



Swiss Teams and Bracketed Knockouts

For the Exciting Game of Bridge

Playing IMPs, Rubber Bridge, Ghoulie and More

Warren Watson

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Preface

This is a definitive guide to playing with IMPs (International Matchpoints). This includes Swiss teams and knockouts. Board-a-Match (BaM) also involves a team of four but follows matchpoint strategy.

Included in this book are two introductory games to bridge, B-Bridge and Whist, as well as two versions of bridge such as rubber and Ghoulie. Sometimes, there are not always four people available, so two-handed, and three-handed bridge come in handy and are described in detail.

It is common to exclusively play matchpoint bridge which is somewhat surprising considering the amount of enjoyment there is from playing teams, rubber bridge and Ghoulie. However, that all depends on who can be found to play. At regionals and nationals, teams are a nice change from matchpoints.

Aggressive bidding such as opening light, overbidding and sacrificing often work at matchpoints, but this is not always the case at teams. At IMPs, vulnerable games are bid aggressively, and part-score battles are not. Sacrifices are rare, and penalty doubles are only made for a two-trick set or more but are still made.

However, in both matchpoints and IMPs, the opponents should never be given clean auctions if safe to compete. When it comes down to it, the best strategy at teams is to just play good bridge. Rubber bridge and teams have similar strategies.

Chapter one is a guide to someone who has never played a team game, while chapter two is an in-depth look at the strategy.

Appendix C has a Chicago scorer and shows how the redouble recoups the game bonus and almost always recoups the slam bonus.





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Chapter One

Basic Swiss Teams Introduction

IMPs (International Matchpoints) is the form of scoring for team games such as Swiss teams of four and bracketed knockouts. (Skip ahead to [chapter two](#) to get to Swiss team strategy.)

For the people new to a team game, this is how it works.

There is a team of four people who play one team at a time. Let us say you are team one. In the first round, you play team two. Team three plays team four, et cetera.

1.1 Find Your Table

Your team sits down at the two tables designated for teams one and two. One pair from team #1 sits North and South at table #1 against East West of team #2. The other pair from team #1 sits East and West at the other table and plays against North and South of team #2.

1.2 Shuffle the Boards

The teams play a fixed number of boards each round (often between six and nine). The boards are shared just between the two tables. Knockouts are similar, but more boards are played. Typically, twenty-four boards are played and compared, then another twenty-four are played. Compact knockouts play half the number of boards and compare.

The players start the round by shuffling the boards that are at the table. Half of the boards are at the other table.





1.3 Play the Boards

You play them and get the other half from the other table when you are finished the first half. You call "Caddy please" to get the other boards. The other table will then send their finished boards. Yes, the caddy's last name is please.

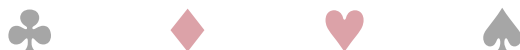
1.4 Compare and Cry

Once all the boards have been played by both tables, the scores of each board are compared and the results are converted to IMPs.

Convert Difference in Score to IMPs (from an ACBL Convention Card)

Diff	IMPs	Diff	IMPs	Diff	IMPs
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
270-310	7	1100-1290	15	3500-3990	23
320-360	8	1300-1490	16	4000+	24





Example 3.11: Grands Are Bid at Teams

Neither vul.

				♠K	♥KQ10986	♦A4	♣A973				
♠J6	♥7	♦1097653	♣Q852	W	E	♠1054	♥532	♦KQJ2	♣K64		
				♠AQ98732	♥AJ4	♦8	♣J10				

Table One				Table Two			
W	N	E	S	W	N	E	S
			1♠				1♠
P	2♥	P	4NT	P	2♥	P	2♠
P	5♦	P	5♠	P	3♣	P	3♥
P	6♠	P	7♥	P	4NT	P	5♥
all pass				P 5NT P 6♥			
				all pass			

There is also no rule that grands should not be bid at teams. It cannot be said enough that good bridge is rewarded.

At table one, 4NT sets hearts as trump. 5♠ shows all the keycards and asks for the ♥Queen with specific Kings. It is never wrong answering the question correctly if one has a competent partner. Therefore, North shows the ♥Queen with only one King, the ♠King. They get to a cold grand.

At table two, North does well to show that all the keycards, including the trump Queen, are held by asking for specific Kings. However, North as the captain can only get to 6♥. South must be the captain to get to 7♥.

Unless North is certain he should be the captain, he should cuebid and provide information for his partner. When one partner has all the information he needs to get to the correct slam or grand, he takes control.



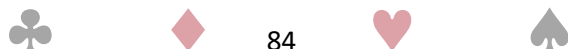
The steps to slam bidding are putting on a game force and setting trump. When game is bid slowly in a game forcing auction, slam interest is shown. Both partners are, at first, information providers. South does not need to bid slowly because he correctly realizes he is the rightful captain. All he needs to know are the keycards and the ♠King (or second round spade control with hearts as trump).

Anytime 6♥ is bid, 7♥ must first be ruled out. After that, the correct strain must be chosen. If this is not at all clear to the person taking charge, he probably should just be the information provider on the hand.

Results: 7♥N= for +1510 6♥N+1 for -1010 +500 for +11 IMPs

Bulldogs: 57 IMPs

French Poodles: 51 IMPs





Trail, BC, Pencil on Paper, 24.5cm x 17.5cm, 2016

Warren Watson is a former Aerospace Engineer and is currently an artist, with a diploma in Fine Arts from Okanagan University College in Kelowna, BC, and an avid bridge player. He is an ACBL Diamond Life Master, an ACBL accredited bridge teacher, a writer of 347 columns in the Trail Times, a published author, an ACBL director, an accredited ACBL tournament assistant and the Kootenay Jewel Bridge Club manager (10 years). He currently resides in Trail, BC, and in winter, likes to ski Grey Mountain of Red Mountain Resort.



Self Portrait, Pencil on Paper
25cm x 20cm, 2015

