HIGH CARD POINTS (HCP)
An excellent first step in accessing the strength or weakness of your hand is to total your High Card Points (HCP).

ACE:  4 points;      KING: 3 points;      QUEEN: 2 points;        JACK: 1 point

NOTE: The Aces, Kings, Queens, Jacks, and Tens are all called HONOR CARDS but the Ten gets zero HCP.

1. Determine the High Card Points for each of these four hands. Check that the sum of all four is 40.

HCP count

♠  K Q 8
♥  J 10 9 5 4
♦  4
♣  A K 10 5
♠  7 3 2
♥  K 8 7 2
♦  J 7 5
♣  9 8 6

NORTH: _______  SOUTH _________  N & S TOTAL: ________
WEST: _______  EAST: _________  E & W TOTAL: _______  TOTAL OF 4 HANDS? _______

2. How many High Card Points are there in a deck of 52 cards? _______
What is the average number of High Card Points that each player receives on each hand? _______
How many HCP’s do you think you need for a “strong” hand? _______ for a “very strong” hand? _______
How few HCP’s do you think you have for a “weak” hand? _______ for a “very weak” hand? _______
What is the highest number of HCP you could be dealt in one hand? ______  the lowest? _______

3. These questions require that you know about “Combinations”. Notation: C(n, r) or nCr or \(\binom{n}{r}\).

How many different hands are possible for North? ______________
Write each answer in the form 1 of every _____ hands. Determine the probability that your 13-card hand:
A. has zero High Card Points? 1 of every _______  B. has the maximum number of HCP? 1 of every _______
C. has no Honor Cards: 1 of every _______  D. has exactly one Void [no cards in one suit]? 1 of every _______
E. On 3-27-18 at STLBC, Dummy’s highest card was an 8. The probability of that is 1 of every _______

Given the total HCP of both partners, this list estimates the number of tricks that can be taken in NT: