



Quantum Quality
Productions &
T-Time
Presents

Manual

BRIDGE OLYMPIAD

By QQP & T-Time

Bridge Olympiad™

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If you are still having problems with the execution of the Bridge Olympiad please call our technical support specialists at (908) 788-2799 between 9AM and 5:00PM Eastern Standard Time. When you call, it will save time if you have the following information handy:

1. The contents of your CONFIG.SYS and AUTOEXEC.BAT files.
2. What type of machine you have, and the version of DOS you are using.
3. What type, if any, sound board you have.

This information will help us to help you to the best of our abilities.

We can also be contacted via US Mail at:

QQP 495 Highway 202 Remington, NJ 08822

or via E-MAIL on CompuServe: ID# 75300,3223 Genie: QQP Delphi: QQP MPGN: 10393

For on-line support, hints, and clues on Bridge Olympiad, call CompuServe free at 1-800-524-3388 and ask for representative #353. You can receive a FREE introductory membership and \$15.00 usage credit.

CompuServe offers a wide variety of services as well; investment information, travel, reference libraries, demo programs, game forums, and more. For information on Bridge Olympiad, and other Quantum Quality Productions games, type the command, GO GAMPUB and enter the Game Publishers C support area.

Documentation Protection

Every so often you will be asked to enter a word from the manual. The first letter of the word will appear on the line. Enter the word that you find on the designated page and line number. Once this is done correctly, the game will continue.



1.0

Required Equipment

Computer: IBM PC/AT or 100% compatible machine

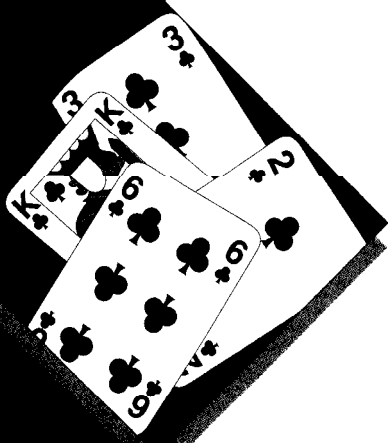
Control: The game must run with a mouse and keyboard

Display: The game requires a VGA system DOS:
DOS 5.0 or higher

2.0

Installation

Before playing "Bridge Olympiad", you must install the game on to your hard drive. Please follow the following steps: 1. Turn on your computer following the DOS process. 2. Insert the game disk marked Disk #1 into the A: drive 3. Type "A:" and hit enter 4. Type "Install" and hit enter 5. Answer the on screen questions about your machine and where you want to install the game.



3.0

Start Playing

1. Turn on your machine.
2. Make sure the mouse driver has installed.
3. Type "CD\BO" and hit enter
4. Type "BO" and hit enter to start the game.

4.0

National Bridge Club(NBC)

This game takes place at NBC. First, please key in your name at the membership card. If you are already a member in the NB C, your records and saved options will be loaded. To load a saved member, use the mouse and depress the left mouse button on the do wn arrow on the membership card. Depress the left mouse button again on your name and hit return(or Enter). This will check you in at the desk and continue where you had last left off.

At the NBC reception desk, you can check the "Hall of Fame", join a match ("Practice Room", "Rubber Match" and Olympiad Game") or exit the game. All the above selections show on the screen as you pass over them with the mouse. Click the mouse button when the choice is displayed under the arrow.



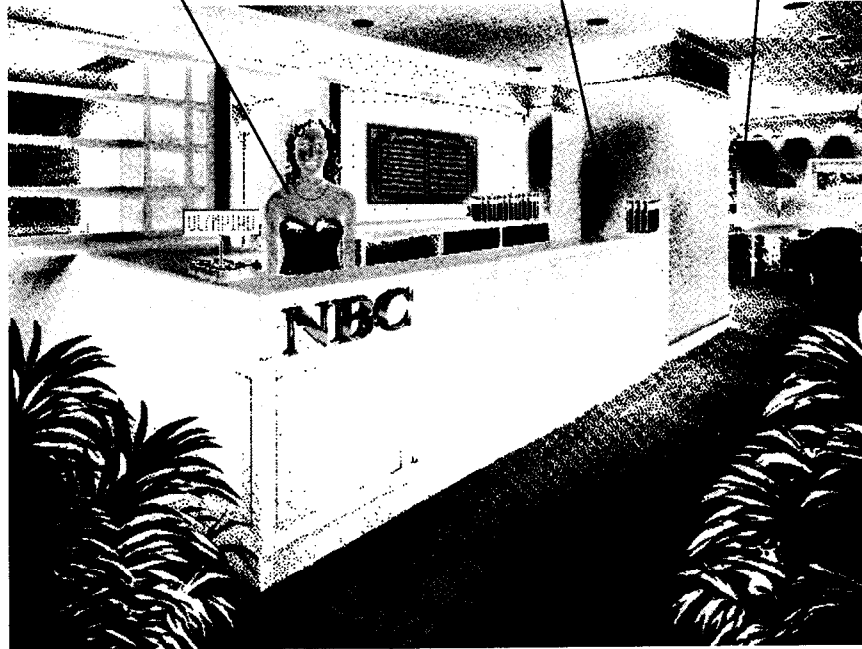
LOBBY

PLAY OLYMPIAD

PLAY RUBBER

PRACTICE

BRIDGE



EXIT TO DOS

5.0

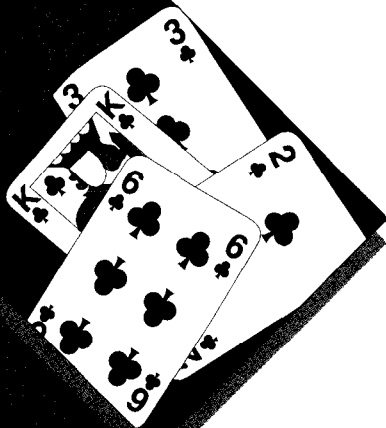
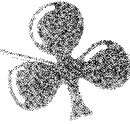
Practice Room

The "Practice Room" has 40 players that can be your partner or opponents, and provide several functions to assist you. It is the best place to practice the bidding and playing of bridge.

Choosing Partners & Opponents

Opponents Before the practice game, you must choose your partner and opponents in advance and indicate the bidding system. On the left side of the Opponent-Choosing screen, you can see the opponents and partners that you have chosen. The placement of you, your partner, and your opponents is as follows: You are on the south (bottom of the screen), your partner is across theta ble on the top of the screen(North). Your two opponents are in the east and west positions. The player list is on the right side o f the screen. It provides 40 players' data on the bidding and playing for your reference.





You can skim over the player list by clicking on the up/down arrows. To switch players at the table, click on the table position that you would like to replace. The player displayed at the right will switch with the designated player, You can change your partners or opponents by clicking the picture of the player and the next player on the list will replace him. Each player has four attributes;

Bid level - This is used to rate how well the computer will do when bidding on a hand.

Play Level - This is the overall play level. This attribute affects the gameplay skill only.

Aggressive - Aggressive will relate directly with the aggressiveness. For example: How often he/she will try to outbid, the vulnerable players.

Cheating -A players Cheating level relates to their bidding process. When they bid, their cheating determines how often they will bluff during this phase of the game.



American Standard

(OPENING BID)

1C, 1D	13 to 21 points, 4 trumps
1H, 1S	13 to 21 points, 5 trumps
1N	16 to 16 points, average
2C	22 of more points
2D, 2H, 2S	weak 2,6 to 12 points, 6 trumps
2N	22 to 24 points, average
3 in suit	7 to 12 points, 7 trumps

(RESPONSE TO 1 IN SUIT)

pass	5 of less points
1N	6 to 11 points
simple overcall	6 or more points, 4 trump
simple raise	6 to 11 points, 3 or 4 trumps
jump raise	12 of more points, 4 trumps

(RESPONSE TO 1N)

pass	7 or less points
2C	stayman
2D,2H,2S	0 to 6 points, 5 trumps
2N	8 or 9 points

(OTHER BIDS)
 callout double
 blackwood

Natural

(OPENING BID)

1 in suit	13 to 21 points, 4 trumps
1N	16 to 18 points, average
2C	22 of more points
2D, 2H, 2S	weak 2,6 to 12 points, 6 trumps
2N	22 to 24 points, average
3 in suit	7 to 12 points, 7 trumps

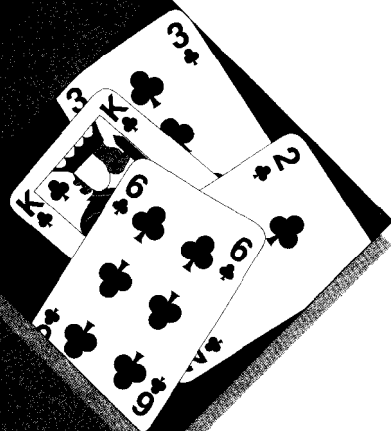
(RESPONSE TO 1 IN SUIT)

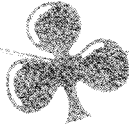
pass	5 or less points
1N	6 to 11 points
simple overcall	6 or more points, 4 trump
simple raise	6 to 11 points, 3 or 4 trumps
jump raise	12 or more points, 4 trumps

(RESPONSE TO 1N)

pass	7 or less points
2c	stayman
2D,2H,2S	0 to 6 points, 5 trumps
2N	8 of 3 points

(OTHER BIDS)
 callout double
 blackwood





Precision

(OPENING BID)

1C	16 or more points, any distribution
1D	11 to 15 points, 4 diamonds
1H, 1S	11 to 15 points, 5 trumps
1N	13 to 15 points, average
2C	11 to 15 points, 4 clubs
2D, 2H, 2S	weak 2, 6 to 12 points, 6 trumps
2N	22 to 24 points, average
3 in suit	7 to 12 points, 7 trumps

(RESPONSE TO 1C)

1D	0 to 7 points 1H,
1S	8 or more points, 5 trumps
1N	8 to 12 points, average
2C, 2D	8 or more points, 5 trumps
2N	13 to 15 points, average

(RESPONSE TO 1N SUIT)

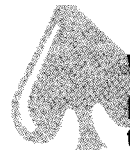
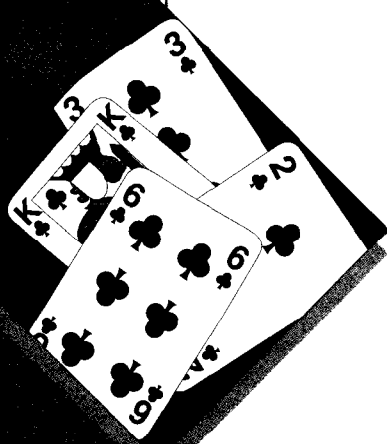
pass	7 or less points
1N	8 to 12 points
simple overcall	8 or more points, 4 trump
simple raise	8 to 12 points, 3 or 4
trumps jump	raise 13 or more points, 4 trumps

(RESPONSE TO 1N)

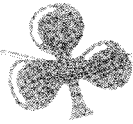
pass	9 or less points
2c	stayman
2D, 2H, 2S	0 to 9 points, 5 trumps
2N	18 or 11 points

(OTHER BIDS)

callout double
blackwood



When you have selected your partner and opponents click on the OK button to start your match.



Under the players' picture, their name and bidding systems will be displayed. You can change the bidding systems by clicking with the left mouse on the name of the bidding system. The different conventions effect the way the computer bids on its hands. Each method has some subtleties. Below are a list of the differences in the conventions:

5.2 Bidding

In practice, when it's your turn to bid, you can move the cursor to the bidding board(on the right side of the screen) and select the bidding that you would like to use.

On the bidding board, "N" means no NoTrump, "X" means double, and "XX" means Redouble An inquiry is utilized when, during the bid period, you have any questions of your partner's or opponent's bid, you can click his cards and an explanation will be given.



5.3

Playing the card

When you play as the defender, you only play your own cards. But when playing as the declarer or dummy, you have to play the cards of both declarer and dummy. You can move the cursor to the card which you want and press the left mouse button to play the card.



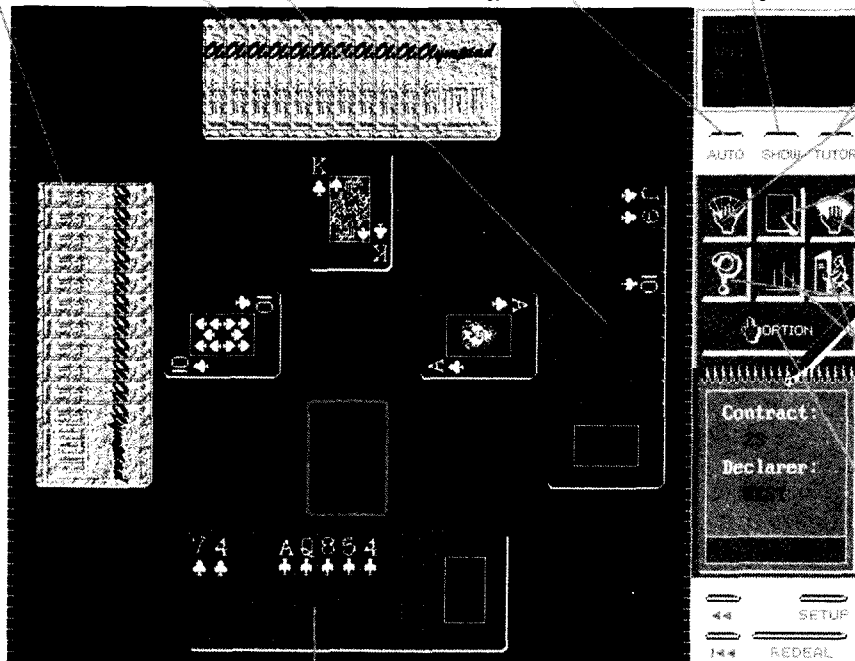
5.4

Functions

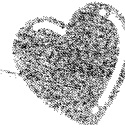
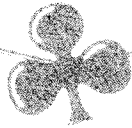
“Bridge Olympiad” offers many functions when bidding and playing bridge. All these functions are indicated by icons shown on the right side of the screen. You can use your mouse to select them.

PRACTICE

WEST NORTH EAST AUTO PLAY ACTIVATED DUAL DUMMY MODE TUTOR ACTIVATED
 (Practice only) (Practice only) (Practice only)



SOUTH (PLAYERS)

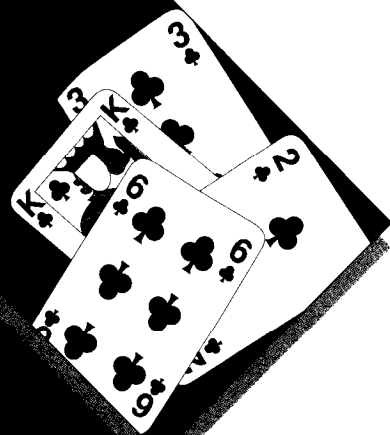


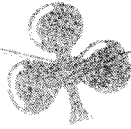
5.4.1 Auto-Mode: If the "AUTO" light is on, you are in Auto Mode. The computer will then help you bid and play your cards. You can cancel it by clicking on "AUTO" again (turns off the "AUTO" light). PRACTICE ROOM ONLY.

5.4.2 Dual-Dummy Mode: If the "SHOW" light is on, you will be in the "Dual Dummy" mode. It will show all cards that are currently on the table and display them from that point on in the game until the "SHOW" light is turned off. PRACTICE ROOM ONLY.

5.4.3 Teaching Model: If the "TUTOR" light is on, you will be in the using the teaching model. The computer will check your every bid. If the "TUTOR" thinks your bid is not proper, it will appear and give you a suggestion as to the proper move. PRACTICE ROOM ONLY.

5.4.4 Declaring the win of remaining tricks: During play, once you are confident that you will win the remaining tricks, you may click to claim victory. If the opponent agrees to "give up", you will win all the remaining tricks. PRACTICE ROOM ONLY.





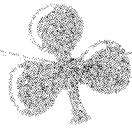
5.4.5 Check record: Click it to check your record. The record shows all the bidding and playing process of this game .

5.4.6 Declaring the concession of the remaining tricks: During play, if you feel that you can't win, you may concede by clicking this icon.

5.4.7 Help: During the bidding or playing, if you don't know or are unsure to your next step, click it, "TUTOR" will appear to give you advice in this one instance. PRACTICE ROOM ONLY.

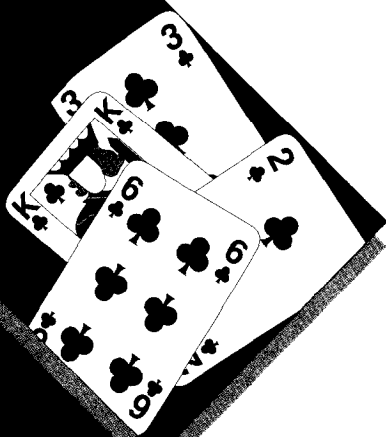
5.4.8 Score Table: The game rule in "Practice Room" is the same as "Rubber Match". You can click it to check the score of the rubber match.

5.4.9 Exit the Game: Select it to exit to the NBC reception desk.



5.4.10 Option: In the option menu you will have the opportunity to choose "Card Style", "Background Music", "Sound Effect" and "Bidding Option".

5.4.11 VCR Control: There are four VCR controls on the bottom of the function area. These are Back one Round, Return to the Beginning, Setup the Deal Option, and Deal Again.



6.0

Rubber Match

6.1

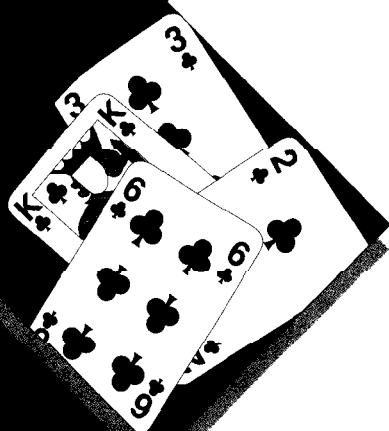
Opponent Selecting

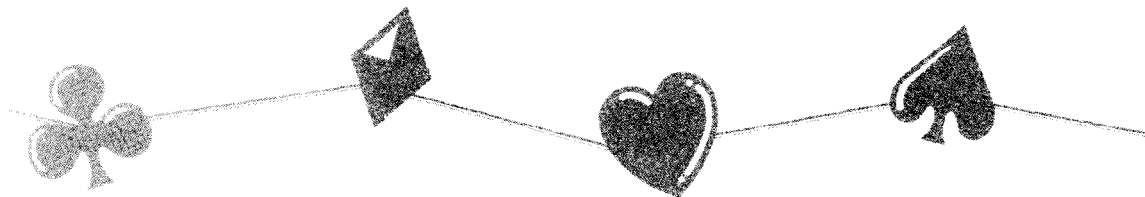
There are four players in every "Rubber Match". A rubber match is a game in which one team wins 2 games before the other team. Before you start a new match you have to choose the opponents and your bidding systems in advance. The procedure of selection is the same as the "Practice Room".

6.2

Competition Schedule

There are eight rubbers in the competition schedule of a "Rubber Match". After each match, the score will be separately recorded in every player's score table. When all of the eight rubber matches





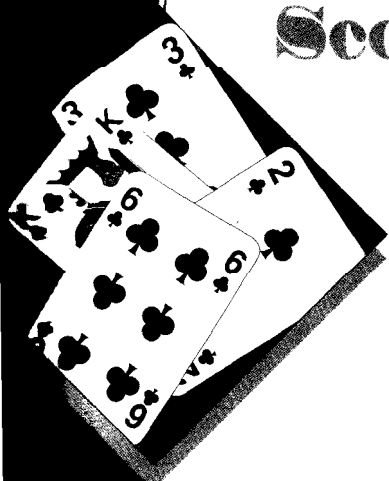
are finished, the player with the highest score will be the champion. If your score is high enough, your record will be on the "Hall of Fame".

6.3

Score Counting

The method of bidding and playing are the same as the "Practice Room". Many of the aid-functions are prohibited from use in a "Rubber Match".

The score is counted according to the traditional rubber rule.



7.0

Olympiad Game

7.1

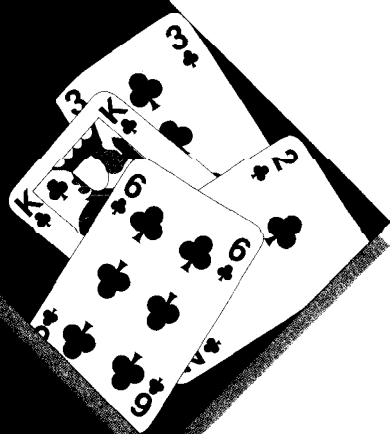
Selection of team members

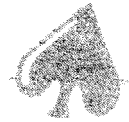
You have to select your four team members and your bidding system before you go for competition. You still are seated in the south of the "Open Room". Your partner is in the north. The other two team members are in the west and east of "Close Room". You can only select your team members from the 12 players of the NBC.

7.2

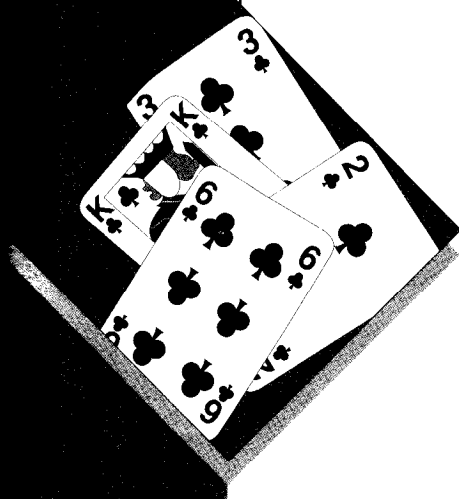
Competition Schedule

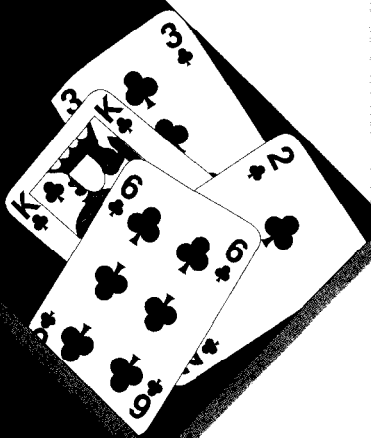
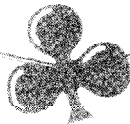
There are 8 teams in each Olympiad Game. You will meet all the other 7 teams by a round robin. Each round has 8 deals. The score will be converted to IMP. The team with the highest IMP will be the final champion and you will also be listed in the "Hall of Fame".





7.2.1 International Match Point(IMP) In the Olympiad, the IMP is used. The IMP has a tallied score. At the end of each round, the difference in the teams scores are taken and added to the winner and subtracted from the loser of the match. Example:Ken receives 1225 pts(15 IMP pts) and Steve receives 925 pts(14 IMP pts). Ken would receive 300 pts(7 IMP pts) and Steve would have 300(7 IMP pts) subtracted from the ongoing tally in the Olympiad. The IMP conversion table follows.





Score

IMP

20-40
50-80
90-120
130-160
170-210
220-260
270-310
320-360
370-420
430-490
500-590
600-740

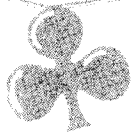
1
2
3
4
5
6
7
8
9
10
11
12

Score

IMP

750-890
900-1090
1100-1290
1300-1490
1500-1740
1750-1990
2000-2240
2250-2490
2500-2990
3000-3490
3999-3999
4000+

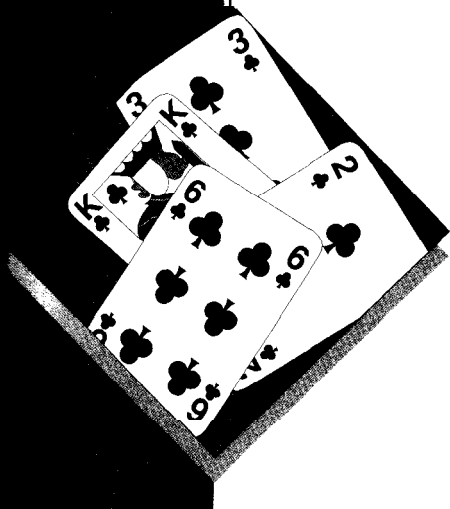
13
14
15
16
17
18
19
20
21
22
23
24



7.3

During the game

The play of Olympiad is almost the same as the "Practice Room". Most of the aid functions are prohibited. Bridge Olympiad uses the "duplicate team bridge" rule. You play the role of the south player of the "Open Room". After the game you can select to watch your team players in the "Close Room", or click "QUICK" to speed up the game. When playing the Olympiad, the other two members of the player's team will be given the same hand, but in the East/West positions.



8.0

How to play Bridge

Bridge, one of the all time greatest games, has been written in hundreds of books. There are magazines devoted to the strategies and mastering of the game. The following is a brief overview of the game so that the rules can be learned and mastered.

8.1

The Setup

A standard 52 card deck is used to play bridge. The cards are shuffled and dealt to four positions; North, South, East and West. The North/South and East/West are considered partners. Each player takes turns playing around the table. Bridge has 2 different phases, Bidding and Playing.

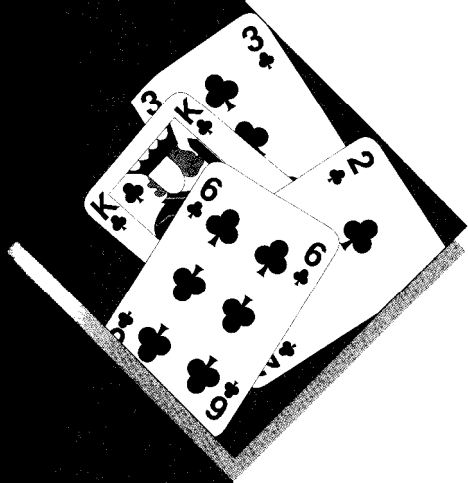


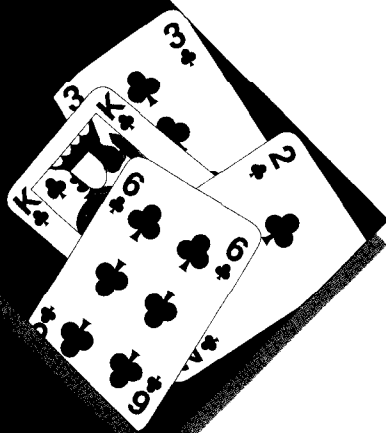


8.2 Playing

Although this stage of bridge is the second phase of a match, for purposes of clarity, we will start by describing the terms used in game play.

A hand of bridge is 13 rounds. Each player puts down one card constituting a round. The player putting the card down first is the leader, and play goes clockwise around the table until everyone has played one card. To win a round, you must place down the highest card in the suit that was played by the lead player (Aces count as the highest card). There are two basic rules to follow when you are putting out cards. All players must put down a card in the same suit as the lead player. If the player is unable to do this, he can put out a different suit, but this will always be considered a loss. There is an exception called a Trump, which will be described below.





8.2.1 Trumps A trump is used to out rank any card in the lead suit. A trump suit is declared during bidding. These trump suit cards still hold their ranking in the trump suit. There are limitations on when you can use Trumps during game play. Trumps may be played when either the a player leads, or when a player is out of cards from the suit that is led.

8.2.2 Tricks Four cards played during a round is called a "Trick". Your goal in playing bridge is to win the most tricks. North/South and East/West cooperate to win tricks for their team. After a trick is completed, the winner will lead the next trick.

8.2.3 The Dummy Hand The dummy hand is the partner of the declarer. The declarer actually plays his, and his partners hand, thus one would take a break. This does not happen in the computer version. If the north player wins the bid, you play the game for him, thus you will never have to take a break from the game.



5.3

Bidding

Bidding on the hand is the first thing that each player must do. Players bid on what suit they would like as the trump suit. A bid consists of a number from 1-7 followed by the suit to be used as the trump suit. The number stands for the number of tricks above your "book"(6 tricks) that you think you can win with. When bidding, the suits also carry a rank. The suits rank as follows: (from lowest to highest)

Clubs

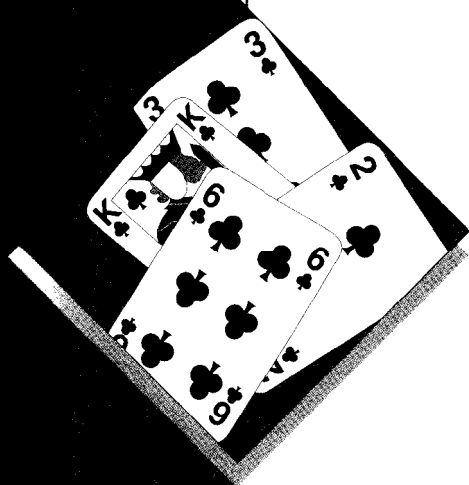
Diamonds

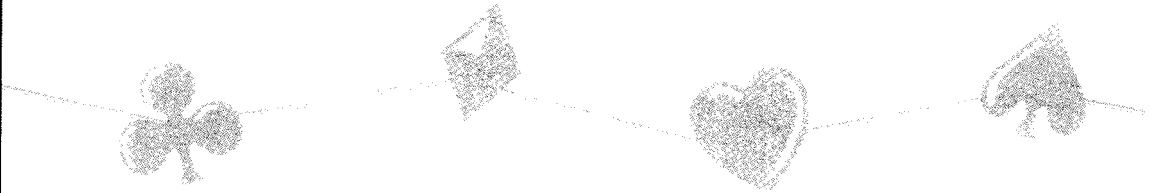
Hearts

Spades

No Trump

Thus, a 1 Hearts is higher than a 1 Diamonds. When there are no higher bids that you can use, the player passes. When 3 consecutive passes are made bidding is considered to be over. The last bid

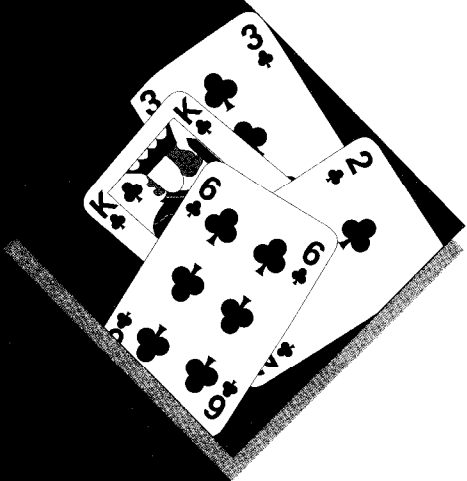




made is considered the contract. The contract is the number of tricks that must be won by to be declared the winner of the match. The player who has made the last bid is considered the "Declarer". A declarer's partner is referred to as "The Dummy". In order to open the bidding process, you must have at least 13 points of value (see section 10.1).

8.3.1 Doubling A player may double the existing contract during his turn to bid, which means that if the contract stands, the declaring team will receive double the points if they make the contract, will get double the penalty if you fail to make the new contract.

8.3.2 Redoubling Once a team has used doubling, they can redouble to make the bid 4 times the original amount. The redoubling team can now win 4 times the points, but also lose 4 times the amount if the contract is not met.





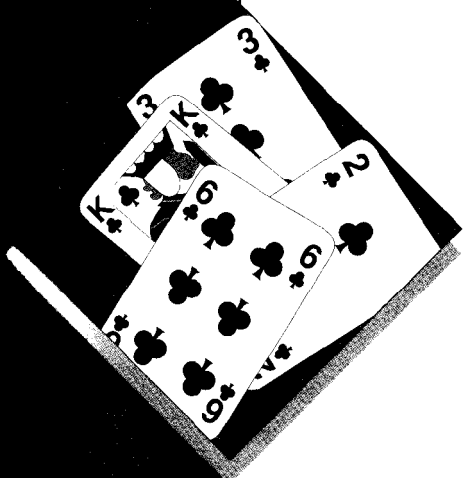
8.4

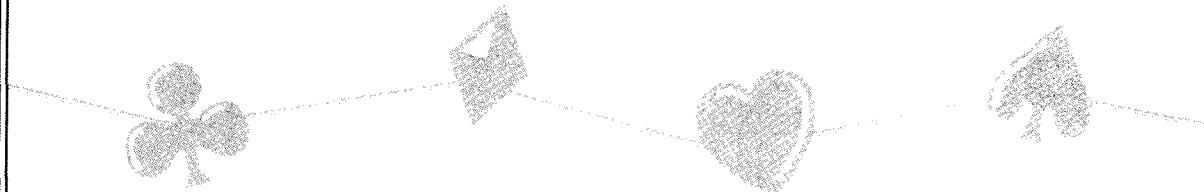
Scoring

The final goal of bridge is to have the most points at the end of a "rubber". (Duplicate Bridge- In this game "The Olympiad" is the exception). A rubber is completed when one team has won 2 games. The games are won by amassing 100 points "below the line". Below the line is simply the points scored by completing a contract. Below the line scores:

- 20 · Clubs, Diamonds (per level of contract)
- 30 · Hearts, Spades (per level of contract)
- 40 · No Trump (for first level of contract, 30 pts for each level thereafter)

There is also above the line scoring, which is attained by getting overtricks (winning more tricks than contracting), and the previous games below the line scores.





Above the line scores:

20 · for each Club, Diamond overtrick

30 · for each Heart, Spade, No Trump over-tricks

50 · for each trick that the opposing team fails to make for contract. This score is doubled if one side is considered to be "vulnerable"(won the last game).

150 · for having the 5 highest cards in the trump suit in one hand or the four aces in a no trump(Honors)

100 · if four high cards in the trump suit are held in one hand(Honors)

500 · for bidding and making a small slam (bidding 6 of a suit)contract when not vulnerable

750 · for bidding and making a small slam (bidding 6 of a suit)contract when vulnerable

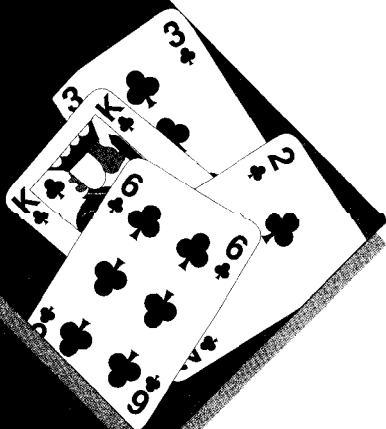
1000 · for bidding and making a grand slam (bidding 7 of a suit)contract when not vulnerable

1500 · for bidding and making a grand slam (bidding 7 of a suit)contract when vulnerable

500 · when winning a rubber in three games

750 · when winning a rubber in two games

When a rubber has been completed, all scores are added up and the team with the most points above and below the line wins. It is possible to win the rubber but lose the match.

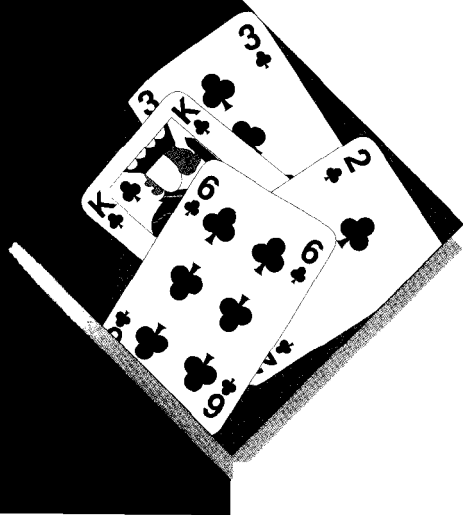


9.0

A Sample Rubber

Included, is a sample rubber. This way you can see the way play, bidding and scoring transpires. The four players gather to play some bridge. Seated in the North, South, East and West positions with two decks of cards.

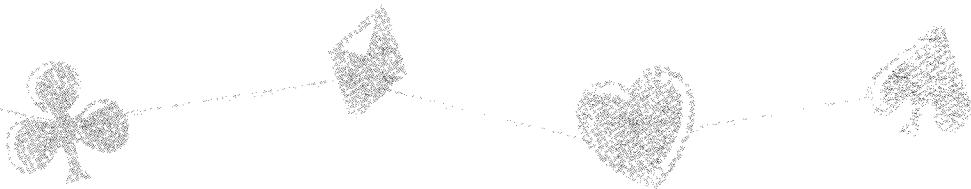
North and South are considered partners, as are East and West. The four each take 1 card from the deck to determine the starting player. South wins the draw. The cards are dealt one at a time clockwise from the dealer. Each player will end up with 13 cards. South, being the dealer, starts the bidding. He has a few high cards and does not wish to bid, thus a "pass" is issued for the West is next to bid; he also passes. North bids 1H(hearts), to East who bids 1 S(spades). South is given the next bid and says 2H. West passes, North bids 4H. East, South, then West passes. Since there have now been three consecutive passes, the auction(bidding portion) is over and game play heats up. The contract that is in play is for 4H(meaning N/S needs to win 10 of the 13 tricks).





East, the opponent to the Declarer (winner of the bid) is the first to play. The first to play is the opening leader and puts down an ace of S. South, the declarer's partner places his cards face up and arranged by suit. This is the Dummy. The declarer reaches over and chooses to put out a spade from the dummy. West follows with a spade. The declarer now completes the hand by putting out a 2 of hearts. He can do this because he has no spades, but does have a card that is in the trump suit. The North player wins the trick because a card from the trump suit wins over the declared suit for the trick. He gathers the cards and places them face down in front of him. North player is first for the second trick since we won the previous trick. This action goes on until all 13 tricks have been played to completion. The Declarer's side wins 11 of the 13 tricks, East/West only winning 2. If South is keeping score, he does it as follows:

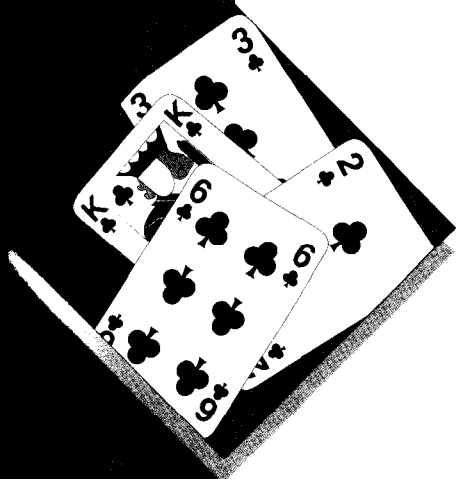
He writes down that the 120 points were scored below the line, for the 4H bid and the fact that they made the contracted amount. He

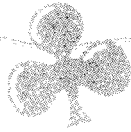


writes 30 above the line. The eleventh trick(1 above the contract) gains them a 30 point bonus. The score would read, 30 above the line/20 below the line. A line is drawn under the score showing a game has ended because 100 point were scored below the line.

West will deal next. The final contract is for 2 NoTrump with South as the declarer. This makes the North the dummy. South wins 9 tricks, one more than the bid called for thus the score would be 70 below the line and 30 above. This leads into the third hand in which North would deal. West becomes the declarer with a contract of 3 NoTrump, thus East becomes the dummy. The declarer wins 9 tricks, so the score would be 100 below the line for the East/West team. A line would be placed below the 100 and the 70(from previous hand) to denote that a game was won with the scoring of 100 points below the line.

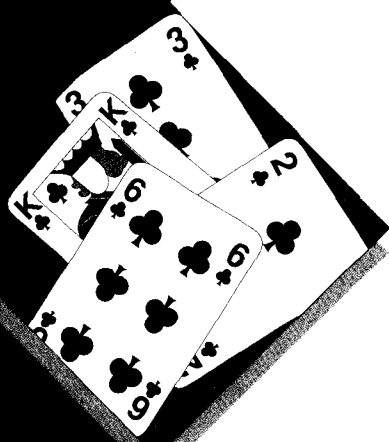
The fourth hand is dealt by West. A contract is bought for 4 spades by the South, and takes only 9 of the 10 needed for the contract. 100





points is given to the opponents above the line because the declarer was 1 short of the contract.

South is the dealer for the fifth hand. East becomes the declarer at a contract level of 5 diamonds. Declarer takes 12 tricks and makes his side's second game. This wins the rubber. East/West receive 100 points below the line, and 20 above the line. W inning the rubber gives you 500 points above the line giving East/West gets a total of 820. The final score is the difference between the two scores. Therefore, East/West receives 570 points(820-250).



10.0

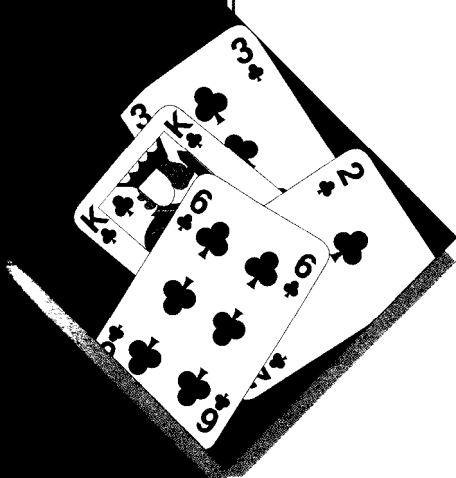
Bridge

Card games will always fit into one of two different families. The first is one where the players win by combinations of cards which have an arbitrary value. The second, and important one in this case, is Tricks. Contract Bridge fits well into the tricks category.

Bridge is a partnership game in which the players are across the table from one another in the North, South, East and West positions. The partners try to win more tricks than the other team. Your tricks are collectively tallied until the end of the match, there are only two scores, yours and theirs. The only advantage one has to winning a trick is that they get the benefit of leading into the next hand (gets to place the first card down).

Whist

So far, what has been described is sufficient to play whist, the predecessor of bridge. In whist, 52 cards are dealt face down, turning up only the last card to set the trump suit. The player to the left of the dealer leads for the first suit, with winner leading thereafter.

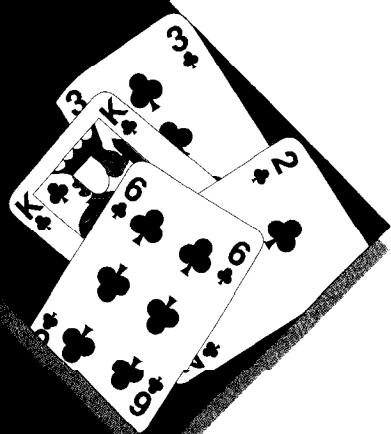


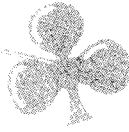


The match is played until all 13 tricks are played. The partners winning the most tricks wins and receives one point for every trick above 6 that they won.

The Game of Old-Fashioned Bridge

England, 1880, is where Bridge got its start as we know it today. There are only two changes made to the game. The first is known as the Dummy. After the opening lead is made, the dealer's partner hand is placed face up on the table. This partner does nothing during game play. The declarer controls the dummy's hand. The other change was simply that the leading player names the trump suit or may declare no trump suit. Another subtle change was in the scoring. The four suits were now given scores. The set of partners winning two games wins a rubber. Winning a rubber scores a considerable bonus score.





The Game of Auction Bridge

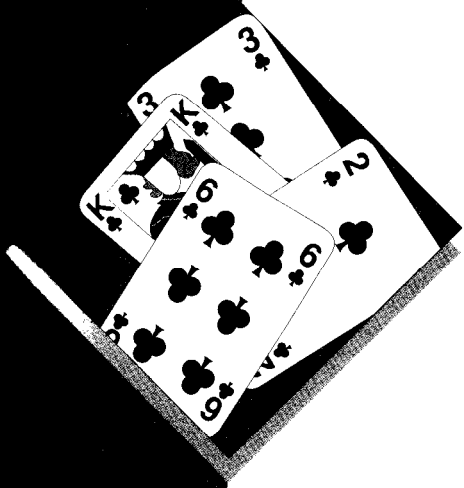
By 1900, Bridge had evolved further. Bidding was instituted. In bidding, each player bids on the right to name the trump suit. He must predict how many tricks over 6 he and his partner will gain. As the bids go clockwise around the table, each chooses to bid or pass. After three consecutive passes go by, the bidding is ended and game play begins. The winner of the bid must win the number of tricks that they have bid or suffer heavy penalties.

The Game of Contract Bridge

Contract bridge developed from auction bridge in the 1920's, and has taken over from all previous versions. The major change in the game is that the declarer only gets credit for the tricks he bids on and takes. Scoring now becomes the most important element of the game.

Bid Points and Bidding

To master the game of bridge, one must become familiar with the





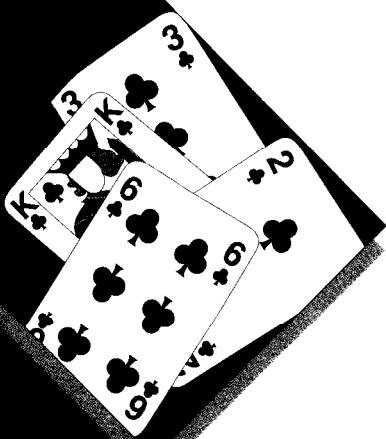
way scoring is attained. Scoring is obtained in three different ways.

- 1) By contracting to win tricks, then actually winning that number of tricks.
- 2) By winning enough of the tricks to insure that your opponents cannot make their contracted number of tricks.
- 3) By earning enough points.

The scoring of points is done "Below the Line", and "Above the Line". All scores are counted, but scoring below the line is especially important.

Points for Making a Contract

In the bidding process, the players have stated (through bidding) that a certain number of tricks can be won. The number of tricks above 6 to the number that you bid that you win gains you a bonus. The bonus points that you receive are outlined in the scoring section above.





10.1

The valuing a Hand

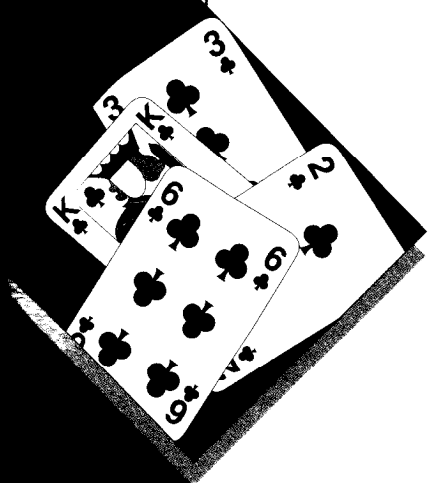
The hand that you have been dealt can be interpreted in several different ways. The first thing that is needed is to use some numeric value for the hand. It is quite important since there is more strategy than it appears.

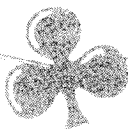
10.1.1. The Point Count After the deck is dealt, the hand the player holds is as follows:

S-A.K.9.5 H-Q.7.2 D-10.8.3 C-J,6,4

The higher "honor cards" are the ones that are going to win you the majority of the tricks in Bridge. The four highest honor cards are values:

Ace = 4 points King = 3 points Queen = 2 points Jack = 1 points





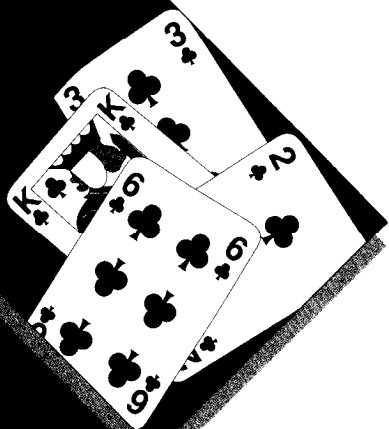
Each of these cards that you hold will give you the appropriate number of points. The higher the number, the better your chances and the higher you can comfortably bid. This is the first step in determining exactly what the player has in the hand about to be played.

10.1.2. Counting the long Suits Once your hand has been valued, more valuation can be done. Counting the long suit is another way to value the hand.

Consider the following two hands:

- 1) S-K,Q,6,3 H-K,J,4 D-A,Q,8 C-8,6,4
- 2) S-K,Q,8,6,4,3 H-K,J,4 D-A,Q,8 C-6

Both of the above hands contain 15 high card points. Hand #1 has an even distribution of suits. This is what an average hand would look like, but #2 is much more useful in Bridge. #2 has what is referred to as a long suit. This long suit is when there are more than 4 of a single suit in any given hand. To put a numeric value for



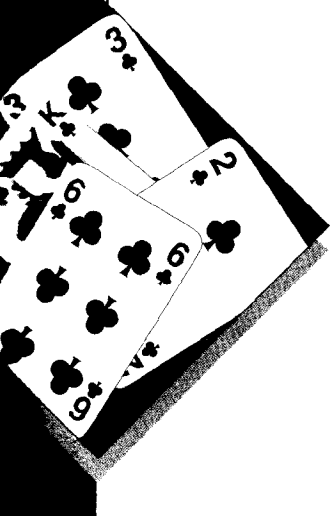


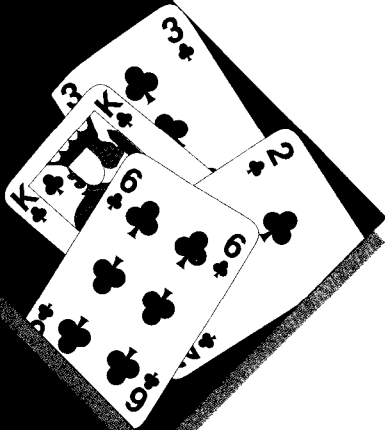
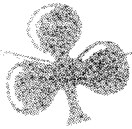
quantifying this advantageous hand, add 1 point for every card over 4 in a particular suit. Hand #2 is now valued at 17 because of the fifth and sixth spade. This will allow you to comfortably bid higher for the following reasons:

- If the trump suit is declared to be spade, even the low cards become powerful in many situations.

- If there is no trump, you will have spades left after everyone else has none for play.

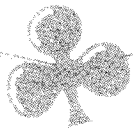
There are other factors to consider when you have a long suit. When you do not have a single suit it is referred to as a VOID. This can be considered bad under most conditions. You can also have a Singleton(one of a suit), or a Doubleton(two of a suit). If you and your partner do not cooperate when there are these short suits, you may end up letting the opponents get an unfair advantage in bidding, scoring and winning the tricks they need to advance.





10.1.3 Needed Points Once the points are calculated for the hand, it is now time for evaluation. If the value of a hand is seven, three points under the average, there is probably very little chance that enough tricks will be won to win many tricks. In this case, simply passing on the bidding is probably the best option. Another alternate route can be taken. Players may try to bluff the other players into bidding higher than they may be comfortable. On the other hand, if a hand is valued at 13, the bidding would be entirely different, higher bids may be contracted.

Once there is a value of the player's hand, valuing the partner's hand is also very important. During bidding, in most cases, a player that bids high has a highly valued hand, while one who passes does not. This can help put a value on a partner's hand. If a player has 16 points in their hand and a partner bids 2 hearts, it can be confidently stated that the partner has enough points to complete a high contract.



General guidelines have been set below:

26 points = Game in NoTrump or Major Suit

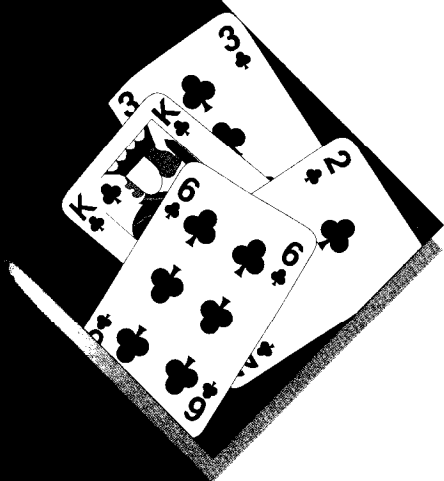
29 points = Game in Minor Suit(11 tricks)

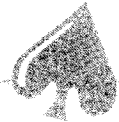
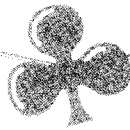
33 points = Small Slam(12 tricks)

37 points = Grand Slam(13 tricks)

This shows that there is more to bidding than meets the eye. There is much strategy that can be learned by reading the hundreds of books that have been written on the subject of Bridge. Bridge Olympiad helps the novice learn and practice this addicting game, while at the same time producing substantial challenges for the expert player.

There are some minimum values that must be met before an opening bet can be made. You must have 13 points in your hand to open bidding and at least 6 to respond to someone's opening bid.





Point Counts

High(honor) Cards

Ace = 4 points

King = 3 points

Queen = 2 points

Jack = 1 points

Short Suits - After finding a good trump suit, add

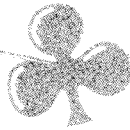
- 3 points · for void in side suit
- 2 points · for singleton in side suit
- 1 point · for doubleton in side suit

Long suits

- Add one point for every card over the fourth in any suit.

Point Ranges to Remember

6-9	Minimum Response
10-12	Power Response
13-16	Minimum Opening



17-19 Power Opening
 20-21 Very Powerful Opening
 22-up Two bid
 16-18 1 NoTrump opening
 22-24 2 NoTrump opening
 25-25 3 NoTrump opening

Guideline Bid Values

Total of Partnership	You should bid
20-25	Part score
26	Game in NoTrump, heart or spade
29	Game in Diamonds or Clubs
33	Small Slam
37	Grand Slam



GLOSSARY

of Bridge Terms

Above the Line · Score attained by over-tricks, bonuses, and penalties.

Below the Line · Scores from the tricks bid.

Bidding · The making of a contract, which determines the number of tricks the player thinks their team can attain and the trump suit (or lack there of).

Bidding History · A list of the bids made by the players, in the order in which they were made.

Contract · The highest bid for the number of tricks and the trump suit

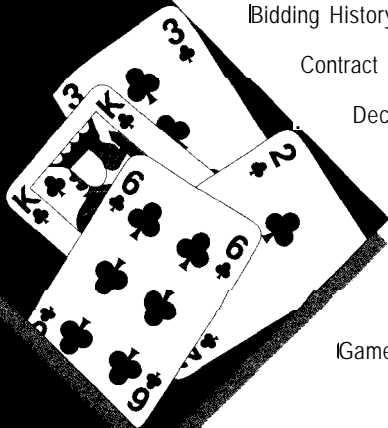
Declarer · The first player of the contract winning team.

Doubleton · Having two of a particular suit.

Doubling · In Bidding, doubling the bid. This also doubles the points at stake below the line.

Dummy · The partner of the declarer.

Game · A score of 100 points or more made in tricks below the line.



Grand Slam · Bidding and taking all 13 tricks in a hand.

Honors · Having the top five cards in the trump suit.

Major Suit · Spades or Hearts.

Minor Suit · Clubs or Diamonds.

NoTrump · When, in bidding, there are no trump suits.

Overtricks · The number of tricks above the contracted number of tricks.

Pass · A player, during bidding, does not bid. Three consecutive passes denotes the end of the bidding process.

Raise · A bid in the same suit (or NoTrump) as partner's last bid.

Redoubling · Once doubling during the bidding phase, the partners that doubled can redouble which ups the stakes of the game by making winning and losing scores multiplied by 4.

Rubber · The first side to have won two games completes a rubber.

Side Suit · A suit other than the Trump suit.

Singleton · Having a single card in a particular suit during play.

Small Slam · A contract for 12 tricks.

Void · Having none of a particular suit during a trick.

Vulnerable · A partnership is vulnerable after winning the previous game.



CREDITS

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