

# The BridgeScorer

## The BridgeScorer

The BridgeScorer

### The BridgeScorer

The BridgeScorer 2.0.1 is an application for scoring games at bridge clubs. Scores can be entered via traveling score slips or pick-up slips, can be adjudicated, and can be saved to disk along with pair names. Information for standard rotations (Howell and Mitchell) is built in, and custom rotations can also be entered and saved. The program automatically computes both match points and IMPs, as well as totals, percentages, and ranks, and all results can be displayed on screen or printed.

### Who should use it

The BridgeScorer 2.0.1 can only be used for club games, up to twenty tables. It cannot handle individual movements. Also, it does not compute masterpoint awards. It is recommended that The BridgeScorer be run on a Mac Plus or better, with at least 512K. Also, while performance should not be impaired under any System earlier than 6.0, the program has not been fully tested in such an environment; it will, however, run under System 6 or 7.

### How to use it

As The BridgeScorer conforms to the standard Mac interface, one can use it without reading the documentation. To use its full capabilities, however, we recommend that you look this document over. Features are sorted by menu; unusual options or dialog boxes are explained under the appropriate command.

### File Menu

**New...**—Brings up the dialog box for choosing a new rotation. (After a rotation is chosen, the boxes for entering scores, names, and a subheading immediately follow, as does the box for entering rotation information if a new custom rotation has been chosen. See **Enter Rotation...**, **Enter Scores...**, **Enter Names...**, and **Enter Subheading...** in the **Bridge** menu.) One can suppress this by holding down the shift key while selecting **New** with the mouse or from the keyboard, but, on the other hand, one would never really want to bother.

<b>Rotation</b>		<input type="text" value="4"/> <b>Number of Tables (3-20)</b>
<input checked="" type="radio"/> <b>Mitchell</b>		<input type="text" value="3"/> <b>Number of Rounds</b>
<input type="radio"/> <b>Howell</b>		
<input type="radio"/> <b>Custom</b>		
<input type="button" value="From Disk..."/>	<input type="text" value="3"/> <b>Number of Boards per Round (1-9)</b>	
<input checked="" type="radio"/> <b>Skip</b>	<input type="text" value=""/>	<b>Sitout Pair</b>
<input type="radio"/> <b>Bye-Stand</b>		<input type="radio"/> <b>North-South</b>
		<input type="radio"/> <b>East-West</b>
<input type="button" value="OK"/>		<input type="button" value="Cancel"/>

Choosing **Mitchell** or **Howell**, appropriately enough, loads in the information for that rotation, given the number of tables. (Warning: there are different Howells for the same number of tables, so the built-in one may not match yours. If this occurs, you can enter your Howell as a custom rotation.) Choosing **Custom** allows you to set the number of rounds yourself; you will then be expected to enter which pairs play whom on which boards yourself (see **Enter Scores...** and **Enter Rotation...**).

The **From Disk** button enables you to load a previously saved rotation file (saved using **Save Rotation** or **Save Rotation As...**). It can also be used to load a custom rotation from a normally saved file.

The number of tables, number of rounds in a custom rotation, and number of boards to be played in each round can all be set easily. At this point, a Howell movement can contain at most 9 tables (the built-in 7-, 8-, and 9-table Howells are curtailed movements), a custom can contain up to 10, and a Mitchell can contain up to 20. Also, the maximum number of boards is 36, and at most 9 boards may be played per round. In any rotation, one pair can be designated a sitout pair (The BridgeScorer does not now handle rover pairs). If the value in any of these fields is outside the given ranges, the OK button will be dimmed.

In a Mitchell with an even number of tables, one can also choose whether to employ a Mitchell with Skip (halfway through the movement, all East-West teams skip a table) or with Bye-Stand and Relay (the first and last tables play a relay, and one set of boards is always on a bye-stand out of play).

**Open...**—Brings up the standard dialog box for a file to be selected. At most one BridgeScorer file can be open at a time; opening a new file thus automatically closes the old one. (If changes have been made, of course, one is first given a chance to save them.)

**Close**—Closes the file currently open. A bit redundant, as opening a file or creating a new one closes the current one anyway, but it's one way to hide scores from prying eyes.

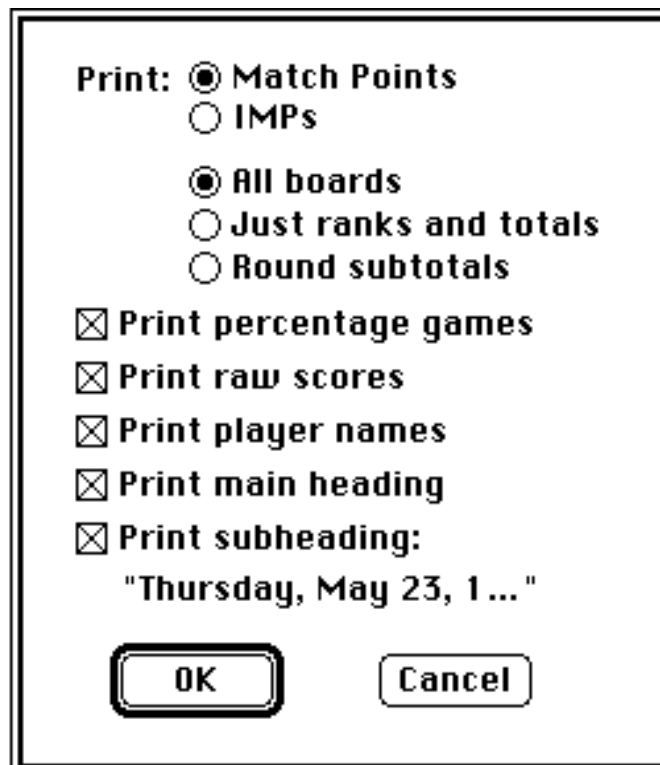
**Save, Save As...**—Saves the current scores.

**Save Rotation, Save Rotation As...**—Saves the current rotation to a rotation file. (See the **From Disk** Button in the New file dialog above.)

**Print Preview...**—This feature has yet to be implemented.

**Page Setup...**—Brings up the standard Page Setup dialog box. If you change printers while the program is running, it is recommended that you use this command, as most printouts seem to look nicer when printed in “landscape mode” (i.e., sideways). This is not necessary, however; printing will work correctly in any mode.

**Print...**—Brings up the Print dialog box shown below, followed by the Page Setup box if that hasn’t previously been called and by the usual Print box. Printouts can safely run over a page, especially if a large font is chosen, but there is currently no way to predict before printing how many pages will be required. (The program tries to minimize the number of pages needed, but cannot always fit the printout on one page.) To play it safe, choose 9-Point Geneva (or Helvetica, on a LaserWriter); this seems to look nice, and is quite small.

A rectangular dialog box with a double-line border. It contains several radio and checkbox options. At the bottom are 'OK' and 'Cancel' buttons.

**Print:** ☒ **Match Points**  
☐ **IMPs**

☒ **All boards**  
☐ **Just ranks and totals**  
☐ **Round subtotals**

☒ **Print percentage games**  
☒ **Print raw scores**  
☒ **Print player names**  
☒ **Print main heading**  
☒ **Print subheading:**  
    "Thursday, May 23, 1 ..."

**OK**      **Cancel**

One can choose whether to print match point results or IMP (international match point) results, whether to print percentage games (if match points are being printed), whether to include raw scores in the printout, whether to print player names (this option, of course, is available only if at least one name has been entered—see **Enter Names**), whether to print a standard heading containing information about the printout and

rotation, and whether to print a subheading below the standard heading (see **Enter Subheading**). The only unusual options are the three radio buttons in the middle; these allow one to print either all boards (a full scoresheet, containing the score for each pair on each board), just ranks and totals (an abbreviated scoresheet, on which only each pair's rank and total (and name, if selected) is printed), or round subtotals (an intermediate scoresheet, containing ranks, totals, and each pair's score on each set of boards). The last option is most useful when one wants a quick summary, or when one wants more detail than just totals but wants to fit all scores on a single page.

**Quit**—Left as an exercise to the reader.

### Edit Menu

As the program has no need for the edit menu, this is left dimmed. It can, however, be used with DAs. Also, copying and pasting are supported where appropriate in the dialog boxes (see **Enter Names...**, **Enter Scores...**).

### Bridge Menu

**Enter Scores...**—Depending on whether travelers or pick-up slips have been selected as the primary means of entering scores, this brings up the appropriate dialog box (see below). In an incomplete custom rotation, only travelers can currently be used. In a Mitchell, a Howell, or a custom which has been completely entered (see **Enter Rotation...**), holding down the shift key while selecting **Enter Scores...** brings up the other dialog box. One can also change the primary method used; see **Preferences...**

Traveler:

<b>Previous</b>		<b>Next</b>		<b>Stop</b>	<input checked="" type="radio"/>	<b>Cancel</b>
<b>N/S #</b>	<b>E/W #</b>	<b>N/S Score</b>		<b>Revert</b>		
3	4	400	<input type="checkbox"/>			
5	8	-100	<input type="checkbox"/>			
6	10	430	<input type="checkbox"/>	<b>Cut</b>		
7	2		<input checked="" type="checkbox"/>	<b>Copy</b>		
11	9	50	<input type="checkbox"/>	<b>Paste</b>		
12	1	980	<input type="checkbox"/>	<b>Clear</b>		

This box is modeled after a traveling score slip. One enters the scores in the appropriate boxes; each one should be the North-South score. (Thus, here pair 3 made 3 no trump nonvulnerable against pair 4, while pair 5 went down either two tricks undoubled or one doubled in some contract against pair 8.) Any keys other than +, -, or the digits will be ignored (except the key equivalents listed below). If one of the pairs on a given line is the sitout pair, one cannot enter a score for that line; the box for that

score

simply disappears. The check box next to each score is used to indicate that the board should be scored even though no score is present; this most commonly happens when the result at some table needs to be adjudicated (see **Adjudicate Scores...**). One can go from board to board either by using the **Next** and **Previous** buttons or by entering a board number directly in the upper-right hand corner. Also, if some but not all boards have been finished (i.e., not all scores have been entered), **Next** and **Previous** will skip completed boards; one can still change them by entering the board number directly, however. (Note: if an illegal board number is entered, it is immediately replaced by the last possible board number entered.) Hitting **Stop** exits the score box.

The **Cut**, **Copy**, **Paste**, and **Clear** buttons can all be used as would be expected. It should be remarked, however, that these do not affect the Clipboard; the BridgeScorer maintains a separate Clipboard for travelers. These buttons can also be activated by command-X, command-C, command-V, and command-clear. The **Revert** button restores the scores on the current traveler to what they were before any recent changes (i.e., since the current traveler was last chosen), but does not affect any other travelers. The **Cancel** button undoes all changes since this box was last opened; the BridgeScorer always asks for confirmation before canceling.

In a rotation with more than ten tables, a **More Tables...** button will appear on the bottom of the box. Pressing this button will switch between views of the first ten tables or the last ten tables. If the user attempts to move to an offscreen table (such as by hitting the tab key when the last box on the screen is selected), the **More Tables...** button is automatically activated.

In an incomplete custom rotation (i.e., one in which not all pair numbers have been entered), all of the numbers in the N/S and E/W columns are editable; a board can only be scored if a different pair is listed in each slot. Once pair numbers are entered, they will be listed for other boards in the same round; if they are changed for one of these boards, however, all data on the other boards in that round will be lost. Also, the only way scores can be saved is if a score is entered in every slot (the Next button will be highlighted when this occurs) and one then presses Next, Previous, or Stop. Changing the board number directly will result in loss of data. (In a Howell or Mitchell rotation, as in a custom rotation in which all information has been entered, this does not apply; any scores entered will be remembered. The added difficulty of storing the information about the rotation, however, makes this impossible (for now; this problem is slowly being corrected) for custom rotations.) Also, the "traveler Clipboard" mentioned above only contains scores, not pair numbers.

When the program attempts to save a score, either in a custom or non-custom rotation, it first checks it against a list of possible scores on that board (i.e., given the vulnerability), and will prompt the user if the score entered is impossible. One can, of course, accept any score; one can also disable this checking or tell it to check but to disregard vulnerabilities (see **Preferences...**).

To make this box easier to use, a number of key equivalents have been defined. While these do nothing that cannot be done with the mouse, they make it easier to use the box, especially for those with numeric keypads. (Note: if you're using an INIT which assigns key equivalents in dialog boxes, such as YesNoCancel or DialogFilter, those equivalents may supersede the ones listed below. To use these, simply disable your INIT when using The BridgeScorer.)

**Next Button:** if the **Next** Button is highlighted (surrounded by an extra black rectangle), the return and enter keys activate it. Also, regardless of whether it has been highlighted,

the \* key activates this button, as does holding down Command and pressing right-arrow. Also, with either of the latter two keys, one can hold down option to suppress the program's usual habit of skipping boards which have been scored. These commands are most useful for scrolling through several boards at a time, as they can all (except for return and enter) be held down to be repeated.

**Previous** Button: this is activated by the / key or by holding down Command and pressing left-arrow. As above, pressing the option key with either of these keys prevents the program from skipping boards which have been completed.

**Stop** Button: this can be activated by the = key or by holding down Command and pressing Return or Enter.

**More Tables...** Button: if present, this can be activated by the space bar or by holding down Command and pressing Tab.

Additional keys:

To move the selected field down one (or back up to the top if you're already on the bottom), use the down-arrow, the period (.) key, or, if the Next button is not highlighted, the return key. Also, in a Mitchell or Howell rotation (or a complete custom rotation), there is only one column of text fields, so the tab key performs this function as well. To move up one field, use the up-arrow; in a Mitchell, Howell, or complete custom, you can also hold down the shift key and press Tab.

In an incomplete custom rotation, one can use the left-arrow or right-arrow to scroll through the boxes, in addition to Tab or shift-Tab.

As always, the Delete (or Backspace) key deletes the selected text if text is selected, and the character before the cursor if not. Also, the Clear or Escape key can be used to clear all the scores in the given box, though the board number is left intact. (In a custom rotation, Clear and Escape erase only the scores entered, not the pair numbers.)

If one hits + or - while the active field is the board-number box, the program automatically scrolls down to the first score box and then places the character.

Finally, one can use the shift key together with any of the arrows to make them perform their normal functions (i.e., moving within the active box.) Note that shift with the arrow keys does not select text, but simply moves the cursor.

Pick-up Slip:

<b>Stop</b>		N/S Pair #: <input type="text" value="1"/>	<b>Cancel</b>
<b>&lt;-</b>	<b>-&gt;</b>	E/W Pair #: <input type="text" value="1"/>	<b>Revert</b>
<b>Board #</b>	<b>N/S Score</b>		<b>Cut</b>
1	<input type="text" value="400"/>	<input type="checkbox"/>	<b>Copy</b>
2	<input type="text" value="-100"/>	<input type="checkbox"/>	<b>Paste</b>
3	<input type="text" value="-620"/>	<input type="checkbox"/>	<b>Clear</b>

This box is modeled, appropriately enough, after a pick-up slip. As in the traveling dialog box, one enters the score for the N/S pair in the appropriate box; the buttons labeled "<-" and "->" function as **Next** and **Previous** did, respectively, in the traveler.

One can enter pair numbers directly into the upper-right hand corner; if either pair



number is invalid, the pairs did not play each other in that direction, or one of the pairs entered is the sitout pair, the box will shrink; only the buttons and the top two fields will be visible. The buttons on the right (Cancel, Revert, Cut, Copy, Paste, and Clear) function as described for travelers; they deal with a separate slip Clipboard, distinct both from the standard Clipboard and from the traveler Clipboard. In a Mitchell, -> and <- cycle through the sets played in one round; in a Howell, they cycle through all the possible sets in no particular order. (Once again, pick-up slips cannot be used with incomplete custom rotations.) Also, in the current version, neither button will ever skip a completed slip. The check boxes function as described above.

The key equivalents are about the same as those in travelers, but there are some differences. As the -> and <- buttons never skip finished slips, the option key has no effect when used with \*, / or a command left- or right-arrow. Also, the Return/Enter keys function differently; if the currently selected field is the bottom one, return or enter will activate the -> button, even if not all scores have been entered; if the currently selected field is not the bottom one, Return/Enter always act as Tab would, even if all the scores have been entered. Like just about everything else, this treatment of Return and Enter will be changed in future releases.

**Adjudicate Scores...**—this option brings up the dialog box shown below:

<input type="button" value="←"/>		<input type="button" value="→"/>		<input checked="" type="radio"/> Match Points		<input type="button" value="Unadj."/>		<input type="button" value="Stop"/>		Board # <input type="text" value="1"/>	
				<input type="radio"/> IMPs							
N/S #	E/W #	N/S Score	E/W Score	Assign N/S:							
3	4	<input type="text" value="2.50"/>	<input type="text" value="2.50"/>	<input type="button" value="+"/> <input type="button" value="-"/>	<input type="button" value="AVG"/>						
5	8	<input type="text" value="0.00"/>	<input type="text" value="5.00"/>	<input type="button" value="+"/> <input type="button" value="-"/>	<input type="button" value="AVG"/>						
6	10	<input type="text" value="3.75"/>	<input type="text" value="1.25"/>	<input type="button" value="+"/> <input type="button" value="-"/>	<input type="button" value="AVG"/>						
7	2	<input type="text" value="3.00"/>	<input type="text" value="2.00"/>	<input type="button" value="+"/> <input type="button" value="-"/>	<input type="button" value="AVG"/>						
11	9	<input type="text" value="1.25"/>	<input type="text" value="3.75"/>	<input type="button" value="+"/> <input type="button" value="-"/>	<input type="button" value="AVG"/>						
12	1	<input type="text" value="5.00"/>	<input type="text" value="0.00"/>	<input type="button" value="+"/> <input type="button" value="-"/>	<input type="button" value="AVG"/>						

This box works much like a traveler; as in a slip, the -> and <- buttons replace **Next** and **Previous**, respectively. The **Unadj.** button undoes any changes which may have been made on the current board, replacing the scores shown with those computed from previously entered raw scores. The +, -, and **AVG** buttons on each line assign either an average top (60%), average bottom (40%), or straight average (50%) to North-South; East-West receive 40, 60, or 50% of the possible top respectively. (In this example, N/S pair 7 has been given an average plus; the other tables have been scored around that table, and these scores were factored up to the standard top of 5.) At IMPs, the dialog works the same way; the +, -, and **AVG** buttons all assign 0 IMPs to each pair at a table. If there are more than ten tables, a **More Tables...** button appears; this works the same way it would in a traveler (see **Enter Scores...**). There are key equivalents, working roughly like those in the traveler box; one difference is that command-clear does not clear all scores, but "unadjudicates" them.

**Enter Rotation...**—this option (available only in a custom rotation) enables one to change the pair numbers stored. The dialog box looks similar to a traveler, but with the scores column cut off; also, the box in the upper right-hand corner enables one to cycle from round to round, not from board to board. (The board numbers for each round are also displayed.) Holding down the shift key while selecting this option will bring up the traveler box for incomplete rotations, enabling one to change pair numbers and scores at the same time even if the rotation information has already been entered.

**Display Scores...**—this option first brings up the print dialog box (see **Print...** in the File Menu), except with the word “print” replaced everywhere by the word “show,” and then brings up a window containing a picture of the scores. This is not quite a print preview option; it actually shows what the printout would look like if it were on an infinitely large piece of paper. (Holding down the shift key when this option is chosen suppresses this dialog box; the printout is constructed with whatever settings were last chosen). If the scores are already being displayed, choosing **Display Scores...** simply forces the program to recompute the display, incorporating whatever changes have been made to the settings in the dialog box. (The display is normally updated, of course, whenever changes are made (e.g., scores are changed, names are changed, or the font is changed). This option is thus primarily for toggling between IMPs and match points, or among the other options in the box.) At times, a notice may appear that the program was unable to allocate enough memory to create the display. (For the programmers out there, this is because the picture is stored in an offscreen bitmap. For the nonprogrammers out there, this is because sometimes the picture gets too big.) Usually this occurs because the user has selected too large a font size; reducing it will probably solve the problem.

**Close Display**—Yes, this command (conveniently dimmed if the display window is already closed) closes the display window. Note that this does not close the file itself (see **Close** on the File Menu), but simply gets the window out of the way.

**Enter Names...**—brings up the dialog box to enter pair names. The Return and Enter keys work as Tab would unless a name is entered in every slot, in which case they activate the OK button. If there are more than ten tables, a **More Names...** button is added, enabling the user to edit all the names. Also, command-C, command-X, and command-V perform their usual function, although they can only copy and paste text between name fields, not outside the dialog box.

**Clear Names**—erases all names currently entered.

**Load Names...**—allows one to load in the names from another scores file. The source file must be the same type of rotation as the current file—this feature is most useful for expediting name entry for the second session of a two-session game.

**Enter Subheading...**—brings up the dialog box to change the subheading. This subheading is saved to the file, and, if desired, can be displayed and/or printed below the main heading (which says “MATCH POINT RECAPITULATION” or “INTERNATIONAL MATCH POINT RECAPITULATION” and identifies the rotation used). The default subheading for a new file is its creation date in expanded form (e.g.

Tuesday, January 1, 1991).

**Preferences...**—brings up the dialog box below.

Enter scores as: ☒ Travelers  
☐ Pick-Up Slips

☒ Validate Scores

☒ Check Vulnerabilities

☒ Factor North-South/  
East-West totals separately

☒ Rank N/S separately from E/W

☐ Print only top ranks

Print top  % of ranks in boldface

☒ Animate cursor

OK Set Defaults Cancel

**Enter Scores as: Travelers/Pick-Up Slips:** determines the primary method for entering scores (see **Enter Scores...**).

**Validate Scores:** determines whether the user should be alerted when an impossible score has been entered (see **Enter Scores...**).

**Check Vulnerabilities:** if **Validate Scores** is selected, determines whether the vulnerability on a board should be taken into consideration in determining whether or not a score is possible.

**Factor North-South/East-West totals separately:** The BridgeScorer automatically factors up a pair's score if it has played fewer boards than some other team. This option determines whether the North-South and East-West fields in a Mitchell rotation should be considered one field or two separate fields when deciding which scores to factor.

**Rank N/S separately from E/W:** determines whether the North-South and East-West fields in a Mitchell rotation should be considered one field or two separate fields when computing ranks.

**Print only top ranks:** determines whether only the top ranks (determined by the percentage below) will be printed. If all ranks are to be printed, the top ranks (again determined by the percentage) will be printed in boldface.

**Print top ? % of ranks:** determines how many ranks should be displayed/printed. (In case of a tie, more ranks are bolded; thus, if the top 40% of 5 ranks are set to be printed, 2 pairs tied for second would each have their rank printed.) If all ranks are set to be print (see **Print only top ranks** above), this option determines how many ranks should be displayed/printed in boldface.

**Animate Cursor:** The BridgeScorer comes with a special set of cursors. If **Animate Cursor** is selected, the cursor continually shifts among the four suits, going through several intermediate stages for each transition. If it is not selected, the arrow cursor is used.

**OK:** Causes any changes made in the dialog box to take effect without saving them to disk.

**Set Defaults:** Saves any changes to disk without necessarily causing them to take effect; they will, however, take effect the next time the program is run. **Set Defaults** also sets the default settings for the **Print.../Display Scores...** dialog box and for the **New...** dialog box to the current settings. (The settings for these other dialog boxes are also saved automatically upon quitting; to disable this feature, hold down shift while quitting from the program.) This button is dimmed once it is activated until further changes are made.

**Cancel:** restores all settings to their previous state.

### Font Menu

The font menu is used to change the font and size for the current printout/display. The default font for new files is the default application font in 9-point; the font for an old file is saved in the file. The **Other Size...** command can be used to set the size to any value from 4-point to 127-point. If any font or size is chosen with the shift key held down, the change does not immediately take place in the display; this is useful if one wants to change the font and size, but doesn't want to wait for the program to compute an intermediate image. Also, the . and , keys can be used to increment and decrement the size respectively (this moves among the six sizes listed on the menu); the > and < keys do the same, but the display is not redrawn (again, this is to avoid having to draw intermediate images). If the display becomes too large to be drawn (see **Display Scores...**) as an immediate result of a change of font or size, the program attempts to revert this change; however, often, especially if the shift-selection is first used, this is not possible. (For example, a shift-change to 120 point followed by a non-shift-change from Geneva to New York will probably result in a display which is too large, but the program will only try to revert the font change, not the size change.)

### **Future Changes**

There are a number of changes in the wings for The BridgeScorer. We plan to add individual movements. The ability to open for than one file at once will hopefully be added, and we are working on new features for use with System 7 (such as Balloon Help); the program will, however, continue to run under System 6. Any comments or suggestions may be sent via electronic mail to Samuel Kutin (Address below). (No, we have no immediate plans for a version which bids and plays out hands as well.)

### **Licensing Agreement**

This program is Shareware (see below), and is free for non-commercial public distribution (Bulletin-boards are okay), provided it is accompanied by this documentation. This program is ©1990, 1991 by Peter Reiss and Sandy Kutin. All rights reserved. By paying for this program, you receive the right to use this program, but not to modify it in any way. Do not fold or mutilate.

We have spent many long hours and sleepless nights in our efforts to perfect this program. Every menu item name, the location of every dialog box item, the names of variables you don't even know about, every aspect of this program was painstakingly discussed and argued about, often for no good reason. While we will probably continue programming without any contributions, and will definitely continue arguing, we would appreciate anything you consider suitable recompense for our work. Feel free to use this program for a trial period of thirty days. If you continue to use it on a regular basis at your club, and wish to be apprised of future updates and releases, a registration fee of \$25.00 seems reasonable to us. Just think of how many hours you'll save—no more arguing about totals, or improperly match pointed scores, or non-vulnerable games earning 620 and never getting caught. Act now, and you can receive an official Harvard Bridge T-Shirt (named for the official Harvard Bridge) for only \$13.07. (Offer good only while supplies last. Void where prohibited, and also in Guam, South Dakota, and some parts of Ontario. Check your local listings for details, and, kids, ask your parents before dialing. Remember, only you can prevent forest fires, and it is a terrible thing to lose one's mind.)

Send any donations/registration fees/T-shirt orders to:

Peter Reiss  
110 Overbrook Road  
Longmeadow, MA 01106

### **Shareware**

The Shareware philosophy allows both programmers and programmees to live together in peace and harmony. The Shareware system helps programmers to distribute their programs widely. The user is given the chance to try the program for free, for a limited time, after which the user is obliged to pay for it or delete it. If you keep the program after the prescribed period without paying, it is both immoral and illegal; besides, you will not be notified of updates or bug fixes.

### **Acknowledgements**

We would like to thank Lim Unlimited for use of the Default CDEF v1.6 (a wonderful way of drawing rounded rectangles around your default buttons), and David M. Craig for use of his slickCursor routines. We would also like to thank Jonathan Brecher of the Harvard *Independent* for designing the BridgeCursor, Dan Weisman for advice and programming suggestions, and, last but not least, the Harvard University Bridge Club for its patience throughout alpha and beta testing. BridgeScorers of the world, unite! May all your finesses be on side,

“The BridgeScorers”

Samuel Kutin

INTERNET: [kutin@husc9.harvard.edu](mailto:kutin@husc9.harvard.edu)

Compuserve: 73210, 2666

Peter Reiss

INTERNET: [reiss@husc9.harvard.edu](mailto:reiss@husc9.harvard.edu)

### Summary of version changes

1.0 First release.

1.1 The Edit Menu can now be used with DAs.

Some new options were added to the print and preferences dialogs.

Percentages can be printed along with matchpoints.

A bug when the user saved over a pre-saved file has been corrected.  
The user can now double-click on custom rotations to load them.  
Completed custom rotations are now treated as built-in rotations.

2.0 Scores can now be adjudicated.

Mitchells with up to twenty tables can now be handled.

Extra buttons were added to travelers and slips.

Some alerts and dialog boxes were changed to conform to Apple's new human interface guidelines.

2.0.1 A bug preventing the program from working properly on a Mac Plus was corrected.