

### High Card Points

Use the High Card Point count to assess the power of your hand.

For EACH...	Add
<b>Ace</b>	<b>4</b>
<b>King</b>	<b>3</b>
<b>Queen</b>	<b>2</b>
<b>Jack</b>	<b>1</b>

### General HCP:

There are 40 in the pack so...

- ♣ If you have 10 in your hand, it's an AVERAGE hand.
- ♣ If you have less than 10, it's a poor hand.
- ♣ If you have 15 or more it's a GOOD hand!

(Wouldn't it be nice to know how many points partner has?)

### Considering Shape

- ♣ No cards in a suit in your hand is called a VOID.
- ♣ If you have ONE card only in a suit, it is a SINGLETON.
- ♣ If you have TWO cards only in a suit it is a DOUBLETION.

### Balanced Hands

A Balanced Hand is defined as having

- ♣ No voids
- ♣ No singletons
- ♣ No more than one 2 card suit (doubleton):

To put it another way, these are the counts of the cards (suits in any order), that make a balanced hand:

- ♣ 4:3:3:3
  - ♣ 4:4:3:2
  - ♣ 5:3:3:2
- (5 must be ♣ or ♦)



### Points and Tricks

#### No Trump Contract

To win this many tricks: You need this many points (ish)

7	19
8	22
9	25
10	27
11	30
12	33
13	37

### (ALL APPROXIMATE)

#### Suit Contract

To win this many tricks: You need this many points (ish)

7	18
8	21
9	24
10	26(25)
11	29
12	32
13	37



### Introduction to Scoring

In any contract declarer must win at least 7 tricks. Contracts are either "part score" contracts or "game" contracts.

#### Part Score Contracts are:

- 7-8 tricks in no trumps, or
- 7-9 tricks in spades or hearts; or
- 7-10 tricks in clubs or diamonds

#### Game contracts are:

- 9 or more tricks in no trumps, or
- 10 or more tricks in spades or hearts, or
- 11 or more tricks in clubs or diamonds.

If declarer meets his contract, then declaring pair get:

Trick Score:

- Each Trick over 6 in a minor = 20
- Each Trick over 6 in a major = 30
- Seventh Trick in No Trumps = 40
- Each Trick over 7 in No Trumps = 30

**AND**

Bonus

- Part Score (Less than 100 trick score) = 50; **OR**
- Game = 300 (100 or more trick score) = 300

If declarer fails to meet his contract, then defending pair get:

50 points for each trick under the target



### Some Example Scores

	<u>Declarer</u>	<u>Target</u>	<u>Tricks Won</u>	<u>N-S (+)</u>	<u>E-W (-)</u>
1	N	10 tricks in Hearts	<u>9</u>		1x50=50
2	N	10 tricks in Clubs	<u>8</u>		2x50=100
3	N	10 tricks in Hearts	<u>10</u>	4x30=120 + Game Bonus 300 =420	
4	N	10 tricks in Diamonds	<u>11</u>	4x20=80 + Part Score Bonus 50 + Overtrick 1x20 =150	
5	N	7 trick in Clubs	<u>7</u>	1x20=20 +Part Score Bonus 50 =70	
6	N	10 tricks in Spades	<u>10</u>	1x30=30 +Bonus 50 +Overtricks 3x30 =170	
7	N	9 tricks in No Trumps	<u>9</u>	1x40=40 +2x30=60 + Game Bonus 300 =400	

