

Bergen Hand Evaluation

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We (intuitively) know these truths to be self evident

Bridge hands get better when:

- They control the hcp
 - Quantity and quality (supporting honors)
- They have a fit in one or more suits
- They have extra length in trumps
- They can establish outside suits

Bergen hand evaluation provides a framework to make these evaluations more soundly

Introduction

Part One (Feb 7th)

Introduction to the Bergen Hand evaluation methodology

Compare a couple of hands, how well they fit, and compare club results versus results from the common game

Part Two (Feb 21st)

Use exemplary hands and bidding from the Common Games played at the club or in ACBL online

Hands on practice bidding use Bergen hand evaluation

Hand Evaluation consists of two parts

Part One

Evaluate starting points

Part Two

Hand reevaluation after a fit is found

Bid game* with total 26+ “Bergen” or Declarer Points”

Bid Slam* with total of 33+ “Bergen Points” or Declarer Points

* Slam & game requirements will differ with shortness

Initial hand evaluation consists of 5 components

- ❖ Counting your starting points
- ❖ Adding in your length points
- ❖ Adding point(s) for a quality suit(s)
- ❖ Deducting points for Dubious Honors
- ❖ Adjust -3
 - A simple way to update hcp evaluation

Starting Points

- ❖ Count your starting points (A=4, K=3, Q=2, J=1)

- ❖ Count your length points
 - +1 for every card in a suit longer than 4

- ❖ Add a point for each quality suit with supporting honors
 - + 1 for every suit of 4 or more cards that has 3 of the top five honors
 - AKQx
 - AKTx
 - AKQJT
 - AKJ does not count - only a 3-card suit

Dubious singletons and doubletons

A singleton honor other than an Ace may not take a trick.

Likewise doubleton Quacks.

We subtract 1 point for each dubious honor defined as

Singleton or

Any doubleton that contains a Q or J that is not supported by an A

Examples KQ, QJ, Qx, Jx

Adjust - 3

We conveniently use the values $A=4$, $K=3$, $Q=2$, $J=1$ to make counting simple

Mathematically the more appropriate values to ascribe to honor cards are:

$$A= 4.5 \quad K= 3 \quad Q= 1.5 \quad J= 0.75 \quad T= 0.25$$

Standard counting underestimates the values of Aces and Tens
and overvalues Queens and Jacks

Based on the more accurate values

A hand with 4 Aces plus 2 Tens is more accurately are valued as

$4 \times 4.5 \text{ plus } 2 \times 0.25 = 18.5 \text{ points}$ yet we nominally count it as worth 16 hcp

Conversely

A hand with 2 Queens plus 4 Jacks is more accurately are valued as

$2 \times 1.5 \text{ plus } 4 \times 0.75 = 6 \text{ points}$ yet we nominally count it as worth 8 hcp

Bergen came up with a simple evaluation system to more accurately reflect these values.

If the hand has a lot more Aces and Tens, add something

If the hand has more Quacks subtract something

Adjust -3 mechanism

Count the number of Aces and Tens and the number of Quacks

If the total # A+Ts exceeds the # of Q+Js by 3 add 1 point

If the total # A+Ts exceeds the # of Q+Js by 6 add 2 points

Conversely

If the total # Q+Js exceeds the # of A+Ts by 3 subtract 1 point

If the total # Q+Js exceeds the # of A+Ts by 6 subtract 2 points

Finally, Do nothing if the difference is < 3

Bergen starting points

Next slide we will calculate the declarer's starting points

First look at all the example hands A to E and take a few seconds to place them in order in terms of playing strength rating them in just three buckets:

A good, B average and C poor

Then we will go through the exercise of calculating the Bergen starting points

Examples	A	B	C	D	E
	♠ QJxx	♠ AQTxx	♠ AJxxx	♠ Kxxx	♠ AKTxx
	♥ QJ	♥ xx	♥ AJxx	♥ KJxxx	♥ AQTxx
	♦ QJx	♦ AJ	♦ QJ	♦ KQ	♦ Ax
	♣ AJxx	♣ Qxxx	♣ QJ	♣ KQ	♣ x
hcp	14	13	16	17	17
length	0	+1	+1	+1	+2
Quality suit(s)	0	+1	0	0	+2
Dubious doubletons	-1	0	-2	-2	0
Adjust -3	-2	0	-1	-1	+1
Declarer points	11	15	14	15	22

Dummy point evaluation after a fit

Dummy points = starting points + shortness points

- Each doubleton +1
- Each singleton
 - +1 with 3-card support
 - +2 with 4+ card support
- Void
 - +1 for every trump in dummy's hand
 - Five card trump support adds 5 points

Note when the auction is completed, **after transfers, Michael's cue bids or Unusual NT** the dummy or the hand which goes on the table should upgrade the hand as a declarer and declarer upgrades the hand using the dummy points guideline

Dummy points : P open's 1 spade, what do you bid?

Q	R	S	T	U
♠ Kxx	♠ Jxxx	♠ Kxx	♠ QJTxx	♠ Kxxxx
♥ Kxxx	♥ Axx	♥ xxxx	♥ xx	♥ Kxxxx
♦ Kxx	♦ x	♦ Kxxx	♦ Kx	♦ Kxx
♣ xxx	♣ QTxxx	♣ Jx	♣ QJxxx	♣
9 hcp	7 hcp +1 length +2 singleton	7 hcp -1 quack +1 doubleton	9 hcp +1 length +1 qual. Suit -1 quacks +2 doubletons	9 hcp +2 length + 5 void
=9 dummy points	=10 dummy points	=7 dummy points	=12 dummy points	= 16 dummy points
Bid 2S	Show limit raise	Bid 2S	Show limit raise	Bid 4C

Declarer Points adjustment **after a fit is found**

- Add 2 points for singleton
- Add zero points for a doubleton
- Add 1 point for 2 or 3 doubletons
- Add 4 points for a void, not 3 as is traditional
- Add 1 point for each trump over 5
- Add 1 point for each and every 4-card side suit

A " **5-card quality side suit** " is particularly valuable in declarer's hand after a fit. Such holding, originally contributes 1 point for length and 1 point for quality to the Starting Points calculation. Then, after the fit declarer adds another point for a 4+ card side suit. Therefore, a 5-card side suit of good quality adds 3 points to the value of declarer's hand **in addition to** its Raw HCP

Because Marty Bergen adds lots of extra points for length, shortness, and high card quality, the ranges of hands are upgraded when you are deciding how good your hand is. So, using Marty Bergen's methods:

Opener with

- 12-16 Declarer Points hand is considered a minimum
- 17-19 Declarer Points hand is an intermediate hand - can invite game with a fit
- 20+ Declarer Points is a maximum - can bid game with a fit

Responder with

- 6-9 Dummy Points hand is a weak raise;
- 10-12 Dummy Points hand is considered a limit raise;
- 13+ is a maximum
 - To bid game (in majors), you need at least 26 Total Points, not 25.
 - To bid small slam, you need at least 33 Total Points between the two hands.

Differences between declarer and dummy point calculations with a fit

	Dummy	Declarer
Singleton	+1 3 card support +2 4 card support	+2
Void	+1 every trump	+4
Doubletons	+1 every doubleton	+1 two or more doubletons
Extra trump length	zero	+1 every trump >5
Side suit	zero	+1 every side suit

Possible Mnemonic

	Dummy	<u>R</u> esponder	Declarer	<u>O</u> pen
Singleton	+1 3 card support +2 4 card support		+2	
Void	+1 every trump		+4	
Doubletons	+1 every doubleton		+1 two or more doubletons	
Extra trump length	zero		+1 every trump >5	
Side suit	zero		+1 every side suit	

Odd

Even

Opener

Responder

Even

Odd

Even

Odd

OREO

Opener hand reevaluation

Bidding goes 1S-P-2S-P. How do these 13 hcp hands improve with a fit?

What would you bid next?

L	M	N	O	P
♠ AJxxx	♠ AJxxx	♠ AJxxx	♠ AJxxx	♠ Axxxx
♥ Axx	♥ Axxx	♥ Axxx	♥ Axxx	♥ AJTxx
♦ Axx	♦ Ax	♦ Axx	♦ Axxx	♦ Ax
♣ xx	♣ xx	♣ x	♣	♣ x
No change 14 declarer points	+1 two doubletons +1 4 card side suit = 16 declarer points	+2 singleton +1 4 card side suit = 17 declarer points	+4 void +2 two outside 4 card suits = 20 declarer points	17 starting points 13 hcp +2 length +1 quality suit +1 adjust 3 +2 singleton +1 4 card suit = 20 declarer points
Do not count doubleton				

North with 13 hcp opens 1S - count dummy points, then declarer points with fit

♠ AJxxx

♥ Axx

♦ Axx

♣ xx

14 declarer points

♠ AJxxx

♥ Axxx

♦ Ax

♣ xx

16 declarer points

♠ AJxxx

♥ Axxx

♦ Axx

♣ x

17 declarer points

♠ AJxxx

♥ Axxx

♦ Axxx

♣

20 declarer points

♠ Axxxx

♥ AJTxx

♦ Ax

♣ x

19 declarer points

South

♠ Kxx

♥ Kxxx

♦ Kxx

♣ xxx

9 dummy points

♠ Kxxx

♥ Kxxx

♦ Kx

♣ xx

11 dummy points

♠ Kxx

♥ x

♦ Kxxx

♣ Kxxxx

11 dummy points

♠ Kxxx

♥ xx

♦ Kxxxx

♣ Kx

12 dummy points

♠ Kxxxx

♥ Kxxxx

♦ Kxx

♣

16 dummy points

Example Hand: South opens 1D - what is your hand worth? What do you bid?

S starting points

6 hcp + 3 length = 9

Counting dummy points

In diamonds

+1 doubleton

+5 void

= 15 **dummy** points!

♠ A87432

♥ 53

♦ Q7652

♣

N	E	S	W
		1D	P
?			

South bids 2N (18-19 hcp) then shows a spade fit
after 3C New Minor ask

♠ A87432

♥ 53

♦ Q7652

♣

South reevaluates hand
now counting declarer
points

6 hcp
3 length

= 9 starting points

N	E	S	W
		1D	P
1S	P	2N	P
3C	P	3S	P
?			

Reevaluation after a fit

+1 6th spade

+1 outside suit

+4 void

= 15 **declarer** points in
spades

Full layout - making slam in either suit

♠ A87432

♥ 53

♦ Q7652

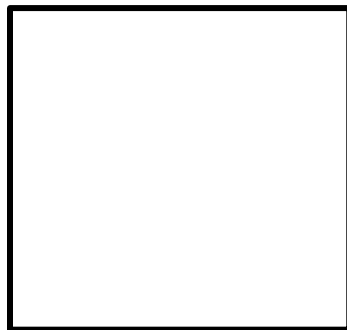


♠ Q9

♥ KQJ4

♦ T94

♣ 7632



♠ T5

♥ T987

♦ K

♣ KQT984

♠ KJ6

♥ A62

♦ AJ83

♣ AJ5

And Yes if West holds

♠ QT9

♦ Kx

The slam will be down 1

Results from ACBL live game ~ 100 pairs

7	6♦S=		1370	6.7%	93.3%
7	6♠N+1		1460	2.2%	97.8%
7	6♠N+1		1460	2.2%	97.8%
7	6♠N+1		1460	2.2%	97.8%
7	6♠N+1		1460	2.2%	97.8%
7	6♠N+1		1460	2.2%	97.8%

Only 9% field bid a slam getting 93-8% of the match points!

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	Losing Trick Count	Movie	
	Quick Tricks	Movie	
	Rule Of 20	Movie	

Excellent web source to practice

www.bridgesights.com/hondobridge

Hand Evaluation

Bergen's Method

In early 2009 Howard Schutzman www.bridgesights.com/hondobridge/, BBO nickname "hondo717", our teacher and mentor, held his *Slam Bidding Lesson Series* based on Marty Bergen's book, *Slam Bidding Made Easier*. Marty Bergen BBO nickname "mbsez"; www.martybergen.com mbergen@mindspring.com.

The first two sessions were primarily on Bergen's hand evaluation (First lesson, tinyurl.com/apbkxoh and the second lesson, tinyurl.com/ahmyvbsk). For an in depth study of the topic please refer to the book and the BBO movies based on the Slam Bidding series.

This is, however, a stand alone synopsis based on the above sources for those who wish to have a rather comprehensive but short preview.

Prepared by Kia (BBO nickname "nome"), aka **Movie Maker**. He wishes to thank Bonnie, BBO nickname "bjmue" and Eileen, BBO nickname "wyoming33" for proofreading this synopsis.

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Next week we will analyze
bidding in more depth using the
evaluation model

Handout A

♠ QJxx

♥ QJ

♦ QJx

♣ AJxx

hcp

14

B

♠ AQTxx

♥ xx

♦ AJ

♣ Qxxx

13

C

♠ AJxxx

♥ AJxx

♦ QJ

♣ QJ

16

D

♠ Kxxx

♥ KJxxx

♦ KQ

♣ KQ

17

E

♠ AKTxx

♥ AQTxx

♦ Ax

♣ x

17

Examples E

♠ QJ

♥ QJ

♦ KQxxx

♣ KQxxx

16

F

♠ x

♥ AJx

♦ KQTxx

♣ KQTxx

15

G

♠ AKJxxxx

♥ Kx

♦ Kx

♣ Kx

17

H

♠ AKTxxx

♥ AKTx

♦ KJx

♣

18

I

♠ Axxx

♥ Axxx

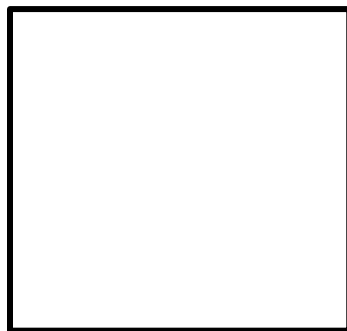
♦ AQJx

♣ K

18

Rating:
 * poorest
 ** better
 *** best

♠ AKQJxxxx



♠ AKQJxxxx



♠ AKQJxxxx



♠ AKQJxxxx

