

# Pair And Team Strategy

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How The Scoring Should Affect Your Game

reference:

[https://paloaltobridge.org/dotcom-files/education/lectureseries/  
Winter%202016/matchpointsvsimpsH0.pdf](https://paloaltobridge.org/dotcom-files/education/lectureseries/Winter%202016/matchpointsvsimpsH0.pdf)



# Pair And Team Strategy

## Games Types

- \* Team Games (4-6 players per team):
  - \* Swiss
  - \* Knock Out (Bracketed, Compact)
  - \* Board-A-Match (Use pairs strategy)
- \* Pair Games:
  - \* Stratified (or not): Mitchell, Howell, etc.
  - \* Limited (or Open): Fast, 199er, Mixed, etc.
  - \* IMP Pairs (Use team strategy)



# Pair And Team Strategy

## Scoring Types

- \* Matchpoints (Pair Games)
- \* Rank Order Scores:  
0 = worst, 1 = 2nd worst, etc.
- \* 1 point for each pair you beat,  
1/2 point for each pair you tie
- \* Every board counts the same
- \* 6NT is as important as 1♣

Contract	Made	Scores		Matchpoints	
		N-S	E-W	N-S	E-W
4♠ S	4	620		10.50	1.50
4♠ N	4	620		10.50	1.50
4♠ N	4	620		10.50	1.50
4♠ S	4	620		10.50	1.50
2♠ S	5	200		8.00	4.00
1♥ S	4	170		6.00	6.00
2♠ S	4	170		6.00	6.00
1♥ S	4	170		6.00	6.00
1♥ S	3	140		2.00	10.00
1♥ S	3	140		2.00	10.00
1♥ S	3	140		2.00	10.00
1♥ S	3	140		2.00	10.00
2♥ S	3	140		2.00	10.00



# Pair And Team Strategy

## Scoring Types

- \* International Match Points (IMPs)
- \* Usually for team games
- \* Add your score to your teammates score, look up the result in the IMP table
- \* IMPs are a non-linear scoring compression
  - \* 50 pts = 2 IMPs, 100 pts = 3 IMPs,  
200 pts = 5 IMPs, 400 pts = 9 IMPs,  
800 pts = 13 IMPs, 1600 pts = 17 IMPs



# Pair And Team Strategy

## Scoring Types

- \* Swiss Teams and Victory Points:
- \* 20 point scale: more compression
  - \* 0 IMPs = 0 VPs, 1 IMP = 2 VPs, 4 IMPs = 4 VPs,  
8 IMPs = 8 VPs, 12 IMPs = 10 VPs,  
16 IMPs = 12 VPs, 20 IMPs = 16 VPs
- \* 30 point scale: premium for winning
  - \* 0 IMPs = 0 VPs, 1 IMP = 6 VPs, 4 IMPs = 12 VPs,  
8 IMPs = 16 VPs, 12 IMPs = 20 VPs,  
16 IMPs = 22 VPs, 20 IMPs = 26 VPs



# Pair And Team Strategy

## IMP Example

#	Open Room				Closed Room				IMPs	
	N: Leibowitz S: Gosney		E: Gumby W: Lazer		E: Wu W: Rew		N: Neill S: Griffiths			
1	4♠ N=	420					4♠ N+1	450		1
2			4♥ E+3	510	4♥ E+3	510			--	--
3	3♥ N=	140				50	4♥ N-1		5	
4			3♠ xW=	730	3♠ W=	140				11
5	4♠ N-1			100		100	4♠ N-1		--	--
6	4♠ N=	420					3NTS+1	430	--	--
7			4♠ E+1	650	6♠ E-1			100		13
8	6♣ N-1			50			3NTS=	400		10
9	4♥ S=	420					2♥ S+1	140	7	
10			4♠ E+1	650	3NTW+2	660			--	--
11			5♠ E=	450	4♠ E=	420				1
12			2♠ W+2	170	4♠ W=	420			6	

- \* Only the 6 swing boards matter
- \* Missed games (3, 9, 12) matter, not 1, 5, 6, 10, 11
- \* Doubled contract (4)
- \* Missed slams (7, 8) matter, not 2



# Pair And Team Strategy

## Different Profit/Loss Calculations

\* Auction: 1 ♠-3 ♠ (limit raise)

\* Matchpoints:

\* bid game if it's 50+%

\* in this case: pass, nothing extra

\* IMPs:

\* making game:  $620 - 170 = 450$ , win 10 IMPs

\* non-making:  $100 + 140 = 240$ , lose 6 IMPs

\* bid game if it's 40+% vul., 45+% non-vul.

\* in this case: 4 ♠, partner might have good stuff

North

♠AT642

♥QJ97

♦65

♣AQ



# Pair and Team Strategy

## \* TEAMS

- \* Overall
- \* Analysis
- \* Partscores
- \* Game
- \* Play good bridge
- \* Maximize large gains, minimize large losses
- \* Be sensible, teammates get a chance
- \* Be aggressive, 40+%v, 45+%nv

## \* PAIRS

- \* Play good bridge
- \* Maximize #pairs you beat, avoid bottoms
- \* Be aggressive, rarely pass 2-level contract
- \* Bid 50+% games



# Pair and Team Strategy

## \* TEAMS

- \* Small Slam
- \* Grand Slam
- \* Doubles
- \* Competing High-Level
- \* Safest slam 50+%
- \* Only 100% grands
- \* Penalty must be 100%, esp. partscores
- \* Careful, no phantom sacrific.

## \* PAIRS

- \* Highest scoring 50+%
- \* Only 100% grands
- \* Be aggressive, esp. when they are vul.
- \* Sacrifice when it makes sense



# Pair and Team Strategy

## \* TEAMS

- \* Overtricks
- \* Make your contract!!  
Overtricks do not matter
- \* Defense
- \* Take risks to defeat contract

## \* PAIRS

- \* If your contract is normal, take risks to make an overtrick
- \* Avoid giving an overtrick



# Pair And Team Strategy

## Example 1

- \* Auction: 1NT-3NT, Lead: ♠5
- \* 7 top tricks, ♣s too slow, go for ♦
- \* Play at Matchpoints (pairs):
  - \* Win ♠, run ♦ from the top, makes 4 68% (when ♦ split 3-2)
- \* Play at IMPs (team):
  - \* Win ♠, duck ♦, win ♠, run ♦s, makes 3 96% (protects 4-1 ♦ split)

### North

♠63

♥92

♦AKQ632

♣J54

### South

♠AK4

♥AK53

♦54

♣QT92



# Pair And Team Strategy

## Example 2

- \* Auction: 1NT-3NT, Lead: ♠ Q
- \* 9 top tricks, possibly 3 more ♦ s
- \* Play at Matchpoints (pairs):
  - \* Win ♠, win ♥, run ♦ J, win ♠, run ♦ T, makes 6 66% (when ♦ honors split)
- \* Play at IMPs (team):
  - \* Win ♠, win ♥, run ♦ J, win ♠, cash, makes 3 100%

### North

♠ AK

♥ 765

♦ A9832

♣ Q65

### South

♠ 532

♥ AKQ2

♦ JT4

♣ AK3