

Introduction to Teams Bridge

Paul Delaney 8th Nov 2024

Introduction

Most players just play pairs at the local club.

Dublin South's Fanagan League is a team event.

Teams and Pairs bridge are scored very differently.

You may have limited experience of team's bridge.

Fanagan League Teams

To win a teams match your approach should be very different from your normal club pairs game.

The objectives of this presentation are to

- Explain teams scoring in the Fanagan League.
- Outline the best approach to do well at team's
- Provide Winning Tips for teams bidding and play

Topics

Pairs and Teams Scoring

Teams Strategy and Tactics

Winning Tips for Teams (example hands)

Handouts on DSR Fanagan League page

https://www.bridgewebs.com/cgi-bin/bwx/bw.cgi?club=dublinsouth&pid=display_page1

Money Bridge – non vulnerable and vulnerable

The earliest form of bridge was Rubber Bridge

- You needed to bid and make game twice to win a rubber.
- For the second game you were vulnerable with a higher bonus for making the contract and greater penalties if you failed.

When you play for money

- All points won and lost are added up.
- The more points you lose the more you paid out or receive.
- To win you have to avoid big penalties and collect your game or slam bonus as safely as possible.

In these early years the gambling aspect held back the games popularity.

Pairs Bridge

A simpler scoring method was introduced with matchpoint pairs.

In pairs bridge you score +1 matchpoint whenever you score better than another pair holding the same cards.

- Making 8 tricks in 1NT +120 will score 100% if every other table at your club is in 2S making +110.
- In a pairs event you get doubled and lose -1400 for a zero.
 - On the next board you can get 100% by getting 1 extra trick in a 2S contract. This is just +30 better than the room.
 - You are average despite losing -1370 on two boards.

The pairs format proved very popular and the game flourished. There is a luck factor involved in pairs.

Teams Bridge

In Teams bridge the four players on your team hold exactly the same cards as your opponents. This eliminates the luck factor almost completely.

You play at two tables and add together your score and that of your team mates. This means the size of the scores at each table matters.

Like money bridge to win at teams you have to avoid big penalties and collect your game or slam bonus as safely as possible.

In the very early days team matches used total points scoring. To simplify this IMP scoring was introduced

Are you new to bridge scoring ?

Bridge Scoring Table

No Bridgemates used

See back of bidding card or Use this table

NT Bid ↓ and Tricks Made →	7	8	9 (Game)	10	11	12 (Small Slam)	13 (Grand Slam)
1 NT	90	120	150	180	210	240	270
2NT		120	150	180	210	240	270
3NT (Game)			400/600	430/630	460/660	490/690	520/720
4NT				430/630	460/660	490/690	520/720
5NT					460/660	490/690	520/720
6NT (Small Slam)						990/1440	1020/1470
7NT (Grand Slam)							1520/2220

Vulnerable scores are shown in red. If black scores only are shown, then scores are same for V or NV.

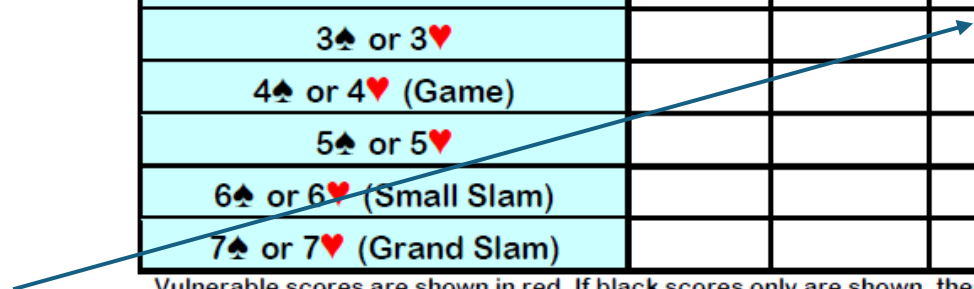
♠ or ♥ Bid ↓ and Made →	7	8	9	10 (Game)	11	12 (Small Slam)	13 (Grand Slam)
1♠ or 1♥	80	110	140	170	200	230	260
2♠ or 2♥		110	140	170	200	230	260
3♠ or 3♥			140	170	200	230	260
4♠ or 4♥ (Game)				420/620	450/650	480/680	510/710
5♠ or 5♥					450/650	480/680	510/710
6♠ or 6♥ (Small Slam)						980/1430	1010/1460
7♠ or 7♥ (Grand Slam)							1510/2210

Vulnerable scores are shown in red. If black scores only are shown, then scores are same for V or NV.

♦ or ♣ Bid ↓ and Made →	7	8	9	10	11 (Game)	12 (Small Slam)	13 (Grand Slam)
1♦ or 1♣	70	90	110	130	150	170	190
2♦ or 2♣		90	110	130	150	170	190
3♦ or 3♣			110	130	150	170	190
4♦ or 4♣				130	150	170	190
5♦ or 5♣ (Game)					400/600	420/620	440/640
6♦ or 6♣ (Small Slam)						920/1370	940/1390
7♦ or 7♣ (Grand Slam)							1440/2140

3H 9 tricks +140


4D 10 tricks +130



The IMP table

An improvement over total points scoring

IMP Scale

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 - more = 24
600 - 740 = 12	

Let's say we make 3H (+140) and our teammates make 4D the other way (+130).

We add our scores together +270.
How many IMP's is that worth?

+270 is worth 7 IMPs (see left)

We score +7 IMP's on this board.

Game and Slam Bonus

it pays to bid game/slam

Game

Non Vul

+300

Vul

+500

Slam

Non Vul

+500

Vul

+750

Bid 4S Non Vul

$$300 + 4 \times 30 = \mathbf{420}$$

Bid 4S Vulnerable

$$500 + 4 \times 30 = \mathbf{620}$$

Bid 6S Non Vul

$$\begin{aligned} &\text{game} + \text{slam bonus} + 6 \times 30 \text{ tricks} \\ 300 &+ 500 + 180 = \mathbf{980} \end{aligned}$$

Bid 6S Vulnerable

$$\begin{aligned} &\text{game} + \text{slam bonus} + 6 \times 30 \text{ tricks} \\ 500 &+ 750 + 180 = \mathbf{1430} \end{aligned}$$

Keeping Score in the Fanagan League

We are the home team (18 board match)

Our team is

- NS Paul and David
- EW Mary and Angela

I am North at our home table

Mary and Angela go EW at the other table

I keep score at our table on this scoresheet

Mary completes a scoresheet at her table.

After 9 boards agree score with your opponents - break to score with team

Let's score one board

Fanagan League scoresheet

SCORE SHEET: Division: _____ Date of Match: _____

HOME TEAM: _____ AWAY TEAM: _____

FIRST HALF: Team N/S: _____ Team E/W: _____

Board	Vulnerable	Declarer	Contract	SCORE		IMPs	
				Us	Them	Us	Them
1	none						
2	N/S						
3	E/W						
4	All						
5	N/S						
6	E/W						
7	All						
8	none						
9	E/W						

(A) FIRST HALF SCORE IN IMPs

SECOND HALF: Team N/S: _____ Team E/W: _____

Board	Vulnerable	Declarer	Contract	SCORE		IMPs	
				Us	Them	Us	Them
10	All						
11	none						
12	N/S						
13	All						
14	none						
15	N/S						
16	E/W						
17	none						
18	N/S						

(B) SECOND HALF SCORE IN IMPs

TOTAL IMPs (A) + (B)

IMPs DIFFERENCE

FINAL SCORE in Victory Points (HOME TEAM FIRST)

North's Scoresheet (Paul)

FIRST HALF: Team N/S: Paul/DAVID Team E/W: Opponents Names

Board	Vulnerable	Declarer	Contract	SCORE		IMPs	
				Us	Them	Us	Them
1	none	N	3H	140		7	
2	N/S						

East's Scoresheet (Mary)

FIRST HALF: Team N/S: Opponents Names Team E/W: MARY/ANGELA

Board	Vulnerable	Declarer	Contract	SCORE		IMPs	
				Us	Them	Us	Them
1	none	E	4D	130		7	
2	N/S						

Scoring up Procedure

thank you Martin Brady

North: calls out the board number and score e.g. “**Board 1, plus 140**”

East: calls their score on the same board e.g. “**Plus 130**”.

A third player does the sum, e.g. here “**Plus 270**”

The fourth player converts it to IMPs, and calls out “**Plus 7 imps**”.

Now write +7 imps on their scorecards, and move on to board 2.

Fanagan Match Procedure

Captains agree on an 18 or 20 board match

- For 18 boards – the boards are divided out between the Home (bds 1 to 5) and Away tables (bds 6 to 9)
- All boards are shuffled and played. Passed out hands are not redealt

Break at half time to score with team (agree this score with other captain)

For the second half away team pairs move and home team pairs stay

- Divide out and shuffle boards 10 to 18. Play the hands and score up


Add IMP's and convert to Victory Points (VP's)

At the end we add up all the imps to see who won

Total imps are converted to VP's using the scale below

So if we win by 25 imps this is a 16/4 VP win (18 board match scale)

VICTORY POINTS (VP) SCALE

18 Boards		
IMPs Difference		VPs
0 – 1		10 / 10
2 – 5		11 / 9
6 – 9		12 / 8
10 – 13		13 / 7
14 – 18		14 / 6
19 – 24		15 / 5
25 – 30		16 / 4
31 – 37		17 / 3
38 – 46		18 / 2
47 – 57		19 / 1
58 +		20 / 0

20 Boards		
IMPs Difference		VPs
0 – 1		10 / 10
2 – 5		11 / 9
6 – 9		12 / 8
10 – 14		13 / 7
15 – 19		14 / 6
20 – 25		15 / 5
26 – 31		16 / 4
32 – 39		17 / 3
40 – 48		18 / 2
49 – 60		19 / 1
61 +		20 / 0

The captains agree the score

Both sign the Final Score Sheet

Within 2 days scan and send via

Email to dsrleagueorganiser@gmail.com

or **Whats App** to 085 7575636

Division: _____

Date of Match: _____

HOME TEAM: _____

HOME TEAM PLAYERS	NBID Number

AWAY TEAM: _____

VISITING TEAM PLAYERS	NBID Number

	HOME	AWAY
(A) (A) FIRST HALF SCORE IN IMPs		
(B) SECOND HALF SCORE IN IMPs		
(A) TOTAL IMPs (A) + (B)		
(A) IMPs DIFFERENCE		
(A) FINAL SCORE in Victory Points (HOME TEAM FIRST)		

WINNING TEAM: _____

CAPTAIN'S SIGNATURES:

HOME TEAM: _____

AWAY TEAM: _____

Topics

Pairs and Teams Scoring

Teams Strategy and Tactics

Winning Tips for Teams (example hands)

Teams Strategy

Teams Approach

- If you get a bad score early in the match keep playing normally
- Trust your team mates (they may get the score back)
- No heroics are needed – Fanagan matches have 18 to 24 boards

Concentrate to avoid careless mistakes in bidding or play

Play Safely as Declarer to make your contract

Take Risks in Defence to defeat the contract

Play in your best fit – minor suits back in fashion in teams

Teams Bidding Tactics

Partscore Battles

- Compete aggressively non vulnerable (bid to the level of your fit)
- Do not over compete vulnerable (be happy to play to defeat their contract)

Game/Slam

- Actively pursue your vulnerable Game/Slam bonuses

Preempt aggressively

- Try to obstruct opponents from getting their game/slam bonus

Don't sacrifice as often as you do at pairs

- Don't give away scores – when you defend they may go down

Topics

Pairs and Teams Scoring

Teams Strategy and Tactics

Winning Tips for Teams (example hands)

Board 4

West Deals
Both Vul

♠ K J 9 7 6 5

♥ —

♦ K 8

♣ Q J 8 3 2

Not sure whether to bid game ?

Look at the vulnerability

**A master player I am coaching
passed here !**

West

1 ♦

3 ♦

North

1 ♥

3 ♠

East

2 ♦

Pass

South

2 ♠

?

Board 36

West Deals

Both Vul

♠ A 10 8 2

♥ K J 7 5 4 2

♦ 10 6

♣ 4

Do you pass or invite game?

West

1 NT

Pass

North

Pass

?

East

Pass

South

2 ♠

Winning Tips Teams

Board 4 *Board 36*
 West Deals West Deals
 Both Vul Both Vul

♠ 4 3
 ♥ A 10 9 3
 ♦ A Q J 5 2
 ♣ K 6

The full hand

♠ A 10 8 2
 ♥ K J 7 5 4 2
 ♦ 10 6
 ♣ 4



♠ Q
 ♥ Q 8 6
 ♦ 9 7 4 3
 ♣ A 10 9 7 5

♠ K J 9 7 6 5
 ♥ —
 ♦ K 8
 ♣ Q J 8 3 2

Vulnerable at Teams
Drop the invite – just bid game

+ 10 imps for 620 v 170

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♦	1 ♥	2 ♦	2 ♠
3 ♦	3 ♠	Pass	?

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 NT	Pass	Pass	2 ♠
Pass	4 ♠	All pass	

Board 27
South Deals
None Vul

West Teams Match

♠ 8
♥ 10 6 4
♦ A 10 6
♣ K J 10 9 6 5

What would you bid here?

Pass , 3C or double takeout?

Should we compete for the part score ?

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	2 ♠	Pass	1 ♠ Pass

Your bid ?

Board 28
West Deals
N-S Vul

South Teams Match

♠ A K 6 5
♥ 8 3
♦ Q 9 8
♣ K Q 7 2

What would you bid here?

**Partner has shown hearts
and clubs with a good hand**

We have game values

Pass , 3NT , 4C , 5C ?

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♦	1 ♥	Pass	2 ♦ ¹
Pass	3 ♣ ²	Pass	?

Winning Tips Teams

Bid the safest game or part score

Q98 too weak a stopper

Minor suits are back

Bid 5C

In teams you are free from the tyranny of the 3NT game

♠ 10 9 4
♥ A Q 6 5 4
♦ —
♣ A J 8 5 4

♠ Q J 8
♥ K J 10
♦ A J 10 6 4 2
♣ 3



♠ 7 3 2
♥ 9 7 2
♦ K 7 5 3
♣ 10 9 6

♠ A K 6 5
♥ 8 3
♦ Q 9 8
♣ K Q 7 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♦	1 ♥	Pass	2 ♦ ¹
Pass	3 ♣ ²	Pass	5 ♣
All pass			

1. ask stop

2. 3C shows a non minimum with a club suit

What do you bid in teams after partner bids 3C?

Board 33

North Deals

None Vul

West

North

East

South

?

1 ♦

3 ♣

3 ♥

♠ A 7 6 5 3 2

♥ 5

♦ 8 5

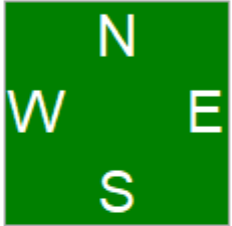
♣ 10 6 3 2

Partners 3C shows a weak jump overcall 6+ clubs 5-10pts

Winning Tips Teams

Preempt to block their games/slams

Board 33
 North Deals
 None Vul

♠ A 7 6 5 3 2		♠ K J 9 4
♥ 5		♥ K J 9
♦ 8 5		♦ A Q J 7 4
♣ 10 6 3 2		♣ A
		
		♠ Q
		♥ 7 2
		♦ 10 9 6
		♣ K Q J 9 7 5 4
		♠ 10 8
		♥ A Q 10 8 6 4 3
		♦ K 3 2
		♣ 8

Make their life difficult

If North guesses to bid 6H
 Ace Spades lead and ruff can knock 6H-1

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♦	3 ♣ ¹	3 ♥
5 ♣	6 ♥	All pass	

1. Weak Jump Overcall 6+ clubs 5 to 10 pts

Conclusion

Teams is regarded by all the best players in the world as the purest and best form of bridge.

Enjoy your 2024/25 season of teams bridge !

Good luck
make your leads face down !



“ Our bridge teacher says you’re to make the
opening lead face down! “