

# A Quick Intro to Team Games

## Scoring is different

At pairs, it's **HOW MANY** other pairs you beat. At teams, it's **HOW MUCH** you beat them by.

	Board 1	Board 2	Board 3	Board 4
Pair A	2H, made 3 (140)	3NT, made 4 (430)	3S, made 4 (170)	1NT, made 2 (120)
Pair B	2H, made 2 (110)	4S, made 4 (420)	4S, made 4 (620)	2D, made 3 (110)

At pairs (matchpoint) scoring, Pair A would win 3 out of 4 boards, and would win the match.

At teams (IMP) scoring, Pair B would lose Board 1 by 30 points, which would be 1 IMP; would tie Boards 2 and 4, and would win Board 3 by 450 points, which would be 10 IMPs. Pair B would win the match 10-1.

In at team game, you total your IMPs for the round, and then translate them into VPs. 20 VPs will be split between the two teams; the way they will be split is determined by the size of the difference between the two teams' IMP totals. Pair B won 10 IMPs, and Pair A won 1 IMP, so the difference is 9. Pair B will get 14 VPs and Pair A will get 6 VPs.

## Because of different scoring, you should have different strategies

### Bidding

--The bonus for a non-vulnerable game is 300 (7 IMPs); the bonus for a vulnerable game is 500 (11 IMPs). Be aggressive in bidding game, especially when you are vulnerable. Make aggressive invitations, but use standard acceptances.

--There is a bonus for slam, as well, but you are jeopardizing the game bonus. Bid a small slam only if you think the chances of making it are better than 50-50. Never bid a grand slam unless you can count 13 tricks.

--RARELY double a part score – don't double the opponents into game. Double when they are sacrificing, so you protect your game score. (Any double below game level is for takeout.)

--Don't "sacrifice" if it will cost you more than you are "saving."

--When playing in a part score, choose the safe contract (don't worry about more points for no trump or a major)

--Bring back a positive score

### Playing

--Overtricks are unimportant. Play to guarantee the contract.

--Use safety plays.

--When playing defense, concentrate on beating the contract. Beating it by more than one trick is mostly irrelevant.

\*Many thanks to Ron Kral. He has handouts with extensive information on team game strategies, from which these highlights were taken.