Fanagan League

Winning Teams Bridge

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Bridgecoach website https://www.bridgewebs.com/coachteach/

Teams and Pairs Scoring

Outline the best strategy to do well at team's

Provide tips for Winning Teams Bridge

1 pager: 9 Winning Tips for Teams Bridge

Introduction

Teams and Pairs bridge are scored very differently.

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

Pairs

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

10 points or 1400 points better you still get 1 matchpoint

There is a serious luck factor involved in pairs.

Every table plays the hands against different pairs.

A slam may be bid against you by a good moving pair.

You are now half a top behind the room on this one board.

Teams Bridge

In Teams your four players hold exactly the same cards as your opponents. The luck factor is eliminated.

You add your score together with that of your team mates. The size of the scores at each table matters.

At teams you have to avoid big penalties and collect your game or slam bonus as safely as possible.

The first team matches used total points scoring To simplify this IMP scoring was introduced

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	74	260	=	6	2000	-	2240	=	19	
270	-	310	=	7	2250	-	2490	=	20	
320	-	360	=	8	2500	-	2990	=	21	
370	_	420	=	9	3000	-	3490	=	22	
430	4	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.

What are typical IMP scores during a match

Bid slam missed by other team
Bid game missed by other team
Make a partscore at both tables

Make game they go down in Make partscore they go down in

Overtrick

Scoring up Procedure

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.

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 23 imps this is a 15/5 VP win (22 or 24 board match)

22 Boa	rds		24 Boards		
IMPs Difference	VPs		IMPs Difference	VPs	
0-1	10 / 10]	0-1	10 / 10	
2-5	11/9]	2-5	11/9	
6 – 10	12 / 8]	6 – 10	12 / 8	
11 – 15	13 / 7		11 – 15	13 / 7	
16 – 20	14 / 6		16 – 21	14 / 6	
21 – 26	15/5		22 – 27	15 / 5	
27 – 33	16 / 4]	28 – 34	16 / 4	
34 – 41	17/3		35 – 43	17/3	
42 – 51	18 / 2]	44 – 53	18 / 2	
52 – 63	19 / 1		54 – 65	19/1	
64 +	20 / 0		66 +	20 / 0	

Fanagan League – Confined Master Teams

Please note

Only two Regional Masters

are allowed play per match

Teams and Pairs Scoring

Outline the best strategy to do well at team's

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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 Your Fanagan matches have 22 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 (play to defeat their contract)

Penalty Doubles

Do not double opponents into game (no doubles of 2M/3m partscores)

Do double them in game or higher if you feel they are going down

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 – if you defend they may go down

In pairs -500 against +620 is a top , in teams this only 3 imps (you took high risk)

Teams and Pairs Scoring

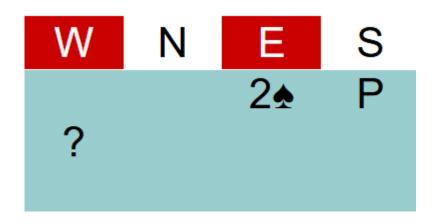
Outline the best strategy to do well at team's

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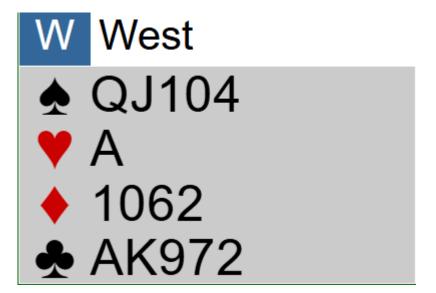
Teams West EW Vul

What do you bid?



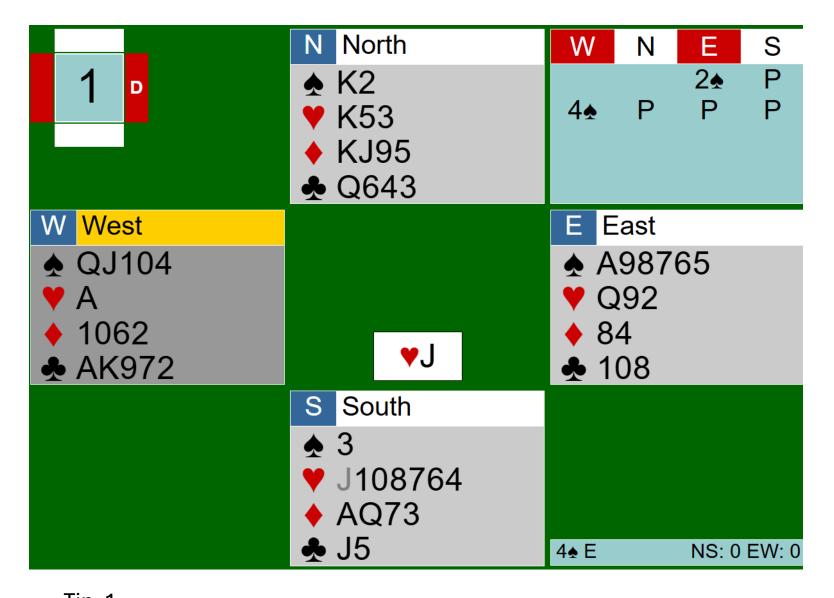
Pass

Invite game 3S



2NT Enquiry

Another bid?



Bid 4S +650 EW

South leads Jh
Other table +200
+10 imps

Don't invite game vulnerable in teams
Just bid it

Winning Teams Tips

Bid vulnerable games aggressively

Drop the invite – just bid it +10 imps

Teams Nil All Your bid?

N E 1♦ 2♣ ?

Possible Bids

S South



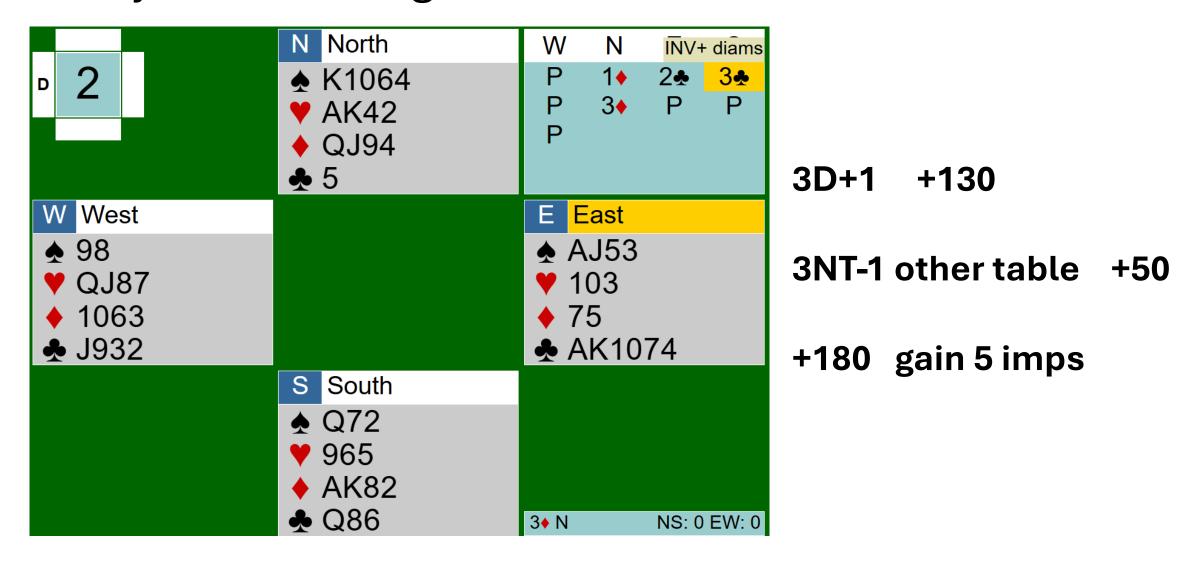




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X negative partner will bid a 4M
 2NT invitational
 3C INV+ diams partner will show stop
 3D competitive

Only bid Non Vul games that are favourites to make



Tip2.1 <a href="https://www.bridgebase.com/tools/handviewer.html?%20{handviewer.html?%

Winning Teams Tips

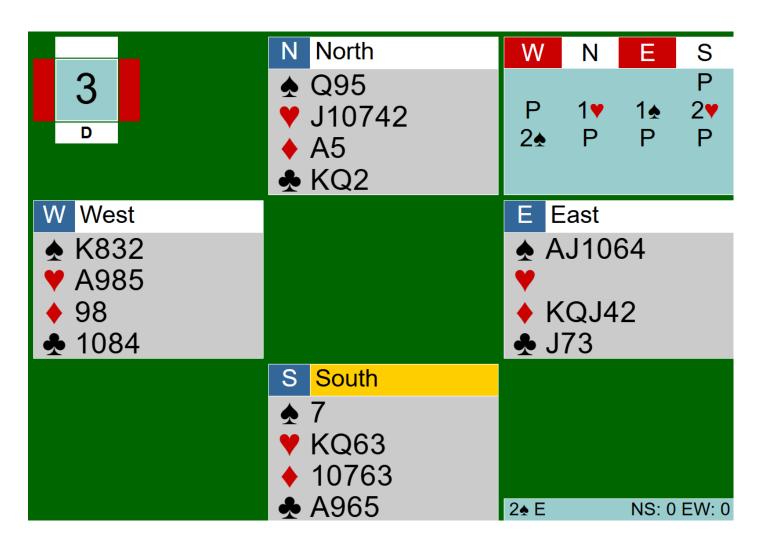
Invite games normally non vul

No need to stretch

These are 50/50 decisions +6 imps

Bid to the level of fit

Number of trumps = Number of tricks



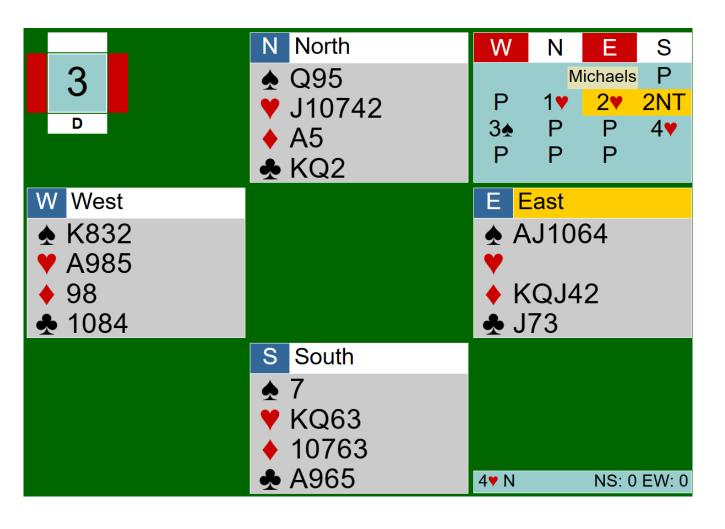
My team mates were allowed to play in 2S They made 11 tricks for +200 when opps did not grab their club tricks

NS have 9 hearts between them They must bid to the level of their fit at least 3H

NS 9 hearts EW 9 spades

Tip3.1 https://www.bridgebase.com/tools/handviewer.html? {handviewer $\&d=s\&v=e\&b=3\&w=sk832ha985d98ct84\&n=sq95hjt742da5ckq2\&e=sajt64dkqj42cj73&a=pp1h1s2h2sppp}_{21}$

Use Losing Trick Count



NS hand evaluation

North 12 pts 7 losers

South 9 pts 7 losers

24-14 losers = 10 tricks

Souths 2NT shows INV+ With heart support

2S EW +200 NS 4H +420 Swing + 620 +12 imps

Tip3.1 <a href="https://www.bridgebase.com/tools/handviewer.html?{handview

Winning Teams Tips

Fight for the partscore

Bid to the level of your fit +6 imps

8 trumps bid to 2 level

9 trumps 54/63 fit bid to 3 level

10 trumps bid to 4 level

Board 27 South Deals	West	Teams N	Match				
None Vul	♦ 8			Opps playing Weak and 4			
	▼ 10◆ A 1			Is it safe to bid here?			
		10 9 6 5		Pass, 3C or double takeout?			
West	North	East	South 1 ♠	Should we compete for the part score ?			
Pass	2 🛦	Pass	Pass				

Your bid ?

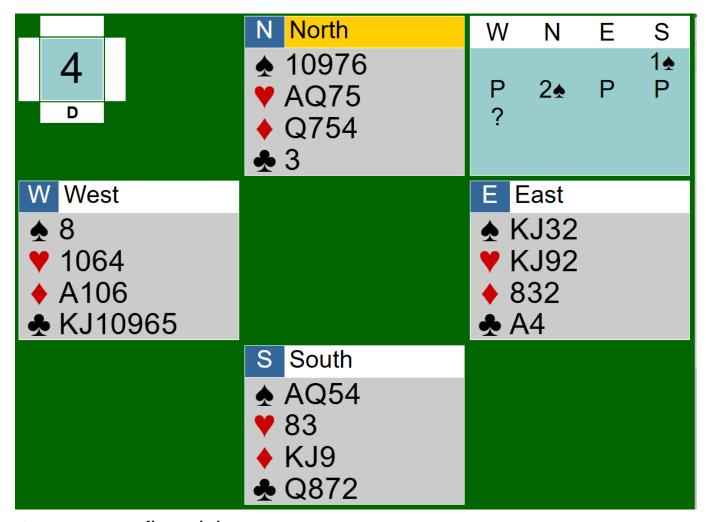
Balancing Bids whey they find a fit

Compete for the part score aggressively especially non vul

Gain valuable imps

3C making 2S making +7 imps Push opps to 3S-1 +50 +4 imps 3C-1 against 2S making +2 imps

Non Vul the maths are on your side



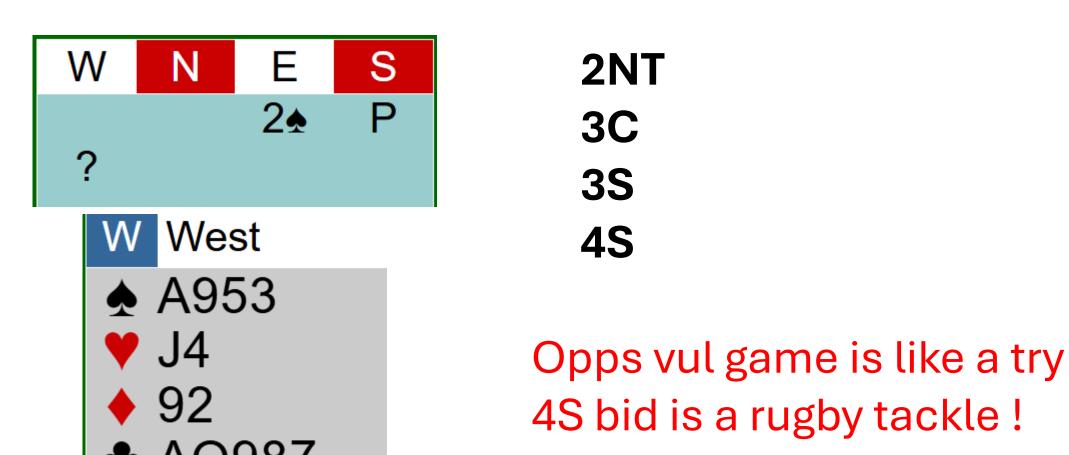
Tip4.1 https://www.bridgebase.com/tools/handviewer.html?{handviewer.html?{handviewer.html?{handviewer.html?}{handviewer.html?{handviewer.html?{handviewer.html?{handviewer.html?}{handviewer.html?{ha

Winning Teams Tips

Balance in when opps find a fit

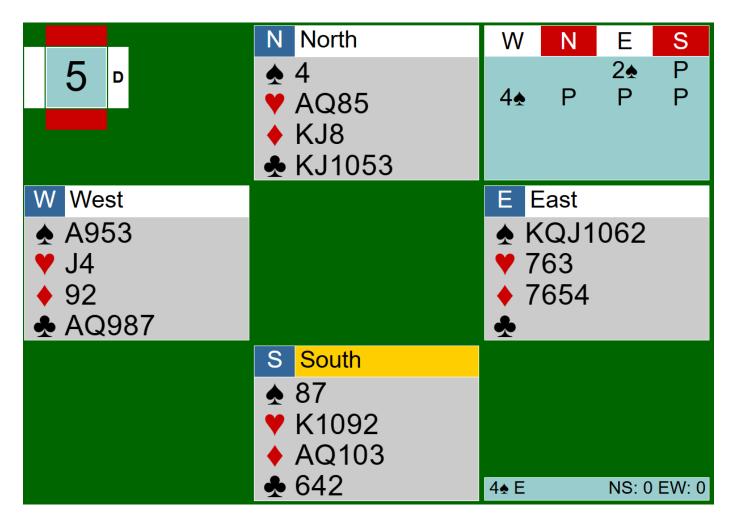
Your side also has a fit and good values +6 imps

Your Bid?



Tip1.1 https://www.bridgebase.com/tools/handviewer.html? {handviewer } {andviewer } {b=5&v=n&w=sa953hj4d92caq987&n=s4haq85dkj8ckjt53&e=skqjt62h763d7654&a=2sp?}

Suppress your opponent's vulnerable games



EW have a 10 card spade fit

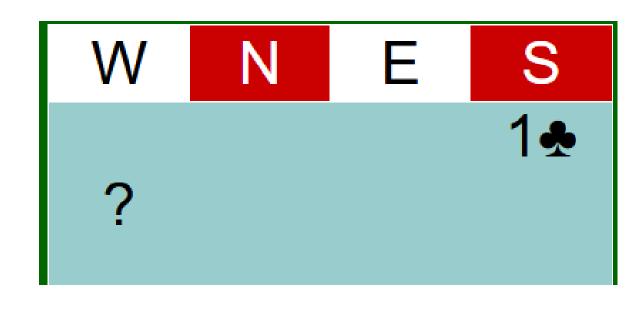
NS make 4H -620 for you

You don't expect to make 4S.

Tip1.1 https://www.bridgebase.com/tools/handviewer.html? {handviewer }
&d=e&b=5&v=n&w=sa953hj4d92caq987&n=s4haq85dkj8ckjt53&e=skqjt62h763d7654&a=2spp4sppp}

Evaluate this extreme shape hand what are your thoughts at teams? NS Vul

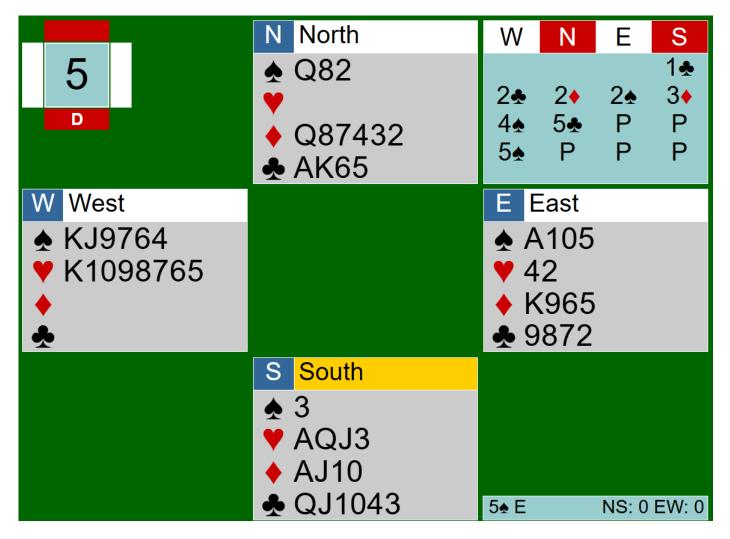




4 losers 7 points

If partner has one card we make 4M

With extreme shape bid one more



My partner and I bid 5C making South +620

Team mates 5S-1 -50 +11 imps

Winning Teams Tips

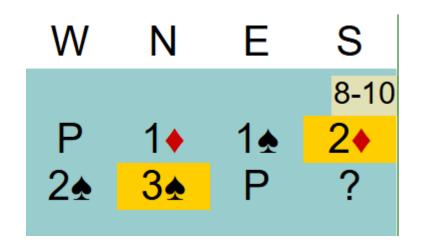
Bid one more in competition +11 imps

both sides having big fits (lots of trumps)

When you have a big fit with partner
They have a big fit also. Make sure you play the hand.

Partner cue bids asking for a stop

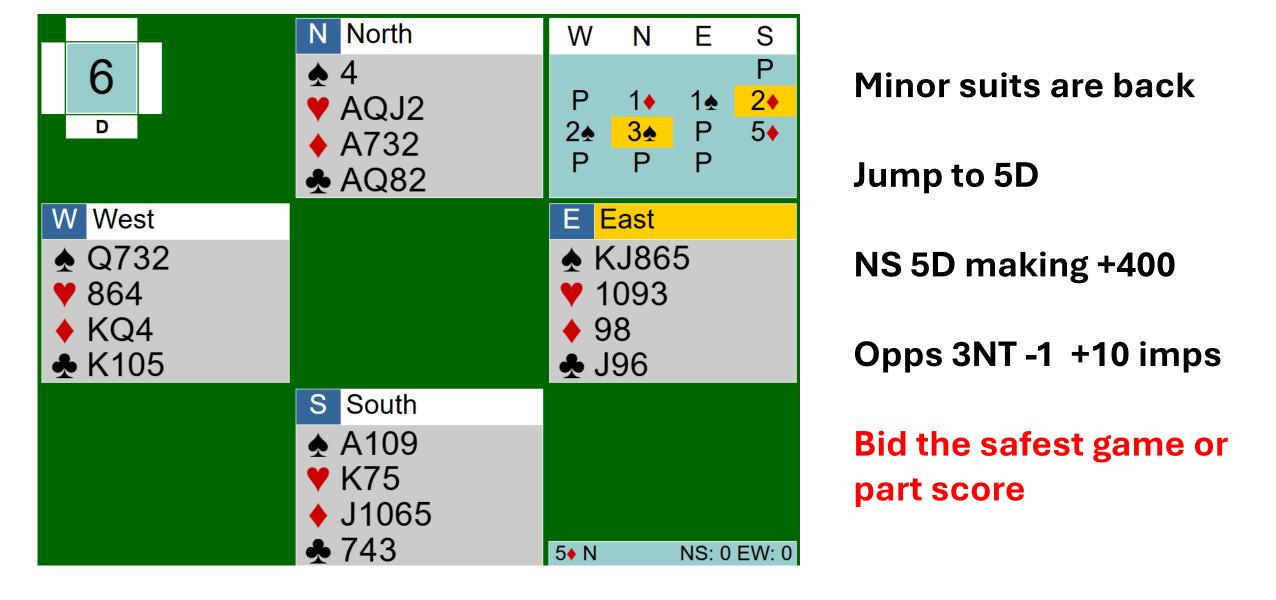
Your bid?





Stop quality

QJxx Slow values NT stop Axx Fast stop (suit play)



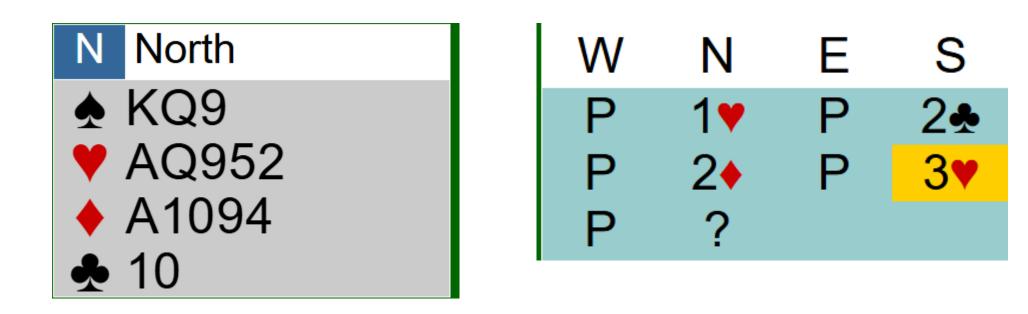
Tip6.2 https://www.bridgebase.com/tools/handviewer.html? {handviewer &d=s&b=6&v=0&w=sq732h864dkq4ckt5&n=s4haqj2da732caq82&e=skj865ht93d98cj96&a=pp1d 1s2d(8-10)2s3s(GF ask)p5dppp}

Winning Teams Tips

Play in safest contract, minor suits over NT

Drop the pairs 'must play in NT attitude' With a single stop (especially Ace) play game in 5 minor Prefer minor suit part scores to NT part scores.

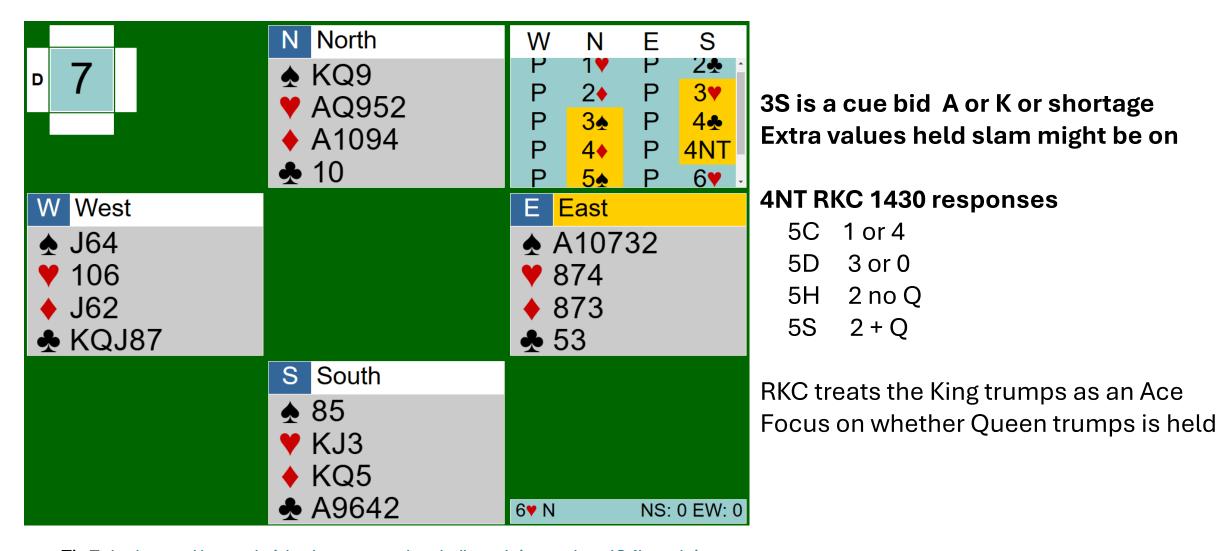
What is partner up to? 3H is forcing



Partner has slam interest asking for cue bids to assess your interest

Slam Bidding is huge in teams

6H NS 980 4H+2 480 +11 imps



Tip7.1 _https://www.bridgebase.com/tools/handviewer.html? {handviewer } &d=w&b=7&v=0&w=sj64ht6dj62ckqj87&n=skq9haq952dat94ct&e=sat732h874d873c53&a=p1hp2cp2dp 3h(forcing)p3s(cue)p4c(cue)p4d(cue)p4n(rkc)p5s(2+q)p6hppp}

Winning Teams Tips

Slam Bidding - agree RKC 1430 and cue bids

After you agree a suit cue bid to say 'I have extra values a slam might be on'

Cue bid shows A or K or shortage.

If you bypass a suit – you have no control there

See Bridgecoach bridgewebs website for 1 page slam tips

Winning Teams Tips

Declarer Play - play safely to make contract

If there is a finesse in pairs you take it

At teams play for overtricks only when contract is safe

Winning Teams Tips

Defence - keep it tight no easy tricks

make light lead directing overcalls

Use passive defence 50% of the time Let declarer play new suits
Keep making declarer ruff in hand



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

Conclusion

Teams is the purest and best form of bridge.

Enjoy your 2024/25 season of teams bridge!

Rugby time

