

MATCH POINTED PAIRS

(duplicate)

**(NB: RUBBER BRIDGE SCORING AND 'TEAMS' ARE
DIFFERENT: SAME SCORES – DIFFERENT TACTICS)**

**a)“I MADE THE CONTRACT BUT WE
ONLY GOT 5%”**

**b)“WE BEAT THE CONTRACT BUT ONLY
GOT 10%”**

**c)“THEY ONLY BID 2 HEARTS BUT GOT
92%”**

SO HOW DOES IT WORK?

FIRST, THE BASICS (with apologies)

No Trumps: 40 for the first trick; 30 for each subsequent trick (this is important)

Majors: 30 for each trick

Minors 20 for each trick

50 for each undertrick

DOUBLED

Non vulnerable		Vulnerable
-1	-100	-200
-2	-300	-500
-3	-500	-800
-4	-800	-1100
-5	-1100	-1400
-6	-1400	-1700
-7	-1700	-2000

GAME BONUSES**NON VULNERABLE: 300****VULNERABLE: 500**

You should try to remember all the common scores as this will assist your judgement about whether to bid – and how far: e.g Do we sacrifice against a making Game contract?

In MPP, if sitting North/South you are competing against all other pairs playing the same cards – NOT against the other pair at the table.

For every other NS pair you beat you get 2 MPs

For every other NS pair you equal you get 1 MP

E.g (NS Vul; EW non vul)

You, NS, score 10 tricks in 4H = 620

The other scores are (with MPs scored by you)

4H + 1 = 650	You score	0 MPs
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3H + 2 = 200	You score	2 MPs
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4H = 620	You score	1 MP
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5DX by E -3 +500	You score	2 MPs
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5DX by E -4 +800	You score	0 MPs
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So you score 5 MPs. Max is 10 MPS (2 per competing pair)

So you get 50%

The pair making 4H+1 would get 3 more MPs – 8MPs – 80%

In a) above perhaps everyone else made an overtrick; or you made 10 tricks in Spades (420) and everyone else made 10 tricks in No Trumps (430)

In b) above either

- **Everyone else defeated it by one more trick**
- **Everone else doubled the contract**
- **Everyone else competed to a makeable contract your way.**

In c) above, most likely everyone else bid higher their way and went off. Either you didn't compete or were just unlucky; That's Bridge.

SO IT PAYS

- **To compete and push the opps up to where they can't make**
- **To double the opps if you think they have pushed too far**
- **To sacrifice – esp over a making game (but watch the vulnerability) –**
Six Spades Doubled MAY be a good bid over 6 Hearts (Vul)

Row	NS	EW	Contract	By	Total Tricks	Lead	NS Score	EW Score	Match	Points	NS Fine	EW Fine
	20	18	4H	N	12	S5	680		20.0	.0		
	3	13	4H	S	11	CA	650		11.0	9.0		
	10	16	4H	N	11	C9	650		11.0	9.0		
	9	14	4H	N	11	C9	650		11.0	9.0		
	8	12	4H	N	11	C9	650		11.0	9.0		
	7	2	4H	N	11	C9	650		11.0	9.0		
	6	19	4H	N	11	C3	650		11.0	9.0		
	5	17	4H	N	11	C6	650		11.0	9.0		
	4	15	4H	N	11	D3	650		11.0	9.0		
	1	22	3H	N	12	D10	230		2.0	18.0		
	21	11	3NT	N	8	D3		100	.0	20.0		

W					TICKS		SCORE	SCORE			TIME	
	3	22	3NT	N	10	D7	630		19.0	1.0		
	10	12	3NT	N	10	D7	630		19.0	1.0		
	9	2	5SX	W	9	DK	500		16.0	4.0		
	6	15	3D	S	11	CA	150		14.0	6.0		
	17	20	4D	S	9	S4		100	12.0	8.0		
	5	13	2S	W	9	D6		140	9.0	11.0		
	1	18	3S	W	9	DK		140	9.0	11.0		
	4	11	3S	W	10	D3		170	5.0	15.0		
	7	19	3S	W	10	DK		170	5.0	15.0		
	16	14	4D	S	8	SJ		200	2.0	18.0		
	8	21	3SX	W	9	D4		730	.0	20.0		

Requirements for an opening bid of 2♦:

Any hand of 23 or more points **OR** Any hand which is "game forcing", i.e. you know you will be able to make at least game if partner has a Yarborough with poor support for your suit.

Requirements for an opening bid of 2♣:

Any hand of 21 - 22 points balanced **OR** Any hand which has 8 playing tricks if a particular suit is trumps.

This is very useful on unbalanced hands which have, say, 18-22 points.

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