

## Winning Pairs (match point) Tactics

### 1. Scoring at Match Points

In **Match Point Pairs** (using double match point scoring), players get the total of

**2 points for every score (other pair sitting in their direction) their score beats, and**

**1 point for every score (other pair sitting in their direction) their score ties.**

This score is shown on the **Bridgemates** as a **percentage** e.g. if played 11 times, then a **maximum** (beating the 10 other pairs) would score (10x2) 20/20 or 100% on that board. (A pairs **final percentage** for the session is **the average all the percentages** for the boards they played).

Keep in mind this **percentage displayed after a score is entered is an indication only until the final round**. (Hence every board on the **first round** always shows 50% as you have not beaten or lost to any other pair).

Below is a **real score sheet from board 13 Friday 2<sup>nd</sup> November morning session** (sorted) which shows the contract, the number of tricks taken, the score and finally the matchpoints earned.

Contract by	Tricks	NS	EW	NS	EW
3NT N	11	660		19	1
3NT S	11	660		19	1
3NT N	10	630		14	6
3NT N	10	630		14	6
3NT N	10	630		14	6
4 N	10	620		8	12
4 N	10	620		8	12
4 N	10	620		8	12
3NT N	9	600		3	17
3NT N	9	600		3	17
6 N	10		200	0	20

- Two NS pairs played in 3NT and made **11 tricks** and got an equal top of **19/20** (beat 9, tied once) or **95%** and their EW opponents 1/20 or 5% on this board.
- Two NS pairs in 3NT made **10 tricks**, beat 6 other pairs and tied twice (6x2 + 2x1) for **14/20** or **70%** and their EW opponents got 6/20 or 30%.
- The 3 pairs who played in 4 only beat 3 other pairs and tied twice for **8/20** or just **40%**.

**About the above hand:** North opened a strong 1NT (15-18 HCP) and South had a super-flat **3433** hand (4 ) and 9 HCP. The **match point players saw no ruffing values in their flat hand** and instead of using Stayman, just bid 3NT betting on making the same number of tricks as 4 even if partner had a 4 card suit. Making 10 tricks in NT got 70%, making 10 tricks in only got 40%.

#### Improving Players' Lesson:

**In pairs, two flat hands (no ruffing value) usually score higher match points in NT contracts.**

#### Advancing Players' Lesson:

**In pairs, if you end in 3NT and see most others safely making 10 tricks in 4Ma, play to make 10 tricks in NT even if it risks the contract. Gamble a low percentage for a high one!**