



Explanation of Hand Records

From March 2013 onwards, hands and hand records will be created by the software provided with our Dealer4 dealing machine. Despite the change, the underlying method for generating the hands will continue to be 'Big Deal'.¹

The change is being made because the Dealer4 software provides a more convenient (and therefore less error-prone) way of creating hands than the mix of software previously employed. As a consequence, however, the appearance of the 'hand records' will change somewhat.

Each 'hand record' will be shown like this:

Board: 32	♠5		
Dealer: W	♥AK84		
EW Vul	♦JT97		
	♣Q987		
	♠KQ962	N	♠A873
	♥95	W	♥Q3
	♦AK4	E	♦86532
	♣KJ2	S	♣A6
	♠JT4		10
	♥JT762		16 HCP
	♦Q		10
	♣T543		4

	N	♠	♥	♦	♣
N		2	1		
S		2	1		
E	2	4	3		
W	2	4	3		

The table in the bottom left-hand corner shows the contracts that the software deems makeable.² For example, S can make 2♥, W can make 4♠.

From this it can be deduced that the 'optimal contract' is 5♥x by NS – it is better for NS to be defeated by 3 tricks in 5♥x (for 500) than to let EW make a vulnerable 4♠ (for 620).

At the end are shown the
for the set of 32 boards:

Hands Statistics:

Hand:	N	S	E	W	NS	EW
Average HCP:	10.03	9.91	10.25	9.81	19.94	20.06
Balanced:	16	12	9	18	28	27
Voids:	3	1	0	0	4	0
Singletons:	12	14	17	10	26	27
Long suits (7+):	1	1	2	2	2	4

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¹ This method is well documented (see <http://sater.home.xs4all.nl/doc.html>).

² There is an option to analyse opening leads in detail. It is not used because of the time it takes; if it were used, the 'makeable contracts' might change.