THE BRIDGEPRO™ MANUAL

[Version 3.1.x]
For Macintosh™ OS X 10.6 and Above

Introduction:

To enjoy the program, please read this manual carefully. BridgePro™ was developed with the premise that the Macintosh™ user could play the computer as realistically as if one were playing with three other people. I hope this goal has been achieved. Do not be overwhelmed by the complexity of the conventions available to you if you are not an advanced player. One purpose of this game is that the user, that's you, can gradually add selected conventions at his or her discretion. Reading bridge books and pamphlets, reading and playing the daily newspaper bridge column and playing at a local club will add to the excitement and entertainment offered by leisurely playing BridgePro™.

Installing BridgePro:

MAKE A BACKUP COPY OF YOUR INSTALLER PROGRAM NOW!
[If you did not purchase a CD from us.]

You must be using OS X 10.6 or greater.

Start Up:

Never open the game from inside the .dmg file. Copy the BridgePro™ app to the desktop. When you boot up BridgePro™ for the very first time, the mandatory copyright data is presented, and then an informational Dialog Box appears. You MUST enter at least three characters in the Name text box. If you prefer, the organization/address text box can be left blank. You MUST enter your registration number correctly. [If your registration number is not yet available, you may proceed by leaving the registration number blank and clicking OK. As soon as you receive your number enter it at the next available log in.]

Upon entering all information correctly, the game will then begin. You will NOT ever need to enter this information again unless you reinstall the game. Then it is imperative that you have your registration number. PLEASE safely store this number. It cannot be replaced at a later time nor can the original copy of your game. Next, go to the BridgePro menu and select Preferences. [see General Play.]

Registration Number:

Your registration number is unique. You have the ONLY copy of this number. Secure this number in a safe place. It will be required if support service is needed, or you reinstall your game onto a new computer or you re-initialized hard disk. [There are no letters "O" or "L" in the registration number to avoid confusion with numbers "one" and "zero."]

General Play:

It is recommended that you do no other tasks while playing the game. If you must do other work [check emails, type a letter, etc.] it is best to save the hand you are playing and formally close the game using the Quit command in the BridgePro Menu.
The game is designed to play like real people. If you do not set your menu **Level** to **Advanced ,** the default setting, your computer partner will make many more mistakes. The best way to play

is with the Level at **Advanced.** Then individually select the conventions you wish to play in the Conventions and EnemyConventions tabs.

Default Settings:

The initial level is Advanced. The conventions are set to mimic SAYC (Standard American Yellow Card). This is the American Contract Bridge League's recommended conventions for standard play at duplicate bridge tournaments. If you intend to play ACOL, you must immediately go to the Conventions tab and affect the change. The default speed is set at the game's slowest play. After you have played the game for a while and pick up the rhythm of bidding and card play, un-check "Warning Beeps" in General menu. This will speed up play considerably. Also, by un-checking "Enable Animation during Card Play" in the same menu you can further will improve the speed of the game. Un-check "Sound" in Options under the General menu will have a small effect on some machines. "Fast Play" should always be checked (default setting). Un-check "Highlight Card When Selecting" will further reduce the number of clicks necessary to play a card. **Checking** "Quick Bid" will eliminate the need to press Enter after each bid. If you play the game very quickly, you may find the game malfunctions.

The fastest way to speed up the bidding is to use the keypad/keyboard to enter your bid. You can use the keypad/keyboard and/or the visual bidding (mouse click) at the same time. By un-checking "Visual Bidding" in General menu, you will be forced to use the keypad as the visual bid buttons disappear and are replaced by card backs.

If you play exceptionally quickly [using Hint rapidly and repeatedly or not waiting for animation and/or instructions to complete], the game may crash, freeze or otherwise misbehave! Please give your computer partner enough time to complete the complex problems of bidding and card play. If you find you are experiencing any of these annoyances, just slow your play somewhat and institute some of the above recommendations . If you get a dialog box indicating an error in logic [see p. 39] save the hand and kindly contact us. If your error is not automatically detected [see p. 38], to recover from a crash or freeze select Command Key [] + Option [⌥] + Esc. This brings up the Force Quit Applications. Select BridgePro. Then RESTART your computer.

Finally, if you don't need the Alerts flashing, you can selectively disable them by going to the Convention Alerts tab. You will then be presented with a series of dialog boxes that will allow you to deactivate specific Alerts [two tabs].

The dock is hidden during normal play. If you wish to view the dock press Command Key [] + Tab and select the Finder. The dock will then be available. This action is **not** recommended.

The Menu:

BridgePro – Preferences:

BridgePro menu – General:

General

| General | Conventions | Enemy Conventions | Convention Alerts | Score |

☑ Show Tricks Won & Lost
☑ Play Sounds
☑ Cursor Alert
☑ Highlight Card When Selecting
☑ Warning Beeps
☑ Visual Bidding
☐ Disable Revokes
☑ Enable Animation during Card Play
☑ Fast Play
☑ Show High Card Points
☐ Quick Bidding
☐ Stop All Convention Alerts

Level:

○ Basic
○ Intermediate
⦿ Advanced

Show Tricks Won & Lost:

The default setting is for this feature to be active. This will allow a tally to be continuously updated of those tricks won and lost. It also activates a small V in a circle to indicate which side is vulnerable. This icon will appear on the Score menu bar as well as the main screen.

On the main screen, the V icon, , will appear at the left of the screen near the South marker when the North-South partnership is vulnerable. The V icon will appear at the right side of the screen near the West playing position marker when the East-
West partnership is vulnerable.

Play Sounds:

The default setting is for this feature to be activated. Various sounds accompany the progress of the game.

Cursor Alert:

If unchecked, the warning dialog box that alerts you to incorrect positioning of your cursor will no longer appear.

Highlight Card:

If uncheck, the card will be played to the discard pile with only one left mouse click instead of being highlighted in yellow and requiring a second click to move the card to the discard pile.   If you play the game very quick, this item should be unchecked as it may cause malfunctions in the game.

Warning Beeps:

The default setting is for this feature to be active. It is recommended that you use this in your first few hours playing the game. It is simply a reminder that it is your turn to input something. Though there are visual prompts to advise you of your responsibility, I have found this helps to improve familiarity with the rhythm of the game initially. Later on, you should choose to deactivate this feature, as play will be faster and smoother.

Visual Bidding:

This is set as the default. You simply point your mouse at the appropriate bid area, click the left mouse button and the bid will execute. If this option is left unchecked then the Visual Bidding Frame is change to a reverse deck of cards. You then must use either the keyboard or keypad to enter your bids. Both the keyboard and keypad are active even if this option is selected. Bidding from the keyboard and keypad is the fastest way to execute your bid (see

p. 6).
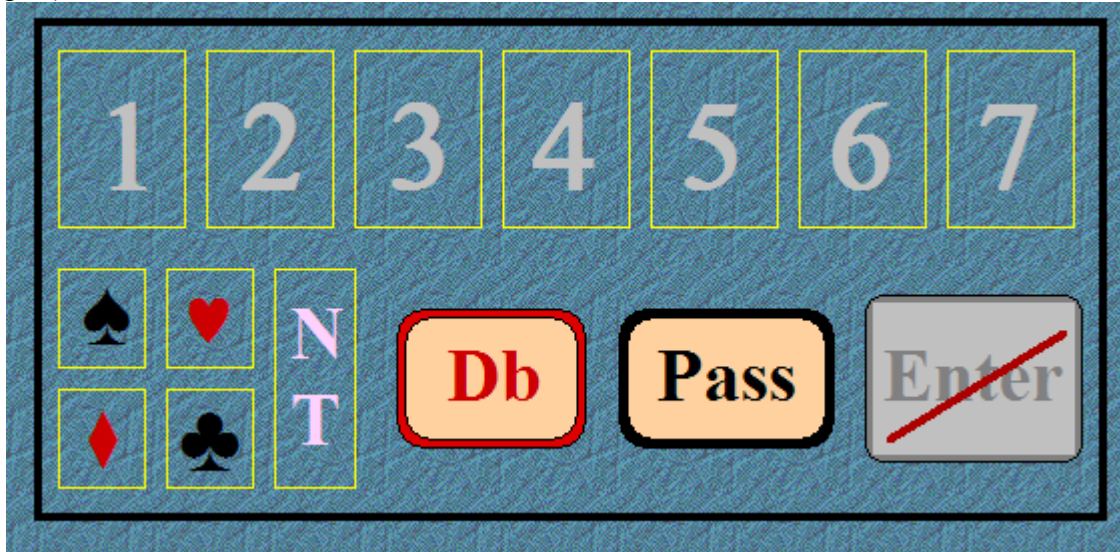
OR
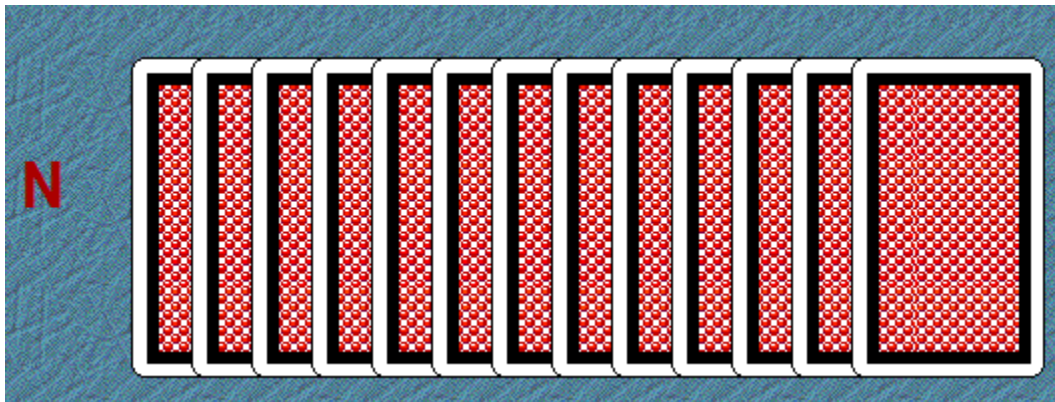
Disable Revoke:
This is unchecked as the default setting. If this is checked, revokes will not occur (See p. 7). Instead, you will not be able to play the card chosen.

Enable Animation During Card Play:
This is the default setting. If this is unchecked, animation of the card movement during card play will cease. If you play the game very quick, this item should be unchecked as it may cause malfunctions in the game.

Fast Play:
This is the default setting. If this is unchecked, then the play stops after each individual bid or each individual card is discarded. The deactivated mode may be helpful when analyzing the play of a particular hand.

Show HCPs:

The default is checked. This will show the high card point count of the south hand on the initial screen. Also, the point count will be visible for all hands when Opponents' Hand or Partner's Hand is selected from The Play menu.

Quick Bid:

The default is NOT active. You must click Enter or press Enter on the keyboard after each bid. The Visual Bid graphic will look like this:
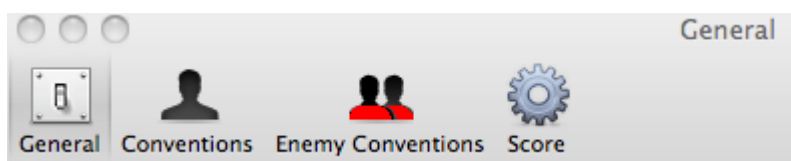

If you check this option, you will not need to press or click Enter after each bid. This speeds up play. The button will look like this if this option is checked.
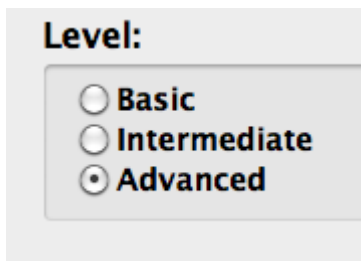
Stop All Convention Alerts:

If you check this option, the 'Convention Alerts' icon will no longer appear in the Preferences toolbar. All onscreen convention alerts will no longer appear.

General Menu – Level:

Level:
- ○ Basic
- ○ Intermediate
- ⊙ Advanced

Levels:

The following bidding and playing conventions are supported in:

    [If playing ACOL convention see pp. 10,17-18]

    Advanced:.

- Cue Bidding (Enemy's suit and/or Aces). .
- Blackwood/Gerber Slam Conventions.
- Roman Key Card Blackwood/Gerber. .
- Strong/Weak Opening (two club Forced Bid).
- Takeout and Penalty Doubling and Redoubling.
- Weak or Intermediate Jump Overcalls. .
- Reverse Drury Convention. .
- No-trump Bids with Stayman Convention
     (option: 15 – 17 or 16 – 18 or 12 – 14 HCPs) .
- Two-Over-One response
     (<u>NOT</u> forcing to game unless Forcing NT selected).
- Michaels Cue Bids (option: Top & Bottom Cue Bid).
- New Minor Forcing Convention. .
- Splinter Bids. .
- Response Doubles. .
- Transfer Bidding (option: Majors Only). .
- Weak or Long [help] Game Suit Try. .
- 2 NT Truscott [Jordan] Response To Opponent's Takeout Double.
- DOPI
- 1 NT Forcing Response. .
- Jacoby 2 NT Response. .
- Jump Bids.
- Jump Shift Bids.
- Three to Five Preemptive Bids and Overcalls.
- Reverse Bidding.
- Lightner doubles.
- Limit Raises. .
- Minor Bid Openings.
- Forced Bids.
- Reevaluation of hands for point counts.
- Finessing.
- Double Finessing.
- Triple Finessing.
- Ducking.

Card Counting.
Signaling.
Reverse Signaling.   .
Triple raising.
Negative Doubling (Below 2NT).   .
Support Doubles.   .
Kaplan's Inverted Minor Raises.   .
Malowan Six Club Convention.   .
Options for multiple types of defense to 1 NT Openings:
  Astro
  Becker
  Brozel
  Cappelletti (Hamilton).   .
  D.O.N.T.
  Landry
  Natural
  Ripstra
  Transfers
Lebensohl Countermeasures (includes Weak 2 Bids).   .
Gambling 3NT Opening & Overcalls.   .
5NT Grand Slam Force (Josephine).   .
Unusual 2NT Overcall (option: minors only)
HiLeQT [Highly Cute] bidding [see Opening Bid Requirements]

Intermediate:
All techniques listed in the Advanced phase EXCEPT:
  Cue Bidding.
  Weak Opening and Two Club Force Bids.
  Reverse Drury Convention.   .
  Card Counting is not as vigorous.
  Signaling (Limited).
  Lebensohl Countermeasures.   .
  Gambling 3NT Opening & Overcalls.   .
  5NT Grand Slam Force (Josephine).   .
  Unusual 2NT Overcall .   .
  Michaels Cue Bids   ..
  Splinter Bids.   .
  Response Doubles.   .
  Transfer Bidding   .
  Malowan Six Club Convention.   .
  Support Doubles.   .
  Roman Key Card Blackwood/Gerber.   .
  Limit Raises.   .
  Only Natural Defense to 1NT openings
  HiLeQT [Highly Cute] bidding [uses Bergen Point Count]

Basic:
Only the very basic bidding and playing techniques are supported.
  Stayman Convention is excluded.
    No finessing.
    No card counting.

Minimal signaling (MUD supported).

Conventions and Enemy Conventions:
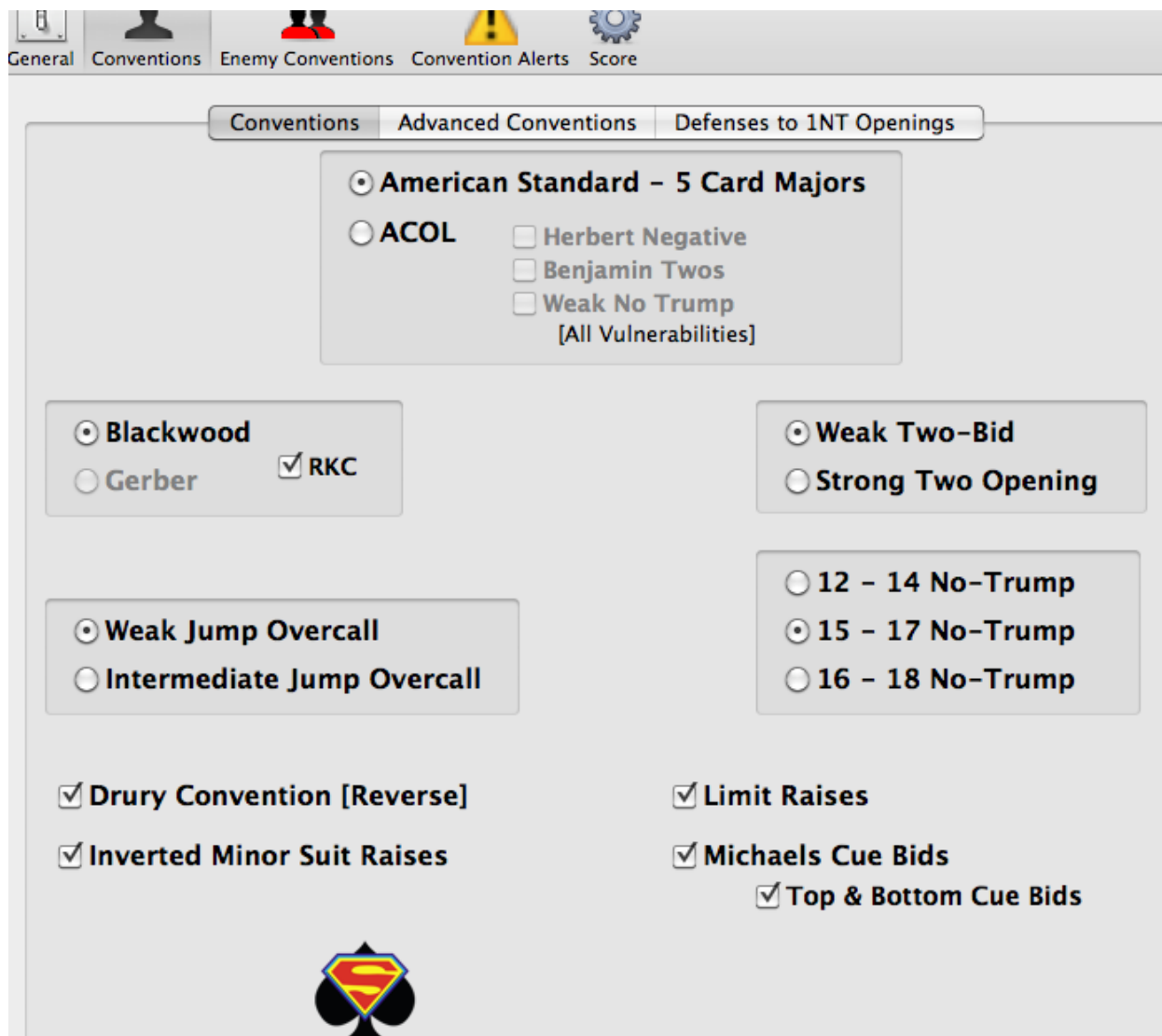
Conventions:

   Your may set individual conventions for you and your partner [use Conventions tab] and a different set of conventions for the enemy [use Enemy Conventions tab].

   Choose first : whether you will play 5 Card Majors [Standard American] or ACOL. Then choose Blackwood and Gerber Slam Conventions [RKC can be selected for either (Roman Key Card)], and selection of a Weak or a Strong Two-Bid Suit Openings.

Blackwood/Gerber Slam Bidding Convention:

   The Blackwood Slam Bidding convention is the default setting. You may change to the Gerber convention by selecting the proper button. You may elect to use Roman Key Card. This

will be used with both Blackwood and Gerber. In the Advanced level, the Malowan Six Club Convention is employed.

Strong Opening /Weak Opening Two-Bids:

The Weak Two-bid opening is the default setting. When playing this setting, the Two-Club Forcing Bid is automatically supported. Here a hand of 23 high card points (HCP) or better is required. If less points, then 3 or less losers are needed. A response of 2 NT indicates a hand with 8 HCP and no 5 card suits. The only sequence that can be passed is 2c, 2d, 2NT.   To select a Strong two-bid opening go to The Menu - Conventions.

If a Strong Opening Two-Bid is selected, then a response of 2 NT (indicating 0 to 7 points) followed by the opening bidder bidding 3 of his original suit allows the responder to pass; an escape clause for worthless hands.

Two Club Forcing Bid:

See above.   .

Two Club Forcing Bid Response:

The first response of the Two-Club Forcing:
> 2d ------- 0 - 7 HCP
> 2h, 2s, 2NT ----- 8 HCP & above. An Ace + a King or an Ace-Queen suit is
acceptable.

A 2NT response indicates no 5 card suits is present and 8 HCPs or above.

If the Opener bids 2NT after a 2d response, this is the only sequence that can be passed out (2c, 2d, 2NT,p).

Double Negative: If the responder has bid 2d and the opener has bid his suit, the second response of 2NT indicates a hand with less than 4 HCPs (2c, 2d, 2s, 2NT).

The default selections are shown above. Note the Enemy's Convention is marked with a bright red label. If you do not see this label, then it is your conventions that are to be set.

ACOL players can elect to play Benjamin Two [A 2 D bid is the equivalent of a 2 C Acol bid. Opening bids of 2H and 2S are weak. A 2C bid shows a one-round forcing two bid and promises at least 8 tricks in an unspecified suit. The sequence 2D-2H-2NT shows 23-24 HCPs and can be passed.] or Herbert Negatives [The cheapest bid suit is a negative response to an opening bid of 2].

If Weak Two-Bid is selected, then the Two-Club Force Opening is automatically supported. (See Rules To Play By -> No-trump Openings; *** **IMPORTANT** ***   See Two-Club Forcing Bid Response under Default Settings - p 3.).

Weak NoTrump Opening (12 – 14 HCP):

If the opener's weak no-trump is doubled, one uses 2D as a request for the opener's better major. A redouble is a request for the better minor. This is the escape method to avoid playing at 1NT doubled.

Reverse Drury:
A conventional 2-club response by a passed hand after partner's major opening. [p,1s,2c]. The 2-club bid asks the opener to clarify his strength. If the opener rebids his suit, this is a weak response. All other bids by the opener are strong.

Inverted Minor Suit Raise:
This is a special response to a minor suit opening by your partner. If you have 10 points or less (include distribution) and support (4 or more of the opener's bid), you respond with a jump to three of the minor suit. This is a weak shut out bid.

If, with the same hand, you have support and 10 points or more, then you respond with a two-bid of the opener's suit. This is a strong bid forcing for one more round.

Limit Raises:
A jump raise [1h,3h] in a major suit indicates 4-card support and approximately 11 HCP or distributional points. Only 3-card support is needed after interference [1h,(2d),3h].

Michaels CueBid:
The immediate cue bid in the opponent's suit shows a two-suiter hand. Classically, a minor suit opening by the opponent indicates you have both majors. If the opponent opens a major suit, then your bid indicates the other major plus an undetermined minor suit. The major suit cue bid is unlimited in its point count. With unfavorable vulnerability, freakish distribution is needed. If the '**Top & Bottom**' box is selected, then a 2h or 2d bid would indicate the two-suiter to be spades and clubs with a longer stronger minor suit. Likewise, 2s bid indicates hearts and clubs, while a 2c bid indicates spades and diamonds with the longer stronger suit being the minor. In general, the point range is 6 - 11 HCPs with at least 9 cards between the two-suiter (5 - 4 hand minimum). Your computer buddy will bid only if he has five honors or better between the two suits.

Advanced Convention Tab:
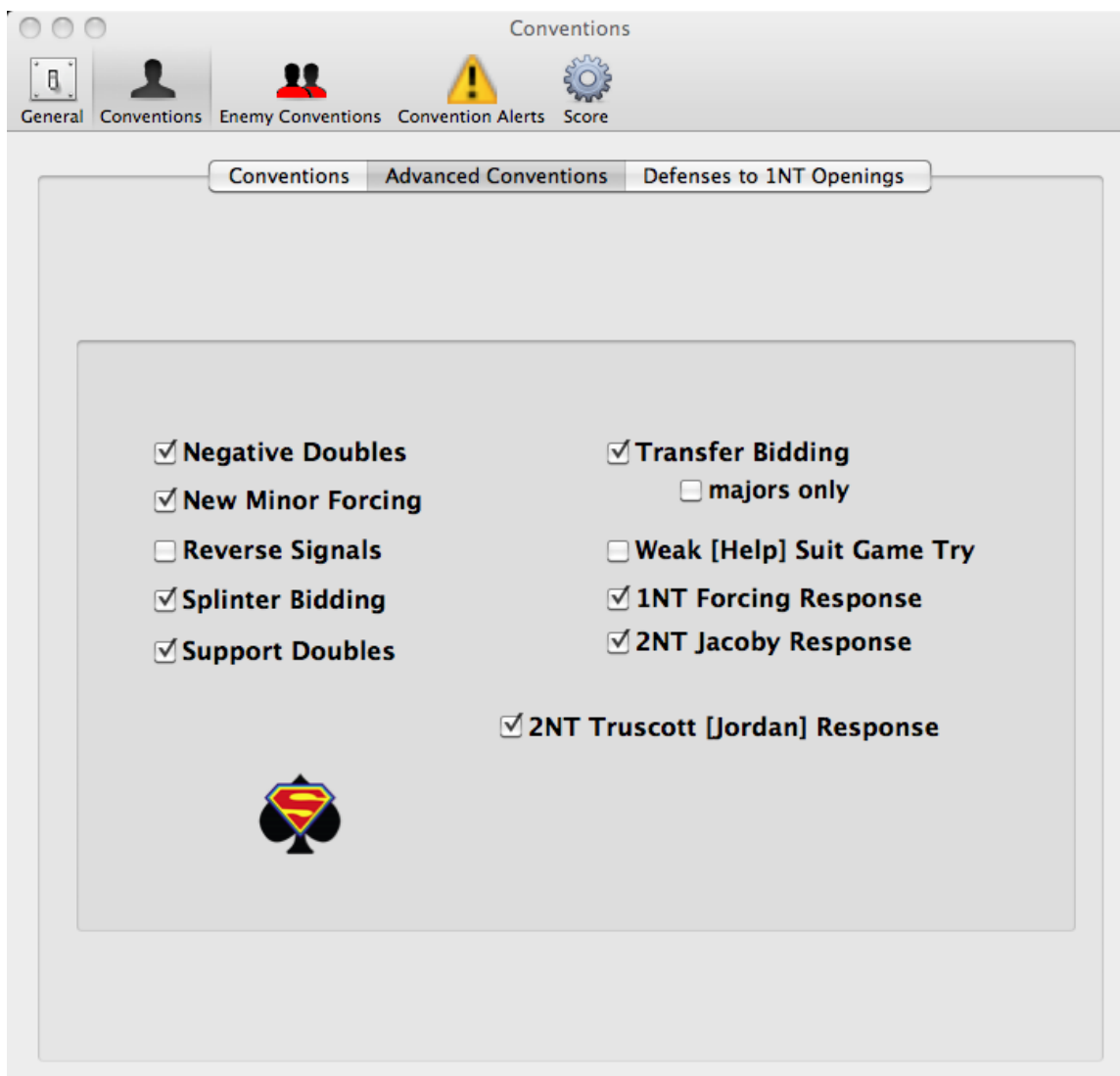
Negative Doubles:

If checked, the convention will be followed with bids equal to and below two spades. A minimum of 6 HCPs is necessary. This convention applies to suit openings only. The negative double caters to unbid major suits. It promises 4 cards in any unbid major.

New Minor Forcing:

After the opener's rebid of 1 NT a bid of the unbid minor suit is forcing the opener to bid again. The responder should have 9+ points. He is trying to establish a five-three fit. If the responder makes another minor suit bid at the 3 level, it is again forcing.

Opener's Rebid:

> 2 level major -> minimum hand with 3 card support
> 3 level major -> maximum hand with 3 card support
> 2 NT -> maximum hand with 2 card support
> 2 d -> 5+ diamonds (strength not indicated)

Kindly refer to the reference material as this bidding is too complicated for discussion here. Hardy's proposal for response was utilized, but not the Hardy or Witts adjunct.

Reverse Signals [Upside-Down Signals]:

A low card in defense is used to encourage a continuation of a suit or a shift of suits. A high card is a discouraging signal.

Splinter Bidding:

An unusual jump guarantees a fit for your partner's last bid suit as well as game values with either a singleton or void in the suit bid. Splinters are used in both major and minor suits. Think of splinter bidding as a small slam try.[1s,4c]

Support Doubles:

A convention used by the opening bidder upon his rebid after the right hand opponent has overcalled. This double indicates 3-card support for the responder's major suit. If the open passes, he must alert as this indicates less the 3-card support.

Transfer Bidding:

After a 1 or 2 level NT opening, the following responses are:

> 2d -> transfer to 2h
> 2h -> transfer to 2s
> 2s -> transfer to 3c
> 2nt -> transfer to 3d

3c is natural and a slam-going one suiter. If you have a quantitative 2nt raise, then bid 2c. This does not guarantee the responder has a major. He maybe is trying to reach 2nt. Therefore, some individuals use transfers in the majors only. [option check box: 'majors only']

The transfer guarantees five or more cards in the next suit up the line. No strength is indicated.

Weak or Long [help] Game Suit Try:

This is a change of suit after a major suit has been raised to the 2-level. It does not matter if it is the opener or responder who makes the change of suit. [1h,2h,3c] or [1c,1h,2h,3d]. The trial bid promises 3+ cards in the trial suit and asks for help in the trial suit. The standard responses are:

> 1 loser or none in the trial suit -> bid game in the agreed major suit.
> 2 losers in the trial suit -> bid game if you have a maximum, but sign off in 3-of-your-major suit if you have a minimum.
> 3 losers in the trial suit -> sign off in 3-of-your-major suit.

One 1 NT Forcing Response:

This shows a hand with a good 5 to a bad twelve points after your partner opened a major suit at the one level. When the responder is not a passed hand, it is forcing for one round.

2NT Jacoby Forcing Response:

A jump to 2 NT after a major suit opening by partner guarantees 4-card support for the opener's suit and game going value. The responder wishes to take charge of the bidding. The opener's responses are too complicated to outline here. Further outside reading is indicated.

2NT Truscott [Jordan] Response To Opponent's Takeout Double:

Instead of a redouble which is standard in the American system after a takeout double by the opponents, this convention is an artificial strong raise with 10+ HCP and 4-card support for your partner's opening suit.

Defenses to 1NT Openings:

This section is too complex for a complete discussion. A brief outline of the pertinent aspects of each convention will be given. Pick your poison.

Pinpoint Astro:
 2 Clubs = Hearts and clubs ; 2 Diamonds = Hearts and diamonds; 2 Hearts = Hearts and spades; 2 Spades = Spades and a minor; 2 NT = Both minors.

Becker:
2c = Both minors
2d = Both majors
others = one suiters

Brozel:
Double show any one suiter worth a bid at the 2-level. Jumps to the 3-level show strong three suiters, 4-4-4-1 or 5-4-4-0.
2c = Hearts and clubs
2d = Spades and diamonds
2h = Hearts and spades
2s = Spades and a minor
2nt = the minors

Cappelletti [Hamilton, Pottage]:
2h or 2s = that suit + a minor
2d = Both majors
2c = One suited hand
2s = Spades and a minor
3-level = Natural
All the hands usually have less than 15 HCP

D.O.N.T:
2h= That suit + spades
 2d = Diamonds and a major
 2c = Clubs and another suit
 2s = Natural
 Double = One-suiter [usually not spades]

Landy:
2c = both majors
other actions at the 2-level show one-suiters

Ripstra:
2c = Both majors with clubs longer than diamonds
2d = Both majors with diamonds longer than clubs

Transfers over 1 NT:
    2h -> spades
    2d -> 2h
    2c = Puppet to 2d
    2s -> 3c

Lebensohl:
        This is an artificial bid of 2nt. It is a forcing bid indicating you hold a stopper in the opponent's suit. It cannot be used against a Cappelletti defense. If Cappelletti is used, then a double is used as Stayman. This convention requires that the opener bid 3c. The Lebensohl caller then clarifies his hand.

Convention Alerts:
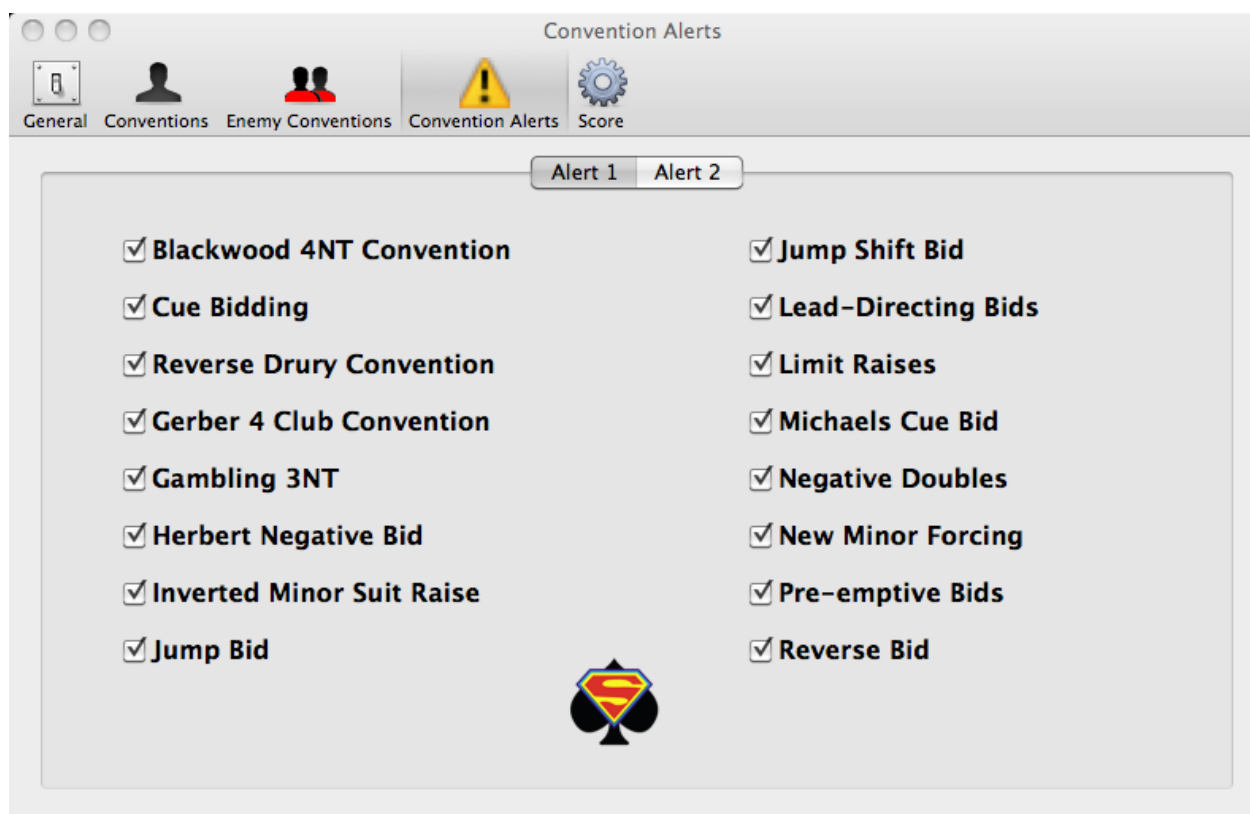
        This series of dialog boxes allows the user to prevent an alert from appearing. It speeds up play. There are two tabs. Be sure to set both up.
There are a few alerts that cannot be deactivated. Among these are:
        5 NT Grand Slam Force [Josephine]: a 5NT bid when not natural or used for some other convention ask the partner to bid to the 7-level of the agreed suit if he has 2 of the top 3 honors. Otherwise, he signs off at the 6-level. This is the classic description, but BridgePro™ will, at the Advanced level expect a reply of: 6c/6d/6h/6c to show 0/1/2/3 top trump.

Maximal Overcall Double: This bid represents an artificial game try. It occurs after a specific competitive bidding sequence:

$$1S,(2H),2S,(3H),\textbf{\textit{Db}}$$
$$1H,(2D),2H.,(3D),\textbf{\textit{Db}}$$
$$1S,(Db),2S,(3H),\textbf{\textit{Db}}$$
$$1C,(P),1S,(2H),2S,(3H),\textbf{\textit{Db}}$$
$$1C,(P),1H,(2D),2H,(3D),\textbf{\textit{Db}}$$

If the bidder had instead of doubling, bid the agreed suit, this would be a sign-off at the 3-level.

Malowan Six Club Convention: After Blackwood has been used a 5 NT is not available as it would be asking for kings. Therefore the 6-clubs is used as a substitute for the Grand Slam Force. The exception would be if the agreed upon suit were clubs.

DOPI: Is a countermeasure when your Blackwood slam is interfered with. The letters give count of the aces present in your hand. D = 0, P = 1. The next cheapest ace shows 2 aces and so on up the line. The double may be left in for penalties or if your partner passes, you may double for penalties.

Score Menu:

Choose Scoring Method…:

This will present buttons for the default standard rubber scoring or Chicago type scoring [also available is New York type vulnerability.].

Rubber:

Standard WE and THEY score with 2 consecutive game wins constituting a rubber or 3 total games.

Chicago:

A rubber consists of 4 deals. No one is vulnerable for first deal. For second and third deals, dealer is vulnerable and the other side is not. Both sides are vulnerable at the

fourth deal. Part scores are combined. If a part score occurs at the last deal, then that side receives a premium of 100 points to complete the rubber.

New York variation:

The vulnerability of the second and third hands is reversed. This gives the non-vulnerable side an opportunity to preempt as dealer.

File Menu:
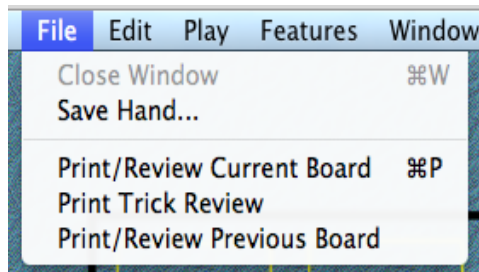
Save Hand:
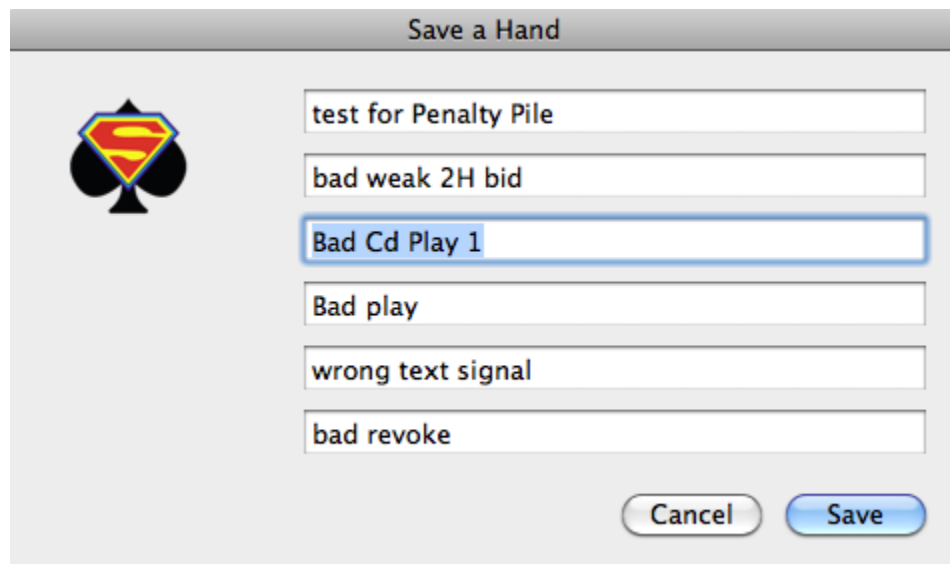
A Dialog Box will appear. You may choose a place to save the current hand from six different buttons. You may name each hand.   The name will also be saved. E. g., "Bad Cd

If you wish to change only the name of the hand without changing the hand, you MUST select the appropriate radio button FIRST, then re-enter the appropriate wording and press Cancel. (changing the text alone, without selecting the proper radio button will not save your text changes.)

Print /Review Current Board: You may see the entire board and bidding in real time. If your printer is connected and working, you may print the current hands.

Dealer: South
Vulnerable: Neither

♠ K105
♥ 6
♦ AK975
♣ K862

♠ A72
♥ K10932
♦ QJ
♣ AJ3

♠ 863
♥ QJ4
♦ 43
♣ 109754

♠ QJ94
♥ A875
♦ 10862
♣ Q

S	W	N	E
P	1♥	2♦	P
3♦	P	P	P

Print   Cancel
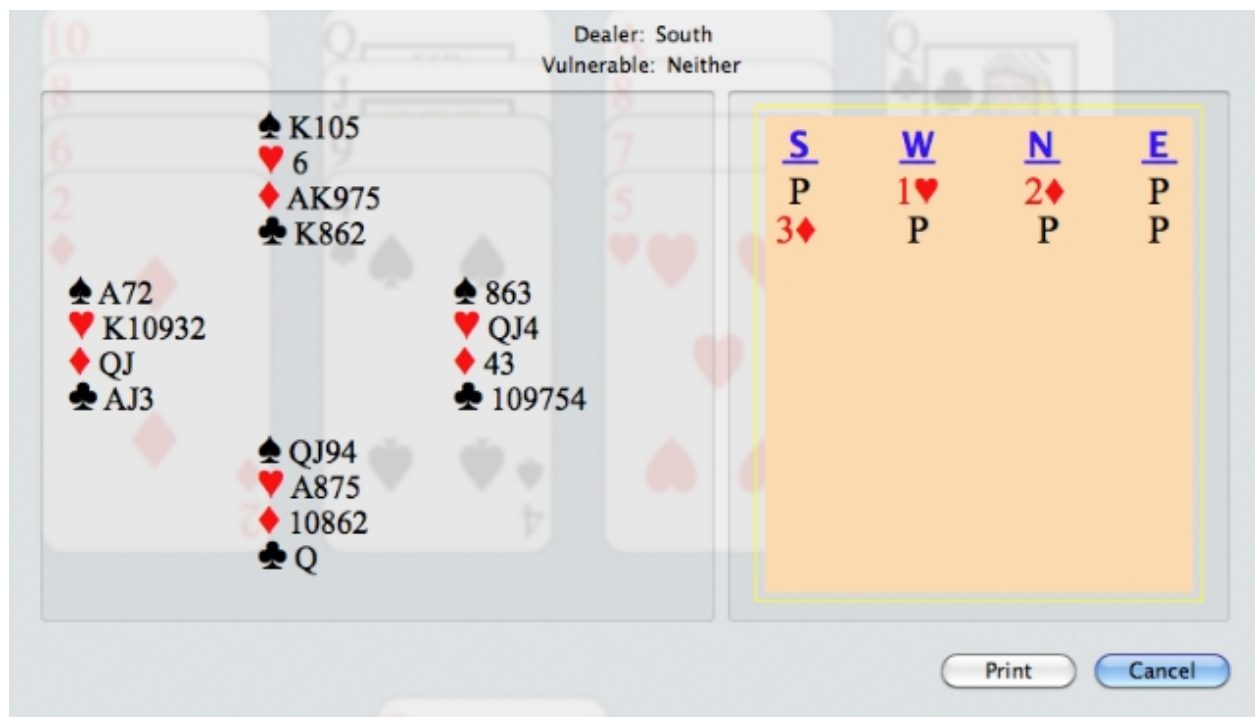
Print Trick Review: If your printer is connected and working, you may print the trick view panel in real time or after a board is completed.

Print Previous Board: If your printer is connected and working, you may print the previous board once the first board is scored.

Edit Menu:

This feature is disabled during bidding. When card play is ongoing, the first selection in this menu will allow an Undo of the previous card played or if the first card, then the previous trick. You may still elect to replay the entire hand by selection of either Rebid Hand or Replay Cards.

Play:
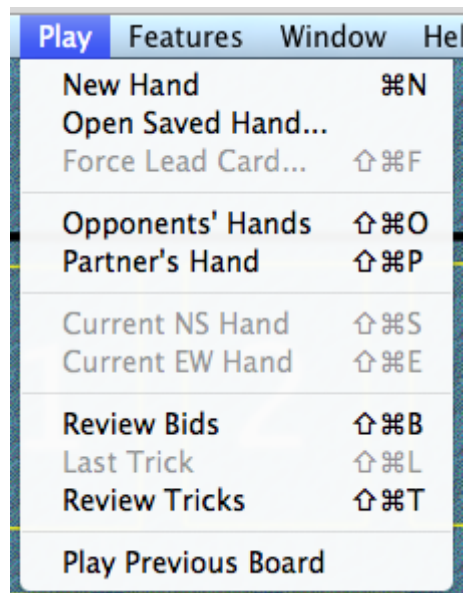
New Hand:

This feature is enabled at all times when the main screen is active. It allows you to immediately start a new hand. You cannot retrieve an old hand unless you have called the Save Hand menu item from the file menu (⌘ + N). Each deal is totally random. Therefore, playing the same hand over would be virtually impossible except for the fact that six different hands can be saved for replay at a later time. During a particular board you can elect to Re-bid the board or Replay the cards without saving the hand. You must saved the hand before going on to the next board. A New Game or a New Rubber can be called for at any time during play.

Open Saved Hand:

Present you with a Dialog Box that allows selection of any of the six previously save hands for replay. NO changes in text are saved from this menu selection. If you wish to change the wording of a selection, go to Save Hand under the File Menu, press the proper radio button, change the wording and select "Cancel." [see p. 11]. The caption is then changed without altering the cards saved in that position.

Force Lead Card:
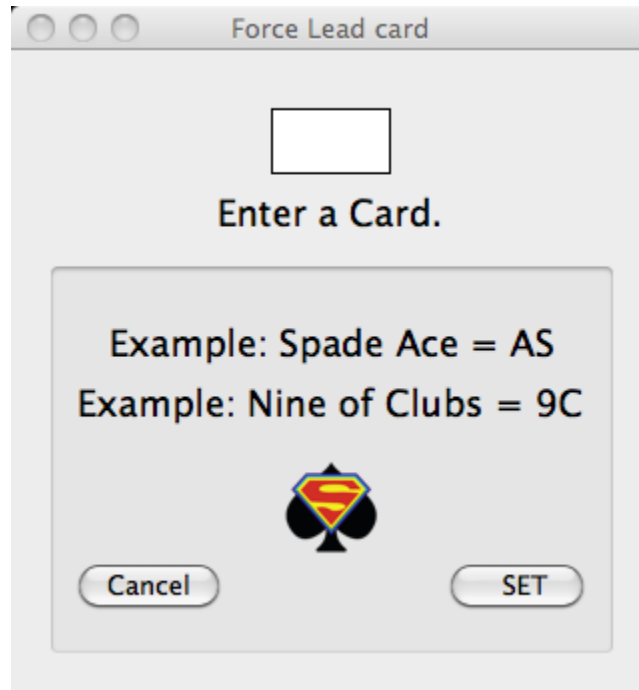
This will bring up a dialog box if you own our companion tool, CardStuffer™.
You may enter any card in the declarer's left hand opponent's hand. It is active only when card play is in progress. Be sure to follow the examples.

Opponents' Hands:
Is always enabled when the main screen is active. Allows viewing of the opponents' original full thirteen card hand.   [see next item]
(+ Shift + O)

Partner's Hand:

Is always enabled when the main screen is active. Allows viewing of the your orginal full thirteen card hand and your partner's hand as well.
(+ Shift + P)
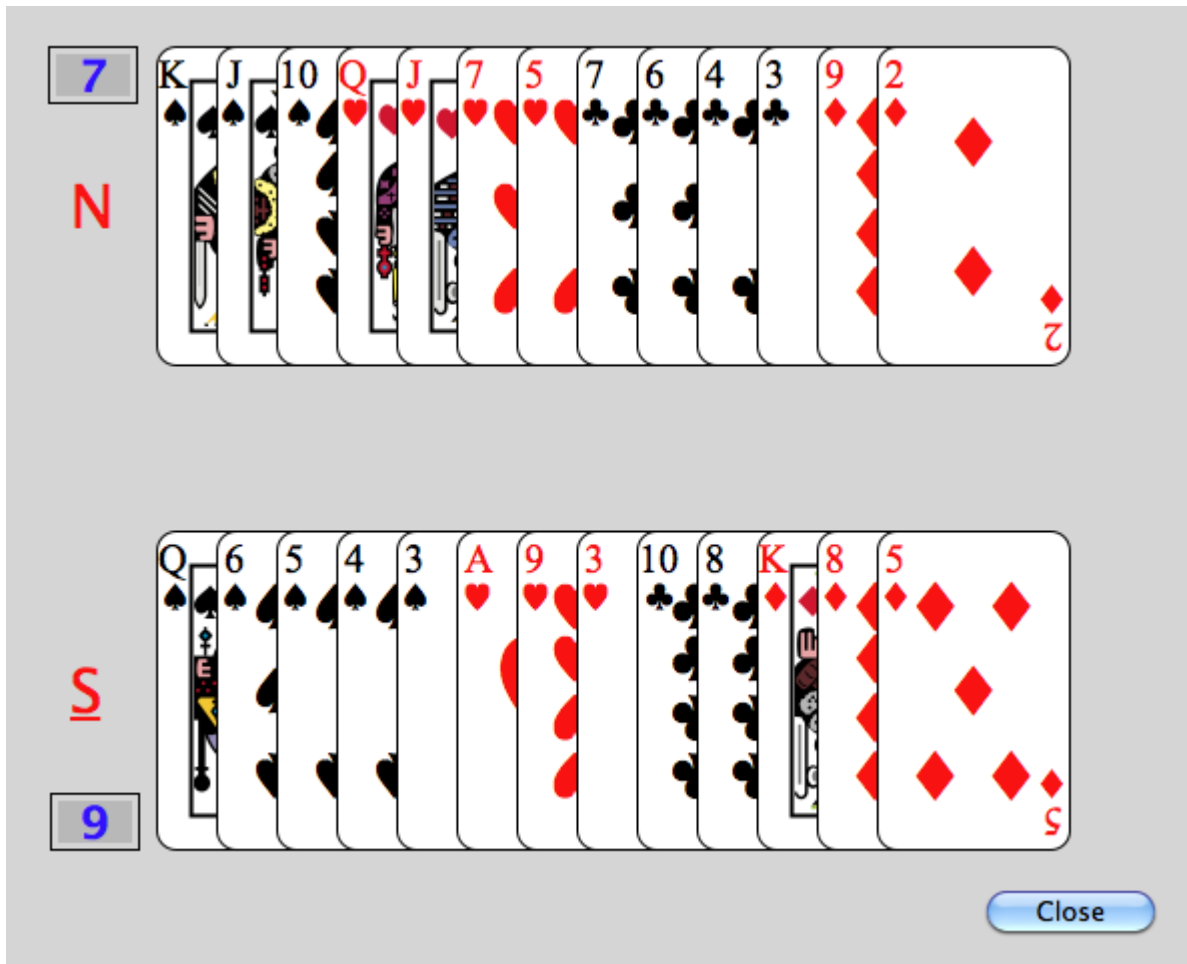
Current EW Hand:

Is enabled only after the first trick is completed. You can see both East and West hands as they currently appear. I.e., if it is the third trick, then the current 10 cards still remaining in the hand that have not yet been discarded will appear. (+ Shift + E)
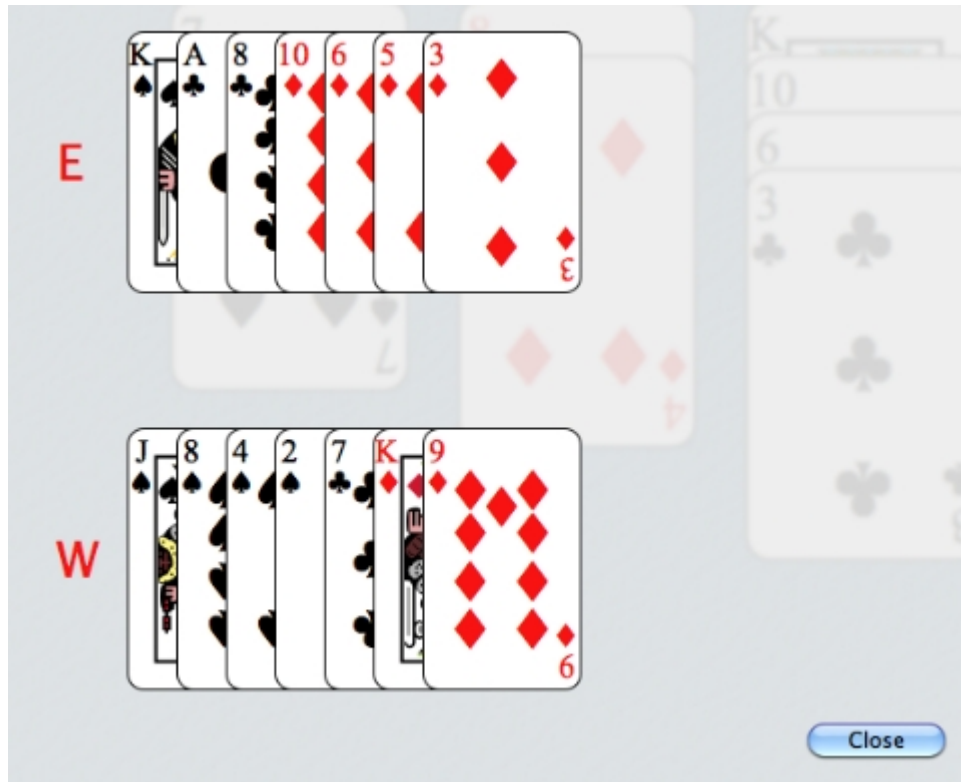
Current NS Hand:

Is enabled only after the first trick is completed and when you are playing defense. You can see both yours and your partner's hands as they currently appear. I.e., if it is the third trick, then the current 10 cards still remaining in the hand that have not yet been discarded will appear. (+ Shift + S).

If North or South is the dummy, this menu item is disabled since the player can already view both current North and South hands.

See above example.

Review Bids:

S	W	N	E
1♥	P	2♥	3♦
3♥	P	P	P
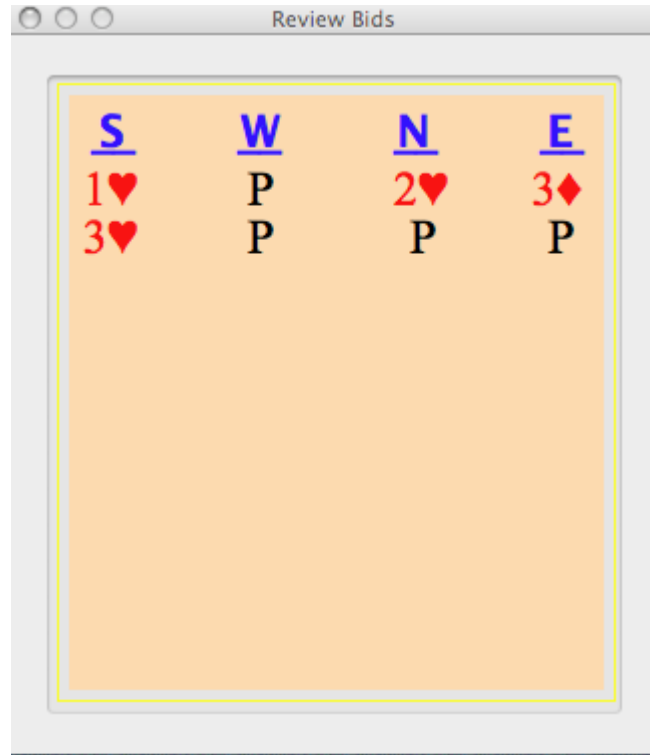
Is always enabled. A moveable window will appear that will recap the bidding. (⌘ + Shift + B)

Last Trick:

Is enabled after the first trick is completed. This screen view shows the last 4 cards played. (⌘ + Shift + L) You must press the left mouse button is exit this screen.

Review Tricks:

S	W	N	E
Q♦	7♦	2♦	A♦*
Q♣*	5♣	2♣	4♣
5♠	10♠	A♠*	3♠
Q♥*	8♥	2♥	4♥
A♥*	9♥	5♥	K♥
3♥	J♦	6♥*	J♣

Presents a window that recaps the play of the cards in real time or if selected during bidding, will show the card play from the previous board. A green asterisk denotes the winner of the trick.

Play Previous Board:

If the user forgets to save a board and a new board is dealt, the user can recover the previous board even though it had not been save using the File menu item Save Hand.

Features:
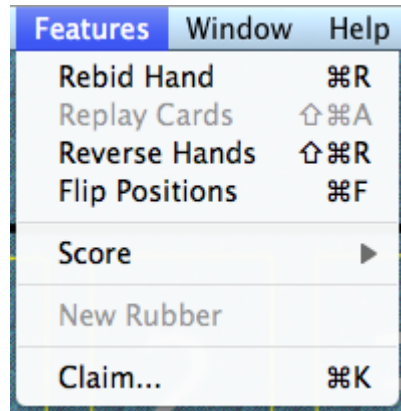
ReBid Hand:
Is always enabled when the main screen is active. Will reset the game so that bidding may begin again with the current hand. (⌘ + R)

RePlay Cards:
Is enabled only when the main screen is active and bidding has already been completed. Will reset the game so that play may begin again with the current hand. It will bypass the bidding routine. (⌘ + Shift + A)

Reverse Hands:
Is always enabled when the main screen is active. Will reset the game so that the hands are now reversed. I.e., North-South partnership will become East-West. A Check Mark will indicate that this feature is active.

Flip Positions:
Is only enabled when the main screen is active. Will reset the game so that the hands are now reversed and 'flipped'. I.e., North-South partnership will become East-West and North is now South; East is now West.   A Check Mark will indicate that this feature is active.

Hidden Command:
If you wish to Reverse and Flip the card positions simultaneously, press Opt + F.

Score:

Current Score:

Can be activated at any time during play. If your RAM is small, it is best to completely close this window after finishing with it, rather than sending it into the background.   (+ T)
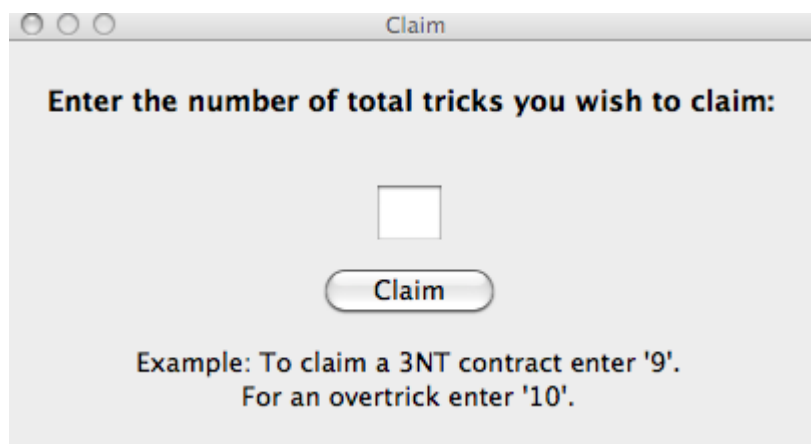
Cumulative Score:

Presents a Dialog Box with the current number of rubbers won and lost as well as the cumulative rubbers won and lost for all session of the BridgePro™ game.

New Rubber:
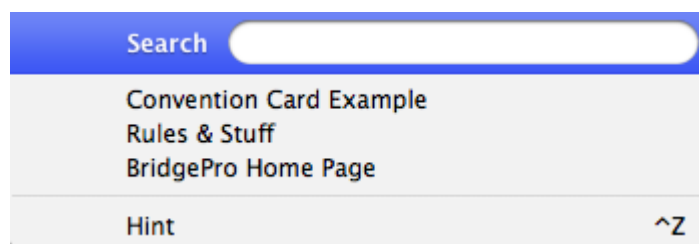
Will allow a new rubber to be started at any time during active play.

Claim:

This will bring up a dialog box that allows you to enter the total number of tricks that you are claiming for the completed board. [Do **NOT** enter the number of remaining tricks you wish to claim. Enter the total number of tricks you want to claim for the entire board.] The computer does not check to see if this is correct. You must be honest in your declaration. This feature was developed to simply speed up the game when the outcome of the game or rubber is obvious.

Help Menu:

Search:

Will find items in the Help Book for BridgePro. E.g., Negative Doubles. Will also locate menu items. E.g., type in 'new' and the arrow will point to New Game, New Rubber, etc.

Convention Card Example:

A scrolling example of a Convention Card that might be submitted during a duplicate bridge tournament. This is not an active screen. You must set all your conventions from the BridgePro menu – Preferences - Conventions. See above.

Rules & Stuff:

A scrolling text that hits the highlights of this manual.

BridgePro Home Page:

Will automatically connect you via the internet to the BridgePro home page site.

Update To Latest Version:

If you are connected on-line, clicking this menu item will take you directly to the web page that allows you to see if your version is current. If not, you can proceed to download an update.

Hints:

Is always active. This will give you suggestions for the next bid to make or the next card to play. You may actually play the entire game by repeatedly pressing + Z.

Initial Bidding:

You will receive a visual and auditory request for input._

<u>Using the Keyboard</u>:

E.g.,to bid two spades: press the '2' key followed by the 's' key followed by Enter o r Return key.

Pass	->	'p'
spade	->	's'
heart	->	'h'
diamond	->	'd'
club	->	'c'
no-trump	->	'n'

*** You must press Enter or Return key to finalize your bid. The Enter or Return key need be pressed only once during your input, and NOT after each character is pressed. If you mistakenly enter a character, simply re-enter it without penalty. To negate the bid press the Delete key. If you wish to bid differently, you must ReBid Hand.

Using the Keypad:

The keypad maybe used to enter any of the numbers or to Double/Redouble.

An asterisk (*), the multiplication symbol, will enter a double or redouble.

You must press Enter or Return key to finalize your bid. This is the default setting. If you choose Quick Bid in the BridgePro General Preferences menu, bidding is speeded up and this step is bypassed.

Subsequent Bids:

Instruction will follow each bid. Follow the screen prompts. Appropriate warnings will be rendered if inappropriate responses are obtained.

Re-bid Current Hand

If at any time you wish to re-bid the hand, go to The Menu - Features -> Rebid Hand or use + R.

Reneges, Revokes:

If a misplay occurs, a Dialog Box will appear instructing the user to make the appropriate choice.

Playing the Cards:
Once bidding is completed, the Dummy and lead card will be appropriately exposed.

Using the Mouse:
When instructed by the screen prompts, pointing the Mouse and clicking the Mouse Button will automatically cause the selected card to be transferred to the Discard Pile. There are auditory reminders and, finally, Dialog Box instructions if proper selections have not been executed.

Replay Current Cards:

At any time during the play, the cards may be replayed without re bidding by selecting + Shift + A. Or see: The Menu – Features -Replay Cards.

Changing Positions:

You may play either partnership. That is, by selecting + Shift + R you will switch North-South partnership to the East-West hands. Additionally, once this reversal has been

effectuated, the Flip Hand selection is enabled so that you can now play your partner's hand if you so wish (⌘ + F). See: The Menu - Reverse Hands or Flip Positions.

If you plan on doing several reversals and flips it is best to save the hand first, as on some machines repeated switching leads to the need for re booting.

Revokes:

If you misplay a card, it will automatically be placed in the Penalty Pile. You must then play the correct card. Thereafter, at the first legal opportunity, the Penalty Pile must be vacated. Appropriate Dialog Box prompts will help you.

BridgePro™ does NOT support more than one card in the Penalty Pile. If more than one is present, you will be given the opportunity to replay the game and execute more careful choices. You may elect to deactivate this feature [Uncheck it in the BridgePro General Preferences menu.].

Doubling:
You can double at any time during the bidding by using multiplication key on the keypad (*) or the asterisk key on the keyboard.

Redoubling:
You can redouble at any time during the bidding by using the multiply key on the keypad (*) or the asterisk key on the keyboard.. Redoubling will occur if a double has already been bid.

Signaling:
During play, MUD is supported. E.g., Middle-Up-Down when leading from three cards with no honor card.
Doubleton leads will be high followed by low.
When you are void, leading high in the sluff suit indicates your partner is asked to play an appropriately higher suit lead at his next opportunity. Conversely, playing a low card asks your partner to play an appropriately lower suit at his next lead.

Viewing All Hands:
If at any time you wish to view the hands as originally dealt then pressing ⌘ + Shift + P. This will show the North-South partnership hands. Pressing ⌘ + Shift + O will allow viewing of the East-West partnership hands. See: Play - Opponents' Hands or Partner's Hand.

The Scoring:
Getting the Score:
The scoring window is available at all times. The default selection is standard rubber bridge. However, there are options to select Chicago style scoring or its variation of New York style scoring. [See BridgePro – Preferences - Score Menu.]
Review Tricks Played:
Pressing the ⌘ + Shift + T keys will bring up a window that shows a recap of the cards

played. A small green asterisk denotes the winner of the trick. After a hand is scored, this window will continue to show the previous played hand until the new bidding is completed.

Current Score:

Press ⌘ + T (or See: The Menu -Features -Score-Current Score). This shows the current score of the rubber in real time.

Cumulative Score:

(See: The Menu - Features -Score =Cumulative Score). This keeps track of the total rubbers won by you and THEM (that's your computer buddy opponents).

End of Game:

At the end of each game, a special Dialog Box will present itself along with the Score Window. Choices will be available to either continue onto a new game, re bid or replay the cards from the previous hand. You may also Quit the game at this time.

Rubber:

At the end of each rubber, a special Dialog Box will present itself along with the Score Window. Choices will be available to either continue onto a new rubber, re bid or replay the cards from the previous hand. You may also Quit the game at this time.

Honors:

Honors will be posted at the end of each game.
Four honors -> 100 points.
Five honors -> 150 points.
Four Aces at no-trump ->150 points

Vulnerability & Doubling:

	Not Vul.		Vulnerable	
	Undbl	Dbl	Undbl	Dbl
1st undertrick	50	100	100	200
all other undertricks	50	200	100	300. .

(after the third trick Dbl gets 300 if not vul.)

Overtricks:	Not Vul.	Vulnerable
UnDoubled	trick value	trick value
Doubled, each	100	200
Redbl, each	200	400
Little Slam	500	750
Grand Slam	1000	1500

Other Scorings:

50 points will be awarded for making a double or a redouble.   .

500 points for winning 2 out of three games.

700 points for winning the first two games consecutively.

Rules To Play By:

Opening Bid Requirements:

Though your computer buddy will not stray from the prescribed point count, defensive trick, biddable suit and re-biddable suit requirements, you, the User, may. Beware, however, the responses may not be those you would wish! In the Advanced level, HiLeQT [Highly Cute] point count is used. This is similar to Bergen's points with the additional requirement that defensive trick count is added. Thus, 22 HiLeQT points are needed to open in the first or second position [21, if favorable vulnerability exists]. In the Intermediate level, Bergen's Points are used to determine if an opening bid can be made in the first or second positon. The hand will be opened if the HCP + the two longest suits >= 20. One and one-half defensive tricks are needed if a 5-5 or better distribution is not present.

Your partner will ALWAYS pass your opening suit bid if he has less than 6 points.

Your partner will ALWAYS bid if he has 6 or more points to your opening suit bid.

At the level of 2, your partner will NEVER bid in a new suit without a minimum of 10 points.

13 Point Hands:

At the Basic and Intermediate levels: To open with 13 points, the hand must have at least 2 defensive tricks (Quick tricks) AND a re-biddable suit or two biddable suits.

In the third and fourth position, bids with less than 13 points are sometimes made. Pearson's Points (The Rule of 15) are used to calculate an opening hand in the fourth position (HCP + total number of spades >=15).

14 Point Hands:

At the Basic and Intermediate levels: Though called a 'Mandatory Bid', 14 points will not secure a bid unless 2 defensive tricks (Quick tricks) are present or there are 14 points in high cards only.

5 Card Major Requirement [Non-Acol]:

There is a requirement that there be five cards to open in a major suit has an exception. AKQJ four card suits in the majors will be opened.

ACOL Bidding:

Four card suits bid up the line. Weak no-trump when not vulnerable and strong no-trump when vulnerable. The default is 12-14 HCPs for weak no-trump and 15-17 HCPs for strong no-trump. Acol Two-bid is forcing for one round. 2NT opening indicates 20-22 HCP, balanced. 23 HCPs will get a 2C bid [2D if Benjamin convention selected (see pp. 17-18).].

No Trump Openings:

Standard No-trump openings are supported. Appropriate stoppers and balanced hand requirements are mandatory.

If you are playing at the advanced or intermediate levels then a choice between point spread of 12- 14 points, 15 - 17 points or 16 - 18 HCP is available. At the Advanced level, the 3 NT bid is always interpreted as a Gambling 3NT convention.

No Trump Response after Suit Bid:

If Forcing 1 NT response is utilized then [not Acol]:

2 NT = 11 or 12 HCPs and is NOT forcing.

3 NT = 13 to 15 HCPs.

If ACOL bidding is utilized:

2 NT = 11 or 12 HCP and is NOT forcing.

3 NT = 13 to 18 HCPs

Otherwise a convention approach is:

2 NT = 13 to 15 HCPs and IS a game force.

3 NT = 16 to 18 HCPs.

A Two Club Forcing:

The opening will be expected with a balanced hand with 23 HCPs or 3 losers or less. It can be made with any hand similar to a strong two of a suit opening. (see p. 3)

Stayman Convention:

The 2 and 3 club convention is supported. Stayman is non-forcing

The Special Minor Bid:

If you cannot open using the standard criteria, you may open one diamond or one club if you have a 3-card suit headed by at least a queen and your standard opening has no re biddable suit.

Preemptive Bids:

Preempt bidding will occur if no more than 15HCP in a major suit is present are present and usually 6 - 10 without a side 4-card major. The 'rule of two and three' is used to establish these bids. A seven-card suit is expected.

Two-Over-One Bid:

   If the Forcing 1 NT Response preference is utilized, then this sequence is forcing to game, otherwise it is not a force to game.

About BridgePro:
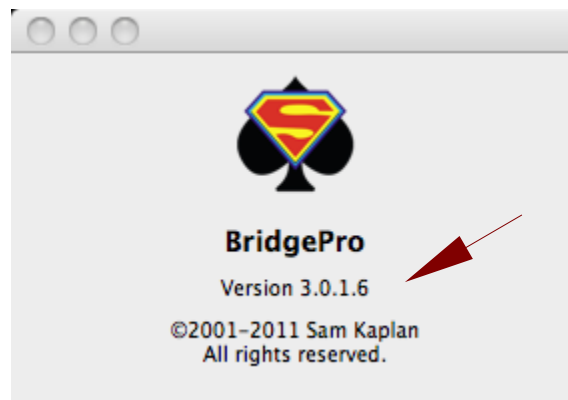
   Brings up the initial screen and copyright presentation. Note: the version number for BridgePro™ as pointed out by the red arrow.

Consult Manual Alert:

Cue Bid of the Enemy's Suit: This is the most common reason for the alert 'Consult Manual' (1d, (1h),2d,(3d)). This bid is forcing. If Michaels Cue bid is not played, the bid is forcing to game.

Jump Cue Bid: After the opponents open in a major, a jump cue bid of the opponent's suit asks your partner to bid 3 NT if he has a stopper in that suit (1H,(3H),P,(3 NT),P,(P)). The overcaller has a solid minor with 8 or 9 guaranteed tricks, but lacks a stopper in the opponent's suit.

Cue Bid Of Enemy's Suit in Response To Partner's Overcall: This represents a limit raise with 10 - 12 HCP and at least 3 Card support of partner's bid.

Transfer in the minors: if the option box 'Majors only' is left unchecked, then 1NT:2NT = transfer to diamonds. 1NT:3c is natural with a slam going one-suiter. 1NT:2c does not guarantee the responder has a major (not Stayman). He maybe using this bid to get to 2NT.

1NT:(Double):ReDouble - [The Great Escape]: The redoubler expects the opener to bid a puppet bid of 2c. He then will pass if his long suit is clubs or else he will bid his long suit. The opener passes with 3-card support or bids a higher suit in which 3+ cards are held.

2NT as Second Response to 2 Club Forcing Bid: This is a 'double negative bid.' The responder has less the 3 or less HCP in his hand [2c,2d,2s,2NT].

Double over a 4H or 4S Pre-emptive Bid: Against a 4H opening, the double is for takeout and guarantees spade support. Against 4S, the double is for penalties.

4NT over a minor Pre-emptive Bid of 4: This is a takeout bid [4d,(4NT)].

Response to Forcing 2c Doubled: [2c,(Db),?] - bidding the enemy's suit shows a balanced hand with positive values but no stopper in the suit shown by the double. A pass shows a weak hand with club tolerance and 2d shows weakness in clubs.

Gambling 3NT Bid: This shows a solid minor suit [AKQxxxx is minimum], 7 playing tricks and little else. If it is an overcall, there must be a stopper in the enemy's suit.

Double in Defense against Transfer Bids: Initial double is lead directing. Shows a strong holding of at least 5 cards and 3 or more honors in that suit. If not playing Michaels Cue Bids, a double later is for takeout [1NT,(p),2H,(p),2S,(p),p,(Db)].

3NT Response to a Major Suit Opening: [1s,3NT] - This is used when playing Limit Raises and not playing Jacoby 2NT Force Response. It shows 4 card support for your partner's major and 13+ HCP or better. Use the two-over-one response for your usual 3NT response.

Jump Bid After Blackwood: With 1 Ace [1 or 3 Key Cards with Roman Key Card Blackwood] and a void the responder bids six in his void suit provided it is lower ranking than the agreed suit. If higher ranking, he jumps to 6 of the agreed suit. With 2 Aces and a void, the responder bids 5NT over 4NT.

Blackwood Bidder's call Other Than 5NT or the Agreed Suit: Whenever the response to Blackwood leaves the partnership short of enough aces to contract for the slam, the Blackwood bidder should bid a previously higher unbid suit. This asks the responder to correct to 5 NT which the Blackwood bidder passes making that the final contract. [1s,3c,4c,4NT,5d,5h,5Nt,p]

Unsual NT Bid: If the bidding has gone p,(p),p,(1H), 1NT, then this last bid represents an unusual NT bid.

2NT Overcall of a 1NT Opening: Game forcing bid showing a freak 2-suiter hand. There must be at least a 5-5 distribution with 3 or less losers. The suits are not required to be minors.

Support Double Pass Alert: When playing support doubles, if the bidding has been 1d,(p),1h,(1s),p this indicates that the opener has less than 3 card support for the major suit bid by his partner.

Lead Directing Double After Splinter Bid: If they are vulnerable and you are not, then the lead directing double of the splinter bid is used to show length and strength in the splinter suit and to suggest a sacrifice. At any other vulnerability, the double asks for the lead of the lower ranking unbid suit. Therefore, a pass would steer one's partner to lead the higher of the unbid suits.

<u>Redouble of Partner's 1NT Opening [playing enemy defense of D.O.N.T. or Brozel] with minor transfer bids on</u>: This indicates a transfer to clubs. (1NT,(Db),ReDbl)

<u>Opening 5NT Bid</u>: Shows a balanced hand which guarantees 11 tricks and asks responder to raise the bidding one level for each ace, king or queen he holds.

<u>5 NT Bid</u>: With no agreed suit, this bid requests partner to "pick a slam."

<u>Five Of a Major Opening</u>: Shows a hand missing both top honors in the trump suit, but no other losers. Partner raises to the appropriate level if possessing either or both honors else passes.

Error In Logic Alert:

   Sometimes memory becomes corrupted and the hand cannot be continued and sometimes BridgePro™ simply is perplexed and cannot solve the bidding or card play problem. Most of the time the error occurs because you are playing too quickly. If you Rebid the hand and play more slowly, the board is likely to play properly. If not, you may Quit and restart the game to clear its memory or you simply may continue to another game. However, might I suggest that you click on the BridgePro™ icon in the top left corner of the dialog box [see above Fig.]. This will bring up the Save A Hand dialog box and you then can save this hand. If you collect 6 of these non-playable hands and e-mail them to masK, LLC. [go to the BridgePro Home Page in the Help menu], you will become eligible for a free upgrade when a new version of BridgePro™ is published. Thank you for your help in making BridgePro™ a better game for all to play!

Another possible solution is to quit the game and open Disk Utility. Select your machine in the left pane and then choose the "Repair Disk Permissions" button. Reboot the machine.

Reference Books:

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