

# Swiss Team Strategy

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# Swiss Team Strategy

- Vulnerability Is Important!**

Your Team: N/S & E/W			Your Team's			Your	Opponent's
	Your	Your Team	Other	Other	Team	Team	
	Contract	Score	Table	Table	IMPS	IMPS	
N/S Vulnerable	4H N	620	3H N +1	-140	10	0	
Both NonVulnerable	4H N	420	3H N +1	-140	7	0	
N/S Vulnerable	5Cx N -3	-800	4H W	420	0	9	
Both NonVulnerable	5Cx N -3	-500	4H W	420	0	2	
N/S Vulnerable	3NT N -4	-400	3D N	-110	0	11	
Both NonVulnerable	3NT N -4	-200	3D N	-110	0	7	

- Bidding & making vulnerable games & slams is good!**
- Going down lots of tricks vulnerable gets expensive !**

- **Stretch to bid a game, especially if vulnerable**
  - **Aggressively bid marginal vulnerable games (40% chance)**
  - **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
<b>Vulnerable</b>	4S N	620		3S N +1	170	10	0
	4S N -1	-100		3S N	140	0	6
<b>NonVulnerable</b>	4S N	420		3S N +1	170	6	0
	4S N -1	-50		3S N	140	0	5

## Swiss Team Strategy

- **Don't be afraid to bid a slam**

Your Team: N/S & E/W (other table)			Your Team's			Opponent's	
	Your	Your Team		Other	Other	Your Team	Team
	Contract	Score		Table	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



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

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

## Safety Play

- Dealer: W
- Vul: N/S

10 HCP
S J83
H 93
D 32
C AKQ654
17 HCP
S AK4
H AK4
D QJ854
C 73

W	N	E	S
			1NT
P	3NT	All Pass	
Opening lead: Q of hearts			

**At matchpoints: win the A of hearts and play the AKQ of clubs. Make 10 tricks (68%) when clubs are 3-2.**

**At IMPs: win the A of hearts and duck a club. This ensures 9 tricks (96%) if clubs are 4-1.**



## Safety Play

- Dealer: S
- Vul: Both

S KQ83
H AJ10
D 92
C J532
<b>11 HCP</b>
S AJ962
H 86
D AK5
C A94
<b>16 HCP</b>

W	N	E	S
			1S
P	3S*	P	4S
All Pass			
Opening lead: 3 of diamonds			

\* limit raise with 4 spades

At matchpoints: win the A of diamonds. Draw trumps (2-2).

Lead a heart to the 10. East wins with the Q of hearts and plays a club. Win the A of clubs and play a low heart to the J (75%). If it wins you pitch a club on the A of hearts and eventually ruff a diamond and win 11 tricks. If second heart finesse losses (25%), you go down one!

At IMPs: same but do not take double-finesse in hearts. Win 10 tricks losing one heart and two clubs.

# Swiss Team Strategy

- **Don't double opponent's part scores**
  - Unless you can set them two tricks in your own hand
  - **Danger** → double "on principle" because you have 23 HCP & opponents have 17 HCP

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

# Swiss Team Strategy

- **Play your safest contract if game is not possible**
  - **don't bid risky NT or major suit part score contracts if a minor suit part score contract is safer**

	No. of	
	Tricks	
Contract	Made	Score
2NT	2	120
2S/2H	2	110
2D/2C	2	90
1NT	2	120
0-10 points = 0 IMPs		
20-40 points = 1 IMP		

# Swiss Team Strategy

- For part score hands, any plus score is good
  - Play in your best fit, even if it is a minor suit

## Noncompetitive auctions

W	N	E	S
	1D		1H
	1NT		?

When your partnership is left alone to determine its part score contract , the most important factor is safety .

At matchpoints on this hand you would lean toward passing 1NT to get a higher score. At IMPs you should bid 2♦ . WHY?

<u>South</u>	
Jx	spades
Axxx	hearts
A10xx	diamonds
Jxx	clubs

You likely have an 8-card diamond fit – should make 2D (90 pts) or 3D (110 pts)

1NT = 90 points      >      but may go down!  
2NT = 120 points

# Swiss Team Strategy

- **Consistently winning part score battles is a big advantage**
  - Try and get a plus score on all part score hands
  
- **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
  - less incentive to “disturb the opponent's 1NT”
  - beware the “phantom save”

# Swiss Team Strategy

- **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**
- **Don't make a risky bid or play because you think you are down in a match**

- **Understand IMP scoring**
- **Vulnerability is important**
- **Stretch to bid a game, especially if vulnerable**
- **Don't be afraid to bid a slam**
- **But don't stretch to bid slams**
- **Don't risk your contract to make an overtrick**

- **Be cautious about doubling opponent's part scores**
  - Consider it if you can set them two tricks in your own hand
- **Play your safest contract if game is not possible**
- **Your competitive bidding should be less aggressive than at matchpoints, especially when vulnerable**
- **Don't make a risky bid or play because you think you are down in a match**
- **For part score hands, any plus score is good**



# Swiss Team Strategy

- **For part score hands, any plus score is good**
- **Don't make a confusing bid that partner may pass**
- **On defense, take a chance to beat a contract**
- **Don't make a risky bid or play because you think you are down in a match**

# What's the Difference Between Pairs & Swiss Team Games?

- **Pairs game** → **there is only one person to get mad at**
- **Team game** → **there are two more people to get mad at**