS ABOVE THE LINE (BONUSES)

#	BID	HCP	DESCRIPTION
1	Making doubled contract	—	50
2	Making redoubled contract	—	100
3	4 honors in one hand (trump)	—	100
4	5 honors in one hand (trump)	—	150
5	4 aces in one hand (NT)	—	150
6	Rubber bonus (2-0)	—	700
7	Rubber bonus (2-1)	—	500

TABLE 44: TABLES 2 & 3: POINTS ABOVE THE LINE (BONUSES): OVERTRICKS

#	CONDITION	UNDOUBLED	DOUBLED	REDOUBLED
1	Non-vulnerable	Trick value	100	200
2	Vulnerable	Trick value	200	400

TABLE 45: TABLES 2 & 3: POINTS ABOVE THE LINE (BONUSES): UNDERTRICK PENALTIES (CUMULATIVE TOTALS): NOT VULNERABLE

#	DOWN	UNDOUBLED	DOUBLED	REDOUBLED
1	1	50	100	200
2	2	100	300	600
3	3	150	500	1000
4	4	200	800	1600
5	5	250	1100	2200
6	6	300	1400	2800

TABLE 46: TABLES 2 & 3: POINTS ABOVE THE LINE (BONUSES): UNDERTRICK PENALTIES (CUMULATIVE TOTALS): VULNERABLE

#	DOWN	UNDOUBLED	DOUBLED	REDOUBLED
1	1	100	200	400
2	2	200	500	1000
3	3	300	800	1600
4	4	400	1100	2200
5	5	500	1400	2800
6	6	600	1700	3400

TABLE 47: TABLES 2 & 3: POINTS ABOVE THE LINE (BONUSES): SLAM BONUSES

#	ACHIEVEMENT	NON-VULNERABLE	VULNERABLE
1	Small Slam (12 tricks)	500	750
2	Grand Slam (13 tricks)	1000	1500

TABLE 48: QUICK REFERENCE: OPENING POINT RANGES

#	POINTS	BALANCED	UNBALANCED
1	0-12	Pass	Pass (or preempt)
2	13-14	1♣/1♦, rebid 1NT	1 of longest suit
3	15-17	**1NT**	1 of longest suit
4	18-19	1♣/1♦, jump rebid 2NT	1 of longest suit
5	20-21	**2NT**	2♣
6	22+	**2♠**	**2♣**

TABLE 49: QUICK REFERENCE: RESPONSE STRENGTH GUIDE

#	BID	HCP	DESCRIPTION
1	0-5	—	Pass (usually)
2	6-10	—	Simple response or raise
3	10-12	—	Invitational (GI) / limit raise
4	13+	—	Game forcing (GF) / Jacoby 2NT
5	19+	—	Slam interest (SI) / jump shift

TABLE 50: QUICK REFERENCE: KEY CONVENTIONS SUMMARY

#	CONVENTION	SEQUENCE	MEANING
1	Stayman	1NT - 2♣(!)	Asking for 4-card major
2	Jacoby Transfer	1NT - 2♦(!)	Transfer to ♥
3	Jacoby Transfer	1NT - 2♥(!)	Transfer to ♠
4	Jacoby 2NT	1M - 2NT(!)	4+ trump, 13+, GF
5	Blackwood	4NT	Asking for aces (suit auction)
6	Gerber	4♣(!)	Asking for aces (NT auction)
7	Negative Double	(1X) - X	Shows unbid suits
8	Michaels Cuebid	(1X) - 2X	5-5 two-suiter
9	Unusual 2NT	(1X) - 2NT	5-5 in two lowest unbid suits
10	Weak Two	2♦/♥/♠	5-11 HCP, 6-card suit
11	Jordan 2NT	1M - (DBL) - 2NT	Limit raise or better

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REVISION HISTORY

DATE	VERSION	CHANGES
2026-03-29	1.0	Initial transition guide with 48 annotated differences
2026-03-29	1.1	Separated from SAYC convention card