

TERRY'S WEAK 1NT BIDDING SYSTEM AND THE "LET'S PLAY BRIDGE" USER'S MANUAL.

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The *Let's Play Bridge* computer program is dedicated to my wife Mary whose many suggestions greatly improved the program and my spirits. Without her I would have been completely buggy by now.
Thanks, Hon!

Kelland Terry.

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Section A:

TERRY'S WEAK 1NT SYSTEM

EVALUATING YOUR HAND

HIGH CARD POINT COUNT (HCPC)

Use high card point count when bidding no trump.

Ace..... 4 points
King.... 3 points
Queen... 2 points
Jack.... 1 point

OPENER'S POINT COUNT (OPC)

To the HCPC add the following points for distribution..

Void.....2 points.
Singleton.....1 point.
Six card suit.... 1 point.
Seven card suit... 2 points.
Eight card suit.. .4 points.

Use OPC if opening bidder or if you are the person who bids a new suit with intentions of making it the trump suit (where it is likely that you have the most trumps).

RESPONDER'S POINT COUNT (RPC)

Add to the HCPC the following points for distribution.

void..... 5 points.
singleton... 3 points.
doubleton.. 1 point.
Deduct 1 point with less than 4 trumps

The partner who usually has the fewest trumps uses RPC, his/her partner uses OPC. It is not wise to both use RPC.

QUICK TRICKS (QT)

Ace alone..... 1 QT
King alone..... 1/2 QT
Combinations in the same suit.
Ace/King..... 2 QT
Ace/Queen..... 1 1/2 QT
King/Queen.....1 QT

BALANCED HAND: No 6 card or longer suit, no void, no singleton, and only one two card suit.

COMBINED POINTS NEEDED TO MAKE GAME

(see pages 22-26, 31)

Declarer must make book (six tricks) plus the bid made.

WHEN BIDDING NO TRUMP

	To Make Contract	Combined Count
Game: 3NT.	9 tricks (book + 3).	HCPC 24-32*
	* Need 26 or more when points not distributed equally.	
Small Slam: 6NT.	12 tricks (book + 6).	HCPC 33-36.
Grand Slam: 7NT.	13 tricks (book + 7).	HCPC 37 or more points.

MAJOR SUIT GAMES:

Game: 4H (4S).	10 tricks (book + 4).	OPC+RPC 24-28
Small Slam: 6 bid.	12 tricks (book + 6).	OPC+RPC 29-34
Grand Slam: 7 bid.	13 tricks (book + 7).	OPC+RPC 35 or more.

See section on bidding slam for a more detailed explanation (pages 21-35).

MINOR SUIT GAMES: (Slams same as for major suits)

Game: 5C (5D).	11 tricks (book + 5).	OPC+RPC 27-28
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BIDDING TO THE APPROPRIATE LEVEL WHEN SUPPORTING PARTNER

Note: All combined counts are OPC + RPC. The person who is likely to have the most trumps uses OPC and partner uses RPC.

WHEN BIDDING IN A SUIT (usually with eight or more trumps in combined hands).

When there are prospects of slam either in a major or minor suit

With combined count of 35 or more attempt to show control in a side suit, or if that is not possible either bid 4NT (asking for aces), or bid a grand slam (7 bid).

With combined count of 31-34 show control in a side suit, or if that is not possible either bid 4NT (asking for aces), or bid a small slam (6 bid).

With combined count of 29-30, you must either all controls in the side suits and investigate the top three cards in trumps to bid a small slam (see pages 22-32).

When Bidding In A Minor Suit

- A. If it is possible, switch to no trump with controls in the side suits or find a 4/4 fit in a major suit.
- B. When bidding no trump or finding fit in a major suit seems out of the question.
 - 1. With combined count of 27 or more, bid game in a minor suit (5 bid).
 - 2. With combined count of 25 or more, make a 4 bid if it is reasonable that partner may have a few more points (at least two) as shown by his/her previous bid.
 - 3. With combined count of 22 or more, make a 3 bid (jump bid usually) if it is reasonable that partner may have more points (at least five) than the bottom required for the previous bid. Note: In some situations, a 3 bid may indicate near game going values (will convey same message as a 4 bid).
 - 4. With combined count of 18-21, make a 2 bid.

When Bidding In A Major Suit

- 1. With combined count of 24 or more, bid game in major suit (if it is responder's first bid, use the bid of 3NT to show 4 card support and combined count of 24 or more).
- 2. With combined count of 21 or more, bid 3 of suit (if there is hope partner has at least 3 more points over the minimum expected from the previous bid).
- 3. With combined count of 18 or more, bid 2 of suit.

When Bidding No Trump

Attempt to switch from a minor suit to no trump if there are prospects of game (HCPC 24 or more and stoppers in all suits).

Attempts at bidding slam (Don't worry about stoppers).

With combined HCPC of 37, bid 7NT

With combined HCPC of 36, bid 5NT (after opening bid of either 1NT or 2NT)

With combined HCPC of 33-35, bid 6 NT

With combined HCPC of 32, bid 4NT (after opening bid of either 1NT or 2NT)

Game attempts

With combined HCPC of 26-31, and both hands balanced, bid 3NT (Don't worry about stoppers if the opponent's have not bid).

With combined HCPC of 26-31, and stoppers in all suits, bid 3NT.

With combined HCPC of 24-25, points distributed equally in both hands and both hands balanced, bid 3NT (don't worry about stoppers if the opponent's have not bid).

With combined HCPC 24-25, points distributed equally in both hands and stoppers for all suits, bid 3NT.

With combined HCPC of 23 or more, stoppers in unbid suits or both hands balanced, bid 2NT. (Only make this bid to be competitive or if it is possible that partner has a few more points than expected as the bottom for his previous bid).

Note: Sometimes the 2NT bid shows much more than the 23 points (for example after a major suit opening bid, 2NT means 3NT which is not available as a bid).

OPENING BIDS

SUMMARY OF OPENING BID REQUIREMENTS

2C: Strong hands, near game values (HCPC 23 or more or OPC 23 and a long strong minor suit, or OPC 22 and a long strong major suit.

2NT Balanced distribution, HCPC 21-22.

1H,1S Five card suit or longer, OPC 12-21, QT+OPC of 14 or more, and at least 1 1/2 QT.

1C,1D Two types of hands

(1) Unbalanced hand, OPC 12 or more, QT+OPC 15 or more, at least 1 1/2 QT
With two five card or four card suits, bid diamonds first.

(2) Balanced hand, HCPC 15-20, a three card suit or longer. With two four card suits, bid clubs first.

2D,2H,2S Six card suit, OPC 10-11, 1 1/2 to 2 QT.

3C,3D,3H,3S Seven card suit or longer, no aces in side suits, eight points or less (mostly in suit bid).

3NT: HCPC 18 or more, seven card minor suit.

MORE DETAILED REQUIREMENTS FOR OPENER'S FIRST BID

2C: The artificial 2C bid either shows:

1. Long, strong suit (solid six, or good seven)

OPC 21 or more for major suit.

OPC 22 or more for minor suit.

2. Balanced hand with HCPC is 23 or more.

Responder should not pass this artificial bid because opener nearly has game.

2 NT: This strong bid shows a balanced distribution and 21-22 HCPC (may have five card major).

MAJOR SUIT BID (SPADES AND HEARTS)

1H or 1S: Must have a five card or longer suit

OPC 11 or more. (Almost always 12 or more)

1 1/2 QT or more.

QT + OPC must be 14 or higher.

With two five card suits, bid spades first and if not supported bid hearts.

Always make this bid in preference to a minor suit bid and 1NT

1NT: Weak 1NT bid requires a balanced hand with no five card major.

HCPC 11-14 (Almost always 12 or more points)

Even 12 points is a skinny bid, should have a few 9's or 10's

1 1/2 QT or more.

QT + HCPC must be 14 or higher.

Make this bid in preference to a minor suit opening unless you have good five card minor suit and meet the qualifications for a minor suit bid.

MINOR SUITS (CLUBS AND DIAMONDS)

Two types of hands:

UNBALANCED:

Five card or longer suit

OPC 12

1 1/2 QT or more

OPC + QT 15 or more.

With two five card suits or two four card suits, bid diamonds first then rebid 2C if you need to.

BALANCED:

Three card suit (usually 4)

Balanced distribution

HCPC 15-20.

With two four card suits, bid clubs first then either rebid 1NT or 2NT.

Reminder: Show a balanced hand as follows:

HCPC 12-14, open 1NT.

HCPC 15-20, open 1C or 1D.

Rebid 1NT, shows 15-17 points.

Rebid 2NT, shows 18-20 points.

HCPC 21-22, balanced hand, open 2NT.

HCPC 23 or greater, balanced hand, open 2C.

WEAK 2 BIDS (DIAMONDS, HEARTS, AND SPADES)

2D,2H,2S: Exactly six card suit, 1 1/2 QT to 2 QT, and OPC 9-11.

WEAK PRE-EMPTIVE BIDS

3C,3H,3D,3S: 7 card or longer suit

HCPC 8 or less, most of them in the suit bid.

No aces in side suits.

Do not bid if vulnerable nor after 3 passes.

In general it is a poor defensive hand, but one which can take 5 or 6 tricks in the suit bid.

OPENING 3NT BID (RARE)

3NT: Seven card minor suit and HCPC of 18.

DETAILED RESPONSES TO OPENER'S FIRST BID ARE KEYED AS FOLLOWS:

The partner who is making the bid is shown by the type of print as follows:

Opener's first bid is underlined.

Responder's first bid is in normal print.

Opener's second bid is in italics.

Responder's second bid is in bold print (Note: Bold print is also used to highlight different categories).

RESPONSES TO OPENER'S 1NT BID

Reminder: Opener has HCPC 12-14 and a balanced hand.

1NT ?

RESPONSES TO OPENER'S 1NT

Note: If the opponent doubles or you have passed previously, 2C is a natural bid and opener will pass.

A. WHEN THE OPPONENT PASSES.

1) 0-5 HCPC

a) 2D, 2H, 2S Bid your longest five card suit at the 2 level (Note: If you have passed previously you can also use 2C to show a five card club suit; otherwise you must bid 3C to show six or more clubs. Hopefully, you can bid something other than 3C). *Opener will pass any of these bids.*

b) 2C False Stayman bid. If you have not passed previously and you have at least three spades, three hearts, and four diamonds, bid 2C.

Opener will bid a four card major (2H or 2S), otherwise opener will bid 2D.

Responder will pass any bid made by opener.

c) If you can do neither of the above, make a 2 bid in either diamonds, hearts, or clubs (four card suit)

Opener will pass this bid.

11-12 HCPC

2NT This bid requires a balanced hand and 11 or 12 points.. Only make this bid if the opponent passes. *Opener will go to 3NT with HCPC 14, otherwise opener should pass.*

6-11 HCPC

2D,2H,2S. Bid a five card or longer suit at the 2 level (note: you must bid 3C to show six or more clubs unless you passed previously). *Opener will pass this bid.*

3C. If you have not passed previously, this bid shows six or more clubs. *Opener will pass this bid.*

Pass. With no five card suit and balanced hand, pass. *Opener will pass this bid.*

2C False Stayman bid. Make this bid if you have not passed previously, have at least three spades, three hearts, and four diamonds. *Opener bids a four card major (2H or 2S), otherwise opener bids 2D. **Responder will pass any of these bids.***

HCPC 12 or higher.

3H, 3S Requires a five card suit and 12 or more points.

Opener will bid 3NT with exactly 2 cards in your suit.

Responder will pass with five cards in suit or bid suit to appropriate level.

Opener with 3 or more cards in your suit will bid an ace in another suit or go to game.

Responder will bid major suit to appropriate level or try for slam by bidding a control in a side suit. Any bid other than in the trump suit is a slam.

try for

3NT Requires a balanced hand and HCPC 12 or more. *Opener will pass.*

2C True Stayman bid requires at least one four card major suit and HCPC of 12 or more. Note: You cannot make this bid if you have passed previously.

Opener will bid any four card major (bid hearts first with two four card suits).

If responder finds a 4/4 fit, responder bids game in the suit.

If opener bids 2H, responder has the option of bidding 2S with a four card spade suit, when there is no 4/4 fit in hearts.

3D This requires a good 6 card diamond suit and near opening bid values.

Opener will bid 3NT with stoppers in the other three suits; otherwise, the hand will play in diamonds.

5C This bid requires a good six card or longer club suit and OPC of 15 or more.

Note: *Opener will pass a 3C bid which shows less than game values in combined hands.*

Responder may choose to make a 2C bid, then either rebid clubs or diamonds to show an interest in game at 3NT. Opener will go to 3NT with appropriate stoppers, or play the game in the minor suit.

B. RESPONSES TO 1NT WHEN RIGHT HAND OPPONENT BIDS.

(1) When the opponent doubles.

1. With 12 or more points, try to make game in a 5 card or better major suit. You need 15 points or more to think about game in a minor suit.
2. With less than game values, bid any 5 card suit (opener will pass any 2 bid, including clubs).
3. With no 5 card suit and HCPC 5-11, you should pass.
4. With 4 points or less, bid your best 4 card suit at the 2 level (opener will pass any 2 bid).

(2) When opponent makes a suit bid.

PASS: With 11 HCPC or less and lacking a good 5 card or longer suit.

PASS: With 5 points or less.

With a good 5 card suit, or fair six card suit.

With 6-8 points, make a competitive bid at the 2 level if possible; otherwise pass.

With 9-11 points, make a competitive bid at the 3 level ; otherwise pass.

With 12 or more points, bid game in a major suit.

With 15 or more points, bid game in a minor suit.

RESPONSES WHEN OPENER BIDS 1S

Reminder: Partner has OPC 12-21 and 5 or more spades (may also have 5 hearts).

1S ?

Summary Of Responder's First Bids

Pass 0-5 points

A. When right hand passes and opener has three or more spades

2S 5-8 RPC, three or more spades.

- 1NT 9 RPC, three or more spades. Bid three spades with your next turn.
 3S 10-11 RPC, three or more spades.
 4S less than 8 points, five or more spades (preemptive bid).
 3C 16 or more RPC, three or more spades (asking bid used only when opponent passes).
 3D 12-13 RPC, three or more spades (only when opponent passes).
 3H 14-15 RPC, three or more spades (only when opponent passes).

B. When right hand passes and opener has two spades or less.

- 2NT 12 -15 HCPC, stoppers in unbid suits.
 3NT 16 or more HCPC, stoppers in unbid suits (only when opponent passes).
 2C,2D Either HCPC of 12 or more, or a strong six or seven card suit (seven or more points in suit).
 2H Five hearts, OPC 10 or more.
 4C,4D,4H Suit bid shows long strong independent suit with OPC of 17 or more.
 1NT All other hands with 5-11 HCPC.

C. When right hand opponent bids and player has three or more spades.

- 1) When opponent doubles.

- 3NT 13 or more points
 Redouble 11-12 points
 3S 8-10 points
 2S 4 -7 points.

- 2) When opponent makes a suit bid.

(for example when opponent bids 2C)

- 3NT 13 or more RPC
 3C 10-12 RPC (cue bid in opponent's suit)
 3S 7-9 points
 2S 4-6 points

D. When right hand opponent bids and player has two spades or less.

- 1) Bidding no trump

- 1NT 10-11 HCPC, double stopper in opponent's suit.
 2NT 12-15 HCPC, double stopper in opponent's suit, stopper in all unbid suits.
 (3NT bid reserved, see 2 above)

- 2) Bidding a new suit.

Requires 10 or more HCPC and a good six card or longer suit (usually seven cards when making a competitive bid at the three level.

- 3) Penalty double. The bid requires four or more cards in the opponents suit, support in the other two suits, and HCPC of 13 or more.

- 4) Jump bids.

3C, 3D, 3H Weak hand with a seven card suit, preemptive bid

DETAILED RESPONSES FOLLOWING OPENER'S 1S BID

A. When Right Hand Opponent Passes And Responder Has Three Or More Spades.

- 2S 5-8 RPC, three or more spades.

Opener's rebids:

1. Bid game with 20 or more points.
2. Bid a void suit with 14 or more points or a singleton suit with 15 or more points (points must be outside the suit bid other than the ace (count three points for the ace).

Responder will rebid 4S with 7 or 8 points outside the opener's short suit; else

responder will rebid 3S.

3. Bid 3S with 18 or more points. **Responder will go to game with 7 or 8 points.**

1NT Make this bid with three or more spades and exactly 9 RPC, **then bid 3S.**

Opener will bid spades to the appropriate level.

3S 10-11 RPC, at least three spades.

Opener will bid spades to the appropriate level. Note: Any suit bid by opener other than spades is showing an interest in slam and a first round control in the suit bid. Opener must have at least 19 points to initiate a try for slam.

3C 16 or greater RPC, at least three spades. Responder is asking opener to bid point count.

Opener shows point count as follows:

3D 12-13 OPC

3H 14-15 OPC

3S 16-17 OPC

3NT 18 or more OPC

Responder attempts slam when the combined count is 29 or more by bidding a first round control in a side suit (or by bidding 4NT, see page 27, 32); otherwise, responder bids 4S. Note: If responder has sufficient points but no first round controls, he or she should bid 3S to show this condition. If this not possible and the combined count is 31 or higher, responder should consider bidding a second round control. This is a false bid showing a first round control that does not exist. It should never be made with only 29 or 30 points. It is justified because it is frequently advisable to bid a small slam blind with 31 or more points (see page 35).

3D 12-13 RPC, at least three spades.

3H 14-15 RPC, at least three spades.

Following either one of these bids, opener will bid spades to the appropriate level.

2C,2D,2H With 12 or more points and only 3 spades and a balanced distribution, responder may choose to bid another suit. The object is to play the game at no trump. However, it is approximately a 50/50 proposition whether such a hand will play better at no trump rather than 4S. Should you choose to go this route and decide against a no trump game, bid 3S or 4S with your next bid to show your interest in reaching game in spades. *Opener will rebid spades to the appropriate level after you have bid the suit to show your support.*

B. When Right Hand Opponent Bids And Responder Has Three Or More Spades

1. When opponent doubles.

1S DOUBLE ?

3NT 13 or more points

Redouble 11 or more points

3S 8 or more points

2S 4 or more points

Opener bids spades to appropriate level. Note: Any bid other than spades by opener is a try for slam.

2. When opponent makes a suit bid

1S 2C* ?

- 3NT 13 or more points
- 3C 10 or more points (cue bid in opponent's suit)
- 3S 7 or more points
- 2S 4 or more points

Opener bids spades to appropriate level. Note: Any bid other than spades by opener is a try for slam.

**Similar bids following 1NT, 2D, 2H*

C. When the right hand opponent passes and responder has two spades or less.

2H 10 or more points, 5 or more hearts.

Opener's rebids:

a) *With 3 card or longer support in hearts you have several options:*

1. *With 12-13 points, bid 3H.*

a) Responder initiates slam by bidding a side suit with 18 or more points.

b) With less responder bids hearts to the appropriate level.

2. *With 14-18 points, bid 4H. Responder either bids slam direct with 17 or more points or bids 4NT asking for aces (see section under slam bidding).*

3. *With 21 or more points bid 6H (combined count at least 31).*

4. *Try for slam with 19 or more points. Jump bid in a new suit, then rebid hearts.*

Responder's rebids: Following a jump by opener bid a first round control with 12 or more points. Rebid hearts with 6 hearts.

b) *Bid 3NT with 16 or more points and stoppers in unbid suits.*

c) *Bid 2NT with 14 or more points and stoppers in unbid suits.*

d) *Bid 2S with minimal hand (12-14 points).*

2C This bid promises HCPC 12 or more and four or more clubs. However with a good 6 or 7 card suit, it can be shaded down to as little as 8 points when the points are in the suit bid.

Opener's Rebids

a) *2H: 15 or more points and a good 4 card suit or better.*

b) *3NT: 16 or more points and stoppers in unbid suits.*

c) *2NT: 12-15 points and stoppers in unbid suits.*

d) *5C: 5 clubs, RPC of 18 or more (responder may have as little as OPC 9).*

e) *4C: 4 clubs, RPC of 16 or more*

f) *3C: 4 clubs, RPC of 14 or more.*

g) *2D, 4 card suit or stopper in diamonds, 13 or more points.*

Responder bids 3NT with 13 or more points, stoppers in hearts and clubs.

Responder bids 5D (18 points), 4D (16 points), 3D (14 points) and 4 diamonds.

Responder passes with 4 card support or bids 2S with 2 card support.

h) *3S (4S) Long, strong independent suit and 18 or more points.*

Responder goes to 6 S with 2 card support and RPC of 14 or more.

Responder goes to 4S or 3NT depending on spade support and stoppers.

i) *2S, 6 card spade suit, 12 or more points.*

Responder bids 4S with 13 points and 2 card support,

Responder bids 3S with 10 points and 2 card support (opener rebids 4S with 16 points).

j) *Jump bid in a new suit, 19 or more points, uncertain as how to proceed.*

2D Analogous to responses following 2C bid as above.

3NT Stoppers in unbid suits and HCPC 19 or more (not necessarily a balanced hand). A try for slam.

2NT Stoppers in unbid suits and HCPC 13- 18 (not necessarily a balanced hand).

Opener's raises no trump to the appropriate level.

1NT All other hands with 5-11 points.

Opener's rebids

1. Long, strong, independent suit (7 or more cards) and 20 points, bid 4S.

2. Long, strong suit and 18 or more points, bid 3S.

Responder goes to game with 8 -11 points and one or more spades.

3. Balanced distribution and 18 or more points, bid 3NT.

Responder passes.

4. Good six card spade suit, bid 2S.

Responder passes.

5. Bid lowest ranking four card suit (if necessary three card suit). **Responder will bid 2S with two card spade support, pass with three card support for your second suit. Bid**

a

new suit with four cards as long as it is below 2S.

4C,4D,4H Jump bid shows 17 or more points and a long, strong independent suit. It does not show support for spades. *Since the suit is known, opener can initiate slam with 29 or more points by bidding a first round control in any side suit; otherwise, opener can stop at game.*

D. When the right hand opponent bids and responder has two spades or less.

1. BIDDING NO TRUMP

If you intend to bid no trump, you must have the opponent's suit securely stopped (2 stoppers).

In the case of 1NT, you also need 9-11 points.

To bid 2NT, you need HCPC 13 or more and 2 stoppers in opponent's suit and stoppers in all other unbid suit

2. TEN OR MORE POINTS AND A GOOD SIX CARD OR LONGER SUIT.

1S 2C 2D

To bid 2D requires a long suit (usually 6 cards) and 10 or more HCPC. It helps to have two spades

in your hand as a back up in case you end up in a spade contract.

1S 2H 3C

To bid 3C requires a long suit (usually 7 cards) and 10 or more HCPC. It helps to have 2 spades in your hand as a back up in case you end up in a spade contract.

3. PENALTY DOUBLE

1S (2C,2D,2H) double

Your double is for penalties. It requires four or more cards in the opponents suit, support in the other two suits, and HCPC of 13 or more. *Opener will usually pass this bid.*

4. LONG SUIT AND WEAK HAND (PRE-EMPTIVE BID)

Jump bids (jump in any suit except partner's and opponent's suit)

1S 2C 3D

Jump bid shows a 7 card suit, and 6 points or so (8 maximum) , mostly in diamonds. Usually no aces in a side suit.

Opener will usually pass this pre-emptive bid.

WHEN OPENER BIDS 1H

Reminder: Opener has OPC 12-21 and 5 or more hearts. Opener does not have 5 spades.

1H ?

Summary Of Responder's First Bids

PASS 0-5 points

- A. When right hand passes and responder has three or more hearts.**
- 2H 5-8 RPC, three or more hearts.
 - 1NT 9 RPC, three or more hearts. Bid 3H with your next turn.
 - 3H 10-11 RPC, three or more hearts.
 - 4H less than 8 points, five or more hearts (preemptive bid).
 - 2S 16 or more RPC, three or more hearts (asking bid use only when opponent passes).
 - 3C 12-13 RPC, three or more hearts (used only when opponent passes).
 - 3D 14-15 RPC, three or more hearts (used only when opponent passes).

B. When right hand bids and responder has three or more hearts (same as in spades).

1) When opponent doubles.

3NT 13 or more RPC

Redouble 11-12 RPC

3H 8-10 RPC

2H 4-7 RPC.

2) When opponent makes a suit bid.

(for example when opponent bids 2C)

3NT 13 or more RPC

3C 10-12 RPC (cue bid in opponent's suit)

3H 7 or more RPC

2H 4 or more RPC

C. When right hand passes and responder has two hearts or less (same as in spades).

2NT 12-15 HCPC, stoppers in unbid suits.

3NT 16 or more HCPC, stoppers in unbid suits.

2C,2D Either HCPC of 12 or more, or a strong six or seven card suit with 8 or more points in suit.

4C,4D,3S Suit bid shows long strong independent suit with OPC of 17 or more.

D. When right hand bids and responder has two hearts or less (same as in spades).

1. Requirements for responding in no trump.

1NT 10-11 HCPC, double stopper in opponent's suit.

2NT 12-15 HCPC, double stopper in opponent's suit, stopper in all unbid suits.

(3NT bid reserved, see 2 above)

2. Requirements for bidding a new suit.

Requires 10 or more points and a good 6 card or longer suit (seven card when making a competitive bid at the 3 level).

3. Penalty double of a suit bid: 1S (2C,2D,2H) double

the double is for penalties. It requires four or more cards in the opponents suit, support in the other two suits, and HCPC of 13 or more. *Opener will usually pass this bid.*

4. Requirements for a jump bid.

3C, 3D, 2S Weak hand with a 7 card suit, preemptive bid.

DETAILED RESPONSES FOLLOWING OPENER'S 1H BID

A. When right hand opponent passes and responder has three or more hearts.

2H Same as for spades (see page 9).

1NT Same as for spades (see page 9).

3H Same as for spades (see page 9).

Other bids supporting opener's hearts.

2S RPC 16 or more and three or more hearts (asking for opener's point count).

Opener responds as follows:

2NT 12-13 OPC

3C 14-15 OPC

3D 16-17 OPC

3H 18 or more OPC

Responder bids hearts to the appropriate level.

3C RPC 12-13 *Opener bids hearts to the appropriate level (see pages 2-3).*
 3D RPC 14-15 *Opener bids hearts to the appropriate level (see page 2-3).*
 2C,2D With 3 or 4 hearts and a balanced hand, responder may decide to first bid a second suit in an attempt to make game in no trump, or to support hearts with the next bid. Even with only three hearts, it is a 50/50 proposition whether or not such a line of bidding will prove fruitful.

B. When Right Hand Opponent Bids And You Have Three Or More Hearts.

1. When right hand doubles.

1H DOUBLE ?

Analogous to responses following an opening 1S bid (see page 10).

2. When right hand bids a suit.

1H 2C* ?

Analogous to responses following an opening 1S bid (see page 10).

*Similar bids following opponent 1S, INT, 2D

C. When the right hand opponent passes and responder has two hearts or less.

The bids are similar to those following an opening 1S bid (see page 11). One additional bid (1S) is possible.

1S Six or more points, 4 card suit.

Opener's rebids

a) *With support for responder's spade suit*

2S 12-14 points, either a 4 card suit or 3 card with queen or better.

3S 15-17 points, 4 card suit, 3 card with queen or better.

4S 18 or more points, 3 card with queen or better.

Responder with 5 spades and combined 31 points, initiates slam.

Responder with 4 spades and combined 33 points, initiates slam.

Responder with combined 24 or more points, bids 4S

b) *Without support for partner's spades and with 12-14 points (bids to limit the strength of the hand).*

1NT *Balanced hand, 12-14 HCPC*

Responder bids

3NT with 13 points and stoppers in unbid suits

With less than 12 points and desire to play in spades, bid 2S

With 12-17 points and a 6 card spade suit bid 3S

With 18 or more points and 6 card spade suit bid 4S

With good 2 card support in hearts, bid 3H or 4H

2H *Five card suit, 12-14 points.*

Responder with long strong spade suit, rebids spades

With less than 12 points and desire to play in spades, bid 2S. Opener will pass this bid.

With 12 or more points and needed some support in spades, bid 3S.

With 12 or more points and an independent suit.

Bid 3NT with 15 points and stoppers in unbid suits.

Bid 2NT with 13 points and stoppers in unbid suits.

Opener raises no trump to appropriate level.

c) *Without support for partner's suit and 15-17 points.*

2C (2D) *4 card suit, or stopper*

d) *Without support for partner's suit and 18 or more points.*

3H *Good 6 card suit, 18 or more points.*

2NT *balanced hand, stoppers in unbid suits (notice 3NT is not used here).*

2C, 2D

e) 20 points, long strong heart (7 card)suit, bid 4H.

2C Analogous to bids following Opener's 1S (see page 11), but in addition opener can rebid 2S.

2S: *Opener responds 2S with 15 or more points and a good 4 card suit or better.*

Responder knows opener has 5 hearts and 4 spades

With 4 card spade support and 12 or more points, bid 4S

With good 2 card heart support and 13 or more points, bid 4H

With 13 or more points, balanced hand, and stoppers in clubs and diamonds, bid 3NT.

2D Analogous to 2C above.

1NT, 2NT, 3NT (see page 11).

3S, 4C, 4D (see page 11).

D. With two hearts or less and right hand opponent bids.

BIDDING NO TRUMP (see page 11-12).

PENALTY DOUBLE (see page 12).

LONG SUIT AND WEAK HAND. (see page 12).

BIDDING A NEW SUIT (see page 12)

Reminder: When the opponent bids, you do not have to bid because opener will have the opportunity to bid again. Therefore with less than 10 points and no 6 card suit, PASS unless you can support partner, bid no trump, or make a penalty double.

RESPONSES FOLLOWING 1C OPENING BID

Reminder: The 1C promises OPC 13 and at least 5 clubs or HCPC 15 - 20.

Summary of responder's first bids.

1C ?

Summary of responder's bids when opponent passes

Pass 0-5 points

2S Artificial bid asking opener to reveal the opener's hand. This bid is made whenever responder is certain the hand will be played in clubs or no trump. Must have at least 3 clubs and 14 or more

points to make bid.

1S OPC 6 or more, 4 spades

1H OPC 6 or more, 4 hearts

2C RPC 9 or more, 4 clubs

3C RPC 8 or less, 5 clubs (pre-emptive bid)

1NT HCPC 5-8, balanced hand.

2NT HCPC 13-15, stoppers in unbid suits

3NT HCPC 16 or more, stoppers in unbid suits

2D,2H,3S Jump shift, 17 or more points and a strong, seven card suit (does not show support for clubs).

Summary of responder's bids when right hand opponent bids

Pass 0-6 points

DETAILED RESPONSES FOLLOWING OPENER'S 1C BID

A. Responses when right hand opponent passes.

Pass 0-5 points (with only 1 club or less, you should consider bidding any 5 card suit at the one level).

Opener's second bid when responder passes.

Almost always bid again if you can do so at the one level or double.

Double shows 15 or more points, 3 suit hand, with 0-2 spade, and a good 4 card heart suit.

1NT 15-17 points, double stopper in spades (opponent's suit).

2C or higher depending on length and strength of your 6 card or better suit.

With 18 or more points and you can't double or bid clubs.

Bid 2NT with double stopper in spades and balanced distribution.

Bid a new 4 card suit.

1S 5 or more points, 4 or more spades (responder's first bid).

Opener's rebid

1. With four card support for partner, or three with queen or better support.

2S 15-17 RPC (Your hand may be slightly less, but responder is expecting 15).

3S 18-19 RPC

4S 20 or more RPC

Responder rebids spades to appropriate level (responder uses OPC).

2. Without support for partner.

a) With a good club suit.

5C 20 OPC, long, strong independent suit (usually 7 or more).

4C 18-19 OPC, long, strong independent suit (6 or more)

3C 15 or more OPC, good 6 card suit.

2C 13-14 OPC, 5 clubs.

Responder's rebid

(1) With 3 club support (use RPC), raise clubs to appropriate level.

(2) Without 3 club support, 6 card or better spade suit.

6S 20 or more points, long, strong independent spade suit (7 cards)

4S 13 or more points, long, strong spade suit.

3S Good 6 or 7 card suit, 10 or more points.

2S Preference for spades, long spade suit, few points.

b) Opener without a good club suit and without a long spade suit.

1) No trump type hand.

1NT 15-17 points (stoppers not required)

Responder's rebids no trump at appropriate level with balanced hand or stoppers.

When responder cannot bid no trump

(1) With long spade suit (opener has 2 spades) Use OPC

6S Strong (nearly solid) 6 card spade suit, combined count of 31

4S Good 6 (solid 5) card spade suit, combined count of 25

3S Good 6 (solid 5) card spade suit, combined count of 23

2S Long spade suit, preference to play in spades.

(2) With 5 or more clubs (good 4) Use OPC (partner has 15 points)

To the following bids, require 2 more points with only 4 clubs

6C 5 clubs, combined 31 or more points (need 16 points)

5C 5 clubs, 27-30 points (need 12 points)

3C 5 clubs, 25-26 points (need 10 points)

(4C bid is useless here)

2C 5 (4 with unbalanced hand) or more clubs, preference to play in clubs.

2NT 18 or more points, stoppers in unbid suits.

Responder goes to game with HCPC 8 or greater.

2) 2H Opener with a good 4 card heart suit, 15 or more points

Responder's rebids (use RPC)

(1). With 4 card support (opener definitely does not have 5 hearts).

6H Combined 33 or more points. (18 or more)

4H Combined 25 or more points (10 - 17)

3H Combined 22 or more points (6-9 points)

(2). Without 4 card support.

(a) With stoppers in spades and diamonds, bid 3NT. HCPC 12 or more.

(b) With long spade suit (opener may have zero spades), bid

6S Solid 7 card suit, 18 or more OPC

4S Good 7 card (solid 6) spades, 10 or more OPC

3S Good 7 card (solid 6) spades, 8-9 points OPC

2S Preference to play in spades.

(c) With less than 10 points

Bid 3C with 4 card club support

Pass with 3 card heart support

(d) Bid a new suit if necessary

3) 2D Usually 18 or more points (good suit or just showing stopper). This bid is similar to the 2NT bid but may be unbalanced, or without stopper in hearts

Responder rebids:

(a) When bidding in NT, bid at appropriate level with appropriate stoppers.

(b) Responder with good spade suit (opener may not have 2 card spade support)

6S Strong (nearly solid) 7 card spade suit, combined count of 31

4S Good 7 (solid 6) card spade suit, combined count of 25

3S Good 7 (solid 6) card spade suit, combined count of 23

2S Long spade suit, preference to play in spades.

(c) With 5 or more diamonds (opener has 18 points)

6D 5 diamonds, combined 31 or more points

5D 5 diamonds, combined 27-30 points

3D 5 diamonds, combined 25 or more points.

Pass Preference for diamonds.

1H 6 or more points, 4 or more hearts (responder's first bid).

All responses analogous to opener's bids following responder's 1S bid as above, except opener has the opportunity of bidding 1S (responder may have 4 spades).

Opener bids 1S (requires a good 4 card suit and 15 or more HCPC).

Responder with four spades raises spades to the appropriate level.

Responder's options without four card spade support.

1. Responder bids no trump with stoppers in the unbid suits.

2. Responder raises the heart suit with a long, strong, heart suit.

3. Responder raises clubs with four card club support.

4. Responder bids two diamonds with a strong hand, interest in game, but no other appropriate bid.

1D 6 or more points, 4 or more diamonds (responder's first bid).

Opener must bid again

With 4 or more diamonds, bid diamonds to the appropriate level.

With no trump type hand.

1NT 15-17 points and balanced hand (stopper not guaranteed).

2NT 18 or more points and stoppers in unbid suits.

With good club suit

3C with 18 or more points.

2C with 13 or more points

2S Artificial bid made with 5 or more clubs and OPC of 14 or more, or with balanced hand and HCPC of 14 or more (best to have at least 3 clubs to make this bid). This bid guarantees game in clubs or no trump.

Opener's responses

2NT 15-17 HCPC, balanced hand

3C less than 15 OPC, five or more clubs.

3D 15-17 OPC, five or more clubs.

3H 18 or higher OPC, five or more clubs.

3NT 18 or higher HCPC, less than five clubs.

Responder

Initiates slam in clubs (combined point count 29 or higher and combined eight or more clubs) by bidding a first round control in any suit other than clubs. Responder uses RPC.

Bids game in clubs with combined 27 or more points and eight or more clubs.

Bids 7NT when combined HCPC is 37 or higher.

Bids 6NT with combined HCPC of 33-36.

Bids 3NT if preferred to 5C.

2D,2H,3S (jump shift) 17 or more points, and a long, strong suit in diamonds, hearts or spades with club support.

Opener shows point count as follow (responder knows suit, opener doesn't)

1 bid above responder shows 13-14 points

1 jump bid 15-17 points

2 level jump 18 or more points.

Responder bids suit at appropriate level

B. Responses to opener's 1C bid when right hand opponent bids.

1. Show a major suit if possible.

1C (opponent bids 1H)

1S Shows a 5 card spade suit and seven or more points.

Opener raises spades to appropriate level with 3 card spade support.

Double Shows a 4 card spade suit and seven or more points.

Opener raises spades to appropriate level with 4 card spade support.

1C (opponent bids 1D)

Double Shows a four card spade suit and a four card heart suit and seven or more points.

Opener with four card support raises spades or hearts to appropriate level with 4 card support.

1H Four card suit, seven or more points (can't double without support for both).

Opener with four card heart suit raises hearts to appropriate level.

1S Four card suit, seven or more points (can't double without support for both).

Opener with four card spade suit raises spades to appropriate level.

1C (opponent bids 1S)

2H Shows a five card heart suit and 10 or more points.

Opener raises hearts to appropriate level with three card heart support.

Double Shows a four card heart suit and 10 or more points.

Opener raises hearts to appropriate level with four card heart support.

2. Making a penalty double when opponent makes a jump bid.

- 1C (2H or higher) Double
Opponent made a jump bid, this double is for penalties. Requires four or more cards in opponents suit and HCPC 10 or higher.

3. Bidding no trump.

- 2NT, 3NT are the same except it requires a double stopper in the opponent's suit
1NT requires double stopper in opponent's suit and 10 or more points

4. Supporting partner's club suit.

The support of partner's club suit does not change when the opponent bids except the 2S bid is not an artificial bid showing club support.

- 3C Shows at least five clubs and eight points or less.
2C Shows at least four clubs and nine or more points.
4C Shows at least four clubs and RPC of 12 or more.
5C Shows at least four clubs and RPC of 14 or more.

WHEN OPENER BIDS 1D

1D ?

Summary of responder's first bid

The responses are the same as following opener's 1C bid. However there is one other possible sequence of bids.

1D 1H,1S
2C?

The 2C bid shows a two suit hand with at least four cards in each suit. The hand is likely unbalanced otherwise opener would have rebid 1NT.

Responder has the opportunity of supporting either minor suit with at least four cards in the suit, raising the major suit with a good six card suit, or bidding no trump with stoppers in the unbid suits.

WHEN OPENER BIDS 2C

Strong, forcing artificial bid.

2C ?

Summary of responder's first bids

2D Bust hand, less than 7 points.
2H,2S,3C,3D Five card suit, OPC 8 or more.

3NT HCPC 10 or more.
2NT HCPC 7-9

Opener can choose to support partner's suit, bid no trump, or bid his/her own long strong suit.

WHEN OPENER BIDS 2NT

Opener's bid shows a balanced hand with 21-22 points.

2NT ?

Summary of responder's first bids

7NT Combined HCPC 37 or higher.
5NT Combined HCPC 36
6NT Combined HCPC 33-35
4NT Combined HCPC 32

3NT Balanced hand and combined HCPC 24-31.

Bid a small slam with a good six card suit and OPC of 10 or higher.

4H, 4S, 5C, 5D six card suit, OPC 8 or higher
3S, 3H, 3D five card suit, OPC of 6 or higher.
3C Artificial bid showing four card spade suit and four card heart suit.
3NT HCPC 7 or higher.

Section B:

TERRY'S METHODS OF BIDDING SLAM

The following data establishes the exact combined point count one should use to initiate slam in a suit. A bidding system is presented to more clearly communicate point count, trump holdings, and first and second round controls. This information allows the players to determine with precision whether to stop at game or continue on to slam. While this system is not a perfect answer to all the dilemmas associated with high hands, it does solve some of the stickiest problems.

The system increases the probability of bidding and making slam over most if not all currently used systems. According to some authors, players go down almost 50% of the time if they attempt a slam bid. With this system there is approximately a 75% chance of success. Since there is very little guess work involved, it relieves the player from the anxiety created when trying to decide whether to attempt a slam. Finally, although the system increases the number of artificial bids, the rules are simple and easy to apply. The bidding system will become routine in just a few days with the help of *Let's Play Bridge*.

COMBINED POINT COUNTS USED

The system presented here, as in *Let's Play Bridge*, uses OPC plus RPC to arrive at a combined point count (see page 1). The person with the hand most likely to have five or more trumps uses OPC

and the other person uses RPC. If you get careless and both use RPC, you will find that you are overbidding. You need approximately three additional points to both use RPC. But even this guide does not always work. There will be some hands where the partners have few or no cards in the same suit. In this case if both people use RPC too many points will be allowed for distribution. Therefore it is best to always use OPC + RPC.

NOTE: If you evaluate your hand by using three points for a void, two for a singleton, and one for a doubleton, and you use this for both opener and responder, you should require one or two additional points.

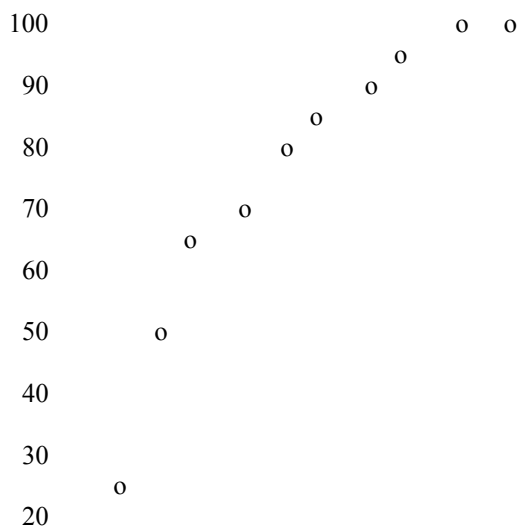
MAJOR CONTROLS EXAMINED

The bidding system to be presented is able to determine the number of the top three cards in trumps in the combined hands, and whether the combined hands have first round control (including both voids and aces) in all side suits, or in the case where one side suit lacks first round control, whether this suit has a second round control (a singleton, or protected king). For the following analysis the ace, king, and queen of trumps each count as a major control. If a side suit has either a void or an ace, it has no major controls missing in that suit. If it has neither the ace nor king and at least 2 cards in each suit, it is missing 2 or more major controls in that suit. If it is missing the ace but has a singleton or protected king in either hand, it is missing one major control in the suit.

PROBABILITY OF MAKING SLAM IN RELATION TO COMBINED POINT COUNTS

Probability of making a small slam

By using the computer to generate several hundred hands with the combined point counts desired and the number of missing controls desired, it was possible to construct the graphs shown in figures 1, 2, and 3.



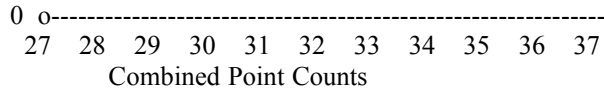


Figure 1: The percentage of slams made for the combined point counts shown when there are less than two missing controls (analysis of 300 games).

Figure 1 is comprised of hands with 1 missing control or less. It shows that a combined point count of 28 yields a small slam about 22 percent of the time, and a combined point count of 29 about 50 percent of the time. The curve continues to rise rapidly until at a combined point count of 35, a small slam is achieved about 96 percent of the time.

Probability of making a grand slam

Figure 2 is comprised of hands with zero controls missing. When the combined point count is less than 30 the probability of making a grand slam is essentially zero. At 30 it is 12%, at 33, 46 %, and at 34 it is 63 %.

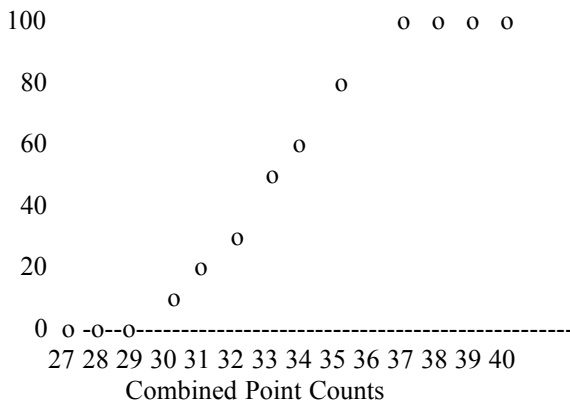


Figure 2: Percentage of grand slams made for the combined point counts shown when the number of missing controls is zero.

The probability of making a 4 or 5 bid

The percent of successes for 4 and 5 bids are shown in the following figure 3.

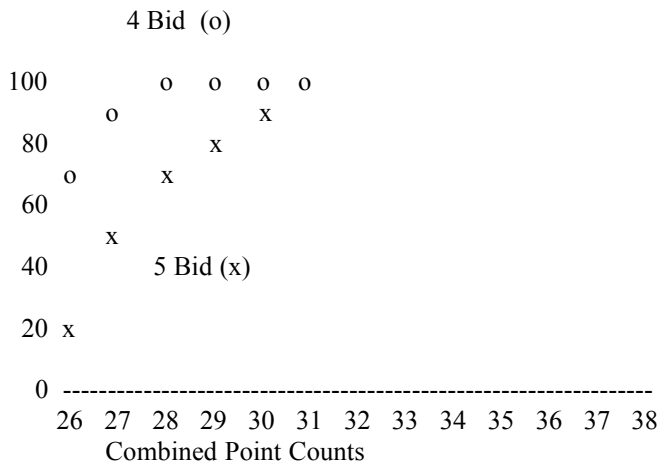


Figure 3: Percentage of 4 bids and 5 bids made for the combined point counts shown. With 27 points, a 5 bid is made about 50% of the time; 28 points, 68%; 29 points, 77%; 30 points, 84%; 31, 96%. With 26 points, a 4 bid is made about 70% of the time; 27 points, 90%; 28 points, 68%; 29, 100%

COMPARISON OF THE AVERAGE YIELD IN GAME POINTS WHEN PLAYING DUPLICATE BRIDGE

To determine the lowest possible combined point count needed to try for a slam, the average yield in game points for different combined point counts was determined. The average yield is calculated by multiplying the probability of making game by the number of points a game makes when successfully bid and played, then subtracting the penalty points adjusted for the probability of having penalty points. An example of the calculations is as follow:

Methods of calculating points yielded

In duplicate bridge, if not vulnerable, a grand slam in a major suit bid and made will yield 1510 points, a small slam 980 points (plus 30 more if 13 tricks are taken), and game at the four level 420 points (plus 30 more for each overtrick). Using these figures we can calculate the average yield for various combined point counts. The following are the calculations for a combined point count of 29. Using figures 1, 2 and 3, we can see that the probability of making a small slam with a combined point count of 29 is about 50 percent, a grand slam zero, a 4 bid 100 percent, and a 5 bid about 77 percent. Thus if we bid and make a 4 bid, there is a probability of making one overtrick 77 percent of the time and two overtricks 50 percent of the time. Thus the average yield if we make a 4 bid in a major suit is 100 percent of 420 (300+120) plus 77 percent of 30 probability of making one overtrick) and 50 percent of 30 (probability of making the second overtrick). If we add these three values together we arrive at the average yield for this bid when the combined count is 29 (420 + 23 + 15 = 458). A small slam in a major suit for the same combined point count is arrived at by taking 50 percent of 980 which yields a value of 490 (a grand slam is too remote to consider so there is no adjustment for an extra trick when bidding a small slam with a combined point count of 29). This value must be adjusted by subtracting the average loss due to penalty tricks since there is a 50 percent chance of failure when bidding slam with a combined 29 points. Because there is a 77 percent chance of making eleven tricks and 100 percent chance of making 4 tricks, there is a 23 percent chance of going down two tricks and 27 percent chance of going down one trick. When not vulnerable the penalty will average 36 points total (.23(100) + .27(50)). Thus the average yield for bidding a small slam with 29 combined points is 454 (490-36), and in comparison the average yield for a 4 bid is 458 points. By repeating this same procedure for each of the bids we can arrive at the values found in figures 4, 5 and 6. It is important to note that the

relationship between bids and average yield changes little if the partnership is vulnerable. The lowest combined point count that gives a higher yield when bid as a small slam remains the same.

Comparison of duplicate points made for small slam and a 4 bid in a major suit

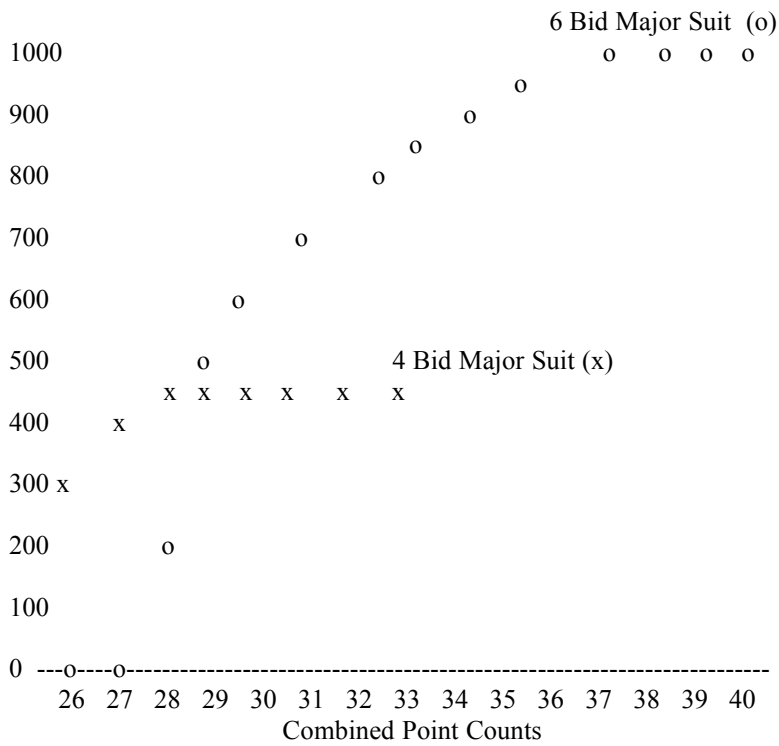


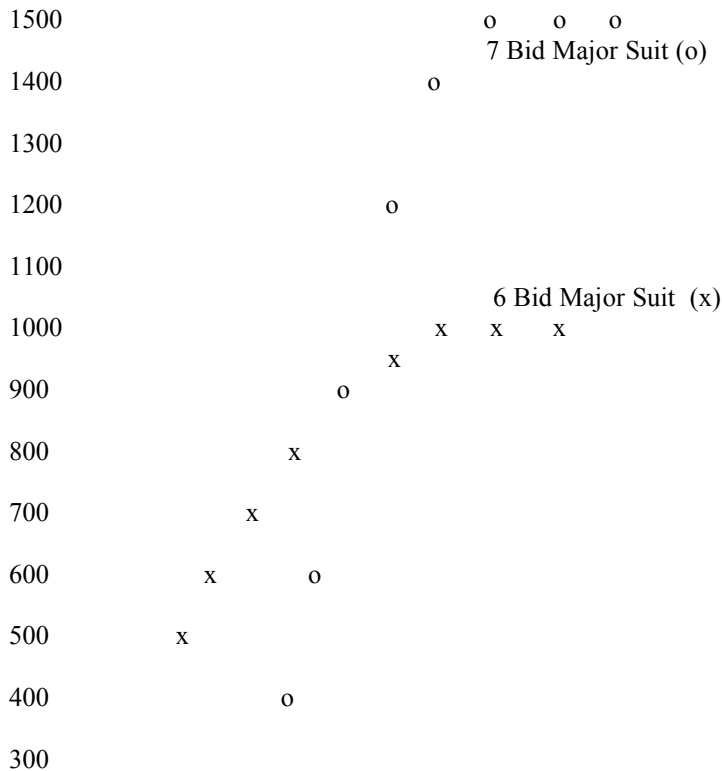
Figure 4: The average yield in points for a small slam in a major suit are compared to the average yield in points for game at the 4 level for the combined point counts shown. At combined counts of 29, a small

slam bid will average 490 points and a 4 bid, 420 points; at 30 points, the values are 582 verses 420.

In figure 4 we can see that the average yield for a small slam in a major suit is considerably less than the average yield for a 4 bid in a major suit for all combined point counts below 29. Obviously you should never attempt slam with a combined count of 28 or less. Also it appears there is no real advantage of bidding a small slam with a combined point count of exactly 29 unless there is good reason to believe that the combined count might be 30 or more. For this reason it is important for the partnership to be able to determine the exact value of the combined point counts and to use the value of 29 as the rock hard minimum to investigate slam. If you examine all hands with eight or more trumps and exactly 30 combined point counts, you will be missing two or more controls about fifty percent of the time. For this reason it is absolutely necessary to check for major controls when attempting slam with 29 or 30 points.

Comparison of points made when bid as grand slam verses small slam

The same reasoning can be applied to making a grand slam. In this case the number of major controls missing is most ideally zero (including the ace, king, and queen of trumps).



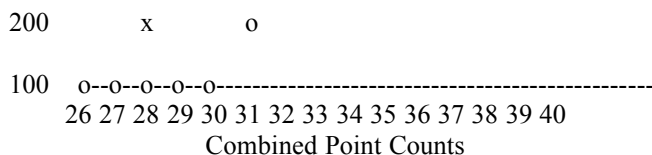


Figure 5: The average yield in points for a grand slam are compared to the average yield in points for a small slam for the combined point counts shown. All hands had zero major controls missing. At a combined count of 34, they are nearly the same, but at 35, the values are 1193 for a grand slam and 965 for a small slam.

In order to arrive at the combined points which will make the odds favorable for bidding a grand slam, several hundred hands were examined with no missing major controls. The curve showing the probability of taking all thirteen tricks is shown in figure 5. These data suggest that you do not gain a strong advantage bidding a grand slam until the combined point count reaches 35 and that the break even point is about 34.

Of course there are other considerations in bidding a grand slam other than sheer point count. Sometimes a player has a long strong second suit with 3 or 4 top cards which should prompt him or her to bid a grand slam when all the major controls are accounted for. Also if either player of the partnership recognizes that the only missing control is the king or queen of trumps and that the partnership has a sufficient number of trumps between them to ensure favorable odds for catching the missing card, then the partnership can risk bidding a grand slam.

GROUND RULES FOR BIDDING SLAM IN A MAJOR SUIT

When bidding slam with low combined point counts it is absolutely necessary to determine the number of major missing controls. To accomplish this goal, the following rules were adopted.

1. The trump suit must be agreed upon before the bidding reaches the level of four, otherwise there are insufficient bids remaining to explore controls in the side suits.
2. Once the trump suit is agreed upon any bid in a side suit signifies:
 - a. Sufficient strength in the combined hands to attempt at least six hearts or six spades (combined point count of at least 29 and with hope of more).
 - b. First round control in the suit bid (either an ace or a void).
3. The top cards in the trump suit are ignored when bidding first round controls. This does not lead to any problems because the bidding pair has lots of trumps and the odds are excellent that they have at least two top cards in trumps. Secondly, the system has a way of determining the strength in trumps and a means of stopping the bid if there are insufficient controls in the trump suit.
4. When the trump suit is agreed upon below the level of four, any bid of 4 NT is asking for the number of top three cards in the trump suit. Also it informs partner that sufficient controls are present in the three side suits to make at least six hearts or six spades provided the trump suit is solid.

The possible responses to 4 NT when the trump suit is agreed upon before the bidding reaches the level of four is as follows:

With zero top trumps	bid 5 clubs
only one top trump	bid 5 diamonds
any two top trumps	bid 5 hearts

AKQ of trumps bid 5 spades

5. A bid of 5 NT shows first round control in all three side suits and all three top cards in the trump suit, but the bidder has neither the additional overall strength, nor the length and strength in a side suit to bid a grand slam. He is asking partner to bid seven in the trump suit if he can and if not to bid six.
6. A bid of five of trumps tells partner that two or more major controls are missing. Partner cannot bid higher.
7. A bid of six of trumps tells partner that one suit is only protected by a second round control or that something is amiss in the trump suit. Under most circumstances partner must end the bidding at this point.
8. If the trump suit is not agreed upon until the four level, then the 4NT bid is asking for aces in the conventional sense. Since this is a much less accurate method of arriving at slam, it is recommended that the partners have a higher combined point count to attempt slam. This will be discussed shortly.

Using this system, which excludes all games with combined point counts of less than 29 and all combined hands with 2 or more missing controls, the player has approximately a 75 percent chance of making a slam bid. About one game in 45 will produce conditions which will enable one of the pairs to bid slam. Note: These estimates include those games with combined point counts of 31 or more where there is only a partial check, or no check, of controls, and combined point counts of 33 or more and 4/4 fits.

The reason this bidding system works as efficiently as it does is because it addresses the three most fundamental aspects of bidding slam: The overall strength of the two hands, controls in the side suits, and the strength in the trump suit. Furthermore it always leaves an out at the 4 or 5 level in case of insufficient points or in case controls are missing.

SUPPORTING BIDS IN A MAJOR SUIT

My computer program uses the weak 1NT bidding system which I have altered to accommodate methods of exploring slam. What we are interested in here are supporting bids that will allow us to determine the combined point count. All require three card support in trumps. These supporting bids can easily fit into other bidding systems. The justification for using three trumps as a basis for direct, immediate support of partner's hand is discussed in some detail later in this paper.

SUPPORTING BIDS IN SPADES

The following bids are used only if there has been no intervention. Opener is expected to have OPC of 12 or more and five or more spades. Responder must have at least three card spade support.

When The Opponent Does Not Bid

Opener's Bid	Responder's Bid	Responder's Point Count
1S	2S	6-8 points
	1NT	9 points (player has choice of rebidding as 2S or 3S, the computer always rebids it as 3S.)
	3S	10-11(12) points
	3C	16 or more points (asking bid).
	3D	12-13 points
	3H	14-15 points

When responder makes one of the supporting bids, opener merely needs to add his or her OPC to responder's count and bid accordingly. If the combined count is 29 or more, opener initiates a try for

slam by bidding a first round control in his lowest ranking side suit. If it is less than 29 points, opener makes a try for game by bidding 4S. Responder knows immediately the lowest, minimum OPC in opener's hand if opener bids a side suit. Should either player bid 4NT, then he or she is asking for the number of top three cards in trumps since the trump suit was established below the four level.

The artificial 3C bid is asking partner to clarify his/her point count. The opening bidder responds as follows:

3D	12-13 points
3H	14-15 points
3S	16-17 points
3NT	18 or more points

The need to bid three clubs or three diamonds in a conventional sense is rare. For example only 1 in 4000 hands (computer generated) will produce a hand with sufficient overall strength and sufficient length and strength in clubs to make a natural bid of three clubs. Thus much is gained and very little is lost if 3 clubs is used as a supporting bid.

		When The Opponent Bids	
1S	2C	3NT	13 or more RPC
		3C	10-12 RPC (cue bid in opponent's suit)
		3S	7-9 points
		2S	4-6 points

Other Supporting Bids In Spades

1C (1D)	1S(6 OPC, 4 or more spades)
2S (RPC, 14-17, 4 or more spades)	
3S (RPC, 18-21, 4 or more spades)	
4S(RPC, 22 or more, 4 or more spades)	

1C(1D)	1H
1S (OPC, about 14)	2S (RPC, 6-9)
(4 spades)	3S (RPC, 10-11)
	4S (RPC, 12 +)

Note, in the last two situations the partnership frequently find themselves with each having only four spades. It is more difficult to make game or slam with a four/four fit than with a five/five or five/four split. See discussion on trump distribution later in this paper.

Possible Confusing Bid

1S	2H
3S	4H

The jump to 3S shows a long, strong spade suit. If responder wants to bid game, he or she is forced to bid 4S, not 4H. A 4H bid initiates a try for slam. It shows sufficient points to make slam, first round control in hearts, none in clubs, and none in diamonds. This is not an exception to the rule.

SUPPORTING BIDS IN HEARTS

Unfortunately it is not possible to have the supporting bids for hearts exactly the same as for spades. There is insufficient room above 2NT to explore for first round controls in all the side suits before that all important bid of 4H. There would be no way to determine whether there is a first round control in spades once the 3S bid is passed. As mentioned previously, the justification for using three trumps as a basis for direct, immediate support of partner's hand is discussed in some detail under trump distribution towards the end of this article.

When The Opponent Does Not Bid (All require 3 heart or better support)

Opener's Bid	Responder's Bids	Responder's Point Count
1H	2H	6-8 points
	1NT	9 points, then either rebid 2H or 3H (computer bids 3H)
	3H	10-11 points
	3C	12-13 points
	3D	14-15 points
	2S	16 or more points (asking bid).

For this reason 2S is used to show 16 or more points and to ask opener for his or her point count. Notice there is still a two point spread for each of the other two possible supporting bids. When responder uses the 2S bid, the opening bidder responds as follows:

2NT	12-13 points
3C	14-15 points
3D	16-17 points
3H	18 or more points

When The Opponent Bids (all supporting bids show 3 or more hearts)

1H 2C	3NT	13 or more RPC
	3C	10-12 RPC (cue bid in opponent's suit)
	3H	7-9 points
	2H	4-6 points

Other Supporting Bids in Hearts

1C (1D)	1H(6, OPC and 4 or more hearts)
2H (RPC, 14-17, and 4 or more hearts)	
3H (RPC, 18-21, and 4 or more hearts)	
4H (RPC, 22 or more, and 4 or more hearts)	

The bidder should always keep in mind that four/four distributions as occur in the last sequences produce fewer tricks per combined point count than either five/four or five/three distributions. Read discussion on distribution and its affect on making slam, which are presented later in this paper.

Possible Confusing Bids

1H 1S
3H

The jump in hearts is only made with a long strong suit and at least OPC of 18. Responder has the following options:

1. Any no-trump bid is a try for game in no-trump.
2. 3S, 4C, 4D show at least some support in hearts (1 or 2 cards), RPC in hearts of 11 or more, and first round control in the suit bid. 3S is not showing a desire to play in spades.
3. 4S is a game bid. It is not showing a first round control.

BIDDING SLAM IN A MINOR SUIT

The rules for bidding slam in minor suit are identical to bidding slam in a major suit with one very important exception: The artificial bid of 4S replaces the bid of 4NT to ask for the number of top trumps in partner's hand. If 4NT is used as an asking bid when investigating slam in clubs or diamonds,

you can be sure that trumps was not decided upon until the bidding reached the 4 level. The purpose of the asking 4NT bid as used in *Let's Play Bridge* is to determine the number of aces held by partner. This bid is rarely used. Because 4S is asking for the number of top trumps, it cannot be used to show first round control in spades. This at times causes some minor problems, but for the most part 3S is usually available to show first round control in the suit.

The relationship between a minor suit slam and bidding game at the five level in a minor suit is shown in figure 6. These data suggest that the combined point count of 29 should be used as the lowest guaranteed combined count to begin exploring slam in a minor suit. If you have the mental strength to go down 78 percent of the time, then you might attempt a small slam in a minor suit when the combined point count might be as low as 28. Otherwise you had best forget it.

Now that we have a basic understanding of the over all strength needed to make slam, we can examine a bidding system which will give us the information necessary to make an intelligent decision.

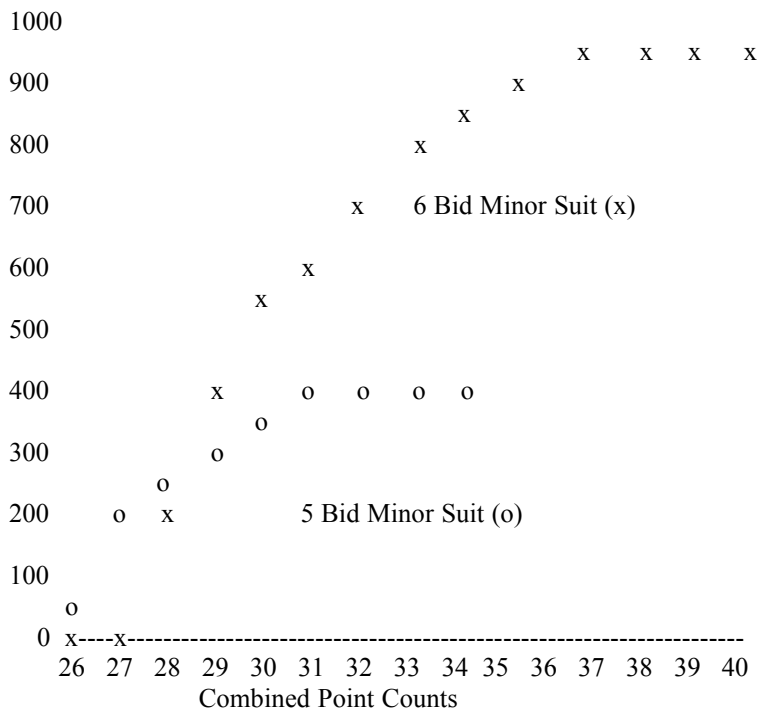


Figure 6: The average yield in points for a small slam in a minor suit are compared to the average yield in points for a game at the 5 level in a minor suit for the combined point counts shown. As can be seen you are better off making a 5 bid rather than a 6 bid in a minor with 28 points, but should make a 6 bid rather than a 5 bid at 29 points providing there is only one missing major control.

In the weak 1NT bidding system, the opening bid of 1C or 1D usually indicates four or more cards (can be three) in the suit bid. If it is a balanced hand it has a HCPC of 15 or more, and if unbalanced it has an opening point count of 13 or more depending somewhat on the number of quick tricks. Other bidding systems sometimes use a completely artificial opening 1C bid, its meaning depending on the bidding partners. Obviously some adjustments would have to be made when the opening bid was in clubs to use this system. The following discussion will deal entirely with the first situation where the 1C and 1D bids are at least partly natural. Namely, there must be at least 3 cards in the suit bid, and usually 4. *Let's Play Bridge* requires that the suit must have at least one stopper. The responder's supporting bids for a minor suit (clubs in this case) are as follows:

- 2S Artificial asking bid (no intervening bid) the 2S bid is forcing to game.
- 2C At least 4 clubs and 8 points
- 3C At least 5 clubs, a preemptive bid

When responder uses the 2S bid, he or she should be certain that the hand will either play in no trump or opener's minor suit. Some possible types of hands are as follows:

1. Any hand with a HCPC 18 or greater, no 5 card major.
2. Any hand with at least 5 clubs and responder's point count of 18 or more.
3. Any hand with at least 5 clubs, no five card major suit and a responder's point count of 14 or more.

The 2S bid asks the opening bidder to clarify his/her hand. Opener must respond as follows:

2NT	HCPC 15-17, balanced hand
3C	OPC less than 15, at least 5 clubs
3D	OPC 15-17, at least 5 clubs
3H	OPC 18 or more, at least 5 clubs
3NT	HCPC 18 or more, balanced hand

With this information, the responder has an easy time deciding what direction to take the bidding. If the responder bids 3C, 3D, or 3H, and the responder has at least 3 clubs, the responder will no doubt initiate slam in clubs by bidding his/her lowest side suit with first round control if the combined point count is at least 29. If the opener bids 2NT or 3NT, responder has the following options:

1C	2S (must carry on to game)
2NT (3NT)	7NT Combined HCPC 37 +
	6NT Combined HCPC 33 - 36
	3NT Balanced distribution

3bid in a suit shows first round control in suit, 5 clubs, and an opener's point count that when combined with partner's HCPC will make at least 29 points. This shows an interest in slam.

5C	5 clubs and requirements for 2S bid.
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Diamonds are treated in an identical manner.

When bidding no trump, the partnership should have 33 to 36 points to bid a small slam, and 37 or more to bid a grand slam.

Possible Confusing Bids--An exception that should be agreed upon by the partnership. Notice how the jump bid in the minor suit tends to lock in the trump suit (namely, who jumps first) except when the responder in this case jumps to a 4 bid in a major suit.

1C	1S		1C	1H
3C	3S?	also	3C	3H?
	4S?			4H?

The 3C bid by opener shows a long strong suit in clubs and an interest in game or slam in this suit. It probably denies 4 card support in spades. Partner's 3S response is a cue bid showing first round control in spades and an interest in slam in clubs. However, the 4S bid in this situation is a game bid in spades. This is the only exception noted by the author. The 4S bid is not asking for the number of top clubs. Any good rule has to have at least one exception. In the case of hearts, the 3H bid is showing a first round control in hearts and an interest in slam in clubs. The 4H bid, however, is game bid in hearts.

THE 4NT BID IN SUMMARY

When bidding in a major suit, and the final bid in the trump suit is at the 4 level or higher (4S or 4H), then 4NT is asking for the number of aces in partner's hand. If trumps is determined at the 3 level or lower, then the 4NT bid is asking for the top three cards in the trump suit.

When bidding in a minor suit, the 4NT bid is always asking for the number of aces in partner's hand.

THE 5NT BID IN SUMMARY

When bidding any suit, the 5NT bid informs partner that every major control is in place to make a 7 bid, but the player has insufficient points and/or unfavorable distribution to make a grand slam bid. Partner is asked to either bid a grand slam or small slam depending on strength of the hand.

THE 4S BID IN SUMMARY

When clubs or diamonds has been agreed upon as the trump suit below the level of four, the 4S bid is asking for the number of top three trumps in partner's hand. See the exception noted above.

TRUMP DISTRIBUTION

The following is a discussion of how the distribution of trumps affects the final outcome of the game.

Five/four distributions verses five/three.

When bidding with a combined 29 or more points, it is not particularly important whether the responder has three trumps in support or more than three trumps. The results of over 300 games shows that each situation has approximately the same likelihood of being successful if one point is deducted from the hand with only three trumps. If you do not attempt slam with three trumps, you will miss more than half of all possible slams.

Perhaps when responder has only three trumps, it is more likely that opener will have six trumps which is a distinct advantage. Perhaps, too, the additional card in the other suits has some small advantage.

Bidding game with only three trump support:

A second very important question is this: How do 4 bids in a major suit compare with 3NT when responder has only three trumps for support?

The situation with 1H 3C and 1S 3D. In either case, responder is only promising three card support for opener's major suit and responder's point count of 12-13. Assuming that responder has the type of hand to bid 3C in the Let's Play Bridge system, this same type of hand in standard bidding would be handled as follows:

1H 2C (2D)
2H 3H
4H

The 2H bid shows a minimum hand with 5 hearts. The 3H bid shows 3 hearts with 12 points in support. This bid is forcing to game. Another possibility is

1H 2C
2H 2NT
3NT

The 2NT bid shows a high card point count of 12 to 13, and stoppers in clubs, diamonds, and spades. Opener is forced to bid game. It should be noted that in the large majority of cases, when the bidding proceeds in this system as 1S 3D or 1H 3C, that the responder's hand is unbalanced with HCPC less than 12. Thus it is unlikely that responder would ever bid 2NT. Finally in the five games I encountered where responder had a HCPC of 13, balanced distribution, and stoppers in all three side suits, in every case, the partnership would have made more points bidding 4H than 3NT. There are other bidding situations that might end in either 4H or 3NT, but they are less likely, and just as futile. In short, there is no justification for first bidding a side suit and then showing support, or switching to no-trump because of a balanced distribution with appropriate stoppers. It is my contention that the partnership is better off showing trump support and almost exact point count by either bidding 1H 3C or 1S 3D rather than making a side suit bid. Finally on rare occasions, the opener may have a great hand and be able to

initiate slam immediately. This could easily be lost if opener was unaware of responder's exact point count and trump support.

The situation following 1H 3D and 1S 3H. Again responder is showing three card support for opener's major suit, but in this case he or she is promising a responder's point count of 14-15. The partnership is guaranteed a minimum of 26 points. If the 1S 3H sequence (where responder only has 3 spades) was bid in a conventional sense, the bidding would likely go as follow:

1S 2C (2D)
2S 3S
4S

As before the 2S bid shows a basic hand with 12-13 points. This is by far the most likely sequence of bids. What if responder bids a side suit showing a better than minimum hand? In this situation they probably will make a final bid of 4S anyway. In the meantime they may have missed a lucrative bid at 6S. It is the rare hand that eventually ends with a bid of 3NT. And if it does, it usually makes fewer points than a 4 bid in the major suit. In other words there is no advantage to distinguishing between hands with three card support and four card support in a major suit if the opening bidder guarantees at least five cards in the major suit. The best method is to immediately communicate the trump support and pinpoint the nearly exact point count in responder's hand.

Four/Four fits.

Trumps are often found in four/four fits when the partners attempt to make game in a major suit after an opening bid either in clubs or diamonds. Responder makes a bid in the major suit hoping, for the most part, to make game in the major suit with a four/four fit in trumps. Four/four fits when bid to slam do not fare nearly as well and five/four and five/three fits. I programmed the computer to find hands with point counts above 28 with a four/four fit in trumps. The results are as follows:

Combined Point Count	Percent success Bidding small slam
29-32	27
33	42
34	61
35-40	

There were only 50 games involved but it convinced me not to attempt slam with four/four in trumps unless the partnership has an absolute minimum of 33 points. Obviously even 33 looks dismal, but hope springs eternal, and it just may be that your partner has that extra point or two.

One bidding sequence that often produces four/four fits is the following.

South	North
1C	1H
2H	
3H	
4H	

The minor suit can either be clubs or diamonds and the major suit can either be hearts or spades.

Notice in the above example that North who bids hearts first is the player more likely to have five hearts. With 5 hearts opener would probably have opened with 1H rather than 1C. North in this situation should use OPC and South should use RPC. If North has only four trumps, he or she should attempt slam only if the combined point count is at least 33 (hopefully more). However, with five trumps, North should attempt slam with a combined count of 29 or more. In either case, South must

assume that partner has just enough points to make a combined 29 (i.e., partner has five or more trumps) when trying to decide whether a grand slam is in view.

One situation where this is not so easily resolved occurs as follows:

South	North
1C (1D)	1H
1S	2S
3S	
4S	

South knows North's approximate point count, but not the number of spades. It might be four or five if the partnership tends to bid hearts first with a five/five fit in hearts and spades. However, the likelihood is that North has only four spades which means that South had better stop at game (4S bid) unless he or she is certain that the partnership has a combined count of 33 or more.

Six/two fits

I did not attempt to study this situation directly, but my observations suggest that six/two fits work out satisfactorily if there is a good six card suit.

FLYING BLIND

There are many bidding sequences that might yield a small slam, or even a grand slam, but there isn't always the bidding room to check for major controls. For example, with some hands and some bidding sequences, the bidder is essentially forced to bid 6C, for example, without being able to check for any controls whatsoever. What is the lowest combined point count where this will pay dividends? After doing some preliminary examination of hands, it appeared that a combined point count of 30 or lower is out of the question. The frequency of hands with two or more major controls missing is more than 50 percent. However, there is justification for using 31 as the lowest possible combined point count.

I examined 100 hands with eight or more trumps and a combined count of exactly 31. Any old hand with these two qualifications was included. Forty nine of these appeared to be of the type to make a small slam. When playing duplicate bridge, the average yield in points from these hands is about 489. Since the expected yield for a 4 bid in a major suit is 459, you are slightly better off to try for slam if the point count is 31 or more and you do not check for controls. When you do try for slam flying completely blind with 31 points, you will go down about half of the time. Of course every point above the rock bottom 31 will increase your odds considerably. I examined 100 hands with a combined count of thirty-two and sixty-four percent appeared to be of the type to make game. These data are compared in Table 2 to those obtained using a complete check by the **Let's Play Bridge** system.

Table 2: Percent Success For Bidding And Making A Small Slam Compared For Complete Check of Controls Verses No Check.

Combined Count	Percent Success	
	Complete Check	No Check
29	50	
30	64	
31	73	50
32	79	64

If you use 4NT as your only means of checking for controls, you are better off to use a combined point count of 31 as the lowest value to initiate slam. Even if you check for side suit controls by cue bidding, you should require a minimum of 31 points to initiate a try for slam unless you are able to check for the top three cards in the trump suit.

BE A WINNER, BUY *LET'S PLAY BRIDGE*

This brief discussion can't show the many benefits of using this system. If you want to see it in action, where you can study it, and observe the ease and utility of the system, then you must complete the purchase of *Let's Play Bridge for only US\$39.95*. *Let's Play Bridge* allows you to request the kinds of hands you will be interested in: Slam type hands, game or better, final contracts, and even a sequence of bids. You will be impressed with the bidding system, and it will make it possible for you to win more games with greater ease. If you haven't already done so make that call and get a fully functioning *Let's Play Bridge* computer program. 1-702-882-6448.

Section C:

LET'S PLAY BRIDGE USERS MANUAL

BIDDING

How can I select my bidding system?

The current version of Let's Play Bridge (97.2 or higher) has three complete offensive bidding systems and one defensive bidding system. You can select the offensive bidding system you prefer for each team by going to BidSys top of screen, left side.

How do I bid the game?

a. There are two methods available to start the bidding process once the cards have been dealt.

1. Go to Deal at top of screen, select You Bid which causes the bid box to show on the screen.
2. If the decal labeled **ybid** is showing on the screen, you can click this prompt and the computer will display the bid box which will allow you to bid.

b. Once you have started the bidding process, there are two methods of choosing your bid.

1. You can use the bid box to find the bid you want by selecting the arrows to change the bid by one or using the numbers to raise the bid level by one. Once you have found the bid you want, click on the bid displayed to make the bid. This will cause your bid to be displayed for the appropriate player.
2. You can select the option for a **suggested bid** by going to Decks at top of screen. Just click on the suggestion box to get a suggested bid. Once the suggested bid is shown, just click on the suggested bid.

How can I have the computer bid the game?

There are two methods available.

1. Go to Deal at top of screen, select **Computer bid**. This method is always available if a hand has been dealt. It displays all the cards face up and bids the entire game.
2. If the decal labeled **cbid** is showing on the screen you can click this prompt and the computer will display all the cards face up, bid the hands, and display the results.

How can I learn the bidding system?

The strong 1NT (both 15-17 point range and 16-18 point range), standard weak 1NT, and Terry's weak 1NT can be learned by using the prompts which are available when you click on the bid once it appears on the screen. This is also true for the defensive bidding system. There are hundreds of prompts to assist you and they are available if you need them when you need them. In addition the requirements for the first bid for the offense and defense are found under Bid_i at the top of the screen. Bid-i also contains some general information on bidding.

CARD PLAY

How can I play the cards?

a. Once the bidding is finished and a declarer has been established, there are two methods available to start the play of the cards.

1. Go to **Deal** top of screen and select **You play**. This causes the cards to be dealt with the appropriate hands shown face up. Note: If you have selected hide hands, all the cards will be shown face down at this time.

2. If the decal **yplay** is showing on the screen, just click this decal to start the play of the cards. Note: If you have selected hide hands, all the cards will be shown face down at this time.

b. Click on the card you wish to play, and it will appear on the table. Once you play the card you can not recall it.

How can I arrange to have the computer play the cards?

a. Go to **Deal**, top of screen, then select Computer play. All the cards will be shown face up and the computer will play them one at a time.

b. If the decal **cplay** is showing on the screen, just click this decal. All the cards will be shown face up and the computer will play them one at a time.

How can I have the computer play the remainder of the tricks?

c. If the **expedite tricks** prompt is showing on the screen, click on this prompt to have the computer play the remainder of the cards quickly. In this case the cards are not shown face up on the screen.

How can I get information about the play of the cards?

Once the computer plays a card you can in many instances click on the card to find out why that particular card was played. This information is available for the first card in every trick. It is also available for the second card played by the defense for the first trick of the game.

Go to **Play_i** top of screen for some useful hints on playing cards.

COLOR SELECTION

Go to **Decks** (color, etc.) to change decks, background color, and table color. Just click on your choices then exit by clicking where shown.

DEALING THE CARDS

Before you can bid the game you must deal the cards. There is only one method of dealing the cards. Go to **Deal** at the top of the screen, then select **Deal**. The cards will be displayed face down around the table.

DECLARER OPTIONS

Declarer south.

How do I arrange it so that I play the offensive hands most of the time?

You can arrange to have South be declarer most of the time. Go to **Options**, top of screen, and click on **South declarer**. This option makes it more likely that the North/South team will have the better hands. If the computer is your partner and bidding North, you still will be able to play the cards yourself should either you or North become declarer.

How do I arrange it so that I play a defensive position most of the time?

You can do this by going to **Options**. Type in your name as East or West, and chose **South declarer** on the same screen. The North/South team will usually end up taking the contract and you will play a defensive position.

Please Click OK when you leave **Options**.

Declarer Random

To make it an equal chance for all players to have bidable hands, go to **Options** and click on **Random declarer**. If the computer is your partner and bidding North, you will be able to play the cards yourself should either you or North become declarer.

EXPEDITING TRICKS

To activate this option go to **Decks** (colors, etc.). When activated it will allow you to have the computer fast play any remaining cards on the screen.

GAME NUMBER

Can I choose to have the computer select the game numbers, or can I choose my own number?

You can do both. Go to **Options**, top of screen, and under game number select Random if you want the computer to select the game number, or choose Player if you want to select the game number. Every game has a number except those hands you construct yourself. If you are choosing the game number, you may enter any number you like either positive or negative.

How can I find the game number for a hand the computer plays?

Click **Game_i** at top screen, then **Current Game**. Here you will find the number for the current game as well as the last previous game.

HAND SELECTION, NEW HANDS

How can I select for specific types of hands?

You can select the type of hands you would like by going to **Hands**, top of screen.

1. **Random hands** means all the cards will be dealt at random.
2. **Slam hands**. If you chose this option, the computer will select the first game it bids to slam.
3. **Game or better hands**. If you chose this option, the computer will select the first hands it bids to game.
4. **Select Contract**. If you chose this option, the computer will select the first hands that it bids to the final contract you select. For example if you select 3NT as the final contract, the computer will select games it bids to 3NT.
5. **Select Bids**. If you chose this option, the computer will select the first game it comes to that it bids in the same sequence you select. You can stop the bidding at any point by clicking done.
For example, you can select games that likely begin with a 1H by choosing 1H then click done.

*Note: When using options 2-5, you should have both teams using the same bidding system (see **BidSys** top of screen).*

HANDS, CREATING THE HANDS.

Can I construct my own hands?

Yes, go to **Hands** top of screen and select **Enter Hands**. This option allows you to construct your own hands. If you make this choice, there is a red help square that will appear on the screen that you can click for information.

HANDS, PREVIOUSLY PLAYED

Can I play the same game over and over?

Yes, once you have dealt the cards you can either rebid the same game or continue to play the same hands until you deal the cards again.

How can I save a game then replay the game at a later date?

Once the cards have been dealt, go to **Game_i** top of screen, then click on **Save Game**. You can select any game number 1 through 10. To play a previously saved game go to **Hands** top of screen, and click on **Load Saved Game**. The computer will tell you the last game number it saved. Enter the game number you want to play. Note: To get the hands dealt in the way you want them, it may be necessary to go to **Options** and select the dealer, then redeal the hand (use **Deal**, top of screen).

How can I choose a previously played game even though I did not save it?

Go to **Game_i**, top of screen, and select **Current Game**. At the bottom of the screen you will find the current game # and the previously played game #. Either one of these games can be played by going to **Options**, top of screen, and under game number select Player. Now every time the cards are dealt the computer will ask you to enter your game number. To play a game number you previously jotted down, just enter this number and click OK. Actually you can enter any number you choose, negative or positive.

Note: If you choose to play a specially selected type of game, such as slam, it is necessary to select slam type hands before you enter the game number you are after.

HIDING HANDS

Click **Decks (colors etc.)** top of screen. The choices made possible on this screen enables you to hide hands when more than one person is playing at the computer. Consult prompts for hiding hands found on this same screen.

HUMAN PLAYERS

How do I make myself one of the players?

The computer will play all the positions unless you type in a name for one or more of the players. Go to **Options** top of screen, left side, to type in your name as one of the players. You will find it more convenient to make yourself South if you are the only human playing. Just click on the space and erase (backspace bar or delete bar) my name if your haven't done so, then type in yours.

Do I type in the names for every human playing the game?

Yes, go to **Options** top of screen, then type in the names of all the human players playing the game even if one or more of the players are at another computer and you are playing over the telephone. Do not type in a name if you want the computer to play the position.

LET'S PLAY BRIDGE

Click **Help** then **orders** top of screen to find Web page, phone numbers, addresses.

NAMES PRINTED ON SCREEN

Click **Decks** (colors, etc.) top of screen. Activating this option causes the computer to print the human names on the screen. This is particularly helpful when playing over the telephone.

ORDERING LET'S PLAY BRIDGE

Click **Help** then **orders** top of screen.

ORIENTATION ON SCREEN

Click **Decks** (colors, etc.) top of screen. Activating this option causes the computer to print N, S, E, W. on the screen.

RUBBER AND DUPLICATE BRIDGE

Click **Match** at top of screen then select **Rubber Bridge**. You can play rubber bridge with a computer partner, or with a friend as a partner or as an opponent.

Click **Match** at top of screen and then select duplicate. This allows you to play duplicate in a variety of ways depending on the number of human players and the positions they play. For example, when there is only one person playing, the human/computer team will bid and play first, then the computer will play the same hands. The score for duplicate is posted after each game, as well as the running score of games won, lost, or tied. You can play duplicate with a computer partner, or with a friend as partner, or as an opponent.

Please Click OK when you leave **Options**.

SAVING HANDS

How can I save a game then replay the game at a later date?

Once the cards have been dealt, go to **Game i** top of screen, then click on **Save Game**. You can select any game number 1 through 10. To play a previously saved game go to **Hands** top of screen, and click on **Load Saved Game**. The computer will tell you the last game number it saved. Enter the game number you want to play. Note: To get the hands dealt in the way you want them, it may be necessary to go to **Options** and select the dealer, then redeal the hand (use **Deal**, top of screen).

SEARCH, COUNTING HANDS SCREENED AND REJECTED

Click **Decks** (color, etc.) to activate this option. Once activated the computer will count and display the number of hands screened to find the type of hand you selected under **Hands**.

SCORING DUPLICATE AND RUBBER BRIDGE

Click **Help** top of screen then **scoring duplicate or rubber bridge**.

SUGGEST BIDS

Click **Decks** (colors, etc.) top of screen. Activating this option causes the computer to give you a suggested bid. Consult prompts for suggested bids on this same screen.

TELEPHONE PLAY

Click **Modem** at the top of the screen and read all the prompts. They will guide you through the play over the telephone.