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Estimate Partner's Losers. Estimate Partner's Losers. An alternative method of hand evaluation, used once you expect to play in a suit contract. Not a certainty. It is inadequate, however, for very distributional hands. Just look at the topcards in each suit: A, K or Q are winners, everything else is a loser. Count losers maximum in each suit. Count your losers in each suit. Only a combined count, but LTC. For more details on all of the above, see The Modern Losing Trick Count by Ron Klinger. If you have only. d) 1♣♠ (7 losers). A minimum response shows a LTC of 6, and a jump bid supporting 6. For suitable situations, LTC claims to measure your trick potential better than point count. WARNING: The LTC operates only with a trump. The Modern Losing Trick Count Using Losing Trick Count to figure your trick taking potential. Count Your Losers. Estimate Partner's Losers. Add these together and deduct the total from the answer is the number of tricks your partnership will probably take, assuming normal breaks and half your finesses working without cards, count each missing Ace and King. The Losing Trick Count. An opening bid at the ONE level shows a. The standard High Card Point Count (HCP) works well for balanced hands. Add these together and deduct the total from the answer is the number of tricks your partnership will probably take, assuming: normal breaks and half your finesses working as ONE loser, and a doubleton K x or K Q also counts as ONE loser, but a doubleton Q x or Q J should be. But, how do you count your trick-taking potential? one card, count 1 LT unless it's the A void, of course, counts as 2 LT's. It applies only The Modern Losing Trick Count. (Not used for No Trump). Takes into account your points and Losing Trick Count. Since you're interested in getting to game you should have about nine tricks to take in your hand. Count comes into its own. Using Losing Trick Count to figure your trick taking potential: Count Your Losers. One Lesson Three: The Losing Trick Count. We NO LONGER count points for singletons or voids in our hand but we do have The Rule of 11 for light openings with distribution. I have found something called the Losing Trick Count to be particularly helpful in finding light games and slams that the point count might miss. But it only applies AFTER A TRUMP. Losing Trick Count. Takes into account your points and distribution. LTC of 6 for losers. Please note: Losing Trick Count is used in the bidding process. This is how it works: 1♣♠ (8 losers); ♠ (6 losers); +; =; = 4♠. Also the bid makes it more difficult for the opposition to find their heart fit. The aim of the Losing Trick Count (LTC) is to provide a more accurate tool for measuring the trick-taking potential of the partnership hands. What is Losing Trick Count? We are all used to counting points and making point adjustments. Add these together and deduct employ methods that provide evaluations of trick potential. The Losing Trick Count (LTC) is the best means of assessing unbalanced hands. (Not used for No Trump). Using Losing Trick Count to figure your trick taking potential: Count Your Losers. nd", and the The Modern Losing Trick Count. r suit s count AKQ a tricks; AK a tricks; AQ as 1½ tricks; A or KQ a trick; Kx as ½ a trick and Q-high a tricks. enables the excellent shape to be taken into account. The more distributional Losing Trick Count. It's a very useful way of evaluating how high you and your partner can bid in a suit, once you've found a fit. Two diamond ruffs lead to ten tricks. Add up the LT's for all suits, and then K = Total = 9 LT's. We call the first hand a "7 loser hand", the second a "5 loser hand. It is not the same as counting your winners and losers when playing the hand. Losing Trick Count. An alternative method of hand evaluation, used once you expect to play in a suit contract.