



How


Non competitive hands



HOW TO WIN TEAM GAMES




Swiss teams

- Swiss team competition uses IMP scoring plus a pairing system borrowed from chess.
 - Swiss teams plays a short match (6-8) boards
 - Results are calculated by the use of an IMP table usually converted to victory point scale.
 - Teams with similar score play each other in the next round
 - There are two ways to determine the winner
 - Won/loss record
 - The use of a victory point scale
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Knockouts

- Knockout matches are usually in the range of 24 to 64 boards
 - Sometimes a round robin has fewer boards and is broken into halves with usually the top two teams advancing to the next round
 - Knockout teams are scored on the basis of win-loss with the losing team being eliminated
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Strategy

- Team strategy is different from matchpoint strategy
 - Many fine matchpoint players are not good IMP players
 - Many excellent IMP players can not break average in matchpoints
 - We will discuss the differences and how to win team games.
 - One of the things that makes strategies for matchpoints different that strategies for IMP 's is the way the winners are determined.
 - At IMP's the winner is determined by comparing the results using an IMP scale one board at a time and sometimes a victory point scale is also used
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International Match Point Scale

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

Notice the larger the difference the more compressed the IMP gain

Victory Point Scale


IMPs	VP's	IMPs	VP's	IMPs	VP's
20 Point Victory Point Scale					
0	10-10	8-10	14-6	20-23	18-2
1-2	11-9	11-13	15-5	24-27	19-1
3-4	12-8	14-16	16-4	28+	20-0
5-7	13-7	17-19	17-3		
30 Point Victory Point Scale					
0	15-15	5-6	22-8	17-19	27-3
1	18-12	7-8	23-7	20-23	28-2
2	19-11	9-10	24-6	24-27	29-1
3	20-10	11-13	25-5	28+	30-0
4	15-15	14-16	26-4		



Swiss teams

Early in the match, try to avoid big losses

As the match goes into the 2nd half or 4th quarter, the state of the match influences your decisions.

- Swiss teams provide a slow starting team to come up through the ranks.
 - A strong team that gets off to a slow start can still win with victory points but not with won/loss scoring
 - Many times the team that wins the last match will win the event
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Safety early

W	N	E	S
P	1NT	X	P
P	XX	P	P*
			?

♠ Kxx
 ♥ Axx
 ♦ J9xxx
 ♣ xx

♠ Axxx
 ♥ KJx
 ♦ Kxx
 ♣ J9x

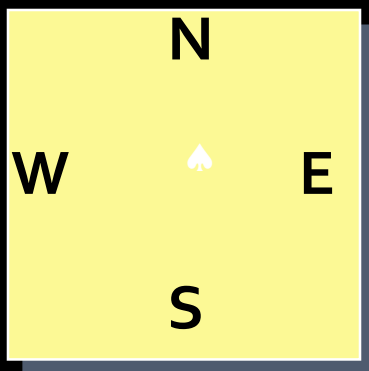
- Should you sit for 1NT doubled and redoubled?
- Early in the match bid 2♦
- Late in the match
 - if you think you are down by 14 you should pass
 - If you are ahead, bid 2♦
 - Opener might have
 - Or this hand



Dealer - South
 Contract 7 Spades
 Lead ♦ Q

♠ XX
 ♥ QJ98
 ♦ XXX
 ♣ J XXX

♠ AQ854
 ♥ Kxx
 ♦ Kxx
 ♣ Kx



♠ KJx
 ♥ Txx
 ♦ JTx
 ♣ Q9xxx

W	N	E	S
1♠		2♦	
3♦		4♠	
4NT		5♣	
7♠			

♠ T9x
 ♥ Axx
 ♦ AQxx
 ♣ ATxx

In a short match one disaster can decide the outcome. North/South is clearly the stronger team and the following happened. East's jump to 4♠ was intended as a fast arrival signoff, but West thought it showed extra values.

Earlier that week they decided to play the 1-4-3-0 variant of Key Card but West forgot.

Yikes! In a 24 board match the stronger team can still win, but next to impossible in an in a 8 board match



NONCOMPETITIVE AUCTION

Noncompetitive auctions

W	N	E	S
	1♦		1♥
P	1NT		?

One of the basic principles
Of IMP scored team game
is to get a plus

- When your partnership is left alone to determine its part score contract, the most important factor is safety
- At matchpoints on this hand you would lean toward passing 1NT to get a higher score.
- At imps you should bid 2♦
- WHY?

North

♠ Jx
♥ Axxx
♦ A10xx
♣ Jxx

South

Noncompetitive auctions

W	N	E	S
	1♦		1♥
P	1NT		?

♠ AKx
♥ JT
♦ KJxx
♣ Q9xx

North

♠ Jx
♥ Axxx
♦ A10xx
♣ Jxx

South

The first hand is likely to score
+90 or +110 in ♦'s, or +120 in
NT

In matchpoints, the NT contract
is a great success.

In IMP's the potential difference
is worth wither 0 or 1 IMP.

Noncompetitive auctions

W	N	E	S
	1♦		1♥
P	1NT		?

♠ Txx
 ♥ KJ
 ♦ KJxxx
 ♣ KQx

North

♠ Jx
 ♥ Axxx
 ♦ A10xx
 ♣ Jxx

South

- After a 1♥ response, North was unable to raise or bid 1♠, therefore he must have 4♦
- Let's consider possible hands
Barring ruffs, this hand will produce 9 or 10 tricks +110 or 130 in ♦.

1NT might go set. Assume ♠ split 5-3, you could have made 110 in ♦ and in NT you will lose 50. (4IMP's)

Noncompetitive auctions

W	N	E	S
	1♦		1♥
P	1NT		?

♠ AT9
♥ Kx
♦ KQJx
♣ KQx

North

♠ Jx
♥ Axxx
♦ A10xx
♣ Jxx

South

- After a 1♥ response, North was unable to raise ♥ or bid ♠ 1, therefore, he must have 4♦
- Let's consider another possible hand.
- This hand will produce 120 in NT or 110 in ♦'s
- Again in NT the matchpoint result is a success
- The IMP result is o

Noncompetitive auctions

W	N	E	S
	1♦		1♥
P	1NT		?

♠ AT9
 ♥ Kx
 ♦ KQJx
 ♣ KQx

North

♠ Jx
 ♥ Axxx
 ♦ A10xx
 ♣ Jxx

South

- After a 1♥ response, North was unable to raise, therefore he must have 4♦
 - Let's consider possible hands
 - a. +90 or 110 in ♦, 120 in NT – Big winner in matchpoints.
 - b. +110 or 130 in ♦, 1NT might go set .
Assume ♠ split 5-3, you could have made 110 in ♦ and in NT you will lose 50. (4IMP's)
 - c. +110 in ♦, +120 in NT- the matchpoint result is won by those who bid NT. However there is no IMP difference between 110 and 120
- Recapping, the NT contract produced a matchpoint success on 2 of the 3 hands
- a. NT won 1 IMP
 - b. NT lost 4 IMPs
 - c. broke even on this hand

Noncompetitive auctions recap

W	N	E	S
	1♦		1♥
P	2♣		?

♠ QJx
 ♥ Q
 ♦ KQTxx
 ♣ KQxx

North


♠ 9xx
 ♥ AJxxx
 ♦ Jxx
 ♣ Jx

South

- The player who bids a NT partial rather than an established suit fit is betting approximately 4-1 .
- The same odds apply to majors
 - a. 2♦ should be made, 2♥ is in jeopardy, if things are wrong -200
 - b. Best South can expect. South will still hold his trump losers to at least 1, 2♠ losers, 1♦, and 1♣. While it is possible to make 2♥ it is against the odds
 - c. South could go down 1 or 2 in ♦, or in ♥ would probably go set 3 or 4.



Why

- Why have we spend so much time on innocuous looking hands?
 - To illustrate that the common matchpoint strategy is a loosing IMP tactic.
 - The matchpoint player is to play hands in NT when ever possible.
 - In IMP's it is exactly the reverse.
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Noncompetitive auctions recap

W	N	E	S
	1♦		1♥
P	2♣		?

♠ K9
♥ xx
♦ AQTxx
♣ Axxx

North

♠ 9xx
♥ AJ9xx
♦ J9x
♣ Jx

South

- The same concept applies to major suits.
- Any temptation to rebid your ♥ suit should be suppressed.
- Your correct bid is 2 ♦
- Lets look at some hands
- With this hand North should be able to make 2 ♦
- 2♥ would be in jeopardy. It could easily go for -200

Noncompetitive auctions recap

W	N	E	S
	1♦		1♥
P	2♣		

♠ QJx
♥ Q
♦ KQTxx
♣ KQxx

North

♠ 9xx
♥ AJ9xx
♦ J9x
♣ Jx

South

- The same concept applies to major suits.
- This is about as good as South could expect.
- North's singleton honor is useful and the ♣J will keep opponents from shortening trumps.
- Even though It is possible to make 2♥, it is very unlikely. Probably -100.
- A ♦ contract will likely produce +90 or +110.

Noncompetitive auctions recap

W	N	E	S
	1♦		1♥
P	2♣		?

♠ AJ8
♥ x
♦ Axxxx
♣ Axxx

North

♠ 9xx
♥ AJ9xx
♦ J9x
♣ Jx

South

- The same concept applies to major suits.
- This hand will likely produce a minus score for either ♥ or ♦.
- Early trump leads might even give you a -200 in ♦.
- ♥'s is much worse

Using standard or 2/1

W	N	E	S
			P
P	1♥		1♠
	2♦		?

♠ AQxxx

♥ Jx

♦ xx

♣ Q98x

South

One of the basic principles is when a misfit is discovered - get out as quickly as possible!

- You know from the bidding partner has 9 cards in the red suits, this hand is likely to be a misfit.
- Partner is likely to have at most 2♠ so do not rebid spades.
- Your hand is not strong enough to bid 2NT
- Bid 2♥

Using standard or 2/1

W	N	E	S
P	1♥		P ?

♠ KQxx
♥ Q98x
♦ Jxx
♣ xx

South

One of the basic principles is when a misfit is discovered ..get out as quickly as possible!

- You know from the bidding partner has an opening and a ♥ suit.
- A 1♠ bid would be a mistake because you would find yourself without a convenient bid. If you bid 1♠ first, if partner bids 2♣ or 2♦, 2♥ would not describe your hand.
- Bid 2♥ first

Using standard or 2/1

W	N	E	S
			P
P	1♥		1♠
P	2♦		?

♠ QJT98x

♥ XX

♦ Kx

♣ XXX

South

The decision of whether or not to rebid your suit revolves around the texture and length of your suit.

- Even though your partner has at least 9 cards in the red suits and is probably short in ♠ your hand is much more valuable in ♠.
- You are much more likely to get a plus in ♠.
- Rebid 2♠

Using standard or 2/1

W	N	E	S
P	$1NT$		P ?

♠ Jxxx
♥ 98xx
♦ J9xx
♣ x

South

Your best chance for a plus score is two of a suit

- You partner has a hand with 15-17 points and no singleton or void.
- Played in NT your hand is hopeless.
- If partner is lucky enough to hold a 4 card suit other than ♣, you have found an 8 card fit.
- Bid $2♣$ -Stayman

Using standard or 2/1

Cardinal rule

The cardinal rule of partscore bidding in IMP's is to arrive at a comfortable makeable contract without worrying about trick score

- In each of the following hands, the recurring theme was getting a plus score.
- The hands were an economical auction coupled with safety.
- A plus is better than a minus.

Light opening bids

- At IMP's, light opening bids contain conflicting elements.
 - You might get into trouble if partner thinks your hand is better than it is.
 - You do not want to pass out a hand than you could go plus.
 - You might want to direct the lead
- Problem is 2 fold
 - When do you open a subminimum hand?
 - How do you tell partner your hand is light?

Light opening bids (3rd seat)

W N E S

♠ AQTxx

♥ Jxx

♦ KJx

♣ xx

♠ xx

♥ Jxx

♦ KJx

♣ AQTxx

A conservative criteria for light opening bids are :

- Control of at least 1 major suit
- 2 defensive tricks
- The first hand should be opened 1♠
- The second hand should not be opened
 - If you open, the opponents have an easier time with an overcall
 - The hand may be passed out

Light opening bids (3rd seat)

W N E S

♠ Jx
♥ AKxxx
♦ xx
♣ Kxxx

♠ Jx
♥ QJTxx
♦ KQJx
♣ Jx

- The reason for major suit control is strategic
- The reason for 2 defensive tricks is tactical
- You open the first hand 1♥ and the opponents to 3♠ and partner doubles. You have moderately good defensive values
- The second hand does not have good defensive values and should not be opened.

Light opening bids (3rd seat)

♠ QJxxx

♥ Ax

♦ Axx

♣ xxx

- With control of the ♠ and 2 Aces you can stand to be raised to the 3 level or defend with 2 aces.
- Open ♠
- On this hand, you do have 2 quick tricks but you do not have control of a major.
- This hand may be passed out
- Pass

♠ Ax

♥ xxx

♦ KQxxx

♣ Qxx

Light opening bids (3rd seat)

♠ KQ
♥ Axxxx
♦ Qxxx
♣ xx

♠ xx
♥ AJ9
♦ xx
♣ KQJxxx

- Your shortness in ♠ is not a plus, however you do have 5 ♥
- You have 11 HCP and a doubleton club
- Open 1 ♥
- You do not have a major suit
- Pass
- If you are down after half-time, a non vulnerable 3♣ bid will create action.

Light opening bids (3rd seat)

♠ AJxxx

♥ AJx

♦ xxx

♣ Jx

- Despite holding only 11 HCP, possession of spade length and 2 quick tricks makes this almost automatic
- Open 1♠

Responses to light opening bids

W	N	E	S
P	1♥		1♠

♠ xx
♥ KQJT9
♦ Axx
♣ Jxx

North

♠ KQJx
♥ xxx
♦ Qxxx
♣ xxx

South

- If you have opened light, the easiest way to convey your lack of strength is to pass natural bid.
- If you open this hand, your safest course is to pass any bid.
- As a responder South, should show your 3 card support as quickly as possible.
- It has mild preemptive value also.
- Do not bid 1♠ with this hand

Light opening bids (3rd seat)


- A rebid by opener confirms a full opening bid, or compensating distributional values
- There are many ways to find out if opener has a full opening bid.
 - Drury
 - Reverse Drury
 - 2 way reverse Drury
 - And others



GAME AND SLAM BIDDING



Game and slam bidding

- Until now you did not have enough to try for a game.
 - The aim is similar to partscore bidding, bid the safest game or slam.
 - The risk of bidding a game is that you might not make it and you could have made a part score.
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Game and slam bidding

- Lets say you and partner bid in such a way that you can tell the success of your contract is on a finesse. Lets look at the following table.

	Not Vulnerable		Vulnerable	
	King on side	King off side	King on side	King off side
Your table	+170	+140	+170	+140
Other table	+420	-50	+620	-100
Total points	-250	+190	-540	+240
Total IMP's	-6	+5	-10	+6

- Not vulnerable whether or not to bid the game is about even money.
- Not bidding a 50% vulnerable game is a bad bet. You can gain 6 imps if the king is off sides or gain 10 if the finesse works.
- The idea of "*I took a chance because I was not vulnerable*"!
- The time to take a chance is when you are vulnerable.

Game and slam bidding

• Invitational bids are:

- Limits raise
- Short suit or long suit game tries
- Simple raises
- Bergen raises

• Game forcing bids are:

- Splinter bids
- Jump shifts
- Forcing raises
- 2/1 responses
- Bergen splinters and 4 level Bergen bids

- Game auctions are two types.
 - Invitation – suggests the possibility of game.
 - Game forcing-

Combined Bergen raises

- 1 of a Major
 - 3♣ shows 4 trumps with 7-12 points
 - If opener wants to know how strong, he will bid 3♦ asking how strong
 - With 7-9 responder will bid 3♥
 - With 10-12 responder will bid 3♠
- If responder shows 7-9 and
 - if opener has no interest in game, he corrects at the 3 level.
 - If he wants to play game he bids it.

Combined Bergen raises

- 1 of a Major
 - 3♣ shows 4 trumps with 7-12 points
 - If opener wants to know how strong, he will bid 3♦ asking how strong
 - With 7-9 responder will bid 3♥
 - With 10-12 responder will bid 3♠
 - If responder shows 10-12
 - Opener bids game
 - Or if slam a prospect
 - Cuebid
 - Ask for controls


Combined Bergen raises

- 1 of a Major
 - 3♦ shows 3 trumps and 10-12.
 - 2 of major shows 5-9 and 1NT forcing is not used with 3 trumps.
 - 3 of major shows 4 trumps and is weak
 - 4♣ shows at least 4 card support and 16+ points
 - 4♦ shows 5 card support in the major with 1 1/2 tricks outside of trumps.
 - 4 of major is weak with 5+ trumps



Combined Bergen raises Ambiguous Splinters

You may think that it would be better to splinter directly in the short suit but, actually, having an ambiguous splinter does have an advantage apart from saving bidding space.



If opener is not interested in slam opposite any singleton, he can simply sign off and the opponents are none the wiser as to where responder's shortage is.

Combined Bergen raises

Ambiguous Splinters

Now the Bergen Raise structure for relay splinters is fine but I prefer to make these ambiguous splinters more user-friendly. It seems logical that, after the inquiry, $4\clubsuit$ and $4\diamondsuit$ should always mean \clubsuit and \diamondsuit splinters – a sleepy opener is less likely to forget.

Also, we can actually distinguish between singletons and voids. It's easy when \spadesuit 's are trumps and I will go into how to do it with \heartsuit 's in much more detail when I put up something on major suit raises when playing 2/1 (we will go through the forcing NT to show a void opposite a $1\heartsuit$ opening).

Ambiguous Splinters

After 1♥ - 3♠	After 1♠ - 3♥
<p>3NT asks for singleton 4♣ = ♣ singleton 4♦ = ♦ singleton 4♥ = ♠ singleton</p> <p>I never have a void after the sequence of 1♥ - 3♠ he he</p>	<p>3♠ asks for singleton 4♣ = ♣ singleton 4♦ = ♦ singleton 4♥ = ♥ singleton</p> <p>3NT says I have a void 4♣ asks where is void 4♦ = ♦ void 4♥ = ♥ void 4♠ = ♣ void</p>

Splinters in the middle of the auction

W N E S
 1♦

P 1♥ 4♥

♠ Ax
♥ KQJx
♦ AKQ9x
♣ Jx

♠ ATx
♥ KQJx
♦ AKQ9x
♣ x

In standard methods, this shows
a hand worth about 19+ points
in support of hearts

What do you do with this hand?
Splinters!!

With only 16 HCP your partners
♥ response makes your hand
very powerful.

Bid 4 ♣

Splinters in the middle of the auction

W	N	E	S
			1♦
P	1♥		4♥

♠ x
♥ ATgxx
♦ QJx
♣ xxxx

North

♠ ATx
♥ KQJx
♦ AKTgxx
♣ x

South

With only 16 HCP your partners ♥ response makes your hand very powerful. Bid 4 ♣

With 23 points in the combined hands a small slam is cold.

North should try for it. He knows he has gained effective high cards. His singleton ♠, ♦ values and extra ♥'s.

Bid RKC

Splinters in the middle of the auction

W	N	E	S
			1♣
	1♦		1♥
	4♣		?

♠ Axx
♥ KTxx
♦ Ax
♣ KJxx

South A

♠ ATx
♥ KTxx
♦ Ax
♣ Axxx

South B

The same principal would apply in this sequence


4♣ shows heart support and a singleton ♣ and a game going hand

With the first hand South A should settle for game.

With the second hand, South B should consider the possibility of slam.



Summary

- The matchpoint strategy is quite different than team strategy
 - The strategy for Swiss and Knockouts are similar
 - IMP and Victory point scale
 - Safety early is important
 - Good teams can recover from a disaster in a long match
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Summary

- It is important too get a plus, play in a contract that is the safest
 - When there is a misfit –get out quickly
 - Light opening bids
 - Have a major suit
 - At least 2 defensive tricks
 - Game and slam bidding
 - Forcing
 - Invitational
- 