

## **Hand Evaluation Part III - Examples of Shapely Hands**

Let's review our principles so far.

Balanced hands (4333,4432,5332)

- Mostly HCP
- Upgrade honors together
- Upgrade honors in length
- Jacks are overvalued by themselves
- Tens and nines are undervalued when working with higher honors
- 5 card suit is worth about  $\frac{1}{2}$  a point, 4333 is about  $-\frac{3}{4}$  point downgrade
- Short honors (i.e. honors that wouldn't win if the high cards are played in order) are serious downgrades, from  $\frac{1}{2}$ -1 point (K,Qx, Jx, Jxx)

One suited hands

- Add points for extra length (1 for 6, 2 for 7, do something intelligent with 8 or more)
- Consider how balanced the other 3 suits are, upgrade for unbalanced

Two suited hands

- Add 1 point for each length over 8 in the 2 suits
- If there's length disparity in the 2 suits, add  $\frac{1}{2}$  point for a 2 card disparity (6-4 is better than 5-5)
- Consider how balanced the other 2 suits are and add if more unbalanced

Three suited hands

- 4441 treat as normal until you find a fit
- 5440 add between 2-2  $\frac{1}{2}$  points depending upon rebid issues and the like