

Swiss Team Lecture

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How to Play a Swiss Team Game

- **Form a team of four players**
- **Play other teams in a series of rounds**
- **Each round consists of playing 6-8 boards**
- **Two teammates play N/S at one table and the other two teammates E/W at another table**
- **Each table plays the identical hands**
- **After all hands are played during the round, players at each table confirm the scores for each hand played**

How to Play a Swiss Team Game

- **Then gather with your teammates to compare your team's score vs. your opponent's score for each hand**
- **The result of the match is determined by comparing your result on each board with your teammates' result playing the same board**

Example Scoring – One Round Match

The difference in scores for each board is converted into International Match Points (IMPS)

IMP Scoring Table

Diff. in Pts.	IMPs	Diff. in Pts.	IMPs	Diff. in Pts.	IMPs	Diff. in Pts.	IMPs
20 - 40	1	270 - 310	7	750 - 890	13	2000 - 2240	19
50 - 80	2	320 - 360	8	900 - 1090	14	2250 - 2490	20
90 - 120	3	370 - 420	9	1100 - 1290	15	2500 - 2990	21
130 - 160	4	430 - 490	10	1300 - 1490	16	3000 - 3490	22
170 - 210	5	500 - 590	11	1500 - 1740	17	3500 - 3990	23
220 - 260	6	600 - 740	12	1750 - 1990	18	4000 and up	24

Example Scoring – One Round Match

We win by 10 IMPS

The difference in scores for each board is converted into International Match Points (IMPS)

Scoring a Swiss Team Round

- **Add up the IMPS for each board to determine the winner of the match**
 - **We win the match by 10 IMPS**
- **Once the winner is determined, the match score in IMPS is provided to the tournament director, who translates the IMP score differential into Victory Points**

Victory Point Scale

Victory Point (VP) Scale	
Each Round	
Net IMPS	
Score	Winner VP-Loser VP
0 – 0	10-10
1 – 2	11-9
3 – 4	12-8
5 – 7	13-7
8 – 10	14-6
11 – 13	15-5
14 – 17	16-4
18 – 21	17-3
22 – 26	18-2
27 – 32	19-1
33+	20-0

Swiss Team Round Scoring

- **Our team wins by 10 IMPS**
- **That translates into:**
 - **Our team is awarded 14 Victory Points**
 - **Our opponents' team is awarded 6 Victory Points**

Swiss Team Game Scoring

- **After each round, each team's Victory Points are recorded and summed**
- **The team with the most Victory Points wins the Swiss Team game**
- **Swiss Team game results are based on Victory Points won, not matches won and lost**
- **Masterpoints are awarded to the top teams ranked by Victory Points**
- **Fractional masterpoints are awarded to the team that wins each match**

Swiss Team Strategy

- **Understand IMP Scoring**

International Match Point Scoring Table

Diff. in Pts.	IMPs	Diff. in Pts.	IMPs	Diff. in Pts.	IMPs	Diff. in Pts.	IMPs
20 - 40	1	270 - 310	7	750 - 890	13	2000 - 2240	19
50 - 80	2	320 - 360	8	900 - 1090	14	2250 - 2490	20
90 - 120	3	370 - 420	9	1100 - 1290	15	2500 - 2990	21
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Swiss Team Strategy

- **Vulnerability Is Important!**

- **Don't risk your contract to make an overtrick**

Your Team: N/S & E/W			Other Table			Your	Opponent's
	Your	Your Team		Opponent's	Opponent's	Team	Team
	Contract	Score		Contract	Score	IMPS	IMPS
Vulnerable	4S N	620		4S N	620	0	0
Vulnerable	4S N +1	650		4S N	620	1	0
Vulnerable	4S N -1	-100		4S N	620	0	12

- **Stretch to bid a game, especially if vulnerable**
 - **Aggressively bid marginal vulnerable games**
 - **If nonvulnerable, bid 50% games (a finesse)**

Your Team: N/S & E/W			Other Table			Your	Opponent's
	Your	Your Team		Opponent's	Opponent's	Team	Team
	Contract	Score		Contract	Score	IMPS	IMPS
Vulnerable	4S N	620		3S N +1	170	10	0
	4S N -1	-100		3S N	140	0	6
NonVulnerable	4S N	420		3S N +1	170	6	0
	4S N -1	-50		3S N	140	0	5

Swiss Team Strategy

- **But don't be afraid to bid a slam**

Your Team: N/S & E/W				Your Team's			
				Score		Your	Opponent's
	Your	Your Team		Other		Team	Team
	Contract	Score		Table		IMPS	IMPS
N/S Vulnerable	6S N	1430		4S N +2	-680	13	0
Both NonVulnerable	6S N	980		4S N +2	-480	11	0

Swiss Team Strategy

- **Don't double opponent's part scores**
 - **Unless you can set them two tricks in your own hand**

Your Team: N/S & E/W			Your Team's				
					Score	Your	Opponent's
	Your	Your Team		Other	Other	Team	Team
	Contract	Score		Table	Table	IMPS	IMPS
E/W Vulnerable	3S E	-140		3S E	140	0	0
E/W Vulnerable	3Sx E	-730		3S E	140	0	11
E/W Vulnerable	3S E -1	100		3S E -1	-100	0	0
E/W Vulnerable	3Sx E -1	200		3S E -1	-100	3	0

Swiss Team Strategy

- **Your competitive bidding should be less aggressive than at matchpoints, especially when vulnerable**
 - **get out of auction earlier at IMPS than matchpoints**
 - **make sound overcalls**
 - **don't make wild, preemptive bids**
 - **don't balance as aggressively as in matchpoints**
- **Play your safest contract if game is not possible**
 - **don't bid risky NT part score contract if a minor suit part score contract is safer**
- **Don't make a risky bid or play because you think you are down in a match**

Swiss Team Strategy

- **For part score hands, any plus score is good**
 - **Play in your best fit, even if it is a minor suit**
- **Don't make a confusing bid that partner may pass**
 - **Ex. Cue-bid or splinter**
 - **You think it is forcing but partner may not**
- **On defense, take a chance to beat a contract**
 - **risk an overtrick to beat the contract**
 - **ex. underlead an ace mid-hand**