



Bridge for Windows

*Full Circle Computing
David Fullerton
Version 3.12-- 1993*

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Ordering Information

Bridge for Windows was created by David Fullerton of Full Circle Computing and is distributed as shareware such that users of Bridge for Windows can evaluate this game prior to purchase.

Bridge for Windows was created for those, who like me:

- Have gotten tired of games requiring a high degree of eye-hand coordination
- Would like something more than solitaire or hearts, excellent games distributed with Windows
- Have gotten frustrated trying to get a bridge foursome together

Every attempt has been made to make Bridge for Windows work correctly in all situations, however, there may be certain instances in which Bridge for Windows fails to perform as expected. Please let me know about such situations and I will try to correct the problem.

Version 3 adds enhancements requested by users. These include

- Saving and restoring hands
- Establishing a hand
- Improved speed and flexibility
- Making the confirmation of a card played optional

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Preferences

Bridge for Windows offers two techniques for customizing your workspace.

- Setting of card back
- Confirmation of card played

The setting of card back is accomplished by selecting Preferences and Card Back from the menu. A list of available card backs is displayed.

Confirmations is a toggle which determines if Bridge for Windows will require confirmation of a card played before continuation of the play.



INTRODUCTION

BRIDGE for Windows is written for the Windows 3.1 Environment and requires a mouse and Windows 3.1 and a minimum of 4 meg ram.

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

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

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



Much of Bridge can be controlled through the Action Pallet. This Action Pallet, along with other windows on the bridge table form, can be repositioned as desired.



Dealing A Hand

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

Replay can be triggered by the Deal button  on the action pallet.



Replaying A Hand

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

Replay can be triggered by the Replay button  on the action pallet.

Replay is also used for restarting the bidding. If a saved hand is loaded, you replay by reloading that hand.



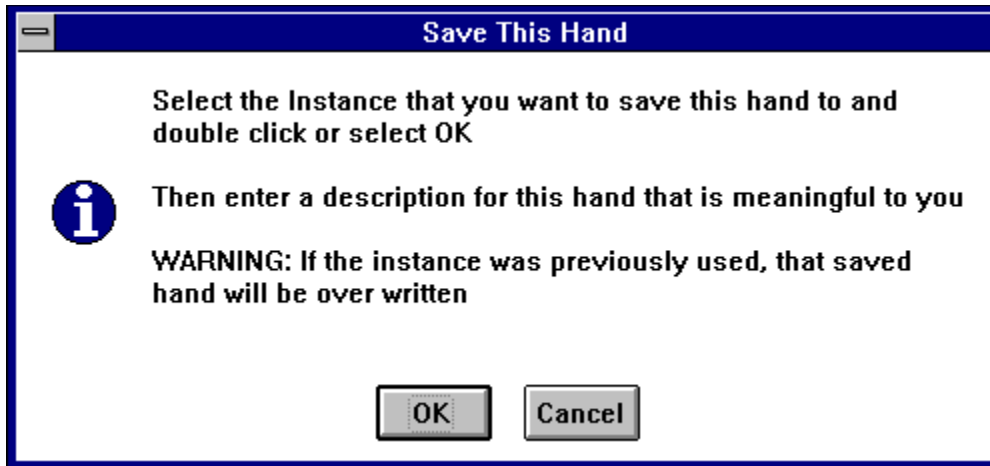
Saving And Restoring a Hand

A new feature in Version 3 is the ability to save and restore a hand. To save the current hand, select ***Save This Hand*** from the ***File*** menu. See [Save a Hand](#).

To load a saved hand, select ***Load Saved Hand*** from the ***File*** menu. See [Load a Hand](#).



Save This Hand



Selecting **Save This Hand** from the **File** menu will display this information box which tells you to select the entry from the listbox in which to save this hand.



This is an example list box. You double click on an entry or select the entry and then select OK. An entry which is available is indicated by "Not In Use"

It must be noted: If that entry was previously used, that entry will be overwritten.

The image shows a standard Windows-style dialog box. The title bar is dark blue with the text "Saved Hand Description" in white. Below the title bar, there are two buttons: "OK" and "Cancel", stacked vertically. The main area of the dialog is white and contains the text "Enter New Description for" followed by "Saved Hand number 6" on the next line. At the bottom of the dialog is a single-line text input field.

This dialog is displayed for you to enter a description for the hand that is meaningful to you.



Load Saved Hand



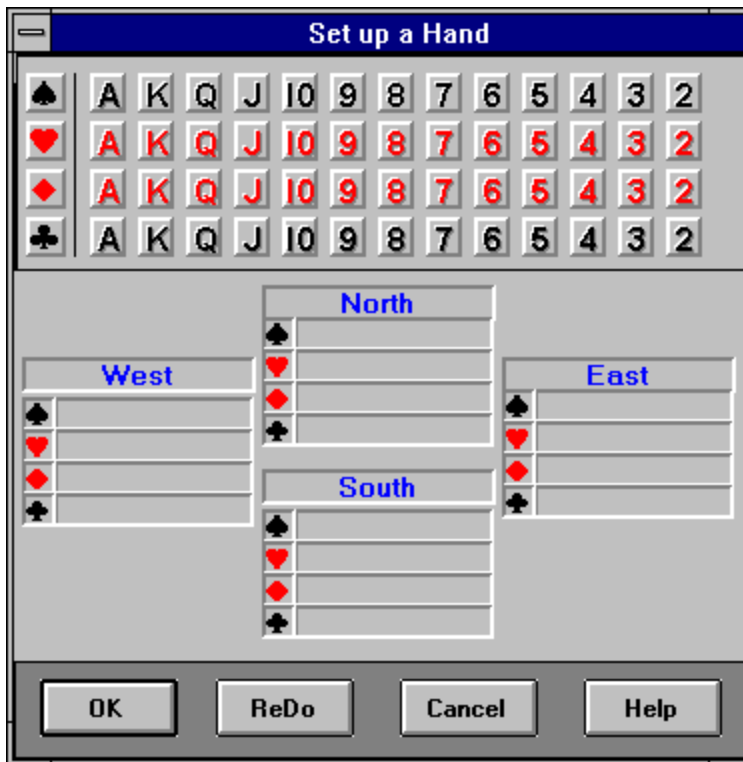
Selecting **Load Saved Hand** from the **File** menu will display a selection box identifying those hands that have been saved. Double clicking on the desired hand will prepare that hand for bidding.




Building a Hand

A new feature in Version 3 is the ability to set up a hand. This can be used for playing a hand from a book or newspaper column.

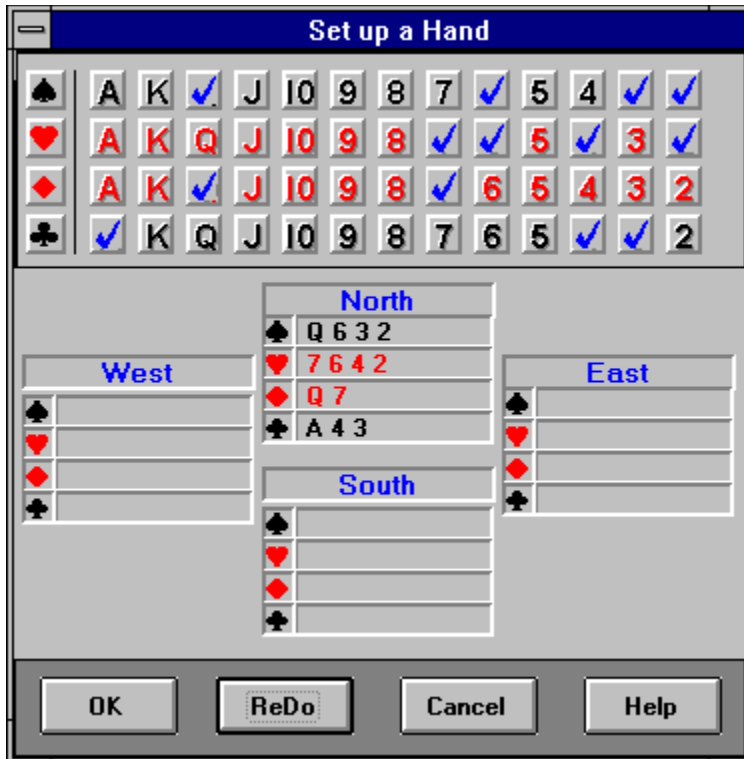
To set up a hand, select **Set Hand** from the **File** menu.



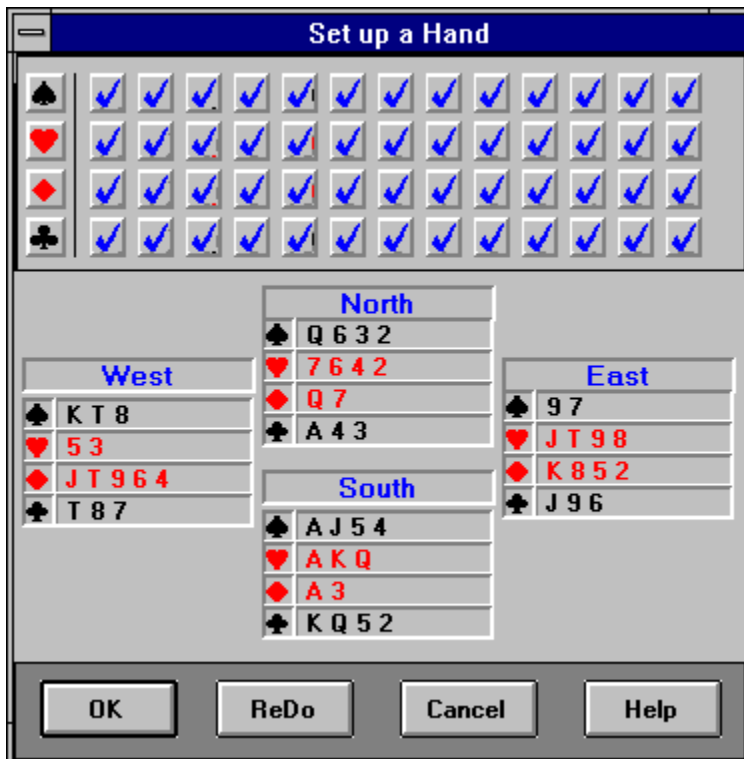
A Bridge Hand is constructed by selecting a card with the mouse and dragging that card to the hand to put the card in. When you select a card, it will be identified by a

special mouse pointer, . When you drop it on the desired hand, you will see The card in the list for that hand and the fact that the card had been selected will be indicated by a check

in that card position.



After completing North's hand, for example, North will appear as illustrated and the 13 cards will have check marks. You continue dragging and dropping cards until all cards have been allocated. (there is no automatic way of distributing some cards.)



After all cards have been allocated, your display will look like this. Now when you select OK, that hand will become your current hand. You can save this hand if so desired, See

Save a Hand. You cannot continue until all cards are allocated. Also, you cannot allocate more than 13 cards in a given hand.

If you want to start over, select "Redo" and all cards will be restored to the original position. Cancel will return to the main Bridge for Windows display.



Action Pallet



Deal: will cause a new hand to be dealt



ReDeal: will revert the current hand to the start of bidding



Review: will display the sequences of bids while bidding is in progress and the cards played by round after play is started. Selecting this again will close the display



Undo reverses a card selection during play. If Confirm is off, this tool will be disabled



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



Confirm is on -- The play of each card must be confirmed before continuing.



Confirm is off -- Cards are not confirmed and a card cannot be recalled.



Help -- calls this Bridge for Windows help



Exit to Microsoft Windows and terminate Bridge for Windows

The Action Pallet can be moved to any place on the screen you desire. Icons become visible as they are appropriate to the state of the game.

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The Auction (or Bidding)

Making A Bid

Opening Bids

Getting to Game

Reaching Slam

Opponents Bidding

Retracting a Bid

Conventions

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Playing The Hand

Card Confirmation

Starting The Play

Opponents Lead

Your Play

Retracting a Card Played

Finishing the Trick

Finishing the Hand

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HELP

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


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

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



CANCEL A HAND

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

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

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

Making a Bid

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

Your Bid		
Bid	Suit	OK
<input type="radio"/> 1	<input type="radio"/> Clubs	Pass
<input type="radio"/> 2	<input type="radio"/> Diamonds	Hint
<input type="radio"/> 3	<input type="radio"/> Hearts	ReDouble
<input type="radio"/> 4	<input type="radio"/> Spades	
<input type="radio"/> 5	<input type="radio"/> No Trump	
<input type="radio"/> 6		
<input type="radio"/> 7	14 Points	

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

The Hint button will tell you how Bridge for Windows is interpreting the bid that is entered but not submitted.

The number of points contained in your hand is displayed at the bottom of the bidding window.

Opening Bids

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

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

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

With a balanced hand:

- 0 - 12 points -- Pass
- 13 - 15 points --1 one of a suit
- 16 -18 High-Card points -- 1 No-Trump
- 19 - 20 points -- one of a suit and jump in No-Trump next bid
- 21-23 points -- 2 No-Trump
- 24-26 points -- 3 No-Trump

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

One of a suit will generally indicate 13 or more points, both in high cards and distribution. It is generally better to try to find a major rather than a minor suit

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

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GETTING TO GAME

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

Remember the general guidelines

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

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REACHING SLAM

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

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OPPONENTS BIDDING

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

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RETRACTING A BID

You cannot retract a bid.

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

Conventions

Stayman

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

Two Diamonds -- no four card major

Two Hearts -- four hearts

Two Spaces -- four spades

Blackwood

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

Five Clubs -- no aces or four aces

Five Diamonds -- one ace

Five Hearts -- two aces

Five Spaces -- three aces

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

Six Clubs -- no kings or four kings

Six Diamonds -- one king

Six Hearts -- two kings

Six Spaces -- three kings

Bridge for Windows will not initiate Blackwood.

Card Confirmation

Many Bridge for Windows users asked for the ability to not have to click confirm for each card played. This is implemented as an option. You can toggle card confirmation by

- Select the Preferences menu and Confirm. When Confirm is checked, confirmation is off.

- Select the icon



which indicates that confirm is enabled, or



which indicates that confirm is not enabled.

Whenever confirm is enabled, you will have to confirm each card. Otherwise, you cannot recall a selected card.

Peek

Peek will display undisplayed hands. You may look at any hand. North's hand will be displayed open while West and East hands will be displayed in a list box.

Undoing A Card

UnDo reverses a card selection during play. Whenever confirm is enabled, you will have to confirm each card. Otherwise, you cannot undo a selected card.


Exit

Exit to Microsoft Windows and terminate Bridge for Windows.

Review Bidding

A window will open in which all bids will be displayed such that you can review the bid sequence.




This can be called up by the Review Icon . This icon displays Bidding while the bidding process is underway and changes to display the play when the play of the hand begins.

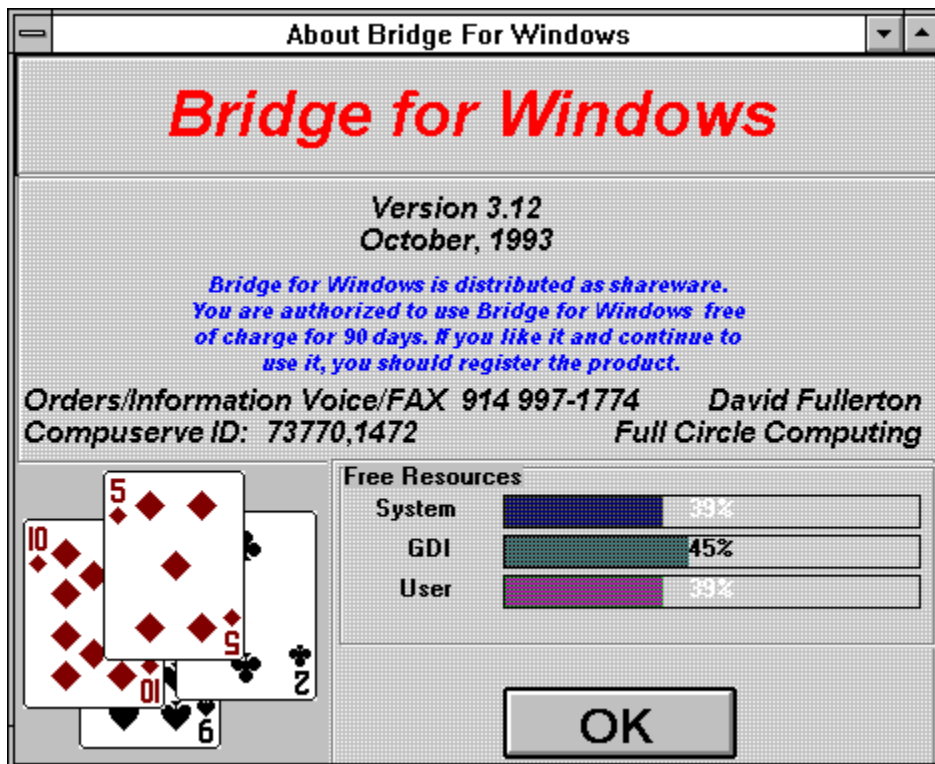
Review the Cards Played

Round 1 Won By North Cards: N: 6H E: 3H W: QH S: JH	↑
Round 2 Won By North Cards: N: 5D E: 4D W: AD S: 6D	
Round 3 Won By West Cards: N: 8D E: TD W: 2D S: 7D	
Round 4 Won By South Cards: N: TH E: 9H W: 3C S: 2H	
Round 5 Won By South Cards: N: AH E: 4H W: 5C S: 5H	↓

This cards played by each position for each round will be displayed. Shown is the Round, the Winner of the trick, and each participants card.

This can be called up by the Review Icon . This icon displays Bidding while the bidding process is underway and changes to display the play when the play of the hand begins.

About Bridge for Windows



The About box will be displayed which shows information about Bridge for Windows, especially the Version number. Also shown is Windows Resource Information.

Resource Information

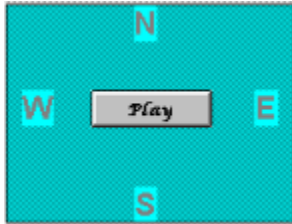
Resource utilization is measured by three parameters called Free Resources:

- **System** Deals with loading and executing Windows application and their memory management.
- **GDI** Deals with graphics and printing.
- **User** Deals with user input and output, including keyboard, mouse, communications, and windows management.

Bridge uses a significant amount of System Resources and as the available number decreases, more problems with Windows and Windows Applications occur.

PLAYING THE HAND

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



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



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

OPPONENTS OPENING LEAD

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

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

- Lead Contract suit if 4 or more are held
- Lead another bid suit if 4 or more are held
- Lead an unbid suit, if 5 or more are held
- Lead an unbid suit, if 1 or 2 are held

It must be noted that since East-West do not bid, the partner's suit cannot be lead.

The top of a sequence will be lead, except, King will be lead if Ace-King is held.

YOUR PLAY

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



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

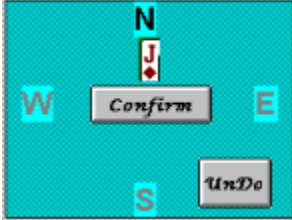
BRIDGE for Windows will not allow renegeing nor allow for play out of turn. BRIDGE for Windows will maintain a record of the next player.

If you are not confirming a card, you cannot undo a played card.

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RETRACTING A CARD PLAYED

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



FINISHING THE TRICK

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

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

Bridge for Windows will automatically play a card if that is the only card held in that suit.

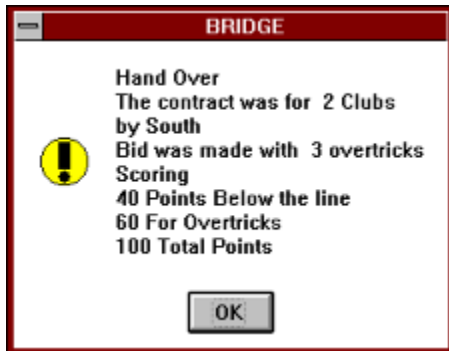
Finishing the Hand

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

Bridge for Windows does not yet allow for a declaration that all remaining tricks are good. This functionality is in the works.

SCORING

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



Additionally, the running tally is always displayed

WE	THEY
60	0
40	0

©

ORDERING

You may use the shareware version of Bridge for Windows for a 90 day trial period. If you would like to continue to use Bridge for Windows after the 90 day trial period, you are required to purchase the licensed version of Bridge for Windows.

You can order or register Bridge for Windows by printing the following form (Select File Print from the menu) and mailing the completed form with check to:

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

Order form Bridge for Windows 3.0 (or latest version)

NAME _____
COMPANY _____
STREET _____
STREET _____
CITY _____
STATE _____ ZIP _____
COUNTRY _____
TELEPHONE NUMBER _____

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

Make Checks payable to: Full Circle Computing

References

The two main references used for bidding are:

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

Jacoby on Bridge, James Jacoby, Pocket Books, 1987

