

## Lesson 1

### Point Count and Hand Evaluation

- Hand Evaluation consists of 3 elements
  - High card points
    - A = 4
    - K = 3
    - Q = 2
    - J = 1
  - Shape
    - Length
      - Count one point for the fifth card in your suit.
      - Count two points for 6 card suits.
      - Count three points for seven card suits.
    - Shortness -Count shortness only if you can fit partner's suit.
      - Count one point for a doubleton.
      - Count two points for a singleton.
      - Count five points for a void.
  - Your hand complements partner's
    - Since this cannot be determined until you know something about partner's hand, focus on high card point and length for your opening bid.
- 2. Rank of suits
  - Suits are ranked from lowest to highest in alphabetical order.
    - Clubs are the lowest ranking suit.
    - Diamonds are the next lowest suit.
    - Hearts are the second highest suit.
    - Spades are the highest ranking suit.
  - This means that you can bid the higher ranking suit without raising the level.
    - If opponents bid 1c you can bid 1 diamond.
    - If opponents bid 1 diamond you can bid 1h.
    - If opponents bid 1 h you can bid 1 spade.
- 3. Majors v. Minors
  - Hearts and Spades are majors.

- Clubs and Diamonds.
- For each trick you make in a major you get 30 points.
- For each trick you make in a minor you get 20 points.
- For the first trick in no trump you get 40 points. For each trick after the first you get 30.
- A game score is awarded when when the trick scores add up to at least 100.
  - i. 3 no trump is game.
  - ii. 4 of a major is game.
  - iii. 5 of a minor is game.
- However you do not get game points unless you actually bid game.

#### 4. Scoring Examples

- 3nt not vulnerable making 4 430
- 4s not vulnerable making 4 400
- 4 clubs not vulnerable making four 130