Bidding practice

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

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:
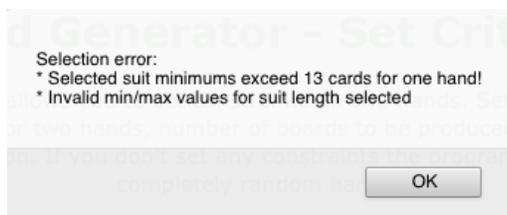
Hand Generator - Set Criteria

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
◉ N ◯ S ◯ E ◯ W
☐ Rotate hands with Dealer position
NEW!

Hand 2
◯ N ◉ S ◯ E ◯ W

	Min.	Max.
Cards in ♠	0	13
Cards in ♥	0	13
Cards in ♦	0	13
Cards in ♣	0	13
Points	0	37

	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

Clear   Generate

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:

Selection error:
* Selected suit minimums exceed 13 cards for one hand!
* Invalid min/max values for suit length selected

OK

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 ♠	0	4
Cards in ♥	2	2
Cards in ♦	0	3
Cards in ♣	0	4
Points	15	17

	Min.	Max.
Cards in ♠	2	13
Cards in ♥	4	11
Cards in ♦	2	13
Cards in ♣	5	13
Points	8	9

Number of Boards 1

Clear   Generate

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   ♠ A 4
♥ 10 5 2   ♥ J 9 7 3
♦ A 7   W 1 E   ♦ K 9 8 6 5 4
♣ 9 8 4   ♣ 7
             S
             ♠ 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 featue.

Export to PBN
Export to LIN   **NEW!**
Export to BRI

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.

BridgeBaseOnline

Members please log in:

User name		☐ Log in as invisible	
Password		☑ Remember password	Log in
		Forgot your password?	

Get started right now!

Become a member (free!)   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.

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

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**:
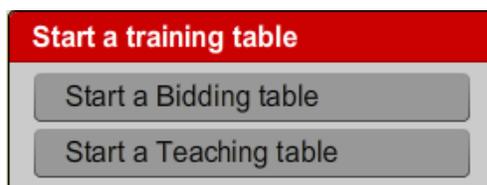

A new table selection box will appear and simply click **Start Table**. Next you will see the table resembling the following:

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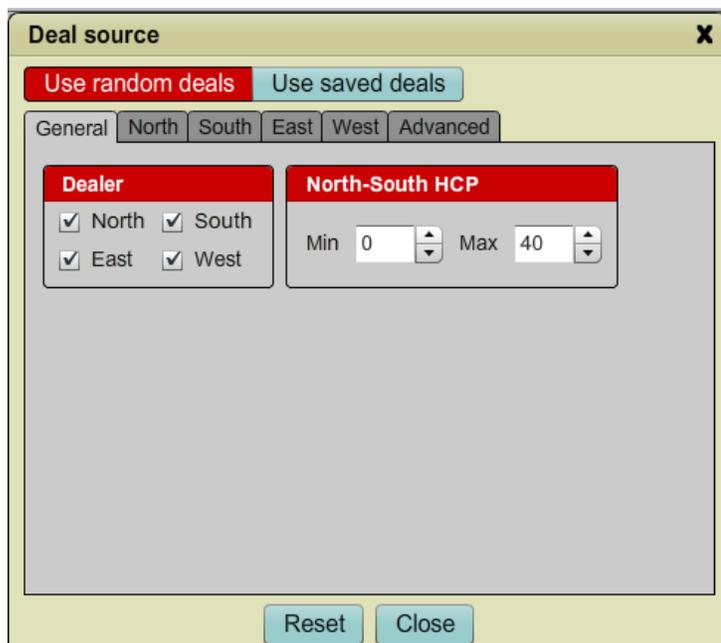
- Click **Use saved deals**
- Click **Select** beside *Stayman and more*
- Click **Close**

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.