## Average Loser Count

Add the value of the losers count to the actual HCP and divide by 2.

| $23+$ Points | 3 losers or less | 2D Or 2NT |
| :--- | :--- | :--- |
| $20-22$ Points | 4 or 5 Losers | 2C |
| $15-18$ Points | 5 or 6 losers | 1NT or second suit by opener |
| $12-14$ points | 7 or 8 losers | 1 level opener (no rebid, shows min hand) |
| $10-11$ points | 9 or 10 Losers |  |
| $6-9$ points | $9-11$ Losers |  |

If you add the losers to the high card points give you a more accurate valuation of your hand

Total losers between you and your partner, subtract from 24 gives you the level of contact you should be playing

EG if partner opens 1NT and you have 6S and 6-9 points, but only 7 losers you should be in game

Partner has max 6 losers, you have 7 losers: $6+7=13$ (subtract from 24 ) -= 11 so can make 11 tricks

So a hand like this should be looking for game

| S | Kxx |
| :--- | :--- |
| H | Axxxxxx |
| D | Jxx |
| C | $x$ |

If partner opens 1 S , you are strong enough to bed 2 H ( 8 losers $=12 \mathrm{pts}$ and you have $8 \mathrm{HCP}(12+8)$ $=20 / 2$ is average of 10 pts )

IF partner is min and bids 2 S or 2 NT PASS, as they are showing 7 or 8 losers and cant get to game, but if partner bids anything else we have enough to get to game

Assuming this hand

```
S
    x
H x
D AKxxxxxxxx
C X
```

Only 4 losers, can open 2C and look for Slam in D, as only need 8pts (2 Aces) from partner can make 6D

I would open this hand 2 C to find out partners values

