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Colin Hinson

In the village of Blunham, Bedfordshire.



Cassette Software

Model PHT 6039

Bridge Bidding II

Practice slam bidding with five programs developed by the Dallas "Aces" Bridge Team.

- ACE-ASKING CONVENTIONS — Use the Blackwood and Gerber Conventions to determine the number of aces your partner has.
- SOURCE OF TRICKS — Learn to evaluate your partner's hand based on the bidding that occurs.
- ADEQUATE TRUMP SUIT — Describe your hand while asking your partner to name a trump suit.
- CUE BIDDING — Tell your partner in which suit you have control.
- ASKING BIDS — Practice asking about your partner's hand and responding to asking bids.

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

As this manual was designed for the U.S. market, the warranty conditions described herein are not applicable in the U.K. The only valid Guarantee Conditions are those set forth in the "Users Reference Guide" accompanying the Home Computer.

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Author: Dallas "Aces"

Language: TI BASIC

Hardware: TI Home Computer
TI Disk Drive Controller and Disk Memory Drive or
cassette tape recorder

Media: Diskette and Cassette

The more bridge you play, the greater the chance that you and your partner may have a hand suitable for bidding a slam. However, you may be timid about bidding a slam.

With the Bridge Bidding II package, developed for Texas Instruments by Robert Hamman and Robert Wolff of the Dallas "Aces," you can practice slam bidding. In addition, the program explains some of the bridge bidding conventions which can help you determine whether you should bid a grand slam, a small slam, or no slam. Although the "Background" section of this manual also gives some of the basic information on slam bidding, it is not complete. If you are a novice player, reading books on bridge or taking lessons can help you take full advantage of the program.

With this second program in their Bridge Bidding series, Hamman and Wolff continue to give you the benefit of their experience and to share some of their secrets for bidding.

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 an innovative bridge project that was launched in the late 1960's. Ira Corn, of Dallas, conceived the idea 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 bidding insights which were virtually unexplored up to that time. Wolff and Hamman now call upon their expertise to present concepts designed not only to help you improve your slam bidding but to understand what really goes on in a good bidding partnership.

The bidding situations covered in Bridge Bidding II are ace-asking conventions, source of tricks, adequate trump suit, cue bidding, and asking bids. In the program, you are the South player, and you choose 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 the 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.

Ace-Asking Conventions

In Ace-Asking Conventions, the program illustrates two bidding conventions, Blackwood and Gerber, which you can use to determine the number of aces in your partner's hand. After you have this information, you can decide whether to end the bidding or ask for the number of kings in hopes of bidding a grand slam. The program also explains when to use Blackwood and when to use Gerber.

Source of Tricks

The Source of Tricks program shows you how to evaluate your partner's hand from the bidding that takes place. You can then determine your best suit and whether to bid a slam, without employing either the Blackwood or Gerber convention.

Adequate Trump Suit

The Adequate Trump Suit program gives you practice in indicating the strengths in your hand while asking your partner to name a trump suit. In this way, you know your partnership's best trump suit and whether or not you want to bid a slam.

Cue Bidding

In Cue Bidding, you practice bids that tell your partner in which suits you have control (an ace or king, or a void or singleton). Another type of cue bidding involves bidding the opponents' suit to show that you have controls in their suit and support in your partner's suit. After you describe your hand with cue bidding, you and your partner can decide whether or not to bid a slam.

Asking Bids

The Asking Bids program is designed to show you how to ask specific questions about your partner's hand and how to respond to an asking bid. The responder then knows if a slam bid is feasible.

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:

Ace-Asking Conventions	ACE
Source of Tricks	SOURCE
Adequate Trump Suit	TRUMPS
Cue Bidding	CUE
Asking Bids	ASKING

(If you have the programs on cassette tape, locate each program by its position on the tape as explained in "Loading Cassettes.")

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

Before your partnership bids a slam, you must determine, through bidding, the following:

- the total number of points your partnership holds,
- the number of tricks you might lose,
- the number of aces and kings your partnership holds, and
- whether your partnership has a strong trump suit.

For a small slam, your partnership needs 33-36 points and should plan to lose only one trick. To bid a grand slam, your partnership should have 37 points and plan to take all of the tricks.

In many cases, you can determine whether you have enough points and a strong trump suit. However, before bidding a slam, you also want to know how many aces and kings your partnership holds. To determine this, you can employ the Blackwood Convention or the Gerber Convention.

Using the Blackwood Convention, you bid 4 No Trump to ask for the number of aces your partner holds. The responses are as follows:

<u>Bid</u>	<u>Meaning</u>
5 Clubs	0 or 4 aces
5 Diamonds	1 ace
5 Hearts	2 aces
5 Spades	3 aces

After you find out how many aces your partner has, you can bid 5 No Trump to ask for the number of kings. The responses correspond to those for aces.

The Gerber Convention is very similar to the Blackwood Convention. Here, you bid 4 Clubs to ask for the number of aces your partner holds. The responses are as follows:

<u>Bid</u>	<u>Meaning</u>
4 Diamonds	0 or 4 aces
4 Hearts	1 ace
4 Spades	2 aces
4 No Trump	3 aces

Then, to ask for the number of kings, bid 5 Clubs. The responses correspond to those for the number of aces.

- STEP 1: Be sure that the Disk Memory System or a cassette recorder is properly attached to the computer and turned on. (See the owner's manuals or the User's Reference Guide for product details.)
- STEP 2: Turn on the computer, and press any key to pass the master title screen. Then press 1 to select TI BASIC. To load the program from a diskette, insert the diskette into Disk Drive 1, and type

OLD DSK1.ACE

(or OLD DSK1.SOURCE, OLD DSK1.TRUMPS, OLD DSK1.CUE, or OLD DSK1.ASKING). Then press ENTER.

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

OLD CS1

and press ENTER. The computer then displays directions for loading the program.

- STEP 3: 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 complete, 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 a better bid is 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 4: 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 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.

Gerber Convention -- A bid of four Clubs, asking for the number of aces in your partner's hand.

Grand Slam -- A bid of seven in a suit or in No Trump, meaning your partnership has 37 points and expects to take all of the tricks.

Grand Slam Force -- A bid of five No Trump, asking partner to bid a grand slam in the agreed suit if he or she holds two of the top three trumps (A-K, A-Q, or K-Q).

Jump Snift -- A new suit response at one level higher than necessary, intended as a game force or to show an independent suit or a good fit with your partner's suit.

Small Slam -- A bid of six in a suit or in No Trump, meaning your partnership has 33-36 points and expects to take all but one of the tricks.