

Jack 6

Bridge

program for
players at
any level



World Champion Computer Bridge

2001 2002 2003 2004 2006 2009 2010 2012 2013

1. Introduction

The complete manual is extensive; you can access it from the menu bar. Here in this brief printed manual you will find the information you need to get started, and a few brief descriptions of important functions.

2. Installation and the registration code

The installation program automatically starts after you insert the cd-rom into the drive. If this does not happen, explore the cd-rom and launch the install program manually. During the installation, all necessary files are copied to the hard disk.

In order to use Jack you need to enter a personal registration code. You will find your code on the back of this manual, or you may have received it by email. After entering the registration code, the software will be activated over the internet. Please be careful not to lose the registration code. You will need it when reinstalling or when contacting your reseller or us for further support. You can register your copy of Jack using the menu option [**Help**\Register]. Registered users will receive a bonus: a 'team of four' tournament with play and comments by Berry Westra, winner of the Bermuda Bowl 1993. Play against Berry and become Dutch champion!

Every window has a menu bar at the top with convenient links to tools and actions. Context-sensitive help is always just a click away, either on the menu bar or as a button.

Under each menu bar heading is a drop-down menu with items related to that heading. For example, [**File**\Tournaments] refers to the Tournaments item on the drop-down menu under File.

[**Help**\Search for updates] With this option the software checks whether there is a newer version available. This way it is guaranteed that you have the latest version of the Jack software.

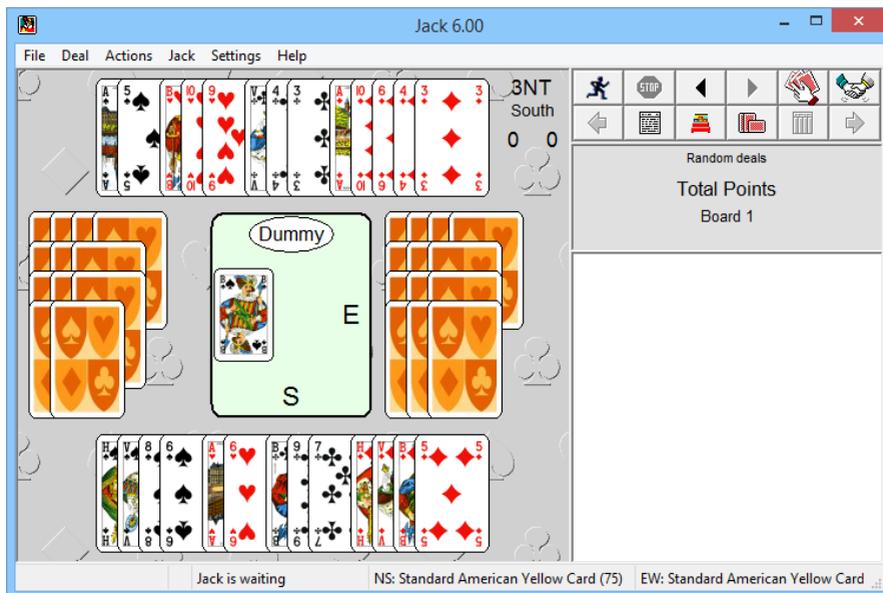
3. Getting started

After you have entered your personal registration code, you will see an empty auction window and a South hand. You are always seated South and you will partner a Jack and battle against two other Jacks.



Pressing enter or clicking anywhere with the mouse will start the game. After North and East have entered their bids, it will be your turn. Every time Jack awaits your bid, two question marks will appear. Use the bidding box to enter your bid. The vulnerability is shown in the seat directions. Red means vulnerable, black is not vulnerable. In our example after a few rounds you will become declarer in 3NT, with your left hand opponent on lead.

The visibility of the vulnerability can be enhanced by selecting [Settings\Other options] and checking Emphasize vulnerability in auction overview.



Jack switches from the auction screen to the play screen and you can try to make 3NT. Even when your partner is the declarer you will be playing the deal. Of course then the lead will come from the right hand side. For the opponents your cards will appear as dummy.

Jack starts with a tip of the day by default. You can disable this feature by selecting [**Settings**\Other options] and deselecting [*Tip when starting Jack*].

4. The menu and the shortcut buttons

Explore Jack's many powerful features by clicking items on the menu bar. Questions? Get answers by clicking [**Help**\Manual] on the menu bar. For your convenience, 12 big buttons at the top right provide fast access useful functions described in the following table.

	<p>Activate Jack's thinking process. Jack will then make a bid or play a card. Press this button when you want Jack to make a decision for you. [Jack\Start Jack]</p>
	<p>Stop Jack's thinking process. Don't forget to reactivate Jack in order to resume the game. [Jack\Stop Jack]</p>
	<p>Take back a bid or a card (undo). Subsequently you can make another bid or play another card. You can also make a bid for Jack. [Actions\Take back]</p>
	<p>Play the bid or card already present in the deal (redo). When no more bids or cards are available the button will be disabled. [Actions\Play forward]</p>
	<p>New random deal. Your own cards will be visible at the bottom of the screen. Initiating a new deal while playing in a tournament will prompt you to exit the tournament. [Deal\New deal]</p>
	<p>Claim during the card play phase. Jack will analyse the deal and make you an offer which you can accept or reject. [Jack\Claim] See also [Settings\Other options\Allow claim only when getting the remaining tricks]</p>
	<p>Go back one page. In most cases this button will take you to the previous deal in the tournament. [Actions\Page backward]</p>

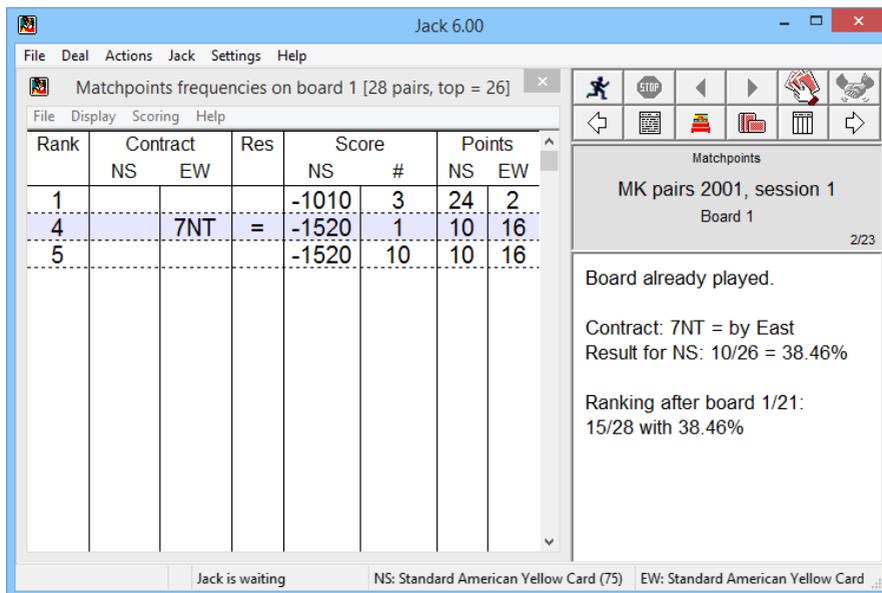
	<p>Show the text window. With Professor Jack active you can read what he has to say about your bidding and card play. [Actions\Show text]</p>
	<p>Show the auction overview and the bidding box. During the play phase this button lets you look at the entire auction. [Actions\Show auction]</p>
	<p>Show an overview of all tricks played. Cards that are known but not yet played are displayed in grey. [Actions\Show play]</p>
	<p>Display tournament or competition results. Jack lets you view the tournament results in various ways. [File\Tournament results]</p>
	<p>Go forward one page. If you have finished the current deal, this button will advance you to the next deal in the tournament. To be able to move forward to the next deal you will need to have finished the current deal. [Actions\Page forward]</p>

5. Playing in a tournament

Jack is very useful for practicing various forms of bridge competitions. You can test your skill by replaying historical tournaments and comparing your performance with the actual results of players in those events. Here is an example of how to open and play a tournament. Start by selecting [**File**\Tournaments]. You will see a window that looks like the one below.

Tournaments					
File	View	Help			
Tournament description	Scoring	Deals	Albert	Date	
JackBridge Club Dec 2006	matchpts (90)	32	0	2006-11-10	^
JackBridge Club Nov 2006	matchpts (90)	32	0	2006-11-03	
JackBridge Club Oct 2006	matchpts (90)	32	0	2006-11-02	
MK pairs 2001, session 1	matchpts (26)	21	0	2001-03-07	
MK pairs 2001, session 2	matchpts (26)	28	0	2001-03-07	
MK pairs 2001, session 3	matchpts (26)	21	0	2001-03-07	
MK pairs 2001, session 4	matchpts (26)	21	0	2001-03-07	
MK pairs 2001, session 5	matchpts (26)	21	0	2001-03-07	v

Jack describes each tournament and shows the method of scoring, the number of deals in the tournament and your progress so far in the tournament. We select the *MK pairs 2001, session 1* (Dutch championship duplicate 2001, session 1) by double-clicking the tournament line or by clicking it once followed by [File\Play tournament]. Note: the tournament window has its own menu. After opening a tournament, we are returned to the main screen where the up-to-date statistics for the selected tournament are displayed. You will see that you have not played a single deal. The first deal will appear after [Actions\Page forward] or after pressing the shortcut button (big arrow pointing to the right). After you have completed the first deal (both bid and play) the results are displayed in the text window on the right. The opponents did well to bid 7NT. You got 38.46% and are ranked 15th.



Jack 6.00

File Deal Actions Jack Settings Help

Matchpoints frequencies on board 1 [28 pairs, top = 26]

Rank	Contract		Res	Score		Points	
	NS	EW		NS	#	NS	EW
1				-1010	3	24	2
4		7NT	=	-1520	1	10	16
5				-1520	10	10	16

Matchpoints

MK pairs 2001, session 1
Board 1
2/23

Board already played.

Contract: 7NT = by East
Result for NS: 10/26 = 38.46%

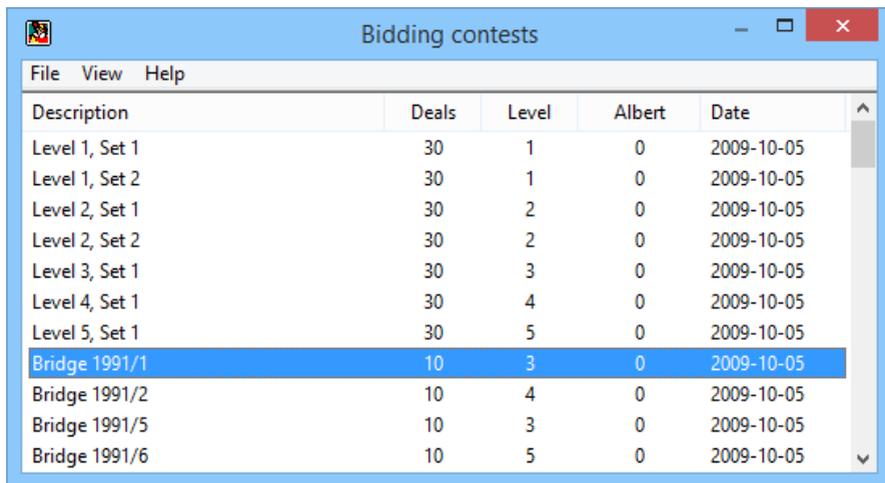
Ranking after board 1/21:
15/28 with 38.46%

Jack is waiting NS: Standard American Yellow Card (75) EW: Standard American Yellow Card

Tournament results appear on the left. Here you can compare your own highlighted result with actual results from the competition. Ten other pairs also bid and made 7NT. The result window has its own menu. The items available depend on the method of scoring. In this case [Show\Totals] will show your ranking and you can see the scores of your competitors.

6. Bidding contests

Jack comes with a large number of bidding contests. In a bidding contest each deal ends after the auction. You receive a score from 0 to 10 based only on your final contract. In most contests you can compare your result with those obtained by Dutch experts. Start by selecting [File\Bidding contest], after which you see a long list of bidding contests:



Description	Deals	Level	Albert	Date
Level 1, Set 1	30	1	0	2009-10-05
Level 1, Set 2	30	1	0	2009-10-05
Level 2, Set 1	30	2	0	2009-10-05
Level 2, Set 2	30	2	0	2009-10-05
Level 3, Set 1	30	3	0	2009-10-05
Level 4, Set 1	30	4	0	2009-10-05
Level 5, Set 1	30	5	0	2009-10-05
Bridge 1991/1	10	3	0	2009-10-05
Bridge 1991/2	10	4	0	2009-10-05
Bridge 1991/5	10	3	0	2009-10-05
Bridge 1991/6	10	5	0	2009-10-05

The Level indicates the difficulty of the contest. Level 1 is the easiest, but what is easy for advanced players can be hard for less experienced players. Level 5 is extremely difficult even for experts. After selecting a bidding contest you will bid the NS hands as usual. The EW convention card is determined by the computer. East and West will usually pass, but if they bid you must understand their calls. For an explanation of a bid, click on the bid in the auction overview. After the auction, you will see your result and the awards for all contracts that score higher than 0. [**File**\Bidding contest result] gives you more information, such as how other pairs bid and contest rankings.

7. Loading and saving deals

Jack uses, amongst others, the popular Portable Bridge Notation (PBN) format to store its deals. You can download PBN files from the internet and directly open them using Jack, enabling you to load and replay the deals.

For saving a deal you have just played, select [**File**\Save deal]. Jack will ask for a filename. You can use any name you want. If you select an existing PBN file, Jack will append the game at the end of the file.

Loading a deal is equally easy. Select [**File**\Load deal]. After you select which PBN file to open, Jack will display the contents of that file in a new window. Each deal in the PBN file will appear on a separate line. The attributes of the deals are conveniently arranged. You will find the name of the South player, etc. You can create your own view by sizing the columns up or down or by hiding the unwanted ones. For the latter just right-click on a column header. When you click on a line, the deal will be displayed in the top area (together with the auction). This way you can quickly check whether it is the deal you were looking for. Load a deal either by double-clicking it or by selecting it and choosing [**File**\Load deal].

Load deal from PBN database: C:\Program Files\Jack 6\pbn\Computer bridge final 2002.pbn

File Selections Help

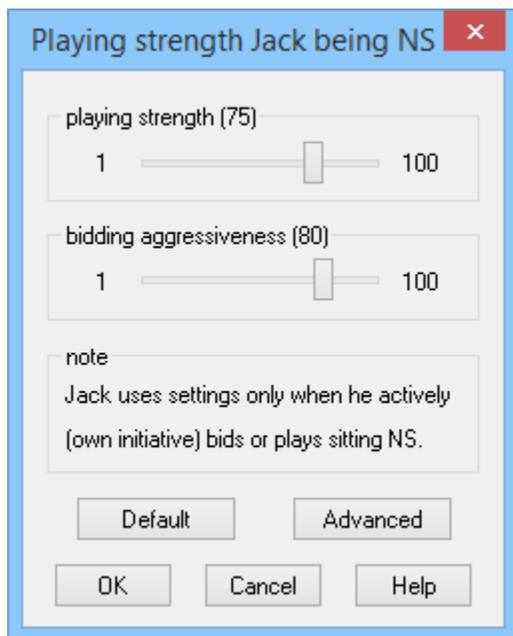
Auction		Play		West	North	East	South
#				Wbridge5	Jack	Wbridge5	Jack
2	♠ KQ42	3NT	+1/S	pass	1♥	pass	1♣
E/NS	♥ AK763			pass	2♣	pass	2NT
	♦ J83			pass	3♠	pass	3NT
	♣ 5			pass	pass	pass	
	♠ 963		♠ J 10 7 5				
	♥ J 10 9		♥ Q 8 4				
	♦ K Q 7 4		♦ 10 9				
	♣ Q 10 6		♣ J 8 7 3				
			♠ A 8				
			♥ 5 2				
			♦ A 6 5 2				
			♣ A K 9 4 2				

Index	Board	West	North	East	South	Result
1	1	Jack	WBridge5	Jack	WBridge5	5D/S -2 (-100)
2	1	Wbridge5	Jack	Wbridge5	Jack	pass
3	2	Jack	WBridge5	Jack	WBridge5	3NT/S +2 (660)
4	2	Wbridge5	Jack	Wbridge5	Jack	3NT/S +1 (630)
5	3	Jack	WBridge5	Jack	WBridge5	4S/N +1 (450)
6	3	Wbridge5	Jack	Wbridge5	Jack	4S/N +1 (450)

A deal will usually consist of an auction and card play. You can replay the deal by using the play forward button. To play the deal against Jack you must start Jack running by selecting [**Actions**\Start Jack].

8. Playing strength Jack

You can adjust Jack's playing strength from the menu bar [**Settings**\Playing strength]. You may choose [*Jack being NS*] or [*Jack being EW*], or you may designate [*Jack otherwise*] when Jack does not actually play but analyses or comments as Professor Jack. After selecting to set Jack's NS playing strength you will see this screen:



The playing strength is a number between 1 and 100. The higher the number, the better and more slowly Jack will play. At low values (but never at Level 70 or higher), Jack will make deliberate bidding and play errors. However, he will never misrepresent his high card strength or suit lengths. Level 100 is the level Jack uses at the world computer bridge championships.

The playing strength can also be tuned in detail. Select the [*Advanced*]

button. At the world computer bridge championships Jack uses time level 10, each pair taking about half a minute per deal on modern computers. The exact settings can be activated with the Championship option. The playing strength used by NS and EW are visible on the main screen. At the bottom you can see the active convention cards and behind that, between brackets, the playing strength.

Jack has a modern bidding style and therefore bids rather aggressively. Going down a lot however is little fun for anybody and if you think that your Jack partner bids too high you can tone him down by lowering the bidding aggressiveness setting. Be aware that low values might result in missing a good game or slam more often than occasionally. Just like with the playing strength setting, changing this aggressiveness setting will not make Jack deviate from standard bidding theory. For example, Jack will not try to keep auctions low by incorrectly opening a 19 HCP hand with a bid of 1NT.

9. Competition on the JackBridge Club

Bridge is a competitive sport and in the virtual JackBridge Club you can compare your own actions and results with that of others on the same deal. In the JackBridge Club you play with your partner Jack in a competition against various computer personalities. There are six levels (called flights) and after each round of competition your level can change. When you have performed well you will rise to a higher flight. If you meet some bad luck you are in danger of dropping into a lower flight.

You enter the JackBridge Club through [**File**\Competition]. When you enter for the first time, no competition is active. You must start by pressing [Setup new competition]. You can also press [Help] to learn more! You can choose the number of deals in each competition round and whether your opponents should use your convention card or their own (in higher flights their systems will often be complex). You can set the difficulty level of the competition as well. The higher the level, the stronger the opposition and the harder it will be for you to rise. You can start in any flight except the highest.

After you set up a competition you will see an overview of the active competition, like the one in the picture on the next page. The participants in your flight are listed and the first competition round can start. Click on [Start this competition round] and you will play the specified number of deals (we used 60). At every table you will be introduced to a pair of opponents who will play four deals against

you. Your ultimate goal is to rise to Flight A where you must beat the world class players from the Dutch Team Orange. At that level you will be playing against Westra-Ramondt and Muller-de Wijs, who will do their utmost to prevent you from becoming champion.

Play competition at the JackBridge Club ✕

competition scoring

matchpoints

teams

settings

Deals per competition round: 60

Opponents use your cc: yes

Strict competition rules: no

Competition difficulty level: 4

Reuse deals already played: no

status

Competition class: Flight D

Boards played: 0/60

participants

1. Samantha Atkins - Lauren Austin
2. Kim Bateup - Yuka Koning
3. Lance Duckworth - Tom Carlson
4. Ben Luther - Anthony George

5. Jack Sceney - Andrew O'Connell
6. Riley Barclay - Marlino Partington
7. Matthew Hein - Nathan Stewart
8. Phoebe Walters - Russell Walters
9. James Buckley - Scott Weaver
10. Joseph le Brun - Gary de Groot
11. Stefana Pickering - Alexandra Bancroft
12. Darcy Noble - Lachlan Craven
13. Blake Mortimer - Thomas Van Jole

14. Will Hearfield - Lucas Strickland
15. Jonathon Loney - Anthony Roso
16. Jack - Albert

Start this competition round

Setup new competition

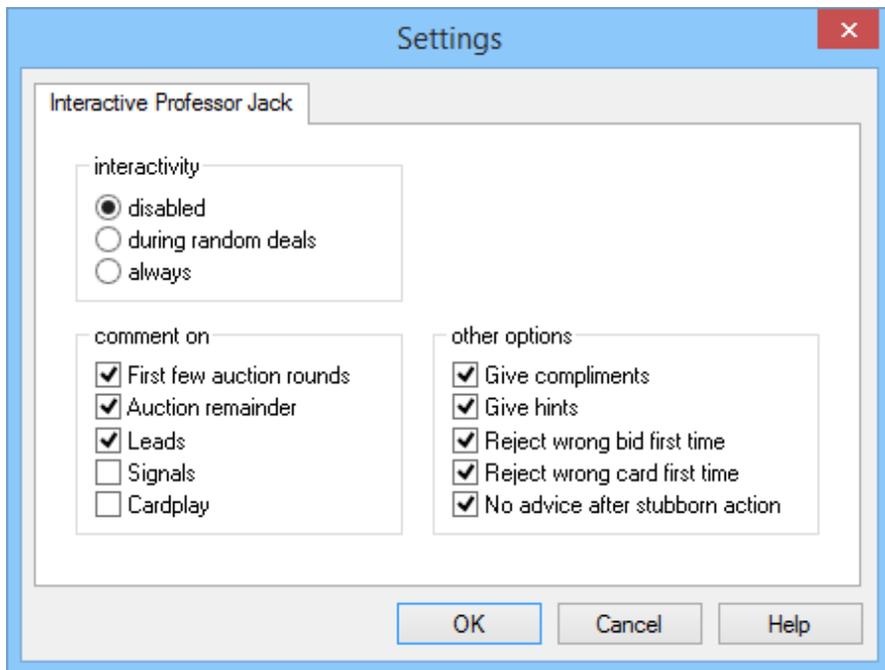
Cancel

Help

Besides a matchpoint competition you can also play in the JackBridge teams. Together with three other Jacks you will meet nine other teams in the same flight. Imps won or lost are converted to Victory Points. After nine matches you will rise, fall or stay in the same flight. Again your ultimate goal is to become the champion of the club.

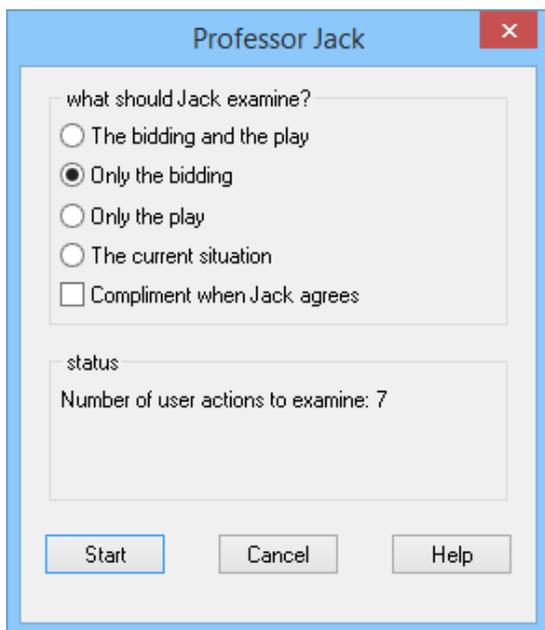
10. Professor Jack

Professor Jack is a teacher who can help you improve your bridge skills rapidly. He watches as you play but says nothing unless you activate him using [Settings\Professor Jack]. You get this screen:



You can indicate when you want the Professor to be active, at what points in the deal you want him to comment, and whether he should let you change your call or play if he disagrees with you. His remarks appear on the text window on the right side of the screen.

Even when you have not asked the Professor to comment during a deal, you can solicit his opinions about your bidding and play afterwards. Select [Jack\Ask professor Jack].



After you indicate what the Professor should examine, he will analyse your actions, pointing out clearly where he disagrees and why. When the Professor is finished you can use the F6 and F7 keys to jump between his comments.

You can have Professor Jack analyse automatically after each deal. Use the setting on [**Settings**\Statistics] to do so. Now you need no longer select [**Jack**\Ask Professor Jack] manually after each deal.

11. Convention Cards

Jack is pre-programmed to play the most commonly used systems and conventions. Customary cards like Standard American Yellow Card (SAYC), Bridge World Standard and 2/1 game forcing are all predefined.

Based on Berry Westra's teaching method, convention cards have been included for novices as well as for advanced players. The convention card Jack uses during the World Computer Bridge Championships is also present.

Convention card for North-South

convention card name

NS Standard American Yellow Card

EW Standard American Yellow Card

base system

Base system: 5+ major, 3+ diamonds (11)
Conventions: Truscott

Two-level opening: Strong-2C + Weak-2D + Weak 2H/2S

1 NT

15 - 17, Stayman, Jacoby, Gerber, Defence: Natural

2 NT

20 - 21, Stayman, Jacoby, Gerber

preemptive bidding

Style: Mainstream
Defence: Takeout double

slam

Blackwood, kings with 5NT
Controls: First round

doubles

Negative up to 2S, Competitive up to 3S

other conventions (1)

Fourth suit forcing, Michaels cuebid, Unusual NT,
Weak: jump overcall

leads

suit 4th best, Internal sequence
NT 4th best, Internal sequence

signals

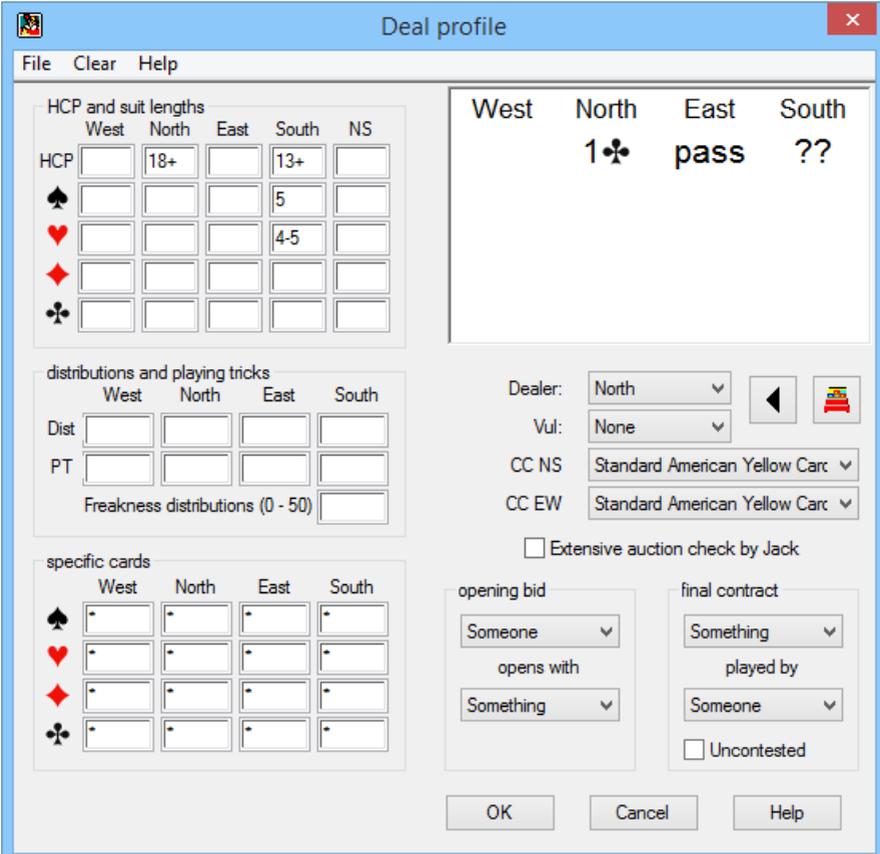
	suit	NT
Partner leads	high = pos	high = pos
Declarer leads	high = even	high = even
Discarding	high = pos	high = pos

Jack's default setting uses the Standard American Yellow Card (SAYC) convention card. Changing convention cards is easy. Select **[Settings\Convention cards]** and activate either NS or EW (top left side of the screen). Then choose any of the many predefined convention cards that appear on a drop-down menu. If none of the predefined convention cards suits your needs, you can compose your own. Jack will guide you through all parts of the convention card. All commonly used conventions are present. Help is available at each and every step.

To create your own custom convention card select **[Edit]** on the convention card overview screen. Now click **[Create a new convention card]**. Pick a reference card (one you are familiar with) and specify a new name. Review the card and make the changes you like to see.

12. The Deal profile

Jack's deal profile feature is an especially useful and powerful tool for practicing card combinations and conventions. It also lets you define specific auction sequences and card holdings in each of the four hands. It opens from the menu bar [**Deal**\Deal profile].



The screenshot shows the 'Deal profile' window with the following settings:

- HCP and suit lengths:**

	West	North	East	South	NS
HCP		18+		13+	
♠				5	
♥				4-5	
♦					
♣					
- distributions and playing tricks:**

	West	North	East	South
Dist				
PT				

Freakness distributions (0 - 50)
- specific cards:**

	West	North	East	South
♠	*	*	*	*
♥	*	*	*	*
♦	*	*	*	*
♣	*	*	*	*
- Auction and Contract Settings:**
 - Dealer: North
 - Vul: None
 - CC NS: Standard American Yellow Card
 - CC EW: Standard American Yellow Card
 - Extensive auction check by Jack
 - opening bid: Someone
 - opens with: Something
 - final contract: Something
 - played by: Someone
 - Uncontested

Buttons: OK, Cancel, Help

This screenshot shows how easy it is to request a deal with specific characteristics. Your partner North opens with 1 club and we would like him to have a good hand. We'll make sure he has at least 18 points. For ourselves we want 5 spades and either 4 or 5 hearts with

at least opening values. This offers an interesting profile to investigate the possibility for a slam.

The deal profile editor even lets you specify the location of specific cards. For example, we could give West the ace of diamonds and allow East to have only 0-1 spades. Then whenever we request a new deal, Jack will create hands that satisfy this requested deal profile. If the profile gets too complex Jack may suggest testing the profile to determine if a fit will be possible at all. Upon completion of the deal profile it will automatically be activated. Every time a new deal is initiated, Jack will search for a deal that meets the deal profile. If the conditions are too complex Jack may only be able to come up with an approximately correct deal.

You can also create tournaments in which all deals should meet a certain deal profile. If you prefer to be the declarer, for example, you could define a HCP of 13+ for South. You then have opening values in all deals of the tournament.

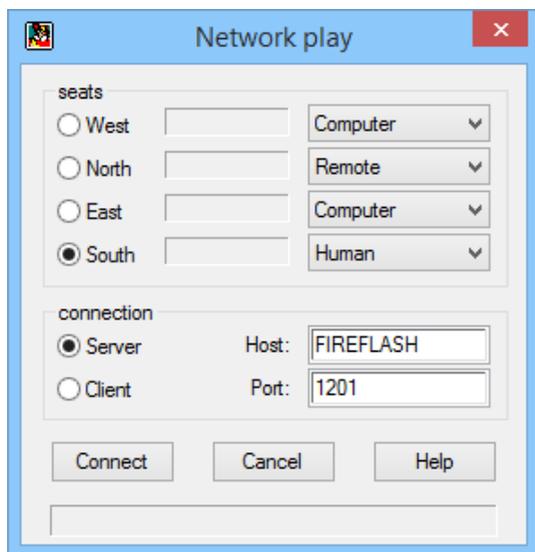
13. Network play

Jack supports several players joining in a network game. Your network should support the TCP/IP protocol, and can be both a local network as well as the (non-local) internet. Jack uses a client-server model for connecting the computers. To enable network play first select [File\Network play]. One computer will act as the server. The server arranges the table seats and registers which chairs are occupied by people and which by Jack. The server is the only machine that is allowed to start a new deal. Since all computer Jacks share the server for their thinking time it would be wise to assign the fastest machine to the server task. There is no dedicated server machine: your server computer also hosts a human player, so you don't need to yield your finest machine to Jack!

The server process should always be the first one you start. The server takes only 2 variables, the hostname and the port to be used. The hostname actually stands for the IP-address, which consists of 4 numbers (each one between 0 and 255), for example 192.168.32.55.

Depending on the configuration used it will often suffice to supply the computer name as used in the local network, like FireFlash in the screenshot. The port to be used defaults to 1201. If you encounter problems using this port, try using another one making sure the number is somewhere in between 1023 and 65535. In the figure below we started a server on the computer called FireFlash. The server machine is operated as a client by a human in the South chair. North is elsewhere on the network whilst East and West are both instances of Jack.

It is possible to use user-created convention cards during network play. You do need to export the convention card on the server and import it on the client. Use the option [**Settings**\Convention Card] followed by the button [*Edit*], in order to export and import convention cards.



As soon as the table arrangement has been defined and the server successfully started, the clients can sign on. On the clients you only need to enter the hostname and the port. These should be identical to those on the server. After signing on, the settings on the server will determine which chair the client will take. On the client computer the table might be rotated,

depicting your cards at the bottom of the screen. Jack always positions your cards and auction as if you were the South player. When all seats are taken the server will start a new deal. This can be

either a random deal or one from a tournament. All relevant data will be transmitted showing all participants who they're playing against. The server is also the place to determine the convention cards used and the thinking time for the computer contestants. After each deal the server has to await the clients' readiness signal for the next deal.

Competitions can also be used for network play. To do so it is required that you are seated NS.

The online manual offers example network configurations and tips for troubleshooting network play.

There is no technical difference for Jack between local (over a LAN) and non-local (over the internet). However, internet play involves firewalls, anti-virus software, and other security issues. Be sure to allow client IP-address access to the server in the router on the server side.

14. Support

Jack offers extensive support for this program in several ways. You now have installed on your computer a manual that explains every feature and control in Jack. It contains a detailed table of contents that will allow you to find fast answers to your questions. The manual opens conveniently from the menu bar [**Help**\Manual]. There is also a FAQ (Frequently Asked Questions) on Jack's website at www.jackbridge.com.

You can also contact us directly by email at jack@jackbridge.com. Please include your registration code in your email.

15. Colophon

Jack © 2001 - 2014 Kuijf & Kuijf Software

Authors: Wim Heemskerk, Hans Kuijf and Berry Westra

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Desktop publishing: Vaporware, Albert Claesen

Special thanks to Gerard Hilte for providing the playing cards for the cover and to Walter Tiffany for editing this manual.

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www.jackbridge.com