

## TACTICS TO BE USED IN TEAMS OR IMP PLAY

### Bidding Games

Non vulnerable games should be bid when you feel that you have at least a 50% chance of making them.

Vulnerable games on the other hand should be bid when your chance of making them is as little as 37%

In short: you should be conservative in bidding non vulnerable games, but adventurous in bidding vulnerable games. This is why:

The difference between bidding a non vul game and not bidding it, is only 6 IMPS (400-150; or 420-170 = 250). However the difference between bidding a vul game and not bidding it, is 10 IMPS (600-150; or 620-170 = 450).

### Bidding Slams

Bidding a non vulnerable or vulnerable small slam is the same as in pairs, about 50-50. If the slam relies on a finesse (50%) then bid it.

Although it may be a 50% proposition to bid either a non vul or vul grand slam, you must also take into account the calibre of the opponents at the other table playing against your partners. It is often the case where a 'good' partnership has gone one down in a grand, only to find that the opposition has settled for a small slam.

### Bidding Part Scores

Generally speaking competitive bidding at IMP scoring is similar to pairs. That is, do not sell out too cheaply. The key to IMP bidding is to try and get **any plus score at part scores to the three level.**

Example:	<b>Opp</b>	<b>Part</b>	<b>Opp</b>	<b>You</b>	(Non vul against Vul opponents)
	1H	1S	2H	2S	
	3H	P	P	?	

You hold	S Kxxx
	H Axx
	D Q10x
	C xxx

It is a pure guess whether you can make 3 spades or they can make 3 hearts. At pairs you should bid 3 spades on the supposition that if you make, it will be a good score, while if you go down 1 either dbl'd or undbl'd, it is only minus 50 or 100 compared to minus 140 if they make. At Teams however you should pass for the following reasons: If you can make 3 spades then the probability is that with your flat hand they can't make 3 hearts. So whether you are plus 140 or plus 100 is only 1 IMP difference. If they can make 3 hearts (minus 140) and you can't make 3 spades (down 1 dbl'd minus 100) again the difference is only 1 IMP. **But** if both 3 hearts and 3 spades cannot make, then the difference can be 5 or 6 IMPS! So the important lesson for part scores is that you only to compete to the 3 level when you are shapely and not on flat hands.

### Sacrifices

A non vul sacrifice against a vul contract is usually worth while.

A non vul sacrifice against a non vul contract is at best a 50% chance.

A vul sacrifice against either a vul or non vul contract is rarely worthwhile.

When sacrificing against slams you have to be sure of two things;

firstly is the slam going to make? Secondly will partners bid the slam?

### Penalty Doubles

At IMPS you do not double unless you feel that opponents are trying to “steal” the contract with inferior cards. If for example opponents have got to 4 Spades on a shaky auction and you are reasonably certain they will go down one trick you do not double, as if the contract is a bad one, then you expect your partners to stop in 3 spades. If you double and they make the contract it is worth 590-140 (partners score) or -10 IMPS (-12 IMPS vul). If you get them one off non vul then you get 100 plus 140 by partners = 240 = 6 IMPS. One off vul = 200 plus 140 = 8 IMPS. If you do not double you get 50 plus 140 = 190 = 5 IMPS.(6 IMPS) Therefore your double only gains a mere 1 IMP when non vul and 2 IMPS when they are vul. Additionally you stand to lose 6 or 8 IMPS if they make their contract.

Generally speaking, in all doubling situations it is the conservative player rather than the aggressive doubler who comes out ahead.

### The Play

In teams it is vitally important to make your contract and, unlike pairs, overtricks are relatively unimportant. For example if you attempt to make an overtrick and go one off in a game contract, then your ‘greed’ has cost you:

Non Vul 3NT	-50 plus -400 by opposition = -450 = -10 imps.
Vul 3NT	-100 plus -600 by opposition = -700 = -12 imps

So you can see that safety plays are a lot more important in teams than in pairs. An example is:

North		South
S	107	AK86
H	1083	AQ7
D	AKQ765	32
C	32	QJ107

If you attempt to run the Diamonds and they break 4 - 1, you will only have three Diamond tricks. Not enough for your 3NT contract. If however, on an initial Club, Heart or Spade lead you duck a Diamond at trick two, then cross to Dummy with your second diamond, then providing Diamonds are not worse than 4 - 1 you can make 2 x spades, 1 x heart (2 if they are led) 2 x clubs and 5 x diamonds. If a diamond is led at trick one, then naturally you duck it.

In defence the most important thing is to break their contract. Undertricks are, like overtricks, relatively unimportant. The only time this will vary is when opposition sacrifices against a vul game. Then you want to try and get as many tricks as possible in order to try and redeem as much of the score as you can do in order to approach the score that you should have got by bidding and making a vulnerable game.

### GOLDEN RULES

- Bid non vul games on about a 50% chance of making.
- Bid vul games on only 37% chance of making.
- Bid a small slam on about a 50% chance of making.
- Only compete to the 3 level when you are shapely.
- Initial overcalls at the 2 level must be sound, especially when vul.
- Be conservative in your doubles.
- Always play to make your contract, overtricks are relatively unimportant.