

# GNTT



American Contract  
Bridge League

Grand National

**TEAMS**

# Grand National Teams – Flight C



**John Dickenson - Introduction**  
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The event will be held on BBO February 26-27 – 2 sessions at 1pm and 6pm

4 to 6 players on a team – if you have a partner, we will do our best to match you with a pair

Non-Life Masters with fewer than 500 masterpoints as of August 7, 2019

All team members must belong to District 4

Entry Fee: \$60 per team per session – charged after the event is over

Only 4 teams will qualify for Sunday

Overall awards will be 50% Gold

With 8 or more teams, 2 teams will qualify to play in National Finals in Providence, Rhode Island in July.

The winning team will receive \$2,000 to subsidize expenses.

The second place team gets \$1,200 to subsidize the trip to the NABC.

Stipends are only paid if the National Finals event is held in person, not if online.

If you need a partner or teammates:

Elaine Weintraub, our partnership chair, will do her very best to match you up.

Elaine can be reached at [elaineweintraub@verizon.net](mailto:elaineweintraub@verizon.net)

# UNDERSTANDING IMP SCORING

## SPECIAL COMMENT

The Qualifying Round being played on February 26-27 is being played using Bridge Base Online rather than live. Consequently, a computer will perform many of the calculations that the players would perform at a live tournament. This presentation describes a live tournament and all of the calculations that players perform at a live tournament. There are three reasons for doing so.

1. One cannot understand IMP bidding and playing strategy vs Match point bidding and playing strategy without knowing the calculations.
2. The GNT will be played live and the players will be required to make the calculations.
3. The day will come when Swiss Team Tournaments return to live venues and the players will be required to make the calculations.

**Swiss team Play consists of a series head-to-head Matches. In each Match, you play only one other team.**

During the day, you will play six or seven Matches. Each Match is played against a new team.

In each Match, the two teams sit at two widely separated tables. At the First Table, your team sits NS and plays the NS cards. At the Second Table, your team sits EW and plays the EW cards. The reverse is true for your opponents. Therefore, both teams will play each board from both the NS side and the EW side.

A Match usually consists of six or seven boards. After the boards are played, there are a series of calculations to convert the raw scores (such as +420, -100, + 110, etc.) into IMPS and then Victory Points. On Feb 26-27, the computer will perform these calculations.

**We will use a simple example of a four-board match.** All four boards are played at each table. At the First Table, your team plays the NS cards. At the Second Table, your team plays the EW cards. Here are the contracts and raw scores:

At the **First Table**, where your team sits **NS**, the results for the four Boards are as follows:

| <b>Board</b> | <b>Contract</b> | <b>Result</b> | <b>Raw Score for Your Team</b> |
|--------------|-----------------|---------------|--------------------------------|
| 1            | 4S, N           | Made 5        | + 450 (Not Vulnerable)         |
| 2            | 3NT, W          | Made 3        | - 600 (Vulnerable)             |
| 3            | 3H, S           | Down 1        | - 100 (Vulnerable)             |
| 4            | 1NT, E          | Made 2        | - 120                          |

At the **Second Table**, where your team sits **EW**, the results for the same four Boards are:

| <b>Board</b> | <b>Contract</b> | <b>Result</b> | <b>Raw Score for Your Team</b> |
|--------------|-----------------|---------------|--------------------------------|
| 1            | 4S, N           | Made 4        | - 420 (Not Vulnerable)         |
| 2            | 2NT, W          | Made 3        | +150                           |
| 3            | 3H, S           | Made 3        | - 140                          |
| 4            | 2S, E           | Made 2        | + 110                          |

## After the Boards are played, teams meet at their NS tables to calculate results.

You total the two scores on each board, convert that total into IMPS (using the Conversion Table) and get an IMP score for each board. Then you add up the IMP scores to get a cumulative IMP score for the match. You must verify your score with your opponents before handing the score to the Director.

| Board        | First Table | Second Table | Calculation        | IMPS       |
|--------------|-------------|--------------|--------------------|------------|
| 1            | + 450       | - 420        | +450 - 420 = 30    | +1         |
| 2            | - 600       | + 150        | -600 +150 = - 450  | - 10       |
| 3            | - 100       | - 140        | -100 - 140 = - 240 | - 6        |
| 4            | - 120       | + 110        | -120 + 100 = + 10  | 0          |
| <b>TOTAL</b> | .....>>     |              |                    | <b>-15</b> |

Your Team lost this Match by **15 IMPS**. The “big swing” of 10 IMPS was the failure of one team to bid game on board 2.

Your total IMP score for the Match is recorded on a Match Scorecard, initialed by your opponents, and handed to the Director. The Director then converts the IMP score to Victory Points using a Victory Point Conversion Chart.

# WHAT IS AN INTERNATIONAL MATCH POINT (IMP)?

- IMPs is the normal method of scoring in team events where ***only two tables compare results on each board.***
- When playing IMPs, your score on a board is compared to the score of ***your teammates at the other table*** who (hopefully) played the same board.
- On each board, add your team's scores together to come up with a net plus or net minus on the board. For instance, on Board 1 you're +140, but at the other table your teammates are -170. Add them together to come up with a net minus of 30.
- Based upon the difference in the scores on a board, your team is then either rewarded (net score  $\geq 20$ ) or penalized (net score  $\leq -20$ ) a certain number of ***arbitrary*** IMPs on that board:

| 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   |

- Larger differences are muted
  - Disasters on same board “better” than on different boards
- ***Knockout phase: winner is team with net positive IMP total over all boards***
  - ***Win or loss*** scoring method



# WHAT IS A VICTORY POINT (VP)?

- Used in *round robin or Swiss team* events with IMP scoring for each two table match.
  - Attempt to “normalize” results among the different matches
- Net total IMPs difference for each two-table match is converted to VPs for each team using an arbitrary scale.
- Team score is total VPs over all matches played in the event
  - Teams ranked by VP totals over all matches - not wins
  - Discourages “swinging” in any particular match as compared to swinging near the end of a win - lose knockout match
- Several VP scales but you will use 20-point scale:

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

## **Dan Boye - Defense at IMPs**

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The most important part of bridge – whether it be as declarer or defender – is counting. Train yourself to review the auction before you defend and envision declarer's hand based on the bidding. Once the dummy is down, start counting based on declarer's bidding, the dummy and your own hand. Counting not only the high cards but also suit lengths. This will allow you to picture declarer's hand in high cards and distribution.

Defending at IMPs (team games) is different than defending at MPs (pair games). At MPs, you should be concerned about not making plays that might result in an overtrick for the declarer, whereas at IMPs the objective is to simply defeat the contract as overtricks are generally irrelevant. (Consider that an overtrick at MPs might be the difference between an average score or close to a bottom whereas an overtrick at IMPs might cost 1 IMP vs a chance of winning a 10 IMP game swing by defeating the contract). This means you should be aggressive to beat a contract rather than worrying about giving declarer an overtrick.

Opening Lead: ♣ 10

| N North |       | W | N  | E | S  |
|---------|-------|---|----|---|----|
| ♠       | J1094 |   | 1♣ | P | 1♠ |
| ♥       | Q109  | P | 2♠ | P | 4♠ |
| ♦       | KQ4   | P | P  | P |    |
| ♣       | A76   |   |    |   |    |
| E East  |       |   |    |   |    |
| ♠       | 532   |   |    |   |    |
| ♥       | K6    |   |    |   |    |
| ♦       | J1096 |   |    |   |    |
| ♣       | KJ43  |   |    |   |    |

# The Whole Deal:

| <p style="text-align: center;"><b>D</b></p> <p style="font-size: 2em; text-align: center;">13</p> | <p><b>N</b> North</p> <p>♠ J1094</p> <p>♥ Q109</p> <p>♦ KQ4</p> <p>♣ A76</p> | <table border="1"> <thead> <tr> <th>W</th> <th>N</th> <th>E</th> <th>S</th> </tr> </thead> <tbody> <tr> <td></td> <td>1♣</td> <td>P</td> <td>1♠</td> </tr> <tr> <td>P</td> <td>2♠</td> <td>P</td> <td>4♠</td> </tr> <tr> <td>P</td> <td>P</td> <td>P</td> <td></td> </tr> </tbody> </table> | W  | N | E | S |  | 1♣ | P | 1♠ | P | 2♠ | P | 4♠ | P | P | P |  |
|---|--|---|----|---|---|---|--|----|---|----|---|----|---|----|---|---|---|--|
| W   | N  | E   | S  |   |   |   |  |    |   |    |   |    |   |    |   |   |   |  |
|   | 1♣   | P   | 1♠ |   |   |   |  |    |   |    |   |    |   |    |   |   |   |  |
| P   | 2♠   | P   | 4♠ |   |   |   |  |    |   |    |   |    |   |    |   |   |   |  |
| P   | P  | P   |    |   |   |   |  |    |   |    |   |    |   |    |   |   |   |  |
| <p><b>W</b> West</p> <p>♠ 87</p> <p>♥ A8754</p> <p>♦ 832</p> <p>♣ 1098</p>                        |  | <p><b>E</b> East</p> <p>♠ 532</p> <p>♥ K6</p> <p>♦ J1096</p> <p>♣ KJ43</p>  |    |   |   |   |  |    |   |    |   |    |   |    |   |   |   |  |
|   | <p><b>S</b> South</p> <p>♠ AKQ6</p> <p>♥ J32</p> <p>♦ A75</p> <p>♣ Q52</p>   | <p>4♠ S      NS: 0 EW: 0</p>  |    |   |   |   |  |    |   |    |   |    |   |    |   |   |   |  |

## Aggressive opening leads at IMPs

Rarely at MPs would you lead from Kx.

However, at IMPs it can be a very effective lead.

In this deal, no lead looks particularly attractive. A review of the auction indicates partner has a maximum of 6 points.

IF those 6 points include the **♦** Ace, the lead of the **♦** King might well generate 2 diamond tricks, 1 ruff and your **♣** Ace.

**GO FOR IT!**

| W | N  | E | S  |
|---|----|---|----|
|   |    |   | 1♠ |
| P | 3♠ | P | 4♠ |
| P | P  | P |    |

  

| W | West |
|---|------|
| ♠ | 975  |
| ♥ | J874 |
| ♦ | K8   |
| ♣ | A987 |

| W | N  | E | S  |
|---|----|---|----|
|   |    |   | 1♠ |
| P | 3♠ | P | 4♠ |
| P | P  | P |    |

  

| W | West |
|---|------|
| ♠ | A75  |
| ♥ | J874 |
| ♦ | K8   |
| ♣ | A987 |

Change one card in your hand, adding the ♠ Ace in this hand.

Now you know that partner has at most 3 points. If your partner holds the ♦ Queen, you might well be able to get 2 diamond tricks a ruff and the trump Ace.

The fact that you have the trump Ace means that partner does not need to hold the ♦ Ace to defeat the contract but the ♦ Queen just might be good enough as well.

## Opening Lead: ♠ King

|          |       |          |          |          |          |
|----------|-------|----------|----------|----------|----------|
| <b>N</b> | North | <b>W</b> | <b>N</b> | <b>E</b> | <b>S</b> |
| ♠ 1074   |       |          |          |          | 1NT      |
| ♥ Q1054  |       | P        | 2NT      | P        | 3NT      |
| ♦ AQ10   |       | P        | P        | P        |          |
| ♣ 1086   |       |          |          |          |          |
|          |       | <b>E</b> | East     |          |          |
|          |       | ♠ A83    |          |          |          |
|          |       | ♥ J92    |          |          |          |
|          |       | ♦ J96    |          |          |          |
|          |       | ♣ J732   |          |          |          |

Declarer has shown 16-17 points and is known to hold ♠ Jxxx. What card can partner hold to enable your side to beat 3NT? One club honor or one diamond honor is not enough. If partner holds a ♥ honor you might well defeat 3NT. Hence exit passively with a club or a diamond.

|  |  |  |  |   |   |   |   |  |  |  |     |   |     |   |     |   |   |   |  |
|--|--|--|--|---|---|---|---|--|--|--|-----|---|-----|---|-----|---|---|---|--|
| <div style="border: 1px solid black; padding: 5px; display: inline-block;"> <div style="background-color: red; color: white; padding: 2px; font-weight: bold;">15</div> <div style="background-color: red; color: white; padding: 2px; font-weight: bold; margin-top: 2px;">D</div> </div> |  | <div style="background-color: white; padding: 5px;"> <b>N</b> North         </div> <div style="background-color: #cccccc; padding: 5px;">           ♠ 1074<br/>           ♥ Q1054<br/>           ♦ AQ10<br/>           ♣ 1086         </div> | <table border="1" style="width: 100%; text-align: center;"> <tr> <td style="background-color: white;">W</td> <td style="background-color: red; color: white;">N</td> <td style="background-color: white;">E</td> <td style="background-color: red; color: white;">S</td> </tr> <tr> <td></td> <td></td> <td></td> <td>1NT</td> </tr> <tr> <td>P</td> <td>2NT</td> <td>P</td> <td>3NT</td> </tr> <tr> <td>P</td> <td>P</td> <td>P</td> <td></td> </tr> </table> | W | N | E | S |  |  |  | 1NT | P | 2NT | P | 3NT | P | P | P |  |
| W  | N  | E  | S  |   |   |   |   |  |  |  |     |   |     |   |     |   |   |   |  |
|  |  |  | 1NT  |   |   |   |   |  |  |  |     |   |     |   |     |   |   |   |  |
| P  | 2NT  | P  | 3NT  |   |   |   |   |  |  |  |     |   |     |   |     |   |   |   |  |
| P  | P  | P  |  |   |   |   |   |  |  |  |     |   |     |   |     |   |   |   |  |
| <div style="background-color: white; padding: 5px;"> <b>W</b> West         </div> <div style="background-color: #cccccc; padding: 5px;">           ♠ KQ9<br/>           ♥ A76<br/>           ♦ 8742<br/>           ♣ 954         </div>  |  | <div style="background-color: white; padding: 5px;"> <b>E</b> East         </div> <div style="background-color: #cccccc; padding: 5px;">           ♠ A83<br/>           ♥ J92<br/>           ♦ J96<br/>           ♣ J732         </div>      |  |   |   |   |   |  |  |  |     |   |     |   |     |   |   |   |  |
|  | <div style="background-color: white; padding: 5px;"> <b>S</b> South         </div> <div style="background-color: #cccccc; padding: 5px;">           ♠ J652<br/>           ♥ K83<br/>           ♦ K53<br/>           ♣ AKQ         </div> |  |  |   |   |   |   |  |  |  |     |   |     |   |     |   |   |   |  |

Counting points and distribution is essential in defending at IMPs and then making a play that MIGHT – if successful – defeat the contract. No need to worry about overtricks as the premium is in defeating the contract.



# WHAT MAKES A GOOD BRIDGE PARTNER?

You both want to win, so getting upset at the bridge table or online is not a winning tactic.

**YOUR JOB** is to make sure that you have a **HAPPY PARTNER!** Here are some tips on keeping your partner happy. Working together as a partnership is important for the success of your team. Always treat your partner and teammates with respect.

## **Don't mention your partner's or teammate's errors**

Don't whine about partner's errors; just move on to the next board and get it out of your head (at least until after the game).

No one wants to be reminded of all the mistakes they've made. (*Everybody* makes mistakes, including you.) Wait until the session is over to discuss mistakes. Start with your own.

If you have something **constructive** to discuss, wait until after the session, when you'll both be calmer. Expect the same from your partner. If not, find a new one.

## **Play conventions you both want to play**

Don't try to force your partner to play your favorite conventions. A partner worried about a convention inevitably makes more errors in the bidding, play, and defense, not to mention screwing up the convention if it comes up.

## **Be Encouraging**

Give partner words of support if something doesn't work out as planned. "Tough luck" and "Nice try" go over better than "What were you thinking??"

## **Remember: Bridge is Fun**

While you always want to win, you also want to have fun. We all play bridge to have fun, and so does your partner. So, when the session is over, ask yourself one question:

## **DO YOU HAVE A HAPPY PARTNER?**

If so, you have done your job!!