

Bidding practice

This tutorial was run using:

- Windows 10 64-bit
- Firefox 41.0.2
- Browser-based BBO® interface on bridgebase.com

If running on any other hardware (tablet or whatever), the interface and look and feel may be different.

This document will discuss and show you how to do the following:

1. Generate bridge hands
2. Export the hands to a text file
3. Upload the text file to BBO®
4. Start a bidding table on BBO®
5. Load the generated bridge hands

The web sites referenced in this tutorial are as follows, used with gratitude and thanks to their respective owners.

playbridge.com

bridgebaseonline.com

The screenshot shows the 'Bridge Hand Generator' page on playbridge.com. The page has a green header with the title 'Bridge Hand Generator'. Below the title, there is a paragraph explaining the mission of the generator: 'The mission of playBridge Hand Generator is to provide computer generated hands for bridge players and teachers. The hands can be totally random or fitting specific shape and point count requirements. Generated hands may be displayed and printed in multiple formats, saved for later analysis or exported for use with other applications.' Another paragraph states: 'Making hands for Bidding Practice is one of the most popular applications for the generator. Just click on [Generators], select the generator that suits your needs, select criteria (if any) and click on [Generate] button. Make sure to select one of the Bidding Practice options.' A third paragraph says: 'Visit the Shuffle Project to see our generator in action over long time.' At the bottom, there is a link: 'We love to hear from you! To give us your feedback please [Click Here]'. On the right side of the page, there is a navigation menu with the following categories: 'PLAY OR WATCH BRIDGE' (containing 'SOLITAIRE', 'COMPETITIVE', 'CASUAL', and 'PRACTICE'), and 'FEATURED AREAS' (containing 'ACBL WORLD', 'ROBOT WORLD', 'CHALLENGES', 'INSTANT TOURNAMENTS', 'VUGRAPH (LIVE BROADCASTS)', and 'MASTERPOINTS AND RACES').

Generate bridge hands

The first step in this process is to proceed to playbridge.com then click the **Generators** button. The ensuing set of screens and instructions are intuitive to most readers. Once on the page displayed as a result of clicking that button, we will use the highlighted engine as shown next:

Bridge Hands Generators

Set Criteria for Two Hands

This Generator allows you to set constraints on two hands. Set suit length and points for one or two hands. If you don't set any constraints the program will generate completely random hands.

Select Cards for Two Hands

This generator accepts up to 13 cards selected by you into each target hand and then randomly deals the rest of the deck. If you don't select any cards the program will generate completely random hands

Select 1 Hand & Set 1 Hand

Pick up to 13 cards for one hand, set suit length and points for the other hand. If you don't set any constraints the program will generate completely random hands.

Goulash

Unlike with real Goulash hands, ours are not a result of sloppy, even if intentional, shuffling. Instead, we deal 10000 random boards. We measure the shape of each hand using our Goulash Evaluator and only the boards with the most imbalanced hands are displayed. Bon appetit!

The resultant screen that appears next will resemble the following:

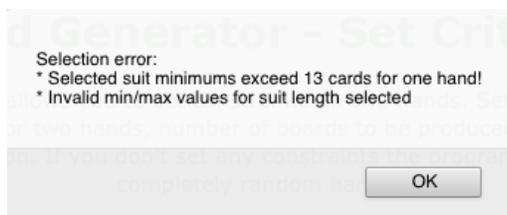
Hand Generator - Set Criteria

This Generator allows you to set constraints on two hands. Set suit length and points for one or two hands, number of boards to be produced and press the Generate button. If you don't set any constraints the program will generate completely random hands.

Hand 1	<input checked="" type="radio"/> N <input type="radio"/> S <input type="radio"/> E <input type="radio"/> W	Hand 2	<input type="radio"/> N <input checked="" type="radio"/> S <input type="radio"/> E <input type="radio"/> W
<input type="checkbox"/> Rotate hands with Dealer position			
NEW!			
	Min.	Max.	
Cards in ♠	0	13	
Cards in ♥	0	13	
Cards in ♦	0	13	
Cards in ♣	0	13	
Points	0	37	

Number of Boards	4	<input type="button" value="Clear"/>	<input type="button" value="Generate"/>
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As you set the criteria for generating hands, the sum of the **Min.** cards for each suit within each hand must total 13. That is pretty much the only editing that is done by this screen and, if you end up with impossible numbers, a warning is displayed similar to the following:



Suppose the following criteria were selected for the generated hand:

Hand 1

N S E W

Rotate hands with Dealer position

NEW!

Hand 2

N S E W

Min. Max.

Cards in ♠

Cards in ♥

Cards in ♦

Cards in ♣

Points

Min. Max.

Cards in ♠

Cards in ♥

Cards in ♦

Cards in ♣

Points

Number of Boards

The hands generated could resemble the following:

Board : 1

Dealer : N ♠ Q 9 8 2

Vuln : None ♥ A K

♦ 10 3 2

♣ A K 5 2

N

♠ K J 10 7 6

♥ 10 5 2

♦ A 7

♣ 9 8 4

W 1

♠ A 4

♥ J 9 7 3

♦ K 9 8 6 5 4

♣ 7

E

♠ 5 3

♥ Q 8 6 4

♦ Q J

♣ Q J 10 6 3

Hand Statistics

Hand	Points	Distribution
N	16	4-2-3-4
E	8	2-4-6-1
S	8	2-4-2-5
W	8	5-3-2-3

Click to select this board.

Enter your comments for this board:

Export the hands to a text file

Proceed to the bottom of the screen where the generated boards are displayed, and click the **Export to LIN** button as shown next, then follow the ensuing screen's instructions.

Export Boards to a File

NEW! Export to LIN files. LIN files can be uploaded to BBO to be used in tournaments, matches or at teaching tables. Please give us your feedback on this feature.

NEW!

The LIN file is simply a text file that appears to have garbage in it, but its contents mean something to the engine that brings it into BBO ©.

Upload the text file to BBO©

You will need a username and password to perform this step. The process of obtaining one is very simple after you choose a username and password.



The screenshot shows the BridgeBaseOnline website interface. At the top, the logo "BridgeBaseOnline" is displayed. Below the logo, there are two main sections. The first section, titled "Members please log in:", contains a login form with fields for "User name" and "Password", a "Log in" button, and checkboxes for "Log in as invisible" and "Remember password". A link for "Forgot your password?" is also present. The second section, titled "Get started right now!", contains two buttons: "Become a member (free!)" and "Look around our site".

When creating your account, it would be wise to select a **Skill level** as the robots you play with sometimes are sensitive to your proficiency.

Become a member (free!) X

The following information (other than your password and e-mail address) will be visible to other members:

User name Required

Password Required

Confirm password Required

E-mail address Required

Real name

Country

Skill level

Other

- Private
- Novice
- Beginner
- Intermediate
- Advanced
- Expert
- World Class

I agree with the [Terms of Service](#) and [Privacy policy](#)

Once logged in, you will see a screen with a portion of it similar to the following:

BBO [Back](#) [Home](#) [Log off](#) [Options](#) [BBO Now](#) [My BBO](#) [BB\\$](#) [Help](#)

PLAY OR WATCH BRIDGE

SOLITAIRE
Various solitaire bridge games. Start here.

COMPETITIVE
Tournaments, team games and challenges.

CASUAL
Find a game, start a table, or just kibitz. Socialize.

PRACTICE
Teaching tables. Partnership bidding. Training tools.

FEATURED AREAS

ACBL WORLD
ACBL-sanctioned games and tournaments.

ROBOT WORLD
Various robot tournaments.

CHALLENGES
Challenge a friend or stranger.

INSTANT TOURNAMENTS
Duplicate games with instant scoring.

VUGRAPH (LIVE BROADCASTS)
Kibitz real-world bridge games.

MASTERPOINTS AND RACES
Who's been winning masterpoints?

Click **My BBO** towards the top of the screen, then click **Hands and results** to bring up a screen similar to:



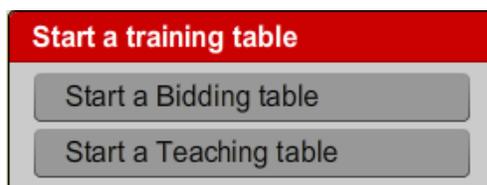
Once there, click Import LIN file and follow the resultant dialogue, proceeding as per the following points:

- When the **Import LIN file** box appears, click **Create hand folder**
- Overwrite the suggested folder name with the text **Stayman and more**
- Click **Create new folder**
- Click **Select**
- Browse to the LIN file created
- Click **Import**

Success will be displayed by a message similar to *{nn} games were successfully uploaded into folder:Stayman and more for username:{username}*. Naturally the {nn} and {username} will display your username and the number of hands imported. Click the x in that window to return. Click the **Back** button to rewind to the BBO© main menu.

Start a Bidding Table

We are just about there. Click **Start a table** on the main menu, using the display lower down on the screen as shown next, then click **Start a Bidding table**:



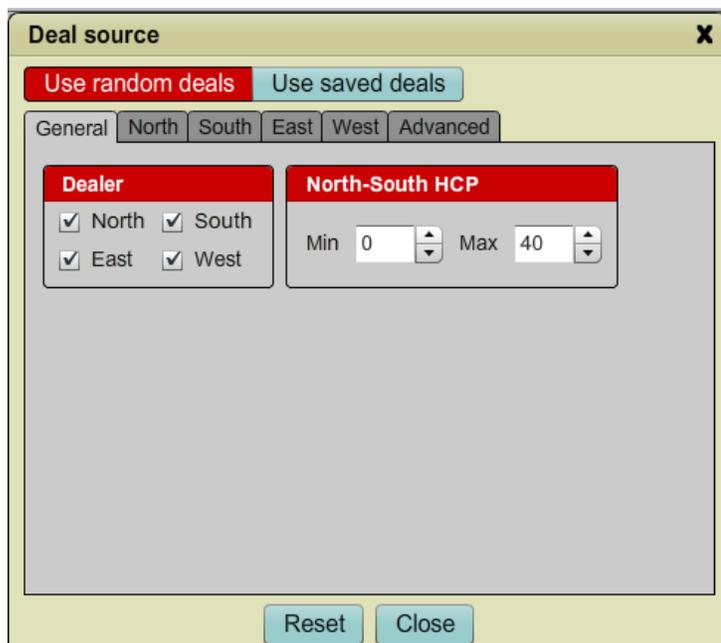
A new table selection box will appear and simply click **Start Table**. Next you will see the table resembling the following:



Load the generated bridge hands

Time to practice bidding with the hands you have loaded into BBO®.

- Click the text in the South seat and your username will appear; once you click South, a random hand will appear in your selected spot
- Click **Robot** in the other 3 seats
- Click **Deal source** and a box will appear as per:



- Click **Use saved deals**
- Click **Select** beside *Stayman and more*
- Click **Close**

When returned to the table, click **Redeal** to start bidding the hands just uploaded. Proceed through the bidding and once the contract is set, BBO© will display the 4 hands for study and discussion as required.

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