

# I/N News ... especially for you!



This page features links to free bridge software, shareware, freeware, trial downloads, giveaways and other cool stuff.

Check back often. *Last link check August 2019*

## THE ACBL RESOURCE CENTRE

*Supporting your efforts to grow the game we love.* On the ACBL Resource Centre, everything is FREE including shipping. Visit the Resource Center [Click here >](#)

## FREE BOOKS & TEACHING AIDS

Lots of FREE bridge teacher material can be found on [GBL's Bridge Teacher pages](#).

**Duplicate Bridge** – Six chapters from the book Duplicate Bridge Free

**Bridge Squeezes Complete:** This interactive software adaptation of Clyde E Loves classic text allows you to play all 129 exercises and 59 problems before proceeding with Love's analysis. The average player will find a wealth of information on planning and executing end plays, while even the expert can use it for polishing his technique. **Free evaluation download offers the first 14 exercises.**

**Downloads for Bridge Teachers** from Kitty Cooper

This is from Greatbridgelinks.com. Great Bridge Links has been around for years. It has all sorts of helpful links to "everything bridge." There are links to bridge history and stories, links to sites with hands, links to sites with lessons and quizzes, and links to sites with newsletters. There is material for beginners, intermediates and advanced players. Everyone can benefit by bookmarking this site!!

## BRIDGE SHAREWARE & FREWARE

**Bridge Calculator** is set of **freeware/donationware** programs written by **Piotr Beling** which solve problems in **the Bridge card game**.

**Bridge Mats** . The BridgeMats program will produce duplicate bridge guide cards (table mats) from an ACBLscore movement file. The output is a PostScript file that may be viewed, printed, or converted to PDF with GhostScript

**Compensation Table** is method to play duplicate bridge with only 4-players. It takes deal attributes such as high-card points, vulnerability, suit fits into account and returns an expected result for the deal. The Table is generated with computer and is based on tens of thousands of deals from world-class events. Compensation Table is already somewhat popular in Estonia. More information and also nice score calculator can be found at: [www.compensationtable.com](http://www.compensationtable.com). Tanel Teinemaa

**Free Movement Software.** Jeanie – Your bridge club movement manager. Completely compatible with any scoring program and it is free of charge. Professional version now released

– <http://www.asecomputing.com/Jeanie.htm>

**Quick Bridge – Free bridge game for windows.** Install on your PC or NEW – now available to play on the web. No installation required and no setup. Works on all platforms including tablets and smartphones.

**1.3 of BbnOrganiser.** This program enables you to organise your personal bridge bidding system. The program, documentation, etc can be found at <http://bbn.tistis.nl/> The main improvements in version 1.3 concern bug fixes. Best regards, Tis Veugen

**Bridge Deals Generator.** I have developed a bridge deals generator: unlike most of those currently available it features a graphical user interface for selecting cards. A full featured trial version can be downloaded from my site. My site also has a page of specific bridge probability calculations on line. Thanking you, best regards, Andrew Bertallot

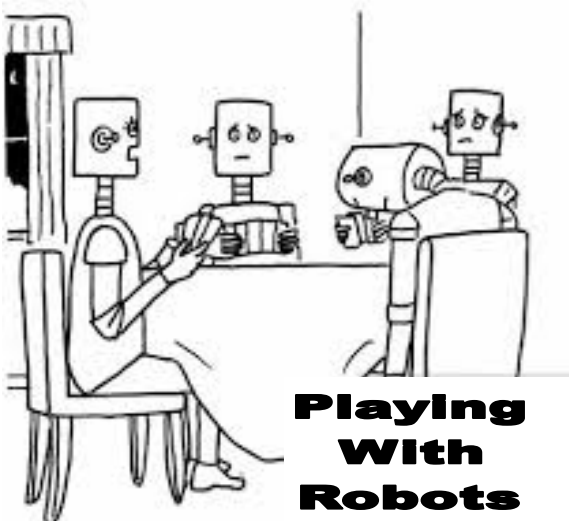
**Bridge Chronograph** A **FREE** bridge clock for those who don't have enough time. Able to run in a computer with two display adapters. From Takis Pournaras Email: [opaf@yahoo.com](mailto:opaf@yahoo.com)

**Deal 3.1** is a bridge hand generator by Thomas Andrews. Features: Easy to use for quick, simple dealing; Customizable output formats; Infinitely extensible via TCL; Easily portable to most platforms; and Free Software under GNU Public License (1996-2010)

**Free Bridge Tools from Marty Bergen** <http://www.martybergen.com/downloads.html>

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(Continued on page 3)



**Note: We are no longer snail mailing any issues of this newsletter. Snail mail has become cost prohibitive. The newsletters are available online only at the District 13 website.**

**To access the site and find the newsletters, go to:**  
<http://acbl-district13.org/ArticlesAndNewsletters.htm>  
**Newsletters at this address go back to 2001. You can read them, print them, and enjoy them from there.**

He's not so good in the evening! He's solar-powered!

(continued from page 2)

## FREE TRIALS

Most bridge software and many online bridge clubs and robot games offer free trials. Be sure to check our [Play Bridge Online](#) and [Bridge Software](#) pages for more freebies.

**Downloads** – user manuals for a variety of software utilities. [Click Here](#)

**Bridge Baron 25** – [Downloads Page Here](#)

**BRIDGE PRO: V4.1** – Bridge Pro claims to be the most advanced, affordable contract rubber bridge computer card game on the market today has been offering the free demo for almost twenty years. It plays on all Windows platforms and any Mac OS X 10.9 system and above. [Bridgepro.com](#)

**BridgeComposer** allows entry and display of bridge hands in PBN file format; formats lesson handouts for bridge teachers; has a full-screen mode; formats web pages and emails; saves records of hands; deals random hands; has a double-dummy solver; interfaces with ACBLScore, Bridgemate and BridgePad; and more. **Reasonably priced, free 30-day trial.**

**Play the Vanderbilt** with Kit Woolsey – [Play the Vanderbilt](#) is an over-the-shoulder type of product, with the actual hands from the 1996 Vanderbilt and from the viewpoint of each player. Readers are invited to download and examine a **free demo version.**

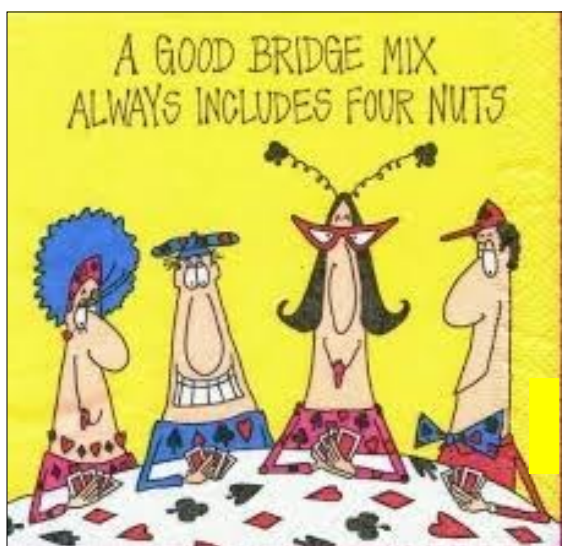
**Bridge 8.0 for IBM and Mac.** – Artworx Software. FREE demo, 10 hands, for MAC or PC. While you're there, try some of their other card game's FREE Demos.

**Blue Chip Bridge** – “Blue Chip Bridge is way ahead of its competitors when it comes to Acol bidding. The number one for Acol players” – Mark Horton – British International (Daily Telegraph). Blue Chip placed 5th in the 2002 World Computer Bridge Championships. [Download Here](#)

**Q-PLUS Bridge** – one of the top bridge programs on the market today, placing 4th in the 2002 World Computer Bridge Championships. FREE demo [Download here](#)

**Micro Bridge 13** – Placed well in the World Computer Bridge Championships. Highly intelligent contract bridge software supporting network play and many types of duplicate. [Download here](#)

**JACK** – Winner of 10 World Computer Championships including 2015. Free DEMO version of JACK. [Click Here for English Version ::>](#) In this demo Jack bids and plays at full strength. Besides 12 random deals, a tournament session of 21 deals is included. Some options have been disabled. The demon page also has a CD Inlay for printing for those of you wanting to put your demo on a CD. Cute



# Safety Play

8 months ago [Paul Linxwiler](#) [Featured](#)



## Safety Play

Don't let COVID-19 stop you from enjoying bridge. Play online.

BY PAUL LINXWILER

Although such a scenario was unthinkable just a few short months ago, the dangerous COVID-19 virus has shuttered bridge clubs across the world and brought tournament play to a complete halt. With national and local governments ordering people to shelter at home, and social distancing encouraged for the safety of everyone, many bridge players feel cut off from their friends and favorite hobby.

Yet fans of online bridge have long known that playing the game via the internet is great fun and that you can even play with your regular partners. Even better, ACBL masterpoints are available for certain games. But with the coronavirus preventing players from gathering in groups, online bridge – once merely a convenient option – is how most folks will play duplicate for the near future.

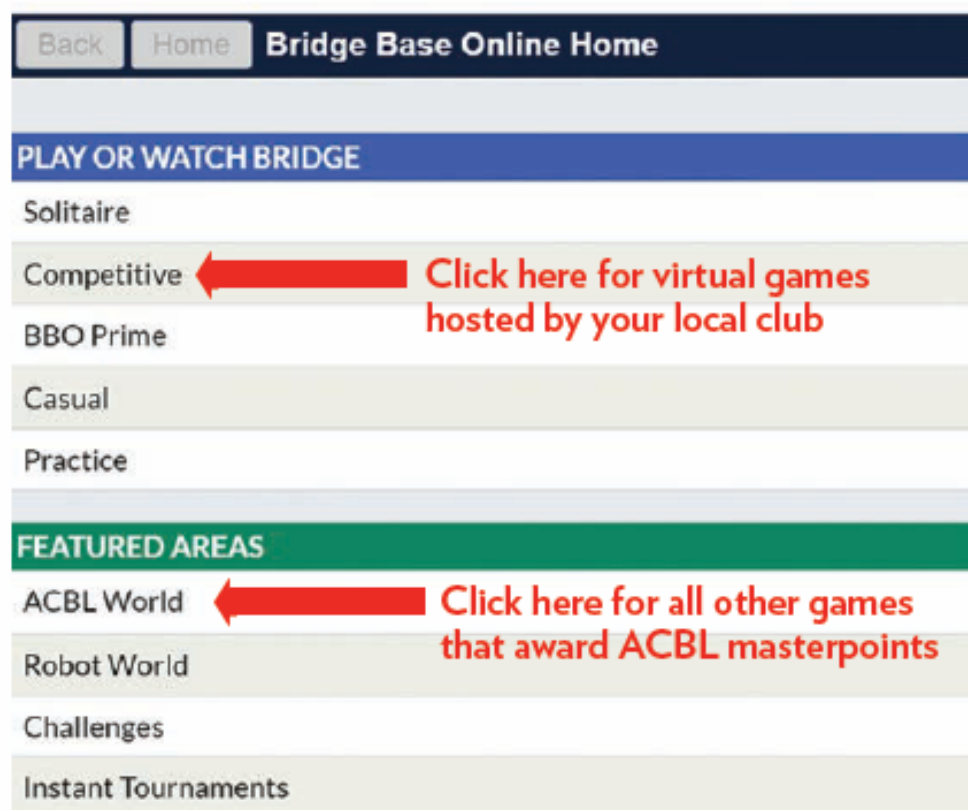
### ACBL's partner, Bridge Base Online

Bridge Base Online is the largest provider of internet-based bridge in the world. Thousands of bridge enthusiasts can be found playing on BBO at all times of the day and night.

Paul Linxwiler is the editor of the ACBL Monthly Bulletin. He is an accomplished player and author in his own right. This article, published originally 8 month ago, still holds true and has much valuable information during this lockdown.

It is lucky for all of us that we play cards and BBO, among others, affords us a way to do that comfortably.

(Continued on page 5)



Once you log in to BBO,

you'll encounter this screen to help you select what type of games you want to play in.

## Getting Started

If you're new to online play and want to give it a try, search for Bridge Base Online on your laptop or smartphone browser and sign up. After setting up a user name and password, you're ready to explore.





BBO offers an amazing menu of playing options. There are free, informal games with live partners and opponents from around the world, or you can play with and against robots. You can even set up private tables to play just with your friends.

If you prefer ACBL-sanctioned games – ones that offer masterpoints – there's plenty to choose from. These cost a small fee, but they are all ACBL-rated games that award ACBL points. Using a credit card, players may purchase Bridge Base Dollars, which are essentially pre-paid entry fees. Every time you play, the fee is deducted from your account.

*All price information below is subject to change.*



## The most common types of BBO masterpoint games

-  **ACBL Robot Duplicate:** An individual contest played with and against robots. You compete against the other humans sitting your direction playing the same deals. Twelve boards, matchpoint or IMP scoring, one hour maximum to complete. \$1.25 per session.
-  **ACBL Daylong.** The same as the ACBL Robot Duplicate games, but, as the name suggests, you have all day to complete 12 boards, allowing you to periodically pause and return to play. \$1.35 per session.
-  **Individual ACBL.** These are also individual contests (you don't need a partner) but played with and against humans. You play a few boards with a randomly assigned partner before switching to a new partner. Twelve boards, matchpoints, scored barometer-style, 48 minutes long. \$1.25 per session.
-  **ACBL Speedball.** These are pair contests, so a partner is required. A regular partner is easiest, but a partnership desk is available. These are 48-minute games with 12 boards. \$1.25 per session.

Back Home ACBL World					
Pending Running Complete			Search		
Host	Title	Type	Start	Entries	Entry Fee
ACBLSYC	ACBL SYC Black Point Daylong (MP) - 2020-04-01	Individual	Running	175	6 BB\$
ACBL	ACBL Daylong (MP) 1 - 2020-04-01	Individual	Running	225	1.35 BB\$
ACBL	ACBL Daylong (MP) 2 - 2020-04-01	Individual	Running	83	1.35 BB\$
ACBL	ACBL Daylong (MP) 3 - 2020-04-01	Individual	Running	73	1.35 BB\$
ACBL	ACBL Daylong (IMP) 1 - 2020-04-01	Individual	Running	78	1.35 BB\$
ACBLSYC	Support Your Club ACBL Black Point Game #3148	Pairs	3	600	5 BB\$
ACBL	ACBL Robot Duplicate (12 Boards) - IMPs #5086	Individual	5	13	1.25 BB\$
ACBL	ACBL Robot Duplicate (12 Boards) - Matchpoints #5148	Individual	11	0	1.25 BB\$
ACBL	ACBL Wed Pairs 5:30PM (18 Boards) #9707	Pairs	23	161	1.75 BB\$
ACBL	Pairs ACBL Wed 6pm Speedball #9709	Pairs	53	105	1.25 BB\$
ACBL	Ind. ACBL Wed 6pm #9710	Individual	55	3	1.25 BB\$

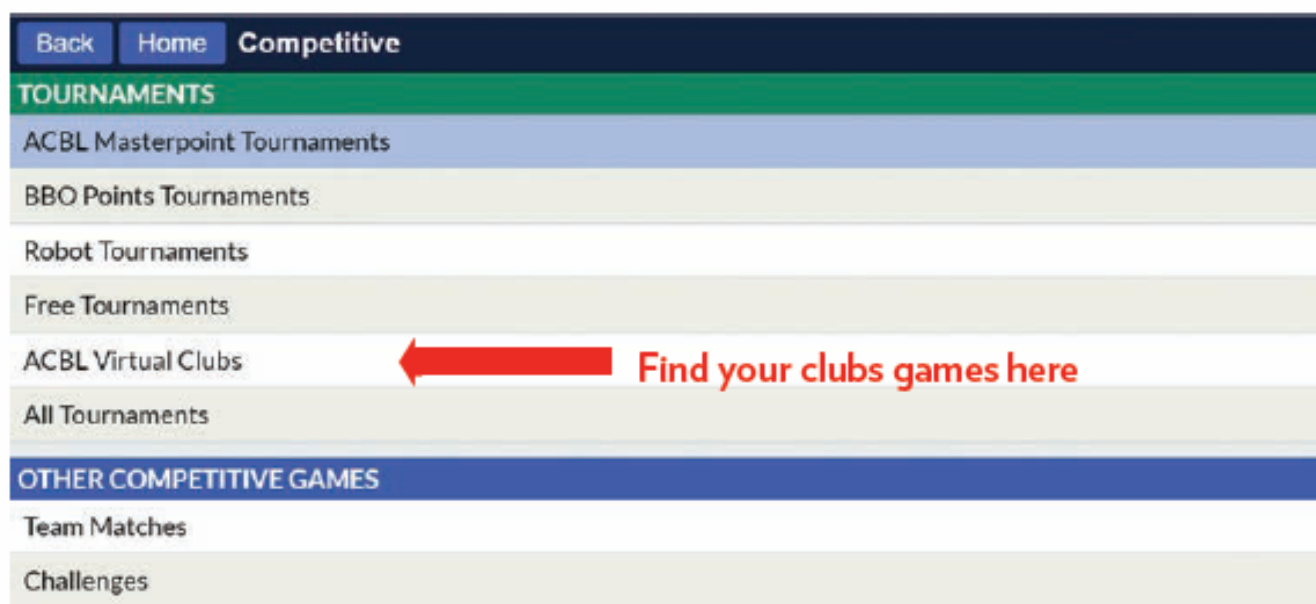
Look carefully at the line in dark green. The Host column confirms that these are all ACBL masterpoint games. "ACBLSYC" stands for "Support Your Club." The Title column is a brief description of the game format. The Type column specifies whether the game is played by individuals or pairs. The Start column indicates how many minutes before the game starts. The Entries column tells how many players or pairs have already entered the event. The Entry Fee column specifies how much the game costs to play.

The ACBL has cancelled all tournament through February of next year because of the Pandemic. We will keep you posted through this newsletter and with email blasts when life returns to "normal."

## Special games to support clubs

### ▶ “SYC” games at ACBL World

There are two types of Support Your Club games: ACBL Black Point Games and ACBL Daylong Black Point Games. The former are pair games you play with a human partner; the latter are individual tournaments with robots. When you play in one of these games, a majority of the table fees is given back to your club. This way, you can help to support your club while also having the opportunity to win ACBL black masterpoints. These are 18-board matchpoint games. The pair games are \$5 per session, and the individual games are \$6.



### ▶ Your local club: Virtual Games

Your local club: Virtual Games

Under the “Competitive” link on BBO, you’ll find games hosted by local clubs that have arranged to run games online for their members. These games are typically restricted to club members, but each club has its own rules on who may play. Likewise, clubs may host games with various numbers of boards, and they set their own entry fees. The clubs receive a majority of the fees collected by BBO. As this issue went to press, more than 100 clubs had already set up virtual games on BBO. The ACBL has sent all club managers an email explaining how they may participate in these online contests.

# Dealer North. EW Vul.

♠ A K 9 5 2  
 ♥ K 6 2  
 ♦ 2  
 ♣ A 8 7 4  
 ♠ Q 8 7 4 3  
 ♥ 5  
 ♦ 8 7 5 3  
 ♣ K Q 3  
 ♠ 6  
 ♥ J 10 9 8 4 3  
 ♦ A 4  
 ♣ J 9 6 2

West	North	East	South
—	1♠	2♦	Double
3♦	Double	Pass	4♥
Pass	Pass	Pass	

West led the five of diamonds to the nine and ace. Declarer could see four potential losers. He considered trying to maximise his chances for one loser in the trump suit by cashing dummy's ace and king of spades to discard his remaining diamond. (If he played a trump immediately and West had queen-third of trumps, the defence could ensure a second trump trick by winning the ace of trumps and tapping dummy with a diamond.) However, he rejected this approach because it could create entry problems if trumps were three-one and East had both the ace and queen: East could duck the first round of trumps and prevent declarer from developing clubs optimally.

So, declarer ran the jack of trumps at trick two. East won with the queen and continued with the ace and seven. Declarer cashed the ace and king of spades to shed his remaining diamond from hand. South could have cashed the ace of clubs, hoping for a doubleton king-queen in the suit (the entries were no longer there to cater for a singleton king or queen with West). Instead, he played for East to have a singleton or doubleton ten of clubs, or a doubleton honour-ten, since East was marked with at least two spades along

with three trumps and, based on the lead, a minimum of six diamonds.

So, declarer continued by leading a low club from dummy to the five, six and king. After ruffing the diamond return, declarer led the jack of clubs from hand. West played low, as did dummy. After East followed with the ten of clubs, declarer claimed ten tricks.

# Dealer South. NS Vul.

♠ A 9 8 3  
 ♥ 5 4 2  
 ♦ —  
 ♣ A Q 9 7 4 3  
 ♠ Q 7 6 4  
 ♥ 10 7 3  
 ♦ Q 9 8 2  
 ♣ 6 5  
 ♠ 10 5 2  
 ♥ A Q 8  
 ♦ K 5 3  
 ♣ K J 10 8

West	North	East	South
—	—	—	1♣
Pass	1♠	Double	Redouble
2♦	3♦	4♦	Double
Pass	5♣	Pass	Pass
Pass			

West found the best lead of the three of hearts. The contract was a poor one, with three potential major-suit losers. Declarer realized that the only real chance to make 11 tricks was to hope that East had begun with two honours doubleton in spades. So, after taking East's jack of hearts with the queen, declarer ruffed a diamond, then cashed the ace of spades, noting the fall of East's jack (the king might have been a better play).

After crossing back to hand with a trump to his king, declarer ruffed a second diamond in dummy. Next, declarer led a trump toward his hand, giving East a problem: if East discarded from a red suit, he would

(continued on page 9)



Page 8



BRIDGE



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likely be endplayed to concede a ruff and discard. Accordingly, East threw the king of spades in the hope that West had both the queen and ten of spades along with the distribution to cash them.

After winning the trump with the king, declarer led the ten of spades to West's queen, establishing the nine and eight of spades as winners. The heart return proved to be no trouble, for declarer was able to discard his heart loser on a spade.

Had East had not discarded a spade on the second round of trumps, he'd have been endplayed to concede a ruff-and-sluff.

**Dealer East. Both Vul.**

♠ J 9 8 2	
♥ A 10 6	
♦ A J 10	
♣ A 9 4	
♠ 7	♠ 4 3
♥ K 8 7 4	♥ Q J 9 3
♦ 9 8 3 2	♦ K Q 4
♣ J 8 7 3	♣ K Q 10 5
♠ A K Q 10 6 5	
♥ 5 2	
♦ 7 6 5	
♣ 6 2	

West	North	East	South
—	—	1♣	1♠
2♣	4♠	Pass	Pass
Pass			

This deal was used in an intermediate class on declarer play. West was directed to lead a third-highest seven of clubs. Some declarers played low from dummy but only a small subset of Easts used the Rule of 12 to play low from hand, as the lead had revealed South had no card higher than the seven. One West deduced that a club continuation would be useless and decided that, with his king of hearts, partner could have won the first trick and shifted to hearts himself if that was the key suit to play.

So, this West shifted to a diamond. East took dummy's ten of diamonds with the queen and shifted to the queen of hearts. Declarer eventually lost one heart, two diamonds and one clubs to go down one.

When the teacher came to review this deal, she outlined the correct play and the reasons for it on her whiteboard. The first point she made was that, after the club lead, declarer should recognise that he didn't want a diamond shift from West through dummy. So, declarer should cover the seven of clubs with dummy's nine to keep West (the danger hand) off lead. When East won this trick and shifted to the queen of hearts, she pointed out that declarer should keep up the good work and withhold dummy's ace – provided West played a low heart. After winning the

next heart, declarer should ruff a heart high then draw trumps with the ace and jack before cashing the ace of clubs and ruffing dummy's last club.

"Only now", she said, "should you lead a diamond and play dummy's ten once West has followed with a low card. East would have had no safe exit. The lesson of this deal is that you should try to assess whether there is only one defender who can do something to threaten your contract. When that is the case, you should try do everything in your power to keep that player from gaining the lead."

**Matchpoints. Dealer South. EW Vul.**

♠ 5 4 2	
♥ 2	
♦ A Q J 9 7 6 2	
♣ 10 4	
♠ 10 9	♠ 8 7 6 3
♥ K 10 9 5	♥ Q J 8 7 3
♦ K 10 8 4	♦ 5 3
♣ Q 5 3	♣ J 9
♠ A K Q J	
♥ A 6 4	
♦ —	
♣ A K 8 7 6 2	

West	North	East	South
—	—	—	1♣
Pass	1♦	Pass	2♠
Pass	3♦	Pass	3♥
Pass	4♠	Pass	6♠
Pass	Pass	Pass	

North decided that he needed a good score to remain in contention and so leapt to four spades, provoking South's leap to six. West led the ten of trumps. To have any hope of 12 tricks, declarer needed clubs to be three-two and trumps to be no worse than four-two.

Declarer saw the danger of trying to ruff a club in dummy. The play would have to go: heart ruff, the ace of diamonds to shed a heart from hand, the ace-king of clubs and a club ruff in dummy. This would fail when the trumps were four-two; the defender with the four trumps would keep his length intact. Then the only way back to hand would have been with a diamond ruff. This would cause declarer lose trump control and the contract

Instead, declarer found a better plan that was deceptively simple; he relied on the most likely division of the black suits, that neither defender had a singleton in either suit. So, at trick two, he played a low club from both hands. After winning East's trump return, declarer ruffed a heart in dummy, discarded his remaining heart on the ace of diamonds, returned to hand with a club to the ace and drew the outstanding trumps for his contract.

# Bridge For Dummies Cheat Sheet By Eddie Kantar

Arguably, bridge is the greatest card game ever. It not only is a lifelong friend, it also enables you to make lifelong friends because it's a partnership game. From the four phases of playing a bridge hand to some expert advice on bidding, this Cheat Sheet helps you get started with playing bridge and then refine your game to increase your chances of winning.

## The Four Phases of a Bridge Hand

Each hand of bridge is divided into four phases, which always occur in the same order: dealing, bidding for tricks, playing the hand, and scoring.

### 1. Dealing

Someone (anyone) shuffles the deck, and then each player takes one card and places it face-up on the table. The player with the highest card is the dealer. He shuffles the cards and hands them to the player to his right, who cuts them and returns them to the dealer. The cards are dealt one at a time, starting with the player to the dealer's left and moving in a clockwise rotation until each player has 13 cards.

### 2. Bidding for tricks

In this phase, players bid for the number of tricks they think they can take. (It's like being at an auction.) Because each player has 13 cards, 13 tricks must be fought over and won in each hand. The bidding starts with the dealer and moves to his left in a clockwise rotation. Each player gets a chance to bid, and a player can either bid or pass when it's his turn. The least you can bid is for seven tricks, and the maximum you can bid is for all 13. The bidding goes around and around the table, with each player either bidding or passing until three players in a row say "Pass" after some bid has been made.

### 3. Playing the hand

The player who buys the contract, determined by the bidding, is called the *declarer*. The declarer is the one who will play the hand. The player seated to the left of the declarer puts down the first card face up in the middle of the table; this is the *opening lead*. The play moves clockwise. The next player, the *dummy*, places her cards face-up on the table in four vertical rows, one row for each suit, and completely bows out of the action. In other words, only three people are playing.

Once the lead is on the table, the declarer plays any card from dummy in the suit that was led; third hand does the same, and fourth hand, the declarer, also does the same. Whoever has played the highest card in the suit wins the trick and leads any card in any suit desired to the next trick. The same process goes on for all 13 tricks. The rule is you have to follow suit if you have a card in the suit that has been led. If you don't have a card in that suit, you can throw away (discard) any card you wish from another suit, usually some worthless card. After 13 tricks have been played, each team counts up the number of tricks it has won.

*(continued on page 11)*

## 1. Scoring

After the smoke clears and the tricks are counted, you know soon enough whether the declarer's team made its contract by taking at least the number of tricks they bid. You then register the score. The deal moves in a clockwise manner; the player to the left of the person who has dealt the previous hand deals the next one.

## Bidding Tips for Winning Bridge Games

In bridge, bidding is considered the most important aspect of the game. It's a given that a good bidder equals a winning bridge player. Here are a few bidding tips to start you off:

- Before opening, add your high card points (HCP): Ace = 4, King = 3, Queen = 2, Jack = 1. With 12 or more HCP, open the bidding.
- To open 1♥ or 1♠, you need at least five cards in the suit.
- With two five-card suits, open in the higher-ranking suit first. The rank of the suits, from highest to lowest, is spades, hearts, diamonds, clubs.
- With two four-card suits, one a major (hearts or spades), one a minor (diamonds or clubs), open in the minor. With two four-card minors, open 1♦.
- Open 1NT with 15 to 17 HCP plus a balanced hand (no voids, singletons, or two doubletons).
- If your partner opens, pass with fewer than 6 HCP. With 6 or more HCP, bid your longest suit at the one level, if possible. Responding at the two level in a new suit requires 11 or more HCP. A response of 1NT shows 6 to 10 HCP and denies a four-card major if your partner opens 1♣ or 1♦.
- Supporting your partner's first bid major suit requires three or more cards in the suit; supporting *any* second bid suit requires four or more cards in the suit.
- A primary objective in bidding is to locate an eight-card or longer major suit fit between your hand and your partner's.
- 

## Bidding Etiquette: Bidding Do's and Don'ts

In bridge, bidding is an exchange of information. During bidding, you're trying to telegraph details about your cards to your partner. Your first impulse may be to develop some special bidding conventions that only you and your partner know. According to the rules of the game, however, you can't have any bidding secrets with your partner; the same goes for your opponents. So even though the opponents may be bidding their heads off, you at least will know what their bids mean.

Here are some tips to help you keep your bidding on the straight and narrow:

- **Do try to use the minimum number of words possible when you bid.** If you want to pass, say just one word: "Pass." If you want to bid 3♣, say "Three clubs." No more, no less.
- **Do be careful about how you use your voice.** You may be tempted to bid softly if you have a weak hand or loudly if you have a strong one. Remember to keep all your bids at the same decibel level.
- **Don't use body language.** If your partner makes a bid you don't like, don't throw any looks across the table and don't use any negative body language. If your partner makes a bid that you do like, you also must refrain from any telltale signs of glee.
- **Don't give in to emotional reactions or breakdowns,** no matter what happens during the bidding. Bridge is too great a game to mess it up with illegal signals, so keep an even keel.

## Points Scored by Making Your Contract in Bridge

This handy table for bridge players shows how many points you score if you make your contract. Your bridge score depends upon which suit you end up in (including notrump) and how many tricks you take. For example, if spades are trumps and you bid for 8 tricks and you take exactly 8 tricks, read across the spade line to see that you scored 60 points. If you don't make your contract, you don't have to worry about this table because you don't score any points, the opponents do!

**Note:** Game = 100 points. There are bonuses for bidding and for making 100 points or more on one hand.

Tricks Taken	7	8	9	10	11	12
Notrump	40	70	100	130	160	190
Spades	30	60	90	120	150	180
Hearts	30	60	90	120	150	180
Diamonds	20	40	60	80	100	120
Clubs	20	40	60	80	100	120

### About the Book Author

**Eddie Kantar** is a Grand Master in the World Bridge Federation and a two-time world bridge champion. He wrote *Complete Defensive Play*, a book listed as a top ten all-time bridge favorite, and is the author of the first three editions of *Bridge For Dummies*.

