# Cassette Software

Model PHT 6026

# Bridge Bidding I

Five programs developed by the Dallas "Aces" for practicing your bidding skills. Includes explanations of your proper bid, your partner's bids, and your opponents' bids.

■ OPENING BIDS — Determine whether you can open the bidding.

■ OVERCALLS — Practice your "defensive" bidding skills.

■ GAME BIDDING — Select the bid that gives you the best chance to make game.

■ CHOICE OF SUITS — Decide whether to rebid your suit or raise the bid in your partner's suit.

■ NO TRUMP OR SUIT — Choose a trump suit or no trump, depending on the distribution in your hand.

Requires the use of a cassette tape recorder (not included) for loading the program contents into the TI-99/4 Home Computer memory.

Author:    Dallas "Aces"

Language:  TI-99/4 BASIC

Hardware:  TI-99/4 Home Computer
           Disk Controller and Drive or Cassette Recorder

Media:     Diskette and Cassette

The game of bridge, played by about 30 million people, is unique from other card games because of the challenge of bidding. Through bidding, you and your partner try to reach the best possible contract based on the cards dealt in a particular hand.  Whether you play socially or in tournaments, you can improve your scores by improving your bidding.

The Bridge Bidding I program, developed for Texas Instruments by Robert Hamman and Robert Wolff of the Dallas "Aces," is a course in the basics of bidding.  Although some of the basic rules for bidding are included in this manual, the program is designed for people who know enough about the game to realize they can improve their bidding skills.  If you are a novice player, reading books on bridge or taking lessons will help you take full advantage of the program.

The object of Bridge Bidding I is to show you the steps necessary to reach the correct contract for a particular hand. Wolff and Hamman have given us the benefit of their experience and share some of their secrets for bidding in the program.

Hamman, who is North America's highest ranking bridge player in international competition and holds world championships in open-pair and open-team categories, and Wolff, whose bridge credentials include world champion in open-pair, open-team, and mixed-team categories, participated in a revolutionary project that was launched in the late 1960's.  Ira Corn, of Dallas, conceived the notion of grooming a bridge team on a full-time basis.  To accomplish this, he moved six talented players to Dallas and formed the "Aces" Bridge Team.  Working through tens of thousands of hands over the next four years, the players developed insights into bidding which were virtually unexplored up to that time.  Beginning with the most basic bridge situations, Wolff and Hamman call upon this experience to present concepts designed not only to help you improve your own bidding but to understand what really goes on in a good bidding partnership.

The bidding situations covered in Bridge Bidding I are opening
bids, overcalls, bidding to game, deciding whether to bid no
trump or a suit, and choosing which suit to bid.  In the
program, you are the South player, and you determine your bid.
The computer provides the bids for your partner, North, and your
East-West opponents.  When it's your turn, the computer gives
you three chances to enter the preferred bid.  If you do not
select the preferred bid within three choices, the program
displays the answer, along with an explanation of your proper
bid, your partner's bids, or bids by East-West.  In some cases,
additional information is available from the computer or in the
glossary of this manual.

## Opening Bids

In Opening Bids, the computer shows you the cards in your hand
and asks whether you can open the bidding.  An opening bid is
based on the number of points (see "Background") and the lengths
of the suits in your hand.  If you have more than one biddable
suit, bid the longest one first.  With two five-card suits, bid
the higher ranking one first.  If you have two four-card suits,
first bid the suit that ranks next below your singleton or
doubleton.

## Overcalls

Because of the amount of information involved, Bridge Bidding I
includes two Overcalls programs for practicing "defensive"
bidding.  With both programs, the computer shows you the cards
in your hand and explains the bidding that has taken place thus
far.  You are then asked to enter your bid.

An Overcall offers a partnership the following advantages.  It
can be the first step toward reaching a makable contract.  You
can sacrifice points, if necessary, to prevent your opponents
from making a game or slam.  The bid also allows you to indicate
your strong suit so that your partner knows what to lead.  Your
opponents have less bidding space and are required to bid higher
in order to win the bid.

When you are considering an overcall, estimate how many points
you will lose if your partner has a weak hand and the opponents
double your bid.  In general, you should not overcall if you
could lose more than 500 points.

## Game Bidding

In Game Bidding, you try to select the bid that gives your
partnership the best chance to make game.  The computer shows
your cards and explains the bidding that has taken place so
far.  You are then asked to enter your bid.

The game bonus is the bid most strived for in bridge.  In
tournament bridge, you receive the game bonus for bidding and
making a game.

## Choice of Suits

In Choice of Suits, you decide whether to rebid your suit or
raise your partner's suit.  The computer shows you the cards in
your hand and explains the bidding that has taken place thus
far.  You are then asked to enter your bid.

If you have already bid and your partner responds in a new suit,
raising your partner's suit shows support for that suit.  Also,
if you only have enough points in your hand to bid one time, you
should make the most constructive bid possible for your partner.

## No Trump or Suit

With the No Trump or Suit program, you determine the best bid,
depending on your cards and the bidding that has taken place
thus far.  The choice you make depends on the distribution of
your hand.

Bidding a no-trump game instead of a suit offers your
partnership the advantage of needing to take only nine tricks,
instead of 10 or 11.

## File Names

Each of the bidding lessons is presented in a different
program.  For your quick reference, the diskette file name for
each program is listed below.

| | |
|---|---|
| Opening Bids | OPEN |
| Overcalls 1 | OVERCALL1 |
| Overcalls 2 | OVERCALL2 |
| Game Bidding | GAME |
| Choice of Suits | CHOICE |
| No Trump or Suit | NT/SUIT |

Note:  Each of the programs in Bridge Bidding I operates in
essentially the same way.  Therefore, the same "User
Instructions" section applies to all of the programs.

Texas Instruments

Bridge is a card game played by four people, with partners
sitting opposite one another at the table.  As soon as you are
dealt a hand of 13 cards, you must determine whether you have
enough points to bid.  Points are counted as follows:

Face Value

Ace   = 4
King  = 3
Queen = 2
Jack  = 1

Distribution

Void (no cards in a suit)     = 3
Singleton (1 card in a suit)  = 2
Doubleton (2 cards in a suit) = 1

To open the bidding (bid first) for your partnership, you must
have at least 12 points in your hand and a biddable suit.  (A
biddable suit consists of at least four cards with a minimum of
three face value points in that suit.)  If your partner opens,
you need six points to answer in the same suit or to bid a
different suit.  If you do not have enough points to answer, you
must "pass."  Your partner then knows that your hand does not
contain six points.

The suits are ranked in order from highest to lowest as follows:
    Spades
    Hearts
    Diamonds
    Clubs

"No trump" ranks above spades.  When it's your turn, you can
either pass or bid.  If you bid, your bid must exceed the
previous bid for that hand.  For example, if the last person bid
"one diamond," the minimum you can bid is one heart, one spade,
one no trump, two clubs, or two diamonds.  Notice that, since
clubs rank below diamonds, you must go to the two-level if you
wish to bid clubs.

The round, or playing of the hand, begins with each player laying down one card in a clockwise sequence. These four cards form a "trick." Each hand consists of 13 "tricks" that can be won or lost. The first six tricks taken by the partnership with the winning bid are called "book." During the bidding, you and your partner try to determine the number of tricks over book that you will take. For instance, if you bid "two hearts," you are saying that you think your partnership can take eight tricks.

A bid of two hearts also says that you want hearts as the "trump" suit. This means that if you cannot follow suit in a round, you can play a heart ("trump in") and take the trick. The person playing the highest trump card for a round takes that trick. If you bid "no trump," you are saying that all of the suits for that hand are equal and no trump suit exists.

If you and your partner both seem to have good hands, you may want to try bidding to game. A game bid is three no trump, four spades or hearts, or five diamonds or clubs.

The bidding for a hand is completed when three players in a row pass. The last person who bid is the high bidder and wins the bid for the partnership. The first partner who bid the trump suit plays the hand, while the other partner's hand is laid face up by suit on the table. The hand on the table is known as the "dummy."

STEP- 1:          If the computer is not already in the BASIC
                  mode, select TI BASIC.  To load the program
                  from a diskette, insert the diskette into
                  Disk Drive 1, type CALL FILES(1) and press
                  ENTER.  Then type

                          OLD DSK1.OPEN

                  and press ENTER.  (To load another program,
                  enter OLD DSK1.OVERCALL1, OLD DSK1.OVERCALL2,
                  OLD DSK1.GAME, OLD DSK1.CHOICE, or
                  OLD DSK1.NT/SUIT.)

                  To load the program from a cassette tape,
                  refer to the "Loading Cassettes" section of
                  this manual for instructions on determining
                  the program's position on the cassette
                  tape.  When you have inserted the cassette
                  and properly positioned the tape counter on
                  your recorder, type

                          OLD CS1

                  and press ENTER.  The computer then displays
                  directions for loading the tape.  Refer to
                  "Loading Cassettes" if you have difficulty
                  in loading the program from the cassette.

    STEP 2:  When the cursor reappears, type RUN, and
             press ENTER.  When the program's title
             screen appears, press any key.

                  After the program is initialized, the first
                  hand is shown with your cards at the top
                  left of the display.  In some cases, the
                  letters S, W, N, and E, representing the
                  positions of the players, appear at the top
                  right of the display.  The bids made up to
                  this point are given below the appropriate
                  letter.  These bids correspond to the
                  description in the middle of the display.

After the description is completed, the computer asks you to enter your bid. To do this, type the appropriate number, followed by N for no trump, S for spades, H for hearts, D for diamonds, or C for clubs. If you want to pass, type P. After you type your bid, press ENTER.

The computer then tells you that your bid is correct or asks you to try again because there is a better bid available. When you select the preferred bid or after the computer provides it, the bid is explained.

Occasionally, a small square is displayed after a bid or in the explanation. Whenever this occurs, additional information, preceded by a corresponding square, appears on the display.

Also note that in some of the explanations, a suit might be shown as containing, for example, KQ10X. The "X" in this type of notation represents any card in the suit lower than a 10.

STEP 3: Once a display is completed, press any key. The computer then provides more information on the current hand or goes on to the next hand if the current hand is complete. After the last hand, the program stops. To stop the program before the last hand, press SHIFT C (CLEAR). To start over, load the appropriate program and enter RUN.

Blackwood Convention -- A bid of four no trump, asking for the number of aces in your partner's hand.

Cue Bidding -- A forcing bid in a suit you do not want as trumps. The two types of cue bidding are bids in the opponent's suit and bids to show controls (an ace or king, or a void or singleton) after the partners have agreed on the trump suit.

Forcing bid -- Any bid which obliges your partner to keep the bidding open at least one more round.

Limit bid -- A bid intended to show the strength and approximate distribution of a hand in one bid. Your partner is expected to make all future decisions.

Limit raise -- A jump and raise in your partner's suit which is invitational, but not forcing, to game.

Overcalls -- Any bid by either opponent of the opening bidder. The factors that influence overcalls are vulnerability, level, length and strength of a suit, preemptive value, and opening lead advantage.

Preemptive bid -- A bid at a higher level than necessary. It is intended to show the length of a suit rather than its strength. The factors that influence preemptive bids are vulnerability, level, length and strength of the suit, and bidding methods.

Preference -- The choice of one of two suits bid by your partner.

Sacrifice -- Outbidding your opponents with the expectation of losing less than they would gain.

Stayman Convention -- An artificial response of two clubs to one no trump, asking your partner to show a four card major suit. If your partner does not have one, the response would be two diamonds.

Take-out Double -- A double of the opponent's opening bid, asking your partner to compete in one of the unbid suits.

Temporizing bid -- A waiting bid designed to extract information from your partner rather than give information about your hand.

Vulnerable -- The condition of being subject to greater undertrick penalties or greater premiums as provided by the scoring table. In rubber bridge, vulnerability is achieved by having won one game toward rubber. In duplicate bridge, vulnerability is assigned by board numbers.

Copies of all programs listed on the cassette tape label are located on both sides of the tape.  If for any reason you experience trouble loading or accidentally erase a program, another copy is available on the other side of the tape.

To attach and operate your cassette recorder, refer to the User's Reference Guide.  Follow these instructions carefully, and the programs should load easily.

However, if your recorder does not respond when you press ENTER while loading the package, your cassette recorder's drive motor may not be compatible with the Home Computer's circuitry. Although the computer may not be able to operate the cassette automatically, you may be able to operate your cassette manually.  Connect the red and white plugs to the cassette unit as described in the User's Reference Guide, but do not connect the black plug.  Follow the procedure for loading data as described.  When the message "PRESS CASSETTE PLAY" is displayed, press the ENTER key immediately after pressing the cassette's PLAY keys.  If the data is loaded successfully, you may continue to operate the cassette manually.

To locate the position of programs on a cassette, listen to the tape and note the counter setting when programs begin.  Follow these steps to determine the exact location of all programs:

    STEP 1:  Rewind your tape and reset the counter to
             zero.

    STEP 2:  Disconnect the computer-to-cassette cable
             from the cassette player.  You now can hear
             what is on the tape as it plays.

    STEP 3:  Press PLAY.

    STEP 4:  The programs on Bridge Bidding I are listed
             on the cassette tape in the following order:

             OPENING BIDS
             OVERCALLS 1
             OVERCALLS 2
             GAME BIDDING
             CHOICE OF SUITS
             NO TRUMP OR SUIT

A blank section of tape precedes each program.
When you hear program data, note the position of
the counter beside the program name above.  You
may wish to subtract 1 or 2 from the counter
reading to ensure that, when you load the program,
the beginning of your program loads properly.

STEP 5:  Use these counter settings in the future to
quickly load cassette tape programs.

NOTE:  This process can be speeded by alternating
between PLAY and FAST FORWARD as you listen.