

Distributions

BALanced

4 4 3 2 (21.55%)

5 3 3 2 (15.52%)

4 3 3 3 (10.54%)

Semi-BALanced (10 TL)

5 4 3 1 (12.93%)

5 4 2 2 (10.58%)

6 3 2 2 (5.64%)

6 3 3 1 (3.45%)

4 4 4 1 (2.99%)

UnBALanced (9 TL)

5 5 2 1 (3.17%)

5 5 3 0 (0.90%)

6 4 2 1 (4.70%)

6 4 3 0 (1.33%)

7 3 2 1 (1.88%)

7 2 2 2 (0.51%)

7 3 3 0 (0.27%)

5 4 4 0 (1.24%)

Goulash (8 TL)

6 5+ .. (1.43%)

7 4+ .. (0.88%)

8+ ... (0.68%)

How to evaluate the hand

- Average hands with low potential of length tricks. Most common hands that are usually passed with less than the opening strength.
- Use HCP method only (± 1 DP if 5-card or 4333).
- Try to find a **4-4 or 5-3 fit in Major**, if not found **play NT**.
- Slam can be made with 32+ HCP.

- Above-average hands – very common.
- Use (HCP + max 2 DP) or **Theoretical Loser vs Useful Honors** and compare them. If the HCP method shows a stronger hand – tend to go NT, otherwise trumps
- **Show your distribution** – one(6)/two(9)/three(12) suiter and if you don't find a fit, **you can play NT with stopper in short suit(s)**.
- Show your singleton for slam purposes. Slam can be made even with 27+ HCP and good honor positioning.

- Extra shape hands. 10 cards in 2 suits or 7-card suit. **Play mostly in trumps, rarely in NT with a solid suit.**
- Use **TL vs UH** only with HCP ranges (amount of defensive tricks) to choose the right opening (preemptive, standard, strong).
- The key is to show both suits with 2-suiter, with one-suiter we want to show the shortness for slam purposes.
- Bidding will be usually on a game level. There will be competitive bidding very often, prepare to sacrifice.
- Slam can be made even with 25+ HCP and good honor positioning.

- Unexpected hands that are usually not possible to describe in the bidding system. **Play trumps only** and tend to overbid.
- Use **TL vs UH** only to assess the level of the contract.
- 5th-level contracts are very common. Slam can be made with 21+ HCP and good honor positioning.

HCP ranges

Weak (0-1 QHT)

0-5 HCP (14.0 %)

→ pass first round, often the whole game

Minimum response (1-2 QHT)

6-7 & 8-9 HCP (32.8 %)

→ respond on 1st level or after 1NT, raise to 2 in a Major with fit, preempt with a good 6+card

Invitational (2-3 QHT)

10-11 HCP (18.3 %)

→ you can go to 3rd level with fit. Evaluate honors. Consider opening 1 level with U-BAL

Minimum opening (SBAL=7TL, UBAL=6TL, G=5TL)

12-14 HCP (20.6 %) BAL = 3-4 QHT

→ force to the game if your partner opens
→ open and rebid on the lowest level possible

Opening + extra (SBAL=6TL, UBAL=5TL, G=4TL)

15-17 HCP (10.1 %) BAL = 4-5 QHT

→ open 1 level and show extra

Maximum opening (SBAL=5TL, UBAL=4TL, G=3TL)

18-20 HCP (3.3 %) BAL = 5-6 QHT

→ open 1 level and force to the game

Strong opening (<4 TL, max 2 on aces)

21+ HCP (0.9 %) BAL = 6+ QHT

→ open 2♣/♦ and then bid suit or NT