

### Strongest to Weakest

No Trump(NT)->Spades(♠)->Hearts(♥)->Diamonds(♦)->Clubs(♣)



### Bidding

1 <sub>NT</sub>	1♠	1♥	1♦	1♣
2 <sub>NT</sub>	2♠	2♥	2♦	2♣
3 <sub>NT</sub>	3♠	3♥	3♦	3♣
4 <sub>NT</sub>	4♠	4♥	4♦	4♣
5 <sub>NT</sub>	5♠	5♥	5♦	5♣
6 <sub>NT</sub>	6♠	6♥	6♦	6♣
7 <sub>NT</sub>	7♠	7♥	7♦	7♣
<b>PASS</b>		<b>X</b>	<b>XX</b>	

### High Card Points(HCP)



### Bonus 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 than if they made a contract

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4 <sub>NT</sub>	4♠	4♥	4♦	4♣
5 <sub>NT</sub>	5♠	5♥	5♦	5♣
6 <sub>NT</sub>	6♠	6♥	6♦	6♣
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