

# PRO BRIDGE 510™



USER MANUAL  
PRO BRIDGE 510  
BIDDING SYSTEMS  
INTRODUCTION  
TO BRIDGE

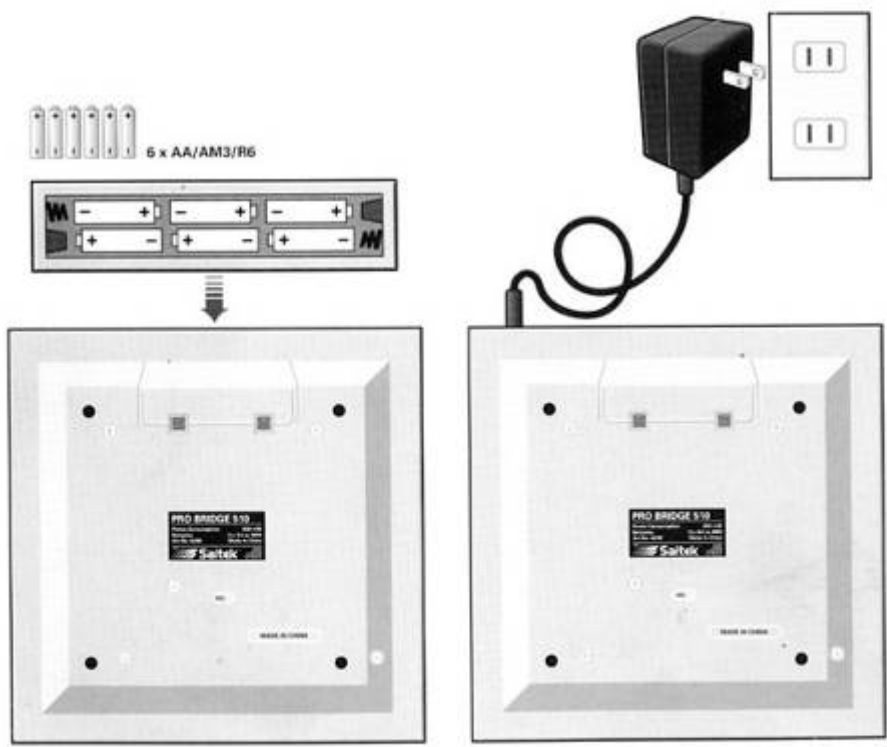
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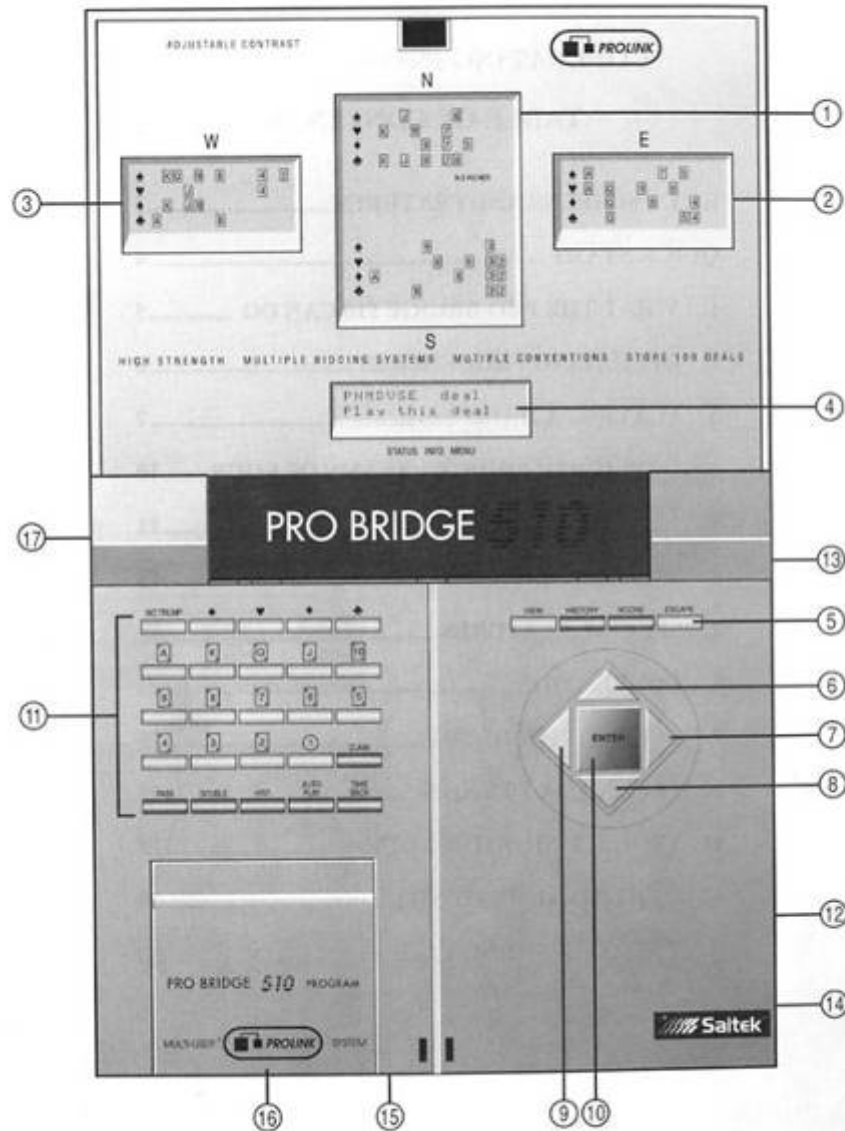


## OPERATING INSTRUCTIONS

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## SCREENS, KEYS AND FEATURES



### SCREENS

- Shows North and South hands, the bidding, the cards played in each trick, vulnerability and dummy.
- Shows East's hand when he is dummy or when **VIEW** is pressed, with View Hand option selected or when it is played by a human.
- Shows West's hand when he is dummy or when **VIEW** is pressed, with View Hand Option Selected or when it is played by a human.
- Offers menus from which choices can be made, prompts you and shows scores, tricks and contracts. Can be used to construct and edit hands. You may also use it with the scroll and cursor keys to make bids and play cards.

### KEYS

- VIEW** allows you to see the cards in the concealed hands, if such an option is selected; **HISTORY** shows you the complete progress of bidding and play; **SCORE** gives you the score at any point in a game; and **ESCAPE** allows you to stop play, exit Hint, Claim, History, or Score modes, or go back to the sub-menus without updating the changes made on the current display, and by repeated pressings, return to the main menu.
- Upper and lower **scroll keys**: to move the menu cursor between the upper and lower lines of the screen and confirm settings; to copy a number or character from the upper line to the bottom line or to erase a number or character from the bottom

- line.
- and **9. cursor key**; to move the menu cursor left and right.
- ENTER** gives the computer commands.
- NO TRUMP, Hearts, Diamonds, Clubs, Spades, A, K, Q, J, PASS, DOUBLE, 1, 2, 3, 4, 5, 6, 7, 8, 9** and **10** are used to make bids and play cards. **HINT** asks the computer for advice; **AUTOPLAY** lets the computer play a hand for you; **TAKE BACK** lets you take back bids or cards up to the first round of bidding or play respectively. **CLAIM** lets you claim the remaining tricks in a hand.

### FEATURES

- ON/OFF** switch.
- Battery compartment (underneath)
- CONTRAST** control.
- ACL** Key. May be used to eliminate static discharge after inserting new batteries or using adapter.
- Software expansion access hatch. The software will be available in the future. Write to Saitek for details.
- Cable link: ProLink to Pro Bridge 310 allowing 2 players to play bridge each with their own LCD screen.

## QUICK START

If you want to play a hand at once and can't spare the time to read the whole instruction manual, here's a Quick Start procedure especially for you!

1. Insert the batteries or connect the mains adapter as shown in the illustrations on the inside of the front cover. Open the lid and switch on. The contrast on the screens is controlled by the wheel next to the **ON/OFF** switch.
2. The small menu screen at the bottom of the lid section shows **PCLSD**. The cursor (a short line) will be under the letter P. Move the cursor with the triangular cursor keys to the right and left of the large, square **ENTER** key.
3. Move the cursor under D and press **ENTER**. The computer will play a demonstration hand and all the screens and menus will come into operation.
4. Press **ESCAPE** to stop the demonstration.
5. With the cursor under P, press **ENTER**, to play a game.
6. With the cursor under R, press **ENTER** again. South's hand will appear on the largest screen on the inside of the lid.
7. Bid by pressing first the key for the suit you want and then the number you want or vice versa. These keys are to the left of the **ENTER** key. You can also bid using the menu screen and cursor keys. (See section 3.2, 3.3).
8. Your bid will appear briefly on the main screen. The other bids will also show on the screen. Your bid will disappear to make room for your next bid. Bidding continues until three players have passed. The contract will appear at the left of the lower line of the menu screen.
9. The playing phase begins. The large screen shows South's hand. Dummy's hand may appear in either the West, East or North screens, depending on who has won the contract after the first lead.
10. The leading and following cards are shown on the main screen. Play your card in turn, using the suit and numeric keys. Once the trick is complete it will remain on the main screen. Clear the screen of the cards already played by pressing **ENTER**.
11. Continue playing the cards as above until the last trick has been played.

**Note:** If computer fails to respond this may be due to static discharge which causes the computer to lock up. Turn off the computer; press and hold the **ACL** key for one or two seconds. This resets the computer.

**Important:** To ensure that the computer's memory contents are not lost, ensure that good batteries are installed even when using an adapter. If batteries are not installed, memory data may be lost when you disconnect the adapter.

## 1. WHAT THE PRO BRIDGE 510 CAN DO

### 1.1 Introduction

The Pro Bridge 510 is a lap-top or desk-top bridge computer which can give a good game to any player of up to average club standard. In certain phases of the game it might also test the expert, for example, in the Computer Peeks mode of defense.

It is also perfectly suitable for beginners. New players should, however, read **Beginners Guide to Bridge** - which comes with this manual before starting to play seriously. But whatever your level of skill, you can start playing at once by following the instructions in the **Quick Start** section on page 4.

The Pro Bridge 510 can use any one of five bidding systems. They are explained fully in the next section accompanying this manual. With this information you will know what to expect of your computer once you have selected your system and conventions and bidding has started.

However, as the bidding develops, the more complex the situation becomes, and the more difficult it is to assess the correct bid to make. More than one bid may be judged correct in some situations, especially if the bidding has been competitive. Nonetheless, you can normally expect at least the opening bids and responses to conform to the descriptions of systems.

### 1.2 Style of Play

The Pro Bridge 510 tends to bid aggressively. During play of the cards it will use methods that bridge players will have come to expect: for instance, leading

the fourth-highest card against no trumps, or leading the top card from a sequence. As declarer, the play of the Pro Bridge 510 is also aggressive. It will try for the maximum number of tricks if the odds are favorable, rather than playing safe to cater for bad breaks.

### 1.3 Bidding systems

You can choose any one of five bidding systems for NS and for EW. These systems are described in the next section of this manual.

The five systems are:

- US Four-Card Majors
- US Five-Card Majors
- ACOL
- French Five-Card Majors
- Precision Club

### 1.4 Additional conventions

The Pro Bridge 510 will let you add or delete any of a wide variety of additional conventions (for example, Weak Twos, or Transfer Bids) to your chosen systems.

### 1.5 Game type, game level

You can choose whether to play Rubber or Duplicate (Teams of Four) Bridge. If you choose Duplicate, the machine takes your place, replays the hand you have just played, compares the two results and awards match points. You can also choose the level of play on a scale of 1 to 10 (see Sect. 5.2).

### 1.6 Types of deal

You can choose random or shuffled deals; numbered deals from a factory-set series of deals from 1 to 9,999,999 which can be called up at any time; library deals you have stored in the computer's memory; and edited deals which you can construct yourself. You can also re-play the deal you have just played.

### 1.7 View hands

You can view the closed, or hidden hands and then conceal them again by pressing the **VIEW** key. Make sure the **View hands** option has been selected (see 5.7).

### 1.8 Take back

If you make a wrong bid or play, the computer will allow you to take it back by pressing the **TAKE BACK** key. You can repeat this process right back to the start of the bidding or playing phase. The computer will not allow you to make an illegal bid or play (see 7.3).

### 1.9 HINT

If you want the computer's advice as to the best bid or play, press the **HINT** key. You are not obliged to follow the computer's advice.

### 1.10 AUTO PLAY

At any point in the game, you can press the **AUTO PLAY** key to ask the computer to make the rest of the bidding and play in that game, either continuously or round by round (see 7.2).

### 1.11 CLAIM

If you can see that you are going to win the rest of the tricks, you can end the hand by using the **CLAIM** key (see 7.6).

### 1.12 SCORE

You can check the current scores by using the **SCORE** key. The scores are retained in memory. The scores can be reset to zero at your preference (see 7.7).

### 1.13 HISTORY

Both the bidding and play can be reviewed by pressing the **HISTORY** key and using the **scroll** keys (see 7.5).

### 1.14 Deal Storage

After a game has been played, or after an edited deal has been constructed, it can be

stored in a library of deals (see 6.1, 6.9).

### 1.15 Language

English or French can be chosen (see 5.6).

### 1.16 Settings Storage

Different settings (Human/Computer/Link, Game level, Sound, Bid Systems, Conventions, Language and View Hand Option) can be changed and stored in the computer's memory and used again (see 5).

## 2. OPERATING PROCEDURES

### 2.1 Starting up

If you have not already done so, insert the batteries or mains adapter as shown on the inside of the front cover. Switch on. After a few seconds, or by pressing **ENTER** or **ESCAPE**, the main menu appears on the screen as follows:

```
PCLSD
Play
```

### 2.2 The main menu

If you are in doubt, you can return to this menu at any time by pressing **ESCAPE** until it appears. The computer will peep if you press **ESCAPE** too often. In this menu:

P = Play  
C = Change Setting  
L = Deal Library  
S = Setting Library  
D = Demonstration

### 2.3 Demonstration

In the main menu, move the cursor to **D** by pressing the left or right cursor key.

```
PCLSD
Demonstration
```

Press **ENTER** to begin the demonstration.

All four hands of a deal appear in the upper display screens. The computer begins bidding and playing, consecutively, all the hands in the numbered set of deals in the computer's memory. The appropriate displays show on the four screens. The demonstration is designed to give you an idea of what you should expect to see on the screens while play is in progress.

When you've seen enough, press **ESCAPE** to return to the main menu.

## 3. PLAYING A HAND

### 3.1 Dealing the cards

Go to the main menu with **ESCAPE**. Once it is showing, press **ENTER** with the cursor under **P**. You will see:

```
RNELS Play
random deal
```

In this Play menu,

R = a random deal;  
N = a repeatable numbered deal from 1 to 9,999,999 stored in the machine;  
E = an edited deal of your own construction;  
L = a deal from the deal library;  
S = same deal, that is, a repeat of a deal just played.

If there is no deal stored in the library, option **L** will not be available and **NA** is shown on the right hand side of the bottom line when the cursor is under **L**. E.g. 'deal library NA'. For a random deal, press **ENTER** while the cursor is under **R**.

The menu shows:

```
P♠♦♥♣N1234567
S bid:
```

and South's hand will appear in the lower half of the main screens. For example:

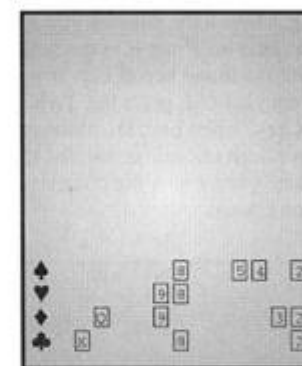


Figure A

The top line of the menu shows all the symbols necessary to make a bid, and the bottom line invites **S**(South) to make a bid.

The hand will be played under the computer's factory-set default conditions.

These are:

G: Rubber Bridge – level 10  
S: Sound on  
B: American Five-Card Majors bid system  
C: No additional conventions, except stopper NT. The computer is more demanding about the quality of stoppers in each suit in opening One No Trump.

If you want to change these default conditions, refer to *Section 5*.

### 3.2 Making a bid

For this section, assume you are South. Make a bid using the **direct** keys or the **scroll** and **cursor** keys on the main menu. You can choose the suit or number in any order. With the **cursor** keys, move the cursor along the characters until you find the suit you want. Copy it to the lower line of the menu with the bottom **scroll** key. A new menu shows the suit you are

bidding. Choose the number you want with the **cursor**. Copy it to the bottom line with the lower **scroll** key. If you wish to correct your bid, press the **TAKE BACK** key, when both the number *and* suit have been chosen, or use the top scroll key when either the number *or* suit has been chosen.

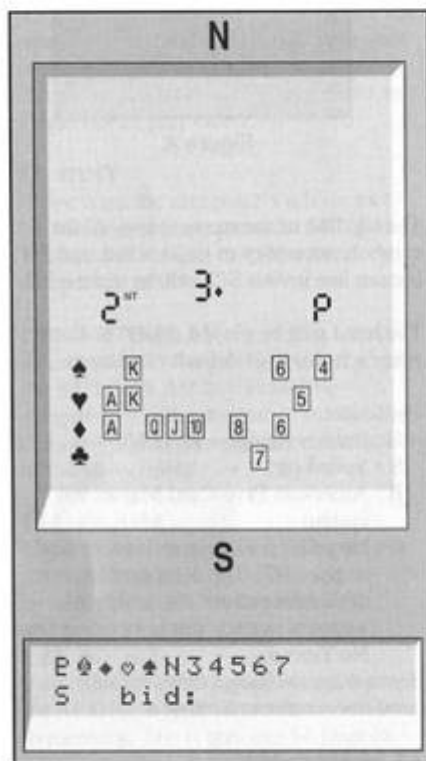


Figure B

The bids will appear in the Centre of the main screen, South's bid having been deleted from the screen to make room for his next bid. (For example Figure B).

The menu will remain the same except

that the letters **d** for double or **R** for redouble will have been added if needed. Use the cursor and scroll keys, or the **DOUBLE** key to double or redouble.



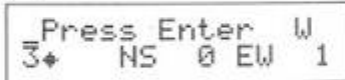
The bidding continues until there have been three passes, when we go into the playing phase.

### 3.3 Playing the cards

As in a game played by four human players, the bids made will have decided who is to lead. If it is not you (South) to lead, the computer will play cards from the other hands. The value and suit of the cards will appear on the middle of the main screen. The computer will then wait for you to play. Play a card by the **direct** keys or **cursor** and **scroll** keys. The computer will follow if any of the other positions have yet to play. During the play of a trick the menu gives a display like that shown in Figure C.

The bottom line of the menu shows the contract and the tricks won so far by each side. The top line tells you whose turn it is to play, which suit has been led, and the cards held in that suit.

Once the trick is won, the menu gives a display like this:



The menu above means that West has won the trick (in the Three Diamonds contract) and EW lead NS by 1-0 in tricks won so far. Press **ENTER** to start play of the next trick.

When it is South's or North's (dummy's) turn to lead or play, the menu shows, for

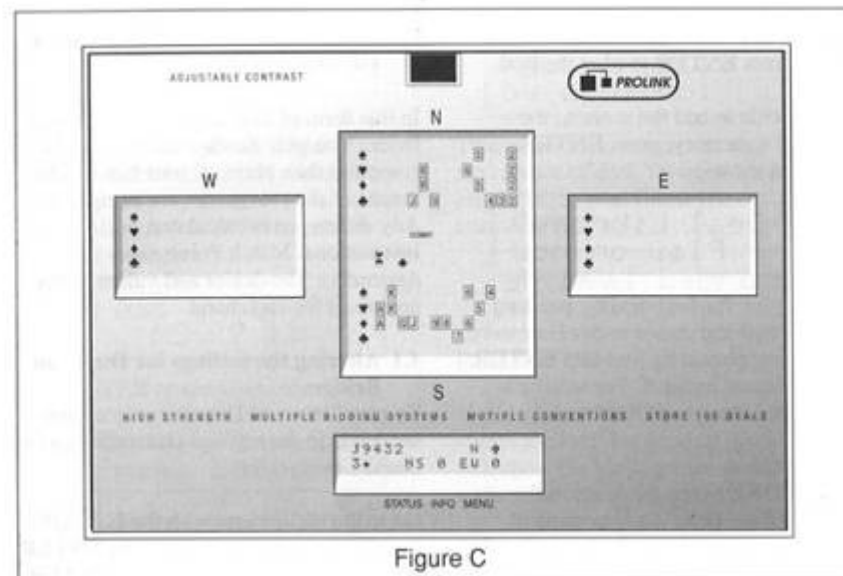
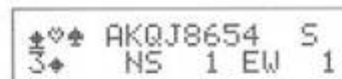
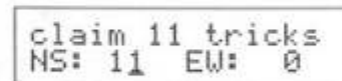


Figure C

example:



This means it is South's turn to lead. He has cards in diamonds, hearts and spades, and in the denominations AKQJ8654. The contract is Three Diamonds and the score in tricks so far is 1-1. Select a card to play as before and continue to play to each trick until all the cards have been played. If you know you can win all, or the specified number of tricks, you can terminate play in that deal by pressing **CLAIM**. The menu shows, for example:



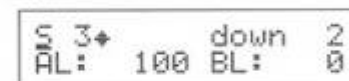
Use the cursor to specify the number of tricks you are claiming and press **ENTER**. If you want to play the rest of the tricks, press **ESCAPE** instead.

### 3.4 The result of the hand

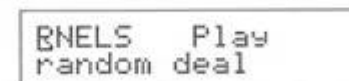
After the 13th trick, the menu shows, for example:



Press **ENTER**. The menu shows, for example:



This means that South is two down in Three Diamonds, scoring 100 above the line for EW. If you don't want to store this score in the computer's memory, press **ESCAPE** to move to the playing menu. It will show, for example:



You may alter the type of deal with the cursor. Press **ENTER** to play the deal.

If you decide to add the score to the computer's memory, press **ENTER**. The menu shows:

```
YN Deal Library?
No - Play on now
```

You can play the next deal by pressing **ENTER** with the cursor under N or store the deal just played by pressing **ENTER** with the cursor under Y. For storing a deal in the Library, see Section 6.1

### 3.5 The score

Press **SCORE** to see the score in the rubber to date. Here is a hypothetical menu display:

```
NS: 0 EW: 200
NS: 0 EW: 0
```

The score will be reset to 0 when a rubber is made. Press **SCORE** again to see the total scores of the rubber games made so far. The menu displays for example:

```
Total NS: 0
Total EW: 0
```

When you decide to end a game of Rubber Bridge (which has no set ending), the total score of rubber games made decides who has won.

Press **SCORE** once more, you will see:

```
YN Reset score
no
```

To reset scores to zero move cursor under y and press **ENTER**. To exit score without resetting the scores, press **SCORE** or **ESCAPE**.

## 4. DUPLICATE BRIDGE -TEAMS OF FOUR

In this form of bridge, the deal is played twice. You play South's hand first. The computer then plays all four hands. The results of the two games are compared. Any difference is calculated in International Match Points (see *Appendix*). The dealer and vulnerability are preset for each hand.

### 4.1 Altering the settings for Duplicate Bridge

To play Teams of Four the only change needed is in the settings under the heading Game Level.

Go to the main menu with the **ESCAPE** key. With the cursor on C, press **ENTER**. Move the cursor to G and press **ENTER** again.

```
123456789@TP
rubber bridge 10
```

Move the cursor to T, the menu shows:

```
123456789@IP
Team of four
```

Press **ENTER** to accept the changes and the menu shows:

```
HGSBCLV Settings
Human Players
```

Press **ESCAPE** to return to the main menu. Press **ENTER** with the cursor under P.

```
RNELS Play
random deal
```

To move back to Rubber Bridge, go through the same procedure. In the game

level menu, choose any settings other than T and P and you will return to Rubber Bridge.

### 4.2 Playing the duplicate hands

Choose the dealing method and deal the hand. Bid and play the hand as in rubber bridge. After the last trick the menu shows for example:

```
Press Enter S
3+ NS 7 EW 6
```

Press **ENTER** to see your score:

```
S 3+ -2 -200
Press Enter
```

To replay the hand, press **ENTER**.

The computer now bids and plays the same hand in **AUTOPLAY** mode, that is, with the computer playing the human hand (South's in this case). On completion of the last trick the menu shows for example:

```
S 3+ -2 -200
(S -200)IMP : 0
```

This means both teams obtained the same result. The score in International Match Points (IMP) = 0. Press **HISTORY** if you wish to see how the hand was played in Autoplay. Press **ENTER** to add this score to memory and the menu gives a display like this:

```
YN Deal Library
No - Play on now
```

In this display, N = No - play on now and Y = Yes - store/erase. The menu shown above concludes the play of a deal and invites you to start another. Press **ENTER** to do so.

```
RNELS Play
by deal no.
```

This means the computer is ready for the next choice of deal. To store the deal just played in the deal Library, move the cursor to Y.

```
YN Deal Library?
yes-store/erase
```

Press **ENTER** (see section 6.1).

If you press **ESCAPE** when the computer shows the IMP for the deal just played, it will show the playing menu without adding the score to memory.

## 5. CHANGING THE SETTINGS

You may wish to change the bidding system you're playing with, or the level of play. Go to the main menu by pressing **ESCAPE** until it appears. Move the cursor to C.

```
PCLSD
Change setting
```

Press **ENTER** to go to the settings menu. The menu shows:

```
HGSBCLV Settings
Human Players
```

The letters on this menu mean:

- H = the player is human or computer
- G = game level
- S = sound on or off
- B = bidding systems
- C = bidding conventions
- L = language
- V = view hands

### 5.1 Human or computer?

Press **ENTER** while the cursor is under H in the settings menu.

```
CHL Players
South: Human
```

This means that South will be played by a human. If you wish to change to computer move the cursor to C. When you have made your choice press the **scroll** down key to confirm the changes and the display shows:

```
CH Players
West : Computer
```

This offers the human or computer choice for the West position. Choose, and press **scroll** down for the North position. You can make the same choice for North and East positions in the same way. Once you have chosen, move back to the main menu with **ENTER**. Pressing **ESCAPE** will also move back to the settings menu but without changing the current position on the menu.

When you decide that a human is going to play a particular position at the table (S,W,N,E) the hand for that position will show on the screen when the cards are dealt. For a normal game only one position should be allocated to a human, otherwise the whereabouts of all the cards will be known as soon as declarer's and dummy's cards are displayed. However, allotting more than one position to the human option is useful for learning or teaching.

Note: When South is displayed you will also see L for Link. This is used when you connect Pro Bridge 510 to Pro Bridge 310.

#### 5.2 Setting the game level

Go to the main menu by pressing **ESCAPE** until it appears. Move the cursor to C and press **ENTER**. Move the cursor to G.

```
HGSBCLV Settings
Game level
```

Press **ENTER**. The menu shows:

```
123456789@TP
rubber bridge 10
```

Levels 1 to 9 are all for rubber bridge. The lower the level, the more likely it is that the North-South pair (if North or South is a human) will have more honor points than the East-West pair, when the random deal mode is chosen. South is usually the human player. In level 10, which is also rubber bridge, the honor points of NS and EW are randomly determined. Level T is teams of four, described above in **Section 4**.

Level P, Computer Peeks, which is also for a team of four, gives the computer an advantage. The computer is discreet in its use of peeking. It uses only some of the available information to gain an advantage. This advantage is more significant in defensive play than in bidding or declarer play. The computer does not peek in the other game levels. You can use this level if you find you are consistently beating the computer.

Move the cursor to your choice of game level and press **ENTER**.

```
HGSBCLV Settings
Human Players
```

If you don't want to change the game level press **ESCAPE** instead of pressing **ENTER**.

#### 5.3 Setting the sound level

Go to the main menu by pressing **ESCAPE** until it appears. Move the cursor to C and press **ENTER**, then move the cursor to S.

```
HGSBCLV Settings
Sound on/off
```

Press **ENTER** and the menu shows:

```
yn Sound
Sound on
```

Use the cursor to choose sound on or off and press **ENTER**. Press **ESCAPE** if you don't want to change it.

#### 5.4 Setting the bidding system

Go to the main menu by pressing **ESCAPE** until the menu appears. Move the cursor to C and press **ENTER**. Place the cursor under B and the menu shows:

```
HGSBCLV Settings
Bid systems
```

Press **ENTER**.

```
54AFP Bid system
NS: US 5C major
```

This display, the bidding system menu, gives you a choice of five bidding systems.

- 5 = American Five-Card Majors
- 4 = American Four-Card Majors
- A = ACOL
- F = French Five-Card Majors
- P = Precision Club

First select the system for NS by moving the cursor along the top line of the menu to the desired choice; press **scroll** down to move to the choices for EW.

```
54AFP Bid system
EW: US 5C major
```

Select the system for EW. Press **ENTER** to return to the settings menu:

```
HGSBCLV Settings
Human Players
```

The systems have now been chosen. The *bidding conventions* for NS and EW are reset to the default values once the bidding systems have been changed.

Press **ESCAPE** in the bidding system menu to return to the settings menu if you don't want to update the bidding system of the line being shown on the display.

#### 5.5 Setting the bidding conventions

In the settings menu, (*see above*) move the cursor under C.

```
HGSBCLV Settings
bid Conventions
```

Press **ENTER**.

```
py Convention(5)
NS:weak NT (n)
```

This is the first of a series of conventions you will be offered to add to the system you have chosen for NS. Choose **y** (yes) or **n** (no) for this convention and scroll down for the next convention. Make your choice for each of the conventions as they are offered and scroll down. When they have all been dealt with, the next press of the **scroll** down keys offers the same choices for EW.

Not all conventions and systems are compatible. Some conventions are already included in particular systems. The computer will not offer you incompatible choices. When you have chosen conventions for both EW and NS press **ENTER** to return to the settings menu (*see Section 8 for more on conventions*).

### 5.6 Setting the language

You have a choice of English or French. Go to the main menu by pressing **ESCAPE** until it appears. Move the cursor to C and press **ENTER**. Move the cursor to L.

```
HGSBCLV Settings
Language
```

Press **ENTER**.

```
EF Language
English
```

Choose the language with the cursor and press **ENTER** to return to the settings menu. If you wish to return to the main menu, press **ESCAPE**.

### 5.7 Setting View Hands

You can choose whether you use View Hands key or not when you are bidding or playing. To set View Hands, go to the main menu by pressing **ESCAPE** until it appears. Move the cursor to C and press **ENTER** to display the settings menu. In this menu, move the cursor to V.

```
HGSBCLV Settings
View hands
```

Press **ENTER**.

```
yn View hands
yes enable
```

Make your choice and press **ENTER**.

### 5.8 Storing the settings

You can store up to ten groups of settings. Press **ESCAPE** until you return to the main menu and place the cursor under S.

```
PCLSD
Setting library
```

Press **ENTER** to go to the settings library menu.

```
SER free slots10
Store sett9.
```

This shows there are 10 slots available for storage. Press **ENTER** again with the cursor under S.

```
Store setting
No : 0
```

Change the slot number if you wish, using the cursors or by using the direct keys 10, and 1 to 9 for slots 0 to 9. Press **ENTER** to give this menu:

```
abcdefghijklmnop
No 0: _____
```

Choose a name, with a maximum of seven characters, for your settings, by placing the cursor under a letter on the top line of the display and copying it to the bottom line with the **scroll** down key. You can delete a character from the bottom line with the **scroll** up key.

```
abcdefghijklmnop
No 0: aaa_____
```

Press **ENTER** to store the settings.

```
SER free slots 9
Store sett9.
```

When choosing the slot number, press **ESCAPE** to return to the settings Library menu without storing the current setting.

When choosing a name for your slot number, press **ESCAPE** to return to the setting Library menu without naming the slot being stored.

### 5.9 Erasing the settings

Go to the main menu by pressing **ESCAPE** until it appears. Move the cursor to S and press **ENTER**. Move the cursor to E.

```
SER free slots 9
Erase sett9.
```

Press **ENTER** to get:

```
Erase setting
No : 0 aaa
```

Use the cursor keys to find the setting you want to erase and press **ENTER** to give:

```
SER free slots10
Store sett9.
```

This shows that there are 10 slots available again.

Press **ESCAPE** instead of **ENTER** to give

```
SER free slots 9
Store sett9.
```

without erasing a setting.

### 5.10 Recalling the settings

Go to the main menu by pressing **ESCAPE** until the main menu appears. Move the cursor to S and press **ENTER**. Move the cursor to R.

```
SER free slots 9
Recall sett9.
```

Press **ENTER**. The menu shows, for example:

```
Recall setting
No : 0 aaa
```

If you like, change the settings number to be recalled with the cursor keys. Press

**ENTER**.

```
SER free slots 9
Store sett9.
```

If you don't want to recall the settings, press **ESCAPE** instead.

## 6. THE DEAL LIBRARY

### 6.1 Storing a deal

After a deal has been played, it can be stored in the deal library. The menu shows, for example:

```
yn Deal Library?
yes-store/erase
```

See sections 3.4 and 4.2. Move the cursor to Y and press **ENTER** to go to the deal Library menu.

```
SE free slots100
store deal
```

You may also store a hand just dealt. Go to the main menu by pressing **ESCAPE** until it appears. Move the cursor to L.

```
PCLSD
deal library
```

Press **ENTER** again to go to the deal library menu.

```
SE free slots100
Store deal
```

This means there are 100 positions available in which to store deals. Press **ENTER** with the cursor under S.

```
Store deal
No : 0
```

Use the cursor keys to choose a slot number between 0 and 99 in which you wish to store the deal. Press **ENTER** to store the current deal, dealer and vulnerability. The menu shows for example:

```

abcdefghijklmnop
No   0:  _____
  
```

Choose a name for the deal by using the **cursor** and **scroll** keys as in the settings library menu. The menu shows for example:

```

abcdefghijklmnop
No   0: abc___
  
```

**ENTER.**

```

SE free slots 99
Store deal
  
```

This means that only 99 positions are now available. You can return to the deal library menu without storing the current deal by pressing **ESCAPE**.

When choosing a name for your stored deal, press **ESCAPE** to return to the deal library menu without naming the deal being stored.

### 6.2 Erasing a deal

Go to the main menu by pressing **ESCAPE** until it appears. With the cursor on L, press **ENTER**. Move the cursor to E.

```

SE free slots 99
Erase deal
  
```

Press **ENTER**. The menu shows, for example:

```

Erase deal
No : 0 abc
  
```

Use the cursor keys to select the deal to be erased. Press **ENTER** to erase, or **ESCAPE** to return to the deal library without erasing the selected deal.

### 6.3 Recalling a numbered deal

Go to the main menu by pressing **ESCAPE** until the menu appears. Move the cursor to P and press **ENTER**. Move the cursor under N.

```

RNELS Play
by deal no.
  
```

Press **ENTER**.

```

0123456789
deal No:
  
```

Select a number from 1 to 9,999,999 by using the **cursor** and **scroll** keys. Use the **scroll** up key to erase a digit from the bottom line and the **scroll** down key to copy a digit to the bottom line. You can also use the numeric keys to choose a number.

```

0123456789
deal No: 1234
  
```

Press **ENTER** and the menu shows for example:

```

P0♠♥♣N1234567
S bid:
  
```

South's hand appears in the bottom half of the main screen like this:



Figure D

If you wish to play this deal, refer to Section 3.

### 6.4 Editing a deal

Go to the main menu by pressing **ESCAPE** until it appears. Move the cursor to P and press **ENTER**. Move the cursor under E.

```

RNELS Play
after edit
  
```

Press **ENTER** with the cursor under E. This menu shows:

```

PNMDUSE deal
Play this deal
  
```

and at the same time a hand appears in all four positions on the display screens (see fig. E, next page).

The choices in the menu are:

- P = play this deal
- N = edit a new deal
- M = modify this deal
- D = change dealer
- V = change vulnerability
- S = store deal
- E = erase deal

If you press **ENTER** while the cursor is under P, play can proceed with the deal shown.

### 6.5 Editing a new deal

Move the cursor to N in the edit menu

```

PNMDUSE deal
edit a New deal
  
```

Press **ENTER** with the cursor under N. This menu shows:

```

BKQJ1098765432 S♠
  
```

and at the same time all 52 cards appear in East's hand and the suit symbols appear in the other display screens (see fig. F, next page). The menu shows the spade suit ready for selection into South's hand. Choose the cards you want with the **cursor** and **scroll** down keys. As each card is chosen it moves from the top line of the menu to the bottom. If you make a mistake, the card can be put back by using the **scroll** up key. When all the spades for South have been chosen, press **ENTER**.

The chosen spades appear in the South display and disappear from East's hand.

The heart suit appears on the menu ready for selection:

```

BKQJ1098765432 S♥
  
```

Choose the hearts, diamonds and clubs for South in the same way, pressing **ENTER** for each suit. The final press of **ENTER**, after 13 cards have been chosen, moves us on to the selection of West's cards. For West's hand, the menu shows for example:

```

K107632 W♣
  
```

Only the remaining available Spades are shown for selection for the West hand. Repeat the procedure described above until 13 cards have been selected for

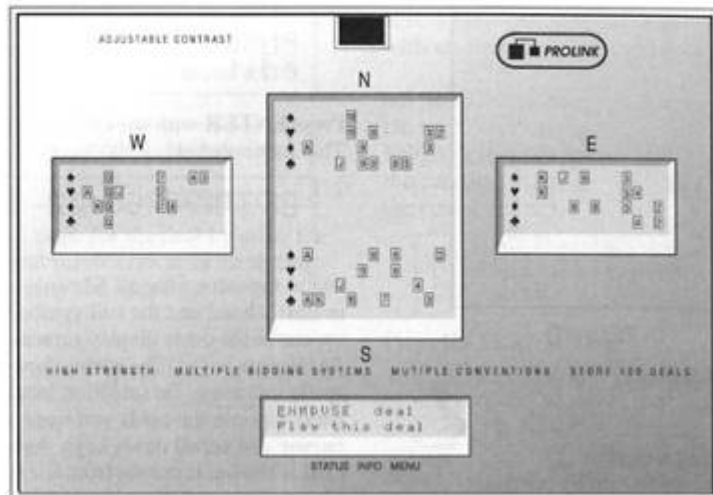


Figure E

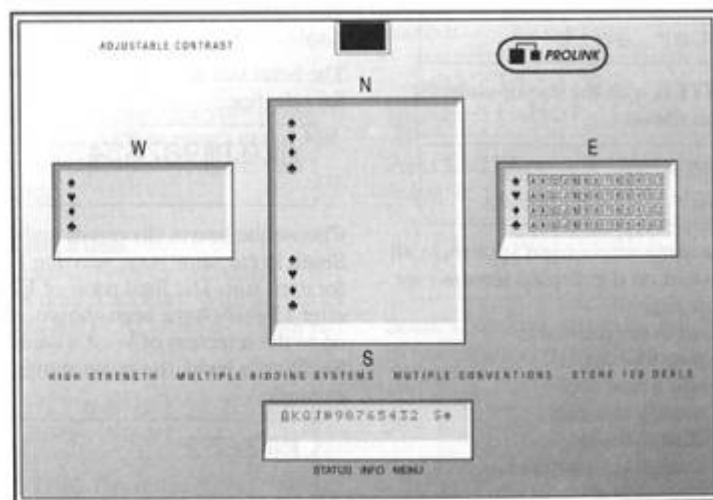


Figure F

West. Press **ENTER**.

For North's hand, repeat the procedure and press **ENTER**. The remaining cards in the East display are East's hand. The final press of **ENTER** shows all hands.

```
PNMDUSE deal
Play this deal
```

If you wish to play this deal, press **ENTER**.

### 6.6 Modifying a deal

If you want to exchange cards between hands for the current deal, move the cursor to M in the editing menu.

```
PNMDUSE deal
Modify this deal
```

Press **ENTER**.

```
ESWNE edit deal
edit Finished
```

Move the cursor to S.

```
FSWNE edit deal
take from South
```

Press **ENTER**.

```
♠♦♥♣ AKQJ975 S
take
```

This shows the suits and denominations of the cards held by S. Choose the suit of the cards you wish to remove from the S hand with the **cursor** and **scroll** keys. The menu shows, for example:

```
BKQJ          S
take ♣
```

These are the clubs held by South. Choose the one to be moved with the **cursor** and **scroll** down keys and the menu shows, for

example:

```
SWNE give A♠ to
South
```

Move the cursor to the hand to which the card is to be given. The menu shows, for example:

```
SWNE give A♠ to
West
```

Press **ENTER**.

```
♠♦♥♣ AJ109876 W
take
```

This means that you are now invited to take a card from West's hand, which now has 14 cards. Repeat the process to edit the other hands. Each time all four hands have 13 cards, the following menu appears:

```
ESWNE edit deal
edit Finished
```

If the changes are not yet complete, move the cursor and continue as before.

When the changes are complete, press **ENTER** and the menu returns to:

```
PNMDUSE deal
Play this deal
```

### 6.7 Changing the dealer

Go to the main menu by pressing **ESCAPE** until it appears. Move the cursor to P and press **ENTER**. With the cursor under E, press **ENTER** again. Move the cursor to D.

```
PNMDUSE deal
change Dealer
```

Press **ENTER**.

```
SWNE Dealer Edit
South chosen
```

Choose the dealer using the cursor. Press **ENTER**.

```
PNMDUSE deal
Play this deal
```

### 6.8 Changing vulnerability

While in the editing menu as at the end of 6.7, move the cursor to V.

```
PNMDUSE deal
change Vuln.
```

Press **ENTER**.

```
=NEB Vulnerable
- Nil
```

This means:

- = neither side vulnerable
- N = NS vulnerable
- E = EW vulnerable
- B = both sides vulnerable

Choose the vulnerability using the cursor and press **ENTER**. The menu will return to:

```
PNMDUSE deal
Play this deal
```

### 6.9 Storing a deal in the library

While in the editing menu move the cursor under S and press **ENTER**.

```
Store deal
No : 0
```

Choose a slot between 0 and 99 in which to store your deal. Use the cursor keys to select a number and press **ENTER** to store the current deal, dealer and vulnerability.

```
abcdefghijklmnop
No 0: _____
```

With this menu you can make a name for your deal by selecting letters with the **cursor** and **scroll** down keys. Up to seven letters may be used. The menu shows for example:

```
abcdefghijklmnop
No 0: aaa_____
```

Press **ENTER**. The deal is now stored and the menu returns to:

```
PNMDUSE deal
Play this deal
```

When choosing the slot number, press **ESCAPE** to return to the editing menu without storing the current setting. When choosing a name for your slot number press **ESCAPE** to return to the editing menu without naming the slot being stored.

### 6.10 Erasing a deal from the library

While in the editing menu as at the end of 6.9 (above) move the cursor to E.

```
PNMDUSE deal
Erase deal
```

Press **ENTER** and the menu shows, for example:

```
Erase deal
No : 0 aaa
```

Use the cursor key to select the deal to be erased then press **ENTER** to erase or press **ESCAPE** to return to the editing menu without erasing the selected deal.

```
PNMDUSE deal
Play this deal
```

### 6.11 Recalling a deal from the library

Go to the main menu by pressing **ESCAPE** until it appears. Move the cursor to P and press **ENTER**. With the cursor under L press **ENTER** again. You will see for example:

```
Recall deal
No : 0 a
```

Choose the number of the deal to be recalled with the cursor. Press **ENTER**. South's hand appears with this menu:

```
P♠♦♥♣N1234567
S bid:
```

The dealer and vulnerability will be recalled with the deal only when game level T (Team of Four) or P (Computer Peeks) are selected.

### 6.12 Replaying the last deal

After a deal is played, go to the play menu, move the cursor to S and press **ENTER** again. South's hand re-appears on the screen.

```
P♠♦♥♣N1234567
S bid:
```

The computer is now ready to play the deal again.

## 7. SPECIAL FEATURES

### 7.1 HINT

Press **HINT** during bidding and the menu shows, for example:

```
Hint
S Bid: 2♠
```

Press **ENTER** to accept the hint, or **HINT** to reject it.

Press **HINT** during play and the menu shows, for example:

```
Hint
S Play: A♠
```

Press **ENTER** again to accept the advice or **HINT** or **ESCAPE** to reject it.

### 7.2 AUTO PLAY

As soon as a hand has been dealt, and at any time during the bidding and play of the hand, your computer can be commanded to take over. Press **AUTO PLAY**. If the key is held down, the machine bids and plays continuously until the hand has been completed. This can be done round by round by successive presses of **AUTO PLAY**.

### 7.3 TAKE BACK

If you make a mistake or change your mind about a bid, you can retrieve the situation by pressing **TAKE BACK**. Each press of **TAKE BACK** returns to the previous round of play or bidding; if necessary back to the start of the hand.

### 7.4 VIEW

After the cards have been dealt, and at any time thereafter, if View Hands option has been selected (see 5.7), the concealed hands can be revealed on their display screens by pressing **VIEW**. To remove them, press **VIEW** again.

### 7.5 HISTORY

During a game, you can review previous bids and plays by pressing **HISTORY**. The menu shows for example:

```
- S W N E
- 2♠ P 2NT P
```

This is a stage during bidding. Scroll down for the next round of bidding, or scroll up for the previous round. Press **HISTORY** again for the play review. The menu shows for example:

```

S   W   N   E
K♣ >3♣ 2♣ 7♣

```

The symbol > shows who led and the cursor is under the winner of the trick. Press **scroll down** for the next trick or **scroll up** for the previous trick. Press **ESCAPE** to exit.

## 7.6 CLAIM

If the result of the hand is obvious at any point during the play, you can claim the appropriate number of tricks by pressing **CLAIM**. The menu shows for example:

```

claim 4 tricks
NS: 4 EW: 0

```

Adjust the number claimed for each side by using the **cursor** keys and press **ENTER** to get the result of the hand.

```

Press Enter E
3♣ NS 6 EW 7

```

The computer will not correct you if your claim is unfair.

## 7.7 SCORE

Once play has begun, the current score (if any) can be found by pressing **SCORE**. In rubber bridge press **SCORE** once to show the current scores above and below the line before a rubber is made. The menu shows for example:

```

NS: 0 EW: 100
NS: 0 EW: 0

```

Press **SCORE** again to see the cumulative scores of previous rubbers. The menu shows for example:

```

Total NS: 590
Total EW: 1310

```

In duplicate bridge press **SCORE** to show the cumulative IMP for both teams and the total number of deals played so far. The menu looks like this:

```

deals IMPA B
3 0 0

```

The first number on the bottom line is the number of hands played so far. The second number is the IMP score for team "A" – NS pairs in the first round and EW pairs on replay. The third number is the IMP score for team "B" – EW pairs in the first round and NS pairs on replay. Press **SCORE** again if you want to reset score to zero. You will see:

```

yn Reset Score
no

```

Move cursor under **y** and press **ENTER**. To exit score mode press **SCORE** again or **ESCAPE**.

## 8. CONVENTIONS

### 8.1 Conventions and Systems

A **system**, for example, Five-Card Majors or Precision Club, is a comprehensive set of bidding rules.

A **convention**, like Blackwood, is a shorter set of rules designed to cover a limited and specific set of circumstances.

A convention can be joined to a system. When this is done there will usually be some side effect on the system. The use of Blackwood prevents the use of the Four No Trumps bid for its natural purpose. Sometimes the effect is so great that the convention concerned must be regarded as incompatible with the system.

For similar reasons some conventions are incompatible with others. Both cannot be

used at the same time. For example, Flint and transfers over Two No Trumps.

Systems often embody conventions in them. All the systems built into the computer embody Blackwood and a form of Stayman.

### 8.2. Options

The menu gives you a choice of conventions that can be added to your chosen system. You can also delete a convention from a system. When the convention is not compatible with the system it is not offered. When a convention is already in a system and it is not practicable to remove it, its removal is not offered. If two conventions are incompatible with each other, then if one is switched on, the other is automatically switched off.

In the following description of the systems will be shortened as follows:  
 Standard American Four-Card Majors - 4CM(A)  
 Standard American Five-Card Majors - 5CM(A)  
 French Five-Card Majors - 5CM(F)  
 ACOL – Acol  
 Precision Club – PC

### 8.3 Weak No Trump

*For 4CM (A), 5CM (A), 5CM (F)*  
 With this option off, (n), an opening of One No Trump requires 16 to 18 points at any vulnerability. With this option on (y) an opening of One No Trump requires 12 to 14 points (not vulnerable) or 15 to 17 points (vulnerable).

#### *For Acol*

With this option on, (y), an opening of One No Trump requires 12 to 14 points at any vulnerability. With this option off, (n), an opening of One No Trump requires 12 to 14 points (not vulnerable) or 15 to 17 points (vulnerable).

Precision Club has no option for this convention.

Whenever One No Trump is bid with 12 to 14 points, the computer acts as if option 8.20 (Stopper No Trumps) is off, no matter what its setting.

### 8.4 Weak Twos

A hand may be opened with two in a major suit holding 6 to 10 points and a good (five HCP) six-card suit or better.

In 5CM (A) Diamonds are also included in the convention. In PC the requirement is 8 to 10 points.

The option is offered for 5CM (F) and Acol. Choice of this option automatically removes any strong two sequences in the system chosen.

### 8.5 Transfers over One No Trumps

Responder to One No Trump, with a weak hand and five hearts or spades, bids Two Diamonds or Two Hearts. Opener then converts to Two Hearts or Two Spades, the No Trump hand thus remaining hidden. With a weak hand and six clubs or diamonds, the responder bids Two Spades. Opener bids three Clubs and responder passes or bids Three Diamonds.

The option is offered for all systems except Precision Club, which uses Two Diamonds in a Stayman variation. Choosing this convention removes the facility for direct weak takeout bids.

### 8.6 Transfers over Two No Trumps

The convention is the same as transfers over One No Trumps, except that Three Spades is not used to transfer to a minor suit.

### 8.7 Flint

A weak response of Three Diamonds to a

Two No Trumps opening, showing a six-card major suit. Opener rebids Three Hearts and responder passes or bids Three Spades. A direct bid of three in a major has a different meaning. Choosing this prevents Three Diamonds from being used for any other purpose.

### 8.8 Texas

Response to One No Trump or Two No Trumps with six or more cards in a major and no slam ambitions. Responder bids Four Diamonds or Four Hearts and opener converts to hearts or spades.

### 8.9 Three-Club Baron over Two No Trumps

This cannot be played with Stayman over Two No Trumps which also starts with Three Clubs. Responder has points for game but an unbalanced hand and seeks a 4/4 fit or better in a major. Players bid their four-card suits up the line until a major fit is found or Three No Trumps reached. If the only four-card suit is clubs, the opener bids Three No Trumps direct. Usually referred to simply as Baron.

### 8.10 Stayman over Two No Trumps

Similar to simple Stayman except that the bidding level is higher. Responder needs points for game and an unbalanced hand with at least one four-card major suit. When used with PC the Three Diamonds asking bid is not used, as game is assured.

### 8.11 Forcing One No Trump

This is used over an opening of one in a major. It requires 6 to 12 points, no suit that can be bid at the one level and it may include support for partner's suit. It is used over a wide variety of distributional hands and is forcing, thus enabling responder to bid again to describe his hand further.

### 8.12 Gerber over No Trumps

A direct bid of Four Clubs over One or Two No Trumps asking for Aces. The responses are: Diamonds – none or four; Hearts – one; Spades – two; No Trumps – three. Five Clubs asks for Kings, with similar responses at the five level.

### 8.13 Negative double (Sputnik)

When an opening of one in a minor is overcalled by One Spade, a double shows at least Four Hearts, seven to eight points, too weak to bid Two Hearts.

### 8.14 Control cue bids

After a fit has been found and a forcing or invitational situation exists, bids of new suits in ascending order show first or second-round control in the suit bid.

### 8.15 Stopper cue bids after fit in minor suit

With a minor suit fit it may be desirable to seek a No Trumps contract. A bid in a new suit indicates a stopper in that suit for No Trumps purposes.

### 8.16 4th suit forcing

Responder bids a fourth suit. He has no values in that suit (otherwise he would have bid No Trumps) and wishes the bidding to continue. Requires 10 to 11 points and is forcing for one round.

### 8.17 French Stayman

One No Trump opener's rebid over Two Clubs when he holds no four-card major. With a minimum opening – Two Diamonds. With a maximum opening – Two No Trumps.

### 8.18 Blackwood

All systems use simple Blackwood asking for Aces and Kings. Four No Trumps asks for Aces. Responses are: Five Clubs for none or four, Five Diamonds for one, Five Hearts for two and Five Spades for three.

Five No Trumps asks for Kings with similar responses but at the six level.

### 8.19 Two-Club Albarran

A French method of responding to a strong Two-Club opening. With no Ace, less than eight points – Two Diamonds; eight points or more – Two No Trumps. With one Ace – Three Clubs, Three Diamonds, Two Hearts or Two Spades according to the suit of the ace. Two aces or more – Three No Trumps

### 8.20 Stopper No Trump

All suits have a stop when One No Trump is opened. Acol has no option for this setting.

## 9. DEFENSIVE BIDDING

Defensive bidding is bidding by the side which did not open the bidding. It has risks. The opening bidder has shown a range of specific strength by his opening bid, so his partner knows the range of strength possessed by his side. An intervening bidder knows nothing of his partner's hand (unless he has already bid or passed) and may well have a completely blank hand opposite him. He therefore exposes himself to the danger of an expensive double, which could yield many more points to the opponents than they could have got unaided, especially with a misfit in their own suit.

### 9.1 The purpose of defensive bidding

1. To obstruct opponents bidding.
2. To reach a makeable contract of one's own.
3. To reach an economical sacrifice contract (that is, one which will fail, but will nevertheless give your opponents fewer points than they would have scored in their own contract).
4. To suggest an opening lead.

5. To inhibit a No Trump contract by opponents holding uncertain or limited stoppers in the suit bid by the intervening side.

### 9.2 The take-out double

The most useful and safe defensive bid, since it usually offers a choice of three suits, a penalty, or a No Trump contract and is made at a low level. A double of a part-score suit contract is for takeout if it is made at the first opportunity of doubling and your partner has not bid. The weaker the hand, the more important the distribution is. The range of high card points is 11 to 20. In the weaker range (11 to 14 points) a distribution of 4-4-4-1 or 5-4-3-1 is desirable, with 4-4-3-2 just acceptable. With 16 points or more, unbalanced, double for take-out. With 18 points or more, balanced, double for take-out. **Note:** 16 to 18 points, balanced, can be bid 1NT. With 16 points or more, unbalanced, or 18 points or more, balanced, doubling is intended to show strength. A simple, or jump, overcall does not show this.

The take-out double is also used when both opponents have bid; for example, One Club, Pass, One Heart, Double. This requires the equivalent of an opening bid and support for diamonds and spades, the unbid suits.

### 9.3 Responses to take-out doubles

With a weak hand of less than six points, respond at as low a level as possible, for example, one in a four-card major rather than two in a minor. Do not pass. Bid a three-card suit if no other course is available. With an intervening bid, pass except with freak distribution. With a fair hand of six to eight points, bid even if opponents intervene. Bid a second time if partner continues.

With a good hand of 9 to 10 points, bid if opponents intervene. Bid twice in competition. Jump bid with a good suit, then bid game if doubler raises your response. With a probable game hand of 11 to 12 points, jump bid even with a four-card suit (not forcing).

With a game hand of 13 points or more, cue bid opponent's suit if this is part of your system, or bid game direct. The Pro Bridge 510 does not cue-bid. A penalty pass requires a strong trump suit with at least three tricks in trumps, and the ability to withstand a trump lead from partner. No Trumps should not be bid unless the partner judges his side's total points to be adequate and he has the opening suit well stopped.

After an intervening redouble bid, that is, if the second opponent redoubles your partner's double, you do not have to bid. If you pass, your message is, "You choose the bid, partner. I have nothing special." If you do make a bid, it is merely showing a feature, and does not indicate strength. A five-card suit would be such a feature.

After a simple bid, there is no obligation to respond to the double. However, if you hold seven or more high card points, make a free bid if you can.

#### 9.4 Doubler's bidding after response by partner

This needs to be cautious, and should consider the minimum strength partner needs to reply to the double. In some cases this could be as low as zero points, although it is likely in that case that opponents are missing game.

#### 9.5 Simple suit overcalls

This is a bid in a suit at the minimum level, eg. 1H over 1C; 2D over 1S. The

upper limit of strength is about the same as that of a sound opening. There is no lower limit to the strength but because of the danger of an expensive double (see para 9, above) the hand should have a playing trick strength of within two of the bid if vulnerable, or three if not vulnerable. This will limit the loss, if doubled to 500 points (as in pre-emptive bidding).

In the following hands, over a bid of One Diamond, hand a., with only seven points, offers a better overcall than hand b., with 12 points.

Hand a.:		Hand b.:	
Spades	KQJ765	Spades	A742
Hearts	J10	Hearts	K3
Diamonds	743	Diamonds	A54
Clubs	52	Clubs	J1086

Hand a. should win about five tricks in Spades but hand b. could win only two or three tricks. However, with a sound opening bid hand, overcall at a safe level if possible, as it is not yet certain where the balance of strength lies.

#### 9.6 Responses to overcalls

As the overcaller usually has a good suit and playing trick strength as described above, the responder bases his response accordingly. Three or even two good trumps are enough for support; raise if it appears your hand will supply adequate help for the additional playing tricks; and do not rescue unless your partner is doubled, and only then with a long suit of your own and no defensive values as in the hands below.

Hand a.:		Hand b.:	
Spades	x	Spades	xx
Hearts	xxx	Hearts	xxx
Diamonds	AK109x	Diamonds	QJ109xx
Clubs	Jxxx	Club	xx

With hand a. the bidding has gone: One Heart; One Spade; Double: (?); and with hand b. it has gone: One Spade; Two Clubs; Double: (?)

Leave in 1S with hand a. as it will provide two tricks even with spades as trumps. Rescue with hand b. as it provides no tricks with clubs as trumps, whereas it will provide four diamond tricks plus whatever partner can contribute, with diamonds as trumps.

#### 9.7 Jump suit overcalls

Formerly used as forcing bids, these are now used pre-emptively to obstruct opponents. The requirements are a good suit with at least six cards, no more than nine points and strength concentrated in the suit bid. Whether the jump is a single or double jump depends on the playing trick strength and vulnerability.

#### 9.8 One No Trump overcall over a suit bid

The requirements are 16 to 19 points and a good stop in opponent's suit.

#### 9.9 Overcalls of opening One No Trump bids

Special conventions exist for competing with opening One No Trump bids, but the Pro Bridge 510 does not use them. Any overcalls of opening No Trump bids will be natural.

#### 9.10 Cue bidding opener's suit

This is a powerful game-forcing bid but is not used in the Pro Bridge 510.

#### 9.11 Penalty doubles

Doubles are for penalties when made: after partner has bid; on No Trump contracts; and on contracts at the three level or above. You should expect to score more points by doubling than in any other way.

**Assessing the risks** If your opponents go one down in a vulnerable contract, of, say, two Spades, they lose 100 points. If they are doubled, they lose 200 points, so the gain by the doublers is 100 points. If your opponents make the contract undoubled they will score 110 points (60 + 50 for the value of the part score). But if they are doubled, they score 670 points (120 + 50 + 500 for the value of a vulnerable game), a gain of 560 points.

To justify a double of this contract, the odds on defeating the contract need to be better than 560:100. This is an extreme case, but represents the thinking needed before doubling any contract. Ask yourself: what does the double stand to gain? What does it stand to lose? What are the chances of the double succeeding?

**Doubles of low contracts** It follows that the odds favoring a penalty double are better when a failure of the double does not yield a game, for example, a double of Two Clubs, Two Diamonds or One No Trump. If your partner has opened the bidding, the next player overcalls, and you have a hand which ensures the balance of strength is on your side, with no support for partner and no good suit of your own, then a double of the intervening bid, even with only three or four trumps, may be the best course of action. Such a double is intended for penalties, but your partner may take it out if his hand is unsuitable for the double or he has other ideas about the best final contract.

**Tricks for a penalty double** The quick trick is a useful initial guide (as opposed to a point count). However, the quick trick count has to be tempered by the situation: for example, having the Ace and Queen of a suit after it has been bid strongly on your right will probably make two tricks.

The high cards in a suit which your partner has supported are unlikely to yield more than one trick, and sometimes not that. It is rare in defense to make more than two tricks in a suit. A double is better if you are short in partner's suit.

Four cards in the opponent's suit is often worth a trick, even without the Jack, because of the nuisance value of having to draw trumps four times.

If partner has opened the bidding in a suit, he can be relied on for an average of two to three tricks and three to four tricks if he has opened a strong no trump.

**Do not double if it will help your opponents** Sometimes a double will help opponents by helping them to place missing high cards and trumps or driving them into a better rescue contract. Freak distributions are difficult to judge for doubling purposes, therefore more caution is needed even with high point-counts.

### 9.12 Protective or balancing bids

These are bids made when the opposition has stopped bidding at a low level, for example at One Diamond – Pass – Pass – ?. As the third bidder is very weak, the fourth bidder can bid on a lower strength than normal, especially if he is short in the suit bid. A protective bid is less attractive if holding a shortage in an unbid suit. A range of 8 to 13 high card points would suffice.

## 10. TECHNICAL DETAILS

### 10.1 Changing the batteries

Weak batteries can cause incorrect displays on the LCD screens, loss of data from the libraries or wrong bids and responses. When the batteries are low, the BATT warning will appear on the main

screen. Batteries should always be replaced promptly as they may also leak and damage the computer. If you wish to preserve the computer's memory, connect a mains adapter before changing the batteries. Ensure computer is turned off before plugging in an energized adapter.

### 10.2 ACL Key

If the computer fails to respond after you have inserted a new set of batteries, your unit may have locked up because of static discharge. Turn off the computer, press the ACL key for 2 or 3 seconds to reset. CAUTION: using the ACL key erases all memory information in your computer. Use this procedure only when you are sure there is no other solution (see Troubleshooting Guide).

### 10.3 Care and maintenance

Your Pro Bridge 510 is a precision electronic device and should not be subjected to extremes of temperature nor rough handling. Do not use any chemical cleaning agents as this may damage the casing

### 10.4 Technical specifications

Processor speed:	1MHz
Screens:	liquid crystal display (LCD)
Keys:	34
Power consumption:	650mW max.
Batteries:	6 x 1.5V alkaline (AA/AM3/R6)
Dimensions:	225 x 225 x 48mm
Weight:	1kg

Saitek reserves the right to make technical changes without notice in the interest of progress.

## 11. TROUBLE-SHOOTING GUIDE

SYMPTOMS	POSSIBLE CAUSE	WHAT YOU SHOULD DO
1. The unit will not turn on	Batteries weak or dead	Replace batteries as quickly as possible to avoid losing library. If problem persists, turn off computer, remove batteries and press ACL key (See sect. 10.2)
	Batteries not inserted properly	See inside front cover
	Battery connectors contact poor	Check battery connectors
2. Wrong display on LCD	Batteries exhausted	Replace batteries. If problem persists - turn off computer, remove batteries and press ACL key (see sect. 10.2)
3. Illegal bidding	Batteries exhausted	Replace batteries. If error persists, consult service center
4. No response or improper response	Batteries exhausted	Replace batteries.
	Electrostatic discharge	Turn off computer. Press ACL Key (see sect. 10.2)
5. Display is dim	Batteries weak	Turn the contrast dial. If error persists, replace batteries
6. Rejects the card you selected	You do not have that card (eg. card in dummy's hand)	Key in correct card with the direct keys or <b>cursor</b> and <b>scroll</b> keys
	You are not following suit	Key in correct card
7. Computer doesn't accept take back	The playing phase has just begun	Press <b>ESCAPE</b> and select S in the play menu and rebid
	The bidding phase has just begun	Continue to bid
	All 13 cards have been played	Start another deal or replay the same deal
	You are in the <b>HISTORY</b> , <b>CLAIM</b> , <b>HINT</b> or <b>SCORE</b> modes	Return to the bidding or playing phase with <b>ESCAPE</b>
	Computer is playing 4 hands	See section 7.3
8. Computer doesn't accept <b>HISTORY</b>	You are not in the bidding or playing menu	See section 7.5
	No bids have been made	Bid before pressing <b>HISTORY</b>

## 12. ADDITIONAL READING

American Standard – Four-Card Majors  
*Goren's Bridge Complete*  
 American Standard – Five-Card Majors  
*Goren's New Bridge Complete*  
 French Five-Card Majors  
*La Nouvelle Majeure Cinquième* – Jais and Lebel

ACOL  
*Basic ACOL* – Cohen and Lederer  
 Precision Club  
*Precision's One Club Complete* – Wei and Radin  
*Goren's New Bridge Complete*  
 General Books  
*The Complete Book of Bridge* – Reese and Dornier

## APPENDIX — SCORING

### Rubber Bridge Scoring

#### Score below the line for tricks bid and made:

Spades or Hearts: 30 per trick; if doubled, multiply by two  
 Diamonds or Clubs: 20 per trick; if doubled, multiply by two  
 No Trumps: 40 for first trick and 30 for each additional trick;  
 if redoubled: multiply by four

One hundred points wins game, but no separate score is recorded.

#### Score above the line:

#### Overtricks

	<i>Not vulnerable</i>	<i>Vulnerable</i>
Undoubled	Ordinary trick value	Ordinary trick value
Doubled	100 per trick	200 per trick
Redoubled	200 per trick	400 per trick

#### Making doubled or redoubled contract:

Add 50 to all other scores.

#### Slams

	<i>Not vulnerable</i>	<i>Vulnerable</i>
Small Slam	500	750
Grand Slam	1,000	1,500

#### Penalties

	<i>Not vulnerable</i>	<i>Vulnerable</i>
Undoubled	50 each trick	100 each trick
Doubled	100 for first trick 200 for each additional trick	200 for first trick 300 for each additional trick
Redoubled	Twice the above	Twice the above

#### Rubber bonus

When the rubber is won in two games:	700
When the rubber is won by two games to one:	500

### Duplicate Bridge Scoring (Teams)

#### Score on the hand

Each hand played scores points independently of other hands played. Points are not carried forward from previous hands.

#### Points awarded

These are the same as for Rubber Bridge with the following exceptions

- Points for an unfinished rubber are not relevant.
- A pair succeeding in a contract scores 50 bonus points for a part score, 300 for a non-vulnerable game and 500 for a vulnerable game.
- Points scored by NS in a hand count as a negative score by EW in that hand.
- The penalty score for a doubled contract with declarer non-vulnerable is 300 for each additional trick, starting from the fourth trick.

#### IMPs

The score by a team's NS pair on a hand is added to the score by the team's EW pair on that hand, (the result may be positive or negative) and the result converted to International Match Points (IMPs) according to the following table. The IMPs for all hands played are then aggregated to give the result of the match.

#### International Match Point Scoring

Difference on Board	IMP	Difference on Board	IMP
0 – 10	0	750 – 890	13
20 – 40	1	900 – 1,090	14
50 – 80	2	1,100 – 1,290	15
90 – 120	3	1,300 – 1,490	16
130 – 160	4	1,500 – 1,740	17
170 – 210	5	1,750 – 1,990	18
220 – 260	6	2,000 – 2,240	19
270 – 310	7	2,250 – 2,490	20
320 – 360	8	2,500 – 2,740	21
370 – 420	9	2,750 – 2,990	22
430 – 490	10	3,000 – 3,240	23
500 – 590	11	3,250 – 3,490	24
600 – 740	12	3,500 and upwards	25

# PRO BRIDGE 510 BIDDING SYSTEM

## Introduction

The Pro Bridge 510 distinguishes between bidding systems and conventions. A system will usually describe: the method of evaluation of a hand; what is needed in a hand for making the various opening bids; what the opener's partner needs for making responses to the opening bids; what the opener needs to make the second bids open to him, and so on.

A convention consists of bids for specific purposes which can be added to a system. The addition of a convention will always have side effects on a system. For example, the use of the Stayman convention prevents the natural use of the bid of Two Clubs in response to One No Trump. When you add a convention to a system you will always lose the use of some of your bids for their original purpose.

There are five systems available:

STANDARD AMERICAN FOUR-CARD MAJOR (GOREN)  
FIVE-CARD MAJORS (US)  
ACOL  
PRECISION CLUB  
FIVE-CARD MAJORS (FRENCH)

## American (GOREN) FOUR-CARD MAJORS

### 1. Hand evaluation

#### a. High card points (H):

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

Reduce by 1 if inadequately guarded, for example, Jx = 0 pt. Add 1 pt if the hand has all four aces; deduct 1pt for no aces, when opening the bidding.

#### b. Distribution points (D)

1. As opener: 3 pts for a void, 2 pts for a singleton, 1 pt for a doubleton.
2. When supporting partner's suit with 4 trumps: 5 pts for a void, 3 pts for a singleton, 1 pt for a doubleton.

#### c. Quick tricks: Ace = 1; Ace King = 2; Ace Queen = 1.5; King x = 0.5.

**d. Playing tricks:** tricks expected to be made in one's own hand as declarer, with a reasonable distribution of outstanding cards. This is used for pre-emptive bidding and overcalling.

#### e. Biddable suits

1. Majors: 4 cards headed by 4 pts or by QJ10; any 5 cards.
2. Minors: 4 cards normally headed by A,K or Q. Exceptionally 3 cards with no other convenient bid; any 5 cards.

#### f. Rebiddable suits: 5 cards – to QJ9 or better; any 6 cards.

#### g. Points requirements for game/slams

3NT	26 (H)
4H, 4S	26 (HD)
5C, 5D	28 (HD)
6NT	33 (H)
7NT	37 (H)

### 2. Opening bid of 1 in a suit

#### a. In 1st, 2nd and 4th position:

requires 14 pts (HD) or 13 (HD) with 2 quick tricks. In 3rd position open with 11-13 pts and a good suit (5 cards with 2 of the top 3 honours).

#### b. Which suit? Normally the longest, with the following exceptions:

1. \*4-3-3-3: open 1C if too weak for 1NT (\* This is a method of showing distribution. In this case it means 4S-3H-3D-3C.)
  2. Two suiters:
    - 5-5: open higher ranking (but C before S)
    - 5-4: open the longer suit except that with 4S and 5H and less than 19 pts, open 1S
    - 4-4: with adjacent suits, open the higher ranking
    - C/S: open 1C
    - C/H: open 1C
    - D/S: open the suit below the doubleton, for example, 4S, 2H, 4D
    - 3C: open 1D
    - 4S, 3H, 4D, 2C: open 1S
- (Exception: 4S, 2H, 4D, 3C and all pts in suits other than H: open 1S so that you can bid 2NT over 2H.)

### 3. Opening bid of One NT

Requires 16-18 Points (H); not more than 1 doubleton; no 5-card major; at least Ace or King with any doubleton; at least 3 suits protected. Kx, Qxx, Jxxx, and xxxxx are protected suits.

### 4. Opening bid of 2 in a suit

Forcing to game except in the sequence 2(x) – 2NT – 3(x) – P. Here x means a suit.

This opening bid requires:

25 pts with a good 5-card suit, headed by eg, KQJ  
23 pts with a good six-card suit; 21 pts

with a good 7-card suit

With a second 5-card suit, 1 or 2 fewer pts are permitted. If a game in a minor suit is anticipated, 2 additional pts are required.

### 5. Responses to an opening bid of 2 in a suit

2NT: Less than 7 pts, or 7 pts with only 0-0.5 quick tricks

Simple raise or new suit at minimum level: 7 pts with 1 quick trick; 8 pts with 0.5 quick tricks; new suit (if bid) at least QJxxx.

Jump raise: weak hand, trumps Q xxx, or xxxxx; no A, K, void or singleton  
3NT: 7-9 pts; stops in the other 3 suits

### 6. Opening bid of 2NT

Requires 22-24 pts (H); not more than 1 doubleton; stops in all 4 suits; non forcing

### 7. Responses to an opening bid of 2NT

#### a. Balanced hands (not more than 1 doubleton)

- |                  |                                                  |
|------------------|--------------------------------------------------|
| 1. 0-3 pts (H)   | Pass                                             |
| 2. 4-8 pts (H)   | 3 NT                                             |
| 3. 9 pts (H)     | 4NT (non forcing; opener bids 6NT with 24 pts)   |
| 4. 10 pts (H)    | bid a suit then 4NT; opener bids 6NT with 23 pts |
| 5. 11-12 pts (H) | 6 NT                                             |
| 6. 13-14 pts (H) | bid a suit then 6NT; opener bids 7NT with 24 pts |
| 7. 15 pts (H)    | 7 NT                                             |

#### b. Unbalanced hands

1. 3D, H or S: game force; 4 pts(+) with 5-card suit or 0 pts with 6-card major
2. 3C: game force 4 pts(+) with at least one 4-card (or more) major suit
3. 4H, 4S: sign-off; 8 pts maximum; 6-card suit; no slam

### 8. Opening bid of 3NT

Requires 25-27 pts (H), a balanced hand and stops in all suits; non-forcing

### 9. Responses to an opening bid of 3NT

- |                 |                                                       |
|-----------------|-------------------------------------------------------|
| 1. Pass         | 0-6 pts                                               |
| 2. 4NT          | 7 pts, no 5-card suit                                 |
| 3. 6NT          | 8-9 pts                                               |
| 4. 4D, then 6NT | (conventional) 10-11 pts; opener bids 7NT with 27 pts |
| 5. 7NT          | 12 pts or more                                        |

### 10. Opening bid of 4NT

Requires 28-29 pts, a balanced hand and stops in all suits

### 11. Responses to an opening bid of 1 in a suit

#### Points adjustment

**a. When supporting opener's trump suit:** add, 1 pt each for the A, K, Q or J of that suit provided the total does not thereby exceed 4. For example, Q, Jx becomes 4 pts; K, Jx remains at 4 pts.

**b. Shortage pts:** with 4 of opener's trumps, count 5 pts for a void, 3 pts for a singleton and 1 for a doubleton.

**c. Reduce by 1 pt for each defect:** eg with only 3 trumps; 4-3-3-3 distribution; or insufficiently supported honours, eg, Qx.

#### Response

1. Single raise in opener's suit requires 6 pts with 5 trumps, or 7-10 pts with Qxx, Jxx or xxxx in trumps.
2. Free raise (after an opponents intervening bid) requires 9-12 pts with Qxx, Jxx or xxxx.
3. Double raise: this is a game-force; requires at least 4 trumps. If you have already passed, 11-13 pts will be enough. Otherwise 13-16 pts are

required.

4. Triple raise: requires at least 5 trumps but not more than 9 pts (H).
5. Pass: if you have less than 6 pts (0-5 pts)
6. 1 over 1, ie, a bid in a new suit which can be made at the level of one. This requires between 6 and 18 pts; it is a 1-round force. If made after an intervening bid, you need 9 pts or more.
7. 2 over 1, ie, a bid in a new suit which has to be made at the 2 level; eg 1S - 2C. This is a 1-round force and requires 10-18 pts. It can be made with a 4-card suit if no other suitable bid is available.
8. 1NT: requires 6-10 pts and no suit bid is possible at the 1 level. (Exceptions: 1C; 1NT requires 9-11 pts, balanced)
9. 2NT: requires 13-15 pts; a balanced hand; stops in the unbid suits. It is a game force.
10. 3NT: requires 16-18 pts and a balanced hand.
11. Single jump in a new suit (jump shift): this requires 19 pts or more; forcing to game. Either trump support for opener, or a good self-supporting suit of your own, or strong in high cards; slam prospects

### 12. Responses to an opening bid of 1NT

1. Pass: less than 8 pts, balanced hand
2. 2NT: 8-9 pts, balanced hand
3. 3NT: 10-14 pts, balanced hand
4. 4NT: 15-16 pts, balanced. (Opener bids 6NT if maximum, ie 18 pts)
5. 2D, 2H, 2S: less than 8 pts, 6-card suit or 5-card suit in unbalanced hand
6. 2C: Stayman; 8 points and one 4-card major minimum. Responses: 2D no 4-card major; 2H - 4H not 4S; 2S - 4S, possibly 4H
7. 3 of a suit: 10 pts or more; game force; 5-card suit including 4 pts

8. 4H, 4S: 10-14 pts; 6 cards in trump suit
9. 6NT: 17-18 pts, balanced
10. Jump in a suit, then 6NT: 19-20 pts
11. 7NT: 21 pts or more

### 13. Pre-emptive openings

- 3 of a suit not vulnerable: 6 playing tricks, 9 pts (H) maximum
- 3 of a suit vulnerable: 7 playing tricks, 10 pts (H) maximum
- 4 of a suit not vulnerable: 7 playing tricks
- 4 of a suit vulnerable: 8 playing tricks

**Note:** Do not pre-empt in a minor suit in 1st or 2nd position if you also hold a 4-card major.

### 14. Responses to pre-emptive opening bids

#### a. Over 3 bids

1. 3NT: 2 cards or more in suit bid; stops in the unbid suits
2. Raise: Vulnerable - 3 playing tricks; non vulnerable - 4 playing tricks

**Note:** It is also permissible to raise with a weak hand to add the pre-emptive effect.

3. Bid in a new suit: strong hand; forcing to game or slam

#### b. Over 4 bids

1. Raise: in a major - a strong hand inviting a slam
2. Raise, or bid a new suit: in a minor, demands game or a slam

### 15. Rebids by the opener

(**Note:** In the following, X, Y and Z represent suits, where Z ranks above Y, and Y ranks above X. For example, 1X - 1Y; 1Z - P; could be 1C - 1D; 1H - Pass).

### a. After 1 over 1 response Bidding

- |                            |                                                                     |
|----------------------------|---------------------------------------------------------------------|
| 1. 1X - 1Y; 1NT            | Opener has 13-15 pts (H); balanced                                  |
| 2. 1X - 1Y; 2NT            | 19-20 pts (H); stops in unbid suits                                 |
| 3. 1X - 1Y; 3NT            | 21-22 pts (H); stops in unbid suits                                 |
| 4. 1X - 1Y; 2X             | 13-16 pts (DH); good 5-card suit; no suit biddable at a lower level |
| 5. 1X - 1Y; 3X             | 19-21 pts (DH); 6-card suit                                         |
| 6. 1X - 1Y; 4X             | 22 pts (DH); 6-card suit                                            |
| 7. 1X - 1Y; 1Z             | 13-16 pts                                                           |
| 8. 1Y - 1Z; 2X             | 13-16 pts                                                           |
| 9. Reversing 1X - 1Z; 2Y   | 19 pts or more                                                      |
| 10. Jump shift 1X - 1Y; 2Z | 21 pts or more                                                      |

If supporting responder's suit, reassess the hand for shortage, that is, with 4 trumps give 5 for a void, 3 for a singleton and 1 for a doubleton.

11. Simple raise 1X - 1Y; 2Y 14-16 pts; at least 3 trumps to a high honor
  12. Jump raise 1X - 1Y; 3Y 17-19 pts; at least 4 trumps
  13. Jump to game 1X - 1Y; 4Y (major) 5Y (minor) 20 pts or more; at least 4 trumps
- b. After a 2 over 1 response (no jump) eg 1S - 2D**

#### Bidding

- |        |                                                  |
|--------|--------------------------------------------------|
| 1. 2NT | Opener has 15-18 pts; stops in the other 3 suits |
| 2. 3NT | 19 pts or more; stops in the other 3 suits       |

3. Minimum bid in a new suit lower ranking than the first; 1H – 2C – 2D 13 pts
4. Reverse bid, or new suit at the 3 level without jumping (eg 1C – 1S – 2H; or 1S – 2H – 3D) 17 pts; 1-round force
5. Jump bid in a new suit forcing (eg 1H – 2C – 3D) 21 pts or more; to game
6. Simple raise of responder's suit 15 pts with 3 trumps
7. Jump raise: 19 pts; forcing if in a minor, e.g. 1H-2D; 4D-?

**c. After a 1NT response**

- | Bidding                       | Opener has                           |
|-------------------------------|--------------------------------------|
| 1. Pass                       | 13-15 pts; balanced                  |
| 2. 2 in a lower-ranking suit  | 13-16 pts; unbalanced                |
| 3. 2NT                        | 17-18 pts; balanced                  |
| 4. 3NT                        | 19 pts or more; balanced             |
| 5. Rebid in original suit     | Usually 6-card suit and up to 16 pts |
| 6. Jump bid in original suit; | 17-19 pts; 6-card suit; non-forcing  |
| 7. Jump in a new suit         | 19 pts or more; game force           |

**d. After a 2NT response**

- | Bidding                                 | Opener has     |
|-----------------------------------------|----------------|
| 1. 3NT or exploratory bid in a new suit | 17 pts maximum |
| 2. Slam bid or slam try                 | 18 pts or more |

**e. After a 3NT response**

- | Bidding                 | Opener has           |
|-------------------------|----------------------|
| 1. Pass                 | 13-14 pts balanced   |
| 2. 4 in a new suit      | 13-14 pts unbalanced |
| 3. Slam bid or slam try | 15 pts or more       |

**f. After a jump shift by responder (game force)**

- | Bidding              | Opener has         |
|----------------------|--------------------|
| 1. Minimum bid in NT | 13-14 pts balanced |
| 2. Jump to 3NT       | 15-17 pts          |

**g. After a simple raise by responder**

- | Bidding                                         | Opener has  |
|-------------------------------------------------|-------------|
| 1. 3 in same suit or exploratory bid in another | 16 – 18 pts |
- (Revalue hand: 1 pt for 5th trump and 2 pts for each bid in another subsequent trump)

- |                           |                                    |
|---------------------------|------------------------------------|
| 2. 4 in same (major) suit | 19 pts (with revaluation as above) |
| 3. 2NT                    | 16-18 pts (H)                      |
| 4. 3NT                    | 19 pts (H)                         |

**h. After a jump raise by responder**

- | Bidding                         | Opener has                               |
|---------------------------------|------------------------------------------|
| 1. 4 in same (major) suit       | 13-17 pts                                |
| Minimum exploratory bid (minor) | 13-17 pts                                |
| 2. 3NT                          | 13-17 pts with protection in unbid suits |
| 3. Slam bid or try              | 18 pts or more                           |

**i. After a jump raise to 4 in a major**

- | Bidding            | Opener has                    |
|--------------------|-------------------------------|
| 1. Pass            | 13-19 pts                     |
| 2. Slam bid or try | 20 pts or more, good controls |

## AMERICAN STANDARD FIVE CARD MAJORS

### 1. Hand evaluation

**a. High card points (H):** Ace = 4; King = 3; Queen = 2; Jack = 1. Reduce by 1 if inadequately guarded eg Jx = 0 pts. Add 1 pt if the hand has all 4 aces; deduct 1 pt for no aces when opening the bidding.

**b. Distribution pts (D):** As opener: 3 pts for a void, 2 pts for a singleton, 1 pt for a doubleton. When supporting partner's suit with 4 trumps: 5 pts for a void, 3 pts for a singleton, 1 pt for a doubleton.

**c. Quick tricks:** Ace = 1; Ace King = 2; Ace Queen = 1.5; Kingx = 0.5.

**d. Playing tricks:** Tricks expected to be made in one's own hand as declarer, with a reasonable distribution of outstanding cards. (Used for pre-emptive bidding and overcalling).

**e. Biddable suits:** Opening bids – major suits: 5 cards or more (4 if 3rd or 4th hand and no bids so far);

Opening bids – minor suits: 3 cards or more if no 5-card major.  
Responses at the 1 level: 4 cards  
Responses at the 2 level: 5 cards

**f. Rebiddable suits:** at least 5 with 4 high-card pts, or any 6 (+) cards.

**g. Pts requirements for game/slams**

3NT	26 (H)
4H/4S	26 (HD)
5C/D	28 (HD)
6NT	33 (H)
7NT	37 (H)

### 2. Opening bid of 1 in a suit

**a. In 1st, 2nd, 4th position requires:**

14 pts (HD), or 13 (HD) with 2 quick tricks. In 3rd position open with 11-13 pts and a good suit (5 cards with 2 of the top 3 honors).

### b. Which suit?

1. A major with 5 or more cards
2. With 5-5 open the higher ranking (exception: with 5S or 5C, open C)
3. With pts concentrated in a major suit, exceptionally open a 4-card major
4. With no 5-card major and (3) not applying, open a 4-card minor unless pts are sufficient for a NT bid
5. With 2 4-card minors, bid D
6. With 2 3-card minors, bid D if there are 4 pts (H) in the suit, otherwise bid clubs
7. With 3/2 in the minors, bid the 3-suit
8. In 3rd or 4th position (partner has passed) open with a 4-card major to impede opponents

### 3. Opening bid of 1NT

Requires 16-18 pts (H); balanced hand (not more than 1 doubleton); stops in at least 3 suits (ie at least: Kx; Qxx; Jxxx).

### 4. Opening bid of 2C

This is forcing to game except in the sequences:

1. 2C-2D; 2NT-(P)
  2. 2C-2D; 2X-2NT; 3X-(P)
- 2D is the negative response to 2C.

This opening bid requires:

A good 5-card suit	25 pts (DH)
A good 6-card suit	23 pts (DH)
A good 7-card suit	21 pts (DH)

With a good 2nd 5-card suit, 1 less pt is needed. For game in a minor suit, 2 more pts are needed.

### 5. Responses to opening bid of 2C

2D	0-7 pts; 8 pts and no 5-card suit containing 3 pts (H)
2H, 2S, 3C, 3D	8 pts or more; 5-card suit containing 3 pts (H)
2NT	8 pts or more, balanced hand

### 6. Opening bid (weak) – 2D, 2H or 2S

These bids require: 6-12 pts; a 6-card suit with 2 high honors (A, K or Q) vulnerable, or 2 of any honors not vulnerable; no 4 or 5-card suit additional to the suit bid; no void; 1.5 or 2 quick tricks.

### 7. Responses to opening bids of 2D, 2H or 2S

Raise opener's suit: 3 trumps or 2 with an honour, less than 10 pts  
2NT: One round force; 15 pts (*see para. 16*)

### 8. Opening bid of 2NT

This requires: 21-22 pts (H); balanced hand; stops in all suits.

### 9. Responses to opening bid of 2NT

1. Pass	0-4 pts
2. 3NT	5-10 pts; balanced
3. 4NT	11 pts; balanced; quantitative, not Blackwood; declarer passes with 21 pts; (bid 6NT with 22 pts)
4. 6NT	12-14 pts
5. 5NT	15 pts (declarer says 6NT with 21 pts, 7NT with 22 pts)
6. 3 of a suit	any 6-card suit

### 10. Opening bid of 3NT

This requires: 25-27 pts (H); balanced

hand; stops in all suits.

### 11. Responses to opening bid – 3NT

1. Pass	0-6 pts
2. 4NT	7 pts, no 5-card (or better) suit
3. 6NT	8-9 pts
4. 5NT	10-11 pts (opener bids six with 25-26 pts; 7 with 26-27 pts)
5. 7NT	12 pts

### 12. Opening bid of 4NT

This requires: 28-29 pts, not Blackwood.

### 13. Responses to opening bid of 1 in a suit

Note: Revalue your hand if supporting opener's suit, as described in paragraph 1 b.

#### a. Major suits

1. Pass	0-5 pts
2. Raise by 1 1H-2H; 1S-2S	At least 3 trumps; 8-9 pts
3. Raise by 2 1H-3H; 1S-3S	At least 4 trumps; 10-12 pts; invitational
4. Raise by 3 1H-4H; 1S-4S	At least 4 trumps; not more than 9 pts (H)
5. 1NT	6-12 pts; forcing 1 round; no suit biddable at the 1 level; may include support for opener's suit
6. 2NT	Game force; 13-15 pts; stops in the other 3 suits
7. 3NT	4 trumps and 13-16 pts; forcing and artificial
8. 3NT	Over intervening

9. 1H, 1S	bid, natural; pts for game and double stop in opponent's suit 6-18 pts (9-18 if opponents intervene); forcing 12-18pts; Forcing, 18 pts or more; a self-supporting suit or support for partner
10. 2 over 1 2C over 1H/S	
11. Jump in new suit; 1H-2S; 1S-3C	

#### b. Minor Suits

1. Pass	0-5 pts
2. 1 over 1	6-18 pts
3. Single raise	4 trumps; no 4-card major; 6-10 pts
4. Double raise	5 trumps; no 4-card major; 11-12 pts
5. 1NT	6-10 pts; no suit biddable at the 1 level; not forcing
6. 2NT	13-15 pts; balanced; no 4-card major; stops in other 3 suits
7. 3NT	16-18 pts; 4-3-3-3 distribution and stops in other 3 suits
8. Jump in new suit	18 pts or more
9. 2 over 1, (1D, 2C)	12-18 pts

### 14. Responses to the opening bid of 1NT

a. <b>Balanced hands</b>	
1. Pass	7 pts or less
2. 2NT	8 to 9 pts; 7 pts with good 5-card suit
3. 3NT	10-14 pts

4. 4NT	Quantitative; 15-16 pts
5. 6NT	Quantitative; 17-18 pts
6. 3 of a suit, then 6NT	Quantitative 19-20 pts
7. 7NT	Quantitative; 21 pts or more
8. 2C	8 pts; one or two 4-card majors (Stayman). Responses: 2D – no 4 card major; 2H – 4 hearts not 4 spades; 2S – 4 spades, possibly 4 hearts

#### b. Unbalanced hands

1. 2D, 2H, 2S	0-7 pts; 6-card suit
2. 3C, 3D, 3H, 3S	10 pts or more; 5-card suit; game force
3. 4H, 4S	10-14 pts; 6-card suit

### 15. Opening pre-emptive bids

3 of a suit	7-card suit; no other 4-card major suit; 6 playing tricks not vulnerable; 7 playing tricks vulnerable, not more than 10 HCP.
4 of a suit	as above, 1 extra playing trick required

### 16. Rebids by the opener

Note: In the following, X, Y and Z represent suits, where Z ranks above Y, and Y ranks above X. For example 1X-1Y; 1Z-P could be 1C, 1D, 1H, P.

**a. After 1 over 1 response**

Bidding	Opener needs
1. 1X-1Y-1NT	13-15 pts; balanced
2. 1X-1Y-2NT	19-20 pts; stops in the unbid suits
3. 1X-1Y-3NT	21-22 pts; stops in the unbid suit
4. 1X-1Y-2X	13-16 pts; 6-card suit; no other suit biddable at a lower level
5. 1X-1Y-3X	19-21 pts; good 6-card suit
6. 1X-1Y-1Z	13-16 pts
7. 1Y-1Z-2X	13-16 pts
8. 1X-1Z-2Y (reverse)	19 pts or more
9. 1X-1Y-2Z jump in new suit	21 pts or more

**b. Supporting responder's suit after 1 over 1 response**

Bidding	Opener needs
1. 1X-1Y-2Y single raise	14-18 pts; 4 trumps or 3 to an honor
2. 1X-1Y-3Y (jump)	17-19 pts; 4 trumps
3. 1X-1Y-4Y double jump	20 pts; 4 trumps

**c. After 2 over 1 response (no jump) eg, 1S-2D**

Bidding	Opener needs
1. 2NT	13-16 pts; stops in unbid suits
2. 3NT	17 pts; stops in unbid suits
3. 1Z-2X-2Y non reverse	13 pts; 4-card suit
4. 1Z-2Y-3X; reverse and/or new suit at the 3 level	Forcing; 17 pts or more

5. 1Z-2X-3Y  
jump in new suit Forcing; 21 pts or more

**d. Supporting responder (after 2 over 1 response)**

Bidding	Opener needs
1. 1Z-2X-3X	13-16 pts; 4 trumps or 3 to an honor
2. 1Z-2X-4X	19 pts or more; forcing if in a minor

**e. After a response of 1NT**

*a. After a response of 1NT over a minor suit opening bid*

Bidding	Opener needs
1. Pass	13-15 pts; balanced
2. 2 in lower suit 1Z-1NT-2X	13-16 pts, unbalanced eg 5-4
3. Rebid 1st suit 1X-1NT-2X	13-16 pts; 6-card suit
4. 2NT	17-18 pts, balanced
5. Jump in new suit 1Z-1NT-3X	19 pts or more
6. 3NT	19 pts; balanced

*b. After a response of 1NT over a major suit opening bid*

Bidding	Opener needs
7. Rebid 1st suit 1Z-1NT-2Z	Up to 16 pts; 6-card suit
8. Jump in 1st suit 1Z-1NT-3Z	17-19 pts; 6-card suit; not forcing

**f. After a response of 2NT (over a minor suit opening)**

Bidding	Opener needs
1. 3NT or exploratory bid	maximum 17 pts
2. Slam or exploratory bid	18 pts or more

**g. After a response of 3NT (over a minor suit opening bid)**

Bidding	Opener needs
1. Pass	13-14 pts; balanced
2. 4 in new suit	13-14 pts; unbalanced
3. Slam or exploratory bid	15 pts or more

**h. After a jump shift response**

Bidding	Opener needs
1. Minimum bid in NT	13-14 pts, balanced
2. Jump to 3NT (after 2-level reply)	15-17 pts

**i. After a raise by responder**

Bidding	Opener needs
1. 1X-2X-3X	16-18 pts; revalue trumps +1 for 5th trump, +2 for each subsequent trump
2. 1X-2X-2Y (exploratory)	16-18 pts; revalue trumps +1 for 5th trump, +2 for each subsequent trump
3. 1Z-2Z-4Z (major)	16-18 pts; revalue trumps; +1 for 5th trump, +2 for each subsequent trump
4. 1X-2X-2NT	16-18 pts (H)
5. 1X-2X-3NT	19 pts (H) or more
6. 1X-3X (minor) 3Y(exploratory)	14-20 pts
7. 1Z-3Z 4Z (major)	14-20 pts
8. 1X-3X-3NT	14-20 pts; stops in unbid suits
9. Slam bid or exploratory bid	21 pts or more

**j. After a response of 3NT over a major suit opening**

Bidding	Opener needs
1. 1Z-3NT-4Z	13-17 pts

2. Slam bid or exploratory bid 18 pts or more

**k. After a raise to 4 in opener's major suit**

Bidding	Opener needs
1. Pass	13-19 pts
2. Slam bid or exploratory bid	20 pts or more with good controls

**l. After a response of 2NT over opener's weak 2 opening**

Opener makes "OGUST" rebids ie:

Bidding	Opener needs
1. 3C	minimum strength, poor suit
3D	maximum strength, poor suit
3H	minimum strength, good suit
3S	maximum strength, good suit

**ACOL**

**1. Hand evaluation**

**a. High card points (H):** Ace = 4; King = 3; Queen = 2; Jack = 1; (10 = 0.5 for No Trumps).

**b. Distribution points (D) as opener:** add 1 point for each card in excess of four in the trump suit; in support (with 4 of partner's trump suit); 3 for a void; 2 for a singleton; 1 for a doubleton.

**c. Quick tricks:** Ace = 1; Ace King = 2; Ace Queen = 1.5; Kx = 0.5.

**d. Playing tricks:** tricks expected to be made in one's own hand as declarer, with a reasonable distribution of the outstanding cards.

**e. Biddable suit:** normally not worse than 4 cards to the A, K or Q. Exceptionally a 3-card minor suit may be bid if no other suitable bid is available.

**f. Rebiddable suit:** Any 6 cards, or 5 with 2 of the three top honors.

**g. Points requirements for game/slam**

3NT	25+ (H)
4 (major)	26 (HD)
5 (minor)	28/29 (HD)
6 (suit)	31/33 (HD)
6 (NT)	33/34 (H)
7	37 or more

**2. Weak opening of 1 in a suit**

Requires 12-13 pts (DH), provided a genuine safe second bid is available (unless partner has passed), no matter what partner's response may be.

**3. Normal opening bids of 1 in a suit**

Requires 12-20 pts plus either a 5-card suit headed by 5 pts or a suitable second bid if partner responds.

**4. Which suit?**

**a. 3 suiters**

4-4-4-1: with 3 biddable suits, bid the suit below the singleton, unless the singleton is a C, in which case bid 1H.

**b. 2 suiters**

- 5-5 or 6-6: bid the higher ranking first, unless both suits are black.
- 5-4: with 16 or more pts, bid the longer suit first. With a weak hand open the higher ranking suit; eg AQxx - AJ10xx - xx - Qx. Open 1S to allow partner to prefer at the 2 level when you bid H over his response.
- 6-5; 7-6; 7-5: open the longer suit first if the hand has 16 pts or more; open the higher ranking if the hand is weak and the suits are touching as in S/H; H/D, or:  
x  
Axxxx  
AJxxxx  
x

Exception: bid C before S.

- 6-4: bid and rebid the longer suit unless the 4-card suit is a major and can be mentioned at the 1 level.
- 4-4: touching suits: bid higher ranking suit first; in the case of S/C, bid C.
- 4-3-3-3: open 1NT (12-14 not vulnerable, 15-17 vulnerable); otherwise open 1 of a minor suit headed by a Q or better, and then raise partner or rebid NT (otherwise you will be indicating a 2-suiter).

**5. Opening bid of 1NT**

Requires 12-14 pts (H) not vulnerable, balanced, or 15-17 pts (H) vulnerable, balanced. Some players play weak throughout, others strong throughout.

**6. Opening bid of 2NT**

Requires 20-22 pts (H), balanced; stops in all suits.

**7. Opening bid of 2C**

- Forcing to game except in the sequence 2C - 2D; 2NT - P; (2D is negative).
- Requires 23 pts or more in a balanced hand, or 21 or more pts including 5 quick tricks in unbalanced hand.

**8. Bidding after an opening of 2C**

**a. Negative sequences**  
(ie following a response of 2D) For a positive response, responder needs either an A and a K; or a biddable suit and 1.5 quick tricks; or 8 pts including 1 K. Lacking any of these, responder bids 2D.

Bidding	Opener (or responder) needs:
1. 2C-2D-3NT	25 pts or more and a balanced hand
2. 2C-2D-2H	5 H or more; 5 quick tricks
3. 2C-2D-3H/3S-?	Conventional; asking partner to bid



- 2C-2D-2H-3S  
any suit of which he has the A. If none he bids 3NT. Conventional; responder has a solid suit (usually 6 cards) but no A.

**b. Positive sequences**

(The responder has a hand which qualifies for a positive response as in (a. above) and as the response is positive, partnership is committed to game.

- 2C-2NT balanced hand
- 2C-3D unbalanced hand
- 2C-3H/S conventional; shows a solid self-supporting suit such as a AKQJxx

**9. Opening bid of 2 of suit (not C)**

Strong hands, forcing for 1 round, and forcing to game in the following situations:

- Opener makes a reverse bid
- Opener makes a jump bid
- Responder makes a positive reply

For this bid (2 of a suit) opener requires:

- A 1-suiter with 8 playing tricks, or
- A 2-suiter which is enough for game if partner has a fit in 1 of the suits, or
- A strong hand lacking the 5 quick tricks necessary for a 2C opening

**10. Responses to the opening of 2 of a suit**

The negative response is 2NT. A positive response requires:

Bid	Responder needs
1. New suit at 2 level (2H-2S)	A biddable suit and 1.5 quick tricks
2. New suit at	A 5-card suit and

- 3 level (2H-3D)
  - Single raise (2H-3H)
  - Double raise (2H-4H)
  - 3NT (2H-3NT)
  - Jump in new suit
  - 2NT (2H-2NT)
- 1.5 quick tricks  
Trumps, at least 1 A or void. No upper limit on pts  
Good trump support, 10 pts (H) - no A or void. If opener now bids 4NT, this asks for Ks not As  
10-12 pts; balanced. No As  
Solid suit  
AKQJxx. No support for opener's suit  
Negative; none of the above

**11. Responses to the opening of 1NT**

Bid	Responder needs
1. 2NT	11-12 pts (weak NT); 8-9 pts (strong NT)
2. 3NT	13 or more pts (weak NT); 9 or more (strong NT)
3. 2D, H, S	5- or 6-card suit; weak
4. 3H, S	5 or 6 cards; opener supports with 3; looking for game
5. 3C, D	Slam try in the suit bid
6. 4H, 4S, 5C, 5D	Unbalanced; 7-card suit-shut out bid; not strong in pts
7. 4C	Gerber; slam try
8. 2C	Stayman; requires 1 or 2 4- or 5-card major suits.

Responses:  
2D  
2H  
no 4-card major  
4 hearts, possibly

- 2S 4 spades  
4 spades not 4 hearts
9. INT-2C  
2D-2H/2S Weak take out with 5 or more in the major  
Invitational
10. INT-2C  
2D-3H/3S
11. INT-2C  
2D-3D Forcing; opener bids his longer major
12. INT-2C  
2H-3D Stayman in doubt Shows a fit in H but this is a balanced hand which might play better in NT. Opener chooses 3NT or 4H.

### 12. Responses to opening of 2NT

- | Bid       | Responder needs                                                                                         |
|-----------|---------------------------------------------------------------------------------------------------------|
| 1. 3NT    | 4-10 pts; balanced                                                                                      |
| 2. 4NT    | 11-12 pts; opener bids 6NT with 22 pts                                                                  |
| 3. 5NT    | 15-16 pts; opener bids 6NT with 20/21 pts, 7NT with 22 pts                                              |
| 4. 6NT    | 13-14 pts; balanced; opener passes                                                                      |
| 5. 3C     | Baron ( <i>see Conventions</i> ); opener bids 4-card suits up the line; looking for a 4-4 fit in majors |
| 6. 3D     | Flint ( <i>see Conventions</i> ). Weak hand, long suit of H or S                                        |
| 7. 3H, 3S | 4 pts or more; 5-                                                                                       |

8. 4H, 4S card suit, game force  
Slam bid in H or S; 4NT by opener asks for Aces  
Gerber; asking for Aces
9. 4C

### 13. Responses to opening bids of 1 in a suit

- | Bid                              | Responder needs                                                                                                             |
|----------------------------------|-----------------------------------------------------------------------------------------------------------------------------|
| 1. 1 over 1                      | 6 pts (H); 4-card biddable suit. 1-round force                                                                              |
| 2. 2 over 1 (no jump)            | 8 pts (H); 4-card suit, (7 pts (H) 6-card suit); exception: 1S-2H requires 5H                                               |
| 3. Jump shift                    | 13-14 pts and 6 or 7-card suit, or 16 pts when a 3-card suit can be bid if convenient                                       |
| 4. Double or triple jump shift   | 7 cards, weak hand; pre-empt                                                                                                |
| 5. Single raise in opener's suit | 3-5 pts, 5 trumps                                                                                                           |
| 6. Single jump in opener's suit  | 5-9 pts, 4 trumps<br>Major: 7-10 pts, 5 trumps; 10-12 pts, 4 trumps<br>Minor: 10-12 pts, no 4-card major, invitation to 3NT |
| 7. Raise to game                 | Major: 5 pts (H), strong trumps<br>Minor: 8 pts (H), strong trumps, pre-empt                                                |
| 8. 1H/S-1NT                      | 6-9 pts; less than 3 trumps                                                                                                 |
| 9. 1C-1NT                        | 8-10 pts; possible 4C                                                                                                       |
| 10. 1D-1NT                       | 7-9 pts; possible 4D                                                                                                        |

11. 1C/D/H/S-2NT 10-12 pts (H); no 4-card major
12. 1C/D/H/S-3NT 13-15 pts (H); balanced
13. 1C/D/H/S-4NT Blackwood
14. 1C/D/H/S-5NT Ask for 3 high honors in suit bid (A, K, Q); with none, bid 6C; with 1, bid 6 of the same suit; with 2, bid 7 of the bid suit

### 14. Some rebids by opener

- | Bid                 | Opener needs                                 |
|---------------------|----------------------------------------------|
| 1. 1D-1H; 1NT       | 15-16 pts; too strong for a weak 1NT opening |
| 2. 1H-1S; 2NT       | 17-18 pts; balanced; Invitational            |
| 3. 1H-1S; 3NT       | 19 pts in balanced hand                      |
| 4. 1H-2D; 2NT       | 15-17 pts                                    |
| 5. 1H-2D; 3NT       | 18-19 pts                                    |
| 6. 1H-1NT; 2NT      | 17-18 pts                                    |
| 7. 1H-1NT; 3NT      | 19 pts                                       |
| 8. 1H-1NT; 2H       | Weak; 6H                                     |
| 9. 1H-1NT; 3H       | 17-19 pts; 6H                                |
| 10. 1H-2NT; 3D      | 1-round force                                |
| 11. 1H-1S; 2H or 2D | Weak 2-suiter                                |
| 12. 1H-1S; 3H       | Invitational; 7 playing tricks               |
| 13. 1S-2H; 3H       | Non-forcing; possibly 3H                     |
| 14. 1H-2D; 3C       | Invitational; 1-round force                  |
| 15. 1H-1S; 3C       | 16+ pts; clubs not necessary; 1-round force  |
| 16. 1H-2C; 2S       | Reverse; 16+ pts; 1st suit longer than 2nd   |
| 17. 1D-1H; 1S       | Non-forcing                                  |

18. 1D-2H; 2NT 15-16 pts
19. 1D-2H; 3NT 17-19 pts; not a shut-out
20. 1D-2H; 3D Minimum opening
21. 1D-2H; 3H At least 4 trumps

### PRECISION CLUB

#### 1. Hand evaluation

a. **High card points (H):** Ace = 4; King = 3; Queen = 2; Jack = 1.

b. **Distribution points** (when a fit is envisaged); void = 5; singleton = 3; doubleton = 1.

c. **Playing tricks:** tricks expected to be made in one's own hand as declarer, with a reasonable distribution of outstanding cards; (for pre-emptive bidding and overcalling).

#### 2. Opening Bids (\* = forcing)

- | Hand                                            | Bid         |
|-------------------------------------------------|-------------|
| 1. 22-23 pts, balanced                          | 2NT         |
| 2. 16 pts and over                              | 1C*         |
| 3. 11-15 pts and 5 or more cards in suit        | 1S          |
| 4. 11-15 pts and 5 or more cards in suit        | 1H          |
| 5. 11-15 pts and 4 or more cards in suit        | 1D          |
| 6. 11-15 pts and 5 or more cards in suit        | 2C          |
| 7. 13-15 pts and no 5-card major                | 1NT         |
| 8. 8-10 pts and 6 cards including 2 high honors | 2H          |
| 9. 8-10 pts and 6 cards including 2 high honors | 2S          |
| 10. 11-15 pts and 4-4-1-4 or 4-4-0-5 (1 or 0D)  | 2D*         |
| 11. 6 playing tricks not vulnerable             | 3C, D, H, S |
| 12. 7 playing tricks vulnerable                 | 3C, D, H, S |

13. 7-card minor suit with top honors and some values in side suits 3NT

### 3. Response to an opening bid of 1C

Bid	Responder needs
1. 1D*	Less than 8 pts; forcing
2. 1H; 1S	5-card suit and 8 pts or more; 7 pts with a 6-card suit including 2 honors
3. 1NT	Balanced hand and 8-10 pts
4. 2C; 2D	5-card suit and 9 pts or more; 8 if 6-cards with 2 honors
5. 2H; 2S	6-card suit and 4-7 pts
6. 2NT	11-13 pts, balanced hand
7. 3 in a suit	7 cards or more, 4-7 pts, pre-emptive

With 8 pts or more and 4-4-4-1, bid 1D (negative, forcing) then jump in the suit of the singleton. But if partner bids that suit, jump to 2NT or 3NT. Examples:

1. 1C-1D; 1H-2S	The responder has more than 8 pts, and a singleton in spades
2. 1C-1D; 1S-2NT	The responder has more than 8 pts, and a singleton in spades

### 4. After an intervening bid over 1C

a. Double Bid	Responder needs
1. No Bid	0-7 pts and at least 4 cards in C
2. 1D	0-7 pts and less than 4 cards in C
3. Redouble	8 pts or more and

4. 1NT

4 cards in the 2 major suits  
A balanced hand of 8-10 pts and possibly a 4-card in a major suit

In the other cases, disregard the double; for instance, a strong hand, 11 pts or more; or a suit with 6 cards.

### b. Intervening bids other than double

Bid	Responder needs
1. No Bid	From 0-4 pts
2. Double	5-8 pts, no 5-card major suit, except possibly in the opponent's suit
3. A suit	5-8 pts and 5 cards in suit
4. Jump in a suit	5-8 pts and 6 cards in suit
5. 1NT	9+ pts. Not necessarily a balanced hand but strong
6. 2NT	9-11 pts, balanced hand and 2 stops in the overcalled suit
7. 3NT	12-14 pts, balanced hand and 2 stops in the overcalled suit
8. Cue bid in opponent's suit	9 pts or more, at least 2nd-round control in the overcalled suit

### 5. Opener's rebid after 1C-1D

Bid	Opener's needs
1. 1NT	16-18 pts, balanced hand (possibly a 5-card minor, but not a 5-card major)

2. 2NT

19-21 pts, balanced hand (possibly a 5-card minor)

2. 3D

3. 3NT

24-26 pts, balanced hand (possibly a 5-card minor)

3. 1NT

4. 1H; 1S; 2C; 2D

16-21 pts and 5 cards or more in the suit (or 4 cards in a major suit with 4-4-4-1)

4. 2NT

5. 2H; 2S; 3C; 3D

22 pts or more or 9 playing tricks

### 6. Second bid by the 1C opener after a positive response

Bid	Opener needs
1. 1NT (or 2NT over 2C, 2D, 2H or 2S)	16-18 pts, forcing bid
2. Jump in NT	19-21 pts, balanced hand, forcing bid
3. New suit	More than 16 pts and 5 cards in the suit. Partner may support with Jxx or better

Other bids are natural and forcing; for example in support of partner's suit.

### 7. Response to an opening of 1D

Bid	Responder needs
1. 2D	11-15 pts, at least 4 cards in D, forcing; no 4-card major. Opener names a major suit in order to indicate a stop. If he bids 2NT, it means that he has a stop in

both major suits. Up to 10 pts; 5 cards or more in D; non-forcing, pre-emptive  
Balanced hand, no 4-card major, 8-10 pts; non-forcing  
16 pts and more, balanced hand, forcing. The opener bids 3C in order to indicate a minimum opening (11-13 pts). The responder then bids 3D (conventional) to ask the opener to show his distribution. Other bids of the opener show a hand of 14-15 pts, balanced hand, no 4-card major; non-forcing  
8-15 pts, at least 4 cards; forcing  
11-15 pts, at least 4 cards, no 4-card major  
16 pts or more, very good suit with 5 cards or more. Shows support for D or a very good suit

### 8. Response to opening of 1H, 1S

Bid	Responder needs
1. Simple raise	8-10 pts (HD); at least 3 trumps; non-forcing
2. Jump raise	11-13 pts, but not

3. Double jump raise  
more than 11 (H); 4 trumps or at least Qxx; non-forcing  
14 pts or more; balanced hand, not more than 11 pts (H)

4. 1NT  
Forcing; balanced hand with little support in trumps; or irregular hand with too few pts to make 2 over 1. Opener repeats his suit, if he has 6 cards and if it is minimum (11-13 pts), or he bids a suit of lesser rank with 4 cards, or his best 3-card minor. With 14-15 pts he jump raises in his opening suit, or makes a reverse bid in a suit of higher rank, a jump shift to a 5-card suit, or raises to 2NT with 5-3-3-2. If over 2NT, the responder bids a new suit; the opener has to pass unless he has support with maximum hand and 3 good trumps. All the raises of the opener in his own suit are non-forcing.

5. 2NT  
Forcing; 16 pts or more. The same as over the opening

6. 3NT

7. New suit

8. Jump shift

9. Double jump shift

9. Response to an opening of 2C

<b>Bid</b>	<b>Responder needs</b>
1. 2H	8-10 pts, at least 5

of 1D: balanced hand; the opener bids 3C with a minimum hand (11-13 pts) and the responder 3D (conventional) in order to ask him for his distribution. Any other bid by the opener shows a maximum hand (14-15 pts). Forcing; 14-15 pts, 4 trumps (or more) but no void, no singleton  
11-15 pts, in a major: at least 5 cards; in a minor: at least 4 cards. Exception: 1S over 1H can be bid with 8 pts; forcing bid.  
More than 16 pts. Forcing; good 5-card suit or more. Shows trump support or a very good suit (as over 1D)  
11 pts or more, 4 cards or more in partner's suit; void or singleton in the suit bid. Eg: 1S-4C, responder is showing a void or singleton club. 4S or more; 11 pts or more; slam try.

2. 2NT

3. Jump shift

4. 3NT

5. 2D

10. Conventional rebids by opener after response of 2D over 2C

<b>Bid</b>	<b>Opener needs</b>
1. 2H or 2S	4 cards in the suit with minimum opening (12-13 pts)
2. 3D	5 D (ie 2 long suits 6-5 C-D)
3. 3H or 3S	4-cards in the suit; maximum opening; 14-15 pts.
4. 2NT	Maximum opening (14-15 pts) and stops in 2 suits in addition to C; 6 C

good trumps, usually 6; non-forcing  
10-11 pts, balanced hand, probably short in clubs; invitation to bid 3NT, if opener does not have minimum  
Forcing; 14 pts or more, good 5-card suit, or more; natural bid  
12-16 pts, balanced hand, probably short in clubs; shut out; natural  
Conventional; forcing. Asks the opener to describe his hand (see paragraph 10); 11 pts or more, but only 8 high-card pts if there is a fit in clubs

5. 3C

6. 3NT

6 C; minimum hand (12-13 pts) and generally a stop in 1 other suit than C  
6 C with several honours; 14-15 pts

In case of an overcall after an opening of 2C, 2NT takes the place of the conventional, 2D forcing bid asking the opener to describe his hand. A double is for penalties. All other bids are non-forcing and natural.

11. Responses to opening of 1NT

<b>Bid</b>	<b>Responder needs</b>
1. 2C	Stayman with 9-11 pts—forcing for 1 round. With the 2 majors, the opener bids H first. Any rebid by the responder is a game try, but not forcing
2. 2D	Stayman with 12 pts or more; forcing to game. The rebids of the opener are: with 4 cards in H or 4 cards in H and S
2H,	with 4 cards in S, but not in H
2S,	with no 4-card major, and no 5-card minor
2NT,	if 5-3-3-2 with 5 C if 5-3-3-2 with 5 D
3C,	After a rebid of 2NT by the opener, the responder can bid 3C (forcing and
3D,	

- artificial) so that the opener can continue to describe his hand:
- 3H, 4-3-3-3 with 4 D or 4-4-3-2 with 4 cards in each minor and 3 cards in H
- 3S, 4-4-3-2; 4 cards in each minor and three cards in spades
- 3NT, 4-3-3-3; 4 C
3. 2H – 2S 5 cards and 0-7 pts — the opener passes
4. 3C-3D 5-7 pts, 6 cards
5. 2NT 10-11 pts, no 4-card major; invitation to play 3NT if the opener has 14-15 pts
6. 3H-3S forcing, 11 pts or more, at least 5 cards; the opener supports with 3 cards
7. 4 C asking for Aces (Gerber)
8. 4 D transfer to H
9. 4 H transfer to S
10. 4 NT 18 pts, balanced hand; quantitative bid
- 12. Response to the opening of 2D**  
Bid Responder needs
1. 2H-2S-3C Very weak hand with 4 cards or more in that suit; opener passes
2. 3H-3S-4C 5-7 pts; invitation to game
3. 3NT 12-15 pts, very good support in D, no 4-card major;

4. 4H-4S sign-off 8-12 pts. Support of 4 cards or more and singleton or void
5. No Bid At least 6 diamonds, no 3-card major or 4-card club suit; weak hand not more than 8 pts
6. 2NT Conventional and forcing — 8 pts or more. The responses by opener are:
- 4-4-1-4, 11-13 pts, 3H
- 4-4-1-4, 14-15 pts, 3S
- 4-4-1-4, 14-15 pts with Ace or King of D, 3NT
- 4-4-0-5, 11-13 pts, 4C
- 4-4-0-5, 14-15 pts, 4D

## FRENCH 5-CARD MAJORS

This system is practiced today by 90% of bridge players in France.

### 1. Hand Evaluation

#### High Card Points (HCP)

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

#### Distribution Points

Doubleton = 1  
Singleton = 2  
Void = 3

One point for each card starting with the sixth in the same suit.

To open: 13HCP or 14HCP with distribution

Singleton King 3 points  
Singleton Queen or Jack 2 points



### Points required for game:

- 3 No Trumps (3NT) = 25 HCP  
4 Spades (4S) or 4 Hearts (4H) = 27 HCP and distribution points  
5 Clubs (5C) or 5 Diamonds (5D) = 30 HCP and distribution points

### 2. Opening Bids

To open 1H or 1S requires: minimum 5-card suit.  
To open 1NT requires: 16-18 HCP and an even distribution (4-3-3-3; 4-4-3-2; 5-3-3-2) without considering the strength of each color.

If the hand does not fit above criteria, open with the longest minor suit.

With 4 diamonds and 4 clubs, 5 diamonds and 5 clubs: Open 1D  
With 3 diamonds and 3 clubs: Open 1C

Pro-Bridge 510 places more value on hands that include aces, sequences of honours in same suit and unblocked suits.

To open 2NT requires: 21 or 22 HCP and an even distribution (4-3-3-3; 4-4-3-2; 5-3-3-2)

An opening of 2D, 2H and 2S is strong requiring 20 – 23 HD, a 5-card or 6-card suit with any 3 honours or 2 major honours (A,K,Q)

Do not open 2D, 2H or 2S with a two-suit hand if the second suit has at least 5 cards.

### 3. Opening bid of 2C

Both conventional and artificial

#### (a) Albaran

Reserved for the strongest hands: 23HCP or 24HCP with distribution points, or more. It is the only forcing opening bid.

### (b) Two-suit hands

These pose less problem in a 5-card major system than in a 4-card major system.

- With two-suit majors: open 1S
- With two-suit major-minor: open with the major suit except clubs-spades which must open 1C. If one colour is longer than the other, Pro-Bridge 510 always opens with the longest suit.

### 4. Responses to opening bids of 1 in a suit.

#### (a) Change suit (forcing for one round)

- 1 over 1 minimum 5 HCP or 6 with distribution
- 2 over 1 minimum 11 HCP with distribution or 10 HCP raise and one 5-card suit
- without jump

In the case of a two-suit hand:

- of unequal length: bid the longest one
- two suits of 4: bid the lower one
- two suits of five: bid the higher one

Change of suit with a jump needs at least 17 points.

#### (b) Support

3 cards in a major or 5 cards in a minor suit.

Supporting points differ from distribution points: Singleton: 3 points; Void: 5 points

- Simple support, 2 over 1: 6-10 supporting points
- Support with jump raise 3 over 1: 11 or 12 supporting points
- Support with double jump, 4 over 1: 13-14 supporting points

With more than 15 supporting points, consider slam.

**(c) Responses in NT**

- 1NT: artificial bid indicating 5-10 HCP except over 1C where it indicates 8-10 HCP
- 2NT: precise bid indicating: distribution of 4-3-3-3 or 4-4-3-2; 11 or 12 points; no major suit can be bid on the one level.

**5. Responses to opening bid of 1NT**

Artificial bid to find a fit in a major suit. Universally practiced but responses vary depending on your partner. Following is the most practiced system in France and used by Pro-Bridge 510.

**(a) Responses to a bid of 2C (Stayman)**

- Opener with 1NT says:
- 2D with 1NT minimum and no major 4- or 5-card suit
  - 2H or 2S with 4 cards in Hearts or Spades
  - 2NT with 1NT maximum and no 4- or 5-card major with minimum 1NT and 4 cards in the two majors
  - 3C with maximum 1NT and 4 cards in the two majors
  - 3D with 5 cards in Hearts or Spades
  - 3H or 3S

**(b) Responses other than the 2C stayman**

- 2D, 2H or 2S 0-7 HCP with distribution and one 5-card suit in Diamonds, Hearts or Spades; Opener must then pass
- \*NB – without a 5-card suit, responder must pass.
- 2NT 8 or 9 HCP with distribution and no long major suit; with one or two 4-card major suits, respond with Stayman
- 3NT 9 HCP to 14 HCP with distribution and no long major suit; with one or two 4-card major suits, respond with stayman; with a 5-card major suit, bid 3H or 3S; with a 6-card major suit bid 4H or 4S.

**6. The TEXAS convention**

This is a transfer system that allows play with the strongest hand (that of the opener with 1NT) remaining hidden, and which facilitates the development of bids.

- Over 1NT:
- 2D indicates minimum 5-card suit in Hearts
  - 2H indicates minimum 5-card suit in spades
  - 2S indicates minimum 6-card suit in clubs or diamonds



The opener converts by bidding  
2H over 2D  
2S over 2H  
3C over 2S

In the last case, the responder bids 3D if his 6-card minor suit is diamonds.

**7. Rebid of opener over first bid of 1 in a suit**

- (a) With two suits**
- lower suit first allowing responder to come back in the first suit of the opener on next level; 14-19 HCP with distribution
  - Higher suit forcing responder to go to 3 of a suit, if he wants to rebid
  - opener's first suit; 18-23 HCP with distribution; forcing for one round
  - Two-suits with jump: opener bids new suit with jump raise: 20-23 HCP with distribution. Forcing to game.

**(b) Balanced Hands**

Bid major suits on the 1 level if possible. If not, bid 1NT with 13-15 HCP with distribution points and 2NT with 19 or 20 HCP.

After a raise of 2 over 1:

- with a weak opening hand and at least 5 cards in the first suit bid, rebid at 2 level
- with 15-17 HCP with distribution, bid 2NT except after a sequence of 1D; 2C, where the bid of 2NT indicates 13-15 HCP with distribution and not 15-17.
- with 18-20 HCP with distribution, bid 3NT

**(c) One suit hands**

- With one 6-card suit or more: 14-16 HCP with distribution, rebid suit without jump raise
- 17-19 HCP with distribution, rebid

suit with jump raise  
17-23 HCP with distribution, bid another suit. An "artificial" bid of 3-card suit topped by one honour. This is only solution to hand which cannot be opened at 2 level or with a jump raise on the second round.

**(d) Supporting hands**

- After 1 over 1
- 14-16 supporting points: simple raise
  - 17-19 supporting points: raise with single jump
  - 20 points and over: raise with double jump

**(e) After 2 over 1**

- 14-16 points: simple raise up to 3 level
- 17-19 supporting points: jump raise to 4 level or change suit (forcing)
- With more than 20 supporting points: possible slam, bid new suit

**8. Responses to strong opening 2 bid**

**(a) Change suit**

- 2 over 2, forcing for one round: minimum 4 HCP or 5HCP with distribution, no maximum limit
- 3 over 2 without jump raise, forcing to game: minimum 7 HCP or 8 HCP with distribution, no maximum limit

**(b) Supporting bid**

- 5 or 6 supporting points: bid 2NT; artificial; forcing
- 7-9 supporting points in one major suit: support suit with jump, asking for game
- 10 points or more: simple raise, encourages a slam bid

**(c) No Trumps Bids**

- 2NT: 4-7 HCP. Forcing. Does not

deny support for trumps  
-3NT: 8-10 HCP. Even hand with  
stoppers in unbid suits.

### 9. Responses to opening of 2NT

The **BARON** convention looks for a 4-4 fit in a major suit for game or slam and for slam in a minor suit. Baron is an artificial bid of 3C over 2NT, after which opener and responder announce their 4-card suits in the most economical way possible.

### Balanced hands with no hope of slam

0-4 HCP	Pass
5-10 HCP	3NT
Above	look for slam

### With at least one 5-card suit

Use the **TEXAS** convention to develop bids

### 10. Responses to opening of 2C

Artificial responses indicating aces

Response	Indication
2D	No aces, less than 8HCP, not 2 kings
2NT	No aces, 8HCP or 2 kings
2H	Ace of Hearts
2S	Ace of Spades
3C	Ace of Clubs
3D	Ace of Diamonds
3NT	2 Aces
4NT	3 Aces

### 11. Pre-emptive Bids

Defensive bidding to stop opponents bidding; hands have few HCP (less than 10), but with one 7-card suit.

Pre-emptive hands are not evaluated in HCP, but in tricks, to avoid too high a penalty.

Opening of 3 (not vulnerable)	6 tricks
Opening of 3 (vulnerable)	7 tricks
Opening of 4 (not vulnerable)	7 tricks
Opening of 4 (vulnerable)	8 tricks

### 12. The Sputnik Double

Pro Bridge 510 only practices the Sputnik Double in one situation: a double after 1C or 1D overcalled by 1S. A double indicates at least a 4-card suit in Hearts with 8 HCP including distribution points. It is an information double in order to avoid missing a heart contract due to opponent's spade overcall.

### 13. BLACKWOOD

Conventional bid of 4NT asking for Aces. Responses to 4NT Blackwood:

Response	Indication
5 clubs	4 Aces or none
5 Diamonds	1 Ace
5 Hearts	2 Aces
5 Spades	3 Aces



## Introduction to Bridge

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## 1. OVERVIEW

In a comparatively short space of time, Bridge has become one of the most popular games in the world, played and enjoyed by some 50 million people.

It is a game with four players, termed North, South, East and West. North is in partnership with South, East with West, and the two pairs play against one another. The game is played with a standard pack of 52 cards, each player being dealt thirteen.

The game is divided into two distinct parts, known as the BIDDING - or AUCTION - and the PLAY. The 'bidding' sequence is to allow the two partnerships to try and agree a CONTRACT to make a set number of TRICKS, (a trick being a sequence of four cards, one from each player, with the highest card winning) - hence the name Contract Bridge - and the 'play' is the attempt to fulfil that contract by taking those tricks. As in a normal auction, each player in turn may make a bid, and each subsequent bid must be higher than the one before. If you do not wish to bid, you must tell the other players by saying "No bid" or "Pass".

In addition to bidding suits, it is possible to bid in 'No Trumps'. This means that, unlike a suit contract in which the bid suit becomes trumps, there is no designated trump suit. After a suit has been led, the highest card played to that trick (provided it follows suit), wins.

## 2. THE OBJECT OF THE GAME

The object of the game is to reach, in conjunction with your partner, a GAME score of 100 points. Scoring is as follows:

For every trick bid and made in Spades or Hearts 30 points  
For every trick bid and made in Clubs or Diamonds 20 points  
For the first trick bid and made in No Trumps 40 points  
For subsequent tricks in No Trumps 30 points

Thus a contract of Three No Trumps, if bid and made, will be worth  $40+30+30 = 100$  points; a contract of Four Spades or Four Hearts worth  $30+30+30+30 = 120$  points; and Five Clubs or Five Diamonds worth  $20+20+20+20+20 = 100$  - all 'game' scores.

Scores in any games which do not total 100 are added to the scores for succeeding games until 100 is reached.

Various bonuses are available and these are described elsewhere in a Scoring Table.

## 3. BIDDING

Because Bridge is such a successful and popular game, and is played throughout the world, many different systems of bidding have evolved, and others are still being developed.

Some of the methods used are termed 'natural', in other words a bid can be taken more or less at face value, but on the other hand some systems - popular, for example, in Sweden - use artificial bids which can imply a variety of different card holdings.

For example, in the 'Precision' system an opening bid of One Club says nothing about the club holding but means that the player has a strong hand of sixteen or more points.

One of the most popular systems in general use is termed 'American Standard', and described in these pages. The 'Acol' system used in the U.K. is broadly similar and, if you are familiar with Acol, you should have no difficulty with American Standard. Details of bidding systems are described in the previous section.

### 3.1 Assessment for Bidding

In order to assess a hand for bidding purposes, a standard method of counting is in general use. Each Ace held is given four points, each King three points, each Queen two points and each Jack (or Knave) one point (so the entire pack contains 40 points). In normal circumstances, a hand must contain a minimum of twelve 'high card' points in order to open the bidding.

The lowest bid which can be made is 'One Club'. Now this does not mean that you are contracting to take only one trick, but that you will take seven. The first six tricks are taken for granted when making a bid.

In addition to counting high card points, you may be able to count 'distribution' points. If you have a doubleton, a singleton or a void in any suit, then you can count an additional one, two or three points respectively. Your Pro Bridge computer calculates distribution points.

Suppose you hold the following cards:-

```
S A J 9 4 2
H K 8 3 2
D -
C Q J 7 6
```

Although you can only count eleven high card points, you can also add three for the void in diamonds, giving you a sensible opening bid of One Spade.

To give conformity to the bidding system, the suits are given an order of priority. First is Spades, then Hearts, next Diamonds and finally Clubs. If an opening bid of One Spade is made, then any suit subsequently bid must be at the two level or higher. A bid in No Trumps takes precedence over a suit bid at the same level.

There are certain definite advantages to be gained from bidding and play in No Trumps.

Firstly, an opening or responding bid in No Trumps gives a very accurate picture of the strength - or weakness - of the hand as will be seen below. Secondly, one less trick is needed to make "game" in No Trumps than in Spades or Hearts, and two fewer than in Diamonds or Clubs.

Because of this accuracy of description, all bids in No Trumps should be treated as non-forcing, in other words they do not demand a response from your partner.

### 3.2 Opening Bids

If you can count twelve or more high card points in your hand, then you should make the opening bid.

In order to bid in a major suit, that suit should contain at least five cards.

The bid you make will depend upon exactly how many points you have and the distribution of the cards. A guide is as follows:

With 12-20 points and 5 or more Spades - open One Spade.

As above but with 5 or more Hearts - open One Heart.

With a balanced hand (that is, one containing no void suit, no singleton, no seven (or more) card suit, and no pointless doubleton) and 16-18 points - open one No Trump.

With 12-20 points and any other distribution - open one of your better minor suits, i.e. Diamonds or Clubs.

With 21-23 points and a balanced hand - open two No Trumps.

With 21+ points and a long, strong suit - open two of that suit.

With up to 9 points and a long (at least seven card) suit - open three of that suit. (See PRE-EMPTIVE BIDS below.)

### 3.3 Responding Bids

If your partner has opened the bidding, then you need far less strength to respond. With 6 points or more, you are expected to make a bid of some sort and the type of bid you make is shown as follows:-

With less than 6 points - no bid.

With 6-9 points and no four-card support for partner's suit - bid one No Trump or a biddable suit at the one level.

With 6-9 points and four card support - bid two of partner's suit.

With 10-12 points and no support - bid a suit at the one or two level, or two No Trumps.

With 10-12 points and four (or more) card support for partner's major suit - raise to three level of partner's suit.

With 13-15 points and no four card support - bid a suit at the one or two level, or three No Trumps.

With 13-15 points and support for partner's major suit - bid partner's suit at four level.

With 16+ points - jump bid in a new suit, i.e. bid a new suit at a level one step higher than necessary.

In response to partner's opening pre-emptive bid - normally make no bid, unless you hold 16+ points and first round control in at least two side suits.

When partner's opening bid is a major, 3 card support is adequate. So if you have difficulties in finding a bid, it would be reasonable to support with a 3 card suit.

When partner's opening bid is in a minor suit, remember that this may be a three card suit and that four card support may not be good enough for a high level contract. So, with 4 card support and 10+ points, bid your major suit if you have one. Notice that four card suits are admissible in

such a case. If you have no major, your choice is in between your best suit, or supporting partner at the 3 level or bidding No Trump. Remember that 3 level raises can be passed.

When partner has opened 1 No Trump and you have a weak hand (0 - 5 points) but 5 or more cards in a suit higher than clubs, consider bidding 2 of your long suit.

### 3.4 Opener's Rebid

As opener, your second bid depends to a certain extent upon what your partner has replied. It is usually wise to think about your rebid before you make an opening bid.

If partner has supported your bid at the two level - pass with less than 19 points. Otherwise rebid at the three level with 19-21 points or bid game with more than 21. (With slightly less than 19 points but other strong features, for example a void side suit, you can raise your partner's 'two' bid to three as an invitation to bid game if he has more than a minimum hand.)

With a five card suit or longer - rebid your own suit.

With four-card support for partner - support his suit.

With neither of the above - rebid in No Trumps.

### 3.5 The Double

A 'double' of the previous bid made by your opponents is classed as a bid in its own right and has two distinct meanings:

a) The 'double' for take-out. If you have made no bid, other than to pass, and the

bidding hasn't reached the 3 level, the double says, "I have a good hand with a shortage in the suit the opposition has bid. Please bid your best suit." You must follow your partner's wishes unless there is an intervening bid, in which case you may pass.

b) The 'double' for penalties. If you have bid or the bidding has reached the 3 level, then your partner's double says, "I think we can defeat our opponents' contract so please do not make any further bid unless you have a particular reason for doing so."

It can be very difficult sometimes to know which of the above meanings your partner has in mind. As a general rule, if you have made no bid, other than to pass, then the double is for take-out and you will be expected to make a bid of some sort.

### 3.6 Example Hand and Bidding

As an example, suppose you are sitting South and the following cards are dealt (the hands are shown at the conventional compass points, with South at the bottom and West on the left):

S J 7 5  
H K Q 6 4  
D A 7  
C J 5 4 2

S Q 4 3      S A 9 2  
H 10 7 3      H J 9 5 2  
D 8 6 4 2      D Q 10 3  
C K 8 3      C 10 9 6

S K 10 8 6  
H A 8  
D K J 9 5  
C A Q 7

You count 17 high card points - four each for the two Aces, three each for the two Kings, two for the Queen and One for the Jack - and you can certainly open the bidding.

The hand shown has 17 points and no pointless doubleton (in Hearts), so open the bidding with 'One No Trump'. The bidding then passes clockwise to West who, with only five points, will pass, and then to your partner, North. From your bid, North knows that you have between 16 and 18 points. The North hand counts eleven points - four for the Ace of Diamonds, three for the King and two for the Queen of Hearts, and one each for the Knaves of Spades and Clubs.

Since your partner knows that together the South and North hands must contain 27 points (you must have a minimum of 16 for your opening bid, remember), he would have no hesitation in bidding Three No Trumps for game.

### 3.7 Biddable Suits

In choosing the best bid, you must take several factors into account. Firstly, if you bid a suit, what cards must you have in that suit to make it 'biddable'?

As you will recall, it must contain at least five cards for a major suit.

The second factor to consider is in which order to bid the suits if you happen to have more than one which is biddable.

If one suit is longer than another, i.e. contains more cards, then bid that one first. If they both, or all, contain four cards - or if you have two five card suits - then

conventionally bid the higher ranking suit first (unless you hold Spades and Clubs, in which case you should bid the Clubs first).

Secondly, to bid One No Trump you must show a point count of 16-18 and also have a balanced hand, i.e. one that does not contain a void suit, singleton, seven (or more) card suit, or pointless doubleton.

### 3.8 Points Required for Game

Now, the lowest number of points a partnership needs to make game is usually:

In No Trumps .....	26 points
In Spades or Hearts .....	26 points
In Diamonds or Clubs .....	28 points

For a Small Slam (twelve tricks) 34 points  
For a Grand Slam (thirteen tricks) 37 points

### 3.9 Vulnerability

Bridge is usually played as the best of three games, and this is termed a RUBBER; should one partnership win the first two games of a rubber, then there is no need to play the third.

When a partnership has won one game in the play for a rubber, it is said to be 'VULNERABLE', that is, the rewards will be higher for them for the next game, but so will the penalties if they fail to fulfil their contract.

If the opposing pair win the second game, then for the final game both pairs will be vulnerable.

### 3.10 Pre-emptive Bidding

As an extension to the above, if you have a weak hand of not more than nine points but with a long suit (preferably of seven or more

cards), then you can make an opening bid of three of that suit. This is called a 'pre-emptive' bid and is designed to shut out the opposition, or at least to make it extremely difficult for them to reach a solid contract. You can also pre-empt after the opposition have made an opening bid or even after partner has made the first bid.

Normally, after your partner has made a pre-emptive bid, you would pass. However, if you have a strong hand there is no reason why you should not try for a game score. Remember, though, that your partner will not have many points and will have only one long suit, so the play for game might not be as easy as you think.

### 3.11 Conventions

One of the more interesting, but also more confusing, facets of Bridge is the range of CONVENTIONAL BIDS.

A conventional bid is, in essence, one which does not mean what it says but is designed either to supply information to your partner, or to ask him for more information about his hand.

## 4. HINTS ON BIDDING

### 4.1 Bidding in No Trumps

If you have a balanced distribution - no void suit, no singleton and not more than one doubleton - and between 16 and 18 points, always open the bidding with One No Trump.

### 4.2 Voids or singletons

A hand which may not have a lot of high card points may be quite powerful in a suit contract if you have a void or singleton in a side suit which will enable you to trump for winners.

### 4.3 Weak responding hands

A responding hand which contains a lot of trump support but little else is usually regarded as weak. Suppose you have five Spades - A J 9 5 3 - and only three other points. Depending on your partner's cards and the lead, you may well lose four or five tricks straight off before you gain the lead, so make a minimum response.

### 4.4 Pre-emptive bids

If you have less than nine high card points but a long suit of seven cards or more, open the bidding with a pre-emptive call of three of your long suit.

### 4.5 Counting points as responder

When opening the bidding, count high card points as being very important. When responding, however, you can also count 3 points for a void in a side suit, 2 for a singleton and 1 for a doubleton, except in No Trumps.

## 5. BIDDING CONVENTIONS

### 5.1 The 'Stayman' convention

Suppose that your partner has opened the bidding with One No Trump and you hold four Spades and four Hearts, and have ten points. You know there is a good chance of making game, but what will be the best final contract?

If you bid Two Clubs this is a conventional way of saying to your partner, "Please tell me if you have a four card major suit by bidding it at the two level. If you do not, then tell me by bidding Two Diamonds." With four Hearts, therefore, your partner would bid Two Hearts and with four Spades his bid would be Two Spades. With neither he would make the conventional

denial of Two Diamonds which, of course, says nothing about his actual holding in Diamonds.

If your opponents enter the bidding, the use of conventional bids is made difficult or impossible. However, if an opponent overcalls your partner's opening bid of One No Trump with a bid of Two Clubs, the Stayman convention treats a double as equivalent to a Stayman Two Club bid. Thus North would bid with identical card holding in the following two sequences:

	S	W	N
1	INT	2C	double
or 2	INT	pass	2C

With Four Spades AND Four Hearts the partners must agree which suit should be bid first.

With a response of Two Hearts/Spades, you can make a judgment about bidding further, depending on what cards you hold. It would be bad, however, to pass the artificial reply of Two Diamonds unless you have at least five Diamonds, as it is possible for the One No Trump opener to have only two Diamonds.

Note that the Stayman convention operates only in response to a One No Trump opening bid.

### 5.2 The 'Blackwood' convention

If you consider that you may have enough points jointly with your partner to take either twelve or thirteen tricks - a SLAM - you may wish to establish how many Aces and Kings your partner holds.

BLACKWOOD does this conventionally. A bid of Four No Trumps asks for your

partner to say how many Aces he has in his hand. The conventional responses are:

With all or no Aces bid .....	Five Clubs
With one Ace bid .....	Five Diamonds
With two Aces bid .....	Five Hearts
With three Aces bid .....	Five Spades

Since, in practice, it is inconceivable that you would use Blackwood without a single Ace in your hand, the response to show all four Aces is not required. Some players, however, use a bid of Five No Trumps to show four.

In a similar way, a further requesting bid of Five No Trumps is used to call for Kings with similar replies on the same scale.

Note that one of the difficulties of using Blackwood is the problem of stopping short of the six level if you wish to play in either a minor suit or in No Trumps.

### 6. THE PLAY

Once there have been three successive passes, the bidding sequence is over and the play starts. In the above game (Section 3.6), South, having been the first to bid No Trumps becomes DECLARER and it is up to the player on his left to play the first card.

Once this card is played, declarer's partner lays his cards, face up and in suit order, with the trump suit, if any, on the left as declarer sees it, and takes no further part in the play of that game. His hand is called DUMMY.

Whoever wins any given trick then leads to the next. At each trick as the turn reaches

dummy, declarer plays a card from the faced hand. All cards are played in a clockwise rotation until all thirteen have been exhausted. Now the hand is over and the score is counted up.

As an example of the progress of a game, the order might run like this:-

1. You, sitting South, bid One Heart.
2. West passes, as do North and East.
3. You have become declarer in that contract.
4. West leads the first card - the 'opening lead'.
5. North puts his cards face up on the table, Hearts on your left, as dummy.
6. You play a card from dummy, all players must follow suit if they can.
7. East plays his card.
8. You play your card.
9. The highest card wins, unless a Heart is played on a lead of another suit in which case the Heart, being a trump, wins.
10. The cards played are collected together and placed face down.
11. The player whose card won the trick leads to the next trick.
12. The sequence continues until all cards have been played.

#### 6.1 Strategy

Naturally enough, the object of the game is to score enough tricks, and therefore points, to win. However, if it is clear that you and your partner are unlikely to have sufficient strength to make game, then you have to do your best to defeat your opponents, and there are two ways you might try to do this.

Firstly, you will defeat them by winning enough tricks to prevent them making any

contract they may have reached. The opening lead can be very important, and to help you decide, if the lead falls to you, you must listen carefully to the bidding. If declarer has bid, for example, Spades and Hearts and his partner has bid Diamonds, then the likelihood is that they have a weakness in the Club suit. Therefore consider leading that suit if you can.

Normally against No Trump contracts you must try to establish a suit in your hand so that you can play this suit for winners, so conventionally you usually start by leading the fourth highest card in your longest suit.

Again, if you are defending against a suit contract and you have a long suit headed by the Ace, you might try leading that Ace and then another low card in the suit in the hope that your partner will have a shortage and be able to trump for a winner.

Secondly, you can enter the bidding, even with a comparatively weak hand, in an effort to prevent your opponents reaching their best contract, although this must be done with care to avoid conceding penalty points. This is called "sacrificial" bidding.

#### 6.2 Play as Declarer

In a suit contract, it is usually advisable, once you have gained the lead, to play trumps until your opponents have none left before you turn your attention to the other suits. This will avoid losing tricks if the opposition can trump your possible winners.

Always remember at least to count the number of trumps which are played or, in No Trumps, note the cards which are in the opposition hands which you need to force

out in order to gain control of a suit. Although this is not always easy, you will find practice well worthwhile.

One of the possible ways of winning more tricks in a suit than seems likely is by **FINESSING**. This means taking a trick with a card lower than the one which is strictly necessary.

For example, suppose you have the following cards:-

**Dummy:** S A Q 9 8  
**South:** S J 10 5 3

If you play the three from your hand and the Ace from dummy you are virtually certain to lose a later trick to the King.

If, however, you play the Jack, should West play the King you can take the trick with the Ace and you have established the Queen, nine and ten as winners. Should the King not be played then put up the eight from dummy. While it is possible that East has the King and will therefore take the trick, it is an even chance that your Jack will win and that you can then repeat the finesse by playing the ten, thereby probably making all four Spade tricks.

## 7. HINTS ON PLAY

### 7.1 Opening leads

When making the opening lead to a No Trump contract, lead the fourth highest of your longest suit and keep leading that suit every time you get the lead to try and establish winners. Against suit contracts lead from the top of a sequence - Q J 10 - or near sequence - K Q 10 - or lead a singleton in a non-trump suit if you have one.

### 7.2 Bidding your time

When you are declarer in a No Trump contract, remember it is sometimes worth losing the first trick or two so that you can establish winners for later in the game.

### 7.3 Counting cards

Get into the habit of counting the number of cards played in a suit, even when you are defending, so that it becomes second nature.

## 8. CONCLUSION

Bridge is a fascinating, and can be a very technical game.

Because of the intricate nature of bidding, conventions, and play, as you reach the higher levels, it should be apparent that this introduction does no more than scratch the surface of the game.

To help your own play, read as many of the good books about Bridge as you can.

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