Bridge Team Strategy

11/11/23 12:15 PM

Sam Dinkin

• What should you do differently at IMPs scoring vs. Matchpoints?

- What should you do differently at IMPs scoring vs. Matchpoints?
 - Bid your games!

```
Non-vulnerable
```

```
• 4 Major = 420 vs 170
                            +6 IMPs
                                        75%
• 4 Major -1 -50 vs 140
                            -5 IMPs
                                        25%
           = 400 vs 150 +6 IMPs

    3NT/5 minor

                                        75%
           -1
• 3NT
                 -50 vs 120
                            -5 IMPs
                                        25%
           -1
• 5 minor
                 -50 vs 130
                            -5 IMPs
                                        25%
```

• +6 to -5 so 45.45% breakeven, e.g. finesse and not a 4-0 break on a particular side

- What should you do differently at IMPs scoring vs. Matchpoints?
 - Bid your games!
 - Especially vulnerable!

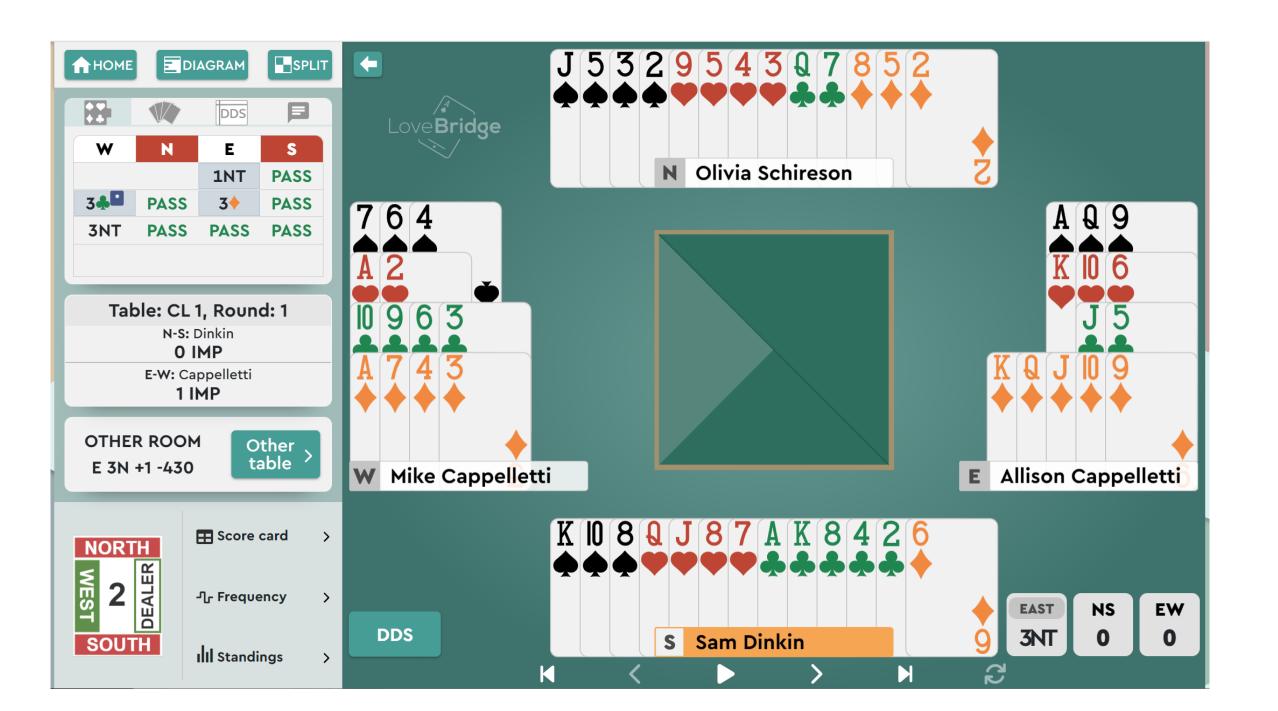
• 37.5% break even

 4 Major 	=	650 vs 170	+10 IMPs	75%
 4 Major 	-1	-100 vs 140	-6 IMPs	25%
• 3NT/5 minor	=	600 vs 150	+10 IMPs	75%
• 3NT	-1	-100 vs 120	-6 IMPs	25%
• 5 minor	-1	-100 vs 130	-6 IMPs	25%

- What should you do differently at IMPs scoring vs. Matchpoints?
 - Bid your games!
 - Especially vulnerable!
 - Defense is hard!



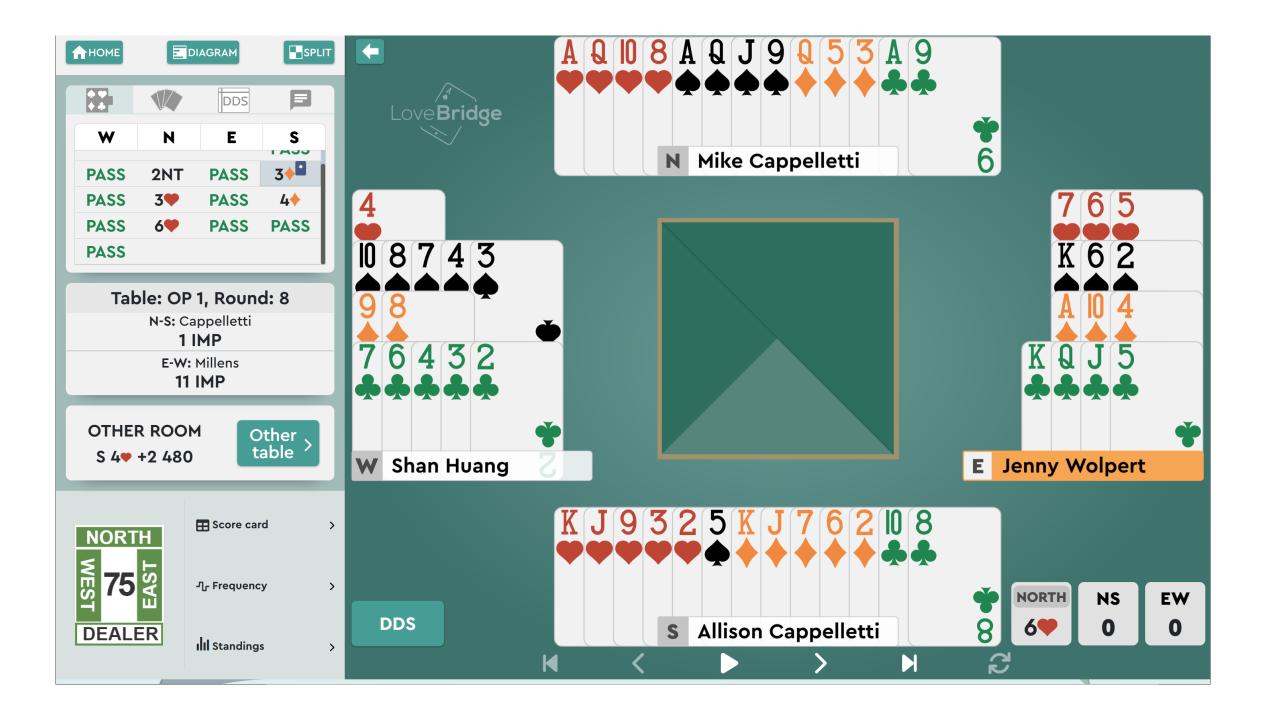
- Mike Capelletti held the West hand on the second board of the first round of the USBF Mixed Trials, May 2023
- Allison Cappelletti opened a 14-17 NT
- While non-vulnerable at IMPs, he hopes to pick up a game swing because defense is hard; and forces game opposite Allison's NT opener (bidding 5 card stayman)
- Defense turned out to be impossible double dummy with East declaring
- Allison did have a maximum
- Nevertheless, 3 of 10 EW pairs missed game



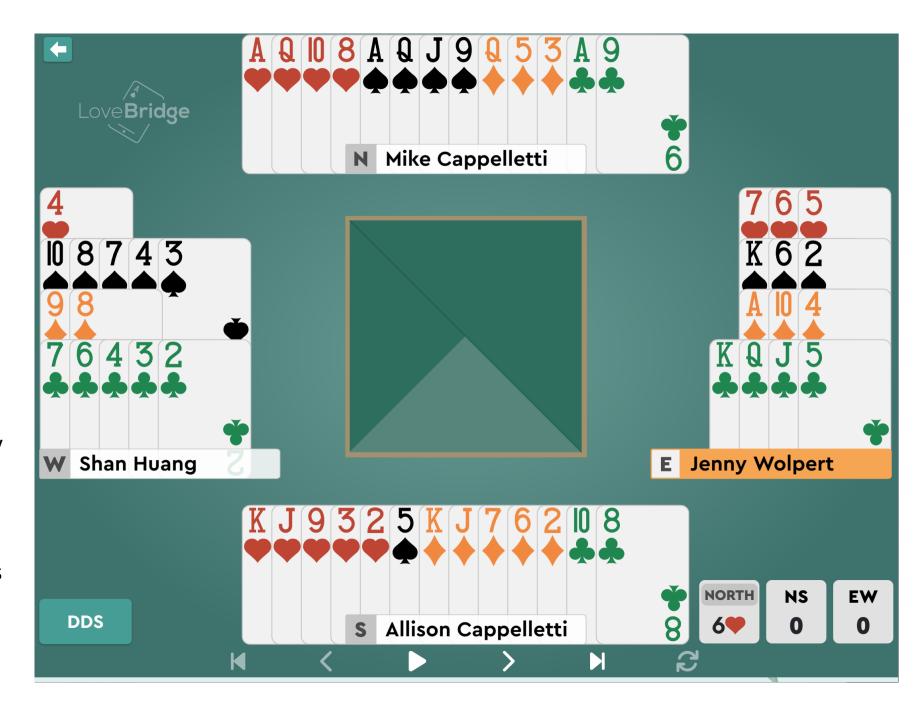
- What should you do differently at IMPs scoring vs. Matchpoints?
 - Bid your games!
 - Especially vulnerable!
 - Defense is hard!
 - Bid your slams?

```
6 Major = 980 +11
6 Major -1 -50 -11
4 Major +2 480 -11
4 Major +1 450 +11
```

• NV about the same as matchpoints, but if less than half the field bids them...



- After Jenny Wolpert leads the ♠K, the slam is now a bit better than 50-50 to guess whether to finesse West or East for the ♠K
- After testing hearts and finding them 3-1, Mike Cappelletti finesses West for the king of spades and goes down 1
- Since slam can fail if there is a singleton diamond on lead, it is less than 50-50 single dummy vs. perfect defense. But another way to look at it, is that if the opponents lead a suit other than clubs, slam is a heavy favorite
- The main point though, is all nine other tables did not bid slam



- What should you do differently at IMPs scoring vs. Matchpoints?
 - Bid your games!
 - Especially vulnerable!
 - Defense is hard!
 - Bid your slams?
 - How about vulnerable?
 - About the same as NV

```
6 Major = 1430 +13
6 Major -1 -100 -13
4 Major +2 680 -13
4 Major +1 650 +13
```

- NV about the same as matchpoints, but if less than half the field bids them...
- Grand slams?
 - "Teamies, the small slam would have been enough."

• Logistics

- Logistics
 - Supplies at the table
 - Qualifying
 - Arriving at the event(s)
 - Systems/disclosure
 - Collegiality
 - Food
 - Entry
 - Travel booking
 - Team formation
 - Medication: morphine, covid meds, masks, ministering ill
 - Hospital/Jail
 - Fill ins/replacements

- Logistics
- Captaining

- Logistics
- Captaining
 - Getting lineups in
 - Getting scores in
 - Leading the team
 - Lobbying directors/technical staff/support staff
 - Getting rules changes between tournaments
 - Appeals
 - Public relations such as media contact or bridgewinners posts
 - Facilities
 - Group therapy
 - Appeals and other bridge justice system
 - Kibitz the pair that bickers without a kibitzer

- Logistics
- Captaining
- Personal/interpersonal issues

- Logistics
- Captaining
- Personal/interpersonal issues
 - Career advice
 - Phantom of the opera
 - battleaxe veteran vs. ingenue
 - Decorum at comparison
 - Dancing with the one who brung ya
 - Table dynamics

Preparation

- Preparation
 - Team formation
 - Partnership practice
 - Version control
 - Standardized drilling
 - Mix of in-person and online
 - Team practice/gelling
 - Coaching
 - NPC?
 - Funding
 - Scouting/recruitment
 - Team uniforms!

- Preparation
- Long match strategy

- Preparation
- Long match strategy
 - Stay the course
 - Or swing



USA2 Mixed QF

- -40 imps with 30 boards to play
- Opps pass throughout

1 ◆ (15+ Art.) 1NT (GF 4+♥)

2♣ (Relay, tell me more...) 2NT (4♥5+♦ 2 suits)

4♦ (Art. Slam Inv. Spades) 4NT (like w/3 KC)

7NT



- Preparation
- Long match strategy
 - Stay the course
 - Or swing
 - How to neutralize swinging if you are ahead?
 - If you are up X imps, plays as if you are down X/2 imps

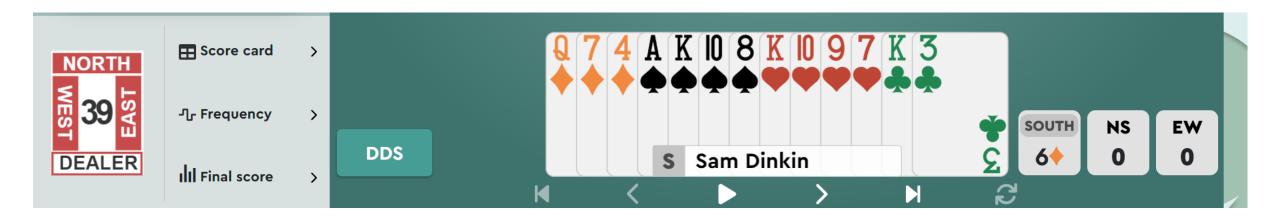
USA2 Mixed SF

- +48 imps with 30 boards to play
- Opps pass throughout

```
1 ◆ (15 + Art.) 3 ♣ (GF 5 + ♦ 1 suit 0 - 2 ♥)
```

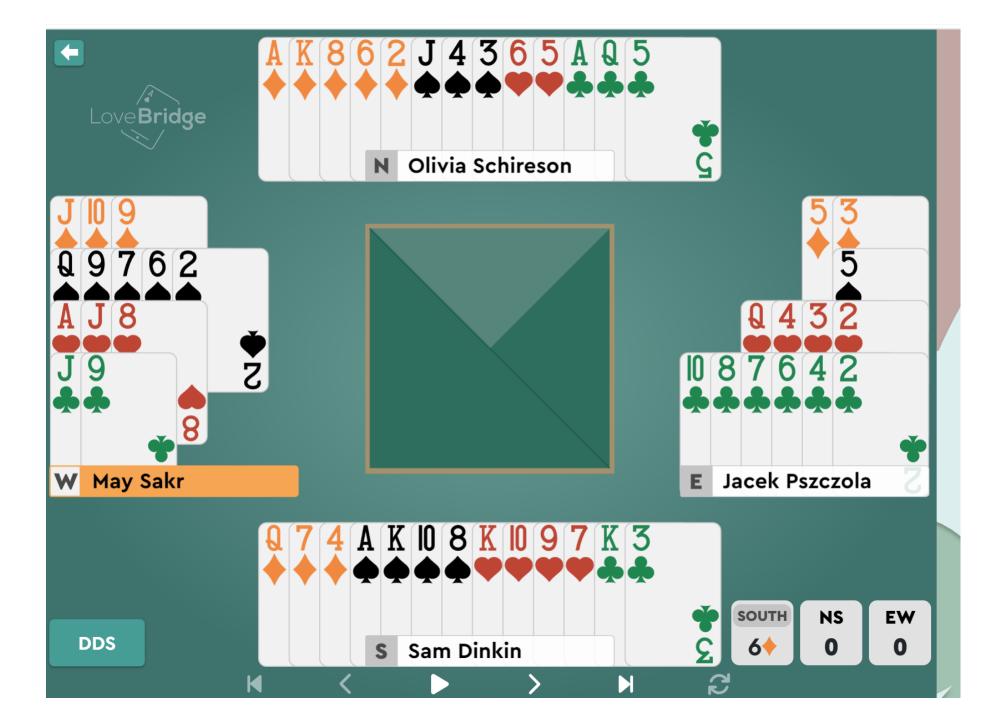
3♠ (Art. Slam Inv ♦) **4**♦ (like w/3 KC)

6





- Led ♥A, ♥8
- 3 rounds •
- Test **♦** one rd
- Now see if ♥J is onside
- +12



- Preparation
- Long match strategy
- Selecting who is in at crunch time

- Preparation
- Long match strategy
- Selecting who is in at crunch time
 - Going ineligible temporarily
 - Holding on to a declining lead
 - System and style vs. opposing pairs system and style

- Preparation
- Long match strategy
- Selecting who is in at crunch time
- Keeping the band together for the next big match
 - Do not destroy players or partnerships