



Opener's Hand's 'strength zones'

The strength zone for opening

- Weak opening hands with a maximum of 10HCP: Opening bids of 2 Diamonds, Hearts or Spade preempts with a long suit
- 'First zone' hands with 12-14HCP :

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2 ♦							

A	K	3	K	J	4	K	J	10	A	K	Q	4
♠	♠	♠	♥	♥	♥	♣	♣	♣	♦	♦	♦	♦

Problem E2518 All extra strong hands (24 H and more are opened 2 ♣



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Contract level selection and HCP (level initiation)

HCP in camp number of tricks

37-38-39-40 13

33-34-35-36 12

30-31-32 11

27-28-29 10

25-26 9

23-24 8

20-21-22 7



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Number of tricks as a function of HCP count. (from level 1 on a 0 to 4 scale)

HCP count for camp : Target number of tricks

20-21 7 tricks

22-23 8 tricks

24-25 9 tricks Game level in NT

26-27 10 tricks Game level in Majorss

28-29 11 tricks Game level in minors

33 12 tricks Small slam in NT

37 13 tricks Grand slam in NT

In trump contracts , you can make slams with lower HCP counts but with a more favorable distribution.



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Wasted values

with the same HCP count, two different hands can result in very different number of tricks

- a 4332 distribution : makes it difficult to trump or establish suits. therefore it will require more HCPs to achieve the same number of tricks .
 - sparse HCPs in all suits will be less effective than concentrated HCPs in two suits
 - Singleton honours : singleton King, Queen or Jack may well be worth nothing at all ...
 - the lack of Aces is clearly a handicap.
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