

# Swiss Teams Boot Camp



Aug 13, 2025 – “Mechanics”

Aug 20, 2025 – Strategy



Play, Laugh & Learn!

## Mechanics:

- You are a team of 4 (two Pairs)
- Play 6 to 8 boards vs another team (a “match”) – your pairs play N-S at one table and E-W at another
- Compare results & submit scores
- Play another match vs. another team (and repeat for a total of 6 to 8 matches)

## WHY ??

- Masterpoints are awarded for each match you win, and for doing well overall
- Play people at your level
- FUN
- Different

# Upcoming Team Games

## Santa Clara Regional

- **EACH DAY Tues Aug 26 – Sun Sept 1**

“Bracketed Teams” each day

→ there will be many brackets, including **ones with limited masterpoints**

## Teams at the Club

- **2<sup>nd</sup> Monday of each month**
- **“Pro-Am” in Sept ... date TBD**

## Sectionals at Palo Alto Bridge Center

- **Sun Oct 5**
- **Sun Oct 26**
- **Sun Nov 2**

# TODAY

- **Introductions**

- Anyone ever played teams?
- What was it like?

- **Basic background**

- **Play a 2-board match vs. another team**

- **Return to your table**

- **Compare scores & submit**

- IMP scoring (International Match Points)

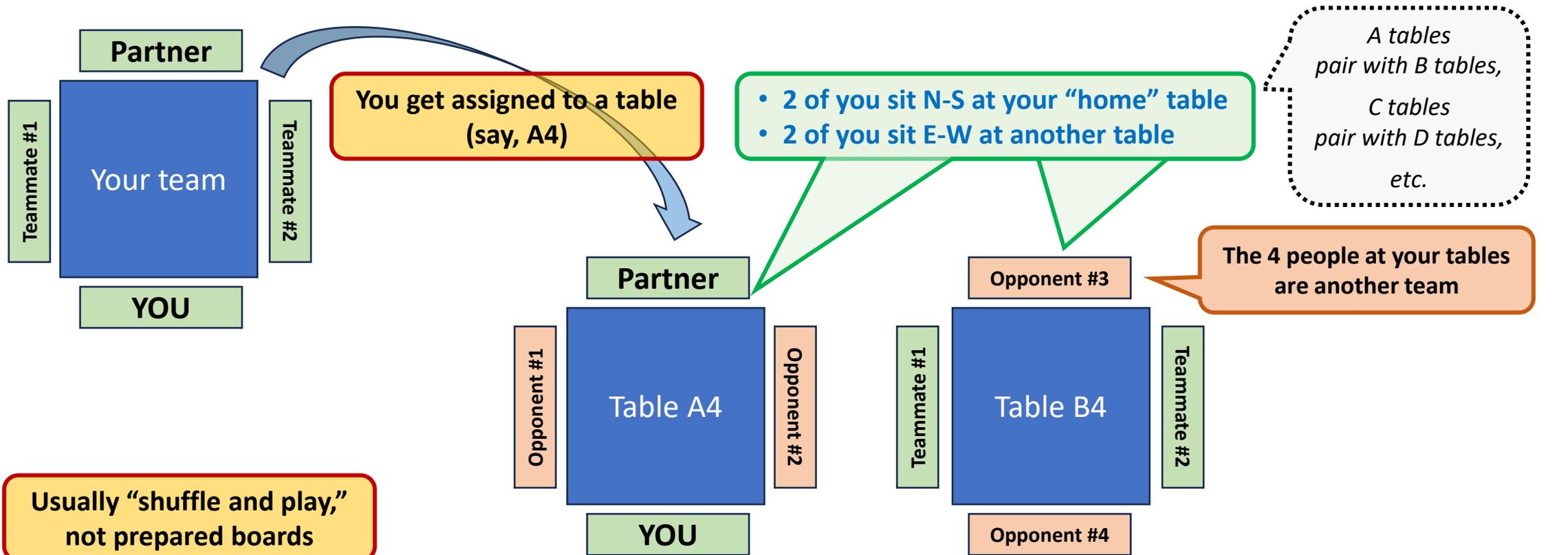
- **Play & score another match**

- **Additional information**

- Victory Point scoring

- The room gets **NOISY**
- How you get table assignments
- Types of team games
- Brief comments on strategy

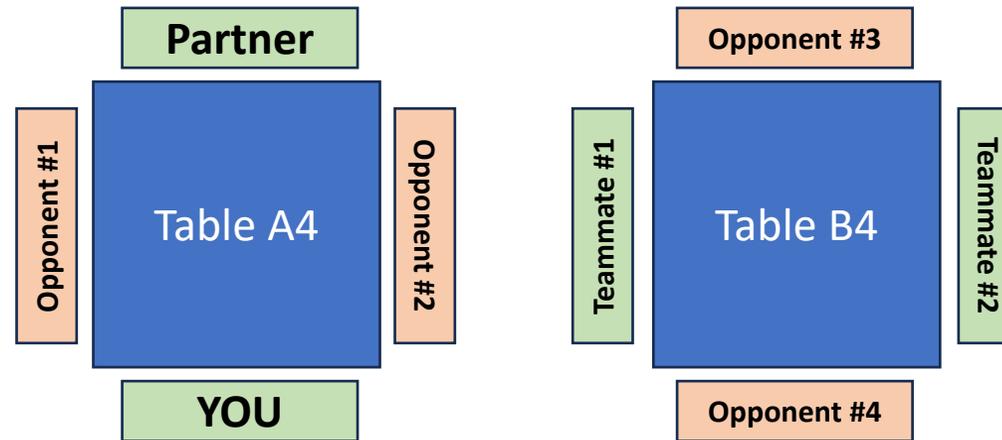
# Swiss Teams – basic idea



- Both tables play the same boards (6 to 8)
- Then you compare scores
- Then you get assigned vs. another team and find your new tables

• Same for every other team in the room → NOISE and some CHAOS

# Call the Caddy to exchange boards



- In an 8-board match, each table starts with 4 boards
- Shuffle and play
- When you finish your 4, call “Caddy” and hold the boards up high
- Caddy will carry the boards from 1 table to the other

1 table usually finishes first;  
Caddy will take the 4 boards and bring back 3  
– and bring the last one later

When you finish all the boards:

1. Make sure you and your opponents agree on the results
2. Your E-W returns to home table, and you compare results

1 table usually finishes first;  
just wait a bit

# Scoring (1) – agree on the scores with your tablemates

Score each board just like in Duplicate:

If make contract: Trick score + bonus

- 50 points if the contract is below Game
- 300 points for Game, if declarer is not vulnerable
- 500 points for Game, if declarer is vulnerable

Common examples: 3♠ making 3 is 140  
3♠ making 4 is 170  
4♠ making 4 is 420 or 620

If go down, opponents get: 50 points per trick, if declarer is not vulnerable  
100 points per trick, if declarer is vulnerable

For simplicity ... if the contract is Doubled, or a making slam, just look on the back of the bidding card

# Let's Play a 2-board Match, and agree on Scores

Your scorecard will look something like this

Write in the Board number, the contract, and the score

**IGNORE** the rest, for now

When done, return to your home table and we'll compare results

International Match Points		Board No.	Contract	Score		IMP's		Board No.	Contract	Score		IMP's	
Pts. Diff.	IMP's			Plus	Minus	Plus	Minus			Plus	Minus		
20 - 40	1												
50 - 80	2												
90 - 120	3												
130 - 160	4												
170 - 210	5												
220 - 260	6												
270 - 310	7												
320 - 360	8												
370 - 420	9												
430 - 490	10												
500 - 590	11												
600 - 740	12												
750 - 890	13												
900 - 1090	14												
1100 - 1290	15												
1300 - 1490	16												
1500 - 1740	17												
1750 - 1990	18												
2000 - 2240	19												
2250 - 2490	20												
2500 - 2990	21												
3000 - 3490	22												
3500 - 3990	23												
4000+	24												

# Let's Play a 2-board Match, and agree on Scores

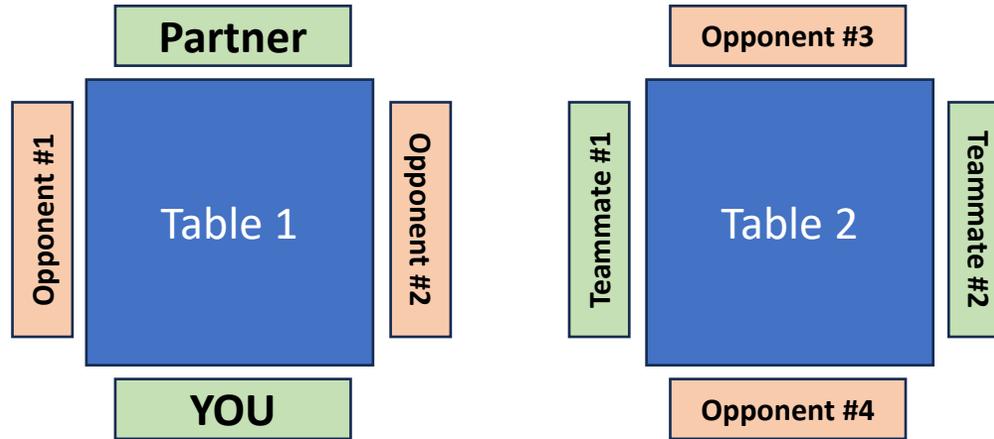
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- **Shuffle and deal 4 boards**
- **Play 1 board (we'll remove the others)**
- **Call Caddy**
- **Play 2<sup>nd</sup> board**
  
- **Agree on scores**

When done, **return to your home table** and we'll compare results (**next slide**)

# Scoring (2) – at your table, compare & calculate IMPs

- In Match 1, each team plays another team in head-to head play, usually a total of 6 to 8 boards:



Diff. in Score....Imps		This table is on your scoresheet	
Tie (push).....0	310-360.....8	1300-1490.....16	
20-40.....1	370-420.....9	1500-1740.....17	
50-80.....2	430-490.....10	1750-1990.....18	
90-120.....3	500-590.....11	2000-2240.....19	
130-160.....4	600-740.....12	2250-2490.....20	
170-210.....5	750-890.....13	2500-2990.....21	
220--260.....6	900-1090.....14	3000-3490.....22	
270-300.....7	1100-1290.....15	3500-3990.....23	
		4000 +.....24	

The “raw” score is converted to IMPs ( “International Match Points” )

The conversion scale “flattens out” really big scores a little bit

- Both tables play the SAME HANDS, and the scores are combined:

	Table 1 <b>Your team</b>				Table 2 <b>Your team</b>				Your team score	
	Contract	Result	N-S	E-W	Contract	Result	N-S	E-W		IMPs
Board 1	4♥ by S	Made 4	420		4♥ by S	Made 4	420		0	0
Board 2	3♥ by E	Down 1	50		2♥ by E	Made 2		110	160	4
Board 3	2NT by S	Made 3	150		3NT by S	Made 3	400		-250	-6

Known as “a push”

**TOTAL: your team lost by 2 IMPs**

# Scoring (3) – winning team submits a score slip

The score slip looks complicated, but it's easy – you can ignore most of it

① Winning team enters the results:

Team Number _____		SIT: _____
		N/S _____
		E/W _____
ROUND	MATCHES WON	PLAY AGAINST TEAM NO. _____
RESULT (Circle One)		
WE: WON    LOST    TIED		
WINNING TIED    LOSING TIED		
NET IMP'S _____		

Winning team #

Losing team #

Circle WON (or TIED)

IMP margin (the difference)

② Have the other team initial it, and give it to the director

# Next match ... where do we sit ????

- When the event starts, you're assigned a TEAM NUMBER and told what table to go to

Your N-S sits at that table  
Your E-W sits at the corresponding table

If an odd number of teams, there's a Round Robin (3 teams) ... ugh ...  
... groups are <A, B, C> and <D, E, F> etc. ... see later slide

A tables pair with B tables,  
C tables pair with D tables, etc.

- When match #1 is over, new table assignments will be posted



Suppose you are Team 4

- Your N-S goes to table B 5
- So your E-W goes to table A 5

- Look at your assignment – that's where your N-S sits  
(your E-W sits at the corresponding table)

You may be at **completely different tables** than in Match #1

Side comment ...  
... your next match is against Team 8  
... but don't worry about it

# Let's Play another 2-board Match, and agree on Scores

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- **Shuffle and deal 4 boards**
- **Play 1 board (we'll remove the others)**
- **Call Caddy**
- **Play 2<sup>nd</sup> board**
  
- **Agree on scores**

When done, **return to your home table** and we'll compare results

- **Calculate the IMP scores**
- **Winning team submit the total**

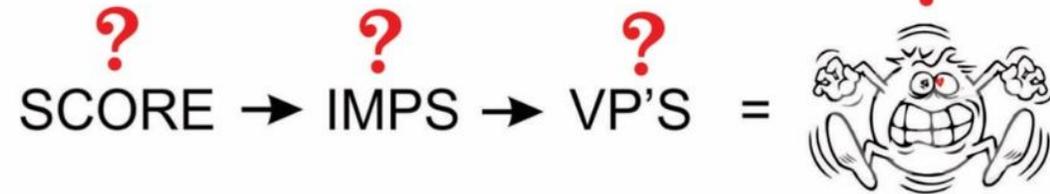
# Scoring (4) – IMP margin is converted to Victory Points

- Recall that IMPs “flatten” the scores a little ... so one huge hand doesn’t necessarily dictate the match
- There’s another flattening, called “Victory Points”

e.g., a 200 point difference is 6 IMPs  
... and 400 is 9  
... and 800 is 13

ACBL 20 Victory Point Scale

20 Point Scale	
IMPs	VPs
0	10-10
1-2	11-9
3-4	12-8
5-7	13-7
8-10	14-6
11-13	15-5
14-16	16-4
17-19	17-3
20-23	18-2
24-27	19-1
28+	20-0



e.g., if you win the match by 10 IMPs, your team gets 14 Victory Points, and the opponents get 6

You’ll get used to it quickly

After each match, the Director posts the cumulative VPs for each team



Bracket	Sun	Even	Teams
11	Lucas	13	23 36
12	Colchamiro	7	7 15
13	Cohen	3	13 25
14	Asheroff	17	24 26
15	Schuld	16	36 54
16	Gueli	4	17 24

After 3 matches:

- Team 15 is WAY ahead
- Team 11 is in 2<sup>nd</sup>
- Teams 13, 14, 16 are VERY CLOSE, entering Match #4

# Additional Information

- The room gets **NOISY** as Matches end
- There are many types of team games

- Swiss Teams (a classic format that's going out of style)
- Bracketed Teams
- Knockouts

- Like a single-elimination tennis tourney
- Each match is **LONG** (24 to 56 boards)
  - winner moves on, loser is eliminated

- All teams are in 1 “group” ... Match 2 pairing is determined by Match 1 results (top vs. top, last vs last) ... and so on for each match

- **MOST POPULAR & COMMON** event
- Teams are parsed into brackets of 6 to 8, based on masterpoints
- Play only in your bracket
- Play all teams in your bracket

- **Strategy [preview of Aug 20]**

- One possibility ... just play your game ... don't worry about it!
- Game swings are **HUGE** ... so bid them more aggressively than in Pairs (*“invite aggressively, accept normally”*)
- Avoid big swings (don't “double the opponents into game;”  
sacrificing is less attractive than in Pairs)
- Play to make your contract, take risks to set their contract ← don't worry about overtricks

much



# If an Odd Number of teams, need to do a “Round Robin”

- Looks complicated – it’s **easy in practice** – you play 2 matches before scoring

