




# THE PSYCHOLOGY OF WINNING TEAM GAMES

# Choosing a partner and teammates

- Partner is committed to working hard to make the partnership successful.
- Partner has sufficient experience to know basic bids and plays and can build on his knowledge.
- Partner is passionate about success.
- Whenever a disaster occurs, partner's first reaction is to assume it is his fault, or, if you make the mistake, he assumes he contributed to causing you to go wrong.



# The perfect partner

- Partner has the resources of money and time to pursue the same bridge goals as you.
  - Partner has a pleasant and calm temperament; he avoids fighting with the opponents.
  - Partner accepts suggestions from you or more experienced players readily and graciously.
- 

# Finding Teammates

The sociological self-configuration of bridge-playing groups is fascinating to the student of psychology .

- If the perfect partner is not always available, you need AUXILIARY PARTNERS and teammates.
- They should be pleasant and enjoy playing a similar system.
- They tend to be of the same ability level, the same frequency of tournament attendance, live near each other and have the same “will to win”.

# Finding Teammates

## REMEMBER

Every time you enter an event, whether it is a team game or a pairs game, you are auditioning for possible future teammates.

- People want to win!
- They see their chances of winning increase when their teammates are successful tournament players.
- Most serious players pour over the results of local tournaments and note which pairs or teams were successful.

# They believe they can win

Most knockout matches are won or lost before the match begins.

- If I am on a team of experts that is playing a group of novices, everyone at the table assumes my team will prevail.
- Therefore the players on my team play with confidence and high expectations.
- The other players play with the expectations of losing.



# Believe you can win

- Winning players realize that they are on the identical playing field as their more experienced opponents.
- They have the same opportunities to make good plays and bids.
- Everyone will make mistakes; the idea is to make fewer mistakes than your opponents.
- Believe your partnership is more practiced and less likely to have misunderstandings.

# Believe you can win

W	N	E	S
	2c		2♥
	2♠		3♠
	4♣		4♠
	5♦		5♠

♠ Qxx  
♥ Qxxx  
♦ Qx  
♣ Jxxx

North

♠ AKJ9xxx  
♥ Ax  
♦ AK  
♣ Ax

South

- You pick up a great hand. You are playing with a partner that you have a good partnership with.
  - You open with a bid of 2 clubs; partner bids 2 hearts, (super negative).
  - You bid 2 spades, and partner raises to 3 spades.
  - You start your investigation with 4♣, partner bids 4♠, you bid 5♦, hoping for a positive move from partner, but he bids 5 spades.
  - You give up and pass.
  - Good decision.



# Believe you can win

W	N	E	S
	2c		2♦
	2♠		3♠
	4NT		5c
	5NT		6♠

♠ Qxx  
♥ Qxxx  
♦ Qx  
♣ Jxxx

North

♠ AKJ9xxx  
♥ Ax  
♦ AK  
♣ Ax

South

- At the other table, one of the experts in an unfamiliar (another expert) partnership also opened 2 clubs.
  - They completed their card with little discussion of the exact meaning of 2♥.
- The expert thought his hand was too good for 2♥ so he bid 2♦. The expert holding the south hand pushed on to 6♠ which cannot be made.
  - Your team wins 13 imps. In a Swiss this may be the match.
  - It is an easy game!

Dealer: South

♠ Q xx

♥ Qxxx

♦ Q x

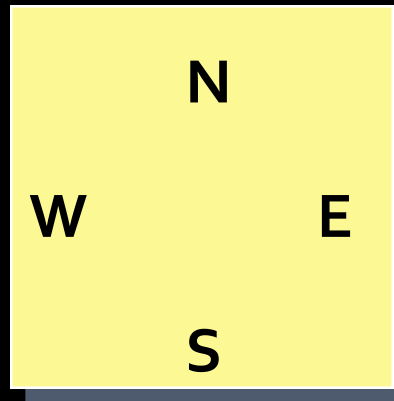
♣ Jxxx

♠ xx

♥ Jxx

♦ Txxxx

♣ Qxx



♠ x

♥ KTxx

♦ Jxxx

♣ KJxx


♠ AKJgxxx

♥ A x

♦ AK

♣ Ax

Full hand - cannot make 6 spades



# Come to class to see the way to win teamgames

- The remaining slides discuss a variety of topics that will allow you to beat teams who are better players.
- 