\# No help available on this topic.

Magic Bidding overview

Magic Bidding is a tool designed for bidding practice.

The general idea is that a deal generatorDealGenerator creates deals that can be imported into a bidding sessionIDS_BIDDING_DESKTOP. The first player starts bidding, and when he has finished all deals, the file containing the deals is saved and e-mailed to the second player who continues bidding and e-mails the file back. This procedure continues until all deals are finished.

When a deal is finished, all available hands are automatically displayed.

During the bidding, or after the deal has been finished, comments can be exchanged. You can comment a deal or a specific bid.

Magic Bidding has no features for generating deals, but deals can be imported from deal generatorsDealGenerator.

[#] MagicBiddingOverview

#$ K K Deal generators

Magic Bidding supports <u>Bridge D/A</u>WhatIsBridgeDA and deal generators that can create <u>PBN</u>WhatIsPBN files.

DealGenerator

$ Deal generators

K generate deals

K deal generators

#$ K K K Bridge Dealer/Analyser

Bridge D/A consists of two modules, the Dealer and the Analyser, or rather the Simulator.

The Dealer offers functions for detailed defining of deals, mainly for bidding practising purposes. Both the opener and responder may be narrowly defined as regards the hcp, losers, distribution, and suit quality. Furthermore there are parameters that concerns both hands and the opponents defensive bidding style.

The deals may be printed on the default Windows printer for direct bidding practising or by mail & telephone, or exported to text filesBridgeDAExportFiles for practising by e-mail.

The Analyser is used to simulate complete deals for analysing purposes regarding bidding or play problems. One hand is entered card by card and the user also defines whatever is known of the other three hands, such as hcp, losers, distribution and suit quality. It's also possible to enter specific cards for the hidden hands, actually a whole hand if you want to.

Magic Bidding can, of course, import generated deals from Bridge D/A.

For more information, contact Sven-Olof Flodqvist by e-mail at tjolpe@algonet.se.

WhatIsBridgeDA

$ Bridge Dealer/Analyser

K Bridge Dealer/Analyser

K Bridge D/A

K deal generators

#$ᴷ ᴷ ᴷ Portable Bridge Notation (PBN)

This is the foreword to the PBN specification:

"In the past years a lot of bridge computer programs have been developed. There are programs for dealing, bidding, player, and/or teaching. A widely accepted standard format for bridge games does not exist. Therefore, the output of one program can't be used in another program. This not only holds for programs running on different computer platforms, but even for programs on one and the same computer."

You can get more information at the PBN homepage:

http://www.iae.nl/users/veugent/pbn.html

WhatIsPBN

$ Portable Bridge Notation

ᴷ Portable Bridge Notation

ᴷ PBN

ᴷ deal generators

[#] **Exporting text files from Bridge D/A**

This is just a quick reference to exporting text files from Bridge D/A. For more information, refer to the Bridge D/A help.

- Start Bridge D/A.
- Click Dealer.
- Make the definitions for the deals.
- Make sure you have set the Output Type to Create Text Files or Create PBN Files.
- Click Create files and follow the instructions.
- Exit Bridge D/A.

[#] BridgeDAExportFiles

Magic Bidding desktop

The concepts of bidding practice are explained in the <u>Magic Bidding overview</u>MagicBiddingOverview.

The desktop is used to visualise <u>bidding sessions</u>IDS_BIDDING_LIST and <u>deals</u>IDS_BIDDING. The appearance is similar to the one you will find in Windows Explorer. Any number of bidding sessions can be inserted into the desktop and every bidding session can contain any number of deals.

Most menu items described below are available both via the main menu and the local menu that appears if you right-click an item.

Insert bidding session

Select Bidding-Insert Bidding Session. A wizard will guide you through selecting a file to import and naming the players. The file must first be created by a <u>deal generator</u>DealGenerator.

Select a player

Right-click a bidding session and select one of the two players in the menu. The <u>bidding</u>HIDD_BIDDING will start with the first <u>non-hidden deal</u>WhatIsHideDeal.

#$KK Automatic defensive actions

The main objective of Magic Bidding's automatic defensive actions is not to create another GIB but to enable straightforward and simple competitive bidding. Each opponent can only make one bid that is not Pass.

Different kinds of actions can be defined and you are not restrained by language or exact syntax. You are, on the other hand, restrained by a few tokens that Magic Bidding needs to interpret the defensive actions you state.

Syntax overview

The syntax you have to follow is very loose. The following examples are all valid (you can apply any language to the examples):

- East opens 1S.
- The bidding is opened with 1S by East.
- West jumps to 4C.
- East doubles.
- East jump supports diamonds.

When parsing the defensive action strings, Magic Bidding searches for tokens. "East", "West", "1S", "diamonds" and "doubles" are examples of such tokens. All strings can be translated into any language.

In Magic Bidding, you need to specify the tokens "East", "West" and names and abbreviations for all suits and no trump. On top of this basic dictionary you have to enter the strings (see below) that correspond to particular defensive actions.

The parsing of the strings is not case-sensitive.

The trick level has to be specified with a digit followed by a strain abbreviation. This abbreviation can be in any form you like. "2S" is valid as well as "2sp" and "2 spades", but since "spades" is considered to be an abbreviation in this example, Magic Bidding would not understand "1 spade" since the plural and the singular forms are different.

Summary of defensive actions

Opening

- *East* opens *1S*

Overcall

- *East* bids *spades*
- *East* bids *4S*
- *East* bids at most *4S*
- *East* jumps in *spades*
- *East* jumps to *4S*

- *East* jumps to at most *4S*

Support

- *East* supports *spades*
- *East* supports to *4S*
- *East* supports to at most *4S*
- *East* jump supports *spades*
- *East* jump supports to *4S*
- *East* jump supports to at most *4S*

Double

- *East* doubles
- *East* prefers *spades*

The defensive actions above are available in Magic Bidding. They are also the default strings for the respective actions in case you want the user to be able to use your deal generator without having to set up Magic Bidding to match your particular defensive actions.

The strings are more or less self-explanatory with the tokens in italics. The order of the tokens is not important but the tokens have to be translated exactly, i.e. if a token reads "4S" you have to enter the digit "4" followed by the abbreviation of "spades". If the token reads "East" you have to enter the translation of "East".

You do not need to define all actions. Magic Bidding only uses the definitions you have specified. If you like, you can state more than one defensive action for an opponent.

Basic dictionary

The basic dictionary contains translations of "East" and "West"HIDD_AUTOMATIC_DEFENSIVE_ACTION_PS_GENERAL and translations of strain names and abbreviationsHIDD_AUTOMATIC_DEFENSIVE_ACTION_PS_STRAIN.

Defensive actions

There are different categories of defensive actions:

- OpeningHIDD_AUTOMATIC_DEFENSIVE_ACTION_PS_OPENING
- OvercallHIDD_AUTOMATIC_DEFENSIVE_ACTION_PS_OVERCALL
- SupportHIDD_AUTOMATIC_DEFENSIVE_ACTION_PS_SUPPORT
- DoubleHIDD_AUTOMATIC_DEFENSIVE_ACTION_PS_DOUBLE

[#] General

Some deal generators can supply you with information on defensive actions. This can be done in any language. To enable Magic Bidding to automatically take care of the defensive actions you must supply a "dictionary".

For more information on automatic defensive actions, see the overviewWhatIsAutomaticDefensiveActions.

Defender names

Enter translations of "East" and "West". If the information is given in English "East" and "West" are (probably) the appropriate entries.

Basic dictionary

Apart from translations of "East" and "West" the basic dictionary contains translations of strain names and abbreviationsHIDD_AUTOMATIC_DEFENSIVE_ACTION_PS_STRAIN.

Defensive actions

There are different categories of defensive actions:

- OpeningHIDD_AUTOMATIC_DEFENSIVE_ACTION_PS_OPENING
- OvercallHIDD_AUTOMATIC_DEFENSIVE_ACTION_PS_OVERCALL
- SupportHIDD_AUTOMATIC_DEFENSIVE_ACTION_PS_SUPPORT
- DoubleHIDD_AUTOMATIC_DEFENSIVE_ACTION_PS_DOUBLE

Select the according tab and enter translations of the phrases that correspond to defensive actions.

[#] HIDD_AUTOMATIC_DEFENSIVE_ACTION_PS_GENERAL

Strain

For more information on automatic defensive actions, see the overviewWhatIsAutomaticDefensiveActions.

Strain names and abbreviations

Enter suit names and corresponding abbreviations, e.g. "diamonds" and "D" respectively.

HIDD_AUTOMATIC_DEFENSIVE_ACTION_PS_STRAIN

[#] Opening

For more information on automatic defensive actions, see the
overviewWhatIsAutomaticDefensiveActions.

East opens 1S

The opponent opens the bidding if possible, else passes.

If you want the opponent to bid no matter what, you have to supply a definition similar to "West opens 2H. West bids hearts." The effect is that West opens if possible, else bids spades.

[#] HIDD_AUTOMATIC_DEFENSIVE_ACTION_PS_OPENING

[#] Overcall

For more information on automatic defensive actions, see the <u>overview</u>WhatIsAutomaticDefensiveActions.

General

The opponent overcalls if possible, else passes. The opponent never opens the bidding but waits until he can make an overcall.

East bids spades

East bids spades on the lowest possible level.

East bids 4S

East bids exactly 4S if possible.

East bids up to 4S

East bids spades on the lowest possible level but not higher than 4S.

East jumps in spades

East makes the lowest possible jump in spades.

East jumps to 4S

East bids exactly 4S if possible. The effect of this defensive action is actually the same as "East bids 4S" above.

East jumps to at most 4S

East makes the lowest possible jump in spades but not higher than 4S. If East can bid 4S without a jump he will.

[#] Support

For more information on automatic defensive actions, see the
<u>overview</u>WhatIsAutomaticDefensiveActions.

General

If the opponent's partner has bid the suit the opponent supports to the specified level.

If you want to opponent to bid no matter what, you have to supply a definition similar to "East supports clubs. East jumps in spades. East opens 2S." The effect is that East supports clubs if possible, else jumps in spades or opens 2S.

East supports spades

East supports spades on the lowest possible level.

East supports to 4S

East supports to exactly 4S.

East supports to at most 4S

East supports spades on the lowest possible level but not higher than 4S.

East jump supports spades

East makes the lowest possible jump support in spades.

East jump supports to 4S

East supports to exactly 4S. The effect of this defensive action is actually the same as "East supports to 4S" above.

East jump supports to at most 4S

East makes the lowest possible jump support in spades below 4S. If East can bid 4S without a jump he will.

[#] Double

For more information on automatic defensive actions, see the overviewWhatIsAutomaticDefensiveActions.

East doubles

The opponent doubles if possible, else passes.

If you want the opponent to bid no matter what, you have to supply a definition similar to "East doubles. East opens 1S." The effect is that East doubles if possible, else opens 1S.

East prefers spades

The opponent prefers the suit if his partner has doubled and the next bidder has bid Pass or Redouble.

If you want the opponent to bid no matter what, you have to supply a definition similar to "East prefers spades. East bids 2S." The effect is that East prefers spades if possible, else bids 2S (even though it seems illogical). You do not have to specify the same suits.

[#] HIDD_AUTOMATIC_DEFENSIVE_ACTION_PS_DOUBLE

[#] General

You can set the following options:

Show vulnerability in colour

The vulnerability indicator can be shown either in colour, i.e. red means vulnerable and green means non-vulnerable, or in black and white where the vulnerable side(s) will be indicated with a black bar.

[#] HIDD_OPTIONS_PS_GENERAL

[#] General

If you do not enter a bidding session name there will be one supplied for you.

This option is not available if you have selected the menu item Options-Bidding Session.

Start bidding immediately

You can select if you want to start bidding as North or South.

Participants

Enter the names of North and South. These names will appear in menus when you start bidding.

[#] Default file type

The first thing you do when you insert a bidding session is select a file created by your deal generator. Select file type depending on what deal generator you use.

Where can defensive actions be found in PBN files?

If you use a deal generator that creates PBNWhatIsPBN files you can select in what way the deal generator supplies you with defensive actions and other pieces of information. The three different ways are best described by examples:

Example 1 - Line comment
```
...
[West ""];West opens 1S.
[North ""]
[East ""];East supports spades.
[South ""]
...
```

Example 2 - Brace comment
```
...
[West "Garozzo"]
{West opens 1S}
[North "Belladonna"]
{11 hcp, 8 losers.}
[East "Forquet"]
[South "Brenning"]
{14 hcp, 6 losers.}
...
```

Example 3 - Tag pair value
```
...
[West "West prefers spades."]
[North ""]
[East "East doubles."]
[South ""]
...
```

[#] HIDD_BIDDING_LIST_PS_FILE_TYPE

[#] Deal

Enter the name of the file that contains the generated deals. If you are not sure of the location of the file you can click Browse to locate it.

Note!

Since Magic Bidding does not contain any deal generating facilities, deals have to be generated in a deal generatorDealGenerator, exported to a file and then imported into Magic Bidding.

Click the appropriate deal generator to get a quick reference on how to export files:

- Bridge D/ABridgeDAExportFiles.

Tip!

If you select the menu item Options-Bidding Session and select the File Type tab you can change the default file typeHIDD_BIDDING_LIST_PS_FILE_TYPE.

[#] HIDD_BIDDING_LIST_PS_DEAL

Bidding session

A bidding session can contain any number of deals. I you click the plus sign the deals in the bidding session will appear.

Select a player

Right-click a bidding session and select one of the two players in the menu. The biddingHIDD_BIDDING will start with the first non-hidden dealWhatIsHideDeal.

Select a specific deal

Click the plus sign to show all deals. Click on a deal and select Edit-Open to open the deal.

View all deals

Right-click a bidding session and select View All. No player will be selected and all deals will be shown. No hands will be shown if a deal is not finished.

#K Unhide All

Right-click a bidding session and select Unhide All. No deals will remain hidden.

Import

When you insert a bidding session into the desktop you will be asked what deal file to import. If you want to import more deals into a bidding session this option is available.

IDS_BIDDING_LIST

BiddingUnhideAll

K unhiding deals

Deal

If you click the plus sign to open a bidding session the deals will be shown. Click on a deal and select Edit-Open to open the deal. No player will be selected.

[#] IDS_BIDDING

Bidding

The window title shows the deal number. The area in the middle shows the vulnerability. The directions are indicated by a letter. An asterisk replaces that letter for the dealer.

Deals can not be entered manually.

Stepping through deals

{bmc ButtonFirst.bmp} {bmc ButtonPrev.bmp} {bmc ButtonNext.bmp} {bmc ButtonLast.bmp}

These buttons are used to navigate through the deals (first, previous, next and last). If a player has been selectedSelectPlayer, only the non-hidden dealsWhatIsHideDeal are shown.

Note!

After you make a bid, the focus is automatically moved to the Next button. Since the button has focus you can press Space to move to the next deal.

Information fields

To the right of North's and South's hands there are information fields giving you the names you entered in the bidding session wizard.

Just below the names you will find the information supplied by your deal generator, i.e. hcpWhatIsHCP count, number of losers or other pieces of information. This information is only visible when you have selected a hand.

When the bidding is finished, information on defensive actions will be shown to the left of South's hand.

Select a player

If you have not selected any player no hands are visible. Click the North or the South button to select a player.

The bidding

To bid, just click a bid. That bid will appear in the list below the bid buttons.

Clicking {bmc ButtonUndo.bmp} will delete the last bid in case you need to change it.

Defensive bidding

Magic Bidding will take care of the defensive biddingHIDD_AUTOMATIC_DEFENSIVE_ACTION_PS_GENERAL according to the instructions supplied by the deal generatorDealGenerator.

Comments

There are two types of comments:

- Deal comments. These are entered in the edit box in the bottom of the window. When you place the cursor in the comment field your name followed by a colon will appear in the first position of the comment. This enables you to keep track of who has made what comments.
- Bid comments. If you right-click the bid you want to comment and select Edit Comment in the local menu that appears, you will get an edit box where you can enter the comment. A commented bid will appear in a bold typeface.

^K Automatic bidding

Suppose you ask for aces with 4N. In case your partner bids 5C or 5D your intention is to relay to ask for the queen of trumps. There is no need to wait one bidding round to bid the relay. Follow these steps:

- Bid 4N. Your LHO will most likely pass automatically, otherwise you will have to do it for him.
- Bid 5C on account of your partner. His LHO will have to pass automatically or this facility will not work.
- Bid 5D. Your LHO will pass automatically.
- Click the Auto Bid button. The last round of bids will disappear and be stored for automatic bidding.

Repeat the steps above for all bids you want to prepare for automatic bidding.

When your partner bids a prepared bid, your response will appear automatically, and your partner can bid once more.

Entered automatic bids can not be edited or deleted, but you can replace one automatic bid sequence with another, e.g. 5C-5D with 5C-6N. If you want to remove all automatic bids, you have to delete the bid to which the automatic bidding refers (4N in the example).

Finishing the bidding

All available hands are shown when the bidding is finished, i.e. a bid was followed by three passes, or the hand was passed out.

^K Hiding deals

It is possible to mark a deal so that when stepping through deals the marked ones are hidden. This could come in handy when the bidding is finished and you have read all the comments. If you hide a deal it is not hidden from your partner until he also hides it. If any player makes any changes to the bidding or the comments the deal is automatically unhidden.

Click the Hide button to hide a deal. All deals can be <u>unhidden</u>BiddingUnhideAll if you accidentally hide a deal.

^{KK} Logging deals

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^K automatic bidding

^K hiding deals

When you have finished a deal, you may want to save it in a log-book for later use, e.g. for further discussions.

Click the Log-book button to log the deal. The logged deals can be found in the file named Log-book in the home folder.

^K Copying deals to the clipboard

The deal, the bidding and the comments can be copied to the Windows clipboard from where it can be pasted into standard applications. The deal is converted into text and can not be pasted into Magic Bidding.

Click the Copy button to copy the deal to the clipboard. Selecting Edit-Copy in the main menu gives you the same result.

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^K logging deals

^K log-book

^K copying deals to the clipboard

[#] Both players can hide a deal. This means that when stepping through deals the hidden deals will not be shown.

[#] WhatIsHideDeal

High card points

[#] WhatIsHCP

Left-hand opponent.
West is South's left-hand opponent.

$^{#}$ WhatIsLHO

Right-hand opponent.

East is South's right-hand oppenent.

WhatIsRHO