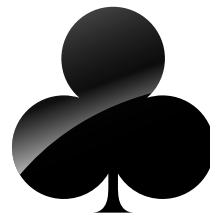


BRIDGE

THE #1 MIND SPORT



Competition

Minibridge

Bridge Competitions

It is now time to explain the concept of *duplicate bridge*. A common question is, *how does a bridge competition actually work?*

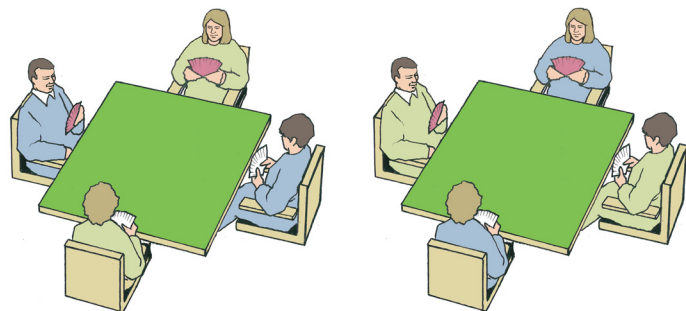
The answer is that our opponents will play the same cards as we will. This makes it possible to compare the results, that is, how many tricks we have won, and to award points. The results of all the played deals are added up and become the results of the entire competition.

Pairs or Teams

There are two different kinds of competitions. Either we play in a team against another team. If so, we are four people who play together. Or we can play in pairs. Then any number of pairs can participate. National championships are usually for teams, while most club-level games are pair games.

Teams Example

North-South at Table 1 play together with East-West at Table 2 as one team. They each have a pair from another team as opponents. They play two sets of deals consisting of around 10-14 deals each. The pairs in the "away team" switch tables and opponents at the half-time break.

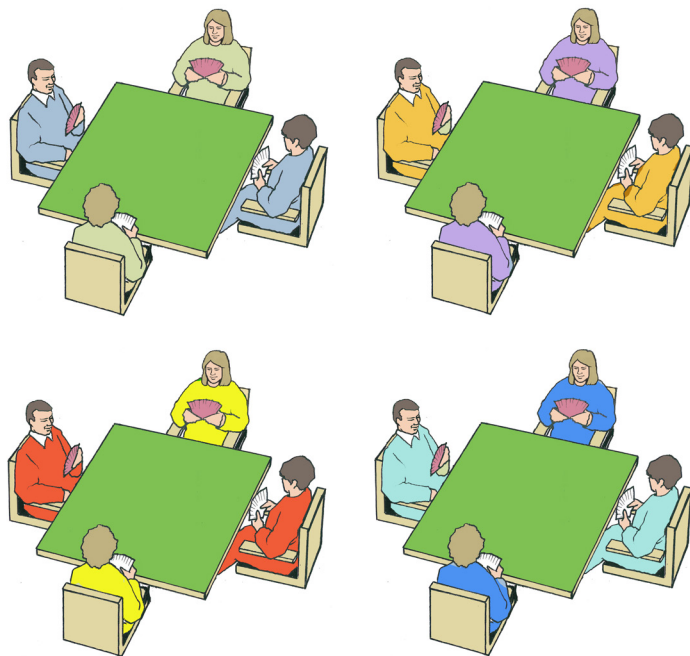


The results are calculated at the end of the match. The results on each deal are compared and the difference calculated and converted to International Match Points (IMP) with a special table. The points in IMP for each team are summed up and this result goes into another table, which gives the result in Victory Points (VP). The largest match win is 20-0.

Pairs Example

North-South at one table play together as a pair. They will meet the other pairs in the competition over two or three boards. Each result is compared with the other pairs that played the same boards. After each round, the pairs have new opponents and the boards are sent on to other tables, to be played by other pairs. In the end, the results on all boards

are added and becomes the final result. North-South's "real" opponents are not the pairs that sit at the same table, but the other North-South pairs that play the same boards.

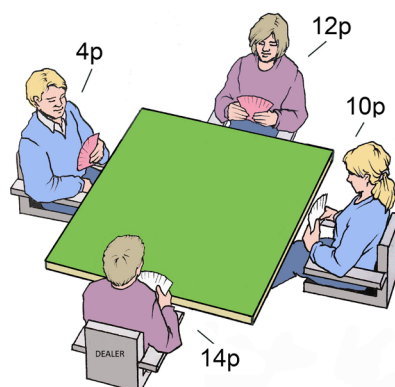


Adding a Bid Level

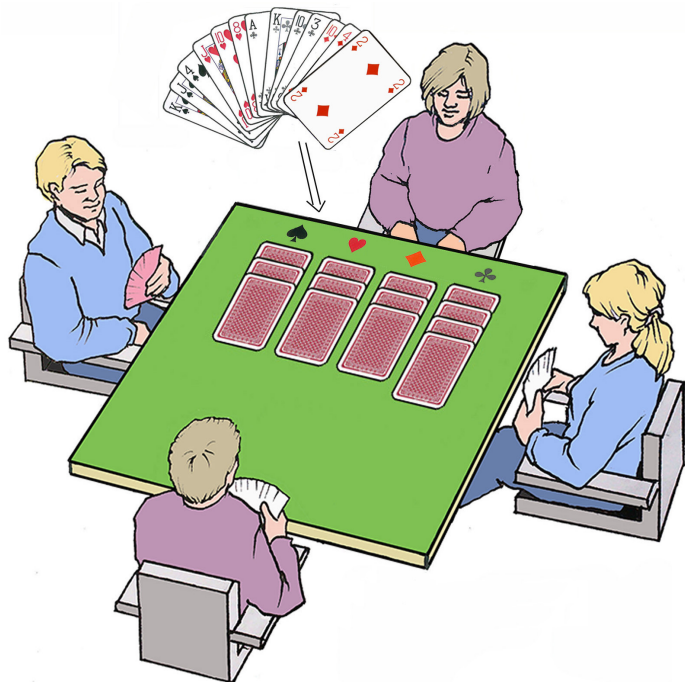
In addition to choosing a trump suit or notrump, from now on, we will also bid to a level. The level decides how many tricks we commit to win to make the contract. If we bid one, we must take seven tricks. Two makes eight, and so on up to seven, which means winning all 13 tricks. The scoring table gives a bonus for specific levels, which can also be seen in the stair. To get the bonus points, a pair must bid to the corresponding level and then make the contract by taking the number of tricks needed.

Step by Step

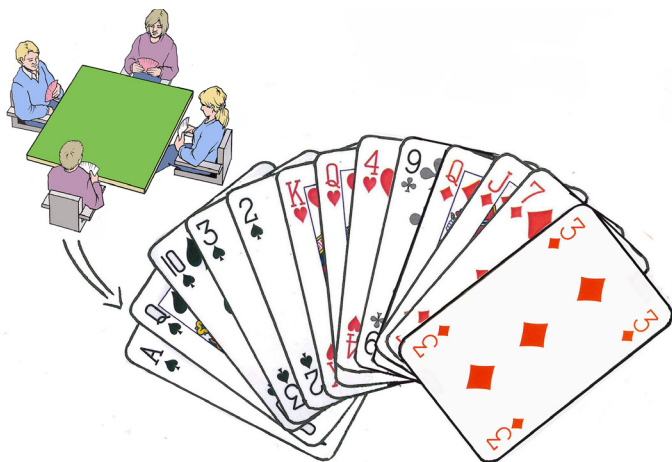
1. All players state how many points they have. We note which side wins the bidding and how many points they have together.



2. Declarer (the stronger hand in the pair that won the bidding) decides whether to play with or without trumps. Dummy (the weaker hand in the stronger pair) puts his cards face-down on the table, as shown in the picture below.



Declarer looks at the table and adds up the combined suit lengths. The goal is to find a suit with at least eight cards, which can be selected as a trump suit. Otherwise, the pair will play notrump.



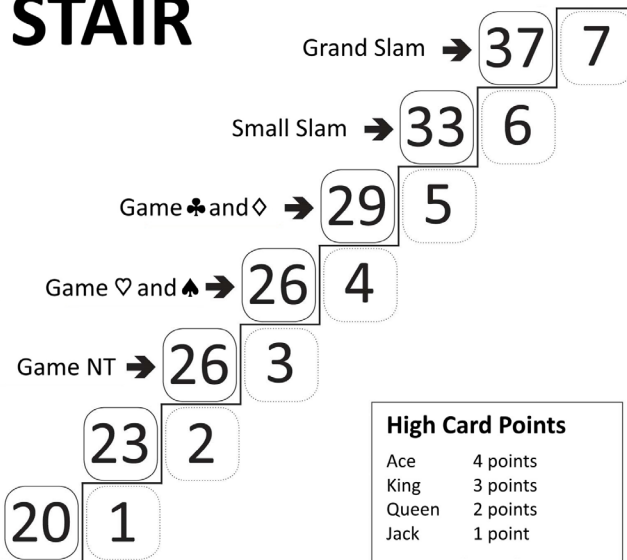
♠ 5+3=8 ♥ 3+3=6 ♣ 1+4=5 ♦ 4+3=7

3. Declarer decides what contract will be played and on what level, with the help of the stair (see the column to the right).

In the example above, declarer will bid 4♠ (eight spades and 26 hcp), a level which will give a game bonus if the contract is made.

The task is then to win at least 10 tricks. Note that there is no reason to bid a level higher if it does not give a bonus (for example, with 24 hcp it is best to stay at the level 1♠).

STAIR



4. The deal is played and the pairs write down how many points they received, see below.

SCORING TABLE	NT		♥/♠		♣/♦	
	Nonvul	Vul	Nonvul	Vul	Nonvul	Vul
7 Grand Slam	1520	2220	1510	2210	1440	2140
6 Small Slam	990	1440	980	1430	920	1370
5 Game ♣/♦	460	660	450	650	400	600
4 Game ♥/♠	430	630	420	620	130	130
3 Game NT	400	600	140	140	110	110
2 Part Score	120	120	110	110	90	90
1 Part Score	90	90	80	80	70	70

Additional tricks above the bid level gives, per trick, when playing notrump and ♥/♠ 30 points. With ♣/♦ as trump, 20 points.

Failed contracts per trick: -50 points non vulnerable and -100 points vulnerable.

5. The tournament director adds all played deals and announces the results.

Time to Play!

Now it is time to play your first competition.

Good luck!



For more information, see
www.worldbridge.org