



Number of tricks you can make regarding your line's points

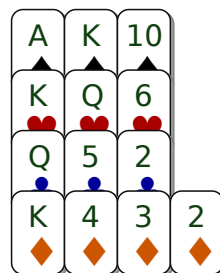
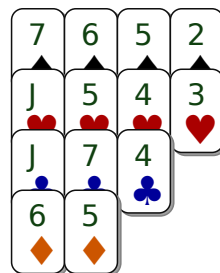
How many points for how many tricks...

Here is the concordance between the number of points your line is holding and the number of tricks you can make (that's an average, of course....)

Dashboard Decision Table

Team Points	Number of tricks
21-22	7
23-24	8
25-26	9 NT game
26-27	10 Game in major suits
28-29	11 Game in minor suits

S	W	N	E
1 NT	Pass	Pass	Pass



Not easy to make 7 tricks, with a total of 19 HCP.



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Needed points for slams

Nombre de points du camp : nombre de levées

Team Points Number of tricks

33 12 NT Small slam

37 13 NT Grand slam

When playing a trump contract, you may ask for a slam with less HCP but a good distribution.

S	W	N	E
	1 NT	Pass	4 NT
Pass	6 NT	Pass	Pass
Pass			

A Q 4

K 4

K 10 9 3

A J 7 3

K J 10 9 8

A 6 5

Q J

K Q 9

33 HCP in your line too easy, isn't it ! You lose Ace ♣...and that's it.



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Subtracted values

Two hands holding the exact same number of HCP can be very different in terms of efficiency

- A 4332 distribution will stop you from ruffing or establishing a suit. Therefore, with this type of hand, you'll need more HCP.
- Scattered honors in all suits are less efficient than honors gathered in two suits
- Stiff honors : they might end up worth nothing at all
- The lack of Aces is always a problem, of course

S	W	N	E
		1 ♥	Pass
2 ♥			

J	4	3	K	4	3	2	J	6	3	K	J	5
♠	♠	♠	♥	♥	♥	♥	♣	♣	♣	♦	♦	♦

With this hand, you can't even count 10 support points. Your scattered honors are not worth much. Downgrade your hand, it's a too regular one.