

Good hand / bad hand

The cards are dealt and it is your turn to bid.

You know of course that a minimum number of points are needed to open the bidding but there are other things to take into account to appraise your hand properly.

With this in mind we are going to be looking at just three factors:

points

distribution

bidding

points

Even with 12+ pts a hand is often considered a bad hand.

The obvious example is a 3 Ace hand

e.g Axx

Axx

Axx

xxxx

Most people these days open such hands but you can certainly see why you might not.

What is bad about the hand is that it can only take 3 tricks and offers little hope of anymore.

Change the hand a little :

e.g KQJx

AQx

xxx

xxx

Now the 12 pts offer more possibilities of extra tricks.

NB a 3 ace hand has a certain 3 tricks whereas our "improved" hand has only 1 certain trick; that is true but this hand above could take as many as 5 tricks.

Another hand :

e.g Axx

Kxxx

Qxx

Kxx

..... and our 12 pts seem again to be too spread out and offering little hopes of developing tricks.

We can draw a simple conclusion from such hands.

Hands with a number of honour cards in the same suit are better than hands with points spread between the suits.

It is right just to squeeze in a mention of the role of 10's. Not much use on their own, if they are in a suit that has honours that they can "bolster" they too improve the hand.

e.g QJ10 ---KQ10x---Axx---xxx is better than e.g QJx--- KQxx---A10x---10xx