

Jack 6



Bridge
program for
players at
any level



Jack 6 Manual

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This Jack 6 Manual (ENG, version 6.01) is written by the Jack team.

Layout by Albert Claesen.

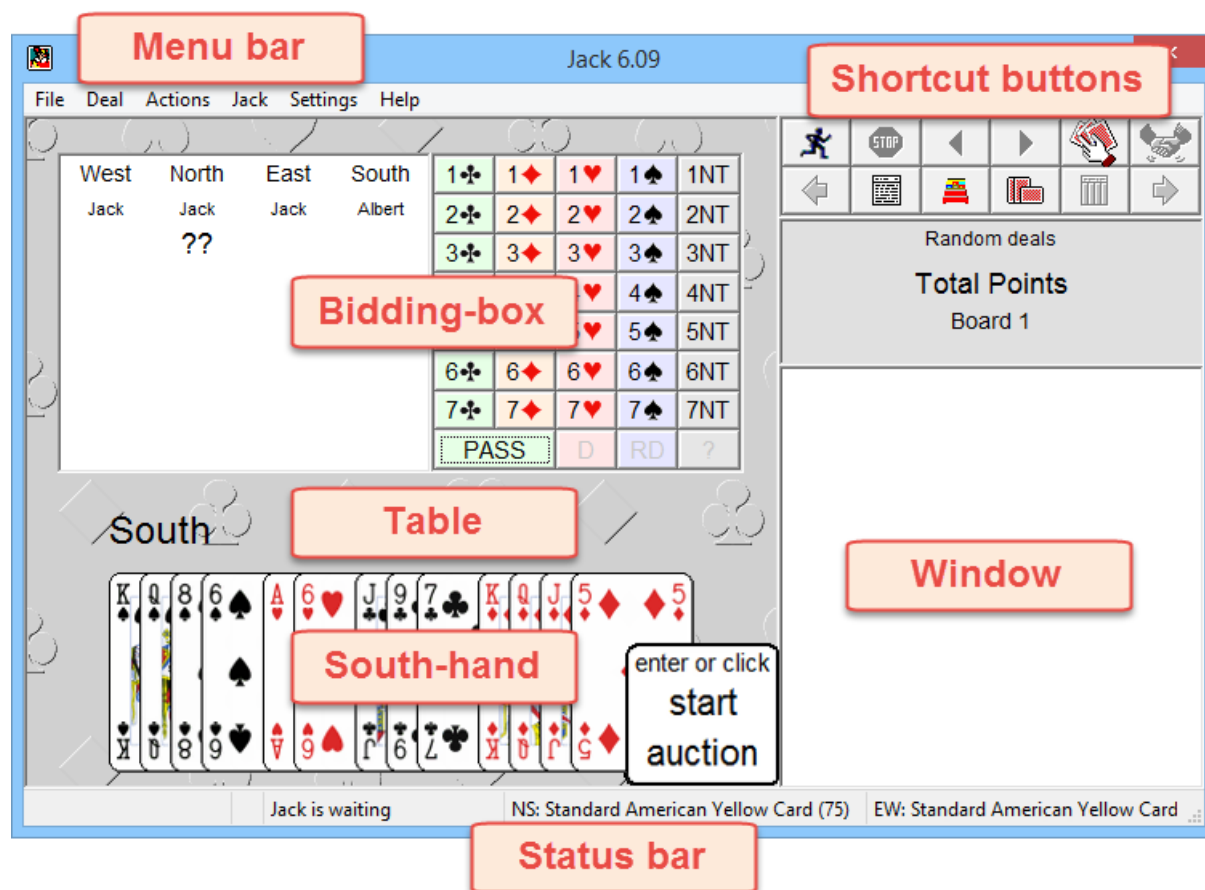
1 Jack 6 Manual: Introduction

Bridge is a great pastime, as more and more people are discovering. However, sometimes you won't have the four people needed to play the game. Then you may find it convenient and enjoyable to play bridge with (and against) a computer. We developed Jack not only to enable you to have fun, but also to give you a partner for practice and a sparring partner against whom to test your luck and skill. Jack offers you an endless supply of random deals (if you wish, in the form of a tournament), and a chance to hone your bidding and play.

Although disallowed in actual competition, Jack will let you retract calls and played cards---yours or his---with impunity. You may do so either to correct inadvertent errors (we all misclick occasionally) or to make creative use of Jack's possibilities (for example, to see how your partner might respond to a different choice of opening bids, or how declarer might play differently on a different opening lead).

This introduction will outline Jack's capabilities. *Links* will point you to the details.

After you start Jack you will see a window like the one in the figure below.



Jack's screen contains five important components.

1. Just below the title bar at the top of the screen that displays which version of Jack you are using, a [menu bar](#) with the menus **File**, **Deal**, **Actions**, **Jack**, **Settings** and **Help** lets you choose how you want to use Jack.

2. The left part of the window displays the [table](#). During the bidding the table will show the auction alongside the [bidding box](#), and the hand for South underneath. Normally this will be your hand. During play, the table will show your hand and the dummy.
3. At the top right of the screen the [shortcut button group](#) provides 12 buttons for quick access to many functions.
4. Directly below the shortcut buttons you will see a [window](#) for display of text. The top part of this text window contains information such as the scoring method (match-points,imps, etc.). A simple maneuver lets you use this text window to display either the auction or the play.
5. At the bottom of the screen, a [status bar](#) shows what the program is doing and which convention cards each pair is using.

Items in the menu [Settings](#) let you remodel Jack to your own tastes. [Settings/Colours](#) allows you to redesign almost any part of the table, even the backs of the cards.

Jack [bids](#) using the convention card you selected. You can change convention cards and even create new ones by selecting [Settings/Convention cards](#).

[Settings/Players](#) lets you choose to have Jack play any number of the four hands, or none at all, but if Jack buys the contract while you are his partner, he insists that you be declarer and play the dummy's cards in the [play phase](#).

You can have Jack deal cards at random, define a [deal profile](#), or play in a [tournament](#). Jack offers many forms of contest: total points, match-points, imps, imp pairs, board-a-match. You can examine the running score at any time, or erase prior results if you want to replay a tournament. You can save and print any deal, including the auction and the play, enabling you to study the deal at some other time and place.

Articles have been written about Jack's performances. You can find some of the articles in the documentation: **Articles Jack (ENG).pdf**. See [Jack documentation](#)

1.1 Notation

These Help files use the following notation throughout:

A heading on the menu bar	<i>bold and in italics</i>
An item on a drop-down menu from the menu bar	<i>in italics</i> separated from the menu by a /
any key on the keyboard	in square brackets
any combination of keys	in square brackets, separated by a +

Thus [F3] indicates function key F3 and [CTRL + H] means pressing the Ctrl key and the H key simultaneously. ***Settings/Colours*** means the menu item *Colours* in the menu ***Settings***. A menu item can be either an item or a submenu. ***File/Tournaments/File/Print home tournament*** is an example of multiple submenus. The higher menu is always shown to the left of the / and the lower to the right.

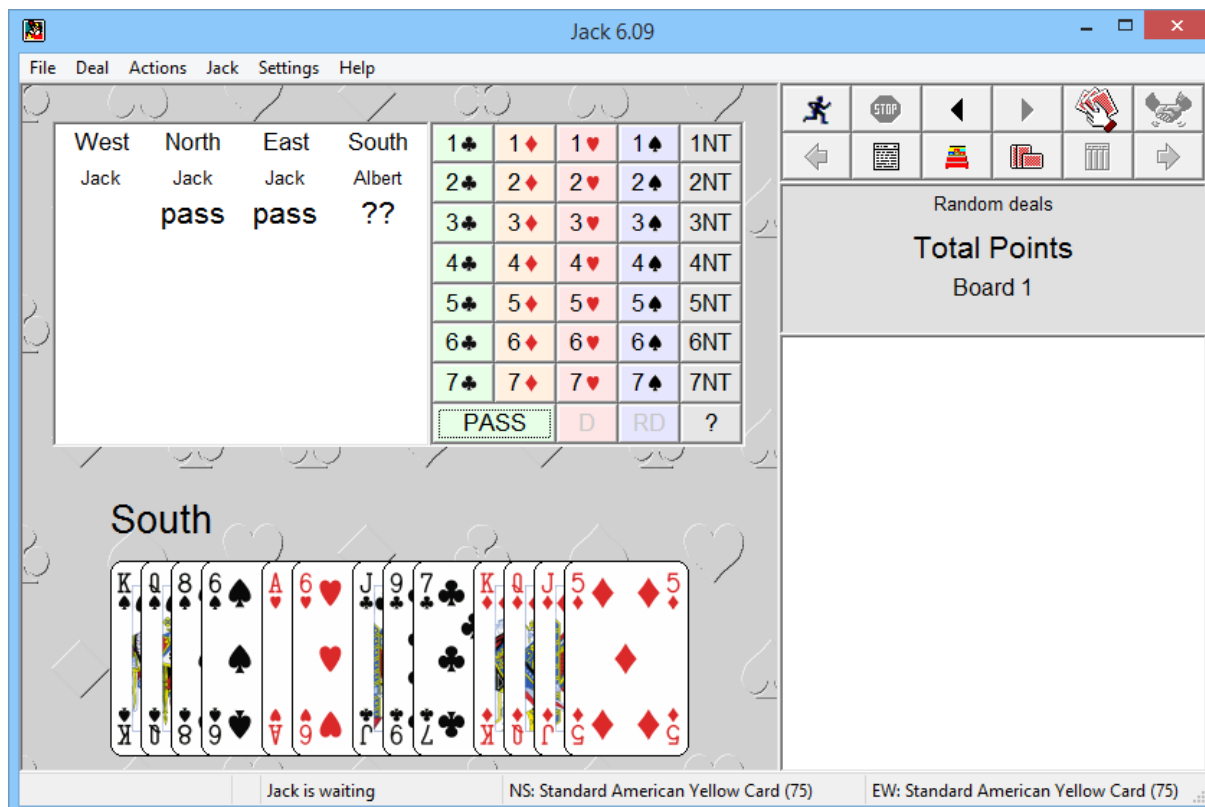
1.2 Note

You can change the view of the table to display the cards of the other three players instead of the bidding box. The text window will now act as the auction window, but during the auction that will obscure information that would otherwise appear in the text window (for example, your current rank in a tournament).

1.3 The Table

The left part of the screen is reserved for the card table and has many different views. We shall use an example deal to guide you through the views and possibilities of the table. A random deal scored at total points is on the table. (The [bidding box](#) and the [play](#) are discussed elsewhere.)

Using the default settings, during the auction the table will look like this:



Your hand is at the bottom of the screen with the direction marked in black. When you are vulnerable, the direction will be marked in red. This is also true for the other players.



This setting is the most commonly used. However, **Actions/Change table view** lets you choose a different setting that shows the backs of the other players' cards. You can select either setting when you start the deal. Use **Settings /Other options/Auction on single hand table view** to have this setting from the start of the deal.

After the auction has finished the play phase will start with the setting:





You will see your own hand and the dummy. On the upper right of the table the contract and the declarer are displayed; directly underneath, a running total of the number of tricks taken by NS (left) and EW (right) appears. The cards that have been played to the current trick are on the pale green rectangle in the middle of the table, with the player whose turn it is (in this case, dummy) highlighted.

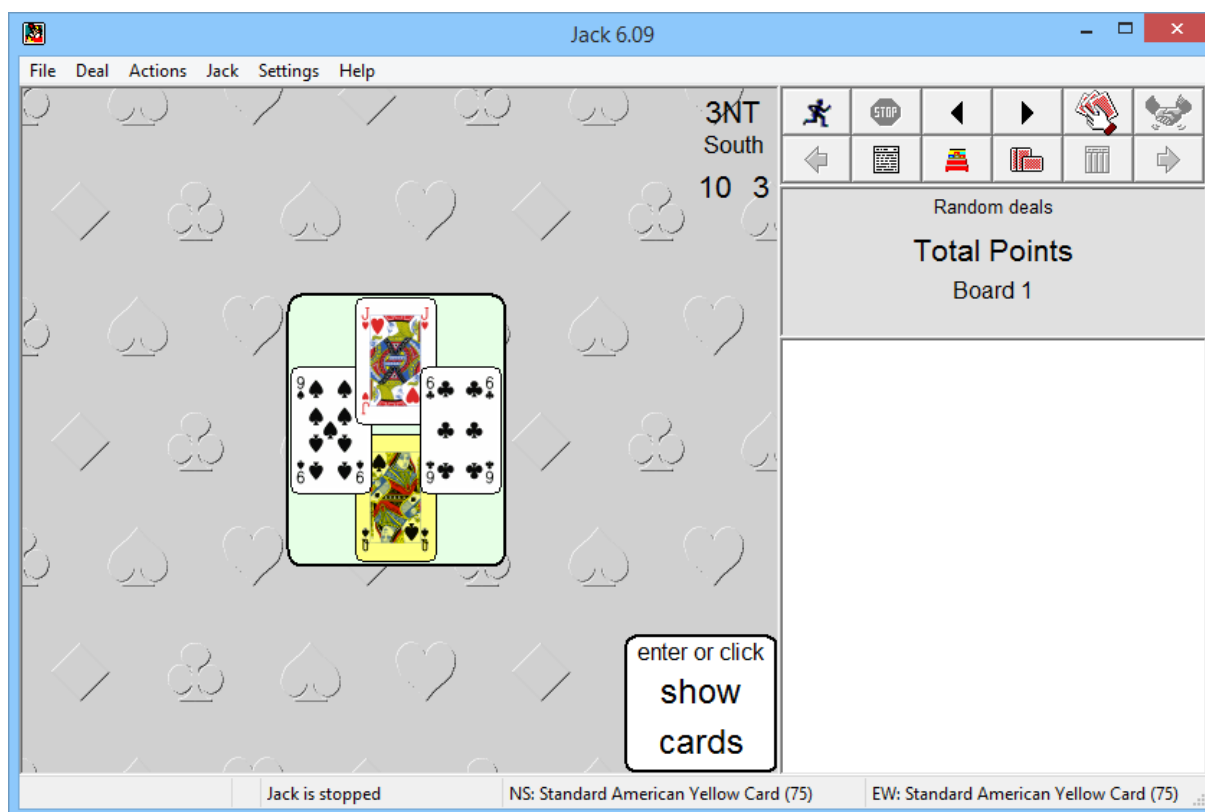
Playing a card is simple: click the card of your choice. The program won't let you revoke, and in the default setting, Jack will follow suit for you when you have only one card left in the suit led. If you inadvertently click a wrong card, or want to retract a card for any other reason, Jack will let you take back a played card. To retract a card while Jack is thinking, you must first stop Jack by selecting

Jack/Stop Jack. You can also use the  and  buttons to take back and play forward.

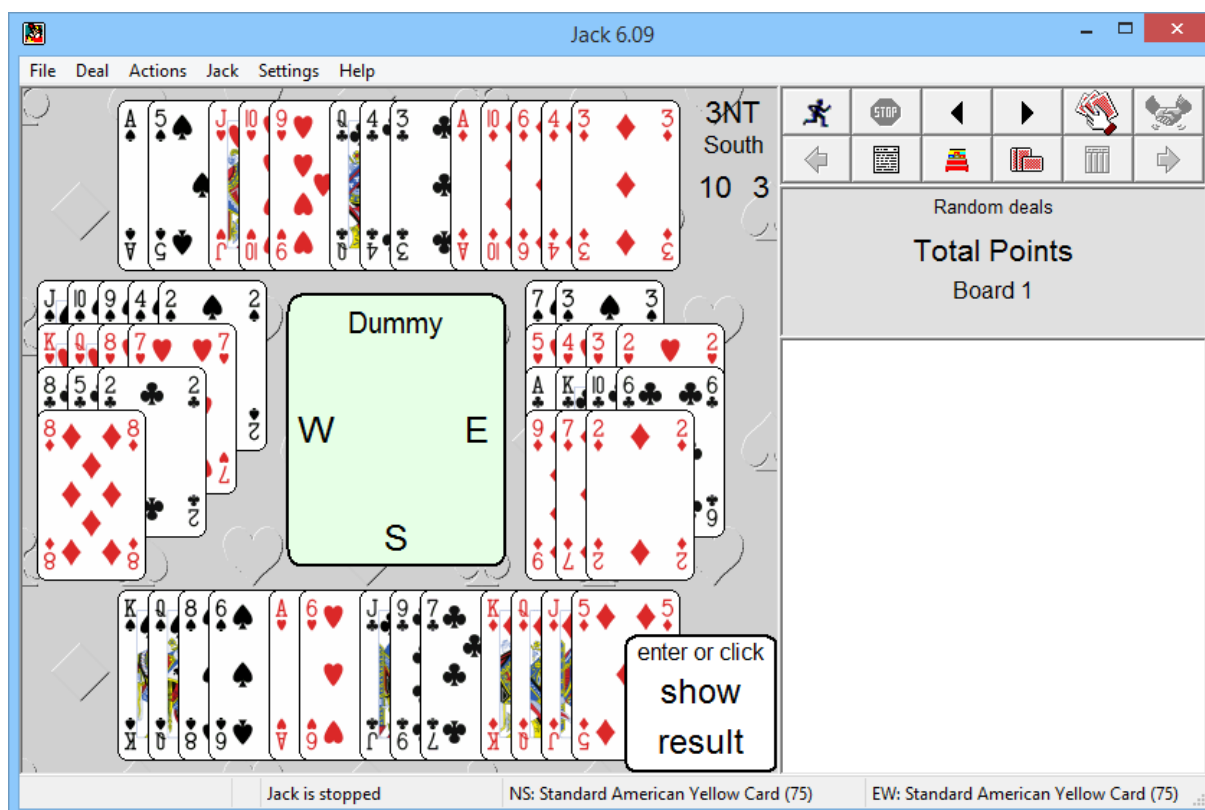
If you want to peek at the cards of your opponents (but what fun is that?), [CTRL + O] provides a shortcut to the menu item **Actions/Show all cards**. You can get a review of the auction by pressing

the  button, and of the play thus far by pressing the  button.

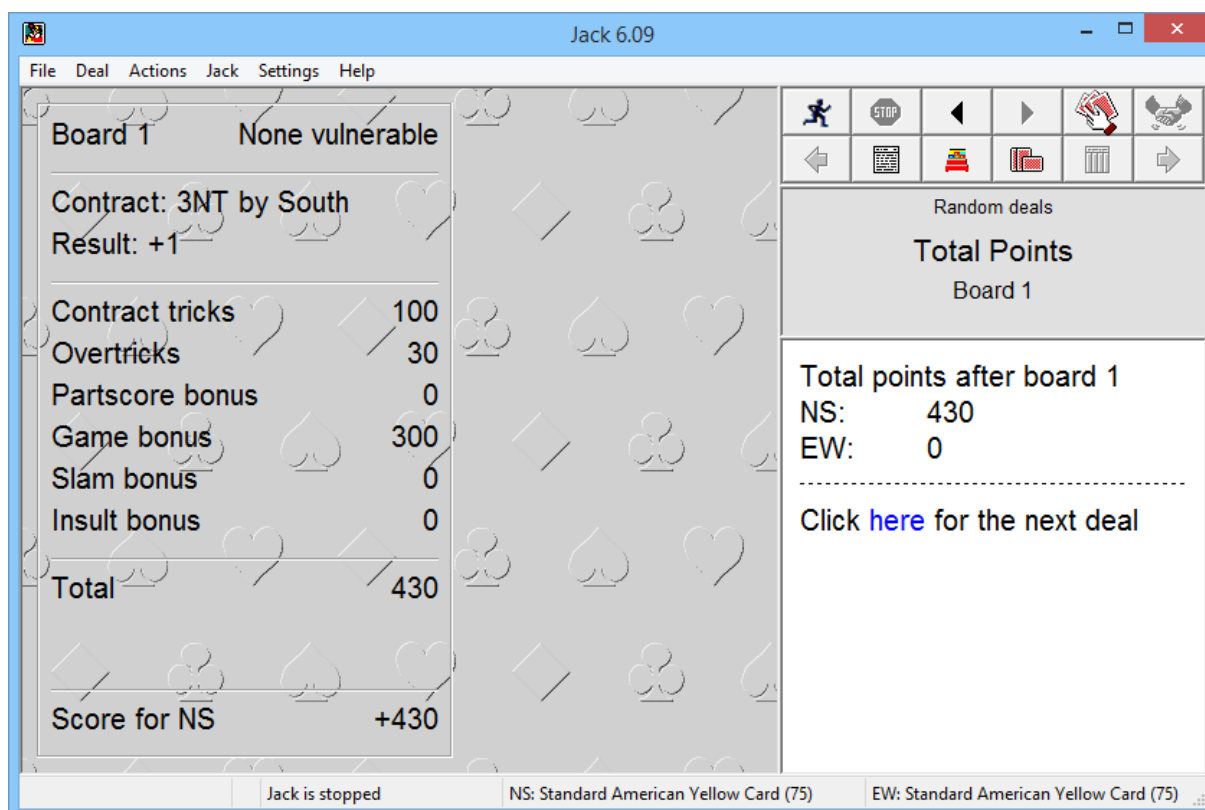
After playing each deal, you will see:



Then you can click the mouse or press [Enter] to show all the cards of the deal:



Finally, you can display the scoring of the result by pressing [Enter] or clicking the mouse again.



In the figure above, you can see that South made a non-vulnerable 3NT with one overtrick, as noted also in the text window on the right side of the screen along with the form of scoring (here, Total Points) and a prompt to click for the next deal. Before you do so, however, you may want to save (**File/Save deal**) or print (**Deal/Print deal**) the deal.

You can change many of the table settings, such as the colour and design of the cards. See [Settings/Table](#) and [Settings/Colours](#).

1.3.1 The Bidding-Box

You may use the bidding box to enter your call most conveniently.

Some calls have been dimmed, in grey, because they are insufficient bids or otherwise illegal. You may click on any other call. In the illustration on the right, all bids starting at 2♠, as well as pass and double, are legal. You may also click on the question-mark in the lower-right corner to ask Jack for a hint; Jack will blacken the call he recommends. In the illustration, Jack suggests passing.

1♣	1♦	1♥	1♠	1NT
2♣	2♦	2♥	2♠	2NT
3♣	3♦	3♥	3♠	3NT
4♣	4♦	4♥	4♠	4NT
5♣	5♦	5♥	5♠	5NT
6♣	6♦	6♥	6♠	6NT
7♣	7♦	7♥	7♠	7NT
PASS	D	RD	?	

You can also operate the bidding box from your keyboard. Use the four cursor keys to control the movement of the cursor in the bidding diagram, then click on the call that you choose. You can bid without the bidding box just by typing your call, using capital letters (for example, **2S**) then pressing 'enter' when you want to bid 2♠. Try this.

If the auction has been in progress for a few rounds, the auction overview will show the auction up to that point. A bidding box always contains an auction. The colours used to depict the directions indicate vulnerability. Red stands for vulnerable. In the example East and West are vulnerable.

<u>West</u> Jack	North Jack	<u>East</u> Jack	South Albert
	1♥	pass	2♥
pass	3♣	pass	??

1.3.2 The auction

The auction provides 'formal' information. By clicking a call you will see a detailed list of the high card points and suit lengths on which it may be based. You may need some practice interpreting this list. In the above auction we first click 1♥. We might see:

HCP=11+, ♠ < ♥, ♥ = 5+, ♦ ≤ ♥, ♣ ≤ ♥

North shows at least 11 points (HCP = 11+) and also five or more ♥ (5+), with fewer ♠ than ♥ (<) and fewer or equal minors than ♥ (≤)

Clicking 3♣ will show, as often happens, only a single hand type (one line, no or):

FP=H,17-19, ♥ = 5+, ♣=4+, limit

North shows 17 or 19 fit points (also known as dummy points) with at least 5 hearts and 4 clubs, and invites game

Jack uses TP, not HCP: TP stands for Total Points. To his HCP Jack adds 3 for a void, 2 for a singleton and 1 for a doubleton. For example a 4333 hand with 12 HCP also has 12 TP, but a 4432 hand with 12 HCP has 13 TP. Some bids, in context, have a wide range, for example, 13-20 TP. See also [hand evaluation](#)

Note: As in over-the-table bridge, the *partner* of the bidder explains each bid. This means that occasionally the bidder's holdings won't match the explanation. Jack chooses his calls by a complicated process. He knows the meanings of his calls, but he may deviate from the prescribed bids when he thinks it necessary. His partner will not expect him to be deviating, of course.

A formal description for any bid (but not necessarily for a pass) is available. Sometimes a footnote is also available.

In the illustration at the right, the * next to 2♣ indicates a convention (in this case, [Stayman](#)).

The * means **alert**.

2♣, 4♦, 4NT and 5♥ are also footnoted. The footnotes point to informal explanations. If you hover the mouse on a footnoted bid, an informal explanation will appear.

<u>West</u>	North	<u>East</u>	South
Jack	Jack	Jack	Albert
	1NT	pass	2♣* ¹
pass	2♥	pass	4♦* ²
pass	4♥	pass	4NT* ³
pass	5♥* ⁴	pass	??

If, for example, you point to 5♥, you will see:

2 aces

North shows 2 aces, assuming you use the [Blackwood](#) ace asking convention. To see the footnotes displayed throughout the auction, choose **Settings/Other options/Show footnotes explicitly with the auction**. Then the same auction will appear as shown on the right:

<u>West</u>	North	<u>East</u>	South
Jack	Jack	Jack	Albert
	1NT	pass	2♣* ¹
pass	2♥	pass	4♦* ²
pass	4♥	pass	4NT* ³
pass	5♥* ⁴	pass	??

¹ Stayman
² Control in diamonds for hearts
³ Ask for aces for hearts
⁴ 2 Aces

2 Auction

An example will show how Jack's auction works. In the figure below a new deal (see [Deal/New deal](#)) was begun and the auction started with passes by North (the dealer) and East. You are South, and now it is your turn, indicated by the two question-marks in the column for South. You will see the auction thus far and the [bidding box](#) displayed right above your hand.

The status bar will display 'Jack is waiting'. Time for you to bid! Use the mouse to click your choice: 1NT. Then the other three players will continue to bid until it is your turn again or the auction ends.

West	North	East	South
Jack	Jack	Jack	Albert
	pass	pass	??

1♣	1♦	1♥	1♠	1NT
2♣	2♦	2♥	2♠	2NT
3♣	3♦	3♥	3♠	3NT
4♣	4♦	4♥	4♠	4NT
5♣	5♦	5♥	5♠	5NT
6♣	6♦	6♥	6♠	6NT
7♣	7♦	7♥	7♠	7NT
PASS	D	RD	?	

South

A♠	7♠	5♠	K♥	7♥	6♥	K♣	10♣	A♦	Q♦	10♦	9♦	3♦	3♦
A♥	7♥	5♥	K♠	7♠	6♠	K♦	10♦	A♣	Q♣	10♣	9♣	3♣	3♣

Jack is waiting NS: Standard American Yellow Card (75) EW: Standard American Yellow Card (75)

In this example, Jack is playing in the other three seats (see [Settings/Players](#)). North, your partner, bids 2♣, Stayman, asking you to bid a 4-card major. After you bid 2♦, denying any 4-card major, your partner rebids 2NT. At this point you see the next screen.



Notice that some calls in the bidding box are dimmed (in grey). These are the insufficient bids and the illegal double and redouble. You may click the question-mark in the lower-right corner to ask Jack for a hint.

You can extract information from the auction by clicking the mouse on one of the bids. When you click 2NT in the example, the little window below will appear. Some bids may be footnoted. Pointing the mouse to a footnoted bid (without clicking it!) will produce a popup window with the text for the footnote.

HCP=8-9

Let's return to our example. Judging your hand you decide it is pretty good and you accept the invitation. 3NT becomes the contract. Clicking on the box marked 'start play' or pressing 'enter' will now start the [play](#).

Click to start deal.

To start a new deal you simply click once anywhere on the table.

Partner buys the contract.

Jack doesn't want you to be dummy; he'd rather be dummy himself. Because you are South, you will temporarily switch seats with your partner when North buys the contract. East will lead, and you will declare from the North side; your original South hand will be the dummy. To see your new hand at the bottom of the screen, change the settings to [Settings/Table/Rotate table automatically when North is declarer](#). Then all other seats will also rotate 180 degrees to maintain their relative positions.

The opponents buy the contract.

Jack will be the declarer. Depending on the side from which the contract is played, either you or Jack (holding the North cards as he did during the auction) will make the opening lead, and you will defend together.

Other view of the table during auction.

You can also change the view of the table to have the table display the cards of the other three players and to show the auction separately in the text window: select **Actions/Change table view** and subsequently **Actions/View text**. A drawback of this setting is that during the auction you don't see the information about the ranking.

Taking back a bid.

Using **Actions/Take back** you can take back one or more bids in the auction. In this way you can change your bid. You can also edit the deal ([Deal/Edit deal](#)) to see how it influences the auction.

Announcing bids.

By selecting **Settings/Other options** you can have calls spoken as well as displayed.

Load deal.

When you load a deal using **File/Load Deal**, the deal has already been played and Jack will wait so you can choose either to replay the deal, or to have Jack play it by clicking the running man.

It is possible to 'crib' during the auction.

You can change the table view to make all cards visible to you, with either [CTRL + O] or **Actions/Show all cards**. Pressing [CTRL + O] again will hide the cards.

Display footnotes.

By selecting **Settings/Other options/Show footnotes explicitly with the auction** you can make the footnotes appear by default. In the above example we showed the footnotes by default.

3 Play

As soon as the auction is finished, the play phase begins. When it is your turn, simply click on the card you want to play. When someone else is to play, you will see 'Jack is thinking' (or 'Jack is waiting') on the [status bar](#). The program prevents revokes, plays out of turn and other irregularities.

The program pauses between tricks. To start the next trick, press [Enter] or click anywhere. Here are things that you can do during the play.



These two buttons control the playing and retraction of cards. The first button lets you go back one play each time you press it, then lets you play either the same or a different card as you see fit. You can go back to the start of play by pressing this button repeatedly, but you can't go back to the auction this way. However, you can return to the auction by using **Actions/Goto/Start of auction**. The second button lets you retrace your steps during play phase, playing the same cards as before, until, of course, you reach the point from which you backtracked, when the button will be disabled. Moving back and forth in the play stops Jack's thinking, so when Jack's turn comes again you should reactivate him by clicking on the 'running man'.



Shows the cards already played. You can also return to a previous point in the play phase by clicking on a card that was played at that point.



Asks Jack to make a call or play for you. However, if you want Jack to give you a hint but then let you make your call or play yourself, you can press [Ctrl + H].



Claims tricks. Jack will analyze the deal and make an offer. If you disagree with Jack's offer, you can reject it and continue play (unlike in face-to-face play, where contested claims must be adjudicated). By default you can only claim none or all of the remaining tricks. See also: **Settings/Other options/Allow claim only when getting the remaining tricks**

You can use your keyboard, instead of the mouse, to play your cards, if you first activate the special feature in **Settings/***Table* that lets you do so. Using the cursor keys on your keyboard you can move from card to card, until you reach the card you want to play, which will stand out a bit, then press the [Enter] key to play the selected card.




If you want to play double dummy for any reason, you can make all cards visible by pressing [CTRL + O] or clicking on **Actions/***Show all cards*. You can also ease your play by changing some of the other settings in **Settings/***Other options*: you can have Jack follow suit for you when you have only one card left in the suit led, or announce each card as it is played.

4 The Various Window Views

A major portion of the screen is taken up by the window underneath the shortcut button group. This part of the screen can contain three different kinds of information. Its most important function is as a text window; but you can also use it to display the auction or the play thus far. Of course, only one kind of display will be active at any one time.

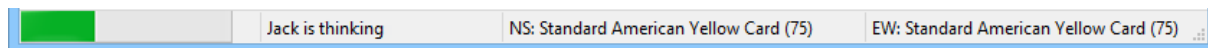
The text window may contain information about the active deal, the score or your tournament results. When the text exceeds the allotted space, a scrollbar enables you to move up and down. You can decrease the font size to fit more text in the text window without scrolling, or increase the font size for easier reading, by using ([Settings/Other options](#)).

You can activate different views of the window with either the menu item or the shortcut button on the [shortcut button group](#). For more detailed information:

	See View text for a description of the text window.
	See View auction for a description of the auction window.
	See View play for a description of the play overview window.

5 The Status Bar

The status bar is at the bottom of the screen. The status bar is divided into five parts.



The left part of the status bar is the progress bar, showing you how far Jack has progressed in his thinking process (see figure above). The second part is used for network play. A led will show whether a connection between different computers is established. The third part indicates what Jack is doing. Typical phrases you may find here include: 'Jack is thinking', 'Jack is waiting' or 'Jack is stopped'. The third and fourth part show which convention cards the two pairs are using. In the figure NS are playing 'Standard American Yellow Card' and EW are true Jack-adepts playing the Jack convention card. The number in brackets denotes the level to which the thinking time is set. The default is Level 75, but you can change it by using **Settings/Thinking time**. You may choose different levels for each pair.


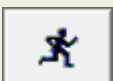










If a computer player is present who does not bid or play optimally or uses a low time level, the status bar will show the computer player classification, like Fair or Good or Master. You can click on the computer player name in the auction overview to get the playing strength details.











6 The Shortcut Button Group

The shortcut buttons appear in the top right-hand corner of the screen.



Here is what they do:

 	<p>Start Jack thinking (the status bar will display 'Jack is thinking'). You can use this button after taking back one or more calls or plays to get Jack running again, or when you want Jack to make a call or play for you. After Jack has done his thinking, the status bar will display 'Jack is waiting.' This button does the same thing as the menu item Jack/Start Jack.</p>
 	<p>Stop Jack's thinking. You might use this button  when you want to change something, whether a prior call or a convention that Jack was using. The status bar will display 'Jack is stopped.' Don't forget to start Jack thinking again when you're ready to resume play. This button does the same thing as the menu item Jack/Stop Jack.</p>
 	<p>Take back a call or a card ('undo'). Subsequently you can make another call or play another card. You can also make a call for Jack. When you retract all previous calls, there are none left to take back, so the button will be disabled (in grey). However, during the play phase, you cannot use this button to go back to the auction; instead you must use Actions/Goto/Start of auction. This button does the same thing as the menu item Actions/Take back.</p>
 	<p>Make a call or play previously retracted ('redo'). If there are no more actions to be redone, this button will be disabled (in grey). This button does the same thing as the menu item Actions/Play forward.</p>
 	<p>Claim (during the play). Jack will analyse the remaining cards and make you an offer that you can accept or reject. If Jack thinks there is some decision to make he will not allow any claim. See also: Settings/Other options/Allow claim only when getting the remaining tricks. This button does the same thing as the menu item Jack/Claim.</p>
	<p>Shuffle and deal! You will see your own cards for the new deal at the bottom of the screen, and the backs of the cards of the other players. By clicking this button, you will end the deal you were playing or leave the tournament you began. If you specified a deal profile, Jack will generate the new deal using that profile unless you deactivate or change the profile (Deal profile active). If the new deal is not to your liking you can continue shuffling and dealing until you get one you like. This button does the same thing as the menu item Deal/New deal.</p>

 	<p>Go back one page. In most cases this button will take you to the previous deal in the tournament. If the previous page consists of a cartoon or a commentary, you will see that again. This button does the same thing as the menu item Actions/Page backward or the [Page Up] key.</p>
	<p>Show the text window. The right side of the screen can be used by several objects (text area, trick overview and bidding box). This button puts the text area on top, just as the menu item Actions/View text does.</p>
	<p>Show the auction during the play, or the bidding box and the previous calls during the auction. During the auction, only the legal calls are visible in the bidding box. This button does the same thing as the menu item Actions/View auction.</p>
 	<p>Show the trick overview. Cards that are known but not yet played are displayed in grey. This button does the same thing as the menu item Actions/View play.</p>
 	<p>Display the tournament results. Jack has a separate environment for viewing the tournament results in various ways. This button does the same thing as the menu item File/Tournament results.</p>
 	<p>Go forward one page. In most cases this button will advance you to the next deal in the tournament. If the next page consists of a cartoon or a commentary, you will see that instead of a deal. To go forward a page you must have finished the current deal. This button does the same thing as the menu item Actions/Page forward or the [Page Down] key.</p>

7 The Menu Structure

The menu bar groups Jack's many options under six menu headings. The table below contains links to full descriptions of what you will find under each menu heading.

File	Play or create tournaments; play in networks; load or store deals.
Deal	Choose scoring and deal options; open powerful deal editors.
Actions	Change table views; show all cards; replay deals.
Jack	Access advanced features like analysis, Ask Professor Jack, par scoring and autoplay.
Settings	Choose players, playing style, convention cards, statistics, and other options.
Help	Search for updates; read help manual and articles about Jack; visit Jack's website.

7.1 File Menu

This menu lists everything regarding playing tournaments.

Tournaments	Switch to the tournament environment.
Create tournament	Create your own tournament.
Tournament results	Show the results for the current tournament.
Competition	Enter the competition environment.
Competition results	Show the results for the current deal and the competition ranking.
Bidding contests	Enter the bidding contest environment.
Bidding contest results	Show the results for the current bidding contest.
Load deal	Load a deal from a PBN database.
Load next deal	Load the next deal from the active database.
Load previous deal	Load the previous deal from the active database.
Save deal	Save the current deal in a database.
Fun and games	Enter the special interactive environment.
Network play	Play in a network environment using Jack and multiple computers.
Exit	Quit Jack.

7.1.1 Tournaments

Menu item: **File/Tournaments**.

Shortcut key: [CTRL + T].

This menu item is dealt with in a separate chapter. See [Tournaments](#).

7.1.2 Create Tournament

Menu item: **File**/*Create tournament*.

This option allows you to create new tournaments, import them from internet or duplicate the deals. See [Create tournament](#)

7.1.3 Tournament Results

Menu item: **File**/*Tournament results*.

Show the results of the current tournament. See also [Tournament results](#)

7.1.4 Competition

Menu item: **File**/*Competition*.

Join the virtual JackBridge Club and try to become the champion of the club. This option is dealt with extensively in another chapter. See [Competition in the JackBridge Club](#)

During network play you can join the club with your partner. There are a few restrictions. Only two humans can join and they have to be seated North and South. This is because all results of the deals you play at the club are prepared and you switch opponents every few deals.

7.1.5 Competition Results

Menu item: **File**/*Competition results*.

Show the results of the current competition. See also [Tournament results](#)

7.1.6 Bidding Contests

Menu item: **File** /*Bidding contests*.

Show the available bidding contests which you can do with Jack as your partner or during a network play. See [Bidding contests](#)

7.1.7 Bidding Contest Results

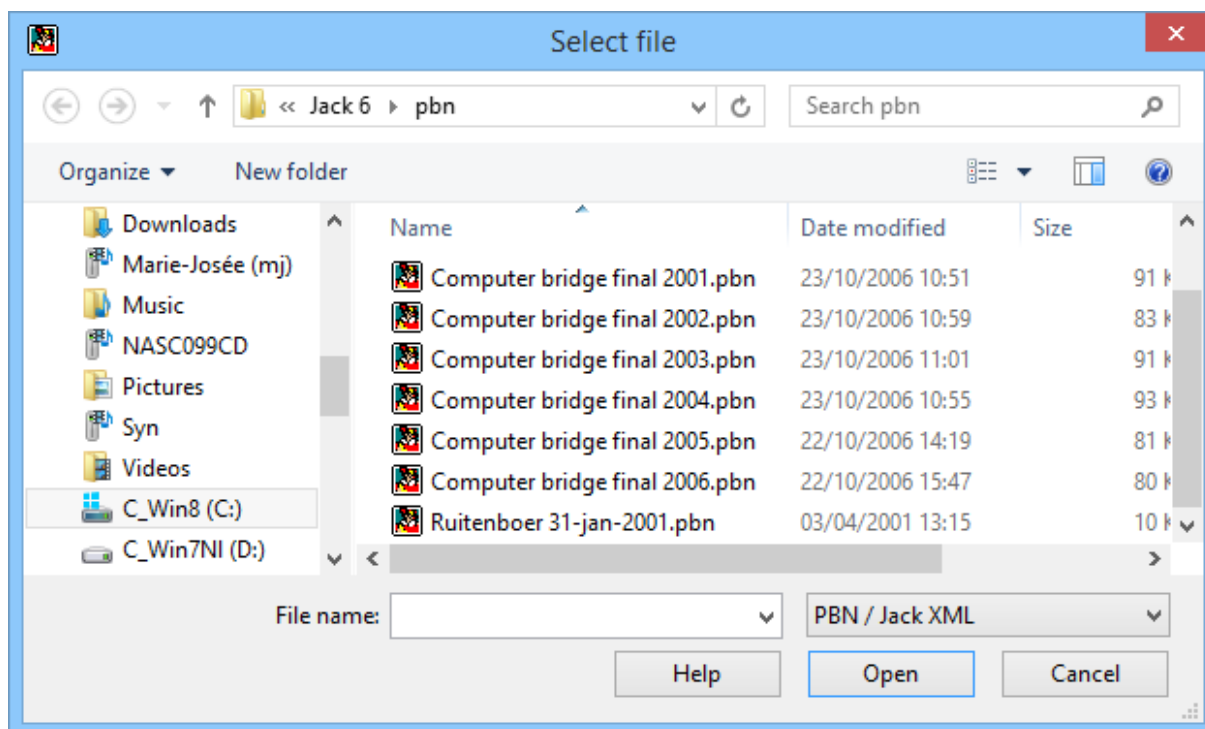
Menu item: **File** /*Bidding contest results*.

Show the results of the current bidding contest. See [Bidding contest results](#)

7.1.8 Load Deal

Menu item: **File**/*Load deal*.

When you select this command, the default file selector will appear showing the folder that contains the stored deals. In this case, only the Ruitenboer tournament is visible.



Every file is a collection of one or more deals (called a database). The file format used is Portable Bridge Notation (PBN), the most commonly used exchange format internationally. The internet contains many PBN files.

After you open a PBN file, you will see the contents of the PBN database in the database environment (described in more detail in the [databases](#) chapter). Then you can select the deal you want to play.

When you load the deal, it will appear on the [table](#), with information about the deal on the right hand side of the screen, directly underneath the shortcut button group, including the 'Load deal' command, the source file and the index of the deal within the source file.

The PBN files on your computer may have originated from several sources. Some came prepackaged with Jack. From time to time, you may create your own databases (using **File/Save deal**), or receive databases from others. Jack's website, www.jackbridge.com, contains an increasingly rich supply of tournaments that you can download at your leisure.

Whenever you receive new deals in PBN format or formats that can be converted to PBN, you can store them in your PBN folder to replay them, or use them to create a new tournament (**File/Create tournament/Use deals from a PBN file**).

Note: When you load a deal, Jack will automatically adjust the convention cards to reflect the systems used when the deal was played. Jack must do this to be able to explain the auction, and of course the play makes sense only in light of not just the auction but also the defenders' carding.

7.1.9 Load Next Deal

Menu item: **File**/Load next deal.

Use this command to load the next deal from the current database. Function key [F9] does the same thing.

7.1.10 Load Previous Deal

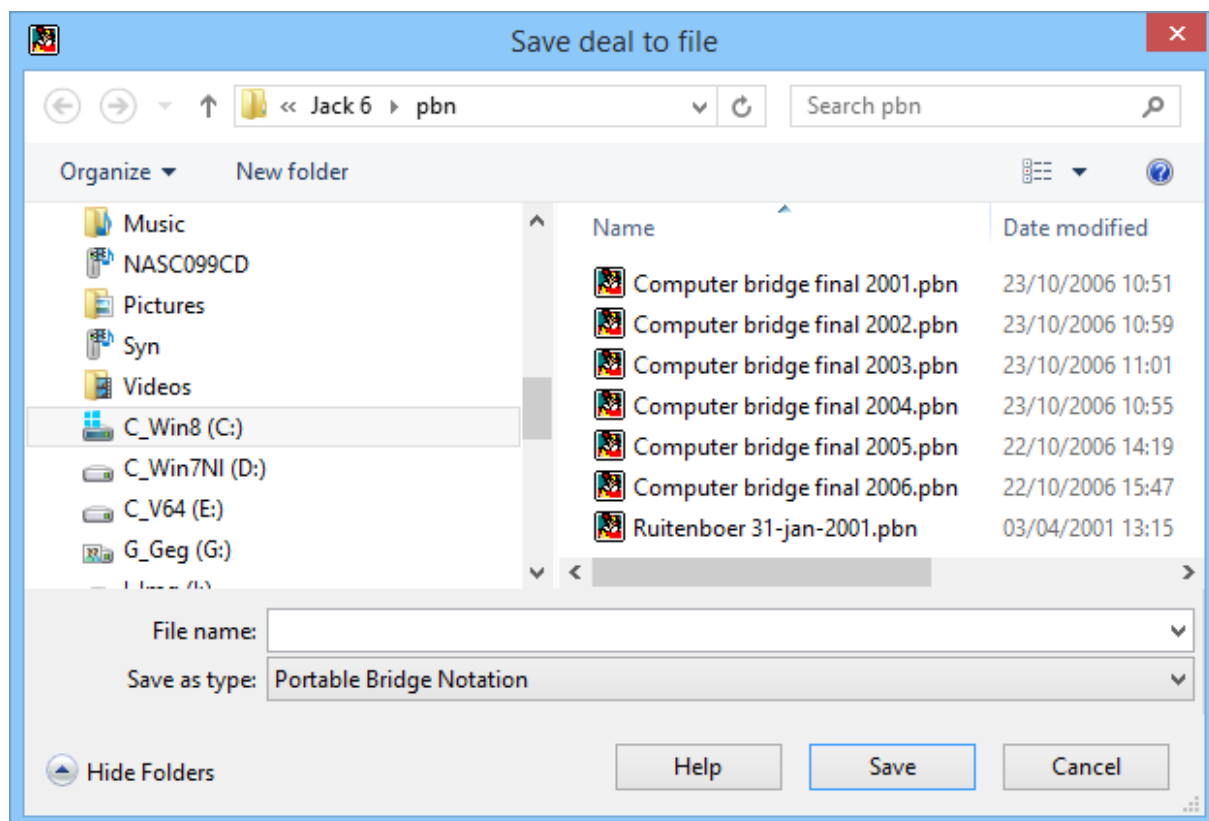
Menu item: **File**/Load previous deal.

Use this command to return to the previous deal in the database. Function key [F10] does the same thing. You can repeat this command to browse backwards through previous deals until you reach the first deal in the database.

7.1.11 Save Deal

Menu item: **File**/Save deal.

When you finish playing a deal you want to preserve for later use or reference, use this command to save it. You will see a window like the one here:



Here you see several PBN files listed. Each is a database (a collection of deals). You can save the current deal in any existing database by clicking it, or create a new database by entering a name that is not already in the list. Then you will press the 'Save' button to include the current deal in the database you have chosen. All important information will be preserved: the four hands, the

convention cards of each pair, the auction, the play and the results. Whenever you want to examine or play the deal again, you can load it using **File/Load deal**.

If a PBN file becomes too large you can use any editor to cut it into two or more parts. Be careful only to cut at the end of a deal, not in the middle.

7.1.12 Network Play

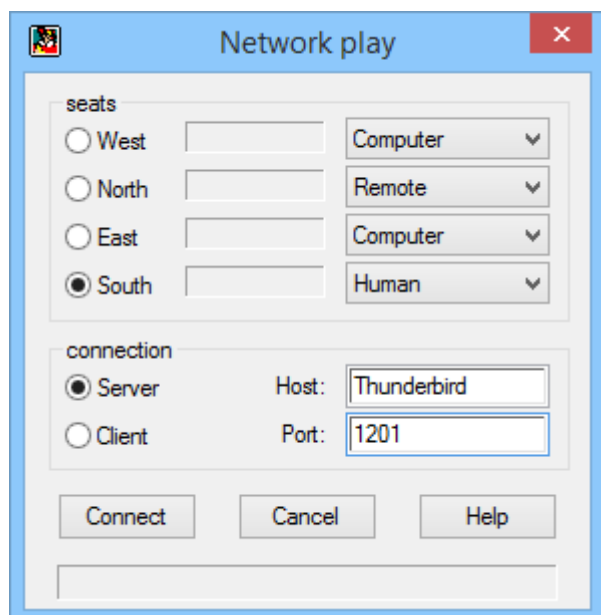
Menu item: **File/Network play**.

The text below is also available in [German](#)

Jack allows several players to join in a network game. Your network should support the TCP/IP protocol, and it can be either a local network or the (non-local) internet. Jack uses a client-server model for connecting the computers. To enable network play, first select **File/Network play**.

One computer will act as the server. The server arranges the table seats and registers which seats are occupied by which players and which by Jack. The server is the only machine from which a new deal can be started. Because all seats occupied by Jack use the server to do their thinking, you'll do best to assign the fastest machine as the server. Of course the server computer also hosts one of the players, so Jack will not be using it exclusively.

Always start the server procedure first. For this you need only 2 variables: the hostname, and the port to be used. The hostname stands for the IP address, which consists of 4 numbers, each between 0 and 255, for example, 192.168.32.55. Depending on the configuration, the computer name as used in the local network may suffice. The default port is 1201. If you encounter problems using this port, try using another one, making sure that the number is between 1024 and 65535.



In the figure above, we started a server on the computer called Thunderbird. The server machine also hosts a (human) South player. North is elsewhere on the network, while Jack plays the East and West hands.

As soon as the table arrangement is defined and the server is started, the players can sign on. They need to enter the hostname and the port, which must be the same as on the server. Then the settings on the server will determine the seats for each player.




On each player's computer, the table will be rotated to show his own cards at the bottom of the screen, just as if he were sitting South.

When each player has taken his seat, the server will start a new deal. This can be either a random deal or one from a tournament. Each player will see all the relevant information, including who is playing in the other seats, and the auction will begin. The server will indicate the convention cards

used by each pair and the thinking time allotted to each Jack. After each deal, the server will await signals from the players that they are ready for the next deal.

Examples of network configurations

The IP address for the computer on which the server is running is most important. Obtaining this IP address may be troublesome in some cases, but fortunately it will seldom be necessary. Here are some possible network configurations and some tips that we hope will not be too technical.

-  *Local network without internet connection on the server*
 Jack will display your computer name as the host value on the server. You can enter this computer name as the 'host' for the players on other computers.
-  *Local network with (active or inactive) internet connection on the server*
 As in (1), Jack will start by using your computer name for the host value. Even when you intend to play locally, a computer may try to go to the internet to connect. If that happens, cancel the connection. When the server has been started, try to connect other computers to it by using the computer name of the server. If that is not possible, try entering the IP address of the local network on the server. Then the other computers can use that IP address.
-  *Non-local network using the internet*
 The server should use the external IP address. When calling using a modem, this IP address will be a different one each time. The remote computer can connect to the server only by using the current IP address. If the server is protected by a firewall, you must grant permission to breach the firewall to both Jack and all remote computers. Connecting via the internet always requires preparation and sometimes demands perseverance.

If your computer uses Windows 95, Windows 98 or Windows ME, the IP-configuration utility will let you see find the current IP address when necessary. Start this utility on the server by clicking Start, then selecting Run. In the Open box, type winipcfg and click OK. You will now see the ethernet adapter information. To see the address information for your network adapter(s), select an adapter from the list in Ethernet Adapter Information. The current IP address and other useful information about your network configuration will appear. We cannot predict exactly what you will see, but there wont be many IP addresses. An internet connection is usually a PPP adapter. Local IP addresses should be of the form 172.16.x.y or 192.168.x.y with both x and y ranging from 0 to 255. Windows XP is more straightforward, showing the IP address for any network connection.

Tip: When in doubt about which of several IP addresses to use, start the server with any one of them. Then try to connect the client using this address. If that doesn't work, try another.

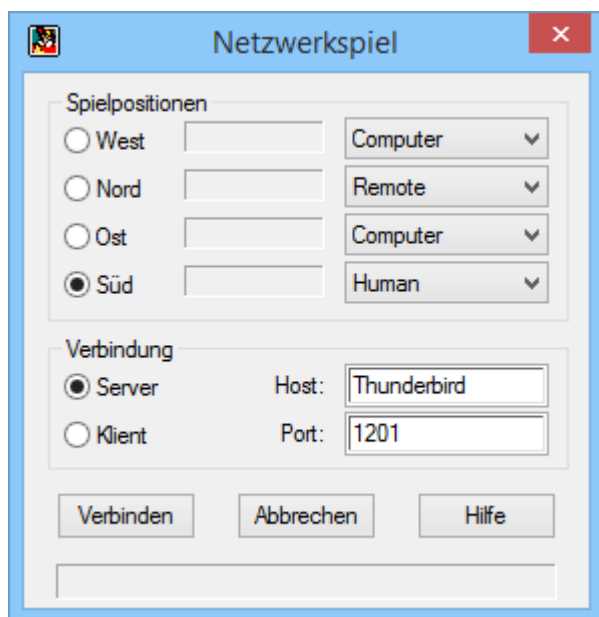
There is no technical difference for Jack between local (over a LAN) and non-local (over the internet). However, in the latter usually all kind of security issues need to be dealt with. Firewalls, anti-virus and most importantly: allow client ip-address access to the server in the router on the server side.

7.1.13 Netzwerkspiel im Deutsch

The text below is also available in [English](#)

Mehrere Spieler können sich mit Jack zu einem Spiel über das Netzwerk treffen. Ihr Netzwerk sollte dazu das TCP/IP-Protokoll unterstützen. Es kann sich dabei sowohl um ein lokales Netzwerk als auch eine Verbindung zum Internet handeln. Jack benutzt hierfür ein Client-Server-Modell um die Computer zu koppeln. Um das Spiel über das Netzwerk zu aktivieren, müssen Sie es als Einstellung [Datei/Netzwerkspiel] auswählen. Ein Computer agiert dabei als Server. Der Server verwaltet die Sitzpositionen. Der Server ist ebenfalls die einzige Maschine, die das Spiel einer neue Hand tätigen darf. Da alle Jack-Computerspieler den Server bezüglich der Bedenkzeit teilen, sollte der schnellste Computer den Teilnehmern als Server dienen. Es gibt jedoch keine dedizierte Server-Maschine, Ihr Server-Computer kann zusätzlich einem menschlichen Spieler dienen. Sie müssen daher Jack keinesfalls den besten Computer überantworten.

Der Server-Prozess sollte immer zuerst gestartet werden. Der Server benötigt nur zwei Parameter, den Host-Namen des Computers und die zu benutzende Port-Nummer. Der Host-Name steht in Wahrheit für eine IP-Adresse, die aus vier durch Punkte getrennte Zahlen aus dem Bereich 0 bis 255 besteht, z.B. "192.168.32.55". In Abhängigkeit von der Netzwerkkonfiguration des Computers reicht es häufig aus, einfach den Namen des Computers wie er im lokalen Netzwerk genannt wird einzugeben. Die voreingestellte Port-Nummer ist 1201. Wenn Sie Probleme mit der Port-Nummer haben, versuchen Sie eine andere Nummer aus dem Bereich 1023 bis 65535.



In der Abbildung haben wir den Server auf dem Computer "Thunderbird" gestartet. Der Server-Computer dient gleichzeitig einem menschlichen Spieler auf Süd als Client. Nord ist irgendwo auf dem Netzwerk, während Ost und West als Instanzen von Jack ebenfalls auf dem Server-Computer laufen.

Nachdem die Vergabe der Sitzplätze soweit festgelegt und der Server erfolgreich gestartet wurde, können jetzt die Clients mit dem Server Verbindung aufnehmen. Auf den Clients muss nur der Host-Name und die Port-Nummer angegeben werden. Sie sollten auf dem Server und den Clients identisch sein. Nach einem erfolgreichen Verbindungsaufbau legen die Server-Einstellungen die Auswahl der Sitzplätze fest.

Auf dem Client-Computer wird möglicherweise der Tisch gedreht, da Jack die Gebote und die gespielten Karten immer in der Ansicht des Südspielers darstellt.

Wenn alle Sitzplätze vergeben sind, dann fängt der Server das Spiel mit einer neuen Hand an. Diese Hand kann entweder zufällig erstellt werden oder sie stammt von einem Turnier. Alle relevanten Informationen werden zwischen dem Server-Computer und den Client-Computern übertragen, und zeigen dann allen Teilnehmern gegen wen sie spielen. Der Server ist ebenfalls der Ort, wo die Konventionskarten und Bedenkzeiteinstellungen der Computer-Jack-Spieler festgelegt werden. Am Ende jeder Hand muss der Server-Computer auf das OK seiner Client-Computer für die nächste Hand warten.

Beispiele für Netzwerkonfigurationen

Die IP-Adresse des Server-Computers ist der wichtigste Parameter für die Verbindungsaufbauten. Es kann gelegentlich schwierig sein die IP-Adresse zu erhalten. Glücklicherweise wird sie in den meisten Fällen nicht benötigt. Im Versuch nicht zu technisch zu klingen, geben wir hier zusammengefasst ein paar Netzwerkkonfigurationen und ein paar Tipps.

1. Ein lokales Netzwerk ohne Internetanbindung auf dem Server.

Jack zeigt den Namen Ihres Server-Computers als den zu benutzenden Host-Namen an. Bei den Client-Computern sollte ebenfalls der Name Ihres Computers eingetragen werden.

2. Ein lokales Netzwerk mit aktiver oder inaktiver Internetanbindung über den Server.

Wie oben zeigt Jack den Namen Ihres Server-Computers als den zu benutzenden Host-Namen an. Auch wenn Sie ausschließlich lokal spielen wollen, möchte vielleicht ein Computer beim Verbindungsversuch selbst auf das Internet hinaus zugreifen. Wenn also Windows auf Ihrem Server versucht sich mit Ihrem IP-Provider zu verbinden, dann sollten Sie diesen unerwünschten Verbindungsaufbau einfach abbrechen. Wenn der Server trotzdem gestartet werden konnte, dann versuchen Sie einen Verbindungsaufbau des Client-Computers mit dem Computernamen des Server-Computers als Host-Namen. Wenn es unmöglich ist den Computernamen des Server-Computers als Host-Namen zu benutzen, dann sollten Sie stattdessen versuchen, die IP-Adresse des Server-Computers im lokalen Netzwerk anzugeben. Die Client-Computer können nun sowohl die IP-Adresse wie auch den Namen des Server-Computers im lokalen Netz angeben.

Ein nichtlokales Netzwerk mit Internetanbindung auf dem Server.

Der Server-Computer sollte seine konstante externe IP-Adresse benutzen. Wenn man eine Verbindung per Modem oder ISDN zum Server-Computer tätigt, dann wird die IP-Adresse des Client-Computers für jeden erfolgreichen Verbindungsaufbau eine dynamische und daher meist andere sein. Der Client-Computer kann sich nur zum Server-Computer verbinden, wenn er dieselbe IP-Adresse benutzt. Wenn Ihr Server-Computer mit Firewalls geschützt ist, dann müssen Sie Jack und den Client-Computern den Zugriff auf das Netzwerk gewähren. Es sollte jetzt klar sein, dass ein Spiel über das Internet einiges an Vorbereitung bedeuten kann, die unter Umständen auch noch einiges an Ausdauer verlangt.

Falls notwendig: Der Erhalt der IP-Adresse





Auf den Windows 98/ME-Plattformen können Sie das IP-Konfigurationswerkzeug benutzen, um sich die aktuelle IP-Adresse anzusehen. Hierfür starten Sie auf Ihrem ausgewählten Server-Computer per Start/Ausführen-Menü das Kommando winipcfg. Nun können Sie die Informationen aller Ethernet-Adapter sehen. Um die Adressinformation eines Netzwerk-Adapters zu sehen, wählen Sie einen Adapter aus der Liste aus. Die aktuelle IP-Adresse und andere nützliche Informationen über die Netzwerkkonfiguration werden angezeigt. Wir können Ihnen nicht exakt vorhersagen was Sie sehen werden, aber es werden nicht sehr viele IP-Adressen zu sehen sein. Eine Verbindung ins das Internet ist üblicherweise ein PPP-Adapter. Lokale IP-Adressen sollten entweder 172.16.x.y oder 192.168.x.y entsprechen, mit x und y jeweils aus dem Zahlenbereich von 0 bis 255. Windows XP zeigt von Haus aus für jede Netzwerkverbindung die dazugehörige IP-Adresse.

Tipp: Wenn Sie sich nicht im Klaren darüber sind, welche der IP-Adressen des Server-Computers Sie nehmen sollen, dann starten Sie den Server probeweise mit einer der angegebenen IP-Adressen. Bei Erfolg versuchen Sie dann einen Client-Server diese Adresse benutzen zu lassen.

7.1.14 Exit

Menu item: **File/Exit**.

You can exit Jack in any of four ways:

-  Using the menu **File/Exit**.
-  Pressing key combination [CTRL + Q].
-  Clicking the 'Windows-close-window-cross' on the top right hand side of the Windows title bar.
-  Keying in the Windows command [ALT + F4].

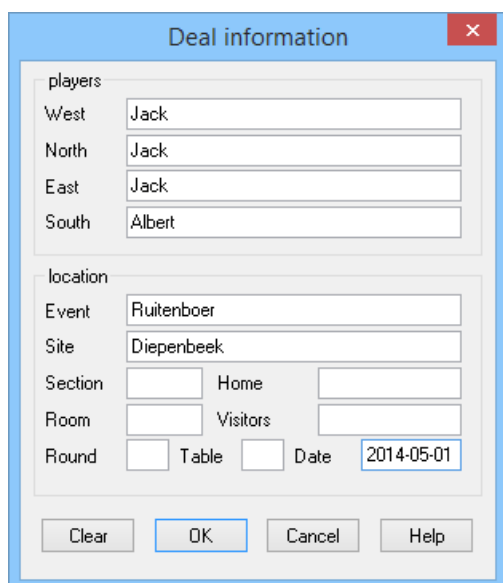
In all cases Jack will close, saving your current settings. If you are playing in a tournament, Jack will save the deals you have already played. However, Jack will NOT save an unfinished deal, and unless that deal is in a PBN file, it will be lost.

7.2 Deal Menu

Deal information	Information about the current deal, such as the names of the players and the date.
Deal number	The number of the next random deal.
Deal annotation	Annotate the current situation in the deal.
Print deal	Print the current deal.
Setup deal	Enter a deal by specifying the cards, the dealer and the vulnerability.
Edit deal	Adjust the current deal by changing the cards, dealer or vulnerability.
Deal profile	Define the properties of deals that Jack will generate randomly.
Deal profile active	Activate or deactivate the deal profile.
New deal	Shuffle the cards for a new random deal.
Type of deals	Control the distribution of the random deals.
Scoring	Select the scoring method for the random deals.
Clear results	Reset the results for the random deals.

7.2.1 Deal Information

After loading a deal ([File/Load deal](#)) you can use this option to see the player names and other information about the deal, such as the event in which it was played. As the figure below illustrates, some information may not be present.



The screenshot shows a 'Deal information' dialog box with the following fields and values:

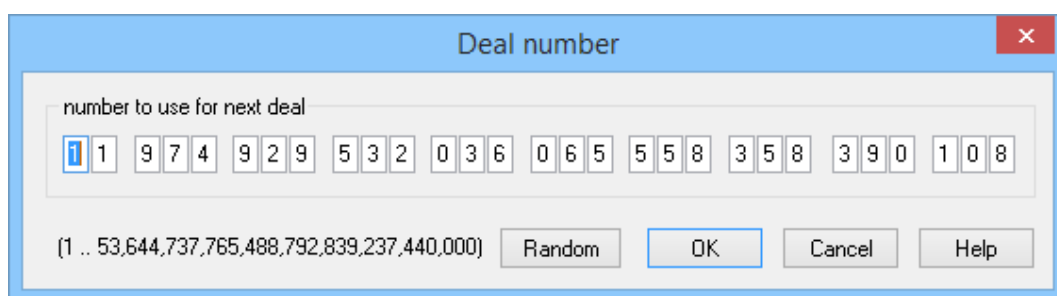
- players**
 - West: Jack
 - North: Jack
 - East: Jack
 - South: Albert
- location**
 - Event: Ruitenboer
 - Site: Diepenbeek
 - Section: Home
 - Room: Visitors
 - Round: Table
 - Date: 2014-05-01
- Buttons:** Clear, OK, Cancel, Help

You can clear all the information by using the **clear** button, or you can add, change or delete information piece by piece, without any formatting constraints. When you press OK, the new information will replace the previous information for the deal.

Note: The adjusted deal is not saved automatically: to save it you must store the deal (see [File/Save deal](#)). Requesting a new deal [F3] or loading the next deal from a PBN file [F9] will cancel your adjustments and restore the previous deal information.

7.2.2 Deal Number

The number of possible deals in bridge is immense: 53,644,737,765,488,792,839,237,440,000 deals. It is possible to order these deals and assign a number to each. Jack does this (ignoring the vulnerability and dealer), but in a seemingly arbitrary way. If instead Jack were to assign numbers to the deals in some logical order, then consecutive deals would be very similar, defeating the purpose of random dealing. Selecting **Deal/Deal number** will bring you:



By entering a number (use the TAB key to move to the next digit) you determine what the next random deal will look like. A random deal is not really random. It is pseudo-random, which means that the program determines what it will be but in a way that the user cannot recognize.

For example entering a 1 in each of the 29 positions will bring you the next South hand after asking for a new deal.



Selecting **Deal/Deal number** again tells Jack to increase the deal number by 1.

Here are some ways you can use the deal number option

- 👉 If you forget to store an interesting random deal, you can retrieve it by pressing [CTR+F3] repeatedly until the deal reappears.
- 👉 In the same way, subtracting some number from this big number, you can replay a set of deals using different convention cards.
- 👉 You can have different players play the same set of random deals with the same scoring method and compare their results.

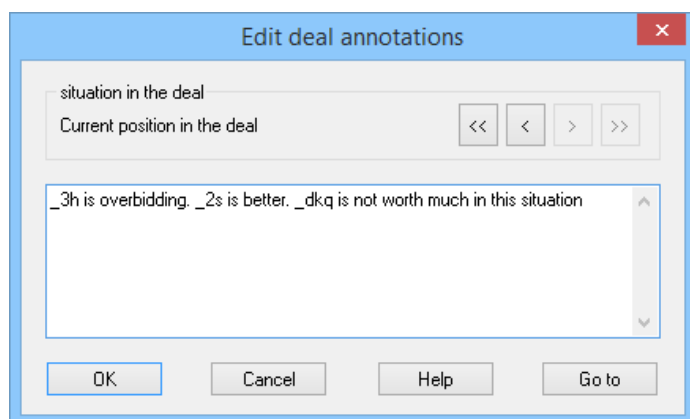
Note: When you use a deal profile to specify the kind of deal you want, the deal number is not affected.

7.2.3 Deal Annotation

Menu item: **Deal/Deal annotation**.

Hotkey: [CTRL + E].

Jack permits you to annotate a deal. Your comments will appear on the text screen. When you print a deal, you can include these comments (see [Printing](#)). When you click **Deal/Deal annotation**, you will see a screen like the left one in the figure below. On the right it is shown how the annotation will be shown on the screen. The screen is divided into three parts: the situation in the deal; the annotation screen; the buttons.











Load deal
Source: Ruitenboer 31-jan-2001
Index 1
3♥ is overbidding. 2♠ is better.
♦ KQ is not worth much in this situation

Situation in the deal

This indicates the situation in which the annotation will be displayed. By default, this is the 'Current position in the deal'. Using the < and > buttons, you can move backward to previous situations or forward from situations to which you have moved back. The << button takes you back to the previous annotation or the beginning of the deal. The >> button takes you to the next annotation or the end of the deal.

The annotation

Here you type your comment. You needn't format your comment to fit this screen, as Jack will format it for you. Jack supplies some codes (which are not case-sensitive) for your convenience:

-  _R : start a new line (only if there is already some text on the line)
-  _HR : start a new line, even if the line is empty
-  _S : the symbol for spades (♠)
-  _H : the symbol for hearts (♥)
-  _D : the symbol for diamonds (♦)
-  _C : the symbol for clubs (♣)
-  _N : the symbol for notrump (NT)
-  _#number: special characters (number = 233 corresponds with é, see table below)

Using these codes will enhance your annotation; a two-spade bid is now _2s, and will appear on the text screen as 2♠, a holding in a suit can be entered as _hAJTxx and will appear on the text screen as ♥ AJTxx.

number	character	number	character
192	À	224	à
193	Á	225	á
194	Â	226	â
195	Ã	227	ã
196	Ä	228	ä
197	Å	229	å
198	Æ	230	æ
199	Ç	231	ç
200	È	232	è
201	É	233	é
202	Ê	234	ê
203	Ë	235	ë
204	Ì	236	ì
205	Í	237	í
206	Î	238	î
207	Ï	239	ï

number	character	number	character
208	Ð	240	ð
209	Ñ	241	ñ
210	Ò	242	ò
211	Ó	243	ó
212	Ô	244	ô
213	Õ	245	õ
214	Ö	246	ö
215	×	247	÷
216	Ø	248	ø
217	Ù	249	ù
218	Ú	250	ú
219	Û	251	û
220	Ü	252	ü
221	Ý	253	ý
222	Þ	254	þ
223	ß	255	ÿ

The buttons

The 'Go to' button will leave the annotation environment and return you to the situation specified in the 'situation in the deal' field. Along with the << and the >> buttons, this button helps you jump from one annotation to another.

Remarks

- ♦ Your annotations will be included when you save a deal in a PBN file. When you open a PBN file you can activate a column that shows which deals contain annotations.
- ♦ The codes can be typed in both small letters and capitals.
- ♦ By default, Jack will display any annotations that are present in a file. Use **Settings/Other options/Do not show deal annotations** to omit the annotations.

7.2.4 Print Deal

Menu item: **Deal/Print deal**.

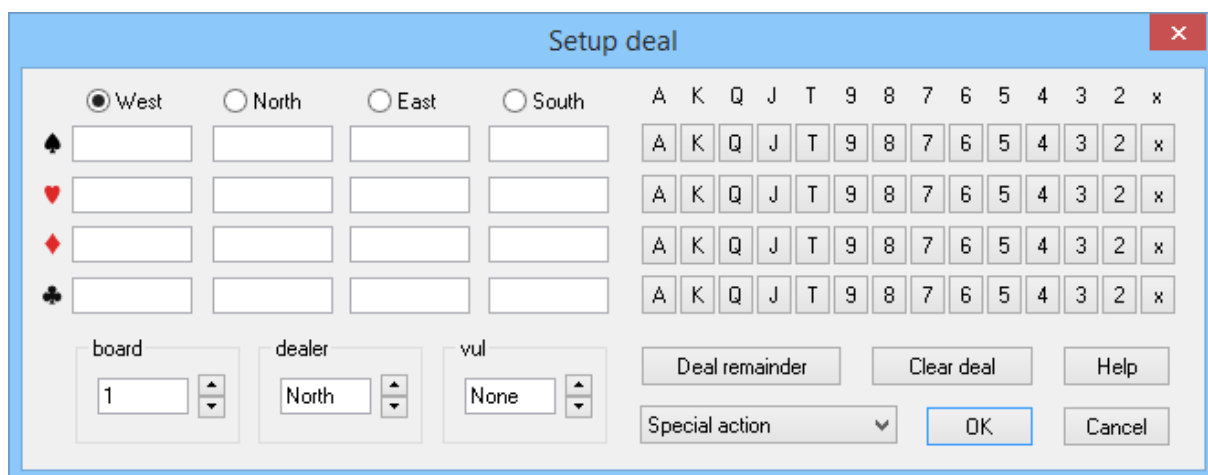
This option enables you to print a deal (or export it to a HTML file which can be edited or placed on the internet). You decide which parts of the deal should be printed (see screenshot below). For more information look at: [Printing](#)

7.2.5 Setup Deal

Menu item: **Deal/Setup deal**.

Allows you to enter deals of your choosing.

This is a useful feature if you want to see how Jack would have bid and played a deal you have played, observed, or read about in a bridge column. The form for entering a deal looks like this:



On the left you see 16 fields, one for each of the four suits (the rows) in each of the four hands (the columns). You can position the cursor to the suit of the hand you want to set up.

On the right you see 56 buttons, four rows (one for each suit) with the ranks of the cards that are still available in each suit, the top row for spades, the second for hearts, etc. Clicking on a card will move that card to the hand you are setting up, but you can also use the keyboard to enter the cards. Jack will not permit you to put more than 13 cards in any one hand. Clicking on the button for a card that you have placed in a hand will remove that card from the hand. You can see at a glance which cards have been dealt so far. Clicking on 'x' will remove the lowest remaining card in the suit you are dealing to the hand you are setting up.

Buttons on the lower left let you specify the board number, dealer and vulnerability, or you can let Jack assign them for you. If you do not specify the dealer and vulnerability, they will be determined by the board number itself.

Buttons on the lower right provide some useful options:

Deal remainder	You do not have to distribute all 52 cards. You can even deal as few as one card. This button will distribute all the remaining cards randomly to the hands that have room for them. If you have entered three hands, this button saves you the trouble of entering the fourth. Or you may want to enter only a pair of hands and let the other two hands be random.
Clear deal	Remove the cards you have dealt and start over.
Special action	With this option you can instantly swap suits, directions and rotate the deal.
OK	Accept the deal. If you have failed to distribute some cards, Jack will not accept the deal and will issue a warning. After you press OK the deal you have set up becomes the current deal, ready for you to bid and play.
Cancel	Go back to the main screen without setting up this deal.
Help	This help

You can also set up a deal using the keyboard. The TAB key will jump from field to field. Start with West's spades. Then a TAB will position you to enter West's hearts, and so forth. Remove cards you have entered in error by using the Backspace or Delete key.

7.2.6 Edit Deal

Menu item: **Deal/Edit deal**.

You can alter the deal that you have just set up. **Deal/Edit deal** will take you back to the [setup deal](#) environment. Suppose you have set up a deal as shown in the figure below and want to interchange the ♠3 with the ♦3.

Just as if you were correcting errors while setting up the deal, you can remove the cards you wish to change from the hands in which they appear, either by clicking on the card buttons at the right, or by using the cursor and the delete keys. After you have removed the cards you want to exchange, just put them in the hands where you want them. In this example, you would click on the '3' of the row for spades and the row for diamonds. Then you would click on West's spades and insert the ♠3. Finally, you would click on North's diamonds and insert the ♦3.

The special action menu allows you to quickly swap hands, exchange suits and rotate the deal. The options need no further explanation.

Clicking OK accepts the changes, but if you have started to play the deal, the previous calls and plays (up to the point where the first impossible play has occurred) remain unchanged.

7.2.7 Deal Profile

Menu item: **Deal/Deal profile**.

Hotkey: [CTRL + S].

7.2.8 Deal Profile Active

Menu item: **Deal/Deal profile active**.

Activate or deactivate the current deal profile. When it is active, Jack will create only the new deals that fit.



Note: the *deal profile* can be *active* only when you have specified at least some conditions for one or more hands.

7.2.9 New Deal

Menu item: **Deal/New deal**.

Hotkey: [F3].



Jack shuffles the cards and deals them randomly. Your cards appear at the bottom of the screen, and the auction starts. The deal is not really random but pseudo-random, corresponding to the deal number (as defined in [Deal/Deal number](#)).

When a deal profile is defined and active (see [Deal/Deal profile](#)), the hands will fulfill the conditions specified in the deal profile but be random in all other respects.

7.2.10 Type of Deals

Menu item: **Deal/Type of deals**.

<input checked="" type="checkbox"/>	Random
<input type="checkbox"/>	Quiet
<input type="checkbox"/>	Mild
<input type="checkbox"/>	Wild
<input type="checkbox"/>	Extreme

You can use the deal profile to generate specific kind of deals. With this easy option you can quickly change the type of distribution of the random deals. The options are: Quiet, Mild, Wild and Extreme. As long as this option is active the random deals are biased matching this option. If the deal profile is active that option is used in preference to the kind of deal option.

7.2.11 Scoring

Menu item: **Deal/Scoring**.

Except in tournaments, you will play random deals using a particular kind of scoring. You cannot score random deals at matchpoints or IMPs because there are no other results with which to compare your own (except with Jack: see [Jack/Compare result](#)). Instead you can choose among three scoring methods: total points, rubber bridge and Chicago (the details are not explained here).

Regardless of the scoring method, Jack will keep track of the results so far. Every user's scores (see [Settings/Username](#)) will be kept separately. Before and after each deal Jack will show the running score. In rubber bridge, he will also show how many rubbers you have played, and the running score will be shown in units of 100. Note that in America, scores ending in 50 are rounded up, a net of 1350 in a rubber being credited as '14 points,' but in Europe, scores ending in 50 are rounded down, a net of 1350 being credited as a '13' rubber. Jack will keep a cumulative score until you clear the results. If you switch to another kind of scoring, Jack will remember

Random deals	
Rubber	
Board 1	
Starting new rubber.	
NS	EW
0	0
0	0

the score in your prior form of contest so you can continue a rubber where you left off.

7.2.12 Clear Results

Menu item: **Deal**/Clear results.

When playing random deals, this menu item deletes all results for the current user and scoring method. Jack will ask to make sure you want to clear the results. You cannot delete tournament results with this option; you can do so only in the tournament environment.

7.3 Actions Menu

Take back	Take back a bid or card.
Play forward	Redo a bid or card.
Goto	Jump directly to a specific position in the deal.
Replay deal	Restart the deal. Remove the auction and the cardplay.
Page backward	Go to the previous page. This can be the previous deal in a tournament.
Page forward	Go to the next page. This can be the next deal in a tournament.
Show all cards	All cards visible during play.
Clear text window	Remove the text present in the text window.
Change table view	Toggle between bid view and play view.
Show text	Put the text window on top.
Show auction	Put the auction window on top.
Show play	Put the trick overview window on top.

7.3.1 Take Back

Menu item: **Actions**/Take back.

Hotkey: [CTRL] + [Z].



Take back one call during the auction or one card during the play. You can then make any call or play any card, or continue to take back calls or plays. You cannot take back any calls during the play, but you can use **Actions**/Goto/Start auction to return to the auction.

7.3.2 Play Forward

Menu item: **Actions**/Play forward.

Hotkey: [CTRL] + [K].



Repeat a retracted call or play (enabled only when calls or plays have been retracted).

7.3.3 Goto

The menu item **Actions**/Goto has four submenu items:

Submenu	Function
Start of auction	Jump directly to the start of deal. The auction and play are remembered but retracted.
End of auction	Jump directly to the end of the auction. The auction need not have been completed.
Start of play	Go to the start of play. This option is not available when the auction is incomplete.
End of play	Go to the end of play. This option is not available when the auction is incomplete. The play need not be completed.

7.3.4 Replay Deal

Menu item: **Actions/Replay deal**.

It is possible to replay a deal using this option. You can start the deal anew at any time during the auction or play, and Jack will erase all memory of calls and plays that may have been made previously (depending on the exact option). You will not be able to use the *play forward* button. To preserve Jack's memory of previous calls and plays, you must use **Actions/Goto/Start of auction**.

When you replay a deal, you do not change the previous result or score; only the first result counts. You can use **Deal/Clear results** to delete the results of the entire session or tournament, but you cannot delete only the result of the current deal.

The four different ways to replay a deal are:

Submenu	Function
Bidding and cardplay	Position the deal at the start of the auction and erase all calls and play.
Only the cardplay	Position the deal at the start of the play phase. Erase the cardplay.
Opponent cards randomized	Position the deal at the start. Remove calls and cards played and randomize the East-West cards. This way you can replay the deal with a different layout. Very good for practising declarer play.
Own cards kept the same	Position the deal at the start. Remove calls and cards played and randomize all cards except your own. Replay the deal with a completely different layout.

7.3.5 Page Backward

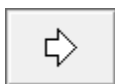
Menu item: **Actions**/Page backward.



Actions/Page backward takes you back one page. Tournaments are organized as books with each page being a deal or occasionally a text. In most cases, **Actions**/Page backward takes you back to the previous deal. You cannot use it on the first page of a book, of course. The hotkey [Page Up] serves the same purpose.

7.3.6 Page Forward

Menu item: **Actions**/Page forward.



Actions/Page forward advances you to the next page. Tournaments are organized as books with each page being a deal or occasionally a text. In most cases, **Actions**/Page forward takes you to the next deal, provided there is one, of course. The hotkey [Page Down] serves the same purpose.

7.3.7 Show all Cards

Menu item: **Actions**/Show all cards.

Just as its name suggests, this option displays all cards face up on the table during the play, and also during the auction if you have chosen the **Actions**/Change table view. The display of all cards continues throughout future deals until you use **Actions**/Show all cards a second time to restore the cards of other hands to their normal face down position.

7.3.8 Clear Text Window

Menu item: **Actions**/Clear text window.

This option empties the text window on the right hand side of the screen except for the upper part that gives information about the game in progress. Use this option when for some reason the text window gets filled and a slider with a sizer appears.

7.3.9 Change Table View

Menu item: **Actions**/Change table view.

Hotkey: [F4]

The table has two appearances. In the default setting, you see only your own cards, the auction thus far and a [bidding box](#). On the right hand side you see the text window with some score information. For example, in the figure below you see the auction during the second deal of a rubber.

Jack 6.09

File Deal Actions Jack Settings Help

West	North	East	South
Jack	Jack	Jack	Albert
		pass	1♠
2♥	pass	pass	??

1♣ 1♦ 1♥ 1♠ 1NT
2♣ 2♦ 2♥ 2♠ 2NT
3♣ 3♦ 3♥ 3♠ 3NT
4♣ 4♦ 4♥ 4♠ 4NT
5♣ 5♦ 5♥ 5♠ 5NT
6♣ 6♦ 6♥ 6♠ 6NT
7♣ 7♦ 7♥ 7♠ 7NT
PASS D RD ?

Random deals
Rubber
Board 2

NS	EW
0	0
0	70

South

Jack is waiting NS: Standard American Yellow Card (75) EW: Standard American Yellow Card (75)

The alternative table view, shown in the figure below, displays all four hands (face down, of course, except for the dummy during the play, unless you have also used **Actions/Show all cards**). Use **Actions/Change table view**, or Hotkey [F4], to switch from one table view to the other.

Jack 6.09

File Deal Actions Jack Settings Help

West	North	East	South
Jack	Jack	Jack	Albert
		pass	1♠
2♥	pass	pass	??

1♣ 1♦ 1♥ 1♠ 1NT
2♣ 2♦ 2♥ 2♠ 2NT
3♣ 3♦ 3♥ 3♠ 3NT
4♣ 4♦ 4♥ 4♠ 4NT
5♣ 5♦ 5♥ 5♠ 5NT
6♣ 6♦ 6♥ 6♠ 6NT
7♣ 7♦ 7♥ 7♠ 7NT
PASS D RD ?

West North East South
Jack Jack Jack Albert
pass pass pass 1♠
2♥ pass pass ??

Jack is waiting NS: Standard American Yellow Card (75) EW: Standard American Yellow Card (75)

All 52 cards appear on the table. The last three calls, along with a white circle that shows whose turn it is to call, are shown on the green rectangle in the center, but the auction and the bidding box are now in the text window on the right.

You can change the colour of the table, the backside of the cards and the shape of the table by using options in the [settings menu](#). It is possible to start the auction on the screen where all 52 cards are visible. Select [Settings/Other options/Auction on single hand table view](#).

Note that the arrangement of the cards that are face down in groups of three and four is merely for convenience and does not reflect the lengths of the suits of the players.

7.3.10 Show Text

Menu item: **Actions/Show text**.



Shows the text window on the right. In many situations the text window appears automatically when Jack has to report something, e.g. the result at the end of a deal.

In the figure you have just finished deal 5 of the second rubber (see [rubbers](#)). NS trail by 11 'points' on the backscore, having lost the first rubber by as many as 1140 or as few as 1050 points. EW are vulnerable and have 270 points above the line.

Random deals	
Rubber	
Board 5	
Score after 1 rubber: 0 - 11	
NS	EW
0	270
0	0

7.3.11 Show Auction

Menu item: **Actions/Show auction**.



Puts the auction overview window and the [bidding box](#) at the right. Calls that are not legal are disabled. At the end of the auction the bidding box is disabled, but the auction remains for easy review during the play.

<u>West</u>	North	<u>East</u>	South
Jack	Jack	Jack	Albert
	1♣	1♠	dbl* ¹
3♠* ²	pass	pass	??
¹ Negative double			
² Preemptive			

1♣	1♦	1♥	1♠	1NT
2♣	2♦	2♥	2♠	2NT
3♣	3♦	3♥	3♠	3NT
4♣	4♦	4♥	4♠	4NT
5♣	5♦	5♥	5♠	5NT
6♣	6♦	6♥	6♠	6NT
7♣	7♦	7♥	7♠	7NT
PASS	D	RD	?	

7.3.12 Show Play

Menu item: **Actions**/Show play.



Puts the trick overview window at the right. During or after a deal you can ask for a review of the play.

The card that was led to the trick is circled. A coloured background indicates the card that won the trick, green for NS tricks and red for EW tricks. At the bottom you see how many tricks each side has taken.

Cards that are already known to Jack but have not yet been played (because you took back some cards) are shown as disabled cards. Clicking on a particular card will take you directly to that position.

	W	N	E	S
1	♥A	♥9	♥8	♥J
2	♦3	♦Q	♦K	♦♦
3	♥5	♥10	♥7	♥4
4	♠2	♥Q	♥K	♥3
5	♣A	♣3	♣7	♣4
6	♦2	♦8	♦10	♦J
7	♠4	♠K	♠8	♠5
8	♠6	♥6	♠7	♦4
9	♠2	♥2	♠9	♠9
10	♠A	♠3	♠J	♠Q
11	♦5	♦5	♦7	♠10
12	♦9	♠6	♦6	♠10
13	♠J	♠8	♠K	♠Q
NS 2 tricks		EW 2 tricks		

7.4 Jack Menu

Claim	Claim: Jack will decide how many tricks to offer you.
Double dummy	Calculate how many tricks could be made with all cards visible.
Par score	Find out the optimal contract and result (all cards visible).
Professor Jack	Ask Professor Jack to analyze your actions and comment on them.
Analyze position	Analyze the current position.
Jack's advice	Have Jack suggest a call to make or a card to play.
Autoplay	Let Jack bid and play for both sides.
Compare with Jack	Jack will replay the deal and compare his result with yours.
Start Jack	Set Jack to think and play a card or make a call.
Stop Jack	Stop Jack from doing anything until you start him again.

7.4.1 Claim

Menu item: **Jack/Claim**.



As soon as the opening lead has been made during the play phase, you may claim at your turn to play. Jack analyzes the deal and makes you an offer or he can insist on playing on. You can either accept his offer, or reject it and continue to play the deal. No harm will be done if you continue play, as Jack will forget the cards that he saw when he analyzed the deal. Note that this is contrary to the laws of bridge, which forbid continuation of play following a claim and require adjudication of any rejected claim.

In the default setting, Jack allows you to claim less than all the tricks. If you prefer to claim only when one side gets the remaining tricks use the option: **Settings/Other options/Allow claim only when getting the remaining tricks**.

7.4.2 Double Dummy

Menu item: **Jack/Double dummy**.

Hotkey: [CTRL + D].

At any time during the play, you can ask for a double dummy analysis. Jack will calculate the outcome for each card that the player whose turn it is can play, assuming that thereafter each side will play to its best advantage given the actual distribution of the remaining cards. The results appear in the text window, as shown in the figure. 'C' indicates that the contract will make exactly; numbers following a plus sign indicate overtricks; numbers following a minus sign indicate undertricks.

In the figure, six plays lead to 1NT making (four with an overtrick) while five plays lead to down one. Note: The double dummy result is often not the result produced by logical play. Single dummy play is much harder!

Double dummy results

1NT +1:
 ♠Q, ♠J, ♠3, ♠2
 1NT C:
 ♥7, ♥2
 1NT -1:
 ♣A, ♣10, ♣6, ♣3, ♥Q

7.4.3 Par Score

Menu item: **Jack/Par score**.

Hotkey: [CTRL + P].

By examining all four hands, Jack can determine, for each possible trump suit and notrump, the maximum number of tricks that the declaring side can make in that strain (assuming double dummy play). You can ask Jack to show you these 'par scores' at any time. Note that a par contract, being determined by double dummy analysis, is not necessarily a contract that will be reached by good bidding or made by normal good play. For example, a 4♥ contract that fails only because trumps split badly or a defender gets a ruff may nonetheless be a good contract that good bidding will reach. Likewise, a slam that makes only because three finesses work is not a slam that you should bid. Nevertheless the par score is an amusing feature that at least gives you some hints about the quality of various contracts.

Par score

4♣X -1 by East
 Maximum tricks per suit

♣ : 9 by E
 ♦ : 7 by E or W
 ♥ : 9 by N or S
 ♠ : 8 by N or S
 NT : 5 by NS or EW

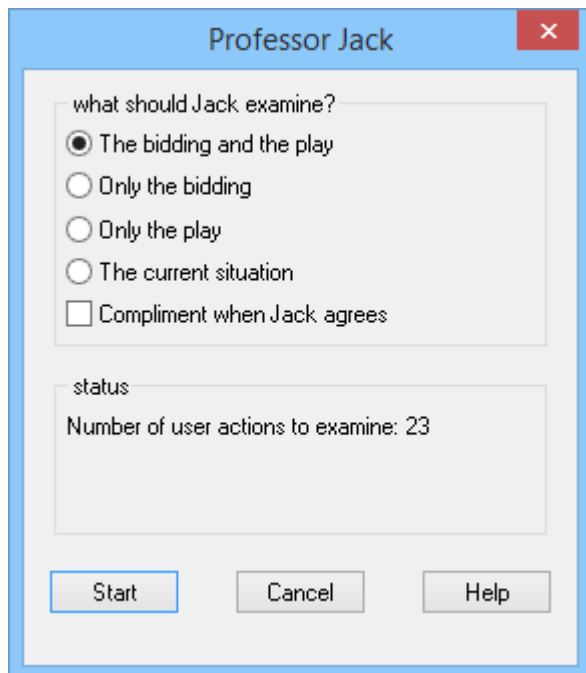
In the figure you find a typical par score display in the text window for a deal in which neither side is vulnerable. The 'par' result is 4♣ doubled by East, down one. This result (-100) is better for East and West than the -140 they would obtain by defending against 3♥ by North or South. Note that only East can take 9 tricks in a club contract; West cannot, perhaps because East has a holding that needs protection against an opening lead through it. Note also that failing par contracts always go down doubled.

7.4.4 Professor Jack

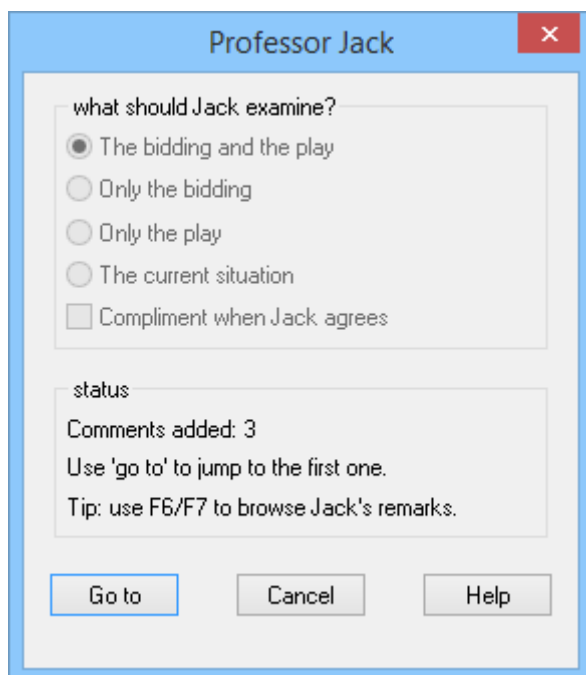
Menu item: **Jack/Ask professor Jack**.

Jack can make useful comments about your bidding and play, and Jack can tell you what he would prefer to do when he disagrees with one of your actions.

You can consult the Professor after each of your calls, but it is better to wait until the end of play. In the screen below you see the screen you get after selecting this option.



First you must decide what the Professor is to examine. In this example, he can examine as many as 23 of your actions. If you want compliments after good actions, you can activate this option on this screen.



After you click on *Start*, the Professor gets to work, showing you his progress as he thinks. When he is done, you will see something like this screen.

The Professor disagrees with three actions. Click on *[Go to]* for his comment about the first, which may look something like this:

Use the hotkeys F6 (next comment) and F7 (previous comment) to browse through the Professor's remarks. These keys do nothing, of course, if there is no next or previous comment.

The Professor can also comment after each of your calls and plays. To ask him to do so, click on F2. Then he will backtrack to your last call or play and tell you whether he agrees.

The Professor can also glance quickly at a board that has just been played. See *Settings/Statistics* to select this option. In that case, the Professor may or may not have something to say, and when he does his comment may be very sketchy.

With this hand, 1♥ is not the correct bid.

This promises at least a five card hearts.

Jack's choice: 1♠

1/3

F6

7.4.5 Analyze Position

Menu item: **Jack/Analyze position**.

Shortcut key: [CTRL + A].

This option lets you observe Jack's 'thinking' as it occurs, during either the auction or the play. Jack 'thinks' by performing double dummy analyses based on the calls and cards he sees and a random sample of the unseen cards that is consistent with what he sees. Jack's analysis will be shown in the text window. By default, Jack continues generating random deals until he has examined up to 1000, but you can stop him before he reaches 1000 by pressing the Stop Jack button.

In the two illustrative examples that follow, neither side is vulnerable.

Analyze during the auction

This shows a typical analysis during the auction. Jack considers the likely contracts (here 3NT, 3♥ and 1NT). If the opponents are also involved in the auction, he considers their contracts too. The scores shown are the average of all scores obtained when that contract is played. The '331' for 3NT, for example, is the average of the many deals where 3NT made (e.g. +400) and the smaller number of deals where 3NT failed (e.g. -50).

The higher expectation for 3NT doesn't mean that Jack would or should bid 3NT at this turn. What Jack bids now may not end the bidding. Jack's bids, like yours, send messages to his partner. In context, 3NT might be an overbid that could induce his partner to bid a hopeless slam. Jack's tentative plan, to bid 2♥, may result in his learning by next turn that his partner has a minimum, in which case Jack's new sampling procedure may cause him to stop in 2NT or 3♥.

242 samples in 8.48 sec.

Expected scores:

3NT = 331

3♥ = 185

1NT = 184

Jack's intention: 2♥

Analyze during the play

This shows a typical analysis during the play (in this case, when he is to lead at Trick 2). Jack checks the results for the 98 samples he has generated so far, and calculates the expected result for each legal play (in this case, because he is on lead, each of his remaining cards). The score of '415' for leading the ♠7 might be the average of the 430 points he will earn by making an overtrick 49 times, and the 400 points he will earn by just making his contract the other 49 times. Or it might be the average of more widely varying results. After he has finished thinking, Jack will play the card that gives him the highest expected score. During the analysis Jack is allowed a lot of thinking time, but ordinarily Jack won't have enough time to analyze a sample as large as 1000. Hence in actual play he may select a card other than the one that a lengthier analysis would suggest.

98 samples in 10.85 sec.

♠7	= 415
♦K	= 412
♦A	= 412
♦3	= 400
♦7	= 400
♦8	= 400
♣8	= 395
♣9	= 395
♥6	= 387
♥9	= 387
♥J	= 349
♥K	= 333

7.4.6 Jack's Advice

Menu item: **Jack**/*Jack's advice*.

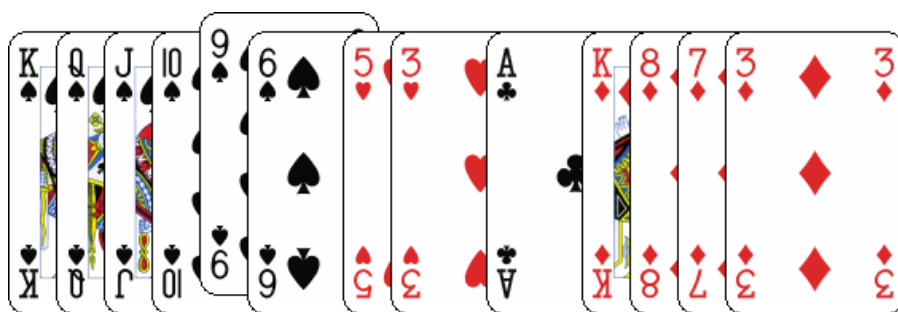
Shortcut key: [CTRL + H].

Whenever it is your turn, you can ask Jack for advice. During the auction, Jack will recommend a call by highlighting it in the bidding box (which may be on the table or on the window at the right). In the figure below, Jack recommends 1♠. You can accept Jack's advice by clicking the mouse or pressing [Enter].

You can also solicit Jack's advice by clicking the question mark on the bidding box.

1♣	1♦	1♥	1♠	1SA
2♣	2♦	2♥	2♠	2SA
3♣	3♦	3♥	3♠	3SA
4♣	4♦	4♥	4♠	4SA
5♣	5♦	5♥	5♠	5SA
6♣	6♦	6♥	6♠	6SA
7♣	7♦	7♥	7♠	7SA
PAS	D	RD	?	

When you request advice from Jack during the play, he will lift the card he thinks you should play a little bit. You can also ask Jack to recommend a play from dummy when you are declarer.



In the above example, Jack advises you to play the ♠9. If you were making an opening lead from this hand, however, Jack would recommend the ♠K, not the ♠9, because he obeys the agreements for your opening [lead](#) and defensive [signals](#) that you have indicated on your [convention card](#). Similarly, Jack heeds your partnership methods in recommending bids to you. Suppose, for example, that your partner opens 1NT and you ask Jack what you should respond with this hand. Jack will recommend 2♥ if you have marked Jacoby Transfer bids on your convention card, or 3♠ if you have not.

You can also obtain Jack's advice by using the shortcut key [CTRL + H].

7.4.7 Autoplay

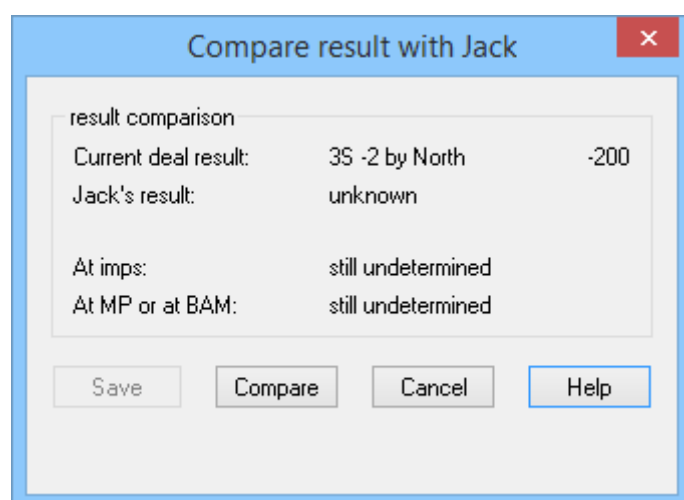
Menu item: **Jack/Autoplay**.

This option tells Jack to play all four hands. Jack will do so for the rest of the deal unless you stop him first by using **Jack/Stop Jack**.

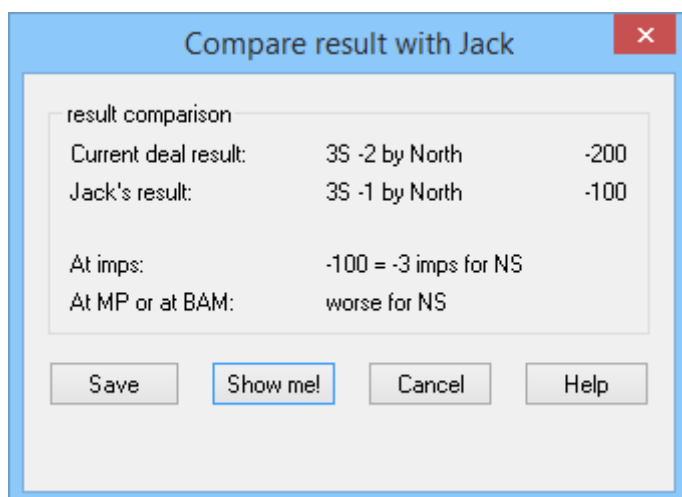
7.4.8 Compare with Jack

Menu item: **Jack/Compare with Jack**.

This option becomes available at the end of a deal. In the figure below, you have gone down in 3♠ and would like to know how Jack would have done in your place.



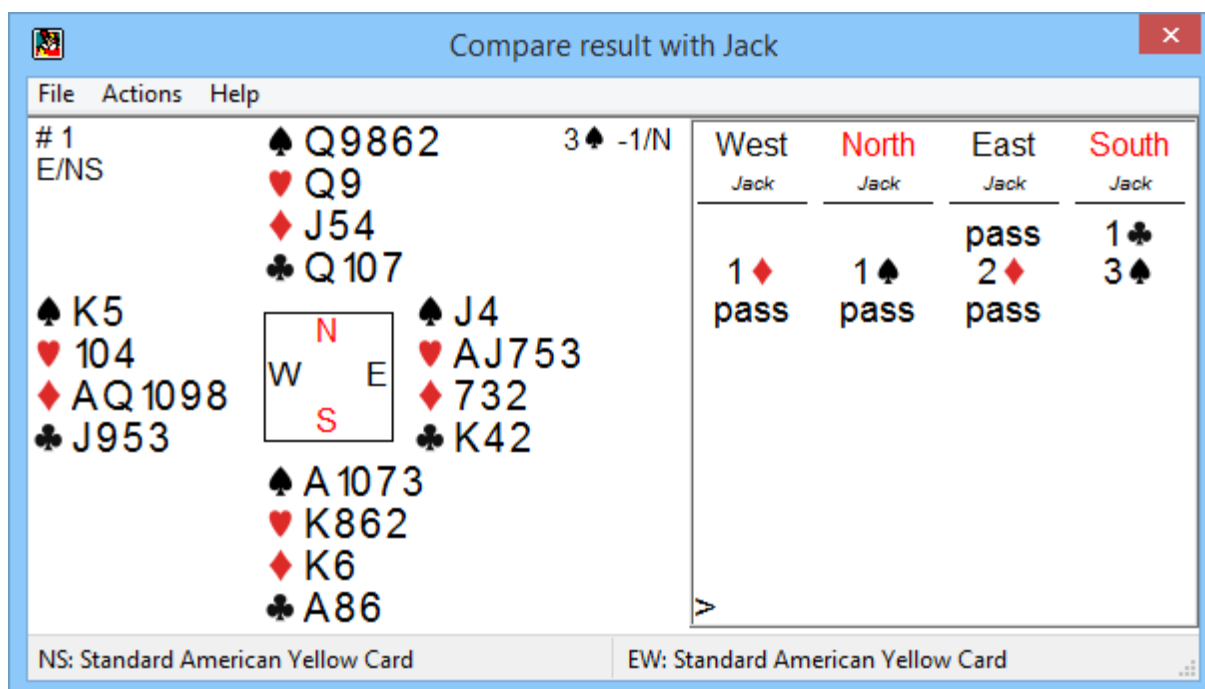
If you press Compare, Jack will bid and play the deal you just finished, keeping the convention cards that were in use when you played it. This will take some time, so a progress bar will be displayed. When Jack is done, he will update the screen, which may now look like this:



Jack reports that North-South would have bid 3♠ and then gone down 1. At IMPs, you would have lost 3 IMPs against a team that had Jack playing in your seat at the other table; at Board-a-Match you would have lost the board; at matchpoints, your result would have been worse than Jack's but you cannot tell how many matchpoints you would have lost.

If you want to see how Jack bid and played the deal, you can save it and load it at a later time. Of course you can view it directly but then your own bidding and play will be lost. If you do not care about that, press **Show me!**

You get the complete distribution and the auction:



And if you press the little arrow [>] the auction is replaced by the play, and then replaying can be done by using the arrow keys.

Compare result with Jack

×

File Actions Help

1

E/NS

♠ Q9862

♥ Q9

♦ J54

♣ Q107

♠ K5

♥ 104

♦ AQ1098

♣ J953

♠ J4

♥ AJ753

♦ 732

♣ K42

♠ A1073

♥ K862

♦ K6

♣ A86

3 ♠ -1/N

0 0

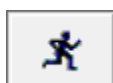
West	North	East	South
Jack	Jack	Jack	Jack
♦ Q	♦ 5	♦ 3	♦ 6
♦ A	♦ 4	♦ 7	♦ K
♦ 10	♦ J	♦ 2	♣ 6
♠ K	♠ 2	♠ 4	♠ 7
♠ 5	♠ 6	♠ J	♠ A
♥ 4	♥ Q	♥ A	♥ 2
♥ 10	♥ 9	♥ 5	♥ K
♣ 9	♣ 7	♣ 2	♣ A
♦ 8	♦ 8	♦ 3	♦ 6
♣ 3	♣ 10	♣ K	♣ 8
♣ 5	♣ 9	♣ J	♣ 8
♣ J	♣ Q	♣ 4	♣ 3
♦ 9	♦ Q	♦ 7	♠ 10

NS: Standard American Yellow Card

EW: Standard American Yellow Card

7.4.9 Start Jack

Menu item: **Jack/Start Jack**.



Start Jack thinking, which he must do before making a call or playing a card.

You will need to start Jack in several situations, including when you have loaded a deal, when you want Jack to make a call or play for you, or after you have retracted a play and want to resume the game.

7.4.10 Stop Jack

Menu item: **Jack/Stop Jack**.



You need to stop Jack when you want him to curtail his analysis of a situation, or when you want to take back your last action while Jack is thinking. The status bar will indicate that Jack is stopped.

7.5 Settings Menu

All settings in Jack are automatically stored when you close the program.

Convention cards	Select, adjust and create convention cards.
Username	Enter the player's name.
Statistics	Statistics for the active user.
Colours	Set the colour and background.
Table	Properties of the table, e.g. the deck of cards you play with.
Compensation	Set the values Jack uses during compensation scoring.
Players	Specify which seats Jack will play, and which seats will be visible.
Professor Jack	Let Professor Jack watch over your shoulder and make comments.
Partnership	Just in case you think Jack is not yet your ideal partner.
Slowing down	Slow down bidding and play.
Other options	Set personal preferences for a variety of options.
Playing strength	Jack's playing strength settings.
Computer players	Create and maintain computer players and select them as opponents.
Language	Choose your language (English, Dutch, French or German).

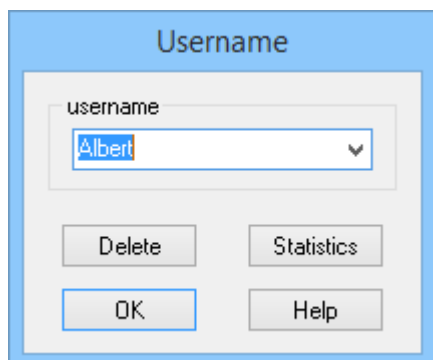
7.5.1 Convention Cards

Menu item: **Settings/Convention cards**.

This is how you determine the partnership agreements for NS and EW. For each side, you must choose a convention card by scrolling through the list provided. Jack comes with a variety of popular convention cards already created for you; you can adjust these convention cards, but you cannot change them permanently. However, you can add to the list by creating and naming a new convention card after selecting an existing convention card as a template. You can delete conventions and treatments that you don't want to play, and add those that you prefer from the wide selection in Jack's [convention library](#). A convention card Wizard will guide you through the process of *adjusting* the convention card you have chosen (or are creating).

7.5.2 Username

Menu item: **Settings/Username**.



The current username appears in the auction overview window.

Once you have installed Jack on your computer, several different people can play with him. Choose separate usernames for each player. Jack will keep track of the results for each user separately. Whoever uses Jack will enter his own username, and Jack will seat the player with the current username South. Several different users can play a tournament at different times, and each will start at Deal 1 with a fresh slate.

Oh yes, you can't pick **Jack** as a username. You wouldn't want him to think he's you, would you?

Deleting users is very simple but has the following consequences. The competition results are deleted but the tournament results remain. This makes it possible for you to replay tournaments under a different alias and still see your previous results.

A description of the user statistics can be found below.

7.5.3 Statistics

Menu item: **Settings/Statistics**.

Statistics for Albert

Jack understands Albert

Opening bids	6/6 = 100%
Overcalls	4/6 = 66%
First response	0/2 = 0%
First auction round	???%
Second auction round	7/9 = 77%
Leads	2/2 = 100%
Signals	2/2 = 100%

other statistics

Declaring, contract made	5/11 = 45%
Defending, contract not made	0/4 = 0%

options

☐ Use these statistics when making decisions

☐ Report misunderstandings after each deal

OK

Reset

Help

Jack keeps track of whether he understands your bidding. He does that for every user separately. A possible overview is listed above. It is important for Jack that he understands your initial actions. The different categories speak for themselves. Obvious passes are not counted for the statistics.

Jack keeps track of your opening leads. He focuses on whether you lead systematically, and he does not pay too much attention to whether you should have led another suit.

Jack also remembers your signals on the first trick. In fact, the signals statistic is based solely upon signals you give on the first trick.

Use these statistics when making decisions

If checked, Jack uses the statistics when making his decision. He does not attribute too much weight to them but it might make a difference.

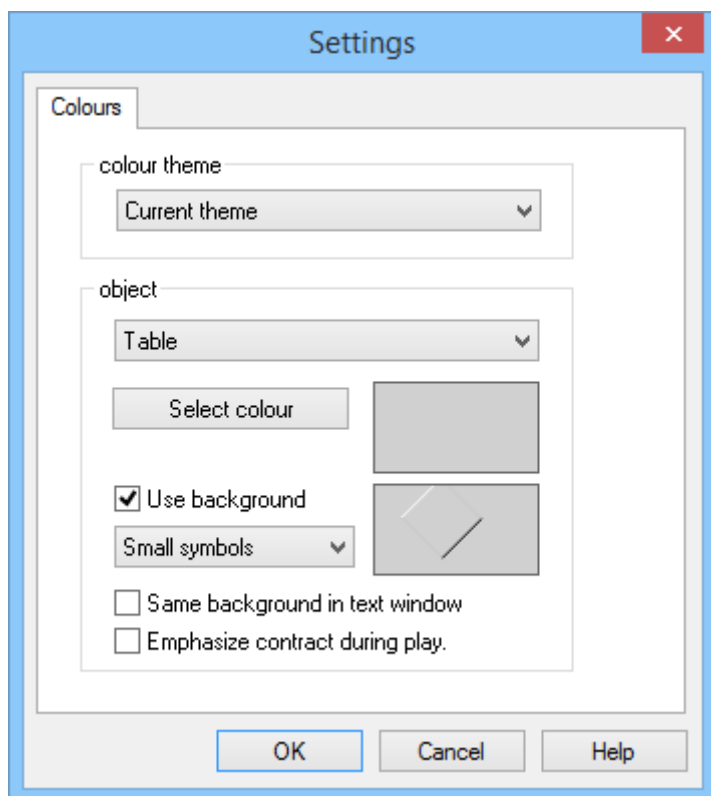
Report misunderstandings after each deal

If checked and Jack does not understand the actions that are counted for the statistics he will suggest you call Professor Jack after the deal.

7.5.4 Colours

Menu item: **Settings/Colours**.

The appearance and colour of many objects can be changed. Below we describe the default settings and the features available.



Colour theme

Jack has a few predefined colour schemes. You cannot create a scheme yourself. However, you can change particular colours in the Object section.

Object

Change the colour of a particular object on the screen. First select the object with the drop-down menu and then call the Windows colour palette and choose a colour. The current colour of the object is shown.

Use background

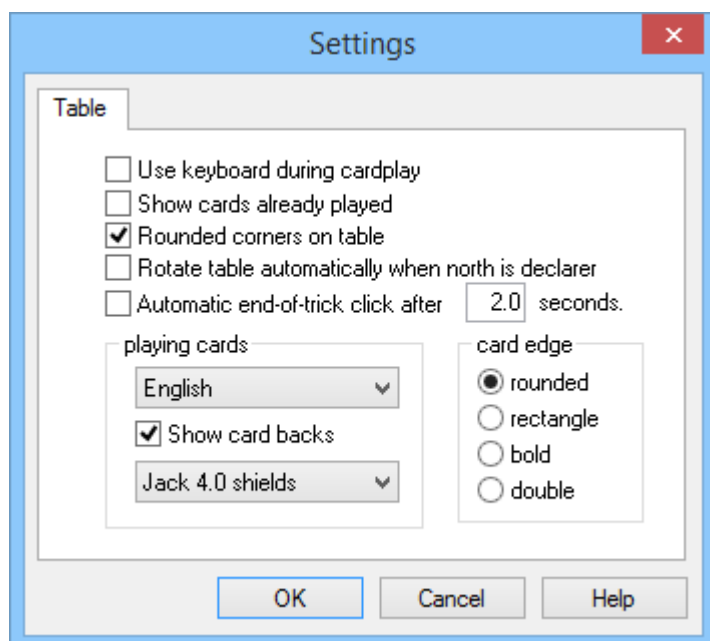
Select a pattern for the background of the table (and the text area, if you wish). The current pattern is shown. Many patterns are available, but you cannot create your own patterns.

Same background in text window

Check this option to extend the pattern to the text window.

7.5.5 Table

Menu item: **Settings/***Table*.



Use keyboard during play

With this option active, a card will pop up in your hand during the play. Using the arrow keys, you can select a different card, and you usually should, as the card that pops up will generally be a wrong one. The enter key will play the card. Of course you can still play a card by clicking on it with the mouse.

Show cards already played

Display the cards played face up on the table. All these cards will be disabled and shown in grey. You can use this option in conjunction with **Actions/***Show all cards* to keep track of each player's original holdings.

Rounded corners on table

If you prefer a square table, uncheck this option.

Rotate table automatically when North is declarer

Unlike most human partners, Jack loves to be dummy. When he buys the contract as North, he lets you take his seat temporarily and declare. Check this option to rotate the table 180 degrees so that the dummy will always be on the top of the screen.

Note: During network play, you will *not* become declarer when your partner Jack buys the contract, and this option will be ignored.

Automatic end-of-trick click after 2.0 seconds

During the play, Jack will wait for the user to click before leading to the next trick. Use this option to proceed to the next trick automatically after two seconds.

Playing cards

Depending on the installation settings, you will have one or more decks of cards at your disposal.

Show card backs

If you uncheck this option, cards that are face down will not be shown at all.

Card backsides

Cards that are face down can have various appearances. Select the one you like best. Note: when the show card backs is unchecked, this option is ignored.

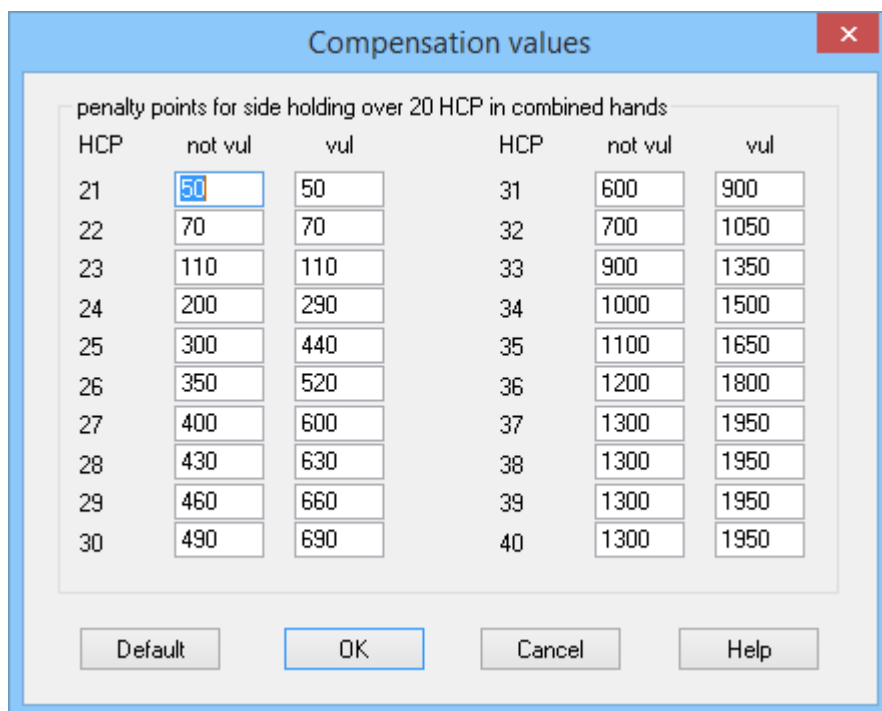
Card edge

You can even choose how the edges of the cards look. Experiment with the available settings and select the one you like best.

7.5.6 Compensation

Menu item: **Settings/Compensation**.

Jack provides many methods for scoring random deals. One method is compensation scoring, which penalizes a pair that holds a majority of high card points and awards a bonus to the other pair. After subtracting the penalty from, or adding the bonus to, the score obtained in each deal, the program converts the result to VP ('Victory Points'). The penalties and bonuses are based on the expectation that a pair will bid game with 25 or more HCP, slam with 33 or more HCP. This scoring method has its drawbacks, and you may disagree with the size of the penalties and bonus we assign. In that case, you can change the penalties and bonus as shown in the figure below.



Compensation values

penalty points for side holding over 20 HCP in combined hands

HCP	not vul	vul	HCP	not vul	vul
21	50	50	31	600	900
22	70	70	32	700	1050
23	110	110	33	900	1350
24	200	290	34	1000	1500
25	300	440	35	1100	1650
26	350	520	36	1200	1800
27	400	600	37	1300	1950
28	430	630	38	1300	1950
29	460	660	39	1300	1950
30	490	690	40	1300	1950

Default OK Cancel Help

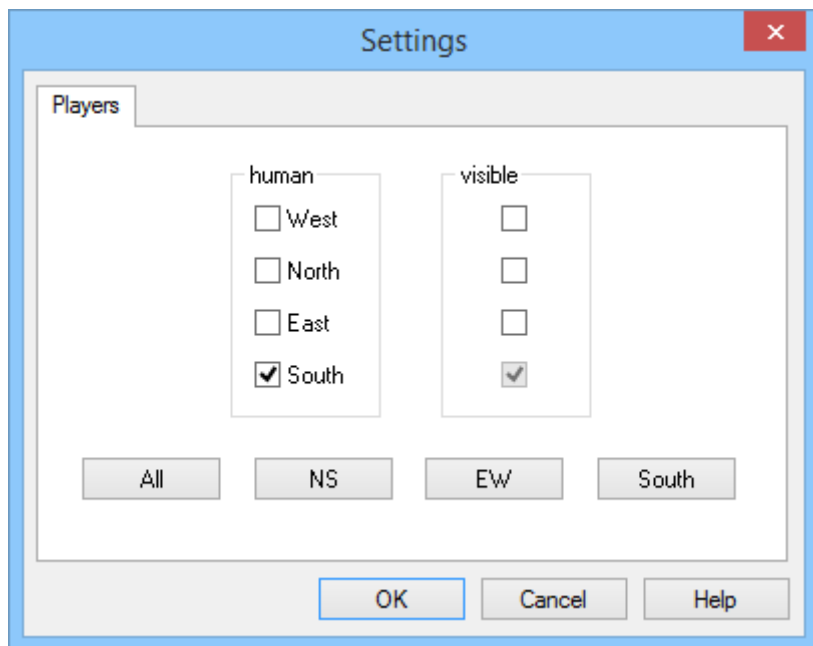
For any HCP value for the pair with the stronger hands, the compensation points awarded, which vary with the vulnerability, are given. Using the chart above, you will see that if you and your partner have a combined 23 HCP and score 90 for bidding and making 1NT, you are penalized 110 compensation points, resulting in a net score of -20. This will leave you with a loss of 1 VP. If you change the chart, the VP scores will also change. For example, if you think a reasonable expectation

for a pair with 23 HCP is +70 (not +110), and change the chart accordingly, your net will be +20 and you will win 1 VP for bidding and making 1NT instead of losing 1 VP.

Feel free to experiment with different values. You can restore the default settings by pressing the appropriate button. Any values you change are saved, taking effect immediately and applying when you start Jack in the future.

7.5.7 Players

Menu item: **Settings/Players**.



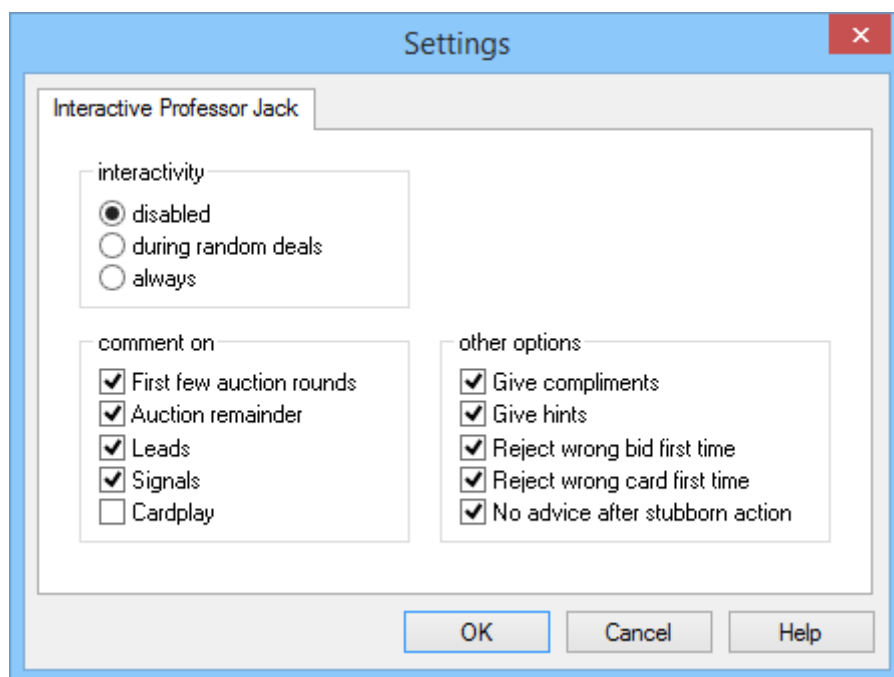
You can indicate which seats Jack shall play and which sides you want to play.

In the column **human** check the seats you want to play. Jack will play the remaining seats. Any combination is possible. In the default settings you play the South hand (only). In the column **visible** you indicate which hands will be visible all the time. You will always see the hands of the seats that you occupy.

Note: This setting is not saved when you close Jack. Each time you start Jack the default setting will be used.

7.5.8 Professor Jack

Menu item: **Settings**/Professor Jack



The interactive Professor Jack helps you learn how to bid and play better by giving his learned opinion at almost every action. In this form you can specify in which situations the Professor is allowed to comment. With the Professor active you can receive instant comments, depending on the settings, on your bidding and play.

Interactivity

If you select **random deals**, the Professor will only be active during random deals, i.e. not during tournaments and competitions. If you select **always** the Professor will always be active unless you play tournaments or competitions according to strict rules.

Comment on

First few auction rounds: This is when you have a well-defined bid. You do not have to make decisions yet, since partnership agreements determine your bid. Jack will tell you if your bid departs from standard practice in the system you have agreed to play.

Auction remainder: These later bids reflect your own bidding skill and your choice for the final contract. The Professor will regularly agree with you even when he would have bid differently himself. That is the way bridge works. In many situations there are multiple bids that all can work out well (or badly!).

Leads: The Professor pays close attention to the first card that you play from every new suit that you lead. For example, if your agreement is to lead high from a sequence and you have led the ♥Q from ♥KQJ7, you must realize that the Professor will assume you do not have the ♥K. Of course if he completely disagrees with the suit you led he will tell you so.

Signals: The Professor watches your signalling. Your response to your partner's lead on the first trick is especially important. You should expect a disastrous cardplay result if you mislead Jack with inaccurate signals.

Cardplay: If this option is checked the Professor examines each card play decision you make. If the Professor disagrees with your choice of play he will immediately explain why it is not correct. If the Professor agrees with you he will say nothing. In those rare cases where you have made two simultaneous errors by leading the wrong card from the wrong suit, Jack will tell you he does not like the card led, but he will not mention that he does not agree with the suit.

Other options

Give compliments: The Professor will say nice things occasionally.

Give hints: The Professor indicates the direction you must look for the right answer.

Reject wrong bid first time: If the Professor does not agree with you during the bidding he will explain why and give you a second chance. Just repeat your action if you still want to make that particular bid. The Professor allows you to be stubborn!

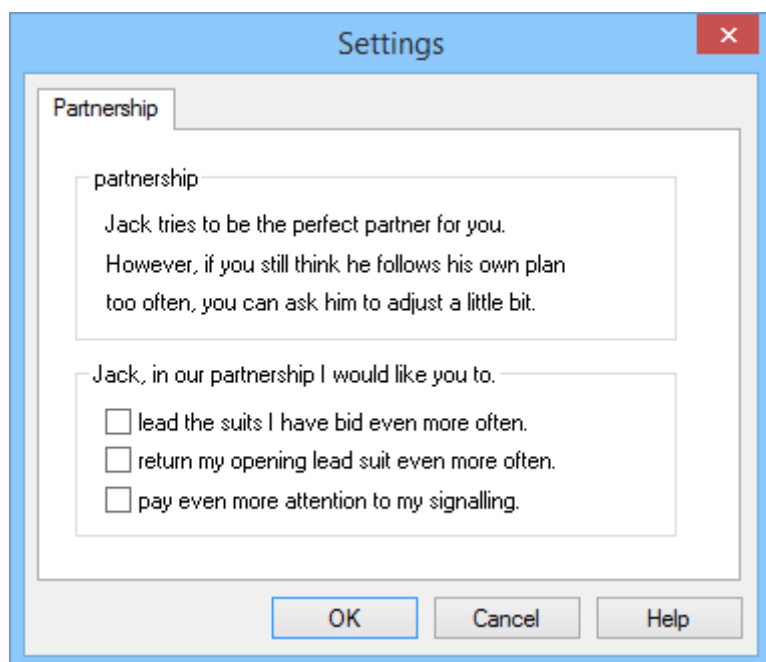
Reject wrong card first time: If the Professor does not agree with you during the cardplay he might explain why and give you a second chance. Just repeat your action if you still want to play that particular card. The Professor allows you to be stubborn!

No advice after stubborn action: After you made a bid the Professor does not agree with at all he really prefers not to give any further advice during the remainder of the auction. The reason is that if you make a completely irrational bid it is hard to make sensible comments later on. For example: you open 1NT with just 10 HCP, instead of the required 15-17. This has huge implications for further bidding and play and the Professor might be completely confused. If you still want advice, keep that in mind. Nonsensical advice from Jack might be the result of an earlier stubborn action on your part.

7.5.9 Partnership

Menu item: **Settings**/Partnership.

Jack is your perfect partner. He is even willing to play differently then he thinks it would be for the best. Just to pleasure you!

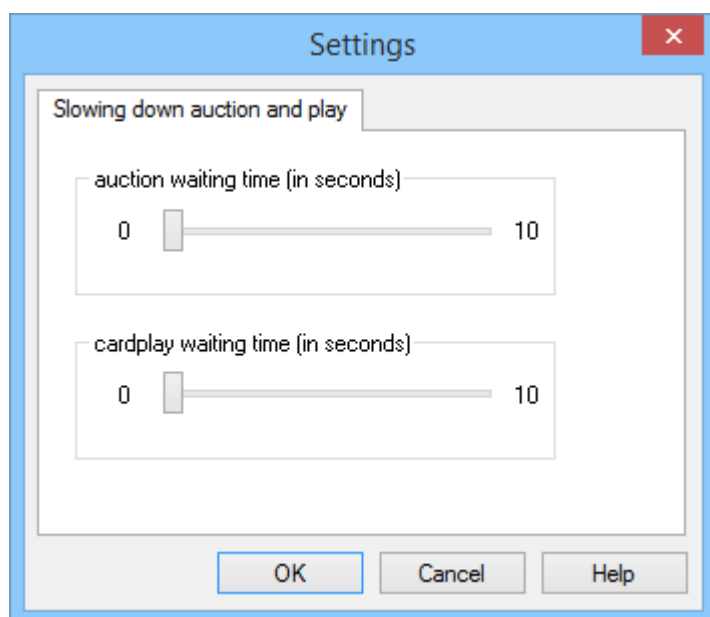


These adjustments only apply when defending. Keep in mind that asking Jack to adjust to your style can lead to worse results. For example: if you are careless with your signaling, then it is not a good idea to ask Jack to pay more attention to your signals.

7.5.10 Slowing Down

Menu item: **Settings**/Slowing down.

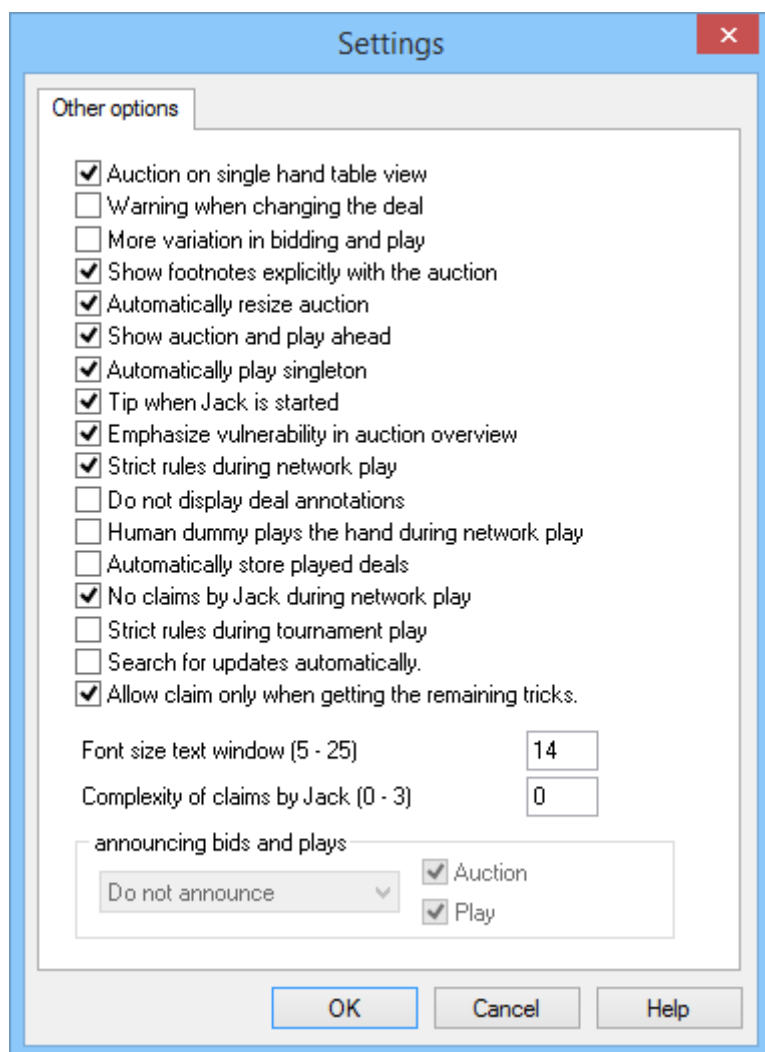
Using this option you can make sure Jack deliberately bids and plays more slowly. This is done by waiting some time before he bids or plays. If the speed of play is such that you feel hurried up this option can be used to make the play more relaxed.



The waiting time can be set for bidding and cardplay separately.

7.5.11 Other Options

Menu item: **Settings/Other options**.



Auction on single hand table view

Only your hand in combination with an auction overview and a bidding box are shown. If you would like to see the remaining hands (face down, of course, unless you have chosen **Actions/Show All Cards**) during the auction, uncheck the button. Then you will see four hands with the bidding box on the right of the screen.

Warning when changing the deal

With this option active, you will receive a warning every time you replace an existing bid or card by another.

More variation in bidding and play

Jack will generally make the same bid or play the same card in the same situation. Activating this option will force Jack to vary his bidding and play.

Show footnotes explicitly with the auction

Each time a superscript accompanies a bid in the auction overview window, additional information is

available in the form of a footnote. The footnote may inform you, for example, that the bid is a convention, or it may signal suit length. The footnote pops open when you point at the bid in question. Or you can make all footnotes appear automatically by checking this option.

Automatically resize auction

When the auction goes several rounds, it may overflow the auction overview window and a slider may appear. If you'd rather see the entire auction, use this option to have Jack show it in a smaller font so that it will still fit in the window ... unless, of course, Jack thinks the font would be too small to be readable.

Show auction and play ahead

When you have played a deal, or loaded a deal you have already played from a file such as a PBN file, Jack positions the deal at the start of the auction. This option will show the 'future' calls (and plays, if you have chosen to show them) in grey. This feature affects the auction overview window and the play overview window.

Automatically play singleton user

Jack will automatically play a card from your hand when you only have one card left in the suit led.

Tip when Jack is started

Each time you start Jack, a tip will pop up. You might not want to see a tip, or you may already have seen the tips and not want to see them again. This option lets you choose. At any time, however, you can click **Help/Tip of the day** to get a tip.

Emphasize vulnerability in auction overview

The directions in the auction overview are used to indicate which sides are vulnerable. When a side (e.g. North and South) are vulnerable, the direction is red (not vulnerable: black). Select this option to emphasize the vulnerability further by underlining.

Strict competition rules during network play

When you play with Jack you are allowed to look at the trick overview and to use the auction overview to find out what your partner promised with his bids. Use this option to disallow these aids during network play.

Do not display deal annotations

It is possible to annotate deals. These will be shown when replaying the deal. If you do not want to see them, check this option.

Human dummy plays hand during network play.

During network play you can also play against each other. Both human players can have a Jack computer partner. By default during network play the human will not declare the play when he is dummy (Jack will). This option makes it possible for you to declare when you are dummy, just like in the stand-alone play.

Automatically store played deals

After each deal is played Jack will store it automatically in a file. You will find that file in the Jack 6 folder in your documents under the name autosave_<your name>.xmlj

No claims by Jack during network play

Because the server must accept/reject claims during network play, claims by Jack can be rather awkward when using the network play function.

Strict rules during tournament play

If checked Jack will impose strict bridge rules on you during tournaments and bidding contests. You are no longer allowed to undo, and you will get less information about the auction. It will be like you are at an actual bridge table: cheating is not allowed!

Search for updates automatically

If checked Jack will contact www.jackbridge.com each time you launch him to check out whether there are updates available. See also Help/search for updates.

Font size text window

You can set the font size in the text area. Valid values range from 5 (very small) to 25 (very large). When the text does not fit, a slider will appear.

Complexity of Jack's claims

Jack can claim himself. Using the standard settings he will not (level 0). The higher the level, the more complex his claims will be. On level 3 Jack will also claim even when he has to give up one trick. Of course Jack will never claim more tricks than he is entitled to.

Announcing bids and plays

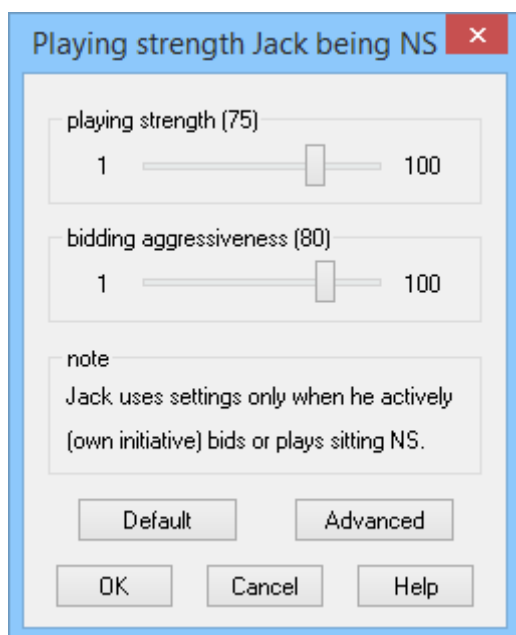
Berry Westra is available to announce the bids and the plays. With this option you can switch him on and off or just restrict him to the auction or to the play.

7.5.12 Playing Strength

Menu item: **Settings/Playing strength**.

You can set the playing strength separately for NS, EW and Jack himself. These three options determine Jack's playing strength in different situations.

1. Jack being NS: Jack uses these settings only when he actively bids or plays for either the North or the South seat. So with the default settings, the user sitting South, this option determines the strength of your partner North. (Jack does not use this setting if you ask him to play automatically; then he uses the "Jack otherwise" setting" below.)
2. Jack being EW: Again, these settings only apply when Jack actively bids or plays, but this time for either East or West. With this option you can quickly adjust playing strength for the EW players. During competitions on the JackBridge Club (see File/Competitions) this setting is not used. Then the competition determines the EW strength.
3. Jack otherwise: This setting is used by Jack in all other cases, such as when you ask for a hint, let him play automatically, compare your results with his, or when you ask Professor Jack for help.



The playing strength runs from 1 (poor) to 100 (very strong, about the settings Jack uses at the world computer bridge championships). At lower playing strength levels, Jack will deliberately make mistakes. He may, for example, forget to ruff, or he may neglect to cash winning cards. However he does not forget basic bidding theory. He will for example not open 1NT on a mere 3 points. From level 70 upwards he does not make deliberate mistakes and between 75 and 100 he will start to use more time-consuming analytical algorithms to select his play.

Jack has a modern bidding style and therefor bids rather aggressively. Going down a lot however is little fun for anybody and if you think that your Jack partner bids too high you can tone him down by lowering the [*bidding aggressiveness*]. Be aware that too low values will result in missing a good game or slam more often than once in a while. Just like with the playing strength setting, changing this setting will not make Jack deviate from standard bidding theory. For example: Jack will not open 1NT holding 19 HCP to make sure the bidding will not get too high.

With the **default** button you get the out-of-the-box playing strength. With the **advanced** button you get much more control and can tune the playing strength for NS or EW in detail. The screen below is also what you get when you select the **Jack otherwise** menu item.

Playing strength Jack being NS

level

Time (1 - 15)

8

▲

▼

Bid (1 - 100)

100

▲

▼

Play (1 - 100)

100

▲

▼

speed

Auction (1 - 2)

1

▲

▼

Cardplay (1 - 4)

2

▲

▼

Lead (1 - 3)

2

▲

▼

other

Declarer play (1 - 4)

1

▲

▼

Memory (1 - 10 MB)

5

▲

▼

Finish calculations

☐

World championship

☐

aggressiveness bidding

General approach (1 - 100)

80

▲

▼

In competitive auctions

2

▲

▼

Towards bidding game

1

▲

▼

Use of penalty doubles

1

▲

▼

Use of takeout doubles

2

▲

▼

Introducing second suit

2

▲

▼

Optimism

1

▲

▼

playing strength profiles

▼

note

Jack uses settings only when he actively (own initiative) bids or plays sitting NS.

Default

Basic

OK

Cancel

Help

Jack needs some time to think before he makes a call or plays a card. In this form you can specify the level and variables that affect Jack's playing strength. However, the speed of your computer, though very important, cannot be specified. The length of time Jack takes for a call or play varies greatly with his problem, but he always tries to play as quickly as possible.


Time

The main setting is the level, which ranges from 1 to 15 and governs how long Jack is allowed to think before making a bid or playing a card. Strictly speaking, the level is not just the time Jack takes but a combination of time, search depth and the number of situations Jack is allowed to consider. The higher the value, the longer Jack is allowed to think.


The level and the speed of the computer determine most of Jack's playing strength. It is not true that Jack will play with the same skill at level 8 on all computers. During the world championships Jack always plays on level 10.

Bid

Bid determines the quality of the bidding. Level 100 is the strongest. At lower levels the computer will more frequently finish in a bad contract. However, bidding will certainly not be random but simply sometimes against the odds. Note that Jack will always stick to his knowledge base and conventions. Jack never psychs.



www.jackbridge.nl



Play

Play determines the level of declaring and defending. Level 100 is the strongest. At lower levels the computer will deliberately not select the best plan and it may even make deliberately bad plays occasionally. For example it may postpone drawing trumps where it is fatal to do so.

Auction speed

This setting forces Jack to decide quickly in clear situations. The default setting is 2, which lets Jack pass quickly in many auctions.

Cardplay speed

Jack has several built-in functions to speed up his cardplay. A value of 4 indicates that these functions will not be used; even playing a singleton may take some time. A value of 1 forces Jack generally to play within one second. It affects Jack's skill, but not greatly. During competitions Jack uses a value of 2.

Remark

You cannot let Jack bid or play worse than level 100. That feature is meant for constructing different computer players.

Lead speed

This affects how Jack leads. A value of 1 uses static rules and results in an instant lead. A value of 2 uses the standard simulations and a 3 means extended simulations.

Advanced declarer play

After having decided which card to play, Jack will re-evaluate his choice and anticipate possible errors by the opponents. Jack will play more slowly, but he will play more like a human being and more skillfully. At the highest level Jack might be quite slow in complicated situations.

Memory

This value indicates how much memory Jack is allowed to use for his calculations. The more memory, the better he plays, but not by much. Jack's was developed when computers did not have as much memory as they have today, and he doesn't need much memory.

Finish calculations

Check this option to allow Jack to complete his calculations. When Jack runs out of the time allowed by the level, he will still continue his calculations. On slower computers Jack will think noticeably longer.

World championship settings

Jack will use the settings he used in the world championship at Verona in 2006. These settings will override any others, and some special features that would otherwise be disabled will become active.

Aggressiveness bidding

Bridge players vary in their styles of play, which can range from very aggressive to very conservative. These settings allow you to adjust Jack's degree of optimism in several kinds of situations. In each category, '1' represents conservatism, '3' represents aggression, and '2' represents down-the-middle bidding (the default setting if you make no changes).

General approach

This determines Jack's general style. The higher the value, the more Jack will bid. An aggressive Jack

will make lighter overcalls, bid more games and slams, and reach more precarious contracts that will require more skill to declare.

In competitive auctions

When both sides are bidding, it is often difficult to judge how vigorously to compete. The higher this value, the more eager Jack will be to declare rather than defend; if you specify '3,' Jack will not worry much about getting doubled in a partscore contract.

Towards bidding game

At total points and IMPs especially, game bonuses are important. The higher this value, the more 'iffy' games Jack will bid, inviting and accepting more readily.

Use of penalty doubles

This governs how readily Jack will make penalty doubles of *suit contracts*. If you specify '3,' Jack will yield quickly (though within reason) to a temptation to wield the axe.

Use of takeout doubles

Takeout doubles are risky by nature. This is even more true when the bidding has progressed for some rounds or is at a high level. This setting allows Jack to double more aggressively.

Introducing second suit

If the opponents have both bid and partner has been silent, entering the auction is always dangerous. With this setting you allow Jack to take more risks when introducing his second suit.

Optimism

If you think Jack has a pessimistic view on the bidding you can increase his optimism a bit. In general this means he will compete sooner and bid higher.

Playing strength profiles

You can select some predefined opponents. This option is only active when setting the strength for NS or EW.

Note

Explains briefly the consequences of changes you make.

7.5.13 Language

Menu item: **Settings**/*Language*.

The Jack user interface allows you to switch languages at any time. The available languages, currently Dutch, English, French and German, are listed. Of course, you can select only languages that have been installed.

7.6 The Help Menu

Manual	Opens this help manual at the beginning.
Documentation	Shows additional downloadable documentation.
Tip of the day	Displays a Tip of the Day.
About	Jack version number and internet contact information.
Register	Registration and activation.
Registration code	The registration codes.
Search for updates	Look for program updates and new tournament files at jackbridge.com.
Visit website	Goes to www.jackbridge.com .

7.6.1 Manual

Menu item: **Help/Manual**.

Show this Help, beginning at the introduction.

7.6.2 Documentation

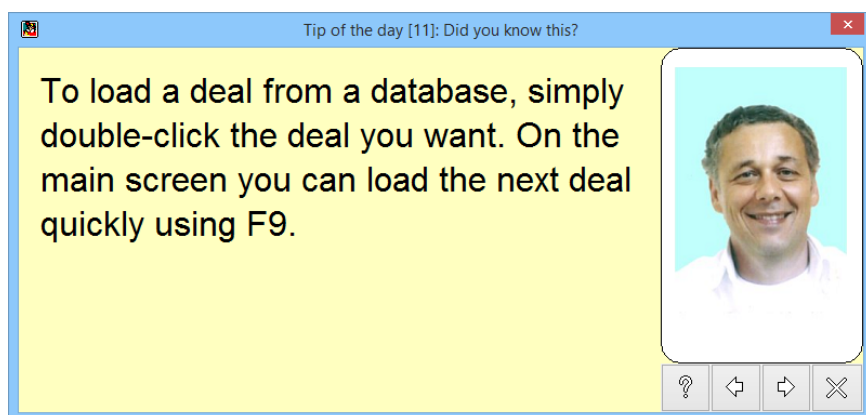
Menu item: **Help/Documentation**.

Besides help, there is documentation available on a variety of subjects, including bidding systems and articles about Jack. With this option you can load them in your PDF viewer. If there are no documents found it is because they are not installed. Use Help/Search for updates to install them.

7.6.3 Tip of the Day

Menu item: **Help/Tip of the day**.

When you start Jack, world champion (Chili 1993) Berry Westra will offer you a tip of the day. Some tips help you to discover useful features of the Jack program. Using the option you can ask for a tip at any moment.



Clicking the question-mark will bring you information about the tip of the day itself, such as how to turn it off. The arrows will take you backward or forward through the tips, displaying the previous tip or the next, allowing you to see any or all tips whenever you want. The cross will close the tip of the day.

The tip of the day title bar tells you the number of the tip.

7.6.4 About

Menu item: **Help/About**.

Provides general information about the program, including the names and e-mail address of its developers.

7.6.5 Register

Menu item: **Help/Register Jack**.

If you register your copy of Jack you will receive a special tournament, annotated by Berry Westra. You can register by using this option. Registered users will also be informed of important updates to the program. We do not give your e-mail address to third parties. Be sure your e-mail address is okay or else we will not be able to reach you. Changed your e-mail address? Please register again!

Register Jack 6

Name *

Title Mr. ▾

Initials *

Country *

Email *

Email validation *

Jack 6 registration code *

Jack 5.0 registration code **

* = required
** = when updating

enter the security code below as well

74645

>

For support contact us via email regjack@jackbridge.com

7.6.6 Registration Code

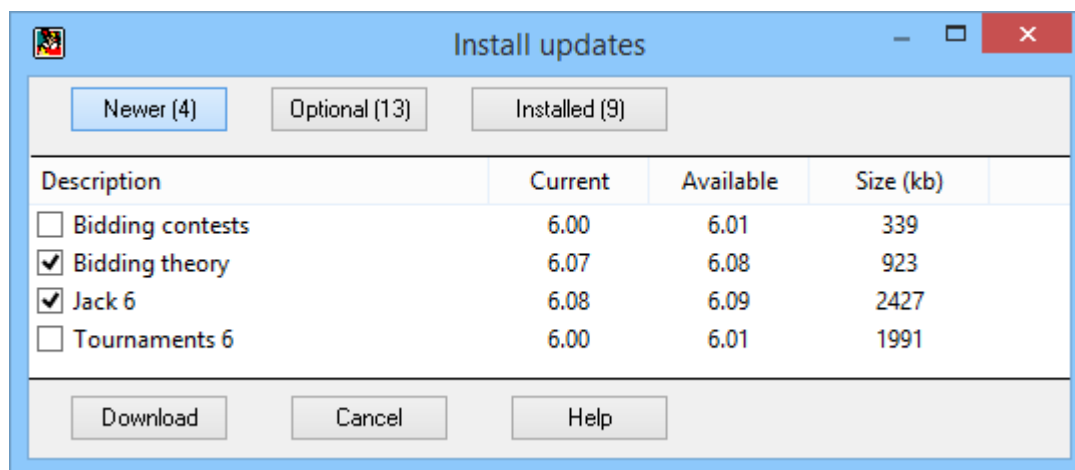
Menu item: **Help/Registration code.**

When you start Jack the first time, you must enter your personal registration code. This code will be displayed here. For your own protection the final four characters are replaced by an X. You need to retain this code, which you may need for installing Jack again (perhaps because you replace your old computer with a new one), receiving help from our help desk, or communicating with us by e-mail.

7.6.7 Search for Updates

Menu item: **Help/Search for updates.**

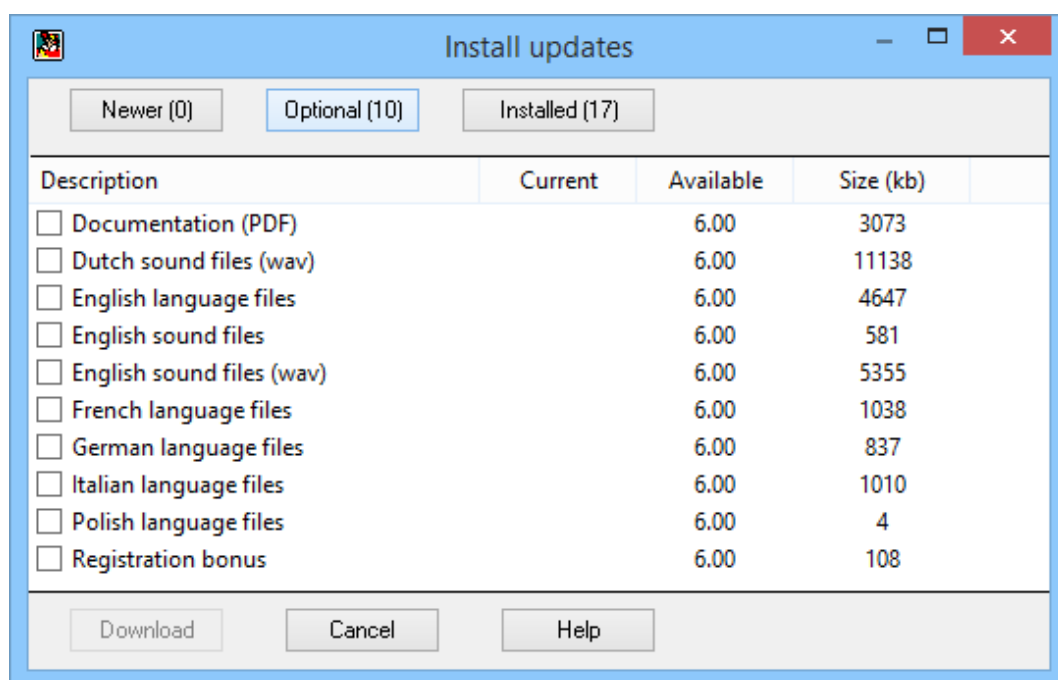
Jack can look for updates using an internet connection. Jack will compare your current version with the available updates on JackBridge. If new files are found, an overview like the following will be presented (of course with your actual files and version numbers).



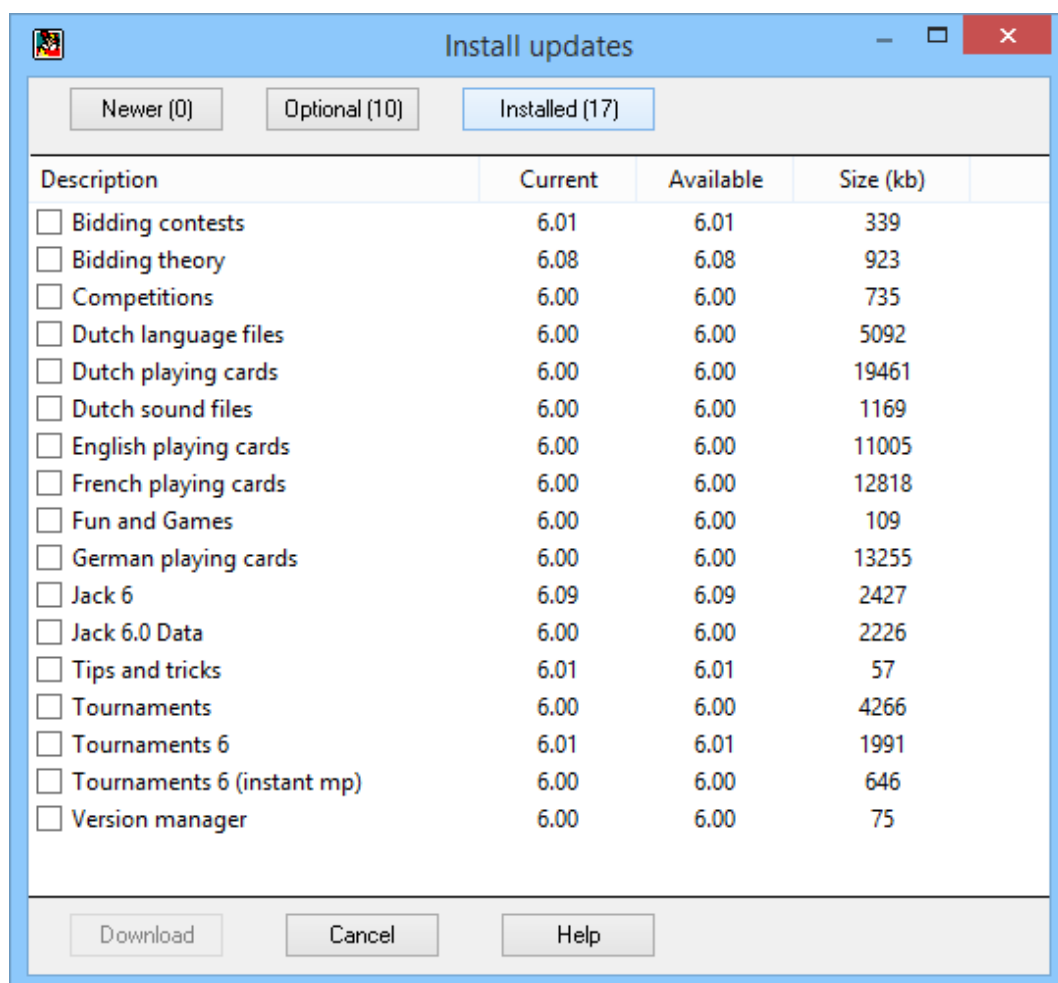
At the top you can see the three different categories: Newer, Optional and Installed. Between brackets you find the number of objects in each category. Clicking on one of these buttons shows the contents. The figure above shows the contents of the Newer category. If there are newer modules available Jack will show them here. You find a short description, the current number, the available version number and the download size.

Installing updates is easy. Check the modules you want and click on the download button. When the downloading is finished the button will change itself into Install and the downloaded files are ready to be installed.






Under Optional you will find possible but not mandatory modules. These can be other languages, other playing cards, and other program enhancements. See the figure below. These modules are not needed for normal operations.



With the third button you can check which modules are installed. You can check them to download and install them again in the unlikely event that should ever become necessary.



Remarks



-  If you don't have a permanent connection, you will need to connect to the internet before Jack can show you the overview.
-  If your computer is protected by a firewall, you will have to grant Jack permission to enter.
-  Searching for updates is not done automatically. See also Settings/Other options.
-  The content of the different categories depends on the way Jack 6 is installed. It is entirely possible that the optional tab is empty and that everything is listed under Installed.
-  We use encryption to protect automatically downloaded files against viruses.

7.6.8 Visit Website

Menu item: **Help/Visit website**.

This is the easy way to visit Jack's website (www.jackbridge.com). New items regarding Jack's development are published on our website regularly. We notify registered users by e-mail when important changes occur on the website, but if you choose not to register, visiting Jack's website still allows you to keep up with developments.

Remarks

-  If you don't have a permanent connection, you will need to connect to the internet before Jack can show you the overview.
-  If your computer is protected by a firewall, you will have to grant Jack permission to enter.

8 Tournaments

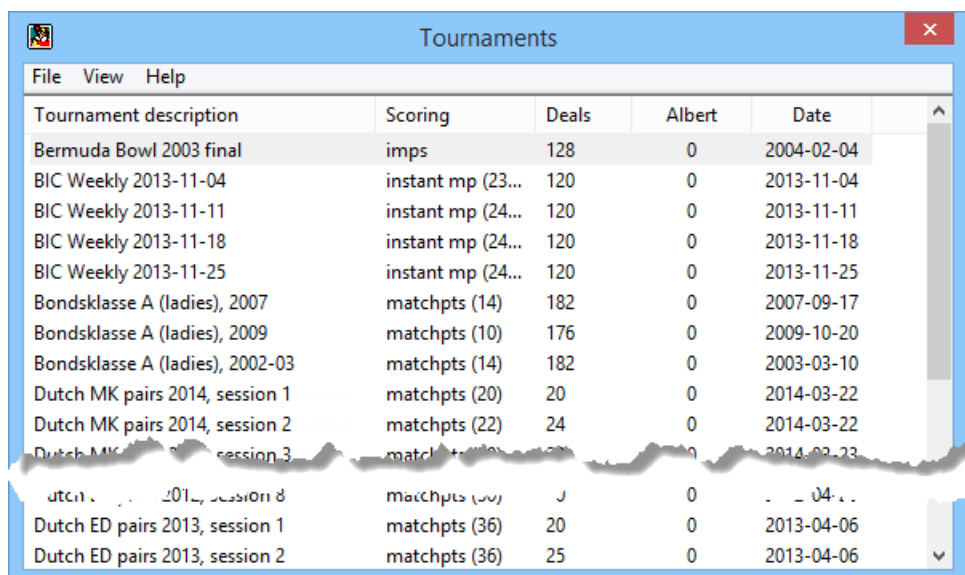
Besides creating random deals, Jack lets you play tournaments. Jack contains many historical championships which you can replay; you can even compare your own results with the actual scores from the tournament. You can also ask Jack to create a new tournament for you (**File/Create tournament**).

8.1 Tournaments Overview

Menu item: **File/Tournaments**.

Shortcut key: [CTRL + T].

With this command you will switch to the environment where you can select tournaments (either tournaments supplied by Jack or [tournaments you created](#) yourself) and perform actions on them, including printing or deleting tournaments.



Tournament description	Scoring	Deals	Albert	Date
Bermuda Bowl 2003 final	imps	128	0	2004-02-04
BIC Weekly 2013-11-04	instant mp (23...	120	0	2013-11-04
BIC Weekly 2013-11-11	instant mp (24...	120	0	2013-11-11
BIC Weekly 2013-11-18	instant mp (24...	120	0	2013-11-18
BIC Weekly 2013-11-25	instant mp (24...	120	0	2013-11-25
Bondsklasse A (ladies), 2007	matchpts (14)	182	0	2007-09-17
Bondsklasse A (ladies), 2009	matchpts (10)	176	0	2009-10-20
Bondsklasse A (ladies), 2002-03	matchpts (14)	182	0	2003-03-10
Dutch MK pairs 2014, session 1	matchpts (20)	20	0	2014-03-22
Dutch MK pairs 2014, session 2	matchpts (22)	24	0	2014-03-22
Dutch MK pairs 2014, session 3	matchpts (22)	24	0	2014-03-23
Dutch MK pairs 2014, session 4	matchpts (22)	24	0	2014-03-23
Dutch MK pairs 2014, session 5	matchpts (22)	24	0	2014-03-23
Dutch MK pairs 2014, session 6	matchpts (22)	24	0	2014-03-23
Dutch MK pairs 2014, session 7	matchpts (22)	24	0	2014-03-23
Dutch MK pairs 2014, session 8	matchpts (22)	24	0	2014-03-23
Dutch ED pairs 2013, session 1	matchpts (36)	20	0	2013-04-06
Dutch ED pairs 2013, session 2	matchpts (36)	25	0	2013-04-06

The tournament list contains descriptions of the tournaments and other information about them: the [scoring](#) method, the number of pairs scored (in brackets), the number of deals, the number you have already played and the date of creation.

You can start playing a tournament by double-clicking the tournament or by selecting it and then selecting **File/Play tournament**. You will now enter the main screen.



The tournament will start by showing information about the tournament and the number of deals that were already played. Click the 'Page Down' button (or the button displayed here, which is located in the [shortcut button group](#)) to get the next deal. After each deal is finished your ranking in the tournament will be displayed.

Many of the menu items in the tournament environment will only work when you have selected a tournament. You can select a tournament by clicking on it.

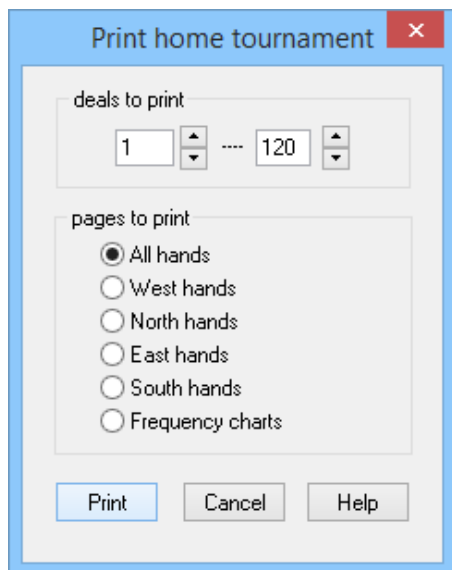
File menu

Play tournament	Play the selected tournament. Start to play at the first deal that you have not played previously.
Play specific deal	Play some specific deal from the tournament. After this command you need to select the deal you want to play.
Delete tournament	Delete the selected tournament. You will be asked to confirm deletion of the selected tournament. Deleting tournaments that are part of the installation will be reinstalled next time you launch Jack.
Delete results	The results you earned before will be erased; the results for all other players are kept. Use this command to play the tournament again.
Print deals	Prints all deals of the selected tournament.
Print home tournament	Prints the deals separately for each direction, with an option to include the frequency charts.
Close	Leave the environment and return to Jack's main screen.

View menu

Using this menu you can indicate what forms of tournament you want to appear in the list. This is especially convenient when you have a large number of tournaments. You can either set the view parameters to display a certain type of tournament, or show all forms of tournament by selecting *All*. If, for example, you definitely want to load a matchpoint tournament, you can select *View/Duplicate*. Now only the available matchpoint tournaments will be displayed.

Printing a home tournament



After you select the deals to be printed, you need to specify how you want your printouts organized. You can choose 'All hands', any hands separately or 'Frequency charts'. Six different printouts are possible. Each page can contain up to twelve deals. The frequency chart for a IMP Pairs tournament will include the NS average.

8.2 Create Tournament

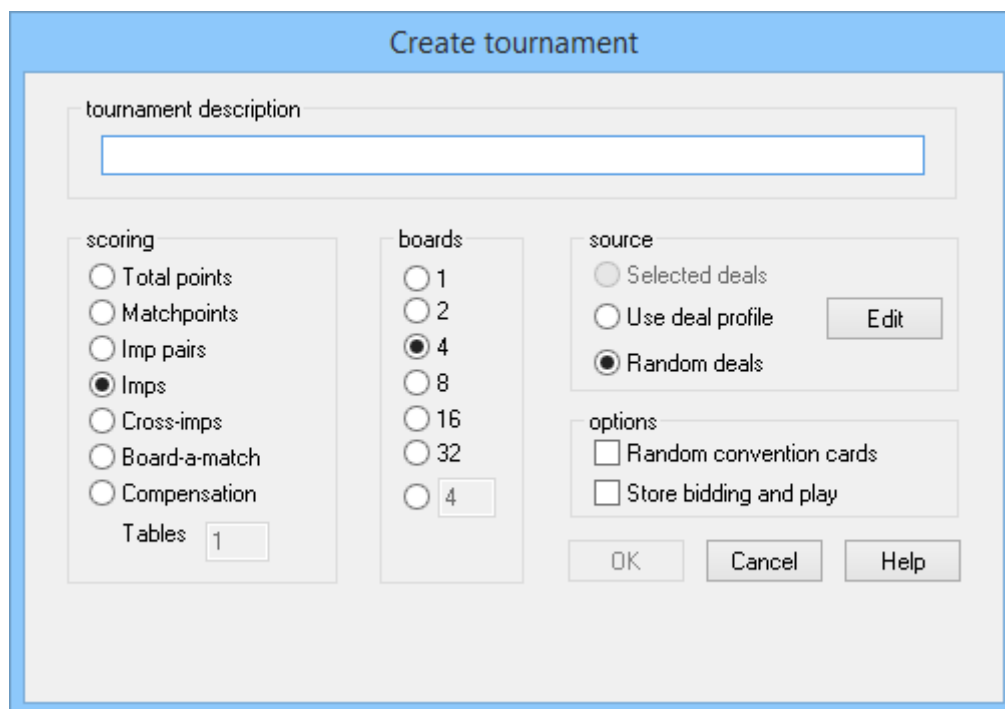
Menu item: **File/Create tournament**.

Jack is capable of playing an entire tournament by simulating all contestants. The results will be stored using the form of tournament you select. When Jack finishes creating the tournament you can play in it.



The tournament can be created using any deals you like. When selecting **File/Create tournament** you can choose between random deals and previously played deals, stored in a Portable Bridge Notation (PBN) file. Mainly for Dutch users is the option to use deals from www.NBBportal.nl and the duplicate option can be used to interface Jack with the Jannersten card shuffling machine software.

8.2.1 Using Random Deals



Here are the purposes and capabilities of the options on this screen:

Tournament description

Give a name to the tournament, e.g. *First home tournament*. This description will show in the tournament overview. Entering the tournament description is required. Only then will the OK button be enabled.

Scoring

Specify the form of contest. Obviously, tournaments scored at IMPs will have 1 table (other than yours), but other forms of contest require you to specify the number of tables at which each deal is to be played (maximum of 64). Entering a zero will result in a tournament being created without any players. Then you'll have no pairs with whom to compare your results.

Deals

Specify the number of deals in the tournament. You may check any of the suggested numbers, or enter any number you like (maximum of 250) in the box at the bottom.

Source

If you want only certain kinds of deals (for example, deals in which South has a specific hand, or deals in which West has a 2NT opening) select *Use deal profile*, and then use the button *Edit* to customize your deal profile (see also [Deal/Deal profile](#)). If you don't want to define or limit the deals created, choose *Random deals*.

Options

By default, Jack will create the tournament with the pairs simulated using the convention cards you have set up on the main screen. To obtain a more diverse tournament, check the box for *Random convention cards*. Jack will now have the simulated pairs use a mix of the available convention cards, just as the players in actual national and international tournaments do.

Check the *Store bidding and play option* if you want Jack to store all generated deals in a PBN file for later reference.

After entering these specifications for the tournament, click OK to have Jack create the tournament. Jack will simulate the bidding and play at all tables, with as much variation as plausible. When you have requested many tables and many deals, this will take quite some time, as each of the simulated players will use the same thinking time that you set up for your own table. Jack will show you what deal he is simulating, and indicate after every deal how long it will take to complete the tournament. At the bottom of the screen a progress bar is displayed. When the progress bar is completely filled, Jack has finished creating the tournament.

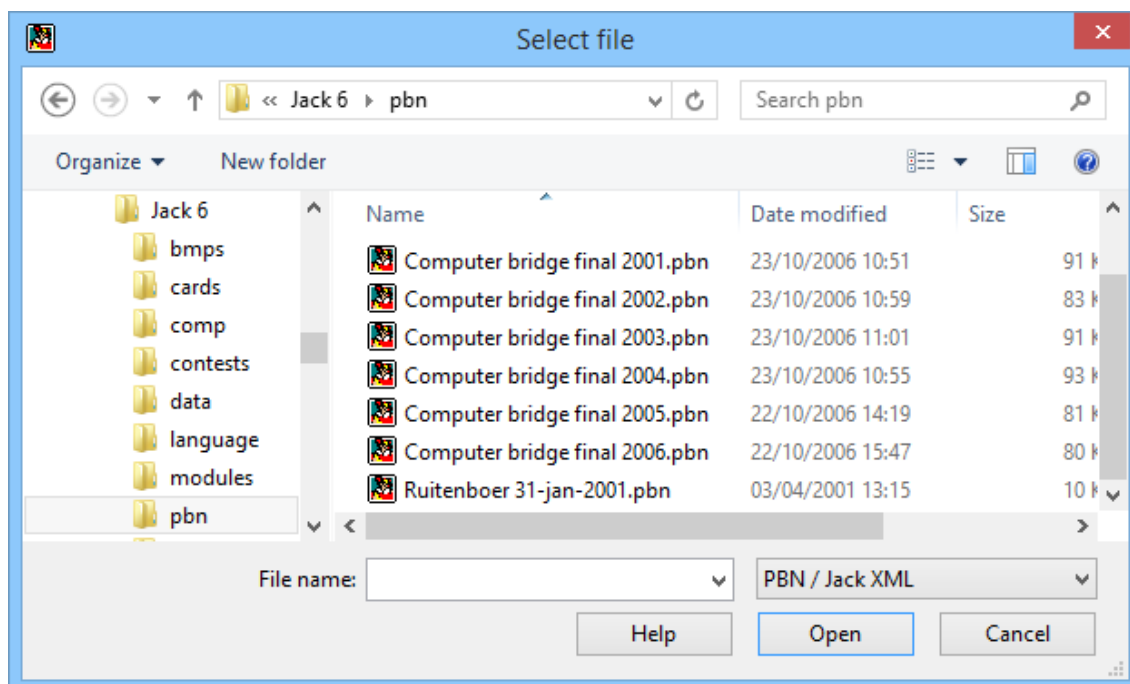
Example: You want to create a duplicate tournament with 50 tables and 28 deals. Jack will have to simulate $50 \times 28 = 1400$ deals. This will definitely take Jack a whole night!

After Jack has finished, you may open the newly created tournament the same way you open any of the prepacked tournaments. Use **File/Tournaments** to select and play it.

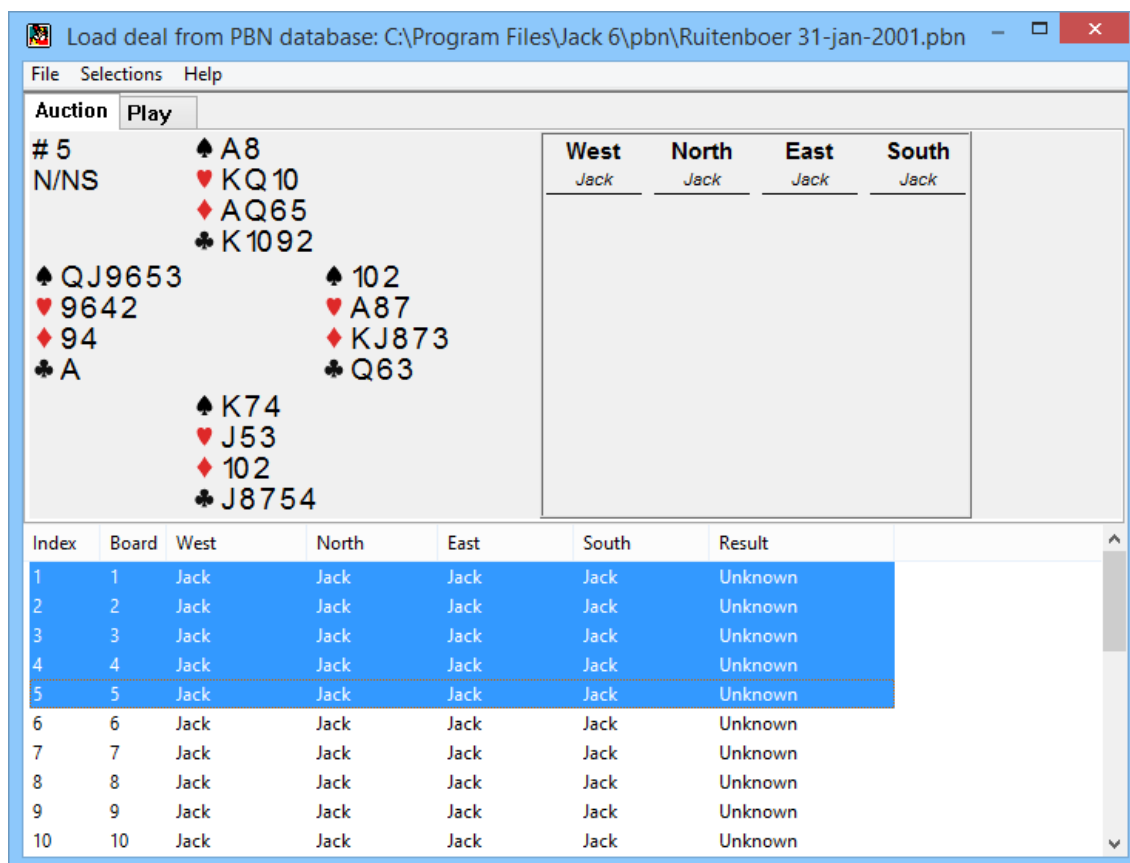
8.2.2 Deals from a PBN file

When choosing this option you have to tell Jack which PBN file to use to extract the deals. A PBN file is a collection of deals (a 'database'). PBN files can be found on several internet sites, including www.jackbridge.com, where we publish them regularly using recently-played national and international tournaments. Jack also stores his own deals in PBN file format (see [File/Load deal](#) and

[File/Save deal.](#)) For illustrative purposes, we show below a PBN file from the Ruitenboer tournament dated Thursday, January 31, 2001 (28 deals).



Select the Ruitenboer tournament to obtain the picture of the database environment (see [databases](#)) as shown below.



The screen displays all deals that are stored in the Ruitenboer PBN database. You can now select the deals by clicking them. Using the CTRL and the SHIFT keys you can select multiple deals, by holding the CTRL key down and clicking several different lines.

You can print the deals you have chosen for your tournament using *Selections/Print deals only*. All other commands in the *Selections menu* work as you would expect.

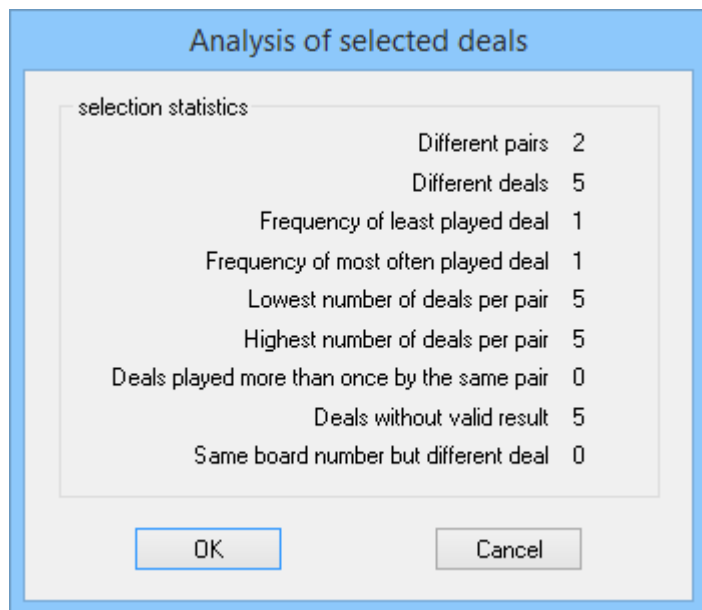
After you have made your choice, you can [create](#) the tournament in either of two ways.

One way is to choose *File/Create tournament with replay Jack*. Then the PBN files will serve only as a source of deals, and you can play the tournament just as if Jack had created it using random deals.

The other way is to choose for *File/Create tournament without replay*. Then the results that came with the deals will be preserved. In the Ruitenboer tournament, no results were obtained, so you can't choose this way. In order for you to *create a tournament without replay*, the selected deals have to meet a requirement: All deals require a valid contract and a result from the play.

Whenever the selections meet this requirement, Jack will turn the deals into a tournament. PBN files from external sources such as the internet usually comply with these demands, thereby allowing you to start playing the tournament right away. Jack will check these requirements and report an error if they're not met.

Before converting the selected deals in a tournament you get a brief statistics report. It might look like this:



You can see that in the selected deals 2 different pairs have been identified and that 5 different deals have been found. Furthermore all pairs have played the same amount of deals. No problem for Jack; he will take care of that when the tournament is created. For example, when playing matchpoints this means that your score is compared with a different number of other scores for each deal.

After Jack has finished the job, the program will switch to the tournament environment, where you can select the new tournament. Of course, you need not remain in this environment; you can leave it and just keep the tournament to play at some other time.

Put in your own tournament

When you have played a session at your club, and you have hand records for the deals, you can have Jack create a tournament from those deals. Here is how:

1. Go to **Deal/Setup deal**, fill in 1 as the deal number and enter the cards from the Board 1 hand record.
2. Save the deal (**File/Save deal**). For the filename, enter a name that will help you retrieve the deals (for example, 'Club match March 7').
3. Then enter deal number 2 and the other deals from the appropriate hand records, storing them in the **same** file.
4. After you finished entering the last deal, create a tournament by selecting **File/Create tournament** from the menu. In the dialog window, select *Use deals from a PBN file* and select the file ('Club match March 7') you have created.

8.2.3 Use deals from www.NBBportal.nl

The Dutch Bridge Federation (Nederlandse Bridge Bond (NBB)) has developed software to view the results of bridge club sessions online if the scores have been entered using the BridgeMate data-entering equipment. The Jack team has developed software to convert that information to Jack tournaments, including the results obtained by the participants.

To react adequately to changes in the website layouts the instruction for converting the tournaments to Jack tournaments is on our website. For instructions visit: www.jackbridge.com/nbbportal.htm

8.2.4 Duplicate deals using the Duplimate

The renowned bridge publisher Jannersten from Sweden has developed a card shuffling machine to duplicate bridge deals. It is a great help if a deal is to be used on multiple tables and you want to hand out the deal diagrams afterwards. Using this option you get a lot of control over the kind of deals that you might like to have. You start with this window:

Duplicate deals using the Duplimate

settings

Number of deals: ☐ Use deal profile

Description:

☒ Save deals in PBN format.
☒ Save deals in CSV format.
(the files are saved in the PBN folder.)

Duplimate:

Enter the number of deals. Deals are random by default. Select the deal profile if you want to bias the deals. The description is used as a filename to store the deals. Then specify the path to the

Duplimate software on your computer. If the software is found and all settings are entered correctly then the Duplimate button becomes active.

You can use an existing PBN file as input (or part of it) for duplication. See the options you have when loading a deal from a [deal collection](#) (like a PBN or a Jack XML file).

8.3 Tournament and Competition Results

Menu item: **File/Tournament results.**

Menu item: **File/Competition results.**



As soon as you finish each deal in a tournament or competition, you will be shown an overview displaying your results. You can also directly ask to see these results using the above menu items.

The commands you can use and the data you will see depend on the kind of tournament or competition. Here is how they vary with the form of contest:

IMPs and Board-a-Match

After each deal, your scoresheet will be displayed, showing the results and the score so far. The next figure shows the score after Deal 2 of the bonus tournament MK 1998. As you see, the sheet gives the information you would have on your real-life scoresheet if you were to compare with teammates at this point in the match. However, the results from the other table show only the points won or lost by your teammates, not the contract. Click [calculation](#) to see how the 'Total' is converted to Imps.

Teamresults for Jack - Albert							
File Display Scoring Help							
Team 1: Jack - Albert / Leufkens - Westra						0	
Team 2: Bertens - Nab / Jack - Jack						17	
Board	Contract		Res	Score	Other table	Total	Imps
	NS	EW					
1	4 ♥		-2	-100	-150	-250	-6
2	4 ♥		-1	-50	-450	-500	-11
3		4 ♥	+1	-450	+450	+0	+0

The screen contains the results for the played deals and has a menu bar. Here is how to use the items on the menu.

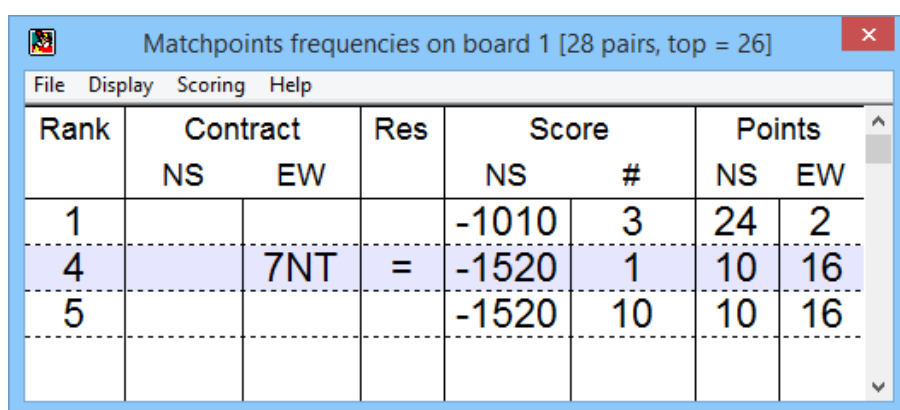
The first item in the *File* menu is *Select teammates*, which lets you choose your teammates. In the example, your teammates are Leufkens - Westra, but often you will be given the opportunity to select different teammates. The bonus tournament, for example, also lets you choose Versluis - Vis. The second command, *Close*, returns you from the scoresheet to the game itself.

The menu *Display* comprises the items *Own results* (your own scoresheet), *Teammates results* (your teammates' scoresheet, which now includes the contract) and *All matches* (the running score in all possible matches).

Finally, in the menu *Scoring* you can translate the results obtained in the tournament to a different form of scoring. In this example, you can switch between imps and board-a-match. Bear in mind, however, that you cannot change the points scored, even if you would have bid, declared or defended differently at the other form of contest.

Total points, duplicate, imp pairs and cross-imps

Upon completion of each deal the frequency chart will be displayed highlighting your own results. The figure below shows EW playing 7NT, which was also the contract on 10 other tables. You earned 10 matchpoints (average being 13) as NS.



Rank	Contract		Res	Score		Points	
	NS	EW		NS	#	NS	EW
1				-1010	3	24	2
4		7NT	=	-1520	1	10	16
5				-1520	10	10	16

The screen shows the frequency chart for the deal you played and has a menu bar. Here are the available commands:

The *File* menu has only one item: *Close* to return from the results to the game itself.

The *Display* menu contains the items *Scoreslip* (the slip that travels from table to table in real world matches), *Frequency chart* (an overview of all results obtained for this deal in the tournament, detailing the number of points for NS and EW) and *Totals* (the rankings of each pair after the deal just played). Again the line containing your results is highlighted.

Finally, in the *Scoring* menu you can translate the results you obtained to a different form of scoring. If you are playing matchpoints, you can see how you would stand after obtaining the same results in an imp pairs tournament. Bear in mind that your actual results do not change, even though you bid, declare and defend differently at imp pairs and matchpoints.

Remarks

At imp pairs, the NS average is used to calculate a 'datum' against which your score will be compared. The difference between your score and the datum will be converted to [imps](#).

At cross-imps, your score is compared with every other NS pair's score, and the differences are converted to imps. Then the sum of the imps is your cross-imp score for the deal.

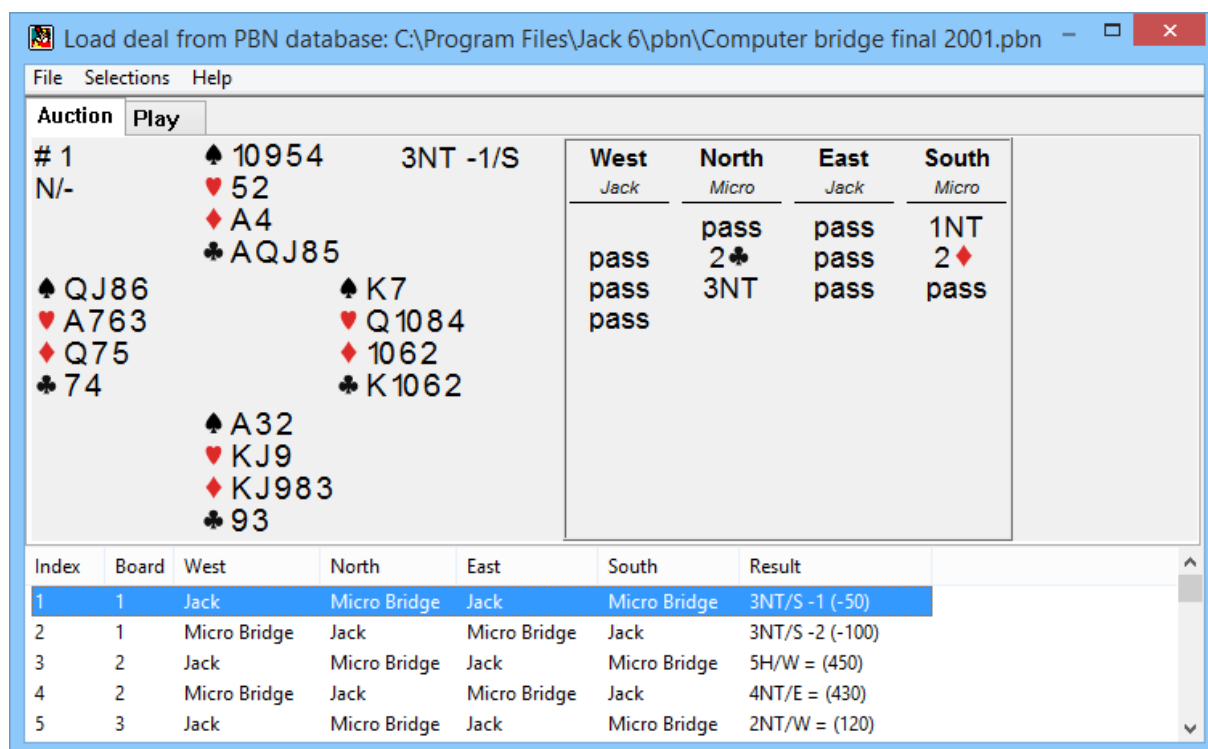
If you play again a tournament you have played before, you may not appreciate seeing your previous results when loading the tournament. You can prevent this by erasing those results:

File/Tournaments/File/Delete results.

9 Deal Collections

Jack has a built-in function especially designed for viewing deal collections. A deal collection is called a database, and Jack creates databases in the form of PBN (Portable Bridge Notation) files.

Jack offers two different ways to use databases. One is by selecting the deal you want to view: [Deal/Load Deal](#). The other is by selecting many deals to create a tournament: [File/Create tournament](#). The menu you will see when using a database depends on which of these two ways you use it. For a full explanation, see the help sections for the two commands mentioned above. The following figure shows a typical database overview. It contains a listing of the deals from the finals of the 2002 computer world championship.



Index	Board	West	North	East	South	Result
1	1	Jack	Micro Bridge	Jack	Micro Bridge	3NT/S -1 (-50)
2	1	Micro Bridge	Jack	Micro Bridge	Jack	3NT/S -2 (-100)
3	2	Jack	Micro Bridge	Jack	Micro Bridge	5H/W = (450)
4	2	Micro Bridge	Jack	Micro Bridge	Jack	4NT/E = (430)
5	3	Jack	Micro Bridge	Jack	Micro Bridge	2NT/W = (120)

The screen contains a lot of information, most of which is self-explanatory. Here are the most important features.

Underneath the menu bar there are two tabs: **Auction** and **Play**. In the figure above, the **Auction** tab overlays the **Play** tab, so that you see the hands, the dealer, the vulnerability and the auction. At this point it is not possible to receive information about a call by clicking on it. The **Play** tab contains the same information about the deals but with the play shown instead of the auction.

The tab displays detailed information for the selected deal, Board 1 at the table where Jack 1.23 sat East and West as indicated by the highlighting of the second line of the deal list in the lower half of the window. Each line represents a deal *as it was played at a particular table*. The names of the players, contracts and results are arranged in columns.

For every deal the following data is recorded:

Index	The index of the deal in the database. You may use the index to retrieve a deal.
Board	The board number, which is common to the deal as it is played at all tables. The same board number will appear in the list as many times as the deal has been played at different tables.
West	The name of the West player.
North	The name of the North player.
East	The name of the East player.
South	The name of the South player.
Result	The contract and the result (if already known).

You can make columns wider or narrower using standard windows column-manipulating procedures. You can remove columns from your screen or add new ones. When you point to a column header and right-click the mouse, the following menu will appear:

Delete column
Insert System NS
Insert System EW
Insert Room
Insert Event
Insert Home
Insert Visitors
Insert Date
Insert Site
Insert Table
Insert Section
Insert Round
Insert Annotations
Insert Par Score
Insert Double Dummy values

The extra columns in the menu are:

System NS	The convention card used for NS.
System EW	The convention card used for EW.
Room	The room (open or closed) the deal was played in.
Tournament	The name of the tournament.
Home	The name of the home team.
Visitors	The name of the visiting team.
Date	The date the deal was played.
Site	The site at which the tournament was played.
Table	The table number.
Section	The name of the contest ("Women's Teams," "Mixed Pairs," etc.).
Round	The round in which the deal was played.
Annotations	Are there any annotations present in the deal?
Par scores	Show the par score for this deal (if available).
Double Dummy	Show the double dummy values for this deal (if available).

A column will remain empty when Jack has no data to display. Adding, removing or resizing columns will result in new settings that will be saved for future sessions and become your own personal database settings.

The menu items in the database environment operate on selected rows. If you click on a row the deal is displayed at the top. You can make multiple selections. Use the standard Windows techniques for doing that: keep the control key pressed to add different rows, use the shift key to select entire groups. The following menu items are available.

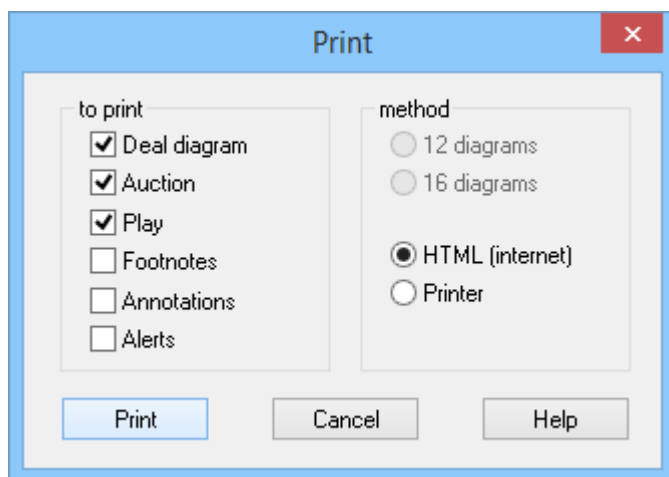
<i>Select all</i>	Select all deals in the collection.
<i>Select none</i>	Deselect everything.
<i>Print deals only</i>	Print the deal diagrams (to the internet or printer).
<i>Print deals including play</i>	Print the deals including auction and cardplay.
<i>Delete deals</i>	Delete the selected deals.
<i>Export deals</i>	Export the deals to a PBN, Jack XML or CSV file.
<i>Export to Duplimate</i>	Let the deals be duplicated using the Duplimate .
<i>Calculate par scores</i>	Calculate the par score for the selected deals.

10 Printing

Jack can print deals or send deals to an HTML file, where you can browse them using your internet explorer. You can also edit the file and distribute it using your e-mail program, or post it on the internet. Editing and publishing of files on the internet are advanced computer skills that we shall not explain in detail here.

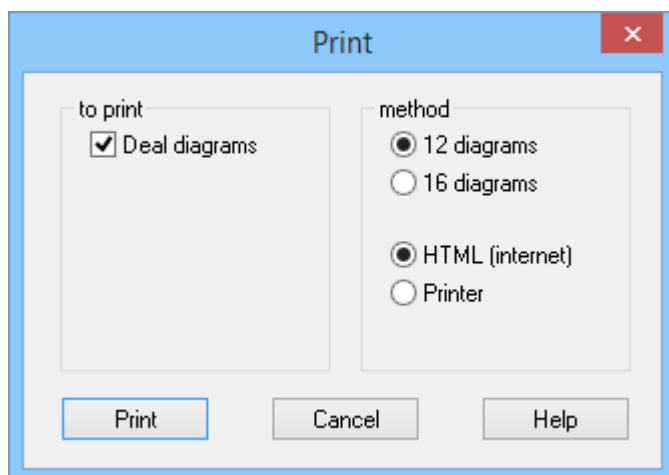
If you are a less experienced computer user, you should know that you may also use a standard word processor, such as Microsoft Word, to edit Jack's HTML output. You will need some knowledge of HTML. To find and load the file, search Jack's HTML subdirectory for files with the .HTM extension.

After selecting the print option, you will see a window like the one below. The options you can select depend on the item you selected for printing. When you want only to print a deal, the screen will look as follows:

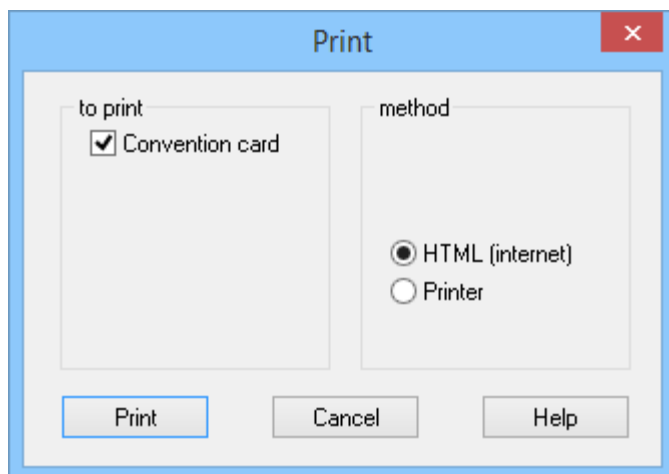


You can check the parts of the deal you want to be printed in the 'to print' group. When you select 'HTML (internet)' you will be prompted to enter the filename. Jack will automatically open your default internet explorer with the newly created file.

When printing tournament deals, Jack will automatically group multiple (12) deals on 1 page. This option is fixed and cannot be changed. In the example below, you have chosen to print all East hands of the Cap Gemini 2001 tournament. Now you need only choose either the printer or HTML.



When you print a convention card, you are also limited to Jack's predefined settings. As when you print deals, however, you can adapt the generated HTML file to your own preferences. This task is no more difficult than working with a standard word processing program like Microsoft Word (a program that also allows you to edit HTML files).



NOTE: When you use Microsoft Word to edit your HTML file, the program may insert extra tags. To avoid this, you may want to try Microsoft Frontpage instead. Right-click the file to be edited, and examine which edit options you have. If Frontpage is installed as your default HTML editor, the 'edit' choice will open your file for editing in Frontpage.

11 Competition in the JackBridge Club

Menu item: **File/Competition**.

Hotkey: [CTRL + K].

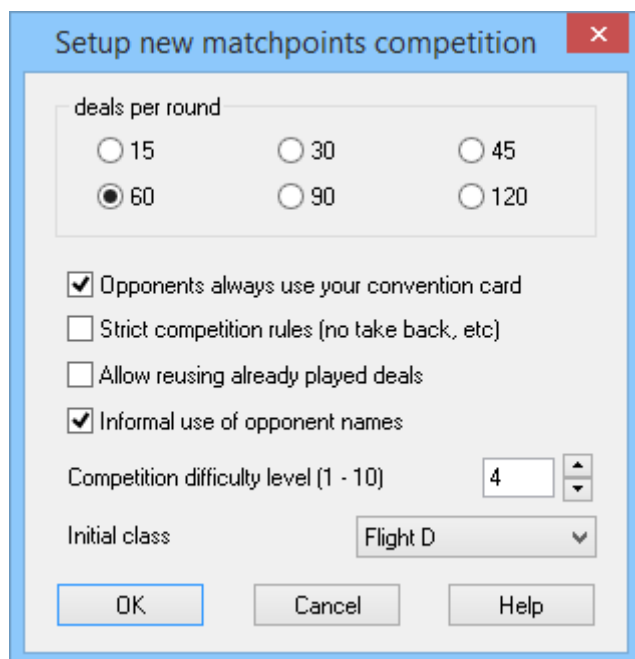
With this option you can start or continue a competition. Before getting into any details we give you a brief description so you have a general idea about the way it works in Jack.

Brief description of a competition

There are six different levels, which are called flights. The A-flight is the highest and the F-flight the lowest. Every flight consists of a number of computer players. The higher the flight, the stronger the players. After every round you can ascend to a higher flight, descend to a lower one, or stay in the same flight, depending on your results that round. Your goal is to become the winner in the A-flight. The strongest pairs of the club, Westra-Ramondt and Muller-de Wijs, will try to stop you from reaching that goal!

In the lower flights the computer players will make more mistakes than in the higher flights. Just as in the real world! This has been programmed intentionally. However, the mistakes they make will not be ridiculous, so even relatively weak computer players will still be worthy opponents.

11.1 Set up a new competition



The first time you want to play a competition you have to begin by defining the settings. Usually you need do this only once, unless you want to change the settings and begin a new competition with different conditions. If you choose matchpoints for competition scoring and select the option *Setup new competition*, the screen above appears.

Deals per round

The number of deals you select determines how soon you can ascend or descend to another flight.

Opponents always use your convention card

Select this option if you only want to play against the system you play yourself. Otherwise you may encounter many different systems (such as Precision or even the highly artificial Moscito).

Strict competition rules

Normally Jack lets you retract your calls and plays. You can even restart a deal! If you select this option, however, Jack will not let you change anything.

Allow reusing already played deals

There are about 4000 programmed deals. This will suffice for a lot of competition rounds. If all of these deals have been played, they can be reused. After all, who remembers 4000 hands? If you don't want to reuse deals, you can create additional deals or download new deals from jackbridge.com.

Informal use of opponent names

With this option you can define the way your opponents are presented to you.

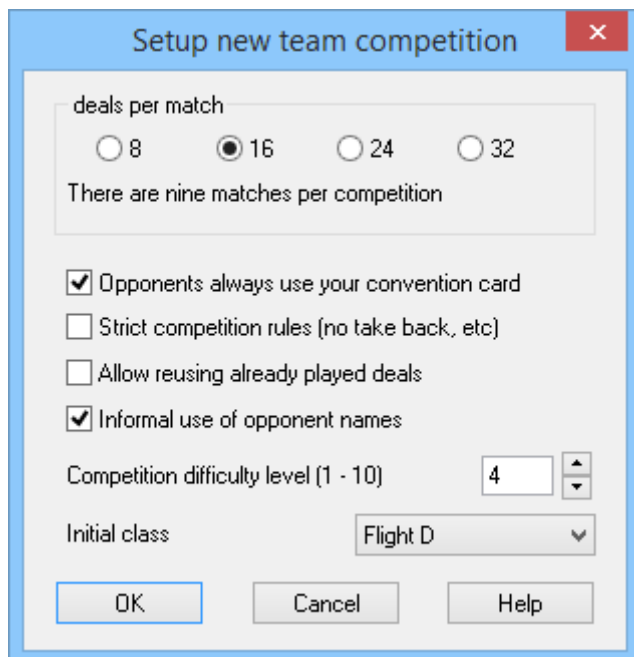
Competition difficulty level

These are very important settings. The higher the level the more difficult you will find it to win and ascend to higher flights. Moreover, a higher level means more pairs will fall to lower flights and fewer will rise to higher. If you select level 10, even your opponents in the F-flight might be experts!

Initial class

By default, you will start in the D-flight, but you may choose to start in any flight except the A-flight. To play for the club championship you must ascend at least once.

The explanation above applies to matchpoints. You can also play a team competition. If you select this option to set up a new competition, you will see the next screen.



A teams competition consists of nine matches against other teams. Beginning a team competition is the same as beginning a matchpoints competition, except that in a team competition you have to define the number of boards per match.

11.2 Playing Competition Rounds

After a competition is defined you get to see the settings and your opponents. To start, you have to click on the button *Start this competition round*. Next, you play at a number of tables until you have played the required number of boards per round. At each new table, you will play against new opponents who are introduced to you. You learn about their playing strength and you can glance at their convention cards. Some information remains visible on the status bar, at the bottom of the screen. After a board has been played your result and the results on the other tables are shown. Any time you want, you can survey the current situation by selecting **File/Competition**. If you do this after the first board in a matchpoint competition, you might see something like this:

The screenshot shows a window titled "Play competition at the JackBridge Club" with a close button (X) in the top right corner. The window is divided into three main sections on the left and a large list on the right.

competition scoring

- ☒ matchpoints
- ☐ teams

settings

- Deals per competition round: 60
- Opponents use your cc: yes
- Strict competition rules: no
- Competition difficulty level: 4
- Reuse deals already played: no

status

- Competition class: Flight D
- Boards played: 0/60

participants

1. Samantha Atkins - Lauren Austin
2. Kim Bateup - Yuka Koning
3. Lance Duckworth - Tom Carlon
4. Ben Luther - Anthony George

5. Jack Sceney - Andrew O'Connell
6. Riley Barclay - Marlino Partington
7. Matthew Hein - Nathan Stewart
8. Phoebe Walters - Russell Walters
9. James Buckley - Scott Weaver
10. Joseph le Brun - Gary de Groot
11. Stefana Pickering - Alexandra Bancroft
12. Darcy Noble - Lachlan Craven
13. Blake Mortimer - Thomas Van Jole

14. Will Hearfield - Lucas Strickland
15. Jonathon Loney - Anthony Roso
16. Jack - Albert

At the bottom of the window, there are three buttons: "Start this competition round" (highlighted with a blue border), "Setup new competition", "Cancel", and "Help".

On the left you see the settings and the status. In this case 2/60 boards have been played. On the right side the ranking is shown. The dotted lines split the pairs into three groups. If you are in the upper group at the end of the round, you will ascend to the next higher flight. If you are in the lower group, you will descend to a lower flight. If you wind up in the middle group, you will stay in the same flight. The number of pairs between the dotted lines depends on the level of the competition. By the way, the computer players always remain in the same flight. Only you can go up or down.

A team competition works similarly using Victory Points instead of matchpoint percentages. Just as in a matchpoint competition, you can survey the situation by selecting **File/Competition**. The next screen shows the result after the first board in the first match has been played.

Play competition at the JackBridge Club

competition scoring

☐ matchpoints

☒ teams

settings

Boards per match: 16

Opponents use your cc: yes

Strict competition rules: no

Competition difficulty level: 4

Reuse deals already played: no

status

Competition class: Flight D

Matches completed: 0/9

participants

1. Lake Brown B.C.

2. Peak dessert

3. East marshes

4. Team Hein

5. Team Buckley

6. Team Pickering

7. Team Mortimer

8. Team Loney

9. Team Houppapa

10. JackBridge

Start with match 1

Setup new competition

Cancel

Help

As usual, on the left you see the settings and the status. None of the nine matches has been completed and only the first two boards of 16 have been played. On these boards, your team won 13 IMPs and thus leads 18-12 in VPs. If a whole match has been completed the ranking appears at the right. By the way, you are a member of JackBridge.

11.3 Network and Competitions

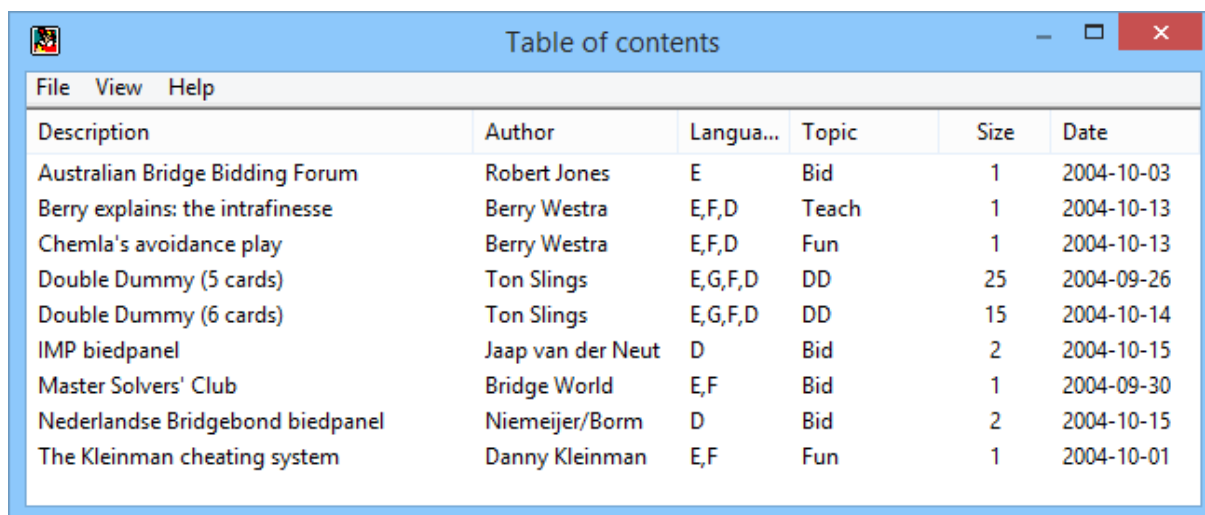
It is also possible to play a competition if you use network play. However, you are restricted to playing with two people at the same time, one sitting North and the other sitting South, because all results have been prepared and you have to switch opponents at every table.

12 Fun and Games

Menu item: **File/Fun and Games**.

The Table of Contents

Jack offers a variety of interactive stories, problems and tutorials that you may read and enjoy in 'Fun and Games.' After you select this feature, you will see a table of contents.



Description	Author	Language	Topic	Size	Date
Australian Bridge Bidding Forum	Robert Jones	E	Bid	1	2004-10-03
Berry explains: the intrafinesse	Berry Westra	E,F,D	Teach	1	2004-10-13
Chemla's avoidance play	Berry Westra	E,F,D	Fun	1	2004-10-13
Double Dummy (5 cards)	Ton Slings	E,G,F,D	DD	25	2004-09-26
Double Dummy (6 cards)	Ton Slings	E,G,F,D	DD	15	2004-10-14
IMP bidpanel	Jaap van der Neut	D	Bid	2	2004-10-15
Master Solvers' Club	Bridge World	E,F	Bid	1	2004-09-30
Nederlandse Bridgebond bidpanel	Niemeijer/Borm	D	Bid	2	2004-10-15
The Kleinman cheating system	Danny Kleinman	E,F	Fun	1	2004-10-01

The six columns in the overview describe the available offerings.

- Description: A title or short description of the topic.
- Author: the principal supplier of the material.
- Language: Jack supports several languages. Not every topic has been translated into every language. This column indicates the languages in which you may read the offering. If an item has not been translated into the language you are using with Jack, he will show the item in another language (usually English), which may not be much of an impediment, as the cards and the calls may be understandable even when you don't understand the text.
- Topic: The type of item. Possible topics are: Fun, Teach, DD (double dummy), Bid and Play.
- Size: The size of the item. For a Bid item, this is the number of bidding problems. For a Fun item, this is the number of fun facts.
- Date: The date the item was last changed.

The table of contents has its own menu. The View menu lets you select only items of a selected type or in a specified language. By default, Jack shows all items for all languages. You can change the order in which the items are listed by clicking the column heading.

You can access an item by double-clicking the line for it or selecting the item and using **File/Open item**. When you are sure that you will never want to read the item again, you can select it and then use **Delete item** from the **File** menu.

Two examples will illustrate how this feature works.

Berry explains: the intrafinesse

When you open this item, you will see the first page of a tutorial about the intrafinesse. You can leaf through the pages of this tutorial by using the big arrow that points right, or return to the previous page by using the arrow that points left---just as you do when you play in a tournament. Your progress through the tutorial (the number of the current page/the total number of pages) appears on the right, just above the text area.

Double Dummy (5 cards)

When you open this item, you will see an introduction and a problem. Your task is to take the number of tricks specified in the problem ... with all the unplayed card showing. You will seldom succeed on the first try. You can retract the cards you have played and try again. Like Bid and Play problems, Double Dummy problems may make 'Help' available, which will be indicated by the activated question mark (Menu **Actions/Hint**).

The menu structure in the Fun and games environment

Jack's usual menu will be replaced by a much smaller menu that provides only the options you need for 'Fun and Games':

Fun and Games: File Menu

<i>Table of contents</i>	Show the table of contents. This option can be chosen at any time, even when you are in the middle of an item.
<i>Play deal with Jack</i>	If the item contains a complete deal, you can play that deal with and against Jack. You will see how Jack will bid his hands, and whether he will make the winning plays.
<i>Quit</i>	Return to the main screen.

Fun and Games: Actions Menu

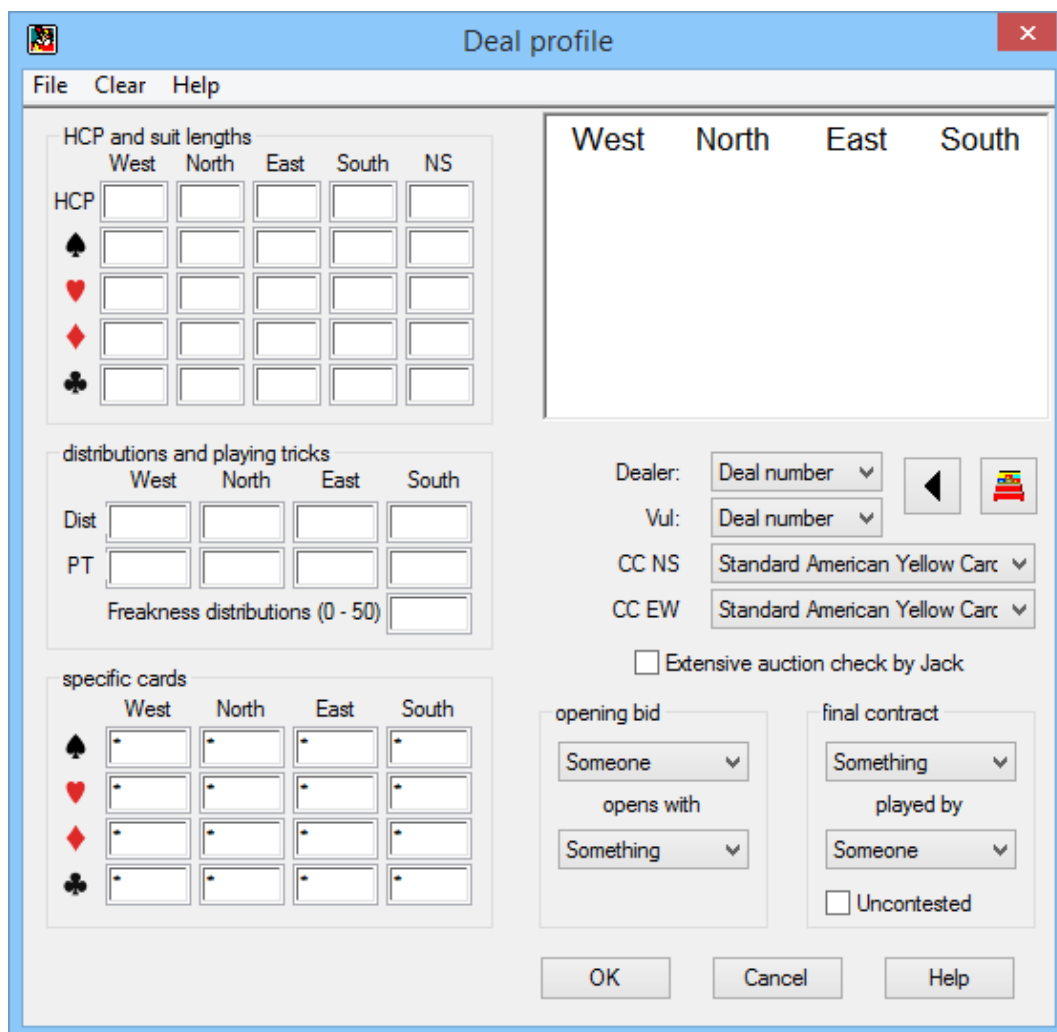
Take back	Take back a card.
Play forward	Redo a card.
Page backward	Go to the previous page.
Page forward	Go to the next page. Sometimes a next page exists but you are not allowed to forward to it. In this case you first need to fullfill the task on the current page.
Clear text window	Remove the text present in the text window.
Hint	Show help for the problem at hand. The question mark on Jack's shortcut button will do the same thing.
Claim	<i>Claim</i> is active only for Play problems, not for Double Dummy problems.
Double Dummy	If you have trouble solving a Play problem, the Double Dummy solver will put you on the right track. Be aware that the Double Dummy solver will prefer a normal play to an unusual play that also happens to work.
Show text	Put the text window on top.
Show auction	Put the auction window on top.
Show play	Put the trick overview window on top (when the auction and trick overview are both present).

Fun and Games: Help Menu

Help	Takes you to a help page.
------	---------------------------

13 Deal Profile

Jack can generate deals that have specific properties. Would you like to have a good hand? Would you like a particular auction? **Deal/Deal profile** will allow you to get what you want.



It looks complicated, but it is really straightforward. On the left side, you will find conditions for the four hands. These can be: high card points (HCP), suit lengths and specific cards.

HCP and suit lengths

For each direction you can specify the amount of HCP (A=4, K=3, Q=2 and J=1) and the length of each suit. There is no need to enter values in each field. In the table below we describe the possibilities:

x	Exactly that value
x-y	A range of values (including the boundaries)
x+	At least x

In this way it is possible to specify the combined holding for NS.

Distributions and playing tricks

The suit lengths can be used to describe a hand rather accurately. With the distribution you can further specify more details without mentioning the exact suits. Possibilities are:

abcd	Exactly this shape. Which suit has length a, b, c, or d is not known ($a+b+c+d = 13$).
ab	A suit with at least a cards and a suit with at least b cards must be present ($a+b \leq 13$).
ab+	Exactly a suit with a cards and a suit with at least b cards ($a+b \leq 13$).
ab-c	Exactly a suit with a cards and another suit that has between b and c cards ($a+c \leq 13$).
nt	A NT distribution.
nt+	A more or less NT distribution (5431 is also acceptable).

The strength of a hand can be specified with HCP but also with playing tricks. Examples are: 7, 6-8, 3+,

The freakness distributions expects an interval a-b in which a is smaller or equal to b. Both a and b are integers and are between 0 and 50. The freakness determines how balanced or unbalanced the distribution will be. If the freakness value is set to 0, then every player gets a 4-3-3-3 distribution. High freakness values produce hands with long suits and lots of voids. The input is an interval and all values (including the boundaries) are acceptable values. Examples: 0-10 (very mild distribution for everybody), 12+ (same as 12-50: exclude quiet distributions)

Specific cards

You can specify cards that each side must hold. An asterisk (the tiny 'x' that you see for each suit-holding initially) denotes any set of cards in that suit. Besides specific cards (AKQJT98765432) you can also use the question-mark for any card and an 'x' for a random small card (nine or lower).

Example: suppose you want South to have 15 to 17 points and exactly 3 cards in each major suit. Furthermore you want South to have the ♠A and the ♦K.

Deal profile

File

Clear

Help

HCP and suit lengths

	West	North	East	South	NS
HCP				15-17	
♠				3	
♥				3	
♦					
♣					

distributions and playing tricks

	West	North	East	South
Dist				
PT				
Freakness distributions (0 - 50)				

specific cards

	West	North	East	South
♠	•	•	•	•a
♥	•	•	•	•
♦	•	•	•	•k
♣	•	•	•	•

Dealer:

Deal number

◀

🃏

Vul:

Deal number

CC NS

Standard American Yellow Card

CC EW

Jack

☐ Extensive auction check by Jack

opening bid

Someone

opens with

Something

final contract

Something

played by

Someone

☐ Uncontested

OK

Cancel

Help

After specifying the desired deal profile, leave the deal profile screen by clicking the OK button. Back on the main screen you ask for a new deal. You will find that the South hand satisfies the requirements you have entered in the deal profile.

In the deal menu you will note that *Deal profile active* is now checked. This happens automatically when you create a deal profile and return to the main screen. You can deactivate the deal profile by selecting that option. With the deal profile deactivated, new deals will be random again.

On the deal profile screen, there is an auction overview on the right-hand side. Before describing an auction, you begin by specifying the dealer and the vulnerability. You can also specify the convention cards to use (if you don't, Jack will use the ones active on the main screen). Use the bidding box button to open the bidding box. You will see something like:

You can remove the bidding box by either pressing the bidding box button again or by selecting the X bid on the bidding box.

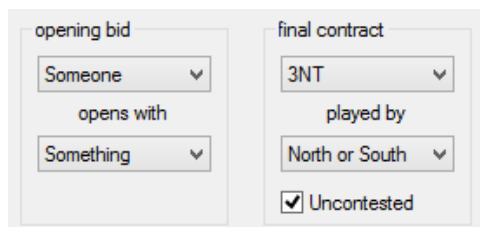
The two question-marks indicate whose turn it is to call. East is the dealer and North and South are vulnerable. Let us assume East opens with 1♥. Entered the wrong bid? Use the go-back button to undo it. Remember: South still will hold 15 - 17 points. You created a situation in which your right-hand opponent opens 1♥ as dealer and you are likely to want to overcall 1NT. It is that simple.

Extensive auction check by Jack

When an auction is given Jack approximates the auction with a suitcase full of tricks. It could happen, especially for longer sequences that in reality the auction would not go like that. Using this option Jack explicitly checks the auction. This will greatly slow down the generation speed but the quality of the deals found will be better.

Opening bid and final contract

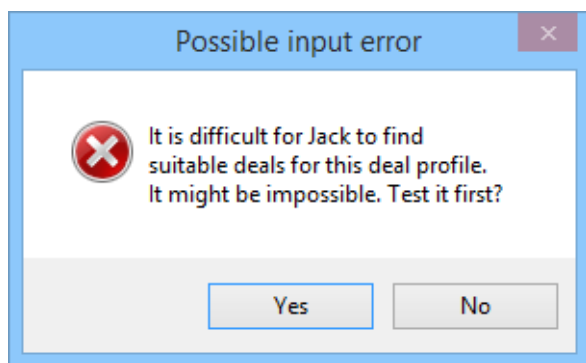
With this very advanced option you can get very specific situations. You can indicate that someone must open with a specific bid, but what the call indicates depends on the active convention cards. At the right side you can specify what the final contract should be and who should declare. In the example below we want deals that end in 3NT. North or South should declare and we do not want the opponents to bid something other than Pass so we check the uncontested box.



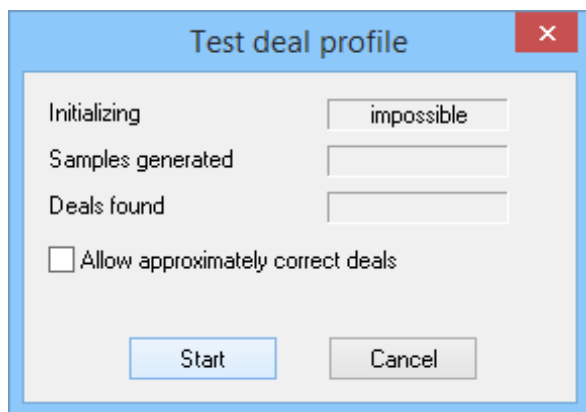
If we request deals that match this situation, it can take a long time to generate the hands because Jack actually bids and plays the deals. To help Jack you should enter more information. In the example above you can speed up the process by specifying NS holds at least 25+ HCP between them. This will make it much easier for Jack because he will only consider deals that match that property.

Complex definitions

It is very easy to define a deal profile that no deal can match. For example, you might specify that West, North and East have four spades each and give South the ace and king of spades. If you press OK, Jack will check whether it is possible to find deals that satisfy the deal profile. In this case, he won't, so he will issue a warning:



Selecting 'Yes' will take you to the test deal profile environment (for a description see below). If you select 'No' you will continue. Jack will still attempt to generate deals for this profile but might come up with some approximately correct deal or with a warning that no deal could be found:



This message cannot be ignored; you must adjust the deal profile.

When creating tournaments (**File/Create tournament**) you can use the deal profile too. This feature allows you to practice a convention, or the handling of a particular situation, in a tournament-like environment.

Before we describe the menu structure in detail, we'll show two more examples.

Examples of deal profiles:

- We want South to have exactly 5 spades, four or five hearts and at least 12 HCP. Furthermore, we want North to have at least 18 HCP and open 1♣, and East to pass. We do not want North or South to have any voids (as you see, we have specified each suit length for North and South as at least 1).

Deal profile

File

Clear

Help

HCP and suit lengths

	West	North	East	South	NS
HCP		18+		12+	
♠		1+		5	
♥		1+		4-5	
♦		1		1+	
♣		1+		1+	

distributions and playing tricks

	West	North	East	South
Dist				
PT				

Freakness distributions (0 - 50)

specific cards

	West	North	East	South
♠	*	*	*	*
♥	*	*	*	*
♦	*	*	*	*
♣	*	*	*	*

West

North

East

South

1♣

pass

??

Dealer:

North

Vul:

None

CC NS

Standard American Yellow Card

CC EW

Jack

☐ Extensive auction check by Jack

opening bid

Someone

opens with

Something

final contract

3NT

played by


North or South

☒ Uncontested

OK

Cancel

Help

- 

Deal profile

File Clear Help

HCP and suit lengths

	West	North	East	South	NS
HP				16	
♠					
♥				5	
♦					
♣				5+	

distributions and playing tricks

	West	North	East	South
Dist				
PT				
Freakness distributions (0 - 50)				

specific cards

	West	North	East	South
♠	•	•	•	•
♥	•	•	•	•
♦	•	•	•	8
♣	•	•	•	•

	West	North	East	South
West				
North		1NT		
East			pass	
South				??

Dealer: North

Vul: None

CC NS Standard American Yellow Card

CC EW Jack

☐ Extensive auction check by Jack

opening bid
Someone

opens with
Something

final contract
3NT

played by
North or South

☒ Uncontested

OK

Cancel

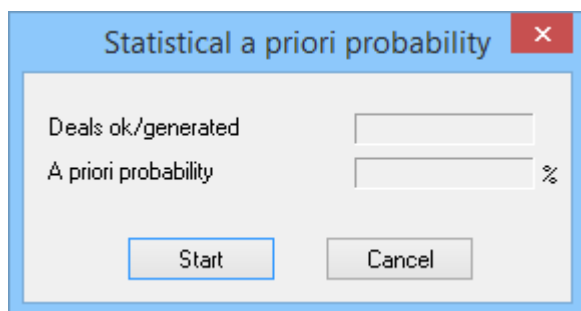
Help



When you test the current deal profile, you can also store the deals Jack finds for it in a PBN file. If Jack has difficulty finding deals that fit, you can make it easier for him by checking the *allow approximate correct deals* button. The testing process begins when you press **Start**; you can end it by pressing **Stop**. By comparing the number of 'Deals found' with the number of 'Samples generated', you can get an idea how easy it is for Jack to find deals that satisfy the deal profile.

Statistical a priori probability

Would you like to know the chance a particular situation occurs? Jack is able to estimate that chance. He simply generates deals and counts the number that fit the deal profile.



Suppose you want to know the chance that South has 11 points or the chance that South will open with 1NT. Just enter that information in the deal profile and invoke this option. Jack will deal thousands of hands and check the restrictions. After some time, you can get a good estimate. Keep in mind that this is a statistical result and not the result of mathematical calculations. In the first few seconds, the results will fluctuate wildly, just as they would in a coin-tossing experiment. Only after thousands of tosses would the frequency of heads and tails stabilize at 50%.

You can do some wonderful things with this feature. Suppose, for example, you want to know how often a 15-17 HCP 1NT opening will contain exactly four clubs. First determine the probability of a 1NT opening (5.2% after 20000 samples) for the dealer, and then change the profile to require the dealer to have exactly four clubs (1.5% after 20000 samples). The quotient of 1.5% divided by 5.2%, which is about 29%, indicates that slightly less than 30% of all 15-17 1NT opening hands contain exactly four clubs (this quotient would be somewhat higher if instead of '4' for the number of clubs we specified '4+'). Just try to obtain such an estimate by direct calculation, and you will see that it is almost impossible!

Create deals

Makes it possible to store the deals created with the deal profile in a PBN file.



Enter the amount of deals to be created. The deals will have consecutive board numbers and vulnerabilities that match the board numbers. If Jack cannot find suitable deals you can give him more freedom. In the main menu you can show the deals created by opening the PBN file (**File/Load deal**).

Cancel

Cancel all changes you made and return to the main screen.

Ok

Accept the deal profile. Sometimes Jack might reply that it will be hard to find suitable deals, but he will activate the deal profile if he sees that it is easy to find deals that fit.

Clear menu

Clear HCP and suit lengths

Clear all the 20 entries in the HCP and suit lengths group.

Clear specific cards

Reset all specific holdings to anything allowed (*).

Clear auction

Reset the auction, dealer and vulnerability.

Clear all

Reset the entire deal profile. (All deals will fit until you impose restrictions.)

Help menu

Help

Opens this help file.

14 Gameviewer

The gameviewer is an easy way to view and replay deals. When you ask to review a deal you played in a tournament you will see something like this:

The deal diagram explains itself. In the upper-left corner you will find the deal number, the dealer and the vulnerability (here the dealer is North and nobody is vulnerable). In the upper-right of the deal diagram you find the contract and, if present, the result of the play.

On the right-hand side you will see the auction. If the cardplay is present you will find a > sign at the bottom of the auction. Click it to review the cardplay.

With the cardplay visible you can also replay the deal. You can either use the arrow keys on the keyboard or click on one of the cards in the cardplay overview. The deal diagram will be adjusted, the played cards will be greyed out and the trick in progress will be put on the table in the center of the deal diagram.

In the gameviewer you can also check whether the play is double dummy (with all cards visible to everyone) correct. Activate the Double Dummy mode with [Actions\Activate Double Dummy]. During the play the window changes to:

Deal 2 from C:\Program Files\Jack 6\pbn\Albert.xmlj

File Actions Help

#6 4♠ -2/N
E/EW 1 0

♠ 7432
♥ A4
♦ AQ652
♣ 97

♠ QJ9
♥ 732
♦ J7
♣ K8643

♠ K10
♥ KQ109
♦ K109843
♣ 5

♠ A865
♥ J865
♦
♣ AQJ102

West	North	East	South
Jack	Jack	Jack	Albert
♥ 2	♥ A	♥ K	♥ 5
♣ K	♣ 7	♣ 5	♣ J -1
♣ 4	♣ 9	♠ 10	♣ 2
♥ 3	♥ 4	♥ Q	♥ 6
♥ 7	♦ 2	♥ 9	♥ J
♠ 9	♠ 2	♠ K	♠ A
♠ J	♠ 3	♦ 3	♠ 5
♣ 3	♦ 5	♦ 4	♣ 10
♣ 6	♦ 6	♦ 8	♣ Q
♣ 8	♦ Q	♦ 9	♣ A
♦ 7	♠ 4	♥ 10	♥ 8
♠ Q	♠ 7	♦ 10	♠ 6
♦ J	♦ A	♦ K	♠ 8

NS: Standard American Yellow Card EW: Standard American Yellow Card

In the lower left you can see the results for the differently coloured cards in the hand that is to play. Green is always the best option. The best result is obtained by playing ♣A. In the cardplay on the right a negative number will appear behind a card if that card is not the best double dummy card. The number indicates how many tricks are lost by playing that card. Behind ♣J there is a -1. Always keep in mind that this is a double dummy analysis. Playing the ♣J is a completely logical card.

A complete Double Dummy overview is available as well. Press the ^-symbol, lower left of the cardplay or using the Actions menu option. On this deal the double dummy overview looks like:

15 Minibridge with Berry

The game of bridge consists out of two phases; the auction and the cardplay. Learning to bid well takes a lot of time. Minibridge with Berry focuses on learning the cardplay first. In this version of bridge the auction is simplified and done by the computer.

15.1 Minibridge introduction

Minibridge with Berry starts with counting the points in a hand, just as an additional exercise. After that the auction is done in a simple but still realistic way. First, the declaring side is determined: the side that combined has the most points. Next both players describe their hand, starting with the strongest one, in order to find a suitable trump suit in 1 or 2 auction rounds. The auction is displayed on the right hand side. In case there is no suitable trump suit, NT will be selected. The level to play is determined by the number of points. The user setting also plays a part sometimes.

Always try to make as many tricks as possible without risking the contract of course. When defending you should try to make as many tricks as possible. Even when you do not succeed beating the contract. The most popular way of scoring in bridge is matchpoints in which every trick counts!. The most fun you will probably get when you compare your result with the computer. Check out the available options.


15.2 Menu

Below you find a short description of the available menu options. The buttons on the upper right side of the screen are all mapped on one of the options. The corresponding button is shown in the description.






15.2.1 File

File\Level and playing strength	Using this option you can set the user level. This level is used for setting the difficulty of the generated deals and sometimes the level of the contract played in. The computer strength determines the resistance of the computer and how strong the computer should play during comparing.
File\Exit	Back to the main screen.

15.2.2 Deal

Deal\Type of deals	By default the deals are random but with this option you can bias the deals. Just declaring or defending or partscore or games.
Deal\New deal	 Deal a new deal.
Deal\Scoring	Using this option you can indicate that the computer should compare your result with his (compare with Jack). Of course the total scoring is kept between deals.
Deal\Clear results	Clear the result of the compare with Jack scoring.

15.2.3 Actions

Actions\Take back	 Take back the last user card.
Actions\Play forward	 Replay the last user card.
Actions\Replay deal	Replay the deal in progress.
Actions\Jack's advice	 Make a suggestion what to play. Jack's choice is lifted a bit.
Actions\Show text	 Shows the text
Actions\Show play	 Shows the cardplay

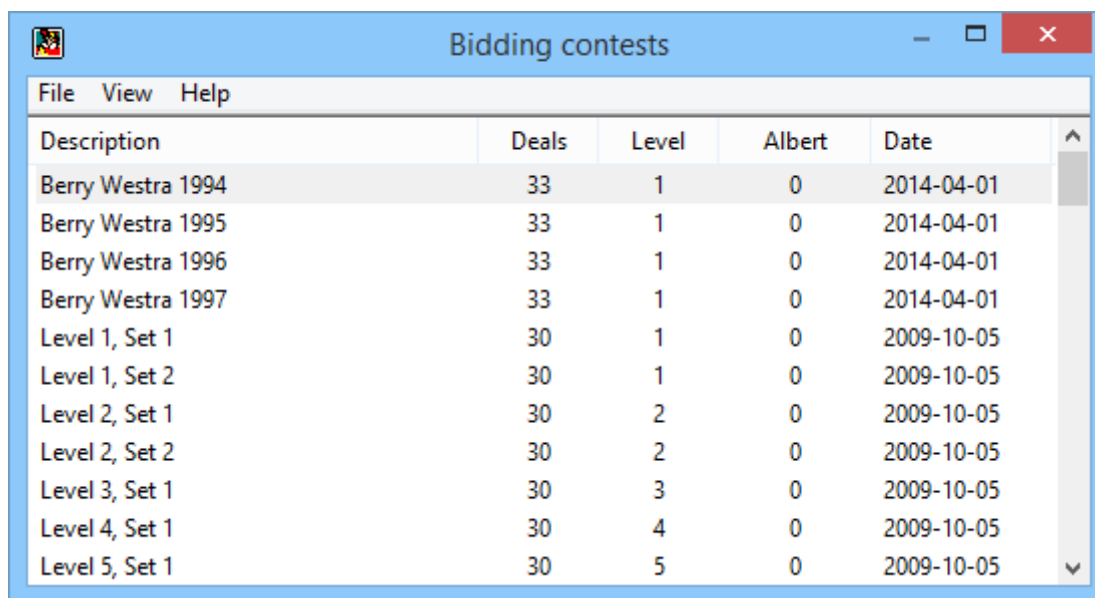
15.2.4 Help

Help\Manual	Show this page of the manual.
-------------	-------------------------------



16 Bidding Contests

Here we deal with the bidding contest features. We will review all options and the possibilities of the result review windows. Besides individually (with Jack as your partner) the bidding contests can be played over a computer network. We start with an overview: File/Bidding contests. You will see something like this:



Description	Deals	Level	Albert	Date
Berry Westra 1994	33	1	0	2014-04-01
Berry Westra 1995	33	1	0	2014-04-01
Berry Westra 1996	33	1	0	2014-04-01
Berry Westra 1997	33	1	0	2014-04-01
Level 1, Set 1	30	1	0	2009-10-05
Level 1, Set 2	30	1	0	2009-10-05
Level 2, Set 1	30	2	0	2009-10-05
Level 2, Set 2	30	2	0	2009-10-05
Level 3, Set 1	30	3	0	2009-10-05
Level 4, Set 1	30	4	0	2009-10-05
Level 5, Set 1	30	5	0	2009-10-05

On each row of this window you see a description of the bidding contest, the number of deals in the contest, the level (the difficulty), the number of deals already bid and the date the bidding contest was created. You can sort the overview by clicking the column headers.

16.1 Level of the Bidding Contest

These bidding contests are not easy and a few years of experience will be required to achieve maximum award levels. Even level 1 will be difficult for beginners. Level 2 is more challenging but not too hard for experienced players. Contests from level 3 and higher are intended for advanced players.

All of these contests were originally published in Bridge (the Dutch Federation magazine). The level indicators were then calculated by averaging the results obtained by actual human players. Hence it is possible that an occasional easy deal can occur, even in a very difficult level 5 contest.













The bidding contest screen, in addition to listing available bidding contests, also contains maintenance options. The file menu lets you remove a bidding contest from the list and erase its results. The view menu lets you hide bidding contests that you have already finished.

16.2 Playing Bidding Contests

Select a bidding contest by double-clicking the contest of your choice (or select one and use the File menu to start it). In bidding contests you will always be South (or North in network play) and the East-West hands are not present. You can only bid the deal. Jack will be your partner. There are a few limitations that you should be aware of:

1. The EW convention card is selected by the computer and cannot be changed.
2. EW will pass 90% of the time but sometimes they make a bid. It is useful to determine what their bids means (click on the bid in the auction overview) and always check their convention card.
3. The quality of the final contract determines your score (the maximum score is usually 10 points). Bidding contests in Jack are always based on IMPS. A dubious 3NT will score less if there is a rock solid 5♣.

In the following example we have selected the bidding contest from Bridge 1991/1. After the first deal we get a summary of our result:

Bidding contest (3)
Bridge 1991/1
Board 1
2/12

Contract: 3♥ by North
Points: 4/10
Total after board 1: 4/10
Contest ranking: 2/3 with 40%

Awards: 4♥=10, 3♥=4

For reaching the 3♥ contract we get 4 out of 10 points. Because others have played the contest before us we also get a ranking. We are currently 2/3 (second with three contestants).

16.3 Bidding Contest Results

Besides the information you get after each deal there is a lot of information available. Start with pressing the result overview button (upper right) or select File\Bidding contest results.



Suppose we are still playing the bidding contest Bridge 1991/1 and we have just finished the first deal. After invoking the result overview we get the screen below. These are the **Totals**.

Rank	Pair	Points	Score
1	Jack - Albert	10	100%
2	Tammens - Vergoed	10	100%
3	Verhees - Hoogenkamp	4	40%

Buttons: Scoreslip, Awards, Totals, Personal results, Help

We are currently first! Below the list we see the options you have on this screen. By clicking on a row the auction that pair produced is displayed in the [gameviewer](#).

If we click the **Scoreslip** button we get this:

Rank	Pair	Contract	Award
1	Jack - Albert	4 ♥	10
2	Tammens - Vergoed	4 ♥	10
3	Verhees - Hoogenkamp	3 ♥	4

Buttons: Scoreslip, Awards, Totals, Personal results, Help

Like before, clicking on a row shows the auction the pair in question produced. For an overview of all awards, click on the **Awards** button.

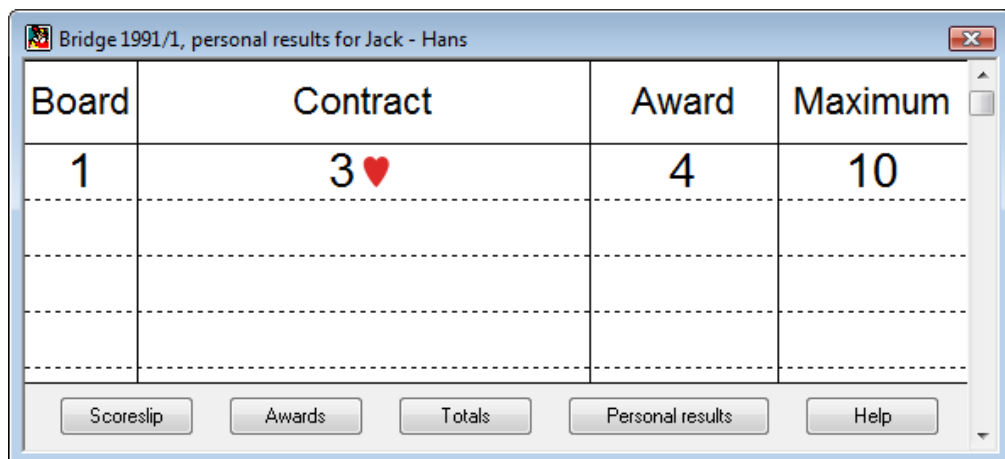
Rank	Contract	Declarer	Award
1	4 ♥		10
2	3 ♥		4
	2 ♥		4

Buttons: Scoreslip, Awards, Totals, Personal results, Help

On this particular deal there are only three contracts that get an award bigger than 0. All other contracts automatically are awarded 0 points. There is one exception: if you finish in a contract lower than one which is in the list (same trump suit of course) and your contract scores the same amount of points in the bridge scoring (same amount of tricks) you get the points awarded to the higher contract. So the contracts 2♥ as well as 1♥ get awarded 4 points. If in the list just one award, 5♠, would exist then reaching 4♠ would get the same award but 3♠ and lower would score zero points.

Sometimes the contract must be played by a specific declarer. If so it will be visible in the declarer column.

The final option is requesting the Personal results. You can use this feature handily at the end of the contest to show you at which boards you dropped a lot of points. In this window, clicking on a row again shows the way the result was obtained.



Board	Contract	Award	Maximum
1	3♥	4	10

A summary of the active convention card is displayed after **Settings/Convention cards**.

Above you see the Standard American Yellow Card convention card specified for NS. Coincidentally, the same system is specified for EW, but of course opposing pairs can use different systems. On the main screen the name of the convention card appears in the [status bar](#).

Displayed is the convention card overview for NS. To see the EW card simply click on the EW radio button.

All conventions used are displayed in appropriate groups. You cannot change them on this screen. For brief reference, we have included a [convention overview](#).

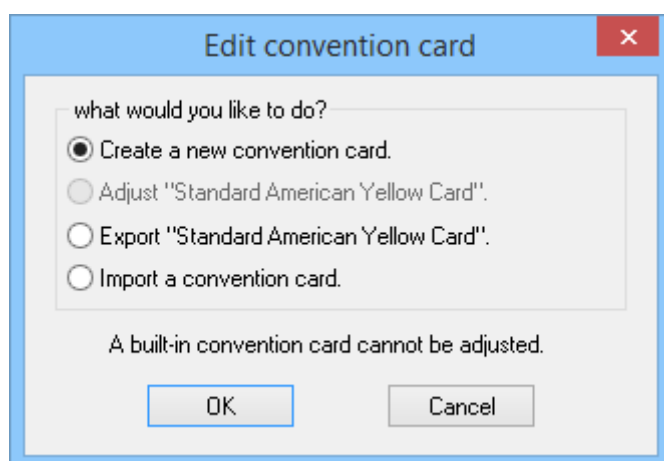
This screen is the starting point for convention card creation and adjustment. At the bottom you find some important buttons.

Edit	Create a new convention card or edit an existing one.
Delete	Delete the convention card. Only user created cards can be deleted.
Print	Print the convention card.
OK	Accept the convention card as adjusted and return to the main screen.
Cancel	Exit to the main screen, disregarding any adjustments. Note: newly created convention cards will not be deleted.
Help	Show the convention card help.

Selecting Create or Adjust will invoke a convention card wizard which guides you through the various sections of a convention card. Specific help is available along the way.

17.1 Convention Card Maintenance

You can edit existing convention cards, create new ones, and export cards. Start by clicking Edit on the convention card overview screen.



Now select [Create a new convention card](#) or [Adjust an existing convention card](#). Note: the built-in convention cards cannot be changed. The third option allows you to export convention cards to other computers. After storing the convention card you copy the .jcc file to another computer and use the import option to import the convention card. Note: if a convention card by that name exists it will be replaced.

Both options will activate a wizard that asks you to enter the following parts of the convention card:

[Base system](#)

[1NT](#)

[Variable 1NT \(if selected on the 1NT page\)](#)

[2NT](#)

[Preemptive bidding](#)

[Slam](#)

[Doubles](#)

[Other conventions](#)

[General leads](#)

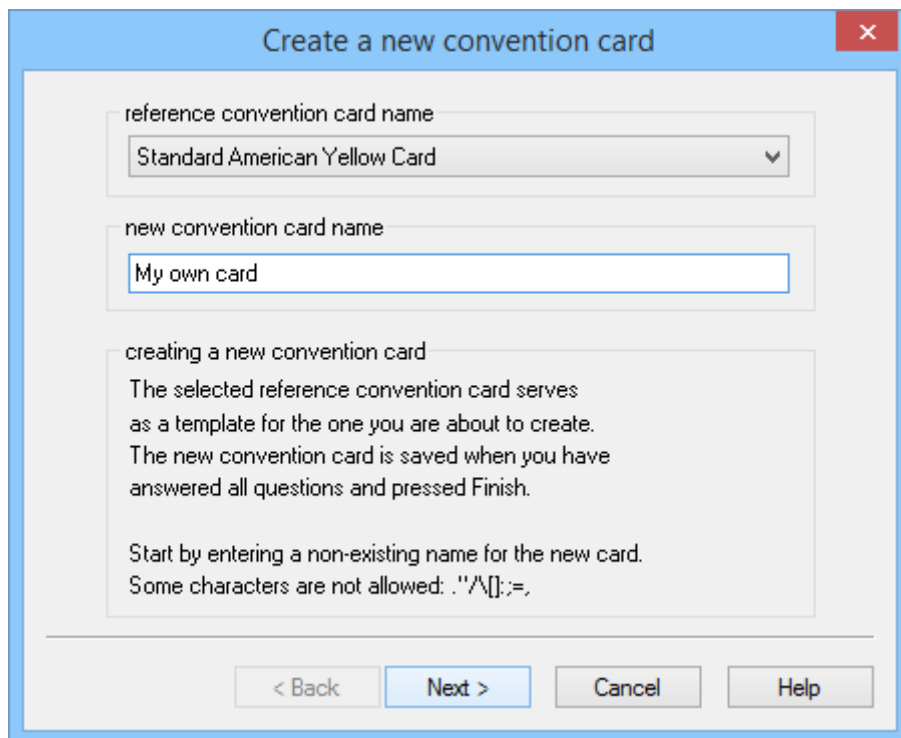
[Specific leads](#)

[Signals](#)

[Finish](#)

17.2 Create a Convention Card

Jack has many built-in convention cards. You can create a new card to suit your preferences, but it must be based on an existing 'reference card' that determines the general structure of your system. Choose the existing card that is closest to what you want to play.



The screenshot shows a dialog box titled "Create a new convention card" with a close button (X) in the top right corner. The dialog contains three main sections:

- reference convention card name:** A dropdown menu showing "Standard American Yellow Card".
- new convention card name:** A text input field containing "My own card".
- creating a new convention card:** A text area containing the following instructions:

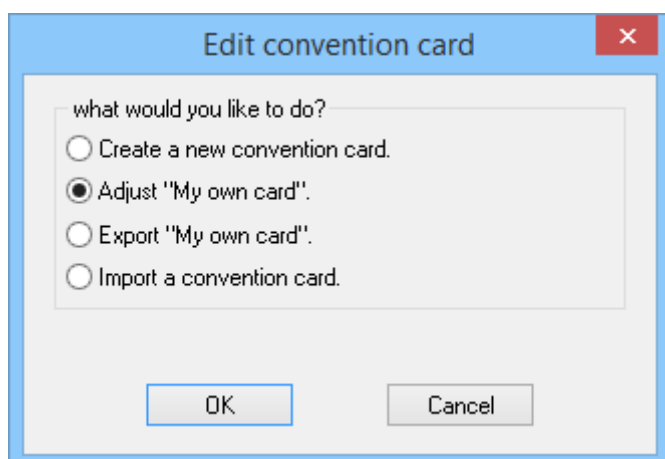
The selected reference convention card serves as a template for the one you are about to create. The new convention card is saved when you have answered all questions and pressed Finish.

Start by entering a non-existing name for the new card. Some characters are not allowed: . "/ \ [] ; , = ,

At the bottom of the dialog, there are four buttons: "< Back", "Next >", "Cancel", and "Help".

After you select the reference card, you must name your new card to distinguish it from other cards. In the figure, we have chosen the name *My own card*. After you click 'Next', Jack will present a series of screens on which you modify the conventions and treatments of the reference card. The newly created card is stored (and by default, will be the card used) after you click 'Finish' on the final screen.

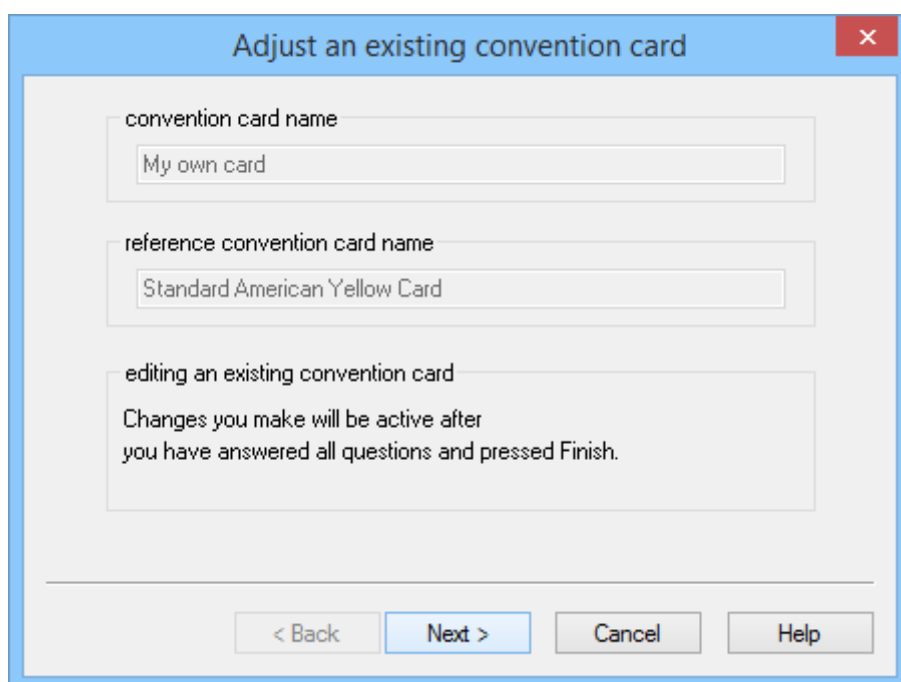
17.3 Adjust an Existing Convention Card



Dialog box titled "Edit convention card" with a close button (X). The main area contains the question "what would you like to do?" followed by four radio button options:

- ☐ Create a new convention card.
- ☒ Adjust "My own card".
- ☐ Export "My own card".
- ☐ Import a convention card.

At the bottom are "OK" and "Cancel" buttons.



Dialog box titled "Adjust an existing convention card" with a close button (X). The main area contains three text input fields:

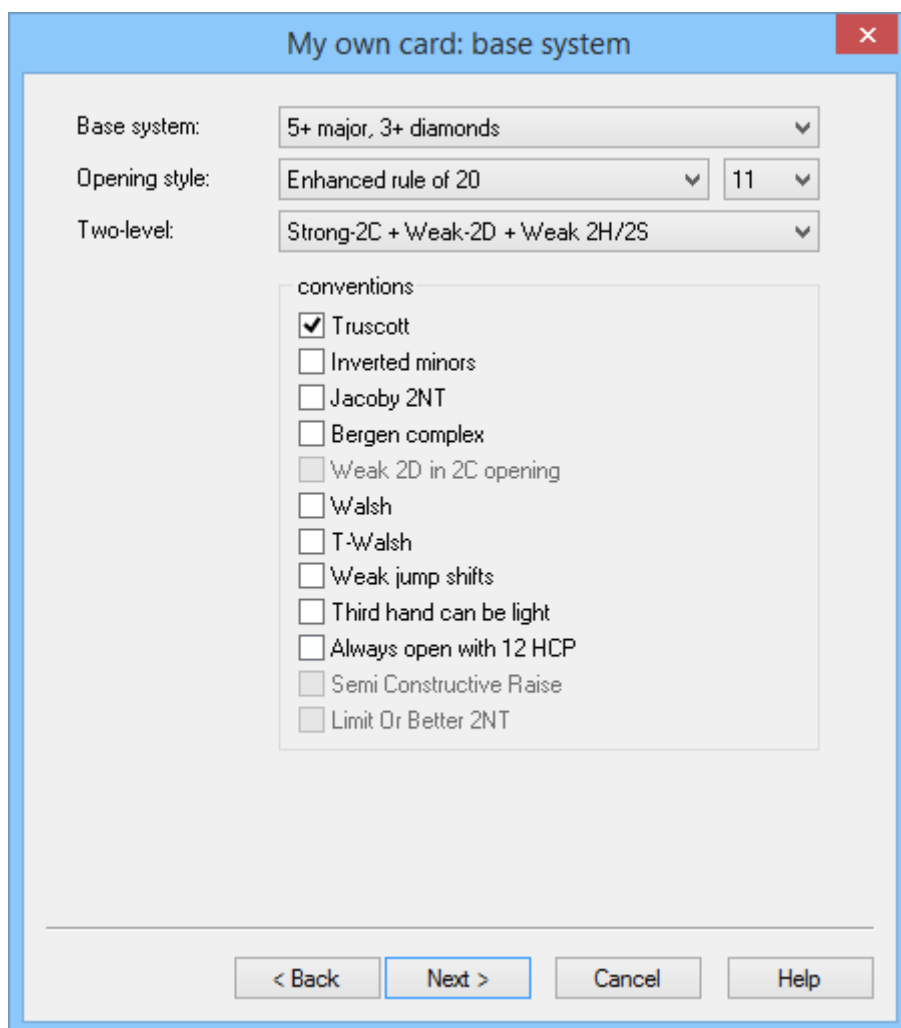
- convention card name: My own card
- reference convention card name: Standard American Yellow Card
- editing an existing convention card: Changes you make will be active after you have answered all questions and pressed Finish.

At the bottom are four buttons: "< Back", "Next >", "Cancel", and "Help".

Every existing convention card can be edited. You will be presented with a series of screens on which you can change certain partnership agreements. Changes in the pre-existing convention cards that come with Jack will be used for the rest of the session but will not be stored. Changes in convention cards that you create (see the create option) will be stored.







17.4 Base System

Each convention card has a base system that defines (roughly) its opening bids at the one and two levels and allows you to select variations (within limits).



The available choices on this screen depend on the reference convention card selected. For instance: Biedermeier Green will present you with a completely different choice of base systems than 2/1 GF.

In the base system field, you can choose combinations of lengths required for opening one-bids, such as:

-  1♣, 1♦, 1♥ and 1♠ require at least four cards (four card minor)
-  1♠ and 1♥ at least five, 1♣ at least two (five card major)
-  1♠ and 1♥ at least five, 1♦ at least three (five card major)
-  1♠ at least five, 1♣ at least three
-  1♠ at least five, 1♥ at least five or both 4♠ and 4♥, 1♣ at least three
-  Strong club systems (Precision, Moscito)

Opening style

Nowadays it is very popular to open on the one level according to the rule of 20 (the sum of HCP and length of two longest suits = 20 or more). That is a very simple rule that gives great results. It also takes care of the fact that unbalanced hands require fewer HCP to open.

This rule generates decent opening bids but there are a number of hands that are really too weak to be opened. Hence Jack uses an "enhanced" rule of 20, which requires that strength be in the longer suits.

Minimum required HCP for opening on the one level

To the right of the selected base system you can indicate the minimum required number of HCP for the one level opening. Of course the hand must be worth an opening bid. For example, if you set the HCP minimum to 10, then Jack will still not open ♠ KT98 ♥ A65 ♦ K65 ♣ 643. But a nice 10 count like ♠ AKT65 ♥ 6 ♦ QJ965 ♣ 65 is a sure candidate.

Note that this option allows you to open weaker hands, including hands that really should not be opened at all.

Conventional responses to opening one-bids are also part of the base system. The conventions you can select are: [Walsh](#), [Bergen complex](#), [Jacoby 2NT](#), [Inverted minors](#), [Weak jump shifts](#) and [Truscott](#).

Opening two-bids may be more complex still, and Jack supports the following variations (all of which include a strong artificial 2♣):

- ♣ [Acol strong two](#)
- ♣ [Strong 2♣](#), [Multi 2♦](#) and [Muiderberg](#)
- ♣ [Strong 2♣](#), [Flannery 2♦](#) and [Weak 2♥](#) / ♠
- ♣ [Strong 2♣](#), [Multi 2♦](#) and [Strong 2♥](#) / ♠
- ♣ [Strong 2♣](#), and [Weak 2♦](#) / ♥ / ♠
- ♣ [Strong 2♣](#), [Ekren 2♦](#) and [Muiderberg](#)
- ♣ [Strong 2♣](#), [Ekren 2♦](#) and [Weak 2♥](#) / ♠
- ♣ [Strong 2♣](#), [Ekren 2♦](#) and [Weak 2♥](#) / ♠ with at least five-card
- ♣ 2♣ and 2♦ [Benjamin](#) in combination with a [Weak 2♥](#) / ♠ or with [Muiderberg](#).
- ♣ [Chameleon two](#)
- ♣ [Precision 2♣](#) (only in combination with a strong club system)

In some cases the strong 2♣ can contain a weak two in diamonds.

From among the options provided by the reference convention card you can select the combination you like best. (Separate screens cover 1NT and 2NT openings.)

17.5 Base System Methods

The base system methods deal with general agreements in specific situations.

My own card: base system methods

Overcalling: Mainstream
☒ Heavy upper range overcall

Competition: ☒ Aggressive support bids
☒ Constructive raise through cuebid (we opened)
☒ Constructive raise through cuebid (we overcalled)

General: ☒ Fit points
☒ Suit rebid is forcing (1Y 2X; 2Y)
☒ Advanced three-card support (1X 1Y; 2Y)

< Back Next > Cancel Help

Overcalling

Here you indicate your preferred style of overcalling, from very light to very heavy. Jack will adjust his style to yours.

Heavy upper range overcall

If you choose to check the option for heavy upper range overcalls, then overcalls will be stronger than usual, up to 17 HCP. This is a departure from Jack's standard method of starting with a double to show 15+ HCP and a decent 5+ cards.

Competition

Jack uses very advanced options in competitive auctions. In situations where partner opens (or overcalls) and your RHO bids (or passes when your partner overcalls), Jack will cuebid to show good support and a nice hand. If Jack supports partner directly in these situations, he is showing a weaker preemptive hand.

General

Re-evaluating a hand is important when having established a fit. Instead of HCP we use [fit points](#) (FP) to establish the strength of a hand. Basically FP is the sum of HCP and the additions for extra trump support and shortness in other suits.

There are two different methodes for repeating a suit at the two-level after partner bid a suit on the two-level (1Y 2X; 2Y, like 1♥ pass 2♣ pass 2♥). With the **Suit rebid is forcing** option you can indicate whether you prefer it to be forcing or non-forcing. In case it is forcing a number of other bids get a different meaning as well. For example: if the suit rebid is forcing, a support bid of 3♣ becomes positive and forcing as well.

In many case it is technical very good to support partners major response after a one-level suit opening on just a three card. With the **Advanced three-card support** option you indicate that you are familiar with that bidding technique. Using a 2NT asking bid, the responder inquires whether the support is made on just three.

17.6 Multi 2♦

In case the Multi 2♦ opening is selected on the base system, a choice must be made how to opener reacts to the 2NT asking bid.

Multi: answers after 2D pass 2N pass

☒ 3C = max H, 3D = max S, 3H = min H, 3S = min S
☐ 3C = min H, 3D = min S, 3H = max H, 3S = max S
☐ 3C = min H, 3D = min S, 3H = max S, 3S = max H

Jack knows about three different methods, each of which is based on showing min/max in 1 of the 2 major suits.

- ♦ The traditional approach: repeating the suit is a minimum.
- ♦ The reverse traditional method: repeating the suit is a maximum.
- ♦ The modern approach. The Multi bidder never bids the trump suit but shows his min/max in a conventional way.

It is of course a matter of experience and partnership agreement which method fits best but technically the third method has clear advantages. The weak hand will generally become dummy and the strong hand stays unknown and the opening lead is towards the stronger hand.

17.7 Fit Points

Jack uses a point-count as a guideline for evaluating his hand during the auction. He revalues his hand after finding a fit of eight or more cards in the combined hands of a pair. Jack uses the chart below to adjust his point-count, but he can be flexible. If you alter any of the numbers in this fit point table, Jack will re-evaluate hands using your own preferred values.

My own card: Fit points

Jack re-evaluates his hand in fit situations according to the rules below. Jack expects that you will do the same!

short suits	holdings
Doubleton <input type="text" value="1"/>	A <input type="text" value="-1"/>
Singleton <input type="text" value="3"/>	K <input type="text" value="-3"/>
Void <input type="text" value="5"/>	Q <input type="text" value="-2"/>
extra trumps	J <input type="text" value="-1"/>
9th trump <input type="text" value="0"/>	QJ <input type="text" value="-1"/>
10th trump <input type="text" value="0"/>	Qx <input type="text" value="-1"/>
11th trump <input type="text" value="0"/>	Jx <input type="text" value="-1"/>

Short suits

Points to add for the possession of short suits, excluding the trump suit. Added points can be no more than 2 for a doubleton, 4 for a singleton or 6 for a void.

Extra trumps

Points to add for the possession of extra trumps. Please note these are the trumps your partner is not yet aware of. Added points should be between 0 and 2.




Holdings

Short honours are disadvantageous. The chart lists seven holdings for which Jack subtracts points. The holding 'A' means a bare ace, without any other cards in the suit. For each holding, the maximum deduction is given. You may not, for example, ask Jack to subtract 8 points for Jx.

Predefined settings

You can change settings in this table to predefined values by pressing the buttons 'Berry', '1-3-5', and 'Jack'. 'Berry' uses the adjustments used by Berry Westra. 'Jack' uses adjustments that result in somewhat more aggressive bidding.

Remarks

-  A few of the convention cards for beginners don't use fit points (and indicate they do not).
-  Jack saves any changes you make, which take effect immediately and apply to all convention cards that use fit points.
-  For the technical description of a bid you will see something like: FP=H, 10-11. In plain English this means: '10 to 11 Fit Points for playing heart contracts'.

17.8 1NT

The available choices on this screen depend on the reference convention card selected.

My own card: 1 NT
✕

1NT opening

15 - 17

☒ System on after double

☐ Escape after double

☐ Natural after double

☐ Unbalanced possible

1NT overcall

16 - 18

☒ System on after minor

☐ System on after major

defence

Natural

☐ Balancing: the same

☐ Balancing: Landy

☒ Balancing: natural

majors

☐ No 5 card

☐ Weak 5 card

☒ Any 5 card

conventions

☒ Stayman

☐ Stayman with 2NT reply

☐ Jacoby

☒ Jacoby with super-accepts

☐ Transfers to minors (2S+2N)

☐ Transfers to minors (2S+3C)

☐ Minor Suit Stayman (2S)

☐ Minor Suit Asking

☐ Texas

☒ Gerber

☐ Smolen

☐ Lebensohl

☐ Rubensohl

☐ Australian Stayman

☐ 3 clubs: Puppet Stayman

☐ Puppet Stayman

☐ Heeman

☐ Transfers English way (2S+2N)

< Back
Next >
Cancel
Help

You can specify any of five ranges for 1NT openings: 12-14, 14-16, 15-17, 16-18 or a good 15 to bad 18 HCP. Other ranges are unavailable. You can also indicate whether hands with a five-card major shall be opened 1NT routinely, only when the major is weak, or not at all.

You may mark conventions that responder shall use after a 1NT opening: [Stayman](#), [Stayman with 2NT reply](#), [Jacoby](#), [Jacoby with super accepts](#), [Transfers to minors](#), [Minor Suit Stayman](#), [Minor Suit Asking](#), [Texas](#), [Gerber](#), [Smolen](#), [Lebensohl](#), [Rubensohl](#), [Australian Stayman](#), [3 Clubs Puppet Stayman](#), [Puppet Stayman \(Niemeijer\)](#), [Heeman](#) and [Transfers English way](#)

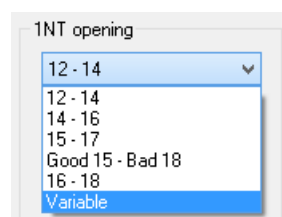
Jack will not permit conflicting conventions. For example, if you have checked Lebensohl and you subsequently check Rubensohl, Jack will eliminate Lebensohl.

If you want to use the same responses over an intervening double, you may do so by checking System on after double.

For your 1NT overcalls, you may choose only a 15-17 or 16-18 HCP range. If you check System on, then advancer will use the same conventions that you have specified for responses to 1NT; otherwise, the cuebid of opener's suit (a Stayman-substitute) will be the only force.

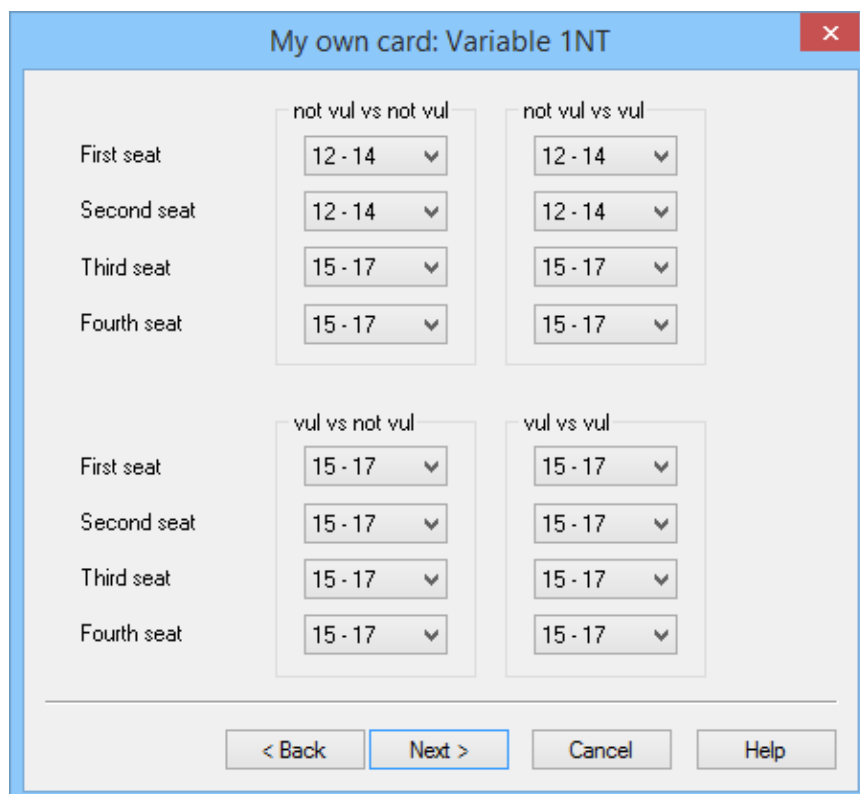
You can also choose among a wide variety of defences to opposing 1NT openings: Natural, [Landy](#), [Multi-Landy](#), [Multi-Landy \(double\)](#), [DONT](#), [Cappelletti](#), [Astro](#), [Aspro](#), [Lionel](#), [Aspro](#) and [Brozel](#). You can indicate whether this notrump defence applies in the passout position; and if not, whether you want to play Landy instead or revert to natural.

17.9 Variable 1NT



The figure above indicates that a weak 1NT (12-14 HCP) will be used only when not vulnerable in first or second position. We recommend the variable notrumps only for advanced players who can adapt easily to variable ranges for notrump rebids as well.

When you choose 'variable' on the 1NT screen for the 1NT range, you must indicate here what ranges you will use for the various combinations of position and vulnerability (four positions, four vulnerability conditions).

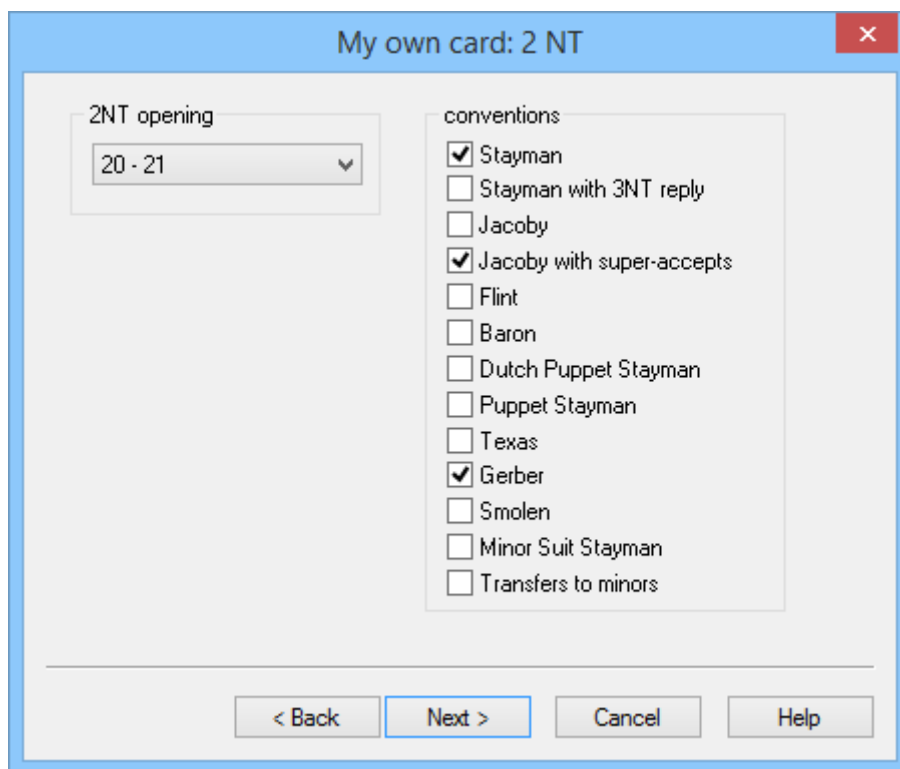


	not vul vs not vul	not vul vs vul	vul vs not vul	vul vs vul
First seat	12 - 14	12 - 14	15 - 17	15 - 17
Second seat	12 - 14	12 - 14	15 - 17	15 - 17
Third seat	15 - 17	15 - 17	15 - 17	15 - 17
Fourth seat	15 - 17	15 - 17	15 - 17	15 - 17

< Back Next > Cancel Help

17.10 2NT

The available choices on this screen depend on the reference convention card selected.



You can specify any of three ranges for 2NT openings: 20-21, 20-22 and 21-22 HCP. Other ranges are unavailable.

You may mark conventions that responder shall use after a 2NT opening: [Stayman](#), [Stayman with 3NT reply](#), [Jacoby](#), [Jacoby with super accepts](#), [Flint](#), [Baron](#), [Dutch Puppet Stayman](#), [Puppet Stayman](#), [Texas](#), [Gerber](#), [Smolen](#), [Minor Suit Stayman](#) and [Transfers to minors](#),

The conventions you select will also apply after the following beginnings:

2♣ - pass - 2♦ - pass - 2NT

2♦ (multi) - pass - 2♥/2♠ - pass - 2NT

17.11 Preemptive Bidding

My own card: preemptive bidding

bidding style

General style: Mainstream

☐ Allow five card suits in weak two.

☐ Allow seven card suits in weak two.

method after 2NT (after weak 2)

☒ Ace or King in side suit

☐ Suit quality (Ogust)

☐ Singleton or void in side suit

☐ Trump suit length and strength

defence

☒ Takeout double

☐ Leaping Michaels

< Back Next > Cancel Help

Jack has a very flexible approach towards preemptive bidding. You can choose your own preferred style, ranging from very solid to extremely aggressive. Depending on the setting also shorter (but very good) suits can be opened preemptively, like a very good five card suit in a weak two. Using the mainstream setting shorter suits than usual are not an option.

Jack knows various ways to describe the weak two hand after a 2NT relay. Using the Ace or King method or the Shortness method the trump suit is repeated with a minimum hand and the feature is also shown with a maximum. [Ogust](#) is a popular American convention which focusses on A, K or Q honours in the trump suit in combination with min/max.

For very aggressive styles a method is included to be able to distinguish between five and six cards. The bid 3♣ is then used to indicate a five card suit.

Some details about preemptive bidding

Based on the preemptive style a hand will be bid on a preemptive level. The most important feature for determining whether a hand is suitable or not is the quality of the long suit. In other suits you can have some additional values that can make the hand suitable for a preemptive bid even though the suit itself is not good enough. Possible extra's are: (1) aces or kings, (2) Queen third or longer, (3) voids and singletons. Jacks and Queens are of little importance in the side suits. The explanation of a weak 2♥ bid in the SAYC system looks like:

Weak two

Style: Mainstream (41), ♥=6

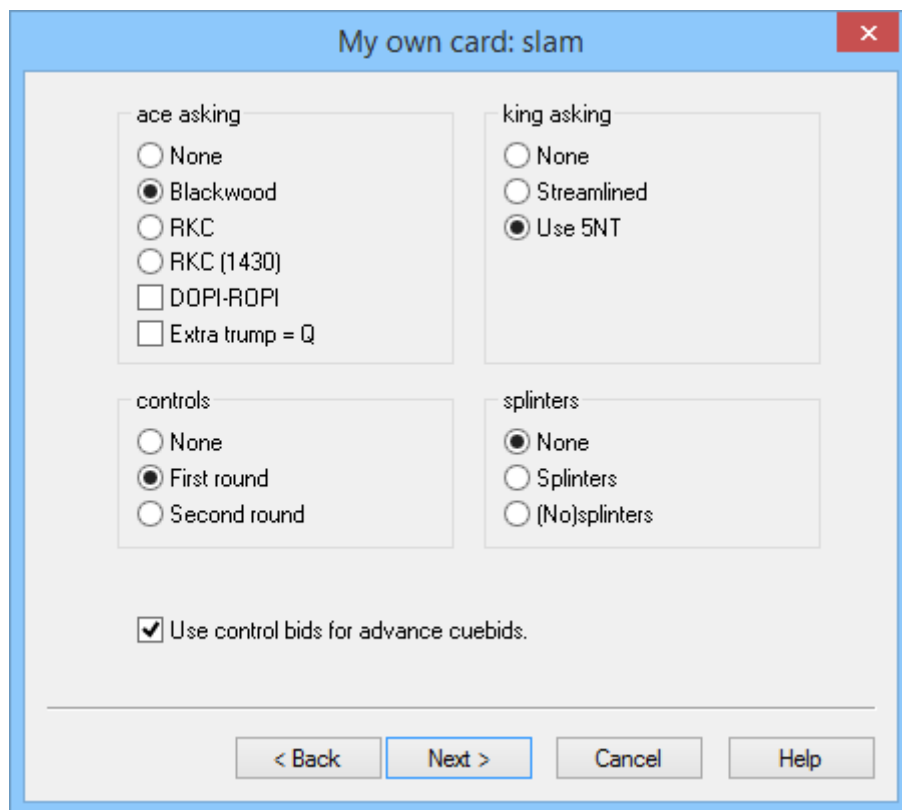
The style mentioned is the selected general style. The suit lengths mentioned depend on both the style and whether you allow seven card suits in the weak two as well. What about the number 41? You can best look at it like this: imagine all possible hands that fit the weak two description based on HCP and suit length but do not mind the suit quality. So ♥765432 is also present. To the best possible hand we assign the number 100 and to the worst possible hand the number 0. The number 41, which depends on the general style and the vulnerability, tells us that all hands better than 41 will be opened.

The general style affects all preemptive situations. Not only opening bids but preemptive overcalls as well.




In fourth position, preemptive bids such as three-bids and Weak Twos are never really weak but based on 10-12 HCP. This also applies to Muiderberg and the Multi 2♦.

For defence against preempts, takeout doubles are mandatory. You may also choose to play Leaping Michaels to show strong two-suiters in certain auctions.

17.12 Slam



There are various approaches to the problem of how to ask for and show aces and other control cards in slam contracts:




-  No ace asking
-  [Blackwood](#)
-  [RKC](#) (Roman Keycard Blackwood)

There are two forms of Roman Keycard (RKC 3014 and RKC 1430), and Jack supports both. The standard replies to the 4NT asking bid in the RKC 3014 system are as follows: 5♣ shows 0 or 3 keys, 5♦ shows 1 or 4 keys, 5♥ shows 2 or 5 keys without the queen of trump and 5♠ shows 2 or 5 keys with the queen of trump.

Some pairs prefer to play RKC 1430, which simply swaps the meaning of 5♣ and 5♦. Checking RKC (1430) does just that. The [DOPI-ROPI](#) convention can be marked for use over interference.

RKC uses the cheapest bid (except for five of the trump suit) after a 5♣ or 5♦ reply to ask for the queen of trump. In reply to the Queen Ask, the cheapest return to the trump suit denies the queen (or equivalent extra length), while all other bids affirm the queen and show plain-suit kings just as if the 4NT bidder had asked for kings. In showing or denying the queen of trump, expert bidders treat extra length sufficient to bring the partnership total to ten or more trumps as equivalent to the queen. Check 'Extra trump = Q' if you want Jack to do so. In many situations when the extra trump partner does not yet know about, is the 9th trump Jack counts it as if he holds the queen of trump as well. Slam chances with Qxxx and an Ace offside are better than average.

If you ask for kings, Jack will assume that you have all the missing keys, including the queen of trump. You have a choice of three approaches to the problem of locating the king control cards:

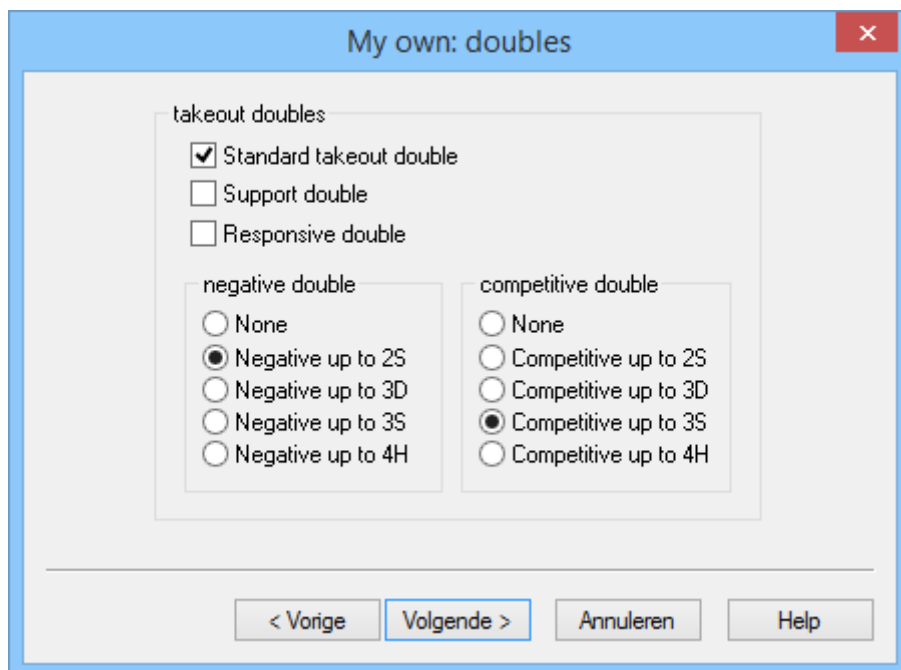
-  None: No king asking.
-  Streamlined: Next available bid other than the agreed trump suit and if applicable the Queen Ask, is used to ask for kings.
-  5NT asks for kings.

Jack knows about control bidding. You can choose between first round and second round controls. Both can be combined with splinters and if you want nosplinters. A Nosplinter is a 3NT bid which promises support but also denies a singleton or void in any suit.

Use control bids for advanced cuebids




With this option you can use advanced cuebids in a specific way. When a fit is not explicitly agreed, a control bid agrees the trump suit and shows a control. This applies to many situations. For example (opponents pass) 1♥ 1♠; 3♥ 4♣. This last bid agree hearts to be trump and shows a control in club.

17.13 Doubles



The single most important double in bridge is the takeout double. Jack uses the rules below to determine whether a double is for takeout.

A double is for takeout when:

-  Partner has only passed or not bid at all.
-  The bidding is below 3NT.
-  There are at least two unbid suits.

This definition of a takeout double cannot be changed.

Besides the takeout double, Jack recognizes the [negative double](#) and the [competitive double](#), the two most important kinds of conventional double, and other doubles like the Support double and the Responsive double. For each kind of conventional double that you select, you must specify the level through which it applies.

All doubles that are neither takeout nor conventional are penalty doubles, for which Jack assumes the high-card strength and trumps that are required in context. Jack's penalty doubles are sound rather than speculative, and he expects your doubles to be sound too.

17.14 Other Conventions (1) and (2)

The available choices on this screen depend on the reference convention card selected.

The image shows two side-by-side screenshots of a software interface for setting bridge conventions. Both windows have a blue title bar and a close button (X) in the top right corner.

The left window, titled "My own card: other conventions (1)", contains several groups of options:

- fourth suit:** ☒ Forcing, ☐ Game-forcing, 1C-1D; 1H-1S; Natural (dropdown menu).
- two-suiters:** ☒ Unusual NT, ☐ Ghestem, ☐ Ghestem modified, ☒ Michaels cuebid, ☐ Upper cuebid, Style: Mainstream (dropdown menu), ☐ 2C real when 1C can be < 3.
- drury:** ☐ Drury, ☐ Reverse Drury.
- jumps:** ☐ Intermediate jumps, ☒ Weak jump overcall, ☐ Weak jumps in competition, ☐ Fit jumps.

The right window, titled "My own: other conventions (2)", contains two groups of options:

- competition:** ☐ Negative free bid, ☐ Negative freebid in support bid, ☐ Sandwich defence, ☐ Good-Bad 2NT, ☐ Lebensohl after weak twos, ☐ RUNT, ☐ OBAR, ☒ Unassuming cuebid, ☐ Inverted minors in competition, ☐ Double after 1C 1D shows 4H.
- various:** ☐ Checkback Stayman, ☐ New Minor Forcing, ☐ Namyats, ☐ Gambling 3NT, ☐ Ping-Pong, ☐ Roudi, ☐ Flex 2C rebid, ☐ Garozzo Splinter, ☐ Rosenkranz redouble.

Both windows have navigation buttons at the bottom: "< Back", "Next >", "Cancel", and "Help" for the left window; "< Vorige", "Volgende >", "Annuleren", and "Help" for the right window.

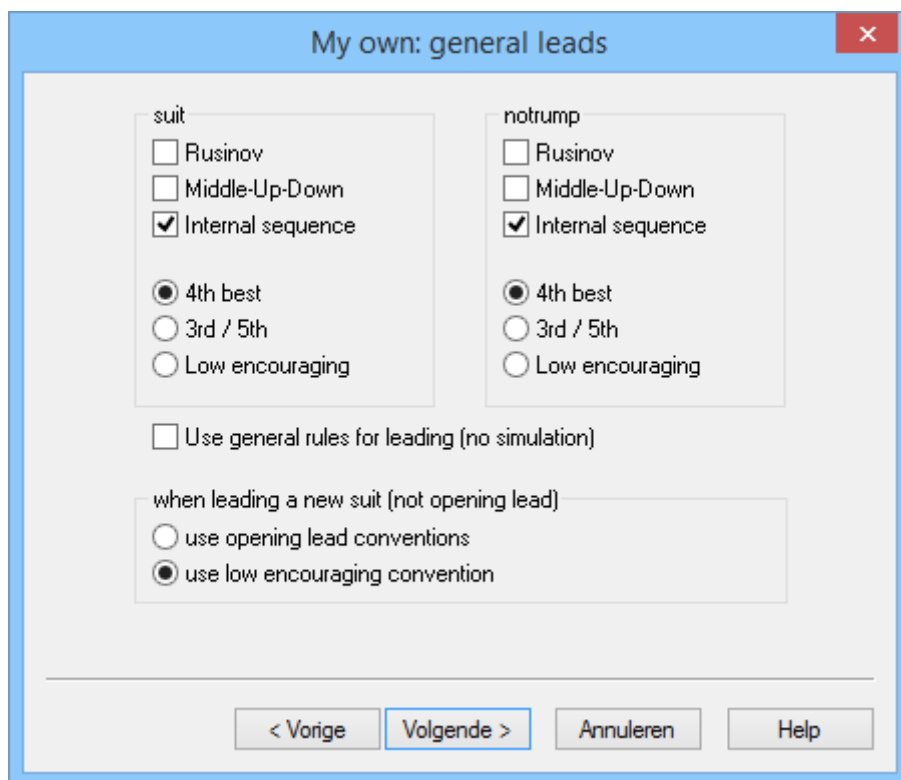
There are many conventions that apply in particular auctions only. Some of them you will find on this screen. When you have just learned to play bridge, we advise you to use few conventions.

The conventions on page (1) are the more systematic conventions and agreements: [4th suit](#), [4th suit: 1♠](#), [Unusual NT](#), [Ghestem](#), [Ghestem modified](#), [Michaels](#), [Upper cuebid](#), [2♣ natural when 1♣ can be short](#), [Drury](#), [Reverse Drury](#), [Intermediate jumps](#), [Weak jump overcall](#), [Weak jumps in competition](#) and [Fit jumps](#).




Obviously, you cannot use all of the conventions at the same time. For example, you cannot use both Weak Jump Overcalls and Intermediate Jumps, which conflict with each other. When Jack sees that you have just checked a convention that conflicts with a previously-checked convention, he will keep the new one and delete the old.

The conventions on page (2) are specific conventions that can be used on their on: [Negative free bid](#), [Negative free bid in support bid](#), [Sandwich convention](#), [Good-bad 2NT](#), [Lebensohl after Weak Two](#), [RUNT](#), [OBAR](#), [Unassuming cuebid](#), [Inverted minors in competition](#), [French negative double](#), [Checkback Stayman](#), [New Minor Forcing](#), [Namyats](#), [Gambling 3NT](#), [Ping-Pong](#), [Roudi](#), [Flex 2C rebid](#), [Garozzo Splinter](#) and [Rosenkranz redouble](#)

17.15 General Leads






The general rules for opening leads against suit and notrump contracts must be entered separately. At the top are some special features:

-  [Rusinow](#)
-  [Middle Up Down](#) (MUD)
-  Internal sequence (for example, the Jack from KJ106)

When Rusinow is unchecked, Jack will lead (and expect you to lead) the highest card from a sequence.

For opening leads from length, you must choose among:

-  Fourth best
-  3rd / 5th
-  Low encouraging

On the next screen you can indicate some specific leads. They will take preference over the general rules.

When leading (not the opening lead) in a new suit there are two choices. Either stick to the opening lead agreements or use the more flexible small encouraging system. This is a matter of personal preference.

17.16 Specific Leads

My own card: specific leads

specific suit leads

AK	KQ	QJ	xx
AKx	KQx	QJx	xxx
AKJT _x	KQT9 _x	QT9 _x	xxxx
AQJ _x	KQT _x	Qxx	xxxxx
AJT _x	KJT _x	JT _x	
AT9 _x	KT9 _x	T9 _x	
Axx	Kxx		

specific notrump leads

AK	KQ	QJ	xx
AKx	KQx	QJx	xxx
AKJT _x	KQT9 _x	QT9 _x	xxxx
AQJ _x	KQT _x	Qxx	xxxxx
AJT _x	KJT _x	JT _x	
AT9 _x	KT9 _x	T9 _x	
Axx	Kxx		

Click on a combination to indicate the lead.
When no card is between <>, the generic lead is used.

< Back

Next >

Cancel

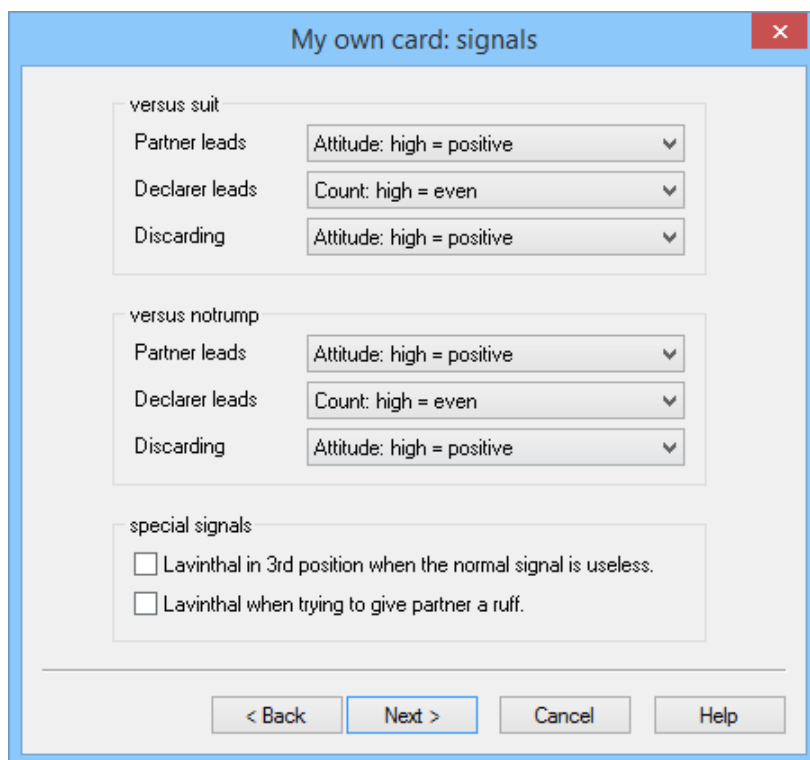
Help

In this table you can enter specific opening leads. By clicking on a suit combination you select a specific card you want to lead from that combination. Each click selects the next card from left to right and underlines the selected card. When no card is selected, the general lead system is used. (See also [general leads](#)). A specific lead overrides a general rule.

Note: 'x' stands for any spot card from 2 to 9.

In the figure above, you see no specific leads marked for the Standard American Yellow Card. Your methods may vary according to the contract, suit or notrump, so just as in the general rules, you must enter specific leads for both suit and notrump contracts.

17.17 Signals



My own card: signals

versus suit

Partner leads: Attitude: high = positive

Declarer leads: Count: high = even

Discarding: Attitude: high = positive

versus notrump

Partner leads: Attitude: high = positive

Declarer leads: Count: high = even

Discarding: Attitude: high = positive

special signals







☐ Lavinthal in 3rd position when the normal signal is useless.

☐ Lavinthal when trying to give partner a ruff.




< Back Next > Cancel Help

Jack is able to signal using the most common methods. For both suit and NT contracts you can indicate the signalling method you prefer. Please be aware that Jack trusts his partner to signal correctly.

1. Partner leads

-  No signals
-  Count: high = even. When signalling count, a high card shows an even number of cards in the suit.
-  Count: low = even. When signalling count, a high card shows an odd number of cards in the suit.
-  Attitude: Odd = positive. When signalling attitude, an odd spot card encourages, an even spot card discourages.
-  Attitude: Low = positive. When signalling attitude, a low card encourages, a high card discourages.
-  Attitude: High = positive. When signalling attitude, a high card encourages, a low card discourages.

2. Declarer leads

-  No signals.
-  Count: high = even. A high card shows an even number of cards in the suit, a low card shows an odd number.
-  Count: low = even. A low card shows an even number of cards in the suit, a high card shows an odd number.

3. Discarding

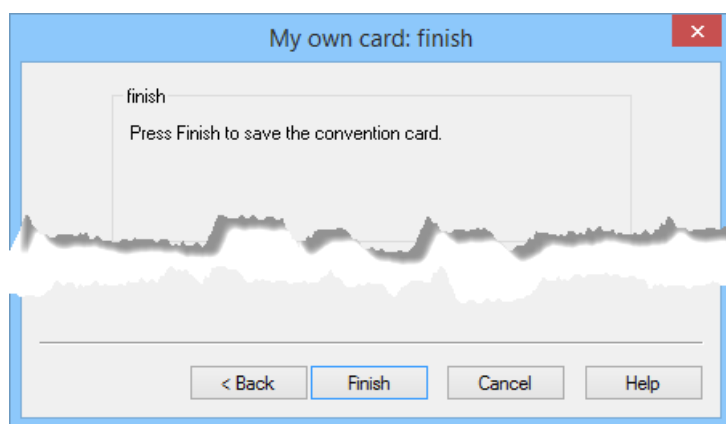
- ♠ No signals.
- ♠ Count: High = even. Show count in the suit discarded, high being even, low being odd.
- ♠ Count: Low = even. Show count in the suit discarded, low being even, high being odd.
- ♠ Attitude: Odd = positive. Show a liking for the suit with an odd spot card, a dislike for the suit with an even spot card.
- ♠ Attitude: Low = positive. Show a liking for the suit with a low card, a dislike for the suit with a high card.
- ♠ Attitude: High = positive. Show a liking for the suit with a high card, a dislike for the suit with a low card.
- ♠ [Lavinthal](#).
- ♠ [Revolving](#).
- ♠ [Roman](#).

Special signals

Besides Lavinthal when giving partner a ruff, Jack has another Lavinthal signal. The idea is as follows. Suppose partner leads a small card (low encouraging) and in dummy AK of that suit appear. An attitude signal is futile in most cases, which is why Jack has the option to give suit preference using Lavinthal. A low card for a lower suit, a high card for a higher suit. This is much more useful for the defence but of course also much more difficult because you have to be certain that the original signal is useless!

Some warning is needed. Jack is a computer and he obeys the signalling conventions you choose very strictly. He rarely deviates. Jack expects you to do likewise when you are his partner. By discarding carelessly, you may mislead him. Fool declarer, not your partner!

17.18 Finish



When all screens have been adjusted you simply press 'Finish'.

18 Scoring Methods in Bridge

There are many forms of contest in bridge, each with its own scoring method. Matchpoints, IMPs, Board-a-Match and IMP Pairs (all forms of *duplicate* bridge) are used in championship competition. Total Points, rubber bridge and 'Chicago' are used in home games and some clubs, but are unsuitable for tournament play. All of these forms of competition are available to you in Jack. To learn the different tactics appropriate to each, we refer you to the vast bridge literature.

Matchpoints

The most common form of duplicate competition is matchpoints. Each deal is played by many pairs, and each pair scores *two matchpoints* (in America, *one matchpoint*) for every pair whose score it exceeds, *one matchpoint* (in America, *half a matchpoint*) for every pair whose score it ties, on each of the deals played. Ranking of the pairs is by highest matchpoint totals. Jack comes packaged with a number of matchpoint tournaments.

Imps (for 'International Match Points')

Nearly all international *team* championships are scored at 'imps.' One pair from a team sits NS at one of the two tables involved, another pair from that team sits EW at the other table. The *net total* of points scored by a team's pairs at both tables on each deal is converted to [imps](#) using a sliding scale (the [imp table](#)) that is designed to minimize the impact of very large swings.

Board-a-Match

Board-a-Match can best be described as a matchpoint team game in which the only comparisons that count on each deal are those between pairs of the two teams that play each other on those boards. If the NS pair of one team achieves a higher score against the EW pair of the other team than the NS pair of the other team achieves against the EW pair of the first team on any given deal, the first team earns 1 point; if both NS pairs achieve the same score, each team earns 1/2 point. At Board-a-Match, making an extra trick on a partscore deal may be as important as bidding and making a slam. Unlike at imps, the size of the swing does not matter.

Total points

Total points, used many years ago to score championships, is no longer used in tournaments, because a single large swing can dwarf the small swings available for making partscore contracts.

Compensation

A scoring method designed to reduce the influence of who is getting the better cards when playing random deals. The stronger side (in HCP) gets penalty points and is expected to obtain a positive score on the deal. This method is also known as Russian scoring. The penalty points table is user adjustable.

Imp pairs

Imp pairs convert scores in pairs contest to imps in one of two ways:

- (1) By comparing each score to a 'datum' derived from the mean score of all pairs (sometimes dropping a highest and lowest score, a method called 'Butler' scoring) playing the deal in the same direction.
- (2) By comparing each score to every other score of pairs playing the deal in the same direction, and summing the imps (a method called 'cross-imps').

Rubber bridge

A very popular scoring method suitable for random deals, as no comparison to other tables is required. Each pair seeks to accumulate 100 points solely in *trick score* ('make game') before the other does, and until one pair succeeds, the trick scores from each deal carry over to the next. Unlike at most other forms of contest, where game must be made in one deal and a bonus is awarded for making game, at rubber bridge game can be made in two or more deals, for example, by making 2NT (70 points) on one deal and 2♣ (40 points) three deals later. When either side makes game, the race to accumulate 100 points begins anew. When one pair has made two games, the 'rubber' ends, and the pair that has made two games earns a bonus of 500 points or 700 points depending on whether the other pair has made one game or none. At the end of each rubber, the net difference between pairs may be divided by 100 (rounding is customary in America, truncating is customary elsewhere) and credited to the players with the high total as 'points' on the scoresheet for the session.

Chicago

'Chicago' resembles rubber bridge but the unit of competition is a 'chukker' of four deals instead of a 'rubber' that contains as many deals as needed for one pair to make two games. Vulnerability, which in rubber bridge is achieved by making a game, is determined by which deal is being played. In Deal 1, neither side is vulnerable; in Deals 2 and 3, the dealer's side is vulnerable; in Deal 4, both sides are vulnerable. Bonuses are awarded for game: 500 points for making game on the deal if vulnerable, 300 points for making game on the deal if not. Additionally, 100 points are awarded for making a partscore on Deal 4.

19 Hand Evaluation

19.1 Auction Explanation

When you click on a call, a pop-up window appears in which Jack outlines in abbreviated form what kinds of hands the call describes. For example:

HCP=15-17

FP=H,17-19, ♥=5+, ♣=4+, limit

TP=12-19, ♦=6+, PT=3+

Here we shall explain what these abbreviations stand for. Note that suit lengths are part of the descriptions.

HCP

HCP is short for 'High Card Points'. Jack uses the familiar A=4, K=3, Q=2, J=1 without making any adjustments, but bear in mind that players, especially good bidders, do make adjustments.

DP

DP stands for 'Distribution Points': a void counts for 3, a singleton for 2, a doubleton for 1. More than one short suit may be counted. Thus a 6322 hand supplies 2 DP and a 6421 hand supplies 3 DP.

TP

TP is short for Total Points. TP is the sum of High Card Points (HCP), Distribution Points (DP) and special points. Special points are added for extra length in trumps, including good support for partner's suit, but subtracted for high cards in the wrong places (suits where they figure to do little good). Every bridge player (nowadays including bridge computers) has his own over-all rating of a bridge hand, often after re-evaluation, and TP is Jack's.

FP

FP is short for Fit Points. After discovering a fit it is good practise to re-evaluate the hand. For this Jack uses Fit Points. By awarding extra points for shortage and extra trumps and penalties for wasted high cards the hand is recalculated.

PT

PT is short for 'playing tricks', the number of tricks. For example, Jack will count 6 playing tricks in AKQJxx. In less obvious cases, Jack will count the same way that humans do: optimistically. The PT variable can be used in conjunction with HCP, TP or DP.

19.2 Hand Knowledge

If you click with the right mouse button on a hand (visible or not) Jack will show basic knowledge about that hand. For visible hands you get more information. The details Jack gives could look like this:

South

Private information

HCP: 14

Opening (one level): +4

Playing tricks: 4

Jack's bid: 1♥

Public information

HCP: 0 - 20

♠ : 0 - 13

♥ : 0 - 13

♦ : 0 - 13

♣ : 0 - 13

In the section **private information** you read what other players do not know. Depending on the situation it shows the exact amount of HCP and the playing tricks. Is the hand worth opening at the one level? Jack shows how many points you have in reserve. A negative number means insufficient values. This number is a combination of HCP and suit lengths. With longer suits you need less points to open. Also honour tricks are important as well as whether it is the fourth position for which there are somewhat different rules to open. When there is a fit, Jack shows your re-evaluated hand strength using the Fit Points rules.

Jack also shows you what he would bid. If he does not know you will see: simulation. Sometimes Jack thinks he knows what to bid but he is not sure, and then you will see: intended bid + simulation.

In the section **public information** you see what everybody could know using the auction and the play. This public information includes the promised values, the suit lengths and (during the play) the cards that have been played and whether more cards in that suit could be present.

You can also display this knowledge using the auction overview. Click on the direction indicator (North,) of the player you want details about.

20 Bidding Systems

Jack comes loaded with many predefined convention cards and a large number of conventions. Using the option [Settings/Convention card](#), you can create any convention card you like and store it as a personal convention card. That way you can test your favorite conventions or practice using new agreements. The predefined convention cards (changes to which will apply only during the current session) are:

- ♣ **2/1 almost game forcing**
Similar to 2/1 Game Forcing but permitting a two-over-one responder to make a non-forcing rebid in his suit.
- ♣ **2/1 Game Forcing**
A convention card based on the strong two-over-one responses that are popular in America.
- ♣ **Benjaminised English Acol**
An English Acol souped up with two-club and two-diamond openings sharing the burden of big hands.
- ♣ **Berry for Starters**
A simple card with few conventions designed for novices by Berry Westra.
- ♣ **Berry for intermediates**
A card that Berry recommends for the average club player.
- ♣ **Berry for Advanced**
A card with many sophisticated conventions that Berry recommends for advanced players.
- ♣ **Dutch Acol**
An Acol-based card with conventions commonly used by Dutch players.
- ♣ **Biedermeier Green**
A convention card recommended for novices by the NBB (Dutch Bridge Federation).
- ♣ **Biedermeier Blue**
A convention card recommended for intermediates by the NBB.
- ♣ **Biedermeier Red**
A convention card recommended for advanced players by the NBB.
- ♣ **Bridge World Standard 2001**
A convention card reflecting the preferences of American experts polled in 2001.
- ♣ **Bridge World Standard (old)**
A simpler and older version cobbled together from conventions and treatments preferred by American experts polled periodically from 1967 to 1994. 1♠ and 1♥ promise a five-card suit and 1♦/1♣ at least a three-card suit.
- ♣ **Dutch Doubleton**
A natural system with five-card major. After 1♣ pass 1♦ is forcing. For a short description see the additional documentation: **Dutch Doubleton (ENG).pdf**. See [Jack documentation](#)
- ♣ **English Acol**
A card based on the usual British methods: weak notrumps, Weak Twos, and frequent four-card majors.
- ♣ **German Advanced**
A card based on more obstructively-oriented German methods, including negative free bids.
- ♣ **German Basic**
A simple card based on methods popular in Germany, including negative free bids, strong notrumps and Strong Twos.
- ♣ **Jack**
The convention card used by Jack up to 2004 at the world computer championship, with

opening two-bids common among Dutch players (Muiderberg and Multi instead of Weak Twos and Flannery).



Jack Verona

The convention card used by Jack in the 2006 world computer championship (retaining Weak Twos and Flannery).



Jack Washington

The convention card used by Jack in the 2009 world computer championship (retaining Weak Twos and Jack's own 2♣/2♦ complex).



Majeure cinquieme

A card based on the French system: five-card majors, Weak Twos in the majors, and special two-bids in clubs and diamonds.



Moscito

A strong club system with Weak Twos and limited two-club openings. This system was (amongst others) developed by the Australian international Paul Marston. In the [Moscito](#) chapter you can find an abstract of this system. On Jack's website we will provide you with more information about the Moscito system.

A detailed description on Moscito can be found in the file **Moscito 2005 (ENG).pdf**. The differences between this document and the Jack implementation can be found in **Moscito Jack (ENG).pdf**. See [Jack documentation](#)



Wei Precision

Bidding system based on a strong 1♣ (16+ HCP) and a 12-15 1NT opening. 2♣ is a Precision style natural bid (12-15) and 2♦ a three-suiter with short diamonds. 2♥ and 2♠ are weak and 2NT is weak with both minors.



Standard American Yellow Card ("SAYC")

The simple convention card recommended by the ACBL (American Contract Bridge League).

We recommend simple convention cards for novices: *Berry for Starters*, *Biedermeier Green*, *German Basic* or *SAYC*.

Jack offers too many conventions to describe here, but they can be found in the alphabetical [conventions overview](#). A wizard will guide you through all parts of the convention cards you may want to create.

Just as in over-the-table competition, EW and NS need not use the same convention cards. You can make your opponents play a complicated convention you don't want to mess with yourself.

21 Conventions Overview

In this section, you will find all the conventions that can be selected in Jack. Their descriptions are brief. For more thorough discussion, consult bridge literature, such as the ACBL's *Official Encyclopedia of Bridge* or Amalya Kears's *Bridge Conventions Complete*.

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01 Acol Strong Two

2♦, 2♥ and 2♠ openings are strong, promising eight or nine tricks. Game-forcing hands and strong balanced hands with at least 23 HCP are opened 2♣.

02 Acol Two Clubs

2♣ is artificial and forcing, showing a hand strong enough to force at least to within one trick of game, and usually stronger. This 2♣ opening is typically combined with [weak two-bids](#) in the other suits, or [Multi 2♦](#) and [Muiderberg](#).

03 Acol Two Clubs with a weak two in diamonds

In this case 2♣ also contains a weak two in diamonds. See also Acol two clubs.

04 Aspro

A conventional defence after the opponents open 1NT, available in both the direct and passout positions, using these artificial overcalls:

- 2♣ shows a two-suiter (at least 5-4) with hearts and another suit (♣, ♦ or ♠)
- 2♦ shows a two-suiter with spades and a minor (♣ or ♥)

05 Asptro

A conventional defence after the opponents open 1NT, available in both the direct and passout positions, using these artificial overcalls:

- 2♣ shows a two-suiter (at least 5-4) with hearts and another suit (♣, ♦ or ♠)
- 2♦ shows a two-suiter (at least 5-4) with spades and another suit (♣, ♦ or ♥)

With five spades and four or five hearts the correct Asptro bid is 2♣, with five hearts and four spades the correct Asptro bid is 2♦.

06 Astro

A conventional defence after the opponents open 1NT, available in both the direct and passout positions, using these artificial overcalls:

- 2♣ shows a two-suiter (at least 5-4) with hearts and a minor (♣ or ♦)
- 2♦ shows a two-suiter with spades and any other suit (♣, ♦ or ♥)

07 Australian Stayman

2♣ asking bid after a 1NT opening.

Opener responses:

2♦	minimum with 4-4 in the majors
2♥	minimum with four hearts and not four spades
2♠	minimum with four spades and not four hearts
2NT	minimum, no four-card major
3♣	maximum, no four-card major
3♦	maximum with 4-4 in the majors
3♥	maximum with four hearts and not four spades
3♠	maximum with four spades and not four hearts

08 Baron

3♣ after partner has opened 2NT. Opener bids either a five-card suit or his cheapest four-card suit.

09 Benjamin opening

In the Benjamin complex, the 2♣ opening is the traditional Acol strong two and the 2♦ opening is game-forcing. The cheapest response, 2♦ to 2♣ or 2♥ to 2♦, is artificial and negative.

Note: The auction 2♦ - 2♥ - 2NT shows a balanced 23-24 HCP and is not forcing.

The Benjamin 2♣ and 2♦ openings can be combined with various meanings for 2♥ and 2♠, like [Muiderberg](#) or [Weak Two](#).

10 Bergen raises

A scheme of support-showing responses to first- and second-seat (five-card) major-suit openings:

- ♠ 3♣ shows four-card support and 7-10 support points.
- ♠ 3♦ shows four-card support and 11-12 support points.
- ♠ Single jump raises are weak (less than 7 support points).







This convention can be combined with [Jacoby 2NT](#) and splinters to show game-forcing hands with four-card support.

11 Blackwood

4NT asks for aces or key cards. There are several Blackwood variations. The most popular is [Roman Keycard Blackwood](#).





12 Brozel

A conventional defence after the opponents open 1NT, available in both the direct and passout positions, using these artificial calls:

-  double shows an unspecified one-suiter
-  2♣ shows a two-suiter (at least 5-4) with hearts and clubs
-  2♦ shows a two-suiter (at least 5-4) with hearts and diamonds
-  2♥ shows a two- suiter (at least 5-4) with hearts and spades
-  2♠ shows a two- suiter (at least 5-4) with spades and a minor
-  2NT shows a two- suiter (at least 5-5) with both minors

13 Cappelletti

A conventional defence after the opponents open 1NT, available in both the direct and passout positions, using these artificial overcalls:

-  2♣ shows an unspecified one-suiter
-  2♦ shows a two-suiter (at least 5-4) with hearts and spades
-  2♥ shows a two-suiter (at least 5-4) with hearts and a minor
-  2♠ shows a two-suiter (at least 5-4) with spades and a minor

14 Checkback Stayman

After opener rebids 1NT, 2♣ is artificial, promising at least invitational values and asking opener to show undisclosed major-suit length. See also [New Minor Forcing](#), [Ping-Pong](#) and [Roudi](#).

15 Chameleon Two






Two-level opening complex. Each bid has both a weak and a strong variation. For detailed description of the variation in Jack we refer to **Chameleon Two (ENG).pdf**. See [Jack documentation](#).

16 Competitive Double

A double that is not for penalties, but shows a hand too strong to pass that has no descriptive bid.





17 DONT

A conventional defence after the opponents open 1NT, available in both the direct and passout positions, using these artificial calls:

-  double shows an unspecified one-suiter
-  2♣ shows a two-suiter (at least 5-4) with clubs and another suit (♦, ♥ or ♠)
-  2♦ shows a two-suiter (at least 5-4) with diamonds and a major (♥ or ♠)
-  2♥ shows a two-suiter (at least 5-4) with hearts and spades
-  2♠ shows a one-suiter in spades (weaker than doubling and then bidding spades)

18 DOPI and ROPI

A method for coping with intervention over Blackwood.

-  double shows no aces
-  pass shows 1 ace
-  the lowest bid shows 2 aces
-  each succeeding bid shows an additional ace

In Roman Keycard Blackwood, of course, bids show key cards rather than aces. In both RKC 3014 and RKC 1430, the meaning of DOPI/ROPI is the same: DO (or RO) means 0 or 3 key cards, and PI means 1 or 4 key cards.






19 Drury

An artificial 2♣ response by a passed hand that asks a major-suit opener if he has full values.





A 2♦ reply by opener shows a shaded opening. See also [Reverse Drury](#).

20 Dutch Puppet Stayman

After a 2NT opening responder has the following options:

-  3♣ asks for a four-card or five-card major
-  3♦ and 3♥ are [Jacoby transfers](#)
-  3NT shows five spades and four hearts, 5-7 HCP
-  4NT shows five spades and four hearts, 8-11 HCP
-  5NT shows five spades and four hearts, 12+ HCP

In reply to 3♣, opener rebids 3♦ to show at least one four-card major and 3♥ or 3♠ to show a five-card major. If opener rebids 3♦ responder may continue:

-  3♥ to show four spades
-  3♠ to show four hearts
-  3NT to play
-  4♦ to show four hearts AND four spades

21 Ekren 2♦

A conventional 2♦ opening that shows 5-11 HCP and 5-4, 5-5 or 6-4 in the majors. There are many variations. A 2NT response asks for further description as shown in the chart below.

Note: in fourth position Ekren 2♥ shows exactly 5-5 in the majors and 10-12 HCP.

Opener's rebids after a 2NT response:

2♦ - 2NT ???	Meaning
3♣	HCP = 5-9, unknown 5-4 in the majors
3♦	HCP = 5-9, 5-5 in the majors
3♥	HCP = 5-9, 6-4 ♥-♠
3♠	HCP = 5-9, 6-4 ♠-♥
4♣	HCP = 10-11, unknown 5-4 in the majors
4♦	HCP = 10-11, 5-5 in the majors
4♥	HCP = 10-11, 6-4 ♥-♠
4♠	HCP = 10-11, 6-4 ♠-♥

After a 3♣ or 4♣ reply, responder's 3♦ or 4♦ rebids asks opener to bid his five-card major.

22 Fit Jumps

The conventional use of jump shifts in competition to show the suit bid plus a fit for partner's suit; forcing for one round.

23 Flannery Two Diamonds

A 2♦ opening that shows 11-15 HCP with five hearts and four spades.

24 Flex 2♣ rebid

After an opening bid of 1♥ or 1♠ opener can rebid an artificial 2♣. He has either clubs as a second suit or any strong game-forcing hand (one-suiter or two-suiter with the major he opened). Responder can ask for clarification with 2♦. This convention can only be used if the opponents do not overcall.

25 Flint

A weakness-showing 3♦ response to a 2NT opening that asks opener to bid 3♥ and is used to stop below game in a long suit. Responder passes or corrects to his suit if other than hearts. Opener may 'super-accept' hearts by bidding 3♠.

26 Fourth Suit Forcing

Responder's fourth-suit bid is forcing and presumably artificial, often used to create a further force when responder next bids three of a suit that has been bid previously by either partner.

27 Fourth suit: 1♠

North	South
1♣	1♦
1♥	1♠

The 1♠ bid can be used in three ways:

- ♠ a natural bid
- ♠ the fourth suit convention
- ♠ a two-way bid. The 1♠ bidder can have either four (or more) spades or any hand with 11+ HCP without a spade stopper.

28 French negative double

After a 1♣ opening and a 1♦ overcall, a double by responder shows exactly four hearts. This differs from the standard negative double which shows both majors.

West	North	East	South
	1♣	1♦	??

- ♠ double = exactly 4 hearts and less than 5 spades
- ♥ 1♥ = at least 5 hearts and less spades than hearts
- ♠ 1♠ = at least 4 spades

29 Gambling 3NT

A 3NT opening based on a long solid minor. Opener has at most one queen in the other suits.

30 Garozzo-splinter

After a 1♥ or 1♠ opening responder can show four-card support and a singleton void or void in an unknown sidesuit. Also a balanced hand with 12-15 HCP and four-card support can be shown.




- ♠ After 1♥ :
 - ♠ 2♠ shows four-card support, a singleton or void and either 10-12 or 16+ fit points. This response can also be based on a balanced hand with four-card support and 12-15 HCP. Opener can ask with 2NT.
 - ♠ 3♠ shows four-card support, a singleton or void and either 12-15 fit points. Opener can ask with 3NT.
- ♠ After 1♠ :
 - ♠ 2NT shows four-card support, a singleton or void and either 10-12 or 16+ fit points. This response can also be based on a balanced hand with four-card support and 12-15 HCP. Opener can ask with 3♣.
 - ♠ 3NT shows four-card support, a singleton or void and either 12-15 fit points. Opener can ask with 4♣.

31 Gerber

The use of 4♣ to ask for aces (or key cards) in auctions where 4NT would be [quantitative](#).

32 Ghestem

A system of overcalls to show two-suiters.

-  2NT shows the two lower unbid suits
-  3♣ shows the two higher unbid suits
-  two of opener's suit shows the top and bottom unbid suits

33 Ghestem, modified

Like [Ghestem](#), but with one exception. After 1♦, the Ghestem overcall to show the majors is not 3♣ but 3♦. This leaves 3♣ available for use as an [intermediate jump overcall](#) or [weak jump overcall](#).

34 Good-Bad 2NT

In a competitive situation opener can use 2NT to distinguish between better and worse hands with a one-suiter. Bidding his suit directly shows a good hand. Using 2NT shows a weaker hand. Compare with [Lebensohl](#).

35 Heeman

A method that replaces Stayman and Jacoby transfers after partner opens 1NT. For detailed information see **Heeman (ENG).pdf**. See [Jack documentation](#).

36 Intermediate jump overcall

A single jump overcall that is used to show a good one-suiter with sound opening strength (usually 11-15 HCP).

37 Inverted minors

The use of a simple raise of a minor-suit opening in an uncontested auction as forcing, promising limit-raise values or better (at least 11 support points) in conjunction with weak jump raises.

38 Inverted minors in competition

After an intervening overcall in a suit, the treatment of a jump raise of opener's minor as weak and the single raise as forcing (promising limit-raise values or better). See [Inverted minors](#).

39 Jack 2♣ and 2♦

In the Computer Bridge Wold Championship version Jack plays special 2♣ and 2♦ openings.

2♣ is based on game-forcing two-suiters and 2♦ shows at least a semi game-forcing one-suiter.

Responder can relay (waiting) with 2♦ after 2♣ or with 2♥ after 2♦. Any other bid is natural (5+card) and forcing to game.

Bidding after 2♣ - 2♦.

Opener bids his longest suit, but a five-card major is preferred above a longer minor. Also 2♠ denies five or more hearts. After this responder shows his support and strength using the step principle. The first step is the most negative and denies support. In this case opener can ask in his second suit.

Special sequences

- ♠ 2♣ - 2♦
- ♠ 2♥ - 2♠ (=at most two hearts)
- ♠ 2NT asks for spade support.
- ♠ After 2♦ - 2♥

Bidding at the three level shows a strong but not forcing one-suiter. Responder is allowed to pass. If opener wants to play game, he first bids 2♠ after the 2♥ response. Responder relays with 2NT and opener then bids his suit at the three level (in this case forcing). Just like after the 2♣ opening responder now shows his support and strength with the step principle.

Responder shows his strength in 'queenpoints': Ace = 3, King = 2, Queen = 1

40 Jacoby Transfers

The use of a minimum response in diamonds to show at least five hearts, and a minimum response in hearts to show at least five spades, after a natural opening in notrump (or opener's notrump bid as the first natural bid of the auction). Opener normally bids the major suit shown by responder at the lowest level, but may 'super-accept' with a fit and excellent values. The main advantages are letting the strong hand become declarer and assuring responder another turn to describe his hand further.

41 Jacoby Transfers with super accepts

After a Jacoby transfer, opener can show 4+ card support by skipping the transfer suit.

West	North	East	South
			1NT
Pass	2♦	pass	??

- ♠ 2♥ = 2-3 hearts.
- ♠ 2♠ = maximum with 4+ hearts; not 3433. Responder can bid 3♦ to force opener to bid 3♥.
- ♠ 2NT = maximum with 3433. Responder can bid 3♦ to force opener to bid 3♥.
- ♠ 3♥ = minimum with 4+ hearts.

After a 2NT opening the super accepts work a little differently.

West	North	East	South
pass	3♦	pass	2NT
			??

3♥ = 2-3 hearts

3NT = 5♠ and 2♥. After which the responder can transfer to both majors at the four level.

Every other bid below 4♥ shows 4+♥

See also [Jacoby transfer].

42 Jacoby 2NT

The use of a 2NT response by an unpassed hand as an artificial forcing raise (game values and four-card or longer support) to a major-suit opening. Several versions exist. In the most popular, responder denies shortness (by failure to splinter) and asks opener to show shortness in reply.

43 Landy

A conventional defence after the opponents open 1NT, available in both the direct and passout positions, in which 2♣ shows the majors. A 2♦ reply may be used to ask overcaller to bid his longer (or stronger if equally long) major.

44 Lavinthal

The conventional use of a defender's first discard as discouraging in that suit and showing suit preference between the other two suits (high showing the higher of the two, low showing the lower).

45 Leaping Michaels

Conventional 4♣ and 4♦ jump overcalls over opposing Weak 2♥ and 2♠ openings, showing strong two-suiters with the bid minor and the unbid major. This replaces the standard Michaels Cuebid, and allows the cuebid to be used as a request for partner to bid 3NT with a stopper (presumably because the cuebidder has a running minor suit).

46 Lebensohl

A structure for showing different grades of hand after an opponent bids two of a suit over partner's 1NT. Three of a suit is forcing. With a hand not good enough to force, responder bids 2NT. Opener must reply 3♣, which responder passes with long clubs or corrects to his long suit if other than clubs. This 2NT response is also used to distinguish hands that have a stopper in overcaller's suit from hands that do not. In the most popular version, responder's direct jump to 3NT, or cuebid in overcaller's suit, denies a stopper, while the same bid mediated by 2NT shows a stopper. Note that

when responder bids 2NT and follows with three of a suit higher than the suit bid by overcaller, he is inviting game. [Good-Bad 2NT](#) works somewhat differently but is based on the same principle.

47 Lebensohl after a Weak Two

A conventional use of 2NT if partner doubled a weak two for takeout to distinguish between better and worse hands. As in the [Lebensohl](#) convention, direct three-bids are stronger than the same bids mediated by 2NT bid. The 2NT bidder urges his partner to bid 3♣, which he'll usually pass or correct to his suit if other than clubs, but partner must take care not to bid 3♣ if he is too strong to play 3♣.

48 Lionel

A conventional defence after the opponents open 1NT, available in both the direct and passout positions, using these artificial overcalls:

- ♠ double shows five spades and a second suit (in case of hearts only four spades is possible)
- 2♣ shows five hearts and diamonds as second suit
- 2♦ shows five hearts and clubs
- 2♥ shows a one-suiter with hearts
- 2♠ shows a one-suiter with spades
- 2NT shows both minors

49 Limit Or Better 2NT (LOB)

After opener bids 1♥ or 1♠, responder can show 3+ card support and at least invitational values by bidding 2NT. Direct raises are preemptive.

Opener's rebids after 2NT assume responder has invitational values.

West	North	East	South
			1♥
pass	2NT	pass	??

- ♠ 3♣ = game try with 3+ clubs (Qxx or better)
- ♠ 3♦ = game try with 3+ diamonds (Qxx or better)
- ♠ 3♥ = minimum
- ♠ 3♠ = singleton or void, slam try
- ♠ 3NT = no singleton or void, slam try
- ♠ 4♣ = singleton or void, slam try
- ♠ 4♦ = singleton or void, slam try
- ♠ 4♥ = no minimum

Note: LOB can only be selected on convention cards based on Berry5

50 Michaels Cuebid

A cuebid in a minor shows the majors and as played by most is based either on a hand with somewhat less than opening-bid strength or a very strong hand ; a cuebid in a major shows the other major and an unspecified minor for which partner can ask by bidding 2NT.

51 Minor Suit Asking

A conventional use of 3♣ and 3♦ rebids by a Stayman bidder to show interest in a minor-suit slam. 3♣ ASKS about the minor suits of the 1NT bidder and is used on responding hands with a four-card minor; 3♦ SHOWS a five-card or longer minor.

52 Minor Suit Stayman

When you play Jacoby Transfers, you do not need a natural spade response to a notrump opening. One popular treatment is to use 2♠ to ask a 1NT opener to bid a four-card minor if he has one, and 3♠ to ask a 2NT bidder for a four-card minor (implying slam interest).

53 MUD

('Middle-Up-Down').





An opening-lead convention, scorned by experts such as Mike Lawrence (author of the best book on *Opening Leads*), in which the middle ('M') of three low cards in a suit is led first, followed by the highest ('U' for 'Up') on the opening leader's next play in the suit and finally the lowest ('D' for 'Down').

54 Muiderberg

A typical Dutch convention in which a 2♥ or 2♠ opening shows five cards in bid major and at least four cards in an unspecified minor with about 5-11 HCP.

55 Multi-Landy

A conventional defence after the opponents open 1NT, available in both the direct and passout positions.

-  2♣ shows a two-suiter (at least 5-4) with both majors.
-  2♦ shows a one-suiter in hearts or spades
-  2♥ shows five hearts and at least four cards in a minor.
-  2♠ shows five spades and at least four cards in a minor

The 2♦ overcall resembles a [Multi 2♦](#) opening, the 2♥ and 2♠ overcalls are analogous to [Muiderberg](#).

56 Multi-Landy (double)

A conventional defence after the opponents open 1NT, available in both the direct and passout positions. To Multi-Landy, add a double that shows an unspecified four-card major and a longer minor. Called 'Woolsey' in the United States after its inventor.

57 Multi 2♦

An opening bid of 2♦ which can be based on a weak two-bid in either major or a balanced 25-26 HCP hand. Responder replies 2♥ for opener to pass or correct to spades with a weak two-hand, or 2♠ to show a raise of hearts (only). 3♥, 3♠ and 4♥ responses are similarly 'for correction'.

Strong responses include 3♣ or 3♦ (natural, game-forcing and short in both majors) and a 2NT relay (14 HCP or more), to which opener replies:

- ♣ 3♣ = weak two in hearts, minimum
- ♦ 3♦ = weak two in spades, minimum
- ♥ 3♥ = weak two in spades, maximum
- ♠ 3♠ = weak two in hearts, maximum
- 3NT = solid suit in ♥ or ♠ (AKQxxx)

The Biedermeier convention cards swap the meanings of opener's 3♥ and 3♠ replies.

58 Namyats

A conventional use of 4♣ to show a 'strong' 4♥ opening and 4♦ to show a 'strong' 4♠ opening.

59 Negative Double

A conventional takeout double by the responder to an opening one-bid following an intervening overcall in a suit. It promises at least four cards in an unbid major (when there is one), both minors when only majors have been bid, both majors when the overcall is 1♦, exactly four spades (as most play it) when the overcall is 1♥. After a 1NT opening, many pairs use negative doubles of three-level overcalls, some also of two-level overcalls. Pairs that use negative doubles must agree to which overcalls they apply (most commonly, to overcalls through 3♠).

60 Negative Free Bids

Some pairs reverse the treatment of doubles and new-suit responses over intervening suit overcalls. Playing negative free bids, a new-suit response shows at least five and is non-forcing (7-11 HCP). With a better hand, responder must start by making a negative double.

61 Negative Free Bid in support bid

After an opening of 1♣ or 1♦ and a 1♠ overcall, responder can show a weak hand (about 6-9 HCP) with 5+ hearts by supporting opener's minor suit at the two level. With a stronger hand (10+ HCP) responder can bid a forcing 2♥.

West	North	East	South
	1♣	1♠	??

2♣ = 6-9 HCP with 5+ hearts

2♥ = 10+ HCP with 5+ hearts

See also [Negative Free bid].

62 New Minor Forcing

A variation of Check back Stayman in which after a 1♣ opener rebids 1NT, responder's 2♦ (promising at least invitational values and asking opener to show undisclosed major-suit length) is used as the artificial inquiry, allowing 2♣ to be played as weak and natural. See also [Check back Stayman](#), [Ping-Pong](#) and [Roudi](#).

63 No splinter

After a 1♥ and 1♠ opening, the 3NT response is used to show a balanced hand with four-card support and 12-15 HCP.

64 OBAR

OBARBIDS stands for 'Opponents Bid And Raise, Balance In Direct Seat.' Using this treatment, you can double or overcall on shaded values after a simple raise of an opening bid to two.

65 Ogust

A conventional use of a 2NT response to a [weak two](#) that asks opener to indicate the quality of his hand and his suit.

Rebids by opener after 2NT (but note that many pairs swap the meanings of 3♦ and 3♥ replies):

2♥/2♠ - 2NT ???	Meaning
3♣	Minimum with a bad suit
3♦	Maximum with a bad suit
3♥	Minimum with a good suit
3♠	Maximum with a good suit

66 Ping-Pong

After opener rebids 1NT, 2♣ is conventional and forces opener to bid 2♦. Responder can now rebid his major (a one-round force showing at least invitational values) to seek three-card support and inquire further as to opener's strength. See also [New Minor Forcing](#), [Check back Stayman](#) and [Roudi](#).

67 Polish Two

The 2♥ - and 2♠ opening is based on five cards in the suit which is bid and another five cards in an unknown suit. The strength is 6-11 HCP. With 5-5 in the majors, open 2♥.

68 Precision 2♣

This opening is based on either a one-suiter in clubs or five clubs and a four-card major. The strength is about 11-15 HCP (depending on the base system).

69 Protective Double

Another name for a balancing takeout double, often made liberally by opener when playing [negative doubles](#), in hopes of catching partner with a penalty pass.

70 Puppet Stayman after 1NT

2♣ asks opener for a four-card or five-card major suit. Responder shows at least invitational values. See the 3♣ response in the [Puppet Stayman](#) (Dutch variation) below.

71 Quantitative 4NT

Any natural 4NT bid that shows more than game values and therefore slam interest. The standard meaning of no-trump raises.

72 Relay

A cheap artificial bid that asks partner for further information.

73 Responsive Double

Conventional double after a takeout double by partner and a raise of opener's suit by responder. A responsive double over a minor shows both majors, a responsive double over a major shows both minors. Also used by many as takeout for the unbid suits after an overcall and responder's raise. Each pair must decide through what level to play responsive doubles.

74 Reverse Drury

An artificial 2♣ response by a passed hand that shows a limit raise of opener's major. A 2♦ reply by opener is artificial and promises at least some game interest. To reject game, opener rebids two of his major, or (in some partnerships) two of a lower four-card major. See also [Drury](#).

75 Revolving

A conventional method of discarding to show suit preference. A high card asks for the higher-ranking suit, a low card for the lower-ranking suit. The trump suit is skipped and the other suits are treated as a circle, so a high spade shows clubs or, if clubs are trump, diamonds.

76 Roman Keycard Blackwood

In this Blackwood variation, the king of the trump suit is counted as if it were an ace, so there are five 'keys,' and provision is made for showing the queen (or nearly equivalent extra length) in the trump suit.

77 Rosenkranz Redouble

After a non-jump overcall by partner and a negative double by the next player, a redouble shows the ace or the king in the overcall suit.

78 Roudi

Another version of [Check back Stayman](#). After opener rebids 1NT, 2♣ is artificial and asks for more information. The 2♣ bidder has at least invitational values and is usually seeking three-card support in his major. See also [New Minor Forcing](#) and [Ping-Pong](#).

79 Rubensohl

A convention that employs transfer bids starting with 2NT after an opponent overcalls partner's 1NT opening. A transfer 'into' overcaller's suit serves as a Stayman request for an unbid four-card major. 3♠ is forcing to game but denies four cards in an unbid major and denies a stopper, so that a jump to 3NT implies a stopper in overcaller's suit. An improved version swaps the meanings of 3♥ and 3♠ when the overcall is 2♠.

80 RUNT

'RUNT' stands for 'Really Unusual No-trump,' a 1NT overcall that shows a light (9-11 HCP) takeout double with 9-11 HCP and requires the abandonment of standard 1NT overcalls showing strong balanced hands with stoppers.

81 Rusinow

An opening-lead convention in which from two or more touching honours the second-highest rather than the highest is normally led.

82 Sandwich No-trump for Takeout

The conventional use of a 1NT overcall after both opponents have bid as a distributional takeout showing the two unbid suits, thus reserving a takeout double for hands with more high-card strength and (usually) less shape.

83 Semi-Constructive Raise (SCR)

After a 1♥ or 1♠ opening, a support bid at the two level shows a constructive hand (about 8-10 HCP). With a weaker hand and 3 support cards, responder first bids a forcing 1NT and only later supports opener's major.

Note: SCR can only be selected in 2/1 systems with a semi-forcing 1NT

84 Smolen

A convention that swaps the meaning of responder's 3♥ and 3♠ rebids after a 1NT or 2NT opener denies a major in reply to Stayman, so that each shows (at least) game values with five cards in the *unbid* major while implying four cards in the major that responder bids. The purpose and effect is to let the strong hand declare when a 5-3 fit in the unbid major exists.

85 Splinter

A double jump in a new suit, or four of opener's minor, that shows primary support for the last-bid suit and shortness in the suit of the jump. When you play 'reverses' as forcing (the modern treatment), you can use a single-jump reverse as a singleton splinter so that a double-jump reverse can be a void splinter.

86 Stayman

An artificial response to no-trump openings (or no-trump bids as the first natural bid) that uses the cheapest club bid to ask opener to bid a four-card major if he has one. There are many versions, but in the standard version, responder promises at least one four-card major. Most modern pairs play that with two four-card majors, opener replies in hearts.

87 Stayman Relay

A version of Stayman in which the 2♣ response to a 1NT opening does not promise a four-card major himself. This version enables pairs that use a direct 2NT 'raise' to artificially replace the natural 2NT raise by a 2NT rebid following the reply to Stayman.

88 Stayman with 2NT (or 3NT) reply

A version of Stayman in which opener rebids in no-trump when he has two four-card majors. Responder, who presumably has at least one four-card major, can then transfer to the major suit in which he wants to play.

89 Support Doubles and Redoubles

A conventional double by opener that shows a three-card raise, perhaps with extra strength, of responder's major after the next player makes a non-jump bid at or below the level of 2♥, allowing explicit raises to promise four-card support. Each pair must decide in which auctions support doubles apply. Do they apply to 1NT overcalls and overcalls in opener's minor? Do they apply to raises of overcalls and replies to takeout doubles? Most pairs that play support doubles also use opener's redoubles of takeout doubles with the same meaning. Opener's failure to make a support double or redouble when applicable suggests (but does not guarantee) fewer than three cards in responder's major.

90 Texas Transfers

The use of 4♦ as a transfer to 4♥ and 4♥ as a transfer to 4♠ in response to 1NT or 2NT openings.

91 3♣ as Puppet Stayman after a 1NT opening

The use of a jump to 3♣ to ask for a four-card or five-card major in response to 1NT. See [Puppet Stayman](#) (Dutch Variation).

92 Third hand can be light

This agreement makes it possible to open 1♥ or 1♠ in third hand with 9-11 HCP. It is necessary to combine this with [Drury] or [Reverse Drury].

93 Transfers to minor suits

Many versions are possible, but in the most popular, a 2♠ response to 1NT shows clubs and a 2NT 'raise' shows diamonds. Some play that opener can show excellent support for responder's minor by rejecting the transfer and making the cheapest bid instead in reply. (Pairs that use minor-suit

transfers in this way also play the [Stayman relay](#) to handle responding hands that merely want to invite 3NT.

94 Transfers to minor suits after 2NT

Transfers to minor suits after a 2NT opening (or first natural bid) are usually simpler, 3♠ showing clubs and 4♣ showing diamonds, as few are willing to play a 3NT 'raise' as artificial.

95 Transfers English way (2♠ and 2NT)

West	North	East	South
	1NT	pass	??

- ♠ 2♠ = balanced invitational or balanced with 18+ HCP. After 2♠, opener rebids 2NT with a minimum 1NT opening and natural (4+ cards) at the three level with a maximum 1NT.
- ♣ 2NT = weak with one long minor or strong with both minors. After 2NT, opener is forced to rebid 3♣.

96 Truscott

The 2NT jump response over an intervening double of partner's suit opening is commonly played as showing a limit raise (or better).

97 2♣ natural when 1♣ can be less than 3 cards

If the opponents open 1♣ and this can be a short (2+) suit, this agreement uses the 2♣ overcall as natural (5+ cards).

98 Unusual NT

A popular conventional use of a 2NT jump overcall, usually based on a distributional hand with little defensive strength but sometimes based on a very strong hand, to show the two lowest unbid suits.

99 Walsh and T-Walsh

After a 1♣ opening responder bypasses a four-card or longer diamond suit with less than game values in order to bid a four-card major regardless of suit quality. In conjunction with this treatment, after 1♣ - 1♦ opener rebids 1NT routinely with a balanced hand and a four-card major, relying on responder to introduce a four-card major if he has one, so that opener's major-suit rebid always shows an unbalanced hand.

T-Walsh is based on the same principles as Walsh, but also makes use of transfers. After a 1♣ opening the 1♦ response shows four or more hearts, 1♥ shows four or more spades and 1♠ shows at least four diamonds **without** four (or more) cards in a major. Just as in plain Walsh a four-card major gets preference over a (longer) diamond suit. Opener can react in several ways. Accepting the transfer without a jump shows three-card support, jumping in the transferred suit shows at least a four-card and any other bid denies three cards in responders major.

100 Weak jump overcall

The treatment of jump overcalls as weak and mainly obstructive. A commonly-used range in high card point terms is 5-9, but players vary according to personal style.

101 Weak jump shift

The treatment of jump-shift responses as weak, promising a long suit while denying sound responding values.

102 Weak jump shift in competition

The treatment of jump-shift responses as weak over intervening overcalls.

103 Roman signals

A suit preference signal. A high even card points to the highest of the remaining suits, a low even card points to the lowest. An odd card shows interest in the suit itself.

See also [[Lavinthal](#)].

104 Unassuming cue bid

In a contested auction, it may be possible to bid the opponent's suit below 3NT (cue bid). Unless this cue bid has a specific meaning it is used to force the bidding to game. Usually, the cue bidder has no support for partner's suit and lacks a stopper in the opponent's suit. Partner's first priority is to bid NT if he has a stopper.

105 Upper cue bid

This cue bid overcall shows a two-suiter with the two highest of the unbid suits. The Upper cue bid can be combined with Unusual NT to show a two-suiter with the two lowest of the unbid suits.




See also [[Ghestem](#)], [[Unusual NT](#)].

106 Weak 2♦ in 2♣ opening

If you don't use a weak 2♦ opening, it is possible to show these weak diamond hands with the strong 2♣ opening bid. In this case 2♣ is used not only to show strong hands, but also to show hands with 6-10 HCP and six diamonds.

West	North	East	South
	2♣	pass	??

And now:

-  2♦ = to play if opener has a weak two in diamonds
-  2NT = forcing relay
-  3♦ = preemptive opposite a weak two in diamonds

With a weak two in diamonds opener passes after 2♦ and 3♦; after 2NT he bids 3♣ with a good weak two and 3♦ with a bad weak two.

107 Weak Two-Bids

The treatment of some or all opening two-bids (excluding 2♣ and in many partnerships also excluding 2♦) as showing somewhat less than normal opening bid high-card strength but with a good six-card suit. Standards for weak two-bids vary greatly.

108 Weak 2♥ and 2♠ with five- or six-card suits

A 2♥ and 2♠ opening based on 6-11 HCP and five or six cards in the opened suit. With a strong hand responder can bid 2NT to ask for more information.

Note: in fourth position 2♥ and 2♠ show six-card suits and 10-12 HCP.

Openers rebid after 2NT:

2♥/2♠ - 2NT ???	Meaning
3♣	6-8 HCP and five cards
3♦	6-8 HCP and six cards
3♥	9-11 HCP and five cards
3♠	9-11 HCP and six cards

109 The Moscito System

Moscito introduction

In the bidding you want to find any major suit fit and bid to the right level as quickly as possible. By getting to the right level quickly you give the opponents the minimum information about your hands and you prevent them communicating with each other about theirs. Consequently, you might steal a contract that belongs to your opponents or goad them into overbidding. Moscito is designed to satisfy these objectives.

First there is the opening structure:

- ♠ Moscito divides opening hands into two groups. Thus responder is generally facing a known 9-14 HCP, instead of the usual 11-20.
- ♠ Moscito looks first at the major suits. Standard systems look first at the minors.

The second strength of Moscito is in the responding structure: The cheapest bid in response always shows a strong hand and initiates a relay. This leaves all the other bids free for weaker hands. You might develop the bidding along natural lines or guess the contract. This is the opposite of normal systems where one bid is used to show all weak hands and all the other bids are used for strong hands.

Moscito overview

It is impossible to give a detailed overview of the Moscito system in this Help. We will post more information on Jack's website. Soon there will be a book about Moscito written by Paul Marston. If you are interested, please let us know.

In addition to HCP, Moscito uses QP to describe hand strength. Definition QP='queenpoints' (also known as 'slempoints'): Ace=3 King=2 Queen=1

First and second position

1♣ = 15+ HCP

Responding to 1♣

- 1♦ = game-forcing (QP=6+, might be QP=5 with lots of distribution); not 5440
- 1♥ = semi positive (QP=3-5); balanced OR unbalanced without five-card major OR any 4441 (not a one-suiter diamonds)
- 1♠ = negative (QP=0-2)
- 1NT = semi positive; 5+ hearts with a minor OR a one-suiter diamonds OR any 5440 with five-card major
- 2♣ = semi positive; 5+ spades with a minor OR a one-suiter hearts
- 2♦ = semi positive; 5+ spades and four hearts OR a one-suiter spades
- 2♥ = semi positive; 5+ hearts and four spades
- 2♠ = semi positive; 5+ hearts and 5+ spades
- 2NT = game-forcing; any 5440 with a void in a major
- 3♣ = game-forcing; solid sevenscard in unknown suit
- 3♦ = game-forcing; any 5440 with void diamonds
- 3♥ = game-forcing; 4=4=5=0
- 3♠ = game-forcing; 4=5=4=0
- 3NT = game-forcing; 5=4=4=0

After 1♦ opener can start a relay sequence with 1♥ to reveal responders hand. With a relative weak hand (QP=9-11) opener should generally describe his own hand (1♠ up).

1♦ = 9-14 HCP; 4+ hearts

Hearts is not necessarily the longest suit. 1♦ is the right opening with 4-4 in the majors or with 5+ hearts and fewer spades. With five cards in a minor and four hearts you should always open 1♦. With a 6+ card in a minor and four hearts always show the minor first. After 1♦ responder can ask opener to describe his hand, starting with 1♥.

Other special reactions to 1♦:





- 2♠ = invitational with heart support (at least four-card)
- 3♣ = three-card hearts, 6+ clubs; 6-8 losers (LTC)
- 3♦ = three-card hearts, 6+ diamonds; 6-8 losers (LTC)
- 3♥ = semi preemptive
- 3♠ / 4♣ / 4♦ are splinter bids
- New suits without a jump are a one-round force.

1♥ = 9-14 HCP; 4+ spades

Spades is not necessarily the longest suit. With five cards in a minor and four spades you should always open 1♥. With a 6+ cards in a minor and four spades always show the minor first. After 1♥ responder can ask opener to describe his hand, starting with 1♠.

Other special reactions to 1♥:

- 2NT = invitational with spade support (at least four-card)
- 3♣ = three-card spades, 6+ clubs; 6-8 losers (LTC)
- 3♦ = three-card spades, 6+ diamonds; 6-8 losers (LTC)

-  3♥ = three-card spades, 6+ hearts; 6-8 losers (LTC)
-  3♠ = semi preemptive
-  4♣ / 4♦ / 4♥ are splinter bids
-  New suits without a jump are a one-round force.

1♠ = 9-14 HCP; 6+ diamonds (four-card major allowed) or 4+ clubs and 4+ diamonds

1NT = 11-14 HCP; balanced (five-card major is allowed)

2♣ = 10-14 HCP; 6+ clubs; at most four cards in a second suit (but not in diamonds)

2♦ = Multi; weak two hearts OR spades











2♥/2♠ = weak two-suiter (Muiderberg)

This opening shows a five cards in the opened suit and 4+ cards in a minor; with 2NT responder can ask for the minor.

2NT = weak with both minors

Third and fourth position

In the third and fourth position a lot changes. Because partner already passed, both 1♣ and 1NT are stronger. 1♥ and 1♠ are no longer transfers but are real. A short summary:

-  1♣ = 17+ HCP; Responses are the same as 1♣ in first or second position.
-  1♦ = 10-16 HCP; 11-13 balanced OR a Precision 1♦
-  1♥ = 10-16 HCP; 4+ hearts (no longer suit)
-  1♠ = 10-16 HCP; 4+ spades (no longer suit)
-  1NT = 14-16; balanced (no five-card major)
-  2♣ = 10-16 HCP; 6+ clubs
-  2♦ = one-suiter diamonds 10-16 HCP in third position, 13-16 HCP in fourth position
-  2♥ = 6-10 HCP in third position (five-card possible), 10-12 HCP with six-card in fourth position
-  2♠ = 6-10 HCP in third position (five-card possible), 10-12 HCP with six-card in fourth position
-  2NT = 4-9 HCP in third position, 13-16 HCP in fourth position

A detailed description on Moscito can be found in the file **Moscito 2005 (ENG).pdf**. The differences between this document and the Jack implementation can be found in **Moscito Jack (ENG).pdf**. See [Jack documentation](#)

22 IMP Table

At imps (team of four) and imp pairs scoring the points scored are converted to imps. The table below is used for that conversion.

points	imps	points	imps
0 - 10	0	750 - 890	13
20 - 40	1	900 - 1090	14
50 - 80	2	1100 - 1290	15
90 - 120	3	1300 - 1490	16
130 - 160	4	1500 - 1740	17
170 - 210	5	1750 - 1990	18
220 - 260	6	2000 - 2240	19
270 - 310	7	2250 - 2490	20
320 - 360	8	2500 - 2990	21
370 - 420	9	3000 - 3490	22
430 - 490	10	3500 - 3990	23
500 - 590	11	4000+	24
600 - 740	12		