

Standard American – Quelle Wikipedia

Most common elements^[edit]

The essential common elements of modern Standard American systems are:

- Hand evaluation based on the 4-3-2-1 [point count system](#) (Ace = 4, King = 3, Queen = 2 and Jack = 1) with adjustments for the location of honors and suit distribution.
- A hand-strength requirement of at least 12-13 points to open 1-of-a-suit.
- [Five-card majors](#): opening a major suit promises at least a five-card holding in that suit.
- [Weak two bids](#): Two diamond, heart or spade openers are made with a sound six-card suit in a hand without enough overall strength to open 1 of the suit.
- [Strong two clubs](#): All unbalanced hands too strong to open at the one-level are opened with an artificial 2♣ call, as well as balanced hands stronger than 21 HCP.
- [Pre-emptive opening bids](#): Suit openings above the two level are pre-emptive, promising a long and strong suit.
- Limit Raises: A jump-raise of the opener's suit by responder, in the absence of opponent interference, is invitational to game. In Goren's system, this was a strong game-forcing raise.
- Notrump openers show a balanced hand, with the following common high card point (HCP) ranges:
 - 1NT = 15-17 HCP
 - 2NT = 20-21 HCP
 - 3NT = 25-27 HCP
- Common notrump follow-up conventions include [Stayman](#), [Jacoby transfers](#) and [Gerber](#).