**Principles of Playing in Teams**

Firstly and foremost, understanding scoring in Bridge is essential. This means that one can understand the rewards and the penalties for taking risks:

**Bidding**

* If in doubt bid to game. Because the reward (300/500) for making game outweighs the risk of going one off (50/100). So you can afford to be wrong more often than not.
* Don't bid dodgy slams. The risk of missing Game points (9 or 12 IMPs) outweighs the reward of the Slam bonus (500/750 = 3 or 4 IMPs)
* Bid to game aggressively and bid to Slam sensibly
* Bidding to 5 of a minor is better (ie safer) than 3NT with only one stop in a risky suit
* Don't double a contract unless you are sure it is going two off
* Do not double a part-score unless you are sure it will go two off.
* Sacrifice at five level if you are certain the opponents have game on. However, be aware of the vulnerability if/when doing this
* Get your score in the right column

**Play**

* As Declarer play carefully. As Defender, defend aggressively

**Declarer**

* Always play to make the contract. An overtrick counts for little so don't risk a finesse for an extra trick if you can see your contract is secure without the finesse.
* Play the holding AKQ32 opposite 54 by losing the first round

**Defence**

* In defence, concentrate on beating the contract, rather than the margin by which you beat it.
* When making the opening lead, consider underleading the K of an unbid suit if that is the only way to beat a contract. You may find partner with the A or Q