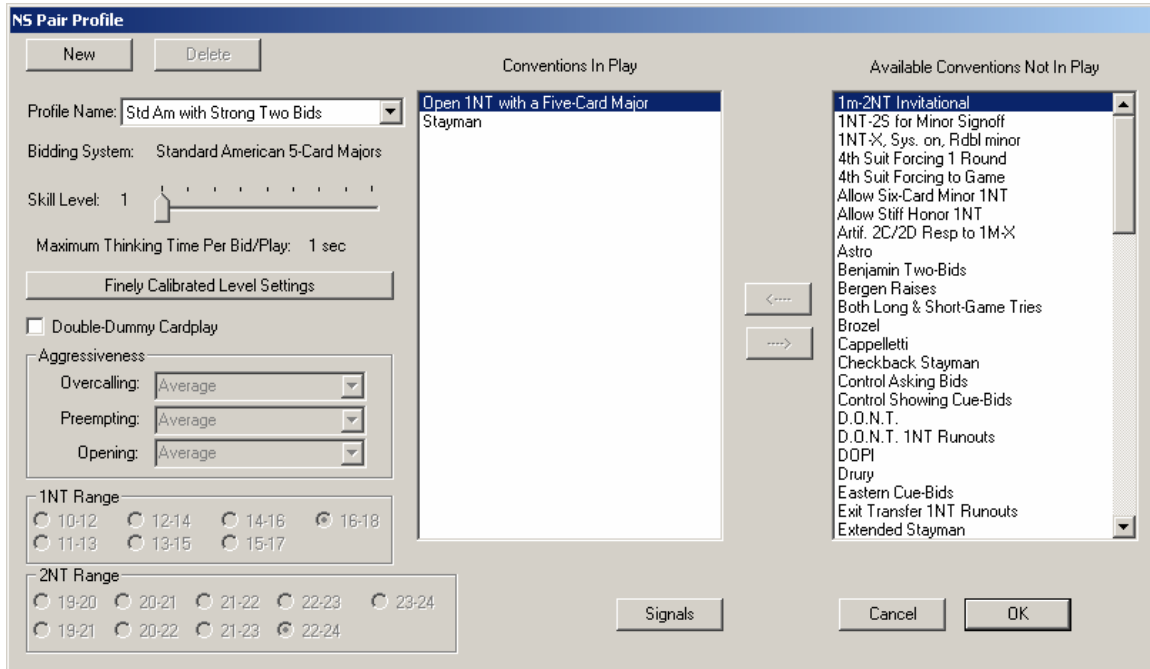
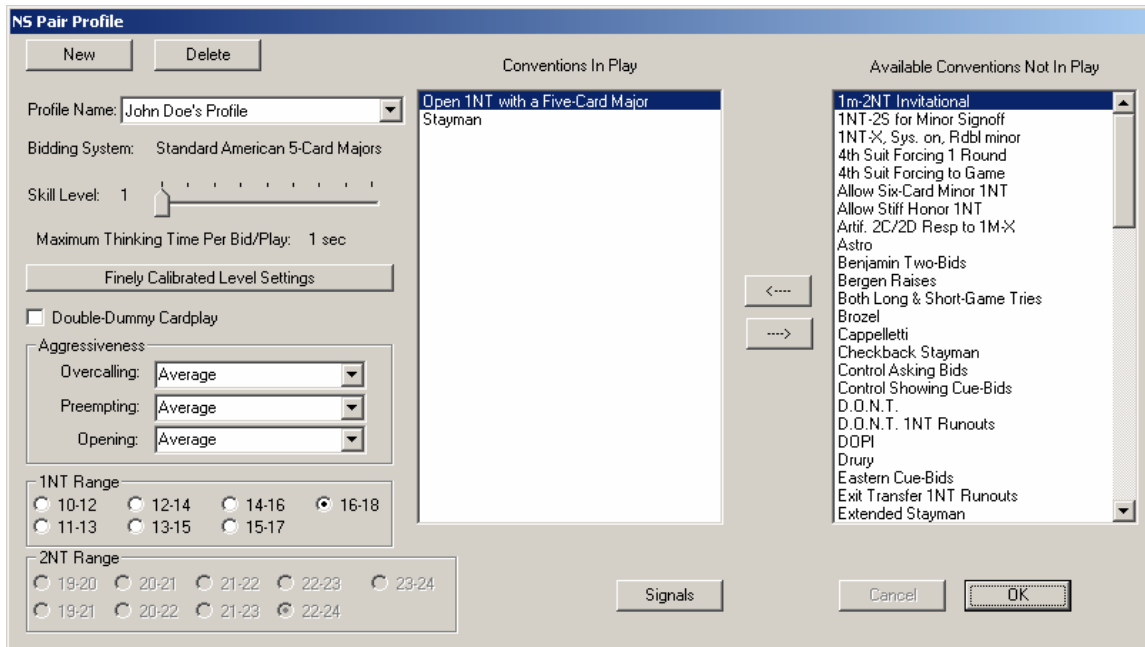


## Simplified Pair Options

Configuring your Pair Profile correctly is an essential part of the Bridge Baron user experience. It is recommended that you use the Pair Profile Selection Wizard discussed in detail above in *Chapter 5: Pair Profiles*. However if you find the Pair Profile Wizard too complicated, a simplified way to control your Pair Profile is provided as well. Select **Simplified NS Pair Options** from the **Options** menu and you should see a window like the one displayed here:



The first thing that you should notice is the **Profile Name**, this is the name of the file containing information regarding your current bidding and signaling agreements. Bridge Baron comes with many default profiles, including “*Std Am with Strong Two Bids*,” which is currently selected. You can select among the different profiles by using the drop-down box. The default profiles cannot be modified or deleted, which is why almost all of the buttons on this screen are grayed out. If you would like to modify a default profile, you must do so by creating your own profile. Click the **New** button in the upper left-hand corner of the window, click **Yes** on the window that pops up, and then enter a name for your new profile such as “My Name’s Profile.” Now the window should look like this one:



As you can see, almost all of the buttons are now selectable, and you can freely modify and set up your profile.

Most of the items in this window should either be self-explanatory or have been described elsewhere in *Chapter 5: Pair Profiles*. For information on the conventions that Bridge Baron plays and you can select, see *Chapter 17: Bidding Conventions*.

Nonetheless, here is a quick overview of the options you can select. Your **Bidding System** is not modifiable using the simplified Pair Profile window. In order to change your bidding system, you must select one of the default Pair Profiles, using the **Profile Name** drop-down box and then create a new Pair Profile that is based on the default profile with the correct bidding system. As, in this example, we clicked **New** while “*Std American with Strong Two Bids*” was selected, we are playing Standard American 5-Card Majors. If you wanted to play Precision, you would need to select “*Precision – Basic*,” “*Precision – Intermediate*,” or “*Precision – Advanced*” before clicking the **New** button.

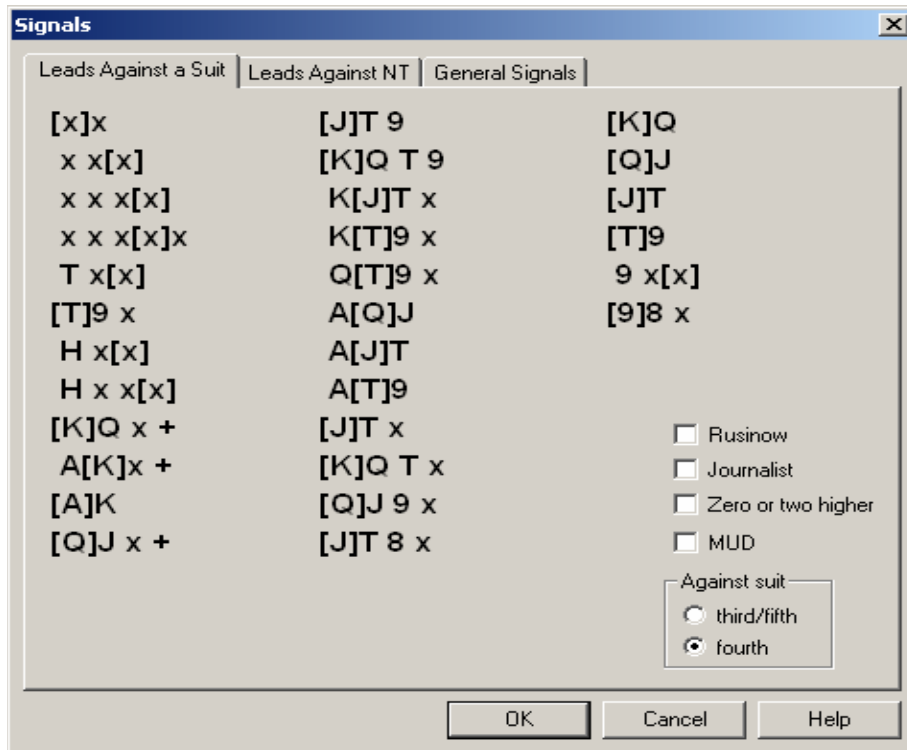
The **Skill Level** controls the amount of time Bridge Baron-controlled players will use to make their bids and plays. You can control it by adjusting the slider bar and you will see the **Maximum Thinking Time Per Bid/Play** change as you slide the bar to the right or left. There is an entire section devoted to the **Skill Level** and also to the **Finely Calibrated Level Settings** earlier in the chapter. It is under the sub-heading *Skill Level*.

The **Double-Dummy Cardplay** option enables Bridge Baron to view all four hands when it is deciding which card to play. When Bridge Baron is able to see all four hands, it can find the “perfect” line of defense or declarer play. For **Double-Dummy Cardplay** to be enabled you must have a Skill Level setting higher than level 1.

The **Aggressiveness** settings, as you might expect, control Bridge Baron’s aggressiveness in each of the specified bidding situations. The **1NT Range** and **2NT Range** sections should likewise be self-explanatory. The reason the **2NT Range** buttons are grayed out in the above screenshot is that when you are playing 16-18 1NT Opening Bids and Strong Two-Level Opening Bids, Bridge Baron is only capable of playing a 22-

24 point 2NT opening range. If you were playing 15-17 NT or Weak Two Bids, your **2NT Range** would be modifiable.

The two lists of conventions displayed on the right half of the window are used to control the conventions that you are playing. To turn a convention on, select it so that it is highlighted in blue from the list on the right-hand side and then click on the <--- button. This will turn the convention on and move it from the right-hand column to the left-hand column. To turn a convention off, select it on the left-hand side and then click on the ---> button. This will turn the convention off and move it from the left-hand column back to the right-hand column. You should also be aware that some conventions, when turned on, will automatically also turn on other conventions that you need to play in order to play the convention you are selecting. For example, if you were not playing Stayman and you turned on Jacoby Transfers, the program would automatically turn Stayman on for you, as you cannot play Jacoby Transfers without also playing Stayman. Similarly, when you turn on some conventions, conventions that are already turned on and conflict with the convention you are selecting will be turned off automatically. For example, you can play only one 1NT defense, so if you had Landy selected and you turned on the Cappelletti convention, Landy would be automatically turned off. Don't worry; it's certainly not as complicated as it sounds. Just use the <--- and ---> buttons to control the conventions you are playing. The final piece of the puzzle in the **NS Pair Profile** window is the **Signals** button at the bottom of the window. If you click on the **Signals** button you will see a window like the one displayed below.



For a brief explanation of this window, see *Chapter 5: Pair Profiles* under the *Signaling and Lead Agreement* section. For a thorough and very detailed explanation of this window, see also *Chapter 18: Signals and Lead Agreements*.