

Contract Level Tables

Using the basic HCP evaluation method of a hand's strength, the combined points of the partnership (cHCP) generally considered to achieve a game contract, are as follows:

Honour	HCP value
Ace	4 points
King	3 points
Queen	2 points
Jack	1 point

Contract	Tricks	cHCP value	
3NT	9	25 points	<i>Note 1</i>
4♥/4♠	10	26 points	
5♣/5♦	11	28 points	
NT small slam	12	33 points	
NT grand slam	13	37points	<i>Note 2</i>

Note 1 (3NT contracts)

♠ K 4 2
♥ A 9 4 3 (10) (HCP)
♦ 9 5 4
♣ K 8 5

♠ A Q 9 5
♥ J 7 (13)
♦ K 10 3
♣ Q J 7 4

N E
W S

♠ J 10 7 3
♥ K Q 8 (12)
♦ Q 8 6 2
♣ A 10

	♠	♥	♦	♣	NT
N	5	3	5	3	4
S	5	3	5	3	4
E	8	9	7	10	9
W	8	10	7	10	9

♠ 8 6
♥ 10 6 5 2 (5)
♦ A J 7
♣ 9 6 3 2

- With 25-26 cHCP and a 4-4 major fit, a major game contract making 10 tricks will score better than a 3NT contract making 9 tricks. See *illustration*.
- With 27-32 cHCP and a 4-4 major fit you are less likely to make an extra trick in a suit contract. A 3NT contract with over-tricks will score better than a major game contract making the same number of tricks.

- Some partnerships will play with 24 cHCP. However, they will deduct 1 point for a flat 4-3-3-3 hand shape and 1 point for an unguarded honour (i.e. Qx or Jxx) in an unbid suit.

Note 2 (Slam contracts)

- These cHCP values are determined by assuming a small slam will not be missing 2 Aces and a grand slam will not be missing 1 Ace. Essential for a NT slam!
- For a suit slam, having all the top honours is not essential, particularly if you have unbalanced hands with void(s) or singleton(s).

The adjacent illustration shows North can make a small slam (6♥), with 24 cHCP, though making an allowance for shortage(s), this should be adjusted to 32 cHCP.

Dealer; North
E/W vul.

♠ A Q 10 3
♥ K 7 6 5 4 3 (18) (HCP)
♦ void
♣ A K Q

♠ 9 2
♥ void (4)
♦ Q J 10 7 6 4 3
♣ J 9 8 6

N E
W S

♠ K J 8 4
♥ J (12)
♦ A K 9 8 2
♣ 10 4 3

	♠	♥	♦	♣	NT
N	7	4	12	8	6
S	7	4	11	8	6
E	6	9	1	4	3
W	6	9	1	4	3

♠ 7 6 5
♥ A Q 10 9 8 2 (6)
♦ 5
♣ 7 5 2