

## **DISTRICT 16 LECTURE SERIES**

# **More Principles for Improving Your Matchpoint Scoring**

Steve Wood  
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# Review



Principle #1: Matchpoint scoring is more about “how often” than “how much”

Principle #2: Don't strain to reach thin game contracts

Principle #3: Overcall with real purpose

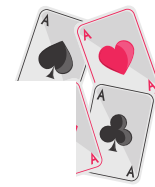
Principle #4: Open light only if you are showing partner a good lead

Principle #5: Know your defensive carding and agreements by heart



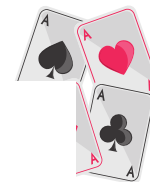
## Principle #6

If the opponents stop at the two level in a  
“fit” auction it doesn't pay to let them play it  
there



# Fit or No Fit auctions

W	N	E	S
1H	P	2H	P
P	?		



# Fit or No Fit auctions

W	N	E	S
1H	P	1N	P
2C	P	2H	P
P	?		



## Fit or No Fit auctions

W      N      E      S

1H   P      1N   P

2H   P      P      ?



## Fit or No Fit auctions

W	N	E	S
1D	P	1H	P
2D	P	2H	P
P	?		



## Fit or No Fit auctions

W	N	E	S
1D	P	1H	P
2C	P	2D	P
2H	P	P	?





Vul vs. Vul MP

W	N	E	S
1S	P	2S	P
P	?		

## Your Hand

♠ 84  
♥ QT43  
♦ K94  
♣ QJ32



# Your Hand

Vul vs. Vul MP

W	N	E	S
1S	P	2S	P
P	X		

♠ 84  
♥ QT43  
♦ K94  
♣ QJ32

A double here is right. You probably have a fit, you have support for all the suits, you may push them to a level they can't make, and you might learn a better lead.



# Your Hand

EW Vul

NS Not Vul MP

W N E S

1C P 1H P

2H P P ?

♠ KQ7

♥ J3

♦ KJ643

♣ T83



# Your Hand

EW Vul

NS Not Vul MP

W N E S

1C P 1H P

2H P P X

♠ KQ7

♥ J3

♦ KJ643

♣ T83

Double is right!



## Fit or No Fit auctions

W	N	E	S
---	---	---	---

1D	P	1N	P
----	---	----	---

2C	P	P	?
----	---	---	---



## Fit or No Fit auctions

W	N	E	S
1C	P	1N	P
2C	P	P	?



## Fit or No Fit auctions

W	N	E	S
1H	P	1S	P
1N	P	2H	P
P	?		



## Fit or No Fit auctions

W	N	E	S
1D	P	1S	P
2C	P	2D	P
P	?		





# Principle #7

Don't just count your HCP. Evaluate your hand!



# Your Hand

W	N	E	S
1N	P	?	

♠ J53

♥ Q74

♦ K832

♣ Q52



# Your Hand

W	N	E	S
1N	P	<u>P</u>	

♠ J53

♥ Q74

♦ K832

♣ Q52

Pass is right!



# Your Hand

W	N	E	S
1N	P	?	

♠ JT82

♥ QT5

♦ KT92

♣ Q9



## Your Hand

W    N    E    S

1N   P   2C

♠ JT82

♥ QT5

♦ KT92

♣ Q9

Stayman plus invite is right



# Your Hand

W      N      E      S

1H    P      2N!    P

3D!   P      ?

♠ AQ3

♥ A982

♦ KJ92

♣ K8



W    N    E    S

1H   P    2N!   P

3D!   P    ?

## Your Hand

♠ AK2

♥ KJ942

♦ 953

♣ A8



# Your Hands

W	N	E	S
1H	P	2N!	P
3D!	P	?	

♠ AQ3

♥ A982

♦ KJ92

♣ K8

♠ AK2

♥ KJ942

♦ 953

♣ A8

The first hand is good.

The second hand is much better, even though it has fewer HCP.







W    N    E    S

# Your Hand

1H   2H   3H   P  
P    3S   P    ?

♠ K  
♥ T854  
♦ J843  
♣ T954



# Partner's Hand

♠ AQJT5  
♥ 6  
♦ A  
♣ KQ8762

What if partner holds something like this?



# Your Hand

W      N      E      S

1H   2H   3H   P  
P   3S   P   5C!

♠ K  
♥ T854  
♦ J843  
♣ T954

5 Clubs is “pass or correct”



## Principle #8

Don't just jump to game without telling partner that you have a good hand!

# What is common here?



W N E S

W N E S

1S P 4S

1H 1S P 4S

W N E S

4S



# Your Hand

W      N      E      S

1S    P    ?

♠ KQ8

♥ A983

♦ A654

♣ 85



W   N   E   S

## Your Hand

1S   P   2D

♠ KQ8  
♥ A983  
♦ A654  
♣ 85

Don't just jump to 4S! That would be weak. Better to bid 2D first and force on to game later.



# Your Hand

W    N    E    S

1D   1H   X    ?

♠ T4  
♥ KQx  
♦ A943  
♣ K962





## Your Hand

W	N	E	S
1D	1H	X	<u>2D</u>

♠ T4  
♥ KQx  
♦ A943  
♣ K962

Better to cue-bid 2D than to jump to 4H!



# Your Hand

Vul vs. Vul

W N E S

1H 1S ?

♠ 6  
♥ KT975  
♦ A63  
♣ Q974



# You

# Partner

Vul vs. Vul

W N E S

1H 1S ?

♠ 6  
♥ KT975  
♦ A63  
♣ Q974

♠ J74  
♥ AQ642  
♦ K8  
♣ AK5



## You

## Partner

Vul vs. Vul  
W N E S  
1H 1S 3S!

♠ 6  
♥ KT975  
♦ A63  
♣ Q974

♠ J74  
♥ AQ642  
♦ K8  
♣ AK5



# Principle #9

On defense, figure out what your goal is.



# Your Hand

W      N      E      S

1N    P      3N    P

P      P

♠ J843

♥ T93

♦ KQ6

♣ Q72

What do you lead?



Lead problem

You

Dummy

♠ J843

♠ Q96

♥ T93

♥ J74

♦ KQ6

♦ A62

♣ Q72

♣ AJT5



You

Dummy

♠ J843

♠ Q96

♥ T93

♥ J74

♦ KQ6

♦ A62

♣ Q72

♣ AJT5

If you led a spade, you probably gave up a trick.

Your partner has little. A more passive ♥T is better





# Principle #10

Stay in the boat!



# Your Hand

Your side VUL

W    N    E    S

3C   P    P    P

♠ J8

♥ T9

♦ Q6

♣ J975432



See you at the tables!

