



Daytona Metropolitan Bridge Club

For the Player Who Wants to Improve



Beginning / Intermediate Bridge Classes



Swiss Teams Strategies

January 29, 2023

Swiss Teams Scoring

- IMP scoring is quite different from Matchpoint scoring. In Matchpoints the difference of one trick can make a big difference on the score for that board.
 - i.e. if everyone bids and makes 4 Spades for 420 and you make an overtrick for 450, you get a top board while the others tie for a bottom board.
- Using IMP scoring you are compared only with one opponent pair. If both sides bid and make 4 Spades for 420 the board is a push, a tie. If one side makes a 30 point overtrick it only converts to 1 IMP. If you bid and make a vulnerable game for 620 and your opponents bid 3, and make 4 for 170 the difference of 450 is then converted to a Plus 10 IMPS for your side on that board, **a big score! Bidding and making games, and occasional slams is very important!**
- Add together the scores the two (2) partnerships achieved on each board to come up with a net plus or net minus on the board. To determine the # of IMPs earned on the board use the chart, the result is located in a "Diff" column on the International Matchpoint (IMP) Scale. The IMPs are read from the associated "IMPs" column.
- When all of the boards on a match have been scored you will have a total IMPs number to compare to your opponents total IMPS for the match.
- Once your opponents agree to the total IMPS that you won you take a team ticket up to the Director. The Director will convert your IMPs for the round into Victory Points using either the 20 point VP scale on the next page. There is also a 30 point victory Point scale that can be used at the Directors' discretion.

Swiss Teams Scoring – First, determine your team’s IMPS on every board.

- i.e. Your pair made a 420 Hearts game. At the other table your teammates set the opponents by one trick in their 4 Hearts contract for a +50 for your side. So, your team got 420 + 50 or 470 total points for that board.
- Next, look at the IMP scale to see how many IMPS that your 470 points equals. 10 IMPS for the first board.
- Follow the same process for the other boards in the round to come up with your net total IMPS for the entire round.
- Compare your total IMPS with your opponents and resolve any differences.

– Next – Submit a scoring slip with your total IMPS for the Round to the Game Director. The Director will convert your total IMPS into Victory Points using the 20 Point VP Scale. This is your score for the round which will be posted and compared with other teams!

International Matchpoint (IMP) Scale (6-8 Boards)

Score Diff	IMP S	Score Diff	IMPS
0	0	600 - 740	12
20 - 40	1	750 - 890	13
50 - 80	2	900 - 1090	14
90 - 120	3	1100 - 1290	15
130 - 160	4	1300 - 1490	16
170 - 210	5	1500 - 1740	17
220 - 260	6	1750 - 1990	18
270 - 310	7	2000 - 2240	19
320 - 360	8	2250 - 2490	20
370 - 420	9	2500 - 2990	21
430 - 490	10	3000 - 3490	22
500 - 590	11	3500 - 3990	23
		4000 - up	24

20 VP Scale

IMPS	VPs
0	10 - 10
1 - 2	11 - 9
3 - 4	12 - 8
5 - 7	13 - 7
8 - 10	14 - 6
11 - 13	15 - 5
14 - 16	16 - 4
17 - 19	17 - 3
20 - 23	18 - 2
24 - 27	19 - 1
28+	20 - 0

Winner gets 16 VPs
Loser gets 4 VPs for
The match.

i.e. Your team had a net total of 15 IMPS for the round. That converts to **16 VPs** for your team, and 4 VPs for your opponents for the round. The total score for the 2 teams in each match will total 20 VPs.

IMP Scoring Tips and Strategy - (Revised 5.17.21)

Here is a summary of tactics for Swiss pairs/teams using IMP scoring (summarized from several internet sources):

- **Make your Contract.** Play as safe as possible to make your contract and don't play for overtricks. Overtricks are not as important as in matchpoints where they are everything. If you're in the right spot, it usually works in your favor. Trust your bidding system.
- **Stretch to bid a game.** If vulnerable, 40% games should be bid, such as 3NT with 24 points. If not vulnerable, 50%. You'll pick up ten IMPs for a vulnerable game when the field didn't bid (+620 - 170 = +450 = +10 IMPs), whereas you lose only six if you fail in a game they didn't bid (-100 - 140 = -240 = -6 IMPs). Go for it.
- **Don't double their part scores, unless you can see them down two in your own hand.** And this means you have a fistful of trump tricks. Don't count on your partner for tricks or double strictly on high-card points.
- **Your competitive bidding should be more constructive than at matchpoints.** Don't make wild, preemptive bids just because you have 6+ cards in one suit. Don't go down for telephone numbers! You know, those numbers with lots of digits in them.
- **Play your safest contract.** If you have a better fit in a minor, play that, especially partscore. Make whatever you bid. +110 is only one IMP worse than +140. This also applies to games and slams.
- **Don't stretch to bid slams.** Bid only slams that are at least 75%. Ask yourself, is my opponent going to bid and make the slam?
- **Don't make a risky bid or play because you think you are down in a match.** You never can tell what's happening at the other table. **Ask me about my recent -1400 score!**
- **Don't make a confusing bid** that partner may pass (you thought it was forcing) or that shows extra values that you don't have.
- **Take out insurance.** There are sometimes wild hands with lots of distribution, doubles fits and long suits. where both sides can make game. It is usually right to bid one more, as it's hard to tell if they are going down.
- **Take a chance to beat a contract.** Sometimes you give up an overtrick (only - 1 IMP), but If your bold play beats it, you are well ahead.

Remember:

If a hand's hard for you, it's hard for everyone else. This guiding principle will help you on several of the points already listed.

IMP Scoring Tips and Strategy – Continued

from Lynn Berg Zoom presentation May 4, 2021

- Lynn believes that “You don’t win a bridge Tournament, you lose it” * Lynn’s factors to watch for are:
 - **Hydrate** – Keep plenty of fluids going in to your system
 - **Stay Alert** – Get up move around if needed, remind yourself to focus, especially in late rounds!
 - **Eyestrain** – is a problem on a computer or laptop over long periods, frequently focus off screen
 - **Stamina** – for a long tourney is a problem, practice playing double sessions
 - **Memory** – can be affected by all of the items above, if you are tired your memory will be also
- **The 1, 3 & 5 Levels are ‘often’ better left to your opponents.** I had always played by the rule that the 5 level is for Fools, but Lynn takes this a step further. Her logic in IMP scoring is that often you should let the opponent play and struggle to make a 1 level contract if you don’t have a sure 2 level bid. Same with the three level.
- **Don’t double their part scores, unless you can see them down two in your own hand.** And this means you have a fistful of trump tricks. Don’t count on your partner for tricks or double strictly on high-card points.
- **Be able to Forget and Move on** – You will make mistakes in a long tourney, don’t let them affect later hands! Make your mistake and forget it, move to the next hands.
- **Vulnerability is Very Important** Stretching for game with favorable Vul is usually a good use of your 25 HCPs. On Defense, if you have favorable Vul and they have bid a 620 Hearts game, it ‘may’ make sense to bid your 4 Spade game, knowing that you can go down 3 doubled and still be at just -500. Note the Vul when you are playing
- **Sacrifices and Saves are usually not a good idea.....** It is not good to push for part scores, especially if you go down 2 Vul -200. Remember the rule of 1, 2, 3. Stay out of bidding wars in team games.
- **Balancing** – is usually not a good idea in team games.
- **Preempts** – Similar to balancing, In first or second seat have a good suit, and when Vul, have a very good suit. In 3rd seat not Vul, especially in Spades go for it, even with a weaker suit.

