

Using the spreadsheet template for bridge hands, for LIN conversion and for homework.
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1. Building boards

In the spreadsheet, each row is a board. Each column name is a different aspect of that board: the board's name, who's vulnerable, the contents of each hand, etc.

1.1. Board names and numbers

Enter names for your boards in the NAME column. Most bridge software ignores these names (like BBO) and instead refers to boards by their NUMBER (e.g. "Board 1"). The number column does not need to occur sequentially, but boards *will* be re-ordered low-to-high in LIN format. So for example, the first board that will be dealt in BBO is board 1. It is recommended to enter boards into the spreadsheet in the order you want them to appear, and then change the NUMBER column to be 1 through n where n is the number of boards in the sheet.

	A	B	C	D	E	F	G	H	I
1	NAME	NUMBER	NS	NH	ND	NC	ES	EH	E
2	Law of total tricks	1	AKT54	95	T98	32	J	AQJ6	A
3	Partner changes suit	2	42	AT	QT987	A94	Q65	KQ765	4
4	Law of total tricks 2	3	542	765	A52	J853	3	AJT2	Q
5	3N response	4	AK74	K62	K5	KQT4	J62	AJ973	9
6	Too big	5	KQ732	73	KJ32	65		AKJT9	Q
7									

1.2. Hands

Hands are entered over 16 columns: NS, NH, ND, NC, ES, EH ... etc. Obviously, these correspond to the seat position (NESW) plus the suits (SHDC), in that order. In the spreadsheet, the order of these columns doesn't actually matter, so long as the same column names are present. If you want to edit the spreadsheet to re-order these columns if that makes it easier for you to enter your boards, go right ahead. Columns are colored by seat position to make it easier to enter hands.

1.2.1 Formatting

Please feel free to re-format the spreadsheet in terms of font, font size, font color, or background color. As long as the actual text (especially column names) remain intact, it will work. DO NOT add extra sheets or insert anything that isn't plain text.

1.2.2 Card Names

This spreadsheet uses the following single-character codes for all cards:

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

Note that tens are represented by a T.

1.2.3 Card Order

The order of characters within a cell does *not* matter. If you put AK2 in NS for board 1, it will give the same result as 2AK or K2A.

1.3. Dealer

DEALER must be N, E, S, or W. No other characters are allowed.

	P	Q	R	S	T	U	
1	WH	WD	WC	DEALER	NS_VULN	EW_VULN	BIDDING
2	T872	KQJ65	AJ	N	0	0	2SX4SF
3	3	AJ2	KQ32	E	1	0	2HP2SF
4	KQ984	KT	Q964	S	0	1	3SP4SF
5	Q8	J62	J973	N	1	0	P2DP3M
6	42	4	987432	E	1	0	1HXP2S

1.4. Vulnerability

Vulnerability is determined by two columns: NS_VULN and EW_VULN. Each can be either 1 or 0, which correspond to True or False.

1.4.1. Vulnerability examples

To make only EW vulnerable, set NS_VULN to 0, and EW_VULN to 1.

To make both sides vulnerable, set NS_VULN to 1, and EW_VULN to 1.

To make nobody vulnerable, set NS_VULN to 0, and EW_VULN to 0.

1.4.2. T and F

You may also use T or F in these columns instead of 1 and 0, as long as you use T/F exclusively and do not mix it with 1/0.

2. Board features for homework / visualization

The following columns are only used for homework, and are NOT needed for LIN file creation.

2.1. Bidding

In the BIDDING column, enter bids in order using the following convention:

- P Pass
- X Double
- R Redouble (do NOT use XX)
- 1C 1 Club
- 1D 1 Diamond
- 1H 1 Heart
- 1S 1 Spade
- 1N 1 NoTrump (do NOT use NT)
- ...
- 7S 7 Spades
- 7N 7 NoTrump

Enter bids in order. For example, a 7-card pre-empt followed by partner going to game might look like P3SP4SPPP.

	T	U	V	W
1	NS_VULN	EW_VULN	BIDDING	LEAD
2	0	0	2SX4SPPP	KC
3	1	0	2HP2SP3SP4SPPP	4S
4	0	1	3SP4SPPP	KH
5	1	0	P2DP3NPPP	7H
6	1	0	1HXP2S3H4SPPP	AH

2.1.1. Number of bids that can be displayed

Up to 24 bids can be displayed.

2.2. Leads

In the LEAD column, enter the lead as a card name (see section 1.2.2) followed by a suit name (C, D, H, or S). Refer to image above.

3. Hiding features and making features empty

Homework features can be blank or empty. In this example, the board on the left has nothing blank, and shows all possible homework features. The board in the middle is the same board, with several features blank, and the board on the right has those features “empty” instead of blank.

The image shows three bridge board diagrams labeled 'd=display', 'b=blank', and 'e=empty'. Each diagram shows a board with four hands (North, South, West, East) and various features like HCP, Shape, and Bidding. In the 'd=display' board, all features are visible. In the 'b=blank' board, several features are hidden. In the 'e=empty' board, the hidden features are replaced by empty boxes for student input.

3.1. display, blank, empty (dbe)

As explained by the image above, d=display, b=blank, and e=empty. Use “b” when you want a feature completely gone, and use “e” when you want that feature to appear empty so that a student can write within. Each feature can be changed in this way, independently. So, for example, you can have everything displayed except bidding, and leave that empty. This is done via the spreadsheet:

	W	X	Y	Z	AA	AB	AC
1	LEAD	SHOWNAME	SHOWLEAD	SHOWHCP	SHOWSHAPE	SHOWBIDDING	SHOWHANDS
2	KC	s	e	e	s	e	NESW
3	4S	e	s	b	e	s	
4	KH	b	e	s	b	b	NS
5	7H	s	b	e	b	s	EW
6	AH	s	b	s	s	s	NSE

3.2. Features and their options

3.2.1 Name

The board’s NAME is shown in the top-left corner, beneath the board number. Its visibility is controlled by SHOWNAME. Options: d, b (one per board).

3.2.2. Lead

The LEAD is shown in the top-left corner, beneath NAME. Visibility is controlled by SHOWLEAD. Options: d, b, e (one per board).

3.2.3. HCP (high card points)

Table of HCP by seat, organized by partner pairs. It is displayed in the top-right of the sheet. HCP is calculated with A=4, K=3, Q=2, J=1. Visibility is controlled by `SHOWHCP`. Options: d, b, e (one per board).

3.2.4. Shape

Shows the shape of hands, *i.e.* the count of how many cards each player has per suit. It is displayed in the bottom-left of the sheet. Visibility is controlled by `SHOWSHAPE`. Options: d, b, e (one per board).

3.2.5 Bidding

`BIDDING` is shown in a table in the bottom-right corner. Up to 24 bids can be displayed. Visibility is controlled with `SHOWBIDDING`. Options: d, b, e (one per board).

3.2.6 Hands

Hand visibility is controlled differently from the above options. Instead of d/b/e, put the seat directions of the hands that you want to show into `SHOWHANDS`. To show all 4 hands, use `NESW`. Order doesn't matter, `NWSE` will work too. To show only NS and leave EW blank, use `NS`. To hide all hands, leave the field blank. To only show North, use `N`. To show everything BUT North, use `EWS`, etc.