

Un divertente e nuovo modo di giocare a bridge: **I Robot Race tournaments di BBO**

Oltre alle ovvie abilità tipiche richieste dai tornei Mitchell, viene considerato un ulteriore fattore: la velocità di licita & gioco della carta. Dovrete giocare i tornei (a pagamento: mediamente un dollaro a torneo) contro tre giocatori/computer programmati con il sistema dichiarativo sotto indicato. Più sarete veloci, più mani giocherete e più punti acquisirete. I giocatori meglio piazzati vinceranno (non fatevi illusioni!!!) qualche dollaro in più rispetto all'iscrizione e punti BBO (magari in futuro la FIGB unirà l'utile al dilettevole e dispenserà pure punti FIGB).

I computer del programma GIB utilizzano il sistema "Two Over One" sotto indicato.

C= ♣ D= ♦ H= ♥ S= ♠

The GIB robots on BBO use the 2/1 system described below.

You can click on any of GIB's bids for an explanation.

Overview

2/1 Game Force with 5 card majors, strong NT, strong (17+) jump shift, weak 2 bids and a strong artificial 2C.

Carding is 3/5, with what appears to be standard count and attitude signals. Gib does falsecard.

HCP vs Total Points

Gib uses both old fashioned HCP (A=4,K=3,Q=2,J=1)) and "Total points" (HCP+3 for void, 2 for singleton, 1 for doubleton). It sometimes uses "8421" points when cuebidding

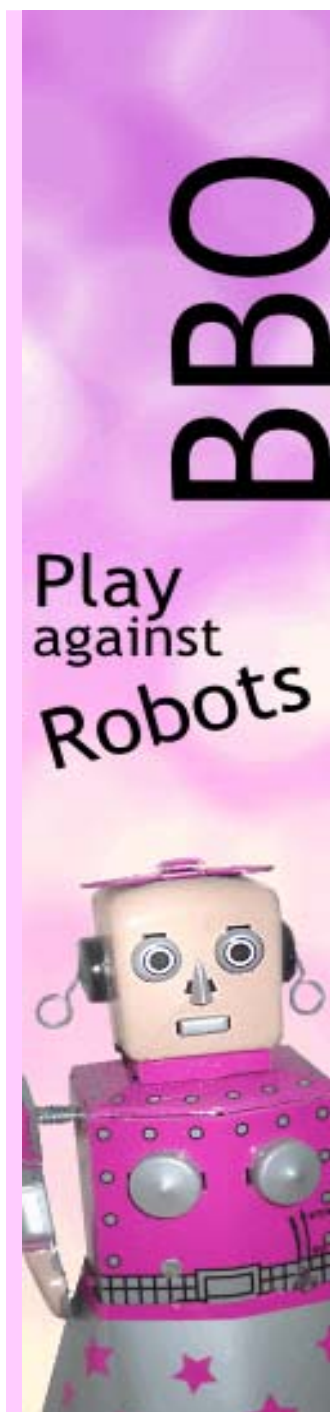
A=8,

K=4,

Q=2,

J=1.

It will usually force to game if it thinks it has 25 Total Points between the two hands.



Opening bids

- 1C could 3 if 4333. 2C response is forcing, inverted
- 1D usually 4 unless 4432. Opens 1D with 4-4 in the minors. 2D response is forcing, inverted
- 1H 1S normally show 5 in all seats. Opens 1S with 5-5 in spades and clubs. 1M-2M direct raise is not constructive. 1N response is forcing. Jacoby 2NT. Splinters. Long suit game tries (when hearts is agreed, 3C/3D = long suit game try)
- 1N balanced 15-17 HCP, denies a 5-card major. [Followups](#):
- 2C strong, artificial. 22+ HCP
- 2D 2H 2S weak 2 bid. Disciplined, with honors in the suit
- 2N balanced 20-21 HCP. [Followups](#):

Rebids

1. Opening jump rebid (1c-1any-3c for example) promises 6+ card, 17-20 HCP
2. Opening major rebid does not promise 6 cards in the suit.

Competitive Auctions

3. 1-level overcall shows 5+; 8-17HCP; 9-19HCP. However, might overcall 1-major with decent hand and a strong 4-card suit.
4. GIB uses the law of total tricks.
5. Takeout doubles to 4 level
6. Negative X. Responsive X. Support X (GIB may do support X with Kx).
7. Weak jump overcalls (aggressive, 3-9 HCP, no allowance for vulnerability)
8. Cappelletti when opponents open 1NT
9. Michaels cue bid
10. Unusual NT (GIB only does Unusual NT with intermediate hands, xx-KQxxxx KQxxx for example))
11. Unusual versus Unusual (GIB does UVU, but doesn't alert it with this name)
12. Western Cue bid (GIB doesn't alert western cue with this name)

Other conventions and treatments

13. Fourth Suit Forcing
14. New minor forcing
15. [Roman Key Card Blackwood](#). GIB doesn't like to use gerber, but it will respond appropriately

Notes

16. GIB is quite aggressive at the faster (weaker) settings. It likes to redouble, so careful with those sacrifices.
17. Vulnerability does not affect opening/overcall decisions. GIB seems to consider vulnerability only when thinking about leaving in a double for penalties.

Conventions that GIB does *not* play

19. Drury, reverse Drury
 20. Gambling 3nt
 21. Namyats
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Roman Keycard Blackwood (RKCB)

RKCB is a 4NT bid that, unlike regular Blackwood, asks for "keycards" instead of Aces. There are always 5 keycards - the 4 Aces plus the King of the agreed trump suit. If no trump suit has been clearly agreed, the the King of the most recently bid suit is typically counted as the 5th keycard.

Responses to 4NT RKCB:

- 5C **0 or 3** keycards
- 5D **1 or 4** keycards
- 5H **2 or 5** keycards, but **no Queen** of the agreed suit
- 5S **2 or 5** keycards **plus Queen** of the agreed suit
- 5NT An even number of keycards plus an unspecified void
- 6x An odd number of keycards with a void. If 6x is below 6 of the agreed suit then the void is in the suit bid. If 6x is a bid in the agreed suit then the void is in an unspecified higher-ranking suit.

After the 5C and 5D responses, the 4NT bidder can bid the next step that is not a signoff in order to ask for the Queen of the agreed suit. Then:

- Bidding the agreed suit at the cheapest level denies the Queen of the agreed suit.
- Bidding a new suit promises the Queen of the agreed suit plus the King of the suit bid.
- Bidding 5NT promises the Queen of the agreed suit and either denies any side King or denies a side King that can be shown below 6 of the agreed suit.

A subsequent 5NT bid by the 4NT bidder (regardless of whether or not an ask for the Queen of the agreed suit has taken place) asks for specific Kings. The 5NT bid promises that all of the 5 keycards and the Queen of the agreed suit are accounted for. Then:

- The responder to RKCB is entitled to bid a grand slam if he thinks that 13 tricks rate to be available.
- If the responder to RKCB has a King that is lower-ranking than the agreed suit, he should bid that suit at the 6-level. If he has more than one such King, he should bid his lowest-ranking King.
- Otherwise the responder to RKCB should bid 6 of the agreed suit.

After a 1N opening bid

If the opponents overcall 2C (Cappelletti any 1suited hand), Double is Stayman and all other bids as below.

- 2C **Stayman** (promises at least one 4-card major unless inviting 3NT).
 - 2D No 4-card major
 - 2H/2S Invitational with 5 of the suit bid and 4 of the other major
 - 2NT Invitational (does not promise a 4-card major)
 - 3C/3D 5+ card suit. Forcing to game
 - 3H/3S **Smolen** (forcing to game with 4 of the suit bid and 5 of the other major)
 - 4NT Invitational to 6NT.
 - 2H 4 hearts (could also have 4 spades)
 - 2S Invitational with 4 spades
 - 2NT Invitational, denying 4 spades
 - 3C/3D 5+ card suit. Forcing to game
 - 3H Invitational
 - 3S **Artificial** slam try with at 4+ hearts, usually balanced
 - 4C/4D Splinters (singleton or void in the suit bid, 4+ hearts, interest in slam)

- 4NT Invitational to 6NT
- 2S 4S (denies 4 hearts)
 - 2NT Invitational (does not promise 4 hearts)
 - 3C/3D 5+ card suit. Forcing to game
 - 3H **Artificial** slam try with 4+ spades, usually balanced.
 - 3S Invitational
 - 4C/4D/4H Splinters (singleton or void in the suit bid, 4+ spades, interest in slam)
 - 4NT Invitational to 6NT
- 2D **Jacoby** Transfer Bid (promises 5+ hearts). Opener would normally bid 2H, but can superaccept with a maximum and 4-card heart support. After 2H:
 - 2S 5+ hearts, 5+ spades, invitational to game.
 - 2NT Exactly 5 hearts, invitational to game.
 - 3C/3D 5+ hearts, 4+ card suit. Forcing to game.
 - 3H Invitational with 6+ hearts
 - 3NT Exactly 5 hearts. Choice of games (4H or 3NT).
 - 3S/4C/4D Splinters (6+ hearts, singleton or void in the suit bid, interest in slam)
 - 4H 6+ hearts, no singleton or void, mild slam interest
 - 4NT Exactly 5 hearts. Invitational to 6H or 6NT
 - 5NT Choice of slams (6H or 6NT)
- 2H **Jacoby** Transfer Bid (promises 5+ spades). Opener would normally bid 2S, but can superaccept with a maximum and 4-card spade support. After 2S:
 - 2NT Exactly 5 spades, invitational to game.
 - 3C/3D 5+ spades, 4+ card suit. Forcing to game.
 - 3H 5+ spades, 5+ hearts. Forcing to game.
 - 3S Invitational with 6+ spades
 - 3NT Exactly 5 spades. Choice of games (4S or 3NT).
 - 4C/4D/4H Splinters (6+ spades, singleton or void in the suit bid, interest in slam)
 - 4S 6+ spades, no singleton or void, mild slam interest
 - 4NT Exactly 5 spades. Invitational to 6S or 6NT
 - 5NT Choice of slams (6S or 6NT).
- 2S **Minor Suit Stayman** (Usually at least 54 in the minors, forcing to game)
 - Opener would normally bid a 4+ card minor if he had one, but can bid 2NT with 3343 or 3334 distribution.
 - If responder's next bid is 3 of a major, he is promising a singleton or void in that suit, but not necessarily slam interest
- 2NT Minor Suit **Transfer** (Promises 6+ clubs. Opener must bid 3C)
 - If responder's next bid is 3 of a new suit, he is promising a singleton or void in that suit, but not necessarily slam interest
 - Responder's 3NT rebid is a mild slam try (usually balanced).
 - Responder's 4NT rebid is RKCB
- 3C Minor Suit **Transfer** (Promises 6+ diamonds. Opener must bid 3D)
 - If responder's next bid is 3 of a new suit, he is promising a singleton or void in that suit, but not necessarily slam interest
 - Responder's 3NT rebid is a mild slam try (usually balanced).
 - Responder's 4NT rebid is RKCB
- 3D/3H/3S **Singleton** or void in the suit bid, at least 4 cards in the other 3 suits, no 5-card major, forcing to game.
- 3NT Signoff
- 4C Gerber
- 4D **Texas** Transfer (Promises 6+ hearts, opener must bid 4H)
 - New suit rebid by responder is a cuebid.
 - 4NT rebid by responder is RKCB.
- 4H **Texas** Transfer (Promises 6+ spades, opener must bid 4S)
 - New suit rebid by responder is a cuebid.
 - 4NT rebid by responder is RKCB.
- 4NT Invitational to 6NT

- 5NT Invitational to 7NT
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After a 2N opening bid

- 3C **Stayman** (promises at least one 4-card major)
 - 3D No 4-card major
 - 3H/3S **Smolen** (forcing to game with 4 of the suit bid and 5 of the other major)
 - 4C/4D 5+ card suit. Interest in slam
 - 4H/4S Signoff bids
 - 4NT Invitational to 6NT
 - 3H 4 hearts (could also have 4 spades)
 - 3S **Artificial** slam try with 4+ hearts
 - 3NT Choice of games (4S or 3NT). Promises 4 spades.
 - 4C/4D 5+ card suit. Interest in slam
 - 4NT Invitational to 6NT
 - 3S 4 spades (denies 4 hearts)
 - 3NT Signoff (promises 4 hearts)
 - 4C/4D 5+ card suit. Interest in slam.
 - 4H **Artificial** slam try with 4+ spades
 - 4NT Invitational to 6NT
- 3D **Jacoby** Transfer Bid (promises 5+ hearts). Opener would normally bid 3H, but can superaccept with a maximum and 4-card heart support. After 3H:
 - 3S 5+ hearts, 5+ spades, interest in slam
 - 3NT Exactly 5 hearts. Choice of games (4H or 3NT)
 - 4C/4D 5+ hearts, 4+ cards in suit bid, forcing to game
 - 4H Mild slam try with 6+ hearts
 - 4NT Exactly 5 hearts. Invitational to 6H or 6NT
 - 5NT Choice of slams (6H or 6NT)
- 3H **Jacoby** Transfer Bid (promises 5+ spades). Opener would normally bid 3S, but can superaccept with a maximum and 4-card spade support. After 3S:
 - 3NT Exactly 5 spades. Choice of games (4S or 3NT)
 - 4C/4D 5+ spades, 4+ cards in suit bid, forcing to game
 - 4H 5+ spades, 5+ hearts, choice of games (4H or 4S)
 - 4S Mild slam try with 6+ spades
 - 4NT Exactly 5 spades. Invitational to 6S or 6NT
 - 5NT Choice of slams (6S or 6NT)
- 3S **Minor Suit Stayman** (usually at least 54 in the minors, forcing to game)
 - Opener would normally bid a 4+ card minor if he had one. Otherwise he would bid 3NT.
 - If responder's next bid is 4 of a major, he is promising a singleton or void in that suit
- 3NT Signoff
- 4C Gerber
- 4D **Texas** Transfer (Promises 6+ hearts, opener must bid 4H)
 - New suit rebid by responder is a cuebid.
 - 4NT rebid by responder is RKCB.
- 4H **Texas** Transfer (Promises 6+ spades, opener must bid 4S)
 - New suit rebid by responder is a cuebid.
 - 4NT rebid by responder is RKCB.
- 4NT Invitational to 6NT
- 5NT Invitational to 7NT

General Conditions of Contest for Robot Race Tournaments

Introduction

Robot Race Tournaments (RRTs) on **BBO** are fast, fun, secure, and **cheat-proof** contests of **skill** in which successful participants win **BBO Masterpoints**.

Each player in every RRT must pay an **entry fee** using **Bridge Base Dollars (BB\$)**. Hold your mouse over any RRT in the list of tournaments to find out the amount of the entry fee for that tournament as well as additional information on how that tournament will be run.

In each tournament's description you will also see how long the tournament will run. This is expressed in terms of number of minutes - not in terms of a number of rounds or boards. RRTs are scored as **total points** tournaments. The object is to collect as many total points as possible. To that end, you can play as many deals as you are able (or as few you as want) in the time that you have been given. When you play in an RRT you can hold your mouse over your score to see a list of the current leaders of that tournament. This will help you to decide if and when to stop playing.

Why is cheating impossible in BBO RRTs?

Here are the 3 most important reasons:

- 1) Each table in a RRT consists of one human player (who always sits South) and 3 robot players. This makes it impossible for partners to communicate illegally (using a telephone or instant messaging software for example) or for opponents at the same table to collude.
- 2) RRTs are not duplicate tournaments. Since players do not play the same hands as each other, it is impossible for players at different tables to collude with one another.
- 3) Kibitzing is never allowed in RRTs. This makes it impossible for a kibitzer to report the contents of an unseen hand to a player.

What happens if there are computer problems?

In the unlikely event that there is a problem on our end (general loss of service, robot freezes, etc.) during a RRT, the affected player(s) will be disqualified from the RRT. Their entry fees will be refunded. Players who experience poor connections or problems on their own computer that prevent them from completing a RRT are not eligible for a refund. Poor play by robots does not count as a problem on our end. No appeals. Don't ask.

What is it like playing with robots?

BBO utilizes a computer program named **GIB** to power the robot players in RRTs. While GIB is widely considered to be one of the best computer bridge programs ever created, it sometimes makes poor bids and plays (just like all human players). GIB is also capable of brilliance.

Some players may find it frustrating if a particular GIB partner plays especially poorly (or if a particular GIB opponent plays especially well) on a given hand, but these things will even themselves out over time. We think that GIB plays at least as well as the average BBO member, but if you disagree or if you think that GIB's level of play is not good enough, please do not complain to us about it! If the GIBs are ruining the RRT experience for you, don't play in RRTs.

The GIBs that play in RRTs play a relatively simple and natural bidding system. When you play in an RRT you can find out the meaning of any bid by clicking on that bid as it appears in the bidding diagram. Furthermore, when it is your turn to bid, moving your mouse over the buttons for the various possible bids will cause an explanation of the bid you are considering (as your GIB partner will understand it) to be displayed. These explanations can be somewhat cryptic, but reading them carefully before you bid will help you to avoid misunderstandings with your GIB partner.

You can find out more about GIB's bidding system by clicking on the following link:

online.bridgebase.com/doc/gib_system_notes.php