



1

Topics

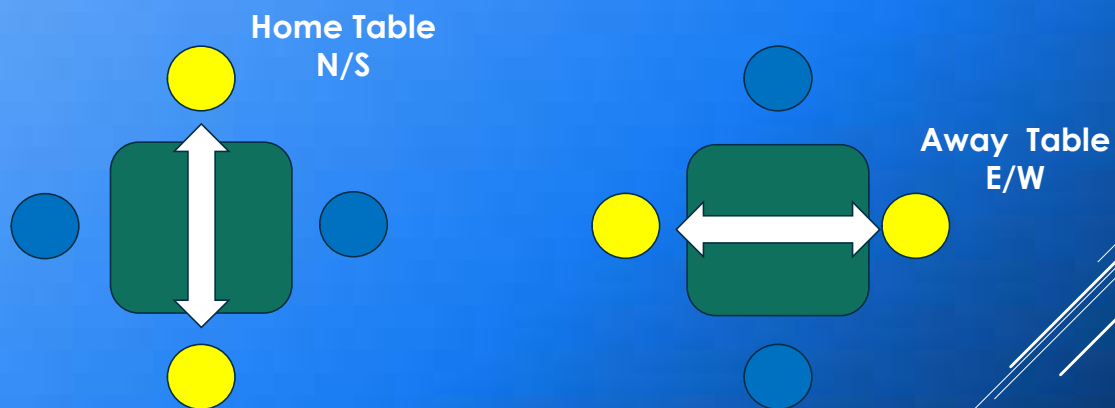
1. Swiss scoring
2. Bidding
3. Declarer play
4. Defense

A cartoon illustration of a Swiss mountain guide. He is wearing a yellow hat with a red feather, a white shirt, red suspenders, and red shorts. He is holding a wooden staff and has his left hand outstretched. He is standing on a rocky path with snow-capped mountains in the background.

2

2

SWISS CONCEPTS

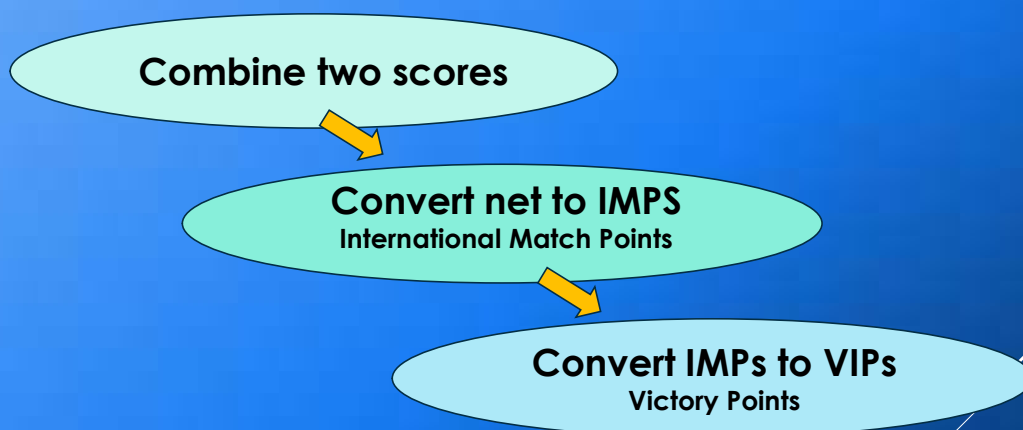


Each Hand is Played Just Twice

3

3

IMP SCORING

















Online Swiss is scored automatically by the computer !

4

4

MATCH POINTS - PAIRS

			+450
→			+430
			+420
			+420
			+420
			+200
			+170

Key Issues:

Accuracy of Contract

Optimal Play

“Field Protection”

5

5

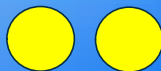
Home Table



3NT +1

**Score
+430**

Away Table



Score	Net	IMPs
-450	-20	-1
-430	Push	0
-420	+10	0
-170	+260	6
+500	+930	14

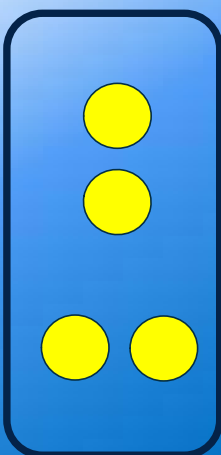
Missed Games

Magnitude Matters !

**Swing
Boards**

6

6



0 to 19	=
20 to 40	Just 1
50-80	2
90 to 120	3
130 to 160	4
170 to 210	5
220 to 260	6
270 to 310	7
320 to 260	8
370 to 420	9
430 to 490	10
500 to 590	11
600 to 740	12
....	
1500 to 1740	17

International Matchpoint Scale

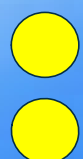
Swing Boards

Call 911 !

7

7

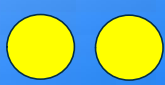
Home Table



3NT +6

Score +490

Away Table



Score	Net	IMPs
-450	+40	+2
-980	-490	-10
-990	-500	-11
-920	-430	-10
-50	+440	+10

Missed Slams

Magnitude Matters !

Swing Boards

8

8

KEY POINTS IN BIDDING

- Find your games and slams
- Choose most likely contract to succeed
- Avoid doubles of part scores
- Avoid phantom sacrifices

9

9

Vulnerable games = priceless

Vul Games with a 38% chance
should be bid !



*Assume your opponents will
bid game !*

Avoid the dreaded 170 !

10

10

Missing a slam can be costly



Investigate slam when a few chances drive the odds better than 50%.

Extra trump
Extra length
Voids

Desperate opponents are going to bid marginal slams !

11

11

DECLARER PLAY

- Don't risk your contract for overtricks
- Take the safest line of play
- Guard against bad trump breaks
- Safety plays to assure contract

12

12

A

A 9 5
8 5 2
A 7 5
T 8 7 5
K Q T 7 6 4
T 6 4
K Q 4
A

Contract = 4 Spades
What could possibly go wrong?

13

13

A

A 9 5	
8 5 2	
A 7 5	
T 8 7 5	
J 8 3 2	-void-
A K Q	J 9 7 3
9 6 2	J T 8 3
J 9 6	K Q 4 3 2
K Q T 7 6 4	
T 6 4	
K Q 4	
A	

Guard against a 5% chance that West has all four trump!

Play the King of trump, leaving a two-way finesse in trump if either E or W shows out


14

14

B

K Q 3
Q J 8
A 8 6 4
8 6 3

7D lead



A J 6 2
A K T 9
Q 5
K 7 5

Contact = 3 NT South
Lead is 7 Diamonds

What could go wrong?

15

15

B

K Q 3
Q J 8
A 8 6 4
8 6 3

9 8 7	T 5 4
5 2	7 6 4 3
T 7 3 2	K J 9
A Q J 4	T 9 2

A J 6 2
A K T 9
Q 5
K 7 5

Don't risk the Diamond finesse. You have 9 tricks off the top.

If East wins the first trick the Club shift will be fatal.

16

16

C

6 4
8 4
A K Q 7 6 5 2
8 3

A K 5 2
A 7 6 5
8 3
A K 2

Contact = 3 NT South
Lead is Q of Clubs

Can you take 12 tricks?

17

17

C

6 4
8 4
A K Q 7 6 5 2
8 3

T 7
J 2
J T 9 4
Q J T 9 5

Q J 9 8 3
K Q T 9 3
-void-
7 6 4

A K 5 2
A 7 6 5
8 3
A K 2

Can you take 12 tricks?

Don't even try. Your number one mission is to make your contract. On trick 2, lead a Diamond and duck.

18

18

DEFENSE

- Overtricks rarely matter
- Take chances to set contract
- Signaling is important
- Opening leads - make leads partner will understand

19

19

D

Dummy

x

x x x

Q x x x

Q x x x x

J T x x

A Q T 9 x

J x x

A

The bidding:

<u>East</u>	<u>South</u>	<u>West</u>	<u>North</u>
1D	1H	3D	3H
5D	all pass		

South on lead. Can you set the contract?

20

20

D

	Q x x x	
	K x x x	
	x	
	J x x x	
x		A K x x
x x x		x
Q x x x		A K J x x
Q x x x x		K T x
	J T x x	
	A Q T 9 x	
	J x x	
	A	

5D can be set !

Clear out the singleton Ace of clubs. Then **UNDERLEAD** your Ace of Hearts (with 9)

Partner may be surprised he wins the Heart trick with the King and returns a club.

21

21

E

Dummy

x x	
A K 9 x	
K x x	
K J x x	
	A T x x x
	J T
	Q x x x x
	A

East opens the bidding with 1S, and E/W find their 4/4 in Hearts, bidding game.

<u>East</u>	<u>South</u>	<u>West</u>	<u>North</u>
1S	pass	2C	pass
2H	pass	3H	pass
4H	all pass		

22

22

E

	x	
	x x x	
	J x x x	
	x x x x x	
x x		K Q J x x
A K 9 x		Q J x x
K x x		A
K J x x		Q T x
	A T x x x	
	J T	
	Q x x x x	
	A	

South is on lead.

Can you sink this contract ?

23

23

E

	x	
	x x x	
	J x x x	
	x x x x x	
x x		K Q J x x
A K 9 x		Q J x x
K x x		A
K J x x		Q T x
	A T x x x	
	J T	
	Q x x x x	
	A	

Lead the Ace of clubs.

Play Ace of Spades.

Lead small spade for partner to ruff!

Partner should return a club for the setting trick!

24

24