

# *BRIDGE for Windows*

*Full Circle Computing*

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## INTRODUCTION

BRIDGE for Windows is written in Visual Basic for the Windows 3.1 Environment and requires a mouse and Windows 3.1. The program deals four random hands of Bridge, selects the best hand to be yours and the second best for North. As South you will open the bidding. Bridge for Windows bids as North responding to your bidding as a normal partner would. Bridge for Windows also bids the East and West positions. During play, you play the declarer and dummy hands as North and South and Bridge for Windows plays the opposition as East-West.

Bridge for Windows is not intended to teach you to play bridge. There is an implicit assumption that you know the evaluation of hands, the basic rules of the game, and the flow of a Bridge game.

You can replay the current deal at any point up to dealing a new hand. Also, you can display North's hand prior to or during the bidding. You can also peek at East or West hands. A deal can be cancelled at any time by simply calling for a new deal. If this is done prior to completion of play, no scoring will accompany that hand.

Much of Bridge is controlled through the following Action Pallet



This Action Pallet along with many of the windows in the bridge table form can be moved as desired.

## Action Pallet



Deal -- will cause a new hand to be dealt

UnDo -- reverses a card selection

RePlay -- will revert the current hand to the start of bidding

Peek -- will display any hand not currently shown. North' hand will be displayed open, while East and West hands will be displayed in a scroll box.

Help -- calls the Bridge for Windows help

Exit -- will terminate Bridge for Windows

The Action Pallet can be moved to any place on the screen you desire.

## HELP

Clicking the Help button on the Action Pallet or selecting Help from the menu will enter the on-line help system for BRIDGE for Windows.



The basic philosophy the Bridge for Windows uses for bidding, responding to bids, and play is discussed. The help system will not recommend a bid or play to you

In the bidding sequence, the "Hint" button will display information as to how your bid has been interpreted by Bridge for Windows and will also tell you the number of points North has in the hand.

## **CANCEL A HAND**

Click on the deal icon at any time to cancel the present deal and a new one hand will be dealt.

Selecting the Replay button will keep the current hands but return to the start of bidding such that bidding or playing can be revised.

If the Replay or Deal button is selected prior to completion of play, no scoring will be made. However, at the end of play, scoring is effected.

## THE AUCTION (BIDDING)

As the owner of BRIDGE for Windows, you always get the best hand and always open the auction bid. BRIDGE for Windows counts your points for you and displays them at the bottom of the Bidding Window.

Your Bid		
<input type="radio"/> 1	<input type="radio"/> Clubs	OK
<input type="radio"/> 2	<input type="radio"/> Diamonds	Pass
<input type="radio"/> 3	<input type="radio"/> Hearts	Hint
<input type="radio"/> 4	<input type="radio"/> Spades	ReDouble
<input type="radio"/> 5	<input type="radio"/> No Trump	
<input type="radio"/> 6		
<input type="radio"/> 7		
18 Points		

Bidding is accomplished by clicking the appropriate radio button (1-7) indicating the quantity of the bid and the radio button for the suit or no-trump. After selecting the bid, click on the OK button. The bid is displayed in the window located near the position indicator for each position as a bid is made. Also, the entire bidding sequence is recorded in a list at the bottom right of the Bridge window. To Pass or Redouble, click on the appropriate button. (Since the opposition doesn't bid, you never need to Double them.) The ReDouble button is grayed out unless the opposition Double the bid.

The Hint button will tell you how Bridge for Windows is interpreting your bid and will also give the number of points contained in North's hand.

## OPENINGS

You may make any legal bid to open. Consult any good Bridge book for advice. Today, the most common bidding convention is the Weak Two-Bid opening structure. Bridge for Windows follows that convention to the extent possible. It must be noted, since you as South always gets the best hand, opening a weak two bid will not be an option, however, using this notation makes 2 clubs the only strong demand bid recognized by Bridge for Windows.

Psych Bids must be taken at your own risk --Bridge for Windows will only get confused and will interpret the bid as a normal bid.

Bridge for Windows will respond to your opening bid based upon the following:

With a balanced hand:

0 - 12 points -- Pass

13 - 15 points --1 one of a suit

16 -18 High-Card points -- 1 No-Trump with

19 - 20 points -- one of a suit and jump in No-Trump next bid

21-23 points -- 2 No-Trump

24-26 points -- 3 No-Trump

With an unbalanced hand the response bid is not as clear.

One of a suit will generally indicate 13 or more points, both in high cards and distribution

It is generally better to try to find a major rather than a minor suit

Strong hands (22 points or more) -- BRIDGE for Windows recognizes only 2 Clubs as a demand bid. Your partners weakest response is 2 Diamonds. Any other opening 2 bid in a suit is considered a weak preemptive opening.

## **GETTING TO GAME**

Regardless of any part-score, Bridge for Windows will always continue responding until you are at game if it thinks that the partnership has 26 points or more based upon your bidding.

Remember the general guidelines

- 26 points are needed for game
- 33 points for a small slam
- 37 points for a grand slam



## **REACHING SLAM**

Unless you ask for aces (4NT) or for kings (5NT) your partner will not respond to any bid of yours at slam. (Partner won't ever raise your 6 Spades to seven.) However, if Bridge for Windows determines that the partnership has 33 or more points, bidding will continue until slam is reached. This is where the bidding and Bridge for Windows interpretation becomes important.

## **OPPONENTS BIDDING**

In respect for your Bridge prowess, the opposition never bids. East may double a contract if it seems too ambitious. You may, of course, redouble, in which case your partner always passes.

## **RETRACTING A BID**

You cannot retract a bid.

If necessary, you can select RePlay from the Action Panel which will redeal the current hand to restart the auction. Alternatively, you can select Deal which will deal a new hand.

## **Conventions**

### **Stayman**

If you open one no-trump, Bridge for Windows will interpret as a request to try to find an eight card major. Bridge for Windows may respond with two Clubs. Your responses will be evaluated as:

- Two Diamonds -- no four card major
- Two Hearts -- four hearts
- Two Spades -- four spades

### **Blackwood**

If you did not open no-trump, a bid of four no-trump will ask your partner for the number of aces in the hand. Bridge for Windows will respond with

- Five Clubs -- no aces or four aces
- Five Diamonds -- one ace
- Five Hearts -- two aces
- Five Spades -- three aces

A bid of five no-trump will ask for the number of kings. Bridge for Windows will respond with

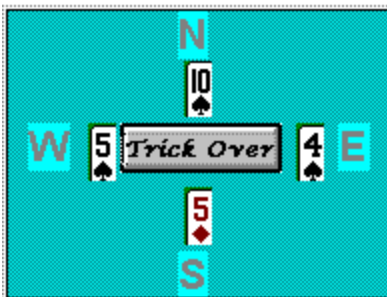
- Six Clubs -- no kings or four kings
- Six Diamonds -- one king
- Six Hearts -- two kings
- Six Spades -- three kings

## PLAYING THE HAND

Following the auction, you may take time to review the situation before play begins. The playing board is displayed. Click on the "Play" button to start the play.



If North was the first to bid the winning suit, BRIDGE for Windows will call for East to lead. If South is the declarer, then West will lead. The letter denoting the position to play will be enabled (appearing much darker) when it is that player's turn. The card is displayed in the window near the position and also displayed on the playing table. After a trick, the playing table looks like



Clicking on the Trick Over button will setup for the next trick or will score the hand if this is the last trick.

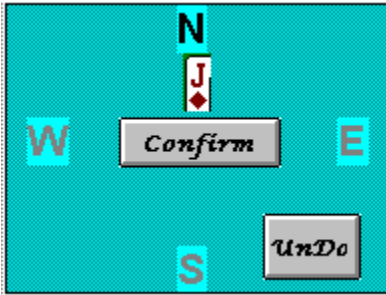
## **OPPONENTS LEAD**

Against a No-Trump contract, The lead will be the fourth card from the top of the leader's longest and strongest suit.

Against a suit contract, the lead will be based upon the relative strength of a suit in the hand or the length (or lack thereof) of a suit.

## YOUR PLAY

Once the contract is set, the hands for North and South are displayed. Click on the card you have selected. The button in the play table will change to "Confirm". Clicking "Confirm" commits the selected card for that trick and play moves to the next position, East in this case.

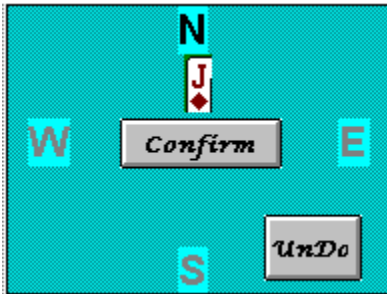


If you change your mind about the card, clicking on UnDo will reverse the selection. Once Confirm is selected, a card cannot be undone.

BRIDGE for Windows will not allow reneging nor allow for play out of turn. BRIDGE for Windows will maintain a record of the next player.

## RETRACTING A CARD PLAYED

You can retract a card until you click confirm. BRIDGE will not allow renegeing.





## FINISHING THE TRICK

All cards remain displayed after the trick until you click on the Trick Over button. At the end of each trick, BRIDGE for Windows will display the current tally of tricks for each side along with the trick number and the last winner.

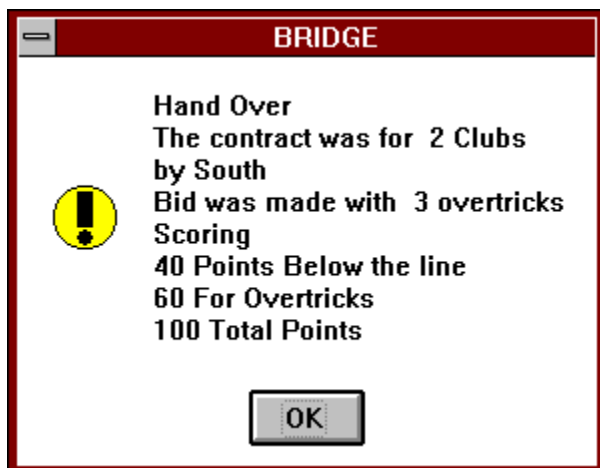
Trick Counter	
Trick Number	2
Won By	South
North-South has	2
East-West has	0

## **Finishing the Hand**

The hand is finished once confirmation for the 13th trick is made. At that point Bridge for Windows will total the score and apply the results to the total game score.

## SCORING

Scoring is standard rubber bridge scoring except that honors are not counted. All "below-the-line" scores are automatically rolled up into the above-the-line total after each complete Game. All Rubbers are two-game Rubbers and are worth 700 points. After completing play of a hand, the score is shown with points earned for tricks, overtricks, slam premiums and rubber (or penalty points).



Additionally, the running tally is always displayed

WE	THEY
60	0
40	0

# ORDERING

You may use the shareware version of Bridge for Windows for a 30 day trial period. If you would like to continue to use Bridge for Windows after the 30 day trial period, you are required to purchase the licensed version of Bridge for Windows.

You can order or register Bridge for Windows by completing the following form and mailing a check to

Full Circle Computing  
15 Greenridge Avenue, Suite 19  
White Plains, NY 10605-1248  
USA

## Order form Bridge for Windows 1.0 (or latest version)

NAME \_\_\_\_\_  
COMPANY \_\_\_\_\_  
STREET \_\_\_\_\_  
STREET \_\_\_\_\_  
CITY \_\_\_\_\_  
STATE \_\_\_\_\_ ZIP \_\_\_\_\_  
COUNTRY \_\_\_\_\_  
TELEPHONE NUMBER \_\_\_\_\_

Bridge for Windows	\$49.00	_____
New York Residents Sales Tax (using local rate of _____%)		_____
Shipping/Handling - US or Canada	\$4.00	_____
Shipping/Handling - US or Canada - OverNight	\$19.00	_____
Shipping/Handling - US or Canada.for evaluation	\$6.00	_____
Shipping/Handling - Outside of US or Canada	\$15.00	_____

**Total in US Funds drawn on a US Bank.** \_\_\_\_\_

Make Checks payable to: Full Circle Computing

## References

The two main references used for bidding are:

Bid Better, Play Better, Dorothy Hayden Truscott, Pinnacle Books, 1976

Jacoby on Bridge, James Jacoby, Pocket Books, 1987