

Pair And Team Strategy

How The Scoring Should Affect Your Game

reference:

[http://www.paloaltobridge.com/education/lectureseries/Fall%202012/
pairsvsteamsH0.pdf](http://www.paloaltobridge.com/education/lectureseries/Fall%202012/pairsvsteamsH0.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 sacrif.

* 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