

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

Duplicate bridge is great, but there are other ways of playing the game that can provide a different sort of challenge, and can be a lot of fun too.

In duplicate pairs, you are only really interested in getting a better score on the hand than other pairs playing the same hands. So, for example, the extra 10 points for 3NT+1 (430 or 630) is very important, if most other pairs play in 4S making 10 (420 or 620). Game in a minor rarely scores well in duplicate. Crucial decisions about whether to sacrifice can hinge on one trick – if the opposition is making 2H for +110, then 2 down non-vulnerable is a great score, while 3 down is terrible. And every hand counts the same towards the result of the session, whether a slam hand or a lowly part-score. So if you bid and make a

difficult slam and get a top, it can be wiped out by conceding one extra trick when the opposition play in a seemingly uninteresting 2 diamonds on the very next hand.

We do get used to trying to make these calculations, and it's all part of duplicate pairs tactics.

Teams of 4 is a very different game. Each team has one pair playing NS at one table, and the other pair EW at the other table. Both tables play the same hands, and the scoring is in IMP's. You convert the score on each board to IMP's using this table.

So, say on the first board (all non-vulnerable), you are NS and bid and make 10 tricks in 4 spades, you score +420. On the other table, the opposition bid and make 10 tricks in 3NT, so your side is -430. The difference of 10 points counts for 0 IMPs, so it's a flat board.

Say on the next board, EW bid make 8 tricks in 1NT against you, so you are -120, while on the other table your pair, playing EW, make only 7 tricks in 1NT for +90. You have lost the board by 30 points, which only counts for 1 IMP – not a lot.

Now, on board 3, EW are vulnerable and bid to 6NT. You defend well, and they go one down for +100 to you. But on the other table, your team playing EW bid and make 6NT, for +1440. The score for your team on board 3 is +1540, or +17 IMP's – a slam swing, and worth a lot.

So you can see that some boards don't make a lot of difference – one or two IMP's either way is not very significant. But boards where there is a game or slam swing are crucial. So Teams of 4 is all about bidding your games and slams, especially when vulnerable, and as declarer, making your contract. You are not too interested in overtricks. In defence, it is about doing whatever you can to put the contract off, even if it risks conceding overtricks.