

Church Minshull & District Bridge Club



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	

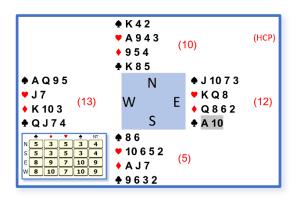
Contract	Tricks	cHCP value	
3NT	9	25 points	Note 1
4♥/4♠	10	26 points	
5♣/5♦	11	28 points	
NT small slam	12	33 points	Note 2
NT grand slam	13	37points	



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Note 1 (3NT contracts)



- 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.

