

# Winning Teams Bridge

Paul Delaney 15<sup>th</sup> Nov 2024

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 - 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.

# What are typical IMP scores during a match

	<b>Vulnerable</b>			<b>Non Vulnerable</b>		
<b>Bid slam missed by other team</b>	+1430	+680	<b>+13 imps</b>	+980	+480	<b>+11 imps</b>
<b>Bid game missed by other team</b>	+620	+170	<b>+10 imps</b>	+420	+170	<b>+6 imps</b>
<b>Make a partscore at both tables</b>	+140	+130	+ 7 imps	+140	+130	+7 imps
<b>Make game they go down in</b>	+620	-100	+12 imps	+420	-50	+10 imps
<b>Make partscore they go down in</b>	+140	-50	+5 imps	+140	-50	+5 imps
<b>Overtrick</b>	+140	+110	+ 1 imp	+140	+110	+ 1 imp

# 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.



# 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 Boards		
IMPs Difference		VPs
0 – 1		10 / 10
2 – 5		11 / 9
6 – 10		12 / 8
11 – 15		13 / 7
16 – 20		14 / 6
21 – 26		15 / 5
27 – 33		16 / 4
34 – 41		17 / 3
42 – 51		18 / 2
52 – 63		19 / 1
64 +		20 / 0



24 Boards		
IMPs Difference		VPs
0 – 1		10 / 10
2 – 5		11 / 9
6 – 10		12 / 8
11 – 15		13 / 7
16 – 21		14 / 6
22 – 27		15 / 5
28 – 34		16 / 4
35 – 43		17 / 3
44 – 53		18 / 2
54 – 65		19 / 1
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**

**Provide tips for Winning Teams Bridge**

1 pager: 9 Winning Tips for Teams Bridge

# 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**

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Teams West EW Vul

W	N	E	S
		2♠	P
?			

W	West
♠	QJ104
♥	A
♦	1062
♣	AK972

# What do you bid ?

Pass

Invite game 3S

2NT Enquiry

Another bid?

<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <span style="font-size: 2em; font-weight: bold;">1</span> <span style="font-size: 1.5em; font-weight: bold; color: red;">D</span> </div>		<b>N</b> North ♠ K2 ♥ K53 ♦ KJ95 ♣ Q643	<table border="1"> <tr> <th style="background-color: red; color: white;">W</th> <th style="background-color: red; color: white;">N</th> <th style="background-color: red; color: white;">E</th> <th style="background-color: red; color: white;">S</th> </tr> <tr> <td></td> <td></td> <td>2♠</td> <td>P</td> </tr> <tr> <td>4♠</td> <td>P</td> <td>P</td> <td>P</td> </tr> </table>	W	N	E	S			2♠	P	4♠	P	P	P
W	N	E	S												
		2♠	P												
4♠	P	P	P												
<b>W</b> West ♠ QJ104 ♥ A ♦ 1062 ♣ AK972	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <span style="font-size: 2em; font-weight: bold;">♥</span> <span style="font-size: 1.5em; font-weight: bold;">J</span> </div>	<b>E</b> East ♠ A98765 ♥ Q92 ♦ 84 ♣ 108													
	<b>S</b> South ♠ 3 ♥ J108764 ♦ AQ73 ♣ J5		4♠ E      NS: 0 EW: 0												

# Bid 4S +650 EW

South leads Jh  
 Other table +200  
 +10 imps

Don't invite game  
 vulnerable in teams  
 Just bid it

Tip 1

<https://www.bridgebase.com/tools/handviewer.html?%20{handviewer%20&d=e&b=1&k=w&h=1&v=e&n=sk2hk53dkj95cq643&e=sa98765hq92d84ct8&s=s3hjt8764daq73cj5&a=2sp4sppp&p=hj&c=10}>



Tip 1

## 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

X negative partner will bid a 4M

2NT invitational

3C INV+ diams partner will show stop

3D competitive

S

South

♠ Q72

♥ 965

♦ AK82

♣ Q86

# Only bid Non Vul games that are favourites to make

D 2	<b>N</b> North	W	N	INV+ diams
	♠ K1064	P	1♦	2♣ 3♣
	♥ AK42	P	3♦	P P
	♦ QJ94	P		
	♣ 5			
<b>W</b> West		<b>E</b> East		
♠ 98		♠ AJ53		
♥ QJ87		♥ 103		
♦ 1063		♦ 75		
♣ J932		♣ AK1074		
	<b>S</b> South			
	♠ Q72			
	♥ 965			
	♦ AK82			
	♣ Q86			
		3♦ N		NS: 0 EW: 0

**3D+1 +130**

**3NT-1 other table +50**

**+180 gain 5 imps**

Tip2.1 [https://www.bridgebase.com/tools/handviewer.html?%20{handviewer&d=w&v=0&b=2&w=s98hqj87dt63cj932&n=skt64hak42dqj94c5&e=saj53ht3d75cakt74&a=p1d2c3c\(INV+ diams\)p3dppp}](https://www.bridgebase.com/tools/handviewer.html?%20{handviewer&d=w&v=0&b=2&w=s98hqj87dt63cj932&n=skt64hak42dqj94c5&e=saj53ht3d75cakt74&a=p1d2c3c(INV+ diams)p3dppp})

Tip 2

## 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

	<b>N</b> North ♠ Q95 ♥ J10742 ♦ A5 ♣ KQ2	<b>W</b> N <b>E</b> S P P P P 1♥ 1♠ 2♥ 2♠ P P
	<b>W</b> West ♠ K832 ♥ A985 ♦ 98 ♣ 1084	<b>E</b> East ♠ AJ1064 ♥ ♦ KQJ42 ♣ J73
	<b>S</b> South ♠ 7 ♥ KQ63 ♦ 10763 ♣ A965	2♠ E      NS: 0 EW: 0

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**

# Use Losing Trick Count

	<b>N</b> North ♠ Q95 ♥ J10742 ♦ A5 ♣ KQ2	<b>W</b> N <b>E</b> S Michaels P P 1♥ 2♥ 2NT 3♠ P P 4♥ P P P
	<b>W</b> West ♠ K832 ♥ A985 ♦ 98 ♣ 1084	<b>E</b> East ♠ AJ1064 ♥ ♦ KQJ42 ♣ J73
	<b>S</b> South ♠ 7 ♥ KQ63 ♦ 10763 ♣ A965	4♥ N      NS: 0 EW: 0

## 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 [https://www.bridgebase.com/tools/handviewer.html?{handviewer&d=s&b=3&v=e&w=sk832ha985d98ct84&n=sq95hjt742da5ckq2&e=sajt64dkqj42cj73&a=pp1h2h\(Michaels\)2NT\(3+hearts INV+\)3spp4hppp}](https://www.bridgebase.com/tools/handviewer.html?{handviewer&d=s&b=3&v=e&w=sk832ha985d98ct84&n=sq95hjt742da5ckq2&e=sajt64dkqj42cj73&a=pp1h2h(Michaels)2NT(3+hearts INV+)3spp4hppp})

## Tip 3

## 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  
None Vul

West Teams Match

♠ 8  
♥ 10 6 4  
♦ A 10 6  
♣ K J 10 9 6 5

Opps playing Weak and 4

**Is it safe to bid here?**

**Pass , 3C or double takeout?**

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

**Should we compete for the part score ?**

**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

	<b>N North</b> ♠ 10976 ♥ AQ75 ♦ Q754 ♣ 3	W    N    E    S P    2♠   P    1♠ ?            P    P
	<b>W West</b> ♠ 8 ♥ 1064 ♦ A106 ♣ KJ10965	<b>E East</b> ♠ KJ32 ♥ KJ92 ♦ 832 ♣ A4
	<b>S South</b> ♠ AQ54 ♥ 83 ♦ KJ9 ♣ Q872	

Tip4.1 <https://www.bridgebase.com/tools/handviewer.html?{handviewer&d=s&b=4&v=0&w=s8ht64dat6ckjt965&n=st976haq75dq754c3&e=skj32hkj92d832ca4&a=1sp2spp?}>

Tip 4

## Winning Teams Tips

**Balance in when opps find a fit**

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

# Your Bid?

W	N	E	S
		2♠	P
?			

W	West
♠	A953
♥	J4
♦	92
♣	AQ987

2NT

3C


3S

4S

Opps vul game is like a try  
4S bid is a rugby tackle !

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

# Suppress your opponent's vulnerable games

	<b>N</b> North ♠ 4 ♥ AQ85 ♦ KJ8 ♣ KJ1053	<b>W</b> <b>N</b> <b>E</b> <b>S</b> 4♠ P 2♠ P 4♣ P P P
	<b>W</b> West ♠ A953 ♥ J4 ♦ 92 ♣ AQ987	<b>E</b> East ♠ KQJ1062 ♥ 763 ♦ 7654 ♣
	<b>S</b> South ♠ 87 ♥ K1092 ♦ AQ103 ♣ 642	4♠ E      NS: 0 EW: 0

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

W	West
♠	KJ9764
♥	K1098765
♦	
♣	

W	N	E	S
			1♣
?			

**4 losers 7 points**

**If partner has one card we make 4M**

# With extreme shape bid one more

<div style="background-color: red; color: white; padding: 2px; text-align: center; font-weight: bold;">5</div> <div style="background-color: red; color: white; padding: 2px; text-align: center; font-weight: bold;">D</div>	<b>N</b> North ♠ Q82 ♥ ♦ Q87432 ♣ AK65	<b>W</b> <b>N</b> <b>E</b> <b>S</b> 2♣   2♦   2♠   1♣ 4♠   5♣   P   P 5♠   P   P   P
	<b>W</b> West ♠ KJ9764 ♥ K1098765 ♦ ♣	<b>E</b> East ♠ A105 ♥ 42 ♦ K965 ♣ 9872
	<b>S</b> South ♠ 3 ♥ AQJ3 ♦ AJ10 ♣ QJ1043	5♠ E      NS: 0 EW: 0

My partner and I bid  
5C making South +620

Team mates

5S-1 -50      +11 imps

## Tip 5

## Winning Teams Tips

**Bid one more in competition +11imps**

**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?

W	N	E	S
			8-10
P	1♦	1♠	2♦
2♠	3♠	P	?

S	South
♠	A109
♥	K75
♦	J1065
♣	743

## Stop quality

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



<div style="border: 1px solid black; padding: 5px; display: inline-block;">6</div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">D</div>		<b>N North</b> ♠ 4 ♥ AQJ2 ♦ A732 ♣ AQ82	<table border="1"> <tr><td>W</td><td>N</td><td>E</td><td>S</td></tr> <tr><td></td><td></td><td></td><td>P</td></tr> <tr><td>P</td><td>1♦</td><td>1♠</td><td>2♦</td></tr> <tr><td>2♠</td><td>3♠</td><td>P</td><td>5♦</td></tr> <tr><td>P</td><td>P</td><td>P</td><td></td></tr> </table>	W	N	E	S				P	P	1♦	1♠	2♦	2♠	3♠	P	5♦	P	P	P	
W	N	E	S																				
			P																				
P	1♦	1♠	2♦																				
2♠	3♠	P	5♦																				
P	P	P																					
<b>W West</b> ♠ Q732 ♥ 864 ♦ KQ4 ♣ K105		<b>E East</b> ♠ KJ865 ♥ 1093 ♦ 98 ♣ J96																					
	<b>S South</b> ♠ A109 ♥ K75 ♦ J1065 ♣ 743	5♦ N      NS: 0 EW: 0																					

**Minor suits are back**

**Jump to 5D**

**NS 5D making +400**

**Opps 3NT -1 +10 imps**

**Bid the safest game or part score**

Tip6.2 [https://www.bridgebase.com/tools/handviewer.html? {handviewer &d=s&b=6&v=0&w=sq732h864dkq4ckt5&n=s4haqj2da732caq82&e=skj865ht93d98cj96&a=pp1d1s2d\(8-10\)2s3s\(GF ask\)p5dppp}](https://www.bridgebase.com/tools/handviewer.html? {handviewer &d=s&b=6&v=0&w=sq732h864dkq4ckt5&n=s4haqj2da732caq82&e=skj865ht93d98cj96&a=pp1d1s2d(8-10)2s3s(GF ask)p5dppp})

## Tip 6

## 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

N	North
♠	KQ9
♥	AQ952
♦	A1094
♣	10

W	N	E	S
P	1♥	P	2♣
P	2♦	P	3♥
P	?		

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

# Slam Bidding is huge in teams

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

D 7	<b>N</b> North	W	N	E	S
	♠ KQ9 ♥ AQ952 ♦ A1094 ♣ 10	P	1♥	P	2♣
<b>W</b> West	♠ J64 ♥ 106 ♦ J62 ♣ KQJ87	P	2♦	P	3♥
		P	3♠	P	4♣
<b>S</b> South	♠ 85 ♥ KJ3 ♦ KQ5 ♣ A9642	P	4♦	P	4NT
		P	5♠	P	6♥
		<b>E</b> East			
		♠ A10732			
		♥ 874			
		♦ 873			
		♣ 53			
		6♥ N		NS: 0 EW: 0	

**3S is a cue bid A or K or shortage**  
**Extra values held slam might be on**

## 4NT RKC 1430 responses

- 5C 1 or 4
- 5D 3 or 0
- 5H 2 no Q
- 5S 2 + Q

RKC treats the King trumps as an Ace  
 Focus on whether Queen trumps is held

Tip7.1 [https://www.bridgebase.com/tools/handviewer.html?{handviewer&d=w&b=7&v=0&w=sj64ht6dj62ckqj87&n=skq9haq952dat94ct&e=sat732h874d873c53&a=p1hp2cp2dp3h\(forcing\)p3s\(cue\)p4c\(cue\)p4d\(cue\)p4n\(rkc\)p5s\(2+q\)p6hppp}](https://www.bridgebase.com/tools/handviewer.html?{handviewer&d=w&b=7&v=0&w=sj64ht6dj62ckqj87&n=skq9haq952dat94ct&e=sat732h874d873c53&a=p1hp2cp2dp3h(forcing)p3s(cue)p4c(cue)p4d(cue)p4n(rkc)p5s(2+q)p6hppp})

## **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**

**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

## Tip 9

## 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

South			
♠	QJ1043		
♥	973		
♦	102		
♣	A98		
W	N	E	S
1♣	P	1♥	?

# Teams - 9 Winning Tips

	Gains	Imps
<b>Bid vulnerable games aggressively</b>	+10	Drop the invite – just bid it
<b>Invite games normally non vul</b>	+6	These are 50/50 propositions
<b>Fight for the part score – bid to the level of your fit</b>	+6	with 9 trumps 54/63 fit bid to 3 level
<b>Balance when opps find a fit quickly and stop</b>	+6	(1H) P (2H) P P ? Now double or bid Your side has a fit and good values
<b>Bid one more in competition</b> 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.
<b>Play in the safest contract - minor suits over NT</b> 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
<b>Slam Bidding – agree RKC 1430 and cue bids</b> 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’
<b>Declarer Play – play safely to make the contract</b>	+10	Look for overtricks when contract is safe
<b>Defence – keep it tight no easy tricks</b> 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**

