

Suggested Strategy for Team Games

1. Understand how the scoring works differently in team games than in pair games.
2. **BID ALL BORDERLINE VULNERABLE GAMES.** You can go set 62% of the time and still break even (in the long run). **BE MILDLY AGGRESSIVE IN BIDDING NON-VULNERABLE GAMES.** You can go set 54% of the time and break even. **BID SLAMS WHICH HAVE A 50% CHANCE OR BETTER OF MAKING.** Slams which need a finesse are OK. Avoid slams on hands in which you are missing one key card and the trump queen (4+missing trumps).
3. Remember that making your contract is **MUCH** more important than making an overtrick. Learn safety plays.
4. Be conservative in competitive auctions when vulnerable. Avoid risky overcalls and preempts when vulnerable.
5. “The five-level belongs to the opponents.” While this old saying is not absolute, it has merit. A phantom sacrifice (sacrificing when their game doesn’t make) is really, really bad. Before sacrificing, ask “is it possible to set them?” Make sacrifices when you have good distribution (a singleton or void) and very little defense. If you have a hand with which you know you will sacrifice, do so immediately to limit the opponents’ communication and increase pressure on them.