COLOSSUS BRIDGE 4

AMSTRAD CPC 464, 664, 6128
and PCW 8256/8512
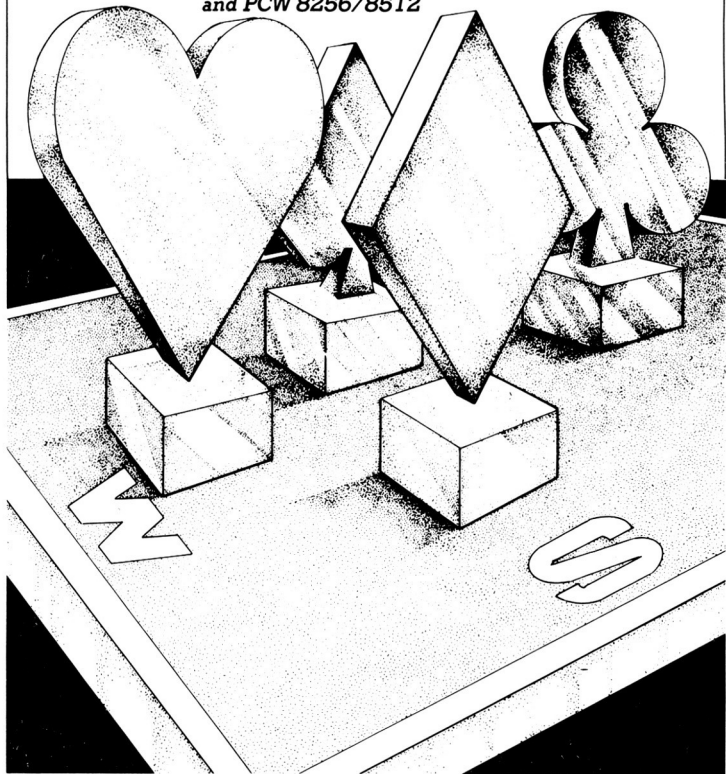
COLOSSUS BRIDGE

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1a. General

The program allows one player to play a complete game of Bridge with the computer controlling the other three hands. Each hand is bid according to the Acol system. Included are the Blackwood (aces and kings), Stayman, and Baron conventions. The strong 2 club and take-out doubles are also supported. All four hands are displayed at the end of play followed by the score to rubber.

b. Hardware requirement

Any Amstrad CPC 464, 664, 6128 or PCW 8256/8512.

c. Features

* 100% machine code
* Hands with a specific point count/balanced distribution generated
* Hand input facility
* Rebid/replay option
* Variable speed of play
* Game save/load facility
* Card autoplay/recommend option
* Demonstration mode
* Bidding/play summary
* On-line instruction menu
* User defined colours (CPC version only)
* Cheat option
* Claim trick(s)
* Backstep the play
* Skip to the next hand

d. Running the program

CPC VERSION:-   Type RUN "BRIDGE" RETURN

PCW VERSION:-

Power up the computer with the system disk in the normal manner then insert the Colossus disk and type BRIDGE then press the RETURN key. The program will then load automatically.

A demonstration mode is automatically entered into if no key is pressed for 30 seconds after the program has loaded. Any key press will start the game.

2. Playing a Game

As normal, the player sits South. To follow suit, just enter the card:

A K Q J T 9 8 7 6 5 4 3 2

To lead or discard press a second key with the first letter of the suit. Please note that if a singleton is held in the suit led, it is automatically played, as is the last trick. At the end of each trick the program waits for a keypress.

Spacebar	.. Autoplay a card
R	.. Recommend a card
Return	.. Plays the lowest card held in the suit led
S, H, D or C	.. Plays the lowest card held in that suit
Z	.. Claim some or all of the remaining tricks
I	.. Autoplay the remaining tricks
P	.. Peep at the other hands
X	.. Backstep a trick

3. Global Instructions

B	.. Steps through the background colours
	.. (CPC version only)
E	.. Abandon the hand
L	.. Recap the bidding
Y/TAB	.. Instruction menu (PCW/CPC)
F/CLR	.. Restart the program (PCW/CPC)
V	.. Save/load a hand to or from disk or cassette
	(CPC version only)

4. Analysis section

RETURN	.. Replay the hand
P	.. Reset the speed of play
L	.. List the deal to a printer (CPC version only)
R	.. Start a new rubber
I	.. Input a hand
W	.. Display the bidding and play
S	.. Set the number of points/distribution of the South hand.
EXTRA/PTR	.. Dump screen display to printer (PCW version only)

5. Opening leads

Partners bid suit, top of three card honour sequence, ace from **AK**, king from **KQ**, fourth highest of the longest suit held (no trumps), singleton or high-low from a doubleton. If sensible , partners lead will be returned.

6. Bidding instructions

Spacebar   .. Nobid
D   .. Double
R   .. Redouble

Otherwise enter 2 characters, the level 1-7 followed by the first letter of the suit.

7 other commands are also available throughout the bidding and the play - see section 3.

7. The Bidding System

N.B. HCP's = High card points: Ace = 4, King = 3, Queen = 2, Jack = 1

a Opening Bids

1 of a suit .. 12 - 19 HCP's

If two suits of equal length are held, the higher ranking is bid with two exceptions:

i. The suits are spades and clubs. Clubs are bid.
ii. The hand distribution is 4441. Here the suit below the singleton is bid except when the singleton is clubs when hearts are bid.

1NT   .. 12-14 HCP's & a balanced hand (no singletons, voids
          .. or five card suits).
2 of a suit .. > 19 HCP's (2 clubs = >22)
2NT   .. 20-22 HCP's & a balanced hand
3 of a suit .. 4-10 HCP's and at least a seven card holding.
Opening bids of 3NT or higher are not made.

b. Overcalls

Suit   .. 11 with a six card suit
            .. 12 with a five card suit
            >13 jump overcall, minimum six card suit

1NT   .. 15-17, a balanced hand and a stop in the called suit
2NT   > 17 HCP's a balanced hand and a stop in the called suit
Double.. (for take out)>13 HCP's and a singleton/void in the suit bid (below the three level). This distribution is not necessary for hands with >15 HCP's Partner must take out the double into their best suit. With>8 HCP's they must also jump. It is possible to pass if the suit doubled is their best (a double of a NT contract is always for penalties).

Pre-emptive overcalls are not made.

c. Replies to Opening Bids

To one level bids:

> <6 HCP's .. No bid
> <10 HCP's .. Support partners major with four cards or more.

>> If you have a four card major that can be bid at the one level you must mention it.

>> Raise partners minor with 4 card support.

>> Bid your best suit at the one level.

>> Otherwise make the limit bid of 1NT. Do not bid at the two level.

If two suits of equal length are held, the lower ranking is bid.

10-12 HCP's .. Jump raise partners major with four card support.

Any four card major.

With four card support, jump raise.

Bid your best suit or 2NTs with a balanced hand.

A bid of 2H over 1S required a five card suit due to the bidding space consumed.

$>$12HCP's .. Change the suit, show support, if held, on the next bid. (delayed game raise).
With $>$15 jump shift or 3NT.

TO 1 NT: If you have an unbalanced hand, you must either use the Stayman convention or make a takeout bid into your best suit (jump with$>$12HCP's). The takeout into a suit at the two level is regarded as a sign off.

The Stayman convention is used if you have$>$10HCP's and a four card major. You bid two clubs. Partner must then bid their best major if they hold more that three cards in either major or a diamond denial.

With a balanced hand, no bid with less than ten points, 2NT with 11 or 12 points otherwise three no trumps.

d. Replies to Overcalls
TO 1NT .. With a balanced hand pass with less than 8 HCP's, 2NT with 8 or 9 HCP's and 3NT with 10 plus.

Unbalanced hands: The Stayman convention may not be used in response to an overcall, 2C being for takeout. With $>$11 jump in your best suit.

TO SUIT OVERCALL: As the overcall requires a five card suit, support may be given with a three card holding. A single raise is made with 6-11 HCP's, a jump raise with $>$11 .

As game is not likely with a holding of less than 12 points (the take-out double is used with strong hands in preference to an overcall), a no trump bid is made to show lack of sympathy for partners suit. A change of suit (requiring > 5 cards) is not forcing.

e. Replies to Strong 2 Bids:
With < 5 HCP's .. 2NT

f. Replies to 2NT:
With a balanced hand and > 4 HCP's bid 3NT
With an unbalanced hand bid 3 clubs. This is Baron and requests partner to bid his lower ranking four card suit except if clubs when 3NT is bid.

g. Replies to 2 Clubs:
This is a conventional bid showing > 22 and is no indication of a club holding. Bid 2 diamonds with less than 8 points and 2NT with 8 points. You cannot pass as partner may be able to make game.

h. Replies to Three Level Bids:
With < 16 HCP's no bid. With 16 plus either raise partner or bid 3NT.

i. Openers Rebid:
IF PARTNER SUPPORTED then with:

< 16 HCP's .. no bid
> 15 HCP's .. raise

IF PARTNER BID 2NT over 1NT then bid 3NT with anything but a minimum.

IF PARTNER BID A NEW SUIT then you are obliged to keep the bidding open except after 1NT - 2D/2H/2S. Here you pass the weak take out.

12-15 HCP's . . Support with a four card suit
Rebid with a six card suit
New suit.

15-16 HCP's . . With a balanced hand 1 NT may be bid. Used to show a
hand suitable for, but too strong to open, 1 NT.

>15 HCP's . . As above with jump. A 2NT rebid requires >16 HCPS's.

Note if partner bid at the two level, then 2NT may be bid with >14 points.

A new suit bid by you at the three level is forcing for one round.

IF PARTNER BID 1NT over your suit and your hand is not unsuitable for
no trumps then:

<17 HCP's . . Nobid   17-18 HCP's . . 2NT   19 HCP's . . 3NT

To rebid your opening suit or a new suit at the minimum level is a sign
off/preference request.

A new suit at the three level is forcing for one round.

8. Blackwood Slam Convention

A check to see if the partnership is missing any aces/kings before
moving into a slam. It is generally held that if the bidding indicates that
in excess of 32 points are held, the possibilities for a slam must be
examined.

The convention is only used after a suit has been agreed.

A bid of 4 NT by the player will produce the prompt Blackwood? An
entry of Y requires North to reply according to the number of aces held:

5C . . 0 or 4 aces
5D . . 1 ace
5H . . 2 aces
5S . . 3 aces

A bid of 5NT produces a similar sequence re. the number of kings held. NB: The program will initiate Blackwood.

9. Scoring

The score at Bridge is to rubber. A rubber is complete when one side has won two games. A game is won by amassing 100 or more points 'below the line'.

Points 'below the line' are awarded for making a bid contract. For instance, if two hearts are bid and made by N & S, 60 points (2*30) are earnt below the line. The score sheet would then show:

N & S   W & E

60

Additionally, points may be awarded 'above the line'. These are earned by making overtricks, holding honours, bidding and making a slam, making a doubled/redoubled contract or defeating the opponents contracts. For example, had the heart contract above made with an overtrick, 30 points would also have been awarded above the line:

N & S   W & E

30

60

Whenever one side has a hundred or more points below the line, the first game is complete. A line is then drawn horizontally under the score and the second game commences. Any points which the opponents had below the line are lost. Points earned above the line are unaffected.

The calculation for the points awarded below the line is straightforward:

Spades/Hearts	30 per trick
Diamonds/Clubs	20 per trick
No trumps	40 for the first trick
	30 for each additional trick

The only circumstances which affect this calculation are a double or re-double of the contract. If doubled, multiply the above by two. If redoubled, multiply by four.

The 'above the line' bonus is not so simple:

i. a 50 point bonus is given for making any contract that has been doubled or re-doubled.

ii. If any player holds 4 trump honours . . 100 points.
   If any player holds 5 trump honours . . 150 points.
   If any player holds all four aces at no trumps . . 150 points.

iii. Overtricks: Trick value unless doubled or redoubled.

	non vulnerable	vulnerable
Doubled	100 per trick	200 per trick
Redoubled	200 per trick	400 per trick

iv. A slam bonus is awarded dependent on vulnerability:

	non vulnerable	vulnerable
Small slam	500	750
Grand slam	1000	1500

v. Penalties:

	non vulnerable	vulnerable
Undoubled	50 per trick	100 per trick
Doubled	100 for the first	200 for the first
	200 for each additional	300 for each subsequent
Redoubled	2* the doubled penalty.	

When the rubber is complete, the points above and below the line are totalled and a bonus of 500 or 700 given to the side that completed the rubber.

N.B.

Part game scores 'Lost' when the opponents make game, count in the final score.

10. Program Information

Written by and © 1987 Hi-Tech Software

Publisher: CDS Software Ltd, CDS House, Beckett Road, Doncaster,

Language: Z80 assembly (from 160K source files)

11. Colossus Tutor
a. General
A series of 10 hands have been chosen to illustrate a number of the fundamental principles of the game. On each hand the player must enter the correct, pre-determined bid & play before continuing to see a description of the hand.

b. Running the Program
CPC VERSION:- Type RUN "TUTOR" RETURN
PCW VERSION:-

Power up the computer with the system disk in the normal manner then insert the Colossus disk and type TUTOR then press the RETURN key. The program will then load automatically.

c. Instructions
Initially, the player is asked to enter the number of the hand to be played (1.10).

The entry format for the bidding and play is consistant with that used in Colossus Bridge. However, if the entry does not tally with the pre-recorded selection a beep is produced and the player must try again! The E key may be used to skip to the analysis.

d. Hand Overview
1. Opening suit bids
2. Slam bidding
3. Defensive play
4. Strong 2 opening and Blackwood
5. Responses to overcalls
6. Defenders signals
7. Replies to pre-emptive opening bids
8. Defensive bidding
9. No trump declarer play
10. Defensive play