

Please do not upload this copyright pdf document to any other website. Breach of copyright may result in a criminal conviction.

This Acrobat document was generated by me, Colin Hinson, from a document held by me. I requested permission to publish this from Texas Instruments (twice) but received no reply. It is presented here (for free) and this pdf version of the document is my copyright in much the same way as a photograph would be. If you believe the document to be under other copyright, please contact me.

The document should have been downloaded from my website <https://blunham.com/Radar>, or any mirror site named on that site. If you downloaded it from elsewhere, please let me know (particularly if you were charged for it). You can contact me via my Genuki email page: <https://www.genuki.org.uk/big/eng/YKS/various?recipient=colin>

You may not copy the file for onward transmission of the data nor attempt to make monetary gain by the use of these files. If you want someone else to have a copy of the file, point them at the website. (<https://blunham.com/Radar>). Please do not point them at the file itself as it may move or the site may be updated.

It should be noted that most of the pages are identifiable as having been processed by me.

I put a lot of time into producing these files which is why you are met with this page when you open the file.

In order to generate this file, I need to scan the pages, split the double pages and remove any edge marks such as punch holes, clean up the pages, set the relevant pages to be all the same size and alignment. I then run Omnipage (OCR) to generate the searchable text and then generate the pdf file.

Hopefully after all that, I end up with a presentable file. If you find missing pages, pages in the wrong order, anything else wrong with the file or simply want to make a comment, please drop me a line (see above).

It is my hope that you find the file of use to you personally – I know that I would have liked to have found some of these files years ago – they would have saved me a lot of time !

Colin Hinson

In the village of Blunham, Bedfordshire.



Cassette Software

Model PHT 6041

Bridge Bidding III

Practice competitive bidding with five programs developed by the Dallas "Aces."

- **DISCIPLINE** — Evaluate the bidding and then choose whether to bid or pass.
- **PARTNERSHIP TRUST** — Describe your hand through bidding and then let your partner choose the trump suit.
- **PREEMPTIVE BIDS** — Practice opening bids when you hold a long suit.
- **TAKEOUT BIDS** — Employ takeout bidding and other bidding conventions to describe your hand.
- **HIGH-LEVEL JUDGMENT** — Determine whether to bid or pass when the bidding reaches a high level.

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

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.

Overview	2
Description	3
User Instructions	5
Glossary	7
Loading Cassettes	8
In Case of Difficulty	10
Limited Warranty	11

Copyright © 1981, Texas Instruments Incorporated.
Program and database contents copyright © 1981, Texas
Instruments Incorporated.

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

When all four bridge players at a table are dealt biddable hands, the bidding can become quite competitive. However, by employing some special techniques and conventions, you can increase the likelihood of your partnership winning the bid.

The Bridge Bidding III package, developed for Texas Instruments by Robert Hamman and Robert Wolff of the Dallas "Aces," enables you to practice competitive bidding as you learn certain conventions that can be useful in competitive situations. Although the programs explain the conventions, novice bridge players might want to read books on bridge or take lessons so that they can take full advantage of the program.

With this third 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 competitive bidding, but also to understand what really goes on in a good bidding partnership.

The bidding situations covered in Bridge Bidding III are discipline, partnership trust, preemptive bids, takeout bids, and high-level judgment. In the program, you are either the South or North player, and you choose your bid. The computer provides the bids for your partner 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.

Discipline

In the Discipline program, you evaluate the bidding and then choose whether to bid or pass. In some cases you might pass and let your partner decide whether to continue bidding, while in others your partner might force you to bid even though you have a weak hand.

Partnership Trust

In the Partnership Trust program, you utilize bidding techniques to describe your hand. Then you let your partner choose the trump suit, based on what is known about both hands.

Preemptive Bids

The Preemptive Bids program provides practice in opening bids when you have a long suit (seven or more cards) and want to describe your hand while taking bidding room away from your opponents. The program also illustrates situations where you have a long suit, but for various reasons a preemptive bid is inappropriate.

Takeout Bids

In Takeout Bids, you double the opponent's opening bid or bid in a suit different from the one your partner bid with the purpose of describing your hand to your partner. The program explains how to use the "Michaels Cue Bid," "Unusual No Trump," and "Landy Convention" bidding techniques to convey information.

High-Level Judgment

The High-Level Judgment program lets you practice bids when the bidding has reached the three- or four-level. Since bids at the high level usually determine whether or not your partnership wins the game, it is important that you decide correctly whether to continue bidding or pass.

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:

Discipline	DISCIPLINE
Partnership Trust	TRUST
Preemptive Bids	PREEMPTIVE
Takeout Bids	TAKEOUT
High-Level Judgment	JUDGMENT

(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 III operates in essentially the same way. Therefore, the same "User Instructions" section applies to all of the programs.

- 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.DISCIPLINE

(or OLD DSK1.TRUST, OLD DSK1.PREEMPTIVE, OLD DSK1.TAKEOUT, or OLD DSK1.JUDGMENT). 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. Type the appropriate number, followed by N for no trump, S for spades, H for hearts, D for diamonds, or C for clubs. To pass, type P; or to double, type DB. 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 square appears, 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.

Competitive Bidding -- A bidding situation in which both partnerships are competing to win the bid.

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.

Double -- A bid indicating that you expect to defeat the opponent's bid.

Double Fit -- A hand which has length in two of your partner's suits.

Forcing Pass -- A pass after the bidding establishes that your partnership holds the majority of high cards. In a competitive situation, you must respond with a bid or a double.

Landy Convention -- An overcall of two clubs after your opponent opens with no trump, telling your partner to bid a major suit.

Major Suits -- Spades and hearts.

Michaels Cue Bid -- An immediate cue bid of the opponent's minor suit, telling your partner to bid a major suit.

Minor Suits -- Diamonds and clubs.

Preemptive Bid -- A bid at a higher level than necessary 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.

Takeout Bid -- A bid in a suit different from the one your partner bid.

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

Unusual No Trump -- A bid of no trump in a competitive situation which does not logically show no trump strength or distribution and thus tells your partner to bid a minor suit.

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.