

Teams - 9 Winning Tips

	Gains	Imps
Bid vulnerable games aggressively	+10	Drop the invite – just bid it
Invite games normally non vul	+6	These are 50/50 propositions
Fight for the part score – bid to the level of your fit	+6	with 9 trumps 54/63 fit bid to 3 level
Balance when opps find a fit quickly and stop	+6	(1H) P (2H) P P ? Now double or bid Your side has a fit and good values
Bid one more in competition with both sides having big fits (lots of trumps)	+11	When you have a big fit with partner They have a big fit also. You play the hand.
Play in the safest contract - minor suits over NT Drop the pairs ‘must play in NT attitude’	+ 6 / +11	Prefer minor suit part scores to NT part scores. With a weak stop play 5C/5D
Slam Bidding – agree RKC 1430 and cue bids Cue bid A or K or shortage. Bypass a suit = no control	+ 13	After you agree a suit cue bid to say ‘I have extra values a slam might be on’
Declarer Play – play safely to make the contract	+10	Look for overtricks when contract is safe
Defence – keep it tight no easy tricks make lead directing overcalls	+6 / +11	Use passive defence 50% of the time Let declarer play new suits