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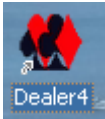
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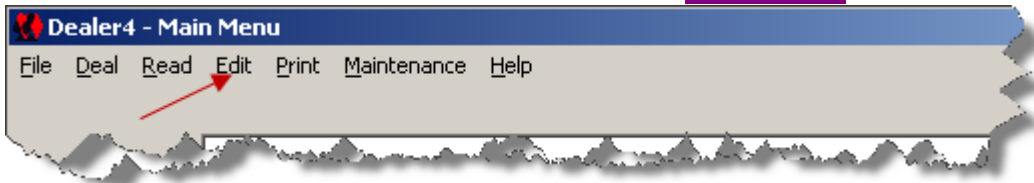
[Legend – Explanation of “Edit Board” Screen](#)

Process for Making up Hands at Home Using Dealer4 Software

1. Download and install the Dealer4 software from http://www.dealer4.com/support_download.htm
Dealer4 Setup file version 4.34 (Windows only) (Newest version of the Dealer4 software.)
2. Double-click on the Dealer4 icon to launch the application:



3. Select "Edit" from the Main Menu bar. **NOTE: See [explanation](#) for "Edit Board" legend.**



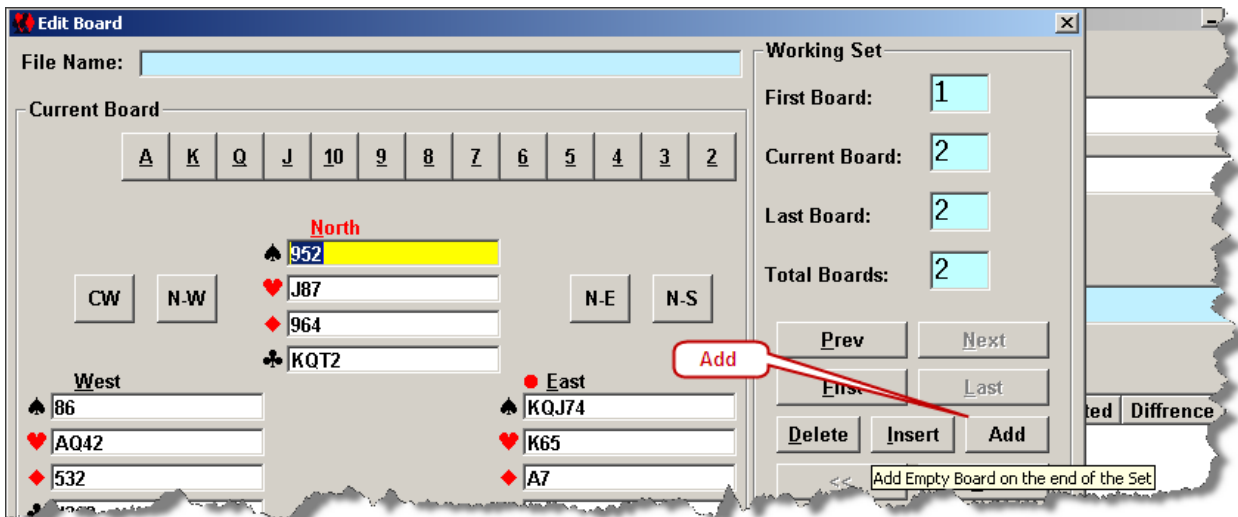
4. Enter the cards for each hand using either the mouse or keyboard, [using the keyboard is easiest]. For the numeral "10" use the "T" key, [you can Tab between fields]. After filling in the North, East and South hands, select the "Fill" button and Dealer4 will fill in the West hand for you. Once you are satisfied with the entered hands, select "Accept" and Dealer4 will complete the first board.

The 'Edit Board' window displays the following information:

- File Name:** [Empty text field]
- Working Set:**
 - First Board: 1
 - Current Board: 1
 - Last Board: 1
 - Total Boards: 1
- Current Board:**
 - Tricks: A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2
- North Hand:**
 - ♠ 53
 - ♥ KQ73
 - ♦ AKQ3
 - ♣ 965
- East Hand:**
 - ♠ AQ987
 - ♥ A94
 - ♦ J72
 - ♣ K4
- South Hand:**
 - ♠ 42
 - ♥ J652
 - ♦ T98
 - ♣ T872
- West Hand:** [Empty fields for ♠, ♥, ♦, ♣]
- Buttons:** CW, N-W, N-E, N-S, CCW, S-W, S-E, E-W, Random, Fill, Accept, Restore
- Count:** [Empty field]
- Temporary Stack:** Boards saved: 0, Push, Pop
- Dealer:** N, Vulnerable: None
- Navigation:** Prev, Next, First, Last, Delete, Insert, Add, <<, >>
- Bottom Bar:** Exit

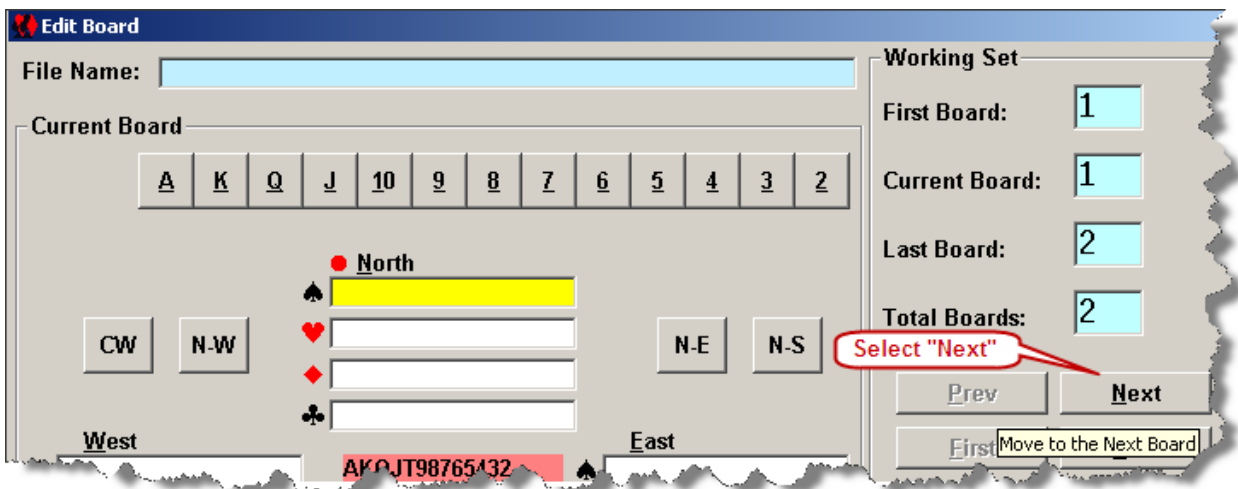
Red callouts indicate: "Select 'Fill'" pointing to the Fill button and "Select 'Accept'" pointing to the Accept button.

- Board number "1" is complete. You will now add an empty board by selecting the "Add" button. This will add an empty board and increment the "Last Board" and "Total Boards" number[s]. **NOTE:** The "Current Board" number will not change until you select the "Next" button, [see #6 below].



- Once you have added an empty board to the end of set you **MUST** select "Next" in order to go to the next board. Selecting "Next" will change the "Current Board" number to reflect the board that you are currently editing. **NOTE:** The difference between "Insert" and "Add" is: You will use "Insert" when you need to insert a board in the middle of the set.

NOTE: When you "Insert" a board that board is inserted in front of the current board. For example, if you want to add a board to the beginning of the set your current board needs to be board 1 [one]. Subsequently, if you want to insert a board after board number 3, then your current board must be board number 4.

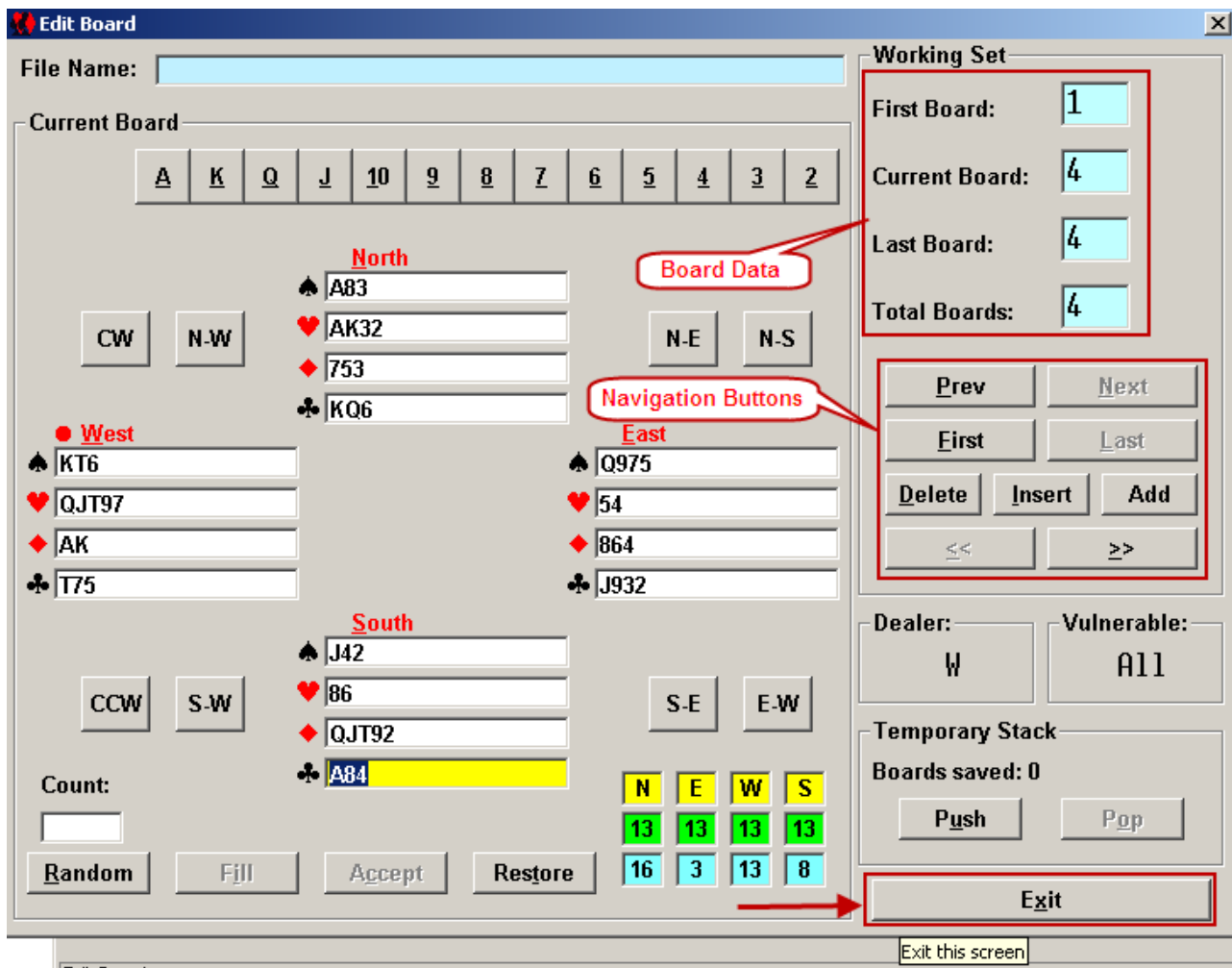


7. As you fill in the board the “Available Cards” area will change as you add cards to each hand. When you first evoked the “Edit Board” screen the “Available Cards” area was completely filled in with all of the cards for each suit. NOTE: Be sure that the “**Current Board**” is the board that you want to be editing. If you make an error you can go back and fix it quite easily. The field [hand/suit] that you are currently editing will be highlighted in yellow. In the “Cards selected” area the screen displays the number of cards in each hand. The number “13” in a green field would indicate that the hand is complete. Once all four hands are complete the board is complete.

The screenshot shows the 'Edit Board' application window. At the top, there is a 'File Name' field. Below it, the 'Current Board' section displays a row of cards: A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2. The board is divided into four hands: North, South, West, and East. The North hand contains A83, AK32, 753, and KQ6. The South hand is currently empty. The West and East hands are also empty. A red box highlights the 'Available Cards' area, which lists KQJT976542, QJT987654, AKQJT98642, and AJT9875432. A blue box highlights the 'Cards selected' table, which shows 13 cards selected for North, and 0 for South, West, and East. The 'Working Set' panel on the right shows 'Current Board: 4' highlighted with a red box. Other controls include 'Dealer: W', 'Vulnerable: All', and 'Boards saved: 0'.

N	E	W	S
13	0	0	0
16	0	0	0

- When you have finished entering data for all the hands in a set you can navigate through the board set and verify that your hand data is correct. You can “Insert” a board if you need to, or delete an extraneous board. Once you are satisfied with your data you can “Exit” the editing screen, fill in the file data, and create a PBN file for loading when connected to the Dealer4 machine and making your boards.



Note: When you are adding cards to each hand, if you add a card that is entered into a previous hand that card will be removed from that previous hand and entered into the current hand. Subsequently it is suggested that you verify each hand for accuracy.

9. Enter the "Event" data and save the file

Dealer4 - Main Menu

File Deal Read Edit Print Maintenance Help

New
Load
Save
Delete
Exit

File Name: KRM-Lesson7-deals-1-4

Event Name: SCBC

Event Date: February 29, 2012

File Name: File Name will be created when you save the file

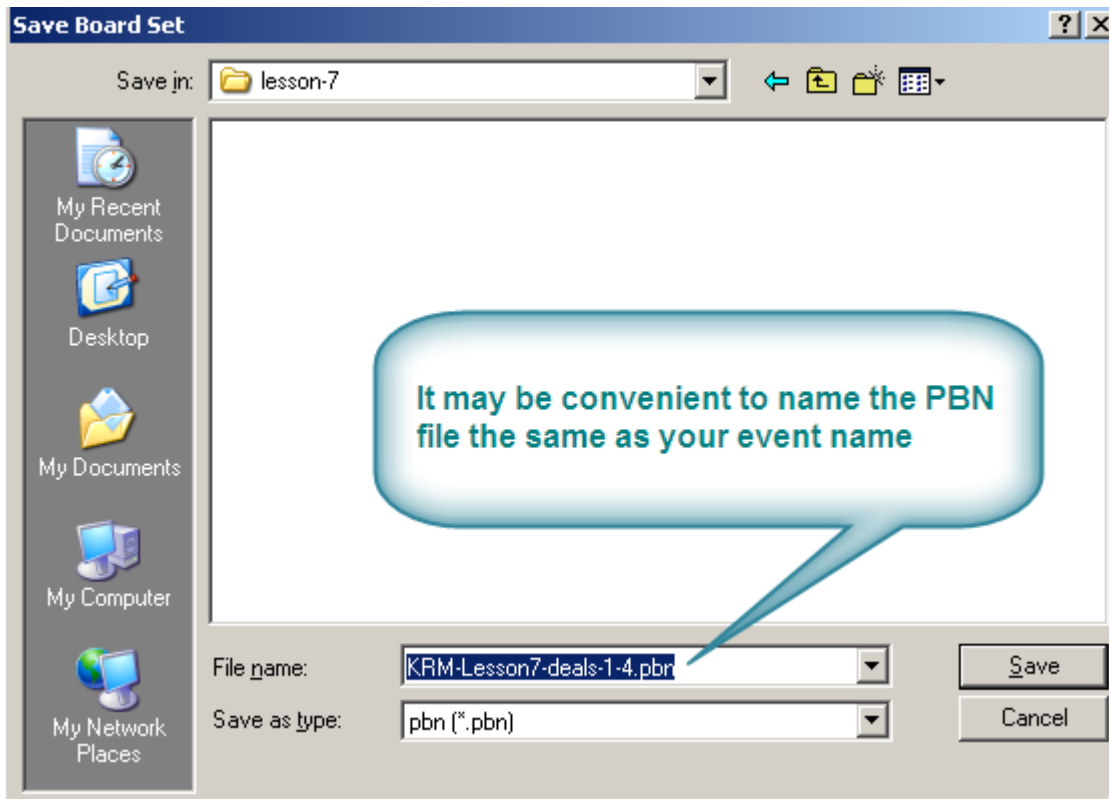
	HCP	Distr	Hand Shapes			
			Shape	Actual	Expected	Difference
First Board Number: 1	Hand N: 9.8	.8	4432	6	3	+3
Last Board Number: 4	Hand E: 10.5	1.3	5332	5	2	+3
Number of Boards in Set: 4	Hand S: 9.3	1.0	5431	1	2	-1
Number of Completed Boards: 4	Hand W: 10.5	1.3	5422	1	2	-1
	Inner Similarity: 7	2:3	4333	2	2	0
	Min frequency: 0% K♠ N		6322	0	1	-1
	Max frequency: 100% 7♠ E		6421	0	1	-1
			6331	0	1	-1
			5521	0	1	-1
			4441	1	0	+1

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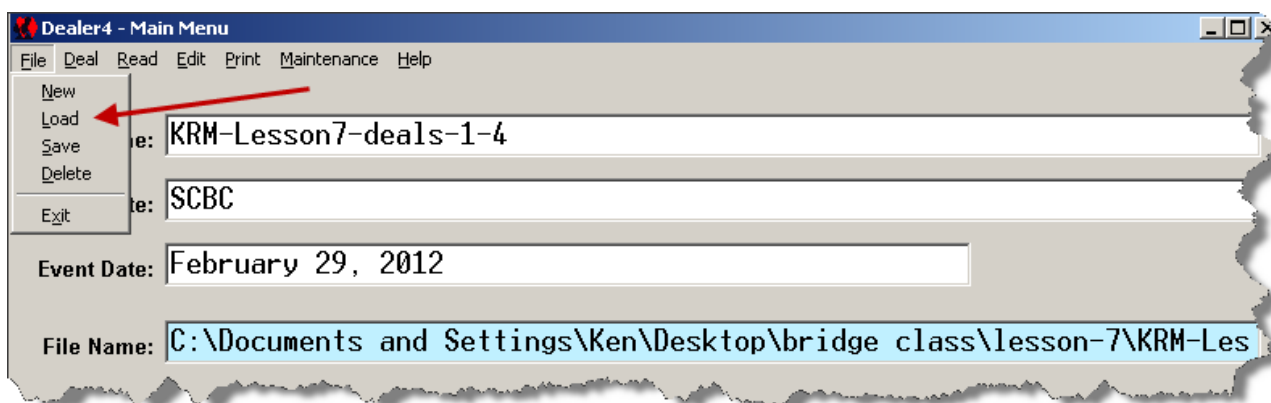
Ready

- When you save your file, the file being the complete set of boards, it makes sense to name the file the same as your event name. This will make it convenient for finding your file when you have a number of PBN files in the same location.

Factoid: The file extension PBN stands for “**P**ortable **B**ridge **N**otation.”



- You can copy your PBN file on a USB drive [flash drive, thumb drive, Etc.] and load it into the Dealer4 software on a computer with a connection to a Dealer4 machine



Once you load the board set you can continue to make your boards. Once you have completed the board set the Dealer4 application will ask you if you want to run the board set again. This is convenient if you want to have the same board on a number of tables for classes, Etc.

12. You can conveniently print the board set by selecting “Print” from the Dealer4 Main Menu bar. Selecting the number of “Boards Per Page:” determines the size of the print area, as well as the number of boards per page.

Printing

Print Hand Records
 Print Score Cards

Event name:

File Name:

First Board: Last Board:

Print boards:
From Board: To Board:
Number of copies:

Boards Per Page:
 8 10 12 16 18

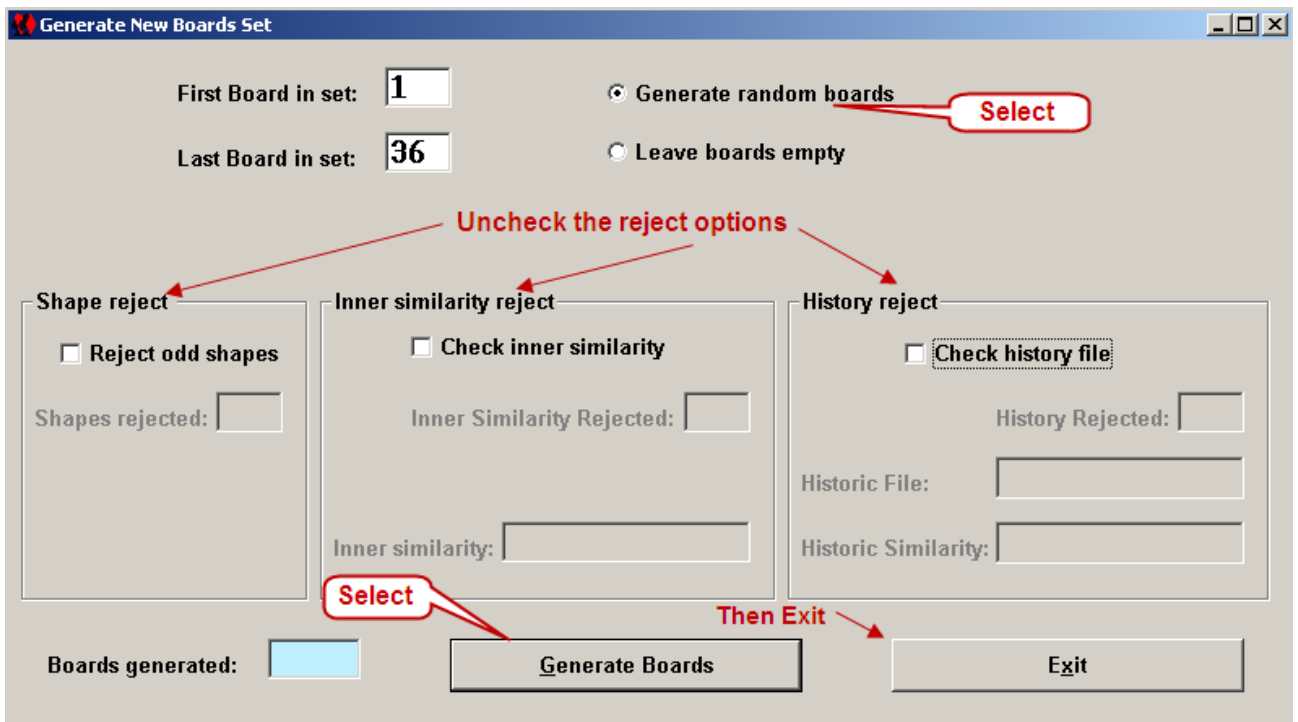
Score Cards settings:
 Print NS Pair Number First NS Pair:
 Print Boards

Generate a Complete and Random Board Set

1. From the Dealer4 Main Menu bar select File -> New:



2. Uncheck the “reject” options that you would normally uncheck, and Generate Boards:



- You can now save the board set [File -> Save] as a PBN file, along with your Event data. You can go to the Edit function to view the boards; remove or randomize boards; restore randomized boards; Etc. You can load the file on a USB drive and run it when connected to a dealer4 machine. If you want to have a competition with another club that has a Dealer4 machine you can email the PBN file to that club.

Dealer4 - Main Menu

File Deal Read Edit Print Maintenance Help

Event Name:

Event Site:

Event Date:

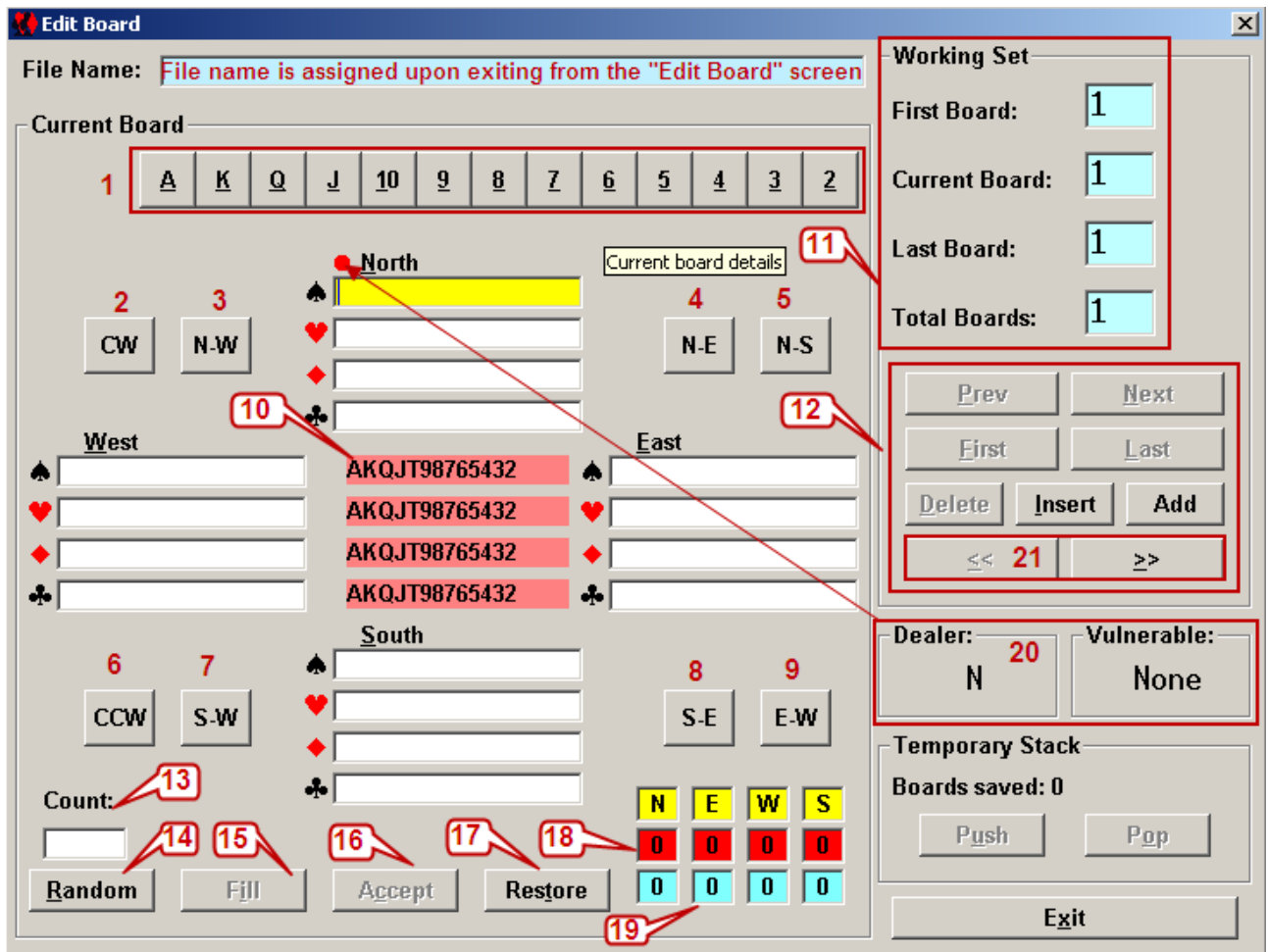
File Name:

		HCP	Distr	Hand Shapes			
				Shape	Actual	Expected	Difference
First Board Number:	<input type="text" value="1"/>	Hand N: <input type="text" value="10.6"/>	<input type="text" value="1.5"/>	4432	32	31	+1
Last Bord Number:	<input type="text" value="36"/>	Hand E: <input type="text" value="9.6"/>	<input type="text" value="1.4"/>	5332	25	22	+3
Number of Boards in Set:	<input type="text" value="36"/>	Hand S: <input type="text" value="9.4"/>	<input type="text" value="1.4"/>	5431	19	19	0
Number of Completed Boards:	<input type="text" value="36"/>	Hand W: <input type="text" value="10.4"/>	<input type="text" value="1.5"/>	5422	11	15	-4
		Inner Similarity: <input type="text" value="9"/>	<input type="text" value="9:20"/>	4333	22	15	+7
		Min frequency: <input type="text" value="11% 9♠ N"/>		6322	8	8	0
		Max frequency: <input type="text" value="47% 5♥ S"/>		6421	6	7	-1
				6331	2	5	-3
				5521	1	5	-4
				4441	4	4	0
				7321	8	3	+5
				6430	1	2	-1
				5440	1	2	-1

Dealer 4 Ver 4.34

Ready

The following screen explains the various buttons and entry fields on the “Edit Board” screen – the screen where you will enter your data and do most of your work.



1. Card designations - can be entered manually with the mouse
2. **CW**: Rotate cards clockwise
3. **N-W**: Swap North and West hands
4. **N-E**: Swap North and East hands
5. **N-S**: Swap North and South hands
6. **CCW**: Rotate hands Counter-Clockwise
7. **S-W**: Swap South and West hands
8. **S-E**: Swap South and East hands
9. **S-W**: Swap East and West hands
10. Cards available for distribution into each hand. As hands are filled out by using the keyboard, or mouse, the available cards change accordingly. If the user adds a card that has been entered into a previously dealt hand that card will be removed from the previous hand and placed into the selected hand accordingly
11. The “**Working Set**” area: displays board data
12. The navigation area: where the user can add, insert, delete, and move around the board set

13. **Count:** Enter the number of boards that you want to generate randomly. Then selecting Random will generate that number of random boards
14. **Random:** Generates random boards
15. **Fill:** Will fill in the last hand once the other three hands have been filled in
16. **Accept:** Accepts the cards as dealt for the current board and increments the “Last Board:” & “Total Boards:” numbers
17. **Restore:** Restore the current board to its configuration prior to the last, or previous, randomization[s]
18. Card count for each hand
19. High Card Points [HCP] in each hand
20. Indicates the Dealer and Vulnerability – notice the red dot preceding the compass designation
21. The double chevron shifts the boards to the right, and left, and adds a board; as well as moving the designated dealer’s compass direction, and changing the vulnerability.