

Opening Bids at a Glance

Opening Bids at a Glance (SAYC System)

General Guidelines:

- Open at level 1 with 12-20 HCP.
- Balanced hand with 15-17 HCP: open 1NT.
- Balanced hand with 20-21 HCP: open 2NT.
- Unbalanced hand with 6-11 HCP and 6-card suit (excluding clubs): open 2 of the suit (weak two).
- Strong hand with 21+ HCP: open 2♣ (artificial and forcing).

Choosing the Suit:

- Unbalanced hand (12-20 HCP): open longest suit. If equal, choose higher-ranking suit.
- Balanced hand (12-14 or 18-19 HCP): open longest minor (1♣ if 3-3, 1♦ if 4-4).
- Balanced hand (15-17 HCP): open 1NT.
- 5-3-3-2 shape with 5-card major: open 1♥ or 1♠.
- 4-4-4-1: open 1♦ (minor with equal length).

Preemptive Openings (not-forcing):

- 2♦, 2♥, 2♠ = 6-11 HCP, 6-card suit.
- 3-level and 4-level openings are preemptive and disruptive.

Special Cases:

- Very unbalanced hand: may open light (11 HCP or fewer).
- In third position: may open light to disrupt fourth position.

Key Point Count Reference:

- Game in Major (4♥/♠): ~25 combined HCP.
- Game in NT: ~25-26 combined HCP.
- Game in Minor (5♣/♦): ~28-29 combined HCP.
- Small Slam: ~33 combined HCP.
- Grand Slam: ~37 combined HCP.