

SWISS or KO TEAMS

See EASYBRIDGE! 3

- Bid Your Games, esp 3NT: Very Aggressive Vulnerable (35% chance). Mildly Aggressive Non-Vul (45% chance). Bid 55% Small Slams. 65% Grand.
- Bid Aggressive 3NT's. Do Not Hang in 3C/D, as 9 Tricks likely regardless.
- Declaring: Make your Contact. Don't risk it to make overtricks.
- Defense be Bold. Risk an overtrick to Beat a contract. But, do Not get Sloppy.
- Horrible Board. Do Not try to play catch up. Sit Tight & Hope.
- Do Not Sacrifice unless you know they are making & you know you are going down only 2 (at favorable or equal vulnerability). You need at least 9 Trumps. Remember, most Opponents are Already bidding Very Aggressively.
- Do Not make Penalty Doubles of Part-Scores unless you have them set in Trumps in your own hand. QJ109 is better than AK76 = same 2 tricks. Top Honors in Side suits take tricks, Intermediate Honors in Trumps take tricks.
- Ok to go Down 3 to Try to Make your contract, rather than take the safety play to go down only 1.
- 5-Level Belongs to the Opponents in Competitive auctions.
- Principle of Minimum Regret in Competitive auctions:
 - Take the Push to the 3-level as they are very unlikely to Double a Part-Score.
 - Take the Push to the 4-level because of the Game Bonus if you make it.
- Small Differences seldom affect Swiss outcomes. Big Differences win matches & games.
- Strange Things happen in Swiss teams. Matches are short & Upsets Occur. Stay Upbeat as an Underdog.
- Playing Against only 1 Other Team. Your Foursome Controls the Outcome to a Much greater degree Than in Matchpoints.
- IMPS diminish importance of a single board. VPS diminish importance of a single match.