

There will be 8 rounds, and the dates are: 8th Sept, 13th Oct, 10th Nov, 8th Dec, 12th Jan, 9th Feb, 9th Mar, 13th Apr.

We will play between 20 and 24 boards, dependent on the number of tables. Final positions will be on the basis of average position for the best 6 rounds. In the event of a tie, the winning team will have the highest average score for the best 6 rounds. Each team must attend a minimum of 6 rounds to be included. Masterpoints will be awarded for each round.

The team should 'operate as a team' meaning it sorts out availability problems within the team and not through the secretary. If one/two players are away, you should find a replacement and there is no need to let the secretary know. If the whole team is away, this should be communicated because it affects the room is set up.

Here are some general tactics that you can ignore or employ at your own risk!

Team Tactics and Scoring

In Teams, the goal shifts from collecting small pluses to maximizing bonuses and minimising disasters. Overtricks and tiny score differences matter at duplicate but are far less important in teams. What matters are bonuses and not going down.

Attitude

- **Aim at a par score:** bid and make your contracts in a disciplined way
- **No heroics:** no dodgy overcalls, no stretching of limits to tricky contracts, no thin doubles for penalties
- **Plus score:** always aim for the surest plus score not the biggest
- **Doubt:** if in doubt err on the side of caution.
- **How to win:** the team that make the fewest mistakes are generally the team that wins.

Bidding Tactics

- **Bid vulnerable games aggressively:** if you are going to stretch to bid game, counterintuitively only do so if you are vulnerable. If you bid 3 vulnerable games that your opponents do not and you only make one of them, your score breaks even. The higher upside warrants the risk.
- **Be conservative with non-vulnerable games:** Only bid non-vulnerable games when they look pretty certain because the lower upside does not warrant the risk.
- **Respect the minor suits:** Don't go for a NT or major contract because they offer the marginal extra points. Always go for the safest contract.
- **Exercise caution on slams:** Avoid marginal slams. If you miss making a vulnerable game because you bid a marginal slam, and the slam was not bid at the other table, you will suffer a hideous swing.
- **Compete for part-scores:** it is important not to let your opponents play lots of contracts at the two-level; push them up to the 3-level and get them down.

- **Weigh sacrifice risks carefully:** Do not sacrifice against non-vulnerable opponents or if there is a reasonable chance of getting them down. Only sacrifice against vulnerable opponents if you feel sure they will make.
- **Avoid light penalty doubles:** Never double part score contracts on a whim or high card point count alone; turning a +50 into a +100 is not worth the risk

Play Tactics

- **Focus on making the contract:** Ignore overtricks and take the secure line of play that protects against bad breaks, even if it forfeits an overtrick.
- **Use safety plays:** Always take safety plays in trumps or side suits when protecting your contract from a bad split.
- **In defence, take your setting tricks:** Do not chase fancy defensive plays that risk giving away a trick when you already have the contract beaten.