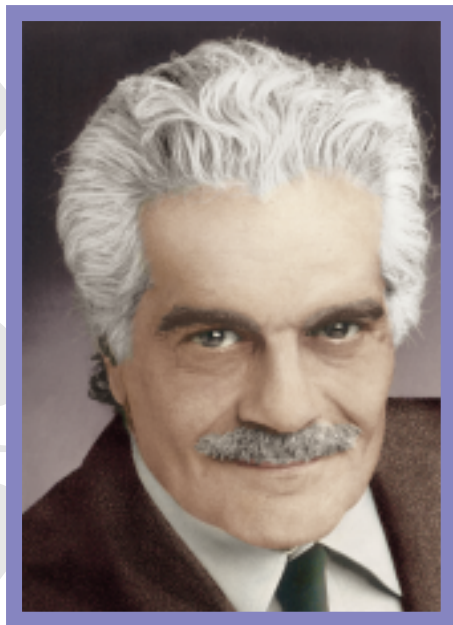


Bridge Deluxe II

WITH OMAR SHARIF™



*Features a multi-media
tutorial with Omar Sharif*

Instruction Manual

“continue” on this screen begins the game. Prior to doing so, you may also save these hands for later play.

LOADED FROM DISK: Periodically, you will encounter a randomly-generated hand that imposes a tactically enlightening situation. You are given the option of saving these hands before proceeding to the next. Hands that are saved in this manner, and hands that are created manually, may be recalled for play by using this option. Make sure that you name the save files in a manner which will cue you as to their contents.

BIASED: It is sometimes helpful to play several different hands that illustrate the same tactical situation, either offensive or defensive. The easiest way to accomplish this task is through the use of the “Biased” feature. By selecting “Biased” followed by “continue,” you will be presented with a menu that allows you to create an infinite number of similar situations. You will first be asked whether to bias the values you will input toward the individual or the partnership. For the purpose of this example, let’s assume the partnership. Next, you may specify the number of honor points the team will receive: either exactly, a minimum limit or a maximum limit. You may also specify the distribution of the suits in the same fashion. As you can see, this feature allows you to play ten slam hands in a row if you wish. Alternately, you could afford the opposition the same opportunity, allowing you to practice your defensive bidding and play.

NETWORK: Network play allows you to play with 1-3 other players if you are on the same network. You can play competitively or cooperatively with each other. From the Main Menu, select the option of “Network.” You will then be prompted to enter a path, which all players can share on the



network. You must then enter a name for yourself and also which compass point you wish to play.

If **SHARE.EXE** is not in the path of your AUTOEXEC.BAT, then type the word "Share." This command will enable you to connect your computer to other computers for a network game.

The rightmost section allows you to set up your own bidding systems and conventions. The program defaults to the Standard American at the Beginner Level. This system contains all the conventions and systems checked on the menu as shown below. Note that the Stayman and Blackwood Conventions are automatically included in all systems because of their universal appeal. (The advanced Standard American System contains all the settings from the beginner system as well as many other popular intermediate and advanced conventions.)

If you'd like to select your own bidding system, click on "Edit Bidding System..." at the bottom of the window and you will bring up another window where you can customize your own settings.

Click on or off the boxes next to which systems and conventions you would want the game to support. Then click the "Save as user system" box at the bottom of the window and give a name to your system. This will automatically save your system under the Custom System Box. This program allows you to retain three custom systems into the game's program at a given time. To access one of your custom systems at a future date, just select the name of the system you would like to play at the options window.

knowledge. There is also a ranking of seniority between suits, which is not as widely known. The most senior suit is spades, followed in order of precedence by hearts, diamonds then clubs.

This ranking may be altered, however, through the use of a trump suit. In games employing Trump, one of the four suits of cards are declared to be, in essence, wild cards. The relative seniority between the two and Ace within that suit remains unchanged, but the suit itself has been artificially declared higher than the other three suits. Thus, the two in a trump suit is capable of “taking” the Ace, or any other card, in a non-trump suit. The arena in which such a capture is made is known as a Trick. A Trick consists of four cards, one from each of the four players, played in a single round of the table. In the course of a hand, 13 tricks are possible.

Remembering that there are 13 possible tricks and that the first six tricks taken by the declaring side constitute the “book,” the lowest possible bid is one club. This bid indicates that the partnership intends to take seven of the possible 13 tricks if clubs are declared trump. Remembering the seniority between suits, a subsequent bid of one in any other suit would supersede the original bid. Also, No-Trump bids are the highest possible bid at a given numerical level. Thus, even if North/South bid a Grand Slam with seven spades, East/West could still claim Declarer with a Grand Slam bid of seven No Trump.

Contract Bridge is a trump game for play between opposing sets of partners, who sit across the table from one another. They will be referred to as North/South and East/West for the remainder of this text and within the game. As a partnership, the objective of the game is to score more points than the opponents. Points may be scored for offensive play, which is the bidding and fulfilling of your own team’s contracts,



or defensive play, which involves precluding your opponents from doing the same.

Scoring is cumulative over the course of a Rubber. A Rubber may consist of any number of hands, continuing until one side has won two games. A game ends when one side scores 100 points as the result of fulfilled contracts. For clubs and diamonds, 20 points are awarded for each level of a completed contract. Thus, let us assume North/South completes a contract of four diamonds in the first hand of a game. This yields 80 points, which does not complete the game. In the ensuing hand, if East/West completes a contract of four hearts (each heart or spade contract is worth 30 points per level), they will be awarded 120 points and the game. The 80 points won by North/South will still count toward the point totals for the Rubber, but they will be a game down as well. No Trump bids are worth 40 points toward the game for the initial bid of 1NT and 30 points for each level above that. As such, making a contract of 3NT constitutes a completed game.

There are still many other point values, both offensive and defensive, that can impact the outcome of a given Rubber. The full details of these will be explained under the heading of “Scoring.” For now, it is important that you remember the values of each suit as they relate to the completion of a game...and that winning two games ends the Rubber, regardless of which side is ahead in points.

BIDDING TIPS: Although your tendency might be to stop bidding when contracts are low, in order to increase the frequency individual hands are won, the fate of the Rubber is often determined by “above” rather than “below” the line points. As such, when the situation allows, it is always better to make a minimum game bid. The minimum game contracts are 3NT, four spades/hearts or five diamonds/clubs.

but quite adequate selection of the most widely used conventions.

Bridge Deluxe II With Omar Sharif employs 26 commonly-used conventions, which you can choose from the Bidding Systems and Conventions Menu that appears as the game loads or from the BIDDING SYSTEM option located under the Preferences Menu. The conventions that the game uses are listed on the following pages.

STRONG TWOS vs. WEAK TWOS: Let's begin with the option of strong vs. weak twos. Strong twos is the use of an opening bid of two in the strongest suit held. This precludes the use of many other conventions and immediately reveals to the defenders your optimum trump suit, which affords them greater latitude to counter-bid. On the more positive side, it does act as a natural forcing raise if they are only marginally able to counter. This option is not as widely supported as it used to be, so most players will probably prefer to elect for "weak twos."



Weak twos is an opening of two diamonds, hearts or spades to indicate a six-card suit with some honors, but only five - eleven high card points in the entire hand (distribution points are ignored). With more high card points, the hand should be bid as one of the suit, and other conventions followed. Here are some examples to illustrate this point:

<u>Hand One</u>	<u>Hand Two</u>	<u>Hand Three</u>
S-5,3	S-A,Q,J,8,7,2	S-Void
H-K,J,10,9,6,4	H-8,6	H-Q,10,8,5
D-A,10	D-9	D-K,Q,J,9,7,6
C-6,3,2	C-K,J,7,4	C-A,Q,9

The first hand contains eight high card points. The second contains 11 high card points. Both of these are perfect candidates for weak opening two bids in hearts and spades respectively. The third hand, however, is not. Although it contains a six-card suit, it also has 14 high card points, slightly more than half the requirement to make game. As such, one assumes help from their partner and tenders an opening bid of one diamond for this hand.

BARON OVER 2NT & 3NT: The Baron responses of 2NT and 3NT are used in response to partner's opening bid of one of a suit. The 2NT response shows 16-18 points and invites further bidding exploration. The 3NT response indicates 13-15 points and is game forcing.

FLINTS: Flints are artificial responses to partner's opening bid of 2NT designed to indicate a very weak hand (less than four high card points). Some variations use three clubs, others three diamonds, but the intent is the same. Partner's bid means at least 22 points, and you are indicating that you will not be able

to help make the game. These variations should be familiar to players in the U.K. but are rarely used in the U.S., where a similar situation would result in a Pass. As such, the Flint option may be disabled if desired.

STAYMAN CONVENTION: The Stayman convention is one of the most widely used in Bridge. As such, it should be incorporated into any sound bidding system and is automatically played in this program. Stayman requires a two-club response to partner's opening bid of 1NT if at least eight high card points are held, thereby asking partner to bid a major four-card suit. Partner will respond with two diamonds if a major four-card suit is not held. Two hearts should be bid if a four card major is held in hearts (and possibly also in spades), two spades if a four-card major is held in spades, but not in hearts. Your responses to partner's rebids should be as follows:

2NT: If eight or nine points are held and there is an unbid four-card major in your hand.

3 Diamonds or Clubs: Indicates at least ten points and a five-card Suit. This forces the game and could lead to a slam opportunity.

3 Hearts or spades: Indicates eight or nine points and four-card support for opener.

3NT: A sign off attempt to preclude higher bids but also confirms the presence of a four-card major.

4 Hearts or spades: Natural sign off to play the suit called.

4NT: Indicative of 14 or more honors points and an invitation to pursue a slam.

By electing the Stayman over 2NT option, you are allowing the pursuit of this convention over an opening bid of 2NT. Your

Cue Bid: A bidding convention which allows the bidder to locate high cards in the responder's hand for possible slam attempts.

Declarer: The member of the contracting side who actively plays out the hand. This is determined by which of the two partners first mentioned the suit that eventually became trump (including no-trump).

Discard: Any card played in the course of a trick which does not follow suit and is also not trump. Common synonyms are "sluffing" or "throwing off."

Double: A call which indicates that you believe you can defeat the opposition's bid if it remains at the current level and becomes a contract. This call doubles the amount of points which may be won by either side.

Doubleton: Holding only two cards of a suit at the beginning of a hand.

Down: Another way of referring to being set. If you fail to make a contract by one trick, you are said to be "down one."

Duck: Playing a low card in a suit when you also have the option of a high card. The intent of a duck is usually to pass the lead to one's partner while preserving the high card avoided for a later trick.

Finesse: An attempt to win a trick with a card lower than the highest one in the suit.

Five-Card Major: Having either five spades or hearts in your hand.



Flint: Responding three diamonds to an opening bid of two no-trump to indicate a weak hand that could not support a game bid by the opener.

Forcing Bid: A type of bid used in some conventions which demands of the partner the continuance of bidding. Some types of forcing bids are designed to last one round, while others require the partner to continue until a game contract is reached.

Gambling 3 No Trump: A bidding convention which shows a long solid minor suit with little or no outside strength.

Game: A score of 100 or more points below the line.

Gerber Convention: A slam convention created by John Gerber of Houston, Texas that asks for aces by bidding four clubs.

Grand Slam: To bid and take all 13 tricks.

Grand Slam Force: A bid of 5NT as an inquiry about trump honors.

Honor: An Ace, King, Queen, Jack or ten in any suit.

Jacoby Transfer: A bidding convention which allows the opening no-trump bidder to play major suit contracts when the responder has a five-card or longer major suit.

Kibitzer: An outside observer to the game, who usually cannot stop talking.

Lead: To play the first card in any trick.



SCORING GUIDE

Suit and No Trump Scoring

<i>Suit</i>	<i>Value of Each Trick Bid</i>
Spades	30 Points
Hearts	30 Points
Diamonds	20 Points
Clubs	20 Points
No-Trump	40 Points - first trick
No-Trump	30 Points - thereafter

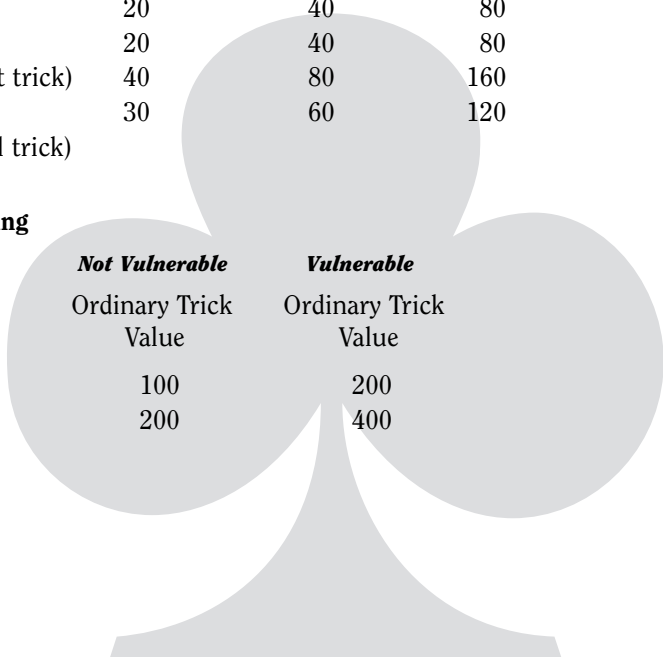


Double and Redoubled Scoring

<i>Suit</i>	<i>Value of Each Each Trick Bid</i>	<i>Value of Each Doubled Trick</i>	<i>Value of Redoubled Trick</i>
Spades	30	60	120
Hearts	30	60	120
Diamonds	20	40	80
Clubs	20	40	80
No-Trump (first trick)	40	80	160
No-Trump (each additional trick)	30	60	120

Overtrick Scoring

<i>Each Overtrick</i>	<i>Not Vulnerable</i>	<i>Vulnerable</i>
Undoubled	Ordinary Trick Value	Ordinary Trick Value
Doubled	100	200
Redoubled	200	400



Undertrick Scoring: Undoubled Contract

<i>Undoubled Contracts</i>	<i>Not Vulnerable</i>	<i>Vulnerable</i>
First Undertrick	50	100
Each Additional Undertrick	50	100

Undertrick Scoring: Doubled Contract

<i>Doubled Contracts</i>	<i>Not Vulnerable</i>	<i>Vulnerable</i>
First Undertrick	100	200
2nd & 3rd Undertrick	200	300
Each Additional Undertrick	300	300

Undertrick Scoring; Redoubled Contract

First Undertrick	200	400
2nd & 3rd Undertrick	400	600
Each Additional Undertrick	600	600

Slam Scoring *

	<i>Not Vulnerable</i>	<i>Vulnerable</i>
Small Slam	500	750
Grand Slam	1000	1500

* Doubling or Redoubling doesn't affect slam points.

Honor Points

Holding all five honors	150 Points
Holding four out of five	100 Points
Holding all four aces in a No-Trump Contract	150 Points



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