

Play of the Hand in MP

Remember – **you get 1MP for every pair you beat, and ½ MP for every pair you tie**

Beating a pair by 10 points is equivalent to beating a pair by 1000 points

Due to this, it's important to understand what the other players' scores are

e.g. w/ 9 tables, 8 total MPs are available to win. N/S play contracts shown below

Contract MP earned

| | |
|-------|-----|
| 4♠ = | 3.5 |
| 4♠ = | 3.5 |
| 4♠ = | 3.5 |
| 4♠ = | 3.5 |
| 4♠ = | 3.5 |
| 4♠ = | 3.5 |
| 4♠ = | 3.5 |
| 4♠ = | 3.5 |
| 4♠ +1 | 8 |

e.g. same as above, but the results have more variation

Contract MP earned (for N/S)

| | |
|--------------|-----|
| 3♦ x E= -470 | 0 |
| 4♠ -1 -50 | 1 |
| 3N = +400 | 2 |
| 4♠ = +420 | 3 |
| 3N+1 +430 | 4 |
| 4♠ +1 +450 | 5 |
| 4♠ +2 +480 | 6.5 |
| 4♠ +2 +480 | 6.5 |
| 6♠ = +920 | 8 |

So, it's important to understand whether the contract you are declaring is NORMAL or ABNORMAL

Playing Normal Contracts

Take 50% + risks for an overtrick, even if it risks going -1

Playing Abnormal Contracts (The Good Kind)

Since you probably have a top just by making the contract, play it safe – do not worry about overtricks

Playing Abnormal Contracts (The Bad Kind)

If you underbid, play assuming the cards lie bad for other pairs

e.g. if you bid 3♠ when the field is in 4, play as if there is a lie of the cards in which 4♠ goes -1

If you are in the wrong strain, consider what tricks are available in other contract. You may decide to make an absurd play which will gain if it happens to work

e.g. if you are in 3N, and there are 11 tricks available for the other pairs in ♠s, you may take an anti-percentage finesse because you will get a bottom board if you do not make 11 tricks to outscore the opponents playing in ♠s.