

# Saitek<sup>TM</sup> Pro Bridge 311



## User Manual

## QUICK START

To enjoy a game of Bridge right away, without reading the entire manual first, simply follow these Quick Start steps!

- 1 Locate the battery compartment in the base of the unit, and slide the cover off in the direction of the arrows. Insert four "AAA"(AM4/R03) alkaline batteries, making sure that you observe the correct polarity (+/-).
- 2 Press the Cover Release Button, and then lift up and remove the protective cover. For convenience, you can store the cover by attaching it to the back of the unit whenever you're playing!
- 3 Press **GO/STOP** to turn the computer on. When the display shows the Main Menu (PESIBLR), we're ready to start! If your display shows something different, press **ESCAPE** until the Main Menu is displayed.
- 4 The flashing **P** indicates the current option, **Play**. Press **ENTER** to select this option for our sample game, and you'll be taken directly to the Deal Menu.
- 5 The display now shows **PES**, with the letter **R** flashing to indicate **Random deal**. Press **ENTER** to select Random Deal, and the computer will automatically deal the first hand. If you'd prefer a different random hand, simply press **ESCAPE** and **ENTER** for another deal.
- 6 Your hand is displayed, along with any bids made so far. **SOUTH** flashes, indicating that it's your turn to bid for South. Press a Suit Key (**♠ ♥ ♦ ♣**), and then a Value Key (**2/3/4...**) to make your bid. The **NO TRUMP** Key is also available for bidding. Finally, press **ENTER**. As you'll see later, the Cursor Keys can also be used for bidding and play. To pass at any point during bidding, press **PASS**, and then **ENTER**. Bidding continues until three consecutive passes (**P**) have been made. The display now shows your hand and dummy's hand. The trump suit, if any, is underlined on the left-hand side, and play begins.
- 7 If it's your opening lead, **SOUTH** will flash; otherwise the computer automatically leads, and **SOUTH** will flash on your turn.

The computer plays East, West, and North (if North is not declarer or dummy). If North is declarer or dummy, you'll play both North and South. Play your cards in turn, pressing a Suit Key, a Value Key, and **ENTER**. If a suit is forced, you need only press a Value Key and **ENTER**; if a card is forced, you need only press **ENTER**. Once the trick is complete, the contract and score are displayed. Press **ENTER**, as prompted. Then, continue as described above, until all 13 tricks have been won.

That's all there is to it - you've learned the basics! Section 1.6 will show you how to proceed from this point on...

To interrupt your game and store it in memory, press **GO/STOP**. To continue playing at any time, press **GO/STOP** again to turn the computer back on!

## **TABLE OF CONTENTS**

### **QUICK START**

### **INTRODUCTION**

### **KEYS AND FEATURES**

#### **1. GETTING STARTED: THE BASICS**

- 1.1 Power On
- 1.2 Get to Know the Menu System
- 1.3 Ready? Time to Deal!
- 1.4 Learn to Bid...
- 1.5 ...and Learn to Play!
- 1.6 Checking Out the Results
  - a. Team of Four Results
  - b. Rubber Bridge Results
- 1.7 Playing the Next Hand
- 2. MAIN MENU OPTIONS**
- 2.1 Accessing the Deal Menu
- 2.2 Selecting a Game Type/Level
  - a. Rubber Bridge
  - b. Team of Four (Duplicate Bridge)
  - c. Computer Peeks
- 2.3 Sound Effects On/Off
- 2.4 Light Too Weak/Strong? Adjust It!
- 2.5 Bidding Systems
- 2.6 English/French? It's Your Choice!
- 2.7 Resetting the Score

#### **3. DEAL MENU OPTIONS**

- 3.1 Random Deals
- 3.2 Numbered Deals
- 3.3 Edited Deals
- 3.4 Playing the Same Deal

#### **4. EDIT MENU OPTIONS**

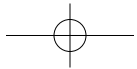
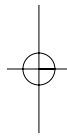
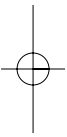
- 4.1 Playing Your Edited Deal
- 4.2 Try Editing a Deal!
- 4.3 Changing the Dealer/Vulnerability
- 4.4 Rotating the Hands

#### **5. MORE FEATURES TO EXPLORE**

- 5.1 Viewing All the Hands
- 5.2 Illegal Bidding/Play
- 5.3 Need a Hint? Just Ask!
- 5.4 Change Your Mind? Try Again!
- 5.5 Autoplay: The Computer Takes Over
- 5.6 Review Play with History Mode!
- 5.7 Checking the Score
- 5.8 Game Memory

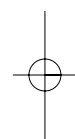
#### **6. TECHNICAL DETAILS**

- 6.1 The ACL Function
- 6.2 Care and Maintenance
- 6.3 Technical Specifications
- 6.4 Technical Support
- 6.5 Information for customers in the United States
- 6.6 Conditions of Warranty
- Appendix A: Bidding System Information
- Appendix B: Scoring Information



## KEYS AND FEATURES

1. LCD Display:  
Shows game play/information.
2. GAME/FUNCTION KEYS:
  - GO/STOP: Press to turn unit on/off. Current game is retained in memory when switched off, along with selected options.
  - HISTORY: Press repeatedly during or after game to review previous bidding and play.
  - AUTOPLAY: Press to have the computer play the remaining game for you.
  - HINT: Press to request a hint from the computer during bidding or play.
  - BACKLIGHT: Press to turn the backlight on/off. Intensity is adjusted via the Main Menu.
  - VIEW HAND: Press repeatedly to see all hands: North/South, then East/West. Press to switch positions when editing a deal.
  - SCORE: Press repeatedly to display current/cumulative scores.
  - ESCAPE: Press to exit certain modes, such as View Hand, History, and Score. Press to return to previous menu or Main Menu. Press to terminate your current hand and return to deal selection during bidding or play.
3. ACL (Reset): Used to recover from static discharge after inserting new batteries. Resets unit back to default settings.
4. Battery Compartment: In base of unit, at top; uses four "AAA"(AM4/R03) batteries.
5. CURSOR 4-WAY PAD/ENTER:
  - Cursor 4-way pad left/right ◀/▶. Press to move flashing cursor when selecting menu options/cards.
  - Cursor 4-way pad up/down ▼/▲. Press ▼ to move item under flashing cursor from Line 1 of display to Line 2. Press ▲ to cancel last Line 2 input (before ENTER is pressed).
  - ENTER: Press to confirm a bid or play; press when prompted to confirm an action (e.g., to accept a hint); press to confirm and enter menu selections.
6. BIDDING/PLAYING KEYS:
  - 1/■/Q . . . 3/2/1 Value Keys: Press to select cards, from Ace to 2. The 1 is included for bidding.
  - PASS: Press to pass (P).
  - DOUBLE: Press to double (d) or redouble (R) previous bid.
  - NO TRUMP: Press to select No Trump.
  - ♠♥♦♣ Suit Keys: Press to select a suit.



-

**PLAY  
SAME  
DEAL**

- **■** = the current (flashing) option at first start-up.  
If options are changes, the current selection will flash.
- **Dashed displays** = further options.  
Use the Cursor 4-way pad and /or ENTER to select and continue (see manual for details)

## 1. GETTING STARTED: THE BASICS

### 1.1 Power On

Your Pro Bridge 311 runs on four "AAA"(AM4/R03) batteries. Locate the battery compartment in the base of the unit, at the top, and slide off the cover in the direction of the arrows. Insert the batteries, making sure that you observe the correct polarity (+/-), as marked inside the compartment. We recommend fresh alkaline batteries for longer battery life.

**Important:** To ensure that memory contents are not lost if your computer is unplugged, try to keep batteries installed.

To turn the computer on, press **GO/ STOP**. After a brief start-up display, you'll see the Main Menu (PGSI BLR), indicating that the computer is ready to play. If the unit doesn't respond, static discharge may have caused it to lock up. To reset the unit, use a paper clip or another sharp object to press down into the hole marked ACL in the base of the unit for at least one full second. This clears the memory and resets the computer to its default settings.

### 1.2 Get to Know the Menu System

Before learning how to play, you should take a few moments to familiarize yourself with the Pro Bridge 311's integrated menu system. Once you understand the basic concept, it will be easier for you to explore all the special features and options which are accessed via the menus!

To get an overview of how the menus work, take a look at the Menu System Chart on the previous page. It provides a graphic representation of the primary menus you'll encounter as you select various options and get ready to play. The dashed displays in the chart signify further menu options, which are described individually in the appropriate sections of the manual. If you should ever find yourself confused by where you are within the menu system, simply refer back to the chart. Back up to the previous menu by pressing **ESCAPE**, if necessary, to locate your place on the chart. Also, keep in mind that pressing **ESCAPE** repeatedly will return you to the Main Menu at any time.

See the Menu System Chart in Section 2 for an illustrated overview of your menu choices and options!

Follow these guidelines when using the Menu System:

- The flashing character indicates the current option/menu choice.
- The ► and ◀ keys move the flashing cursor through the current choices.
- The ▼ key moves the flashing character (suit, value, etc.) from Line 1 of the display to Line 2 during bidding and play. Some option selections are also made this way.
- The ▲ key cancels the last Line 2 input during bidding and play (before pressing **ENTER**).
- **ENTER** selects and confirms the currently flashing option.
- **ESCAPE** returns you to the most recent major menu: the Main Menu, Deal Menu, or Edit Menu. Pressing

**ESCAPE** repeatedly takes you back to the Main Menu.

### 1.3 Ready? Time to Deal!

After pressing **GO/STOP** to turn the Pro Bridge 311 on, the display will show the Main Menu (PGSI BLR). If necessary, press **ESCAPE** until this display shows. Notice that the P is flashing, and Play shows on Line 2. The flashing letter indicates the current option choice. The ► key cycles through the remaining options, as follows:

```
P - Play
►G - Game level
►S - Sound on/off
►I - BL Intensity
```



## USING THE ESCAPE KEY: AN IMPORTANT NOTE!

Pressing **ESCAPE** at any time during bidding or play (unless you're canceling a mode, as specifically directed), will result in the immediate termination of your current hand.

Be careful not to press **ESCAPE** inadvertently during your game!

- B - Bidding systems
- L - Language
- R - Reset score

Each of these Main Menu options will be discussed in detail in Section 2. For now, let's concentrate on starting our game!

**To select Play Mode**, as indicated by the flashing P, press **ENTER**. The computer will now switch to the Deal Menu, with a display of **RNES**. Notice that the **R** is flashing, and **Random deal** shows in Line 2, indicating the currently selected option. If necessary, press ► or ◀ until the **R** flashes. The ► key cycles through the remaining option choices, as follows:

- R - Random deal
- N - By deal no.
- E - After edit
- S - Save deal

Each of these Deal Menu options will be discussed in detail in Section 3. For now, let's allow the computer to deal randomly.

**To select the Random Deal option**, as indicated by the flashing **R**, press **ENTER**. The computer will now shuffle the deck, deal 13 cards to each of the four players, and the bidding can begin! If you don't like the random hand that's just been dealt, return to the Deal Menu with **ESCAPE**, and press **ENTER** again to generate another randomly-dealt hand.

### 1.4 Learn to Bid...

After the cards have been dealt, your hand for South will appear on the lower portion of the display. Any bids already made will show under the appropriate Player Indicators, and **SOUTH** will flash when it's your turn to bid. The vulnerability, if any, will also be displayed.

Line 1 of the display now shows all the symbols necessary to make your bid:

P ♣ ♦ ♥ ♠ N (Pass/Clubs/Diamonds/Hearts/Spades/No Trump), and Line 2 prompts you to make a bid for South. There are two different ways to bid:

- **Direct Key Bidding:** Press a Suit Key (♠ ♥ ♦ ♣ ) or **NO TRUMP**, and then a Value Key (2/3/4...), in that order. As soon as the Suit Key is pressed, the symbol for that suit will appear on Line 2 of the display. Likewise, when the Value Key is pressed, that value will also appear on Line 2, and the display will prompt you to Press Enter.

Confirm your bid by pressing **ENTER**. To pass, press **PASS** and **ENTER**.

- **Cursor Key Bidding:** Press > or < to move the flashing cursor along the characters in Line 1 of the display, until you reach your desired suit symbol. Next, press ? to copy that suit symbol to Line 2 of the display. Line 1 now changes to show the possible bid values: 1234567. Press ► or ◀ to position the flashing cursor over your desired bid value, and press ▼ to copy that number to Line 2. Finally, press **ENTER** to confirm your bid.

After you submit your bid with **ENTER**, using either of the above methods, the computer will bid the remaining hands. When **SOUTH** flashes again, it's time to enter your next bid. For this and subsequent bids, Line 1 of the display will again show the bid symbols as before, with the addition of d for double or R for redouble, if appropriate. Enter your bid as described above. If you decide to double or redouble, either press **DOUBLE** and then **ENTER**, or use ▼ to move the d or R down to Line 2, and then press **ENTER**.

Continue bidding until there have been three consecutive passes. At this point, the computer will take you directly into the playing phase.

Note that the computer's default settings are Team of Four (Duplicate Bridge), and American Standard (Five-Card Majors).

### 1.5 ...and Learn to Play!

Just as in a game played by four human players, the bids made will have decided who is to lead. The player with the highest bid is *declarer*, and declarer's partner is *dummy*. The player to the right of dummy leads the first card, and play then continues in a clockwise direction. The object is to win tricks, and you must follow suit whenever possible. Tricks are won by the highest card of the suit that's been led, but cards from the trump suit (if any) will outrank cards from any other suit.

If it's your opening lead, **SOUTH** will flash; otherwise, the computer will lead. For subsequent tricks, the first player is the winner of the previous trick.

Once the first card is led, watch the display for the following:

- The suits and values appear in the middle of the display, as the cards are being played.
- Dummy's hand is normally displayed at the top half of the display, and your hand is shown at the bottom. If South is dummy, however, your hand as North will be displayed at the top.
- The Dummy Indicator appears under **WEST**, **NORTH**, **EAST** or **SOUTH**.
- A symbol on the left-hand side of the display (♠ ♥ ♦ ♣) will be underlined to indicate the trump suit, if any. The computer will play East and West, and it will also play North (if North is not declarer or dummy). If North is declarer or dummy, you'll play both North and South.

Whenever it's your turn, you'll see **SOUTH** flash (or **NORTH** you're playing North). You'll also choose the cards for dummy. On your turn, Line 1 of the display will show your available suits (e.g., ♠ ♦ ♥ ♣), the current player (e.g., S for South), and the vulnerability, if any. Note that, if only one suit or value is valid for that play, it will be played for you automatically. After you have selected the suit using one of the methods described below, the display will show your available cards in that suit (e.g., A Q 9 4 3). Play a card

by using the Direct Keys or the Cursor Keys, just as you did during the bidding phase:

- **Direct Key Method:** Press a Suit Key (♠ ♥ ♦ ♣), then a Value Key (2 to A), in that order. Then, press **ENTER**.
- **Cursor Key Method:** Press ► or ◀ to move the flashing cursor along the characters in Line 1 of the display, until you reach your desired suit symbol. Next, press ▼ to copy that suit symbol to Line 2 of the display. Line 1 now changes to show your available cards for that particular suit. Press ► or ◀ to move the flashing cursor until you reach your desired card. Again, press ▼ to copy that value to Line 2, and then press **ENTER**.

If all the other cards have not yet been played when you enter your card, the computer will continue to play. Once the trick has been won, Line 2 will show the contract, along with the number of tricks won so far by North/South and East/West (e.g., 2 ♥ N 5 4 EW 2).

#### BIDDING/PLAY INFORMATION

##### YOU NEED TO KNOW!

- If you change your mind after entering a suit or value (but before pressing **ENTER**), press the ▲ key to cancel and start over.
- When only a single suit or value is valid, it is automatically selected and moved down to Line 2.
- When only one card is left to play in the final round, the computer will automatically play that card for you.
- Attempting to enter an invalid suit or value will result in an error beep.
- If all parties pass, **All Pass** will be displayed, along with a 0 result. If this happens, return to the Deal Menu for a new hand by pressing **ESCAPE**.
- Press **ESCAPE** during bidding or play to terminate your current hand and return to the Deal Menu.

Press **ENTER** to start play of the next trick. Enter a card, as before, and continue to play until all 13 tricks have been taken.

### 1.6 Checking Out the Results

After the last trick has been won, the result will be shown. Note that the result displays will be different, depending on the type of Bridge you're playing.

#### a. Team of Four Results

To help you understand the results of these games, take a look at the following examples:

- Result: W 3 ♥ = / BJ 120  
Line 1 shows declarer playing **WEST**, in a contract of 3 ♥, bid and made (=).  
Line 2 gives East/West 120 points.
- Result: N 4 ♠ -2 / NS 50  
Line 1 shows declarer playing **NORTH**, in a contract of 4 ♠, bid but down 2 tricks (-2). Line 2 gives North/South 50 points.

At this point, you may press **ESCAPE** to return to the Deal Menu, or press **ENTER** to store the result and have the computer replay the hand, playing all four positions.

If you press **ENTER**, **Replaying** will show briefly, as the computer goes into Autoplay Mode and plays the same hand again. On completion of the last trick, you'll be prompted to press **ENTER**. The results will then be shown, as in the first game. This time, though, Line 2 also displays the International Match Points (e.g., N 3 ♦ +2, and then IMP: 0).

Press **ENTER** once more to display the next set of results, showing the total number of deals and the cumulative IMP for both teams (e.g., deals 2, and then IMP: 0/14). Finally, press **ENTER** to return to the Deal Menu.

#### b. Rubber Bridge Results

Press **ENTER** after the last trick has been completed, and the result will show on Line 1, e.g., E 4 ♣ = (declarer playing **EAST** in a contract of 4♣, bid and made). Line 2

shows the above and below the line scores, as in AL: 0 BL: 80.

At this point, you may press **ESCAPE** to return to the Deal Menu, or press **ENTER** repeatedly to display and store a variety of results, as in the examples below.

- o The current scores above and below the line before a rubber is made (for North/South, then East/West):

```
Total NS: / AL: 150 BL: 0
Total EW: / AL: 0 BL: 80
```

- o The cumulative score of previous rubbers:

```
Total point / NS: 0 EW: 0.
```

Press **ENTER** or **ESCAPE** to return to the Deal Menu.

### 1.7 Playing the Next Hand

At any time during or after game play, you may reset for a new hand by pressing **ESCAPE**. The Deal Menu will come up, signifying that the computer is ready for another hand, using the currently set level and options.

Caution: Be sure not to press **ESCAPE** inadvertently, as your current game will be cleared from the computer's memory!

## 2. MAIN MENU OPTIONS

For a general overview of the menu options and many of the sub-options, be sure to take a look at the Menu System Chart. The chart will show you how the menu system works, and it will help you become comfortable navigating through the menu displays. Each of the individual menu options is also covered in this section, or elsewhere in the manual.

The Main Menu is the starting point, giving you access to the other menus and game options. As described previously in Section 1.3, the Main Menu is displayed as **PGSIBLR**. The flashing character always indicates the current option choice, and the ► key cycles through the remaining options, as follows:

## P - Play

- ▶G - Game level
- ▶S - Sound on/off
- ▶I - BL Intensity
- ▶B - Bidding systems
- ▶L - Language
- ▶R - Reset score

Each of these individual options is described below.

TIP: To cancel menu changes before confirming with **ENTER**, simply press **ESCAPE** to return to the Main Menu!

### 2.1 Accessing the Deal Menu

[Main Menu Item: **PGSIBLR**] Your computer offers several interesting dealing options from which to choose, including the following:

- Random deals: Play hands that are randomly generated by the computer.
- Numbered deals: Choose from a series of built-in deals, numbered from 1 to 999,999.
- Edited deals: Play hands that you've constructed via the Edit Menu.
- Replayed deals: Play your previous hand once again.

The dealing options are selected from the Deal Menu, which is accessed directly from the Main Menu. With the P flashing for Play, press **ENTER** to display the Deal Menu (**RNES**). Note that **ESCAPE** will also take you directly back to the Deal Menu in many cases, in preparation for a new hand. For complete details on selecting deals, see Section 3.

### 2.2 Selecting a Game Type/Level

[Main Menu Item: **PGSIBLR**] Whether you prefer playing Rubber Bridge or Duplicate Bridge (Team of Four), you've come to the right place! Not only can you choose which type of game you'd like to play, but we've even included nine different levels of Rubber Bridge for you to try out, as described below. Many of you will also want to check out the unique Computer Peeks Level, which is included especially for those who are looking for more challenging game play!

To change the level setting:

- a. Press **ESCAPE** until you return to the Main Menu, **PGSIBLR**.
- b. Press ▶ repeatedly to select the letter G for Game level.
- c. Press **ENTER**.  
Line 1 = 123456789TP, with the current level setting flashing.  
Line 2 = Current level description.
- d. Press ▶ to select the desired level.  
Press **ENTER** to confirm and return to the Main Menu.

The level settings are described below. For details on scoring, see Appendix B, at the back of the manual.

#### a. Rubber Bridge

[Level Menu Items: 123456789TP]

The Rubber Bridge Levels (Levels 1 through 9) are used in conjunction with randomly-dealt hands. Each level is displayed as 1, 2, etc., along with a description, such as Rubber bridge 1.

Here, the lower the level, the more likely it is that the North/South pair will have more honor points than the East/West pair.

#### b. Team of Four (Duplicate Bridge)

[Level Menu Item: 123456789TP]

This level, the computer's default level, is displayed as T (Team of four). In this type of game, the same deal is played twice, with you playing South's hand first. The computer then plays all four hands by taking your place, replaying the hand you've just played, comparing the two results, and calculating the difference in International Match Points. Note that the dealer and vulnerability are preset for each hand.

After selecting the Team of Four Level and pressing **ENTER**, choose your dealing method and play the hand as in Rubber Bridge. At the end, after pressing **ENTER** to see the result, press **ENTER** again to see the score. At this point, pressing **ENTER** one more time will cause the computer to replay the hand, and you'll see **Replaying** displayed briefly. The Pro Bridge 311 now

bids and plays the same hand in Autoplay Mode, with the computer playing all four hands.

### c. Computer Peeks

[Level Menu Item: 123456789TP]

This unique level, displayed as P for computer Peeks, is also a Team of Four Level. Here, the computer is given a distinct advantage, in that it's allowed to "see" game information that it would not ordinarily be able to access! This level can come in handy for those of you who find that you're beating the computer once too often. Try out Level P, and you'll definitely have to work harder to win! Don't worry, though, about giving up too much power- the computer is fairly reasonable about peeking, and uses only some of the available information to gain an advantage.

Note, also, that the advantage the computer gains is more significant in defensive play than in bidding or declarer play. You can also rest assured that the computer will never peek on any other level!

### 2.3 Sound Effects On/Off

[Main Menu Item: PGSI BLR]

Your computer's beeps and other sound effects are on by default. However, if you'd rather turn the sound off, it's easy to do! To change the sound setting:

- Press **ESCAPE** until you return to the Main Menu, PGSI BLR.
- Press **►** repeatedly to select the letter S for Sound on/off.
- Press **ENTER**.  
Line 1 = Sound, with the current sound setting flashing.  
Line 2 = Current sound setting.
- Press **►** to select for Sound on or for Sound off. Press **ENTER** to confirm and return to the Main Menu.

Note that the symbol shows in the display whenever the sound is turned off.

### 2.4 Light Too Weak/Strong? Adjust It!

[Main Menu Item: PGSI BLR]

If you're in a dim light situation, you have the option of turning on the backlight to illuminate the display! Press **BACKLIGHT** to turn the light on, and press it again to turn the light off. You also have the option of adjusting the light intensity via the Main Menu, as described below.

To adjust the light intensity:

- Press **ESCAPE** until you return to the Main Menu, PGSI BLR.
- Press **►** repeatedly to select the letter I for BL Intensity.
- Press **ENTER**.  
Line 1 = From one to five symbols, indicating the current light setting. Note that is the dimmest setting, while is the brightest.  
Line 2 = BL Intensity.
- Press **►** repeatedly to turn on up to five symbols. Then, press **ENTER** to return to the Main Menu.

### 2.5 Bidding Systems\*

[Main Menu Item: PGSI BLR]

The Pro Bridge 311 is set to the American Standard 5-card major for both North/South and East/West. We hope to further enhance the feature, as described below, in future version of the product.

Your computer offers various bidding systems for both North/South and East/West: American Standard, Acol, French Standard, and French Strong Two. Note that the computer defaults to the American Standard on start-up. For more information on the bidding systems, see Appendix A.

#### REMEMBER: SELECT OPTIONS, THEN PLAY!

Since pressing **ESCAPE** during the bidding or playing phase will terminate your current hand, make sure to select all your options before starting to play!

To select a bidding system:

- Press **ESCAPE** until you return to the Main Menu, `PGSIBLR`.
- Press **►** repeatedly to select the letter `B` for `Bidding systems`.
- Press **ENTER**. Line 1 = `5AFF`, with the current system for North/South flashing.  
5 = American Standard (5th major)  
**►**A = Acol  
(Acol)  
**►**f = French Standard (5th major f)  
**►**F = French Strong Two (5th major F)  
Line 2 = `NS`: plus the current bidding system description.
- Press **►** to select the desired system for North/South.
- Next, press **▼** to switch over to the East/West display. Line 2 will now show `EW`, along with the current East/West setting.
- Press **►** to select the desired system for East/West. Finally, press **ENTER** to return to the Main Menu.

## 2.6 English/French? It's Your Choice!

[Main Menu Item: `PGSIBLR`]

Your Bridge computer has the unique ability to offer game play and menu interaction in either English or French! Note that the computer automatically defaults to English on the first start-up.

To change the language setting:

- Press **ESCAPE** until you return to the Main Menu, `PGSIBLR`.
- Press **►** repeatedly to select the letter `L` for `Language`.
- Press **ENTER**.  
Line 1 = `EF` `Language`, with the current language setting flashing.  
Line 2 = Current language setting.
- Press **►** to select `E` for English or `F` for French. Press **ENTER** to confirm and return to the Main Menu.

## 2.7 Resetting the Score

[Main Menu Item: `PGSIBLR`]

This menu selection allows you to reset the score at any time.

To reset the score:

- Press **ESCAPE** until you return to the Main Menu, `PGSIBLR`.
- Press **►** repeatedly to select the letter `R` for `Reset score`.
- Press **ENTER**.  
Line 1 = `yn` `Scores`, with the `y` flashing.  
Line 2 = `yes` `Resets`.
- Press **►** to select `y` for Yes or `n` for No. Press **ENTER** to confirm and return to the Main Menu.

## 3. DEAL MENU OPTIONS

As previously noted in Section 2.1, your computer allows you to select from various dealing options:

`R` - Random deal

**►** `N` - By deal no.

**►** `E` - After edit

**►** `S` - Same deal

Each of these options is described individually below.

When following the steps below for the Deal Menu options, please note that pressing **ESCAPE** one time will often take you directly to the Deal Menu. Therefore, Steps (a) and (b) will not always be necessary.

### 3.1 Random Deals

[Deal Menu Item: `RNES`]

Whenever you choose the Random Deal option, the computer will immediately generate a hand, and bidding will begin right away. If you're not satisfied with the hand that has been dealt, press **ESCAPE** to return to the Deal Menu, and then press **ENTER** for another hand. You can do this as often as you wish.

To select the Random Deal option:

- Press **ESCAPE** until you return to the Main Menu, `PGSIBLR`.

- b. With the P flashing, press **ENTER** to go to the Deal Menu, R~~N~~ES.
- c. Line 1 = R~~N~~ES, with the current deal option flashing.  
Line 2 = Current option description.
- d. Press ► to select the letter R for Random deal.
- e. Press **ENTER**. The computer will immediately deal a random hand, and you can begin to play!

### 3.2 Numbered Deals

[Deal Menu Item: R~~N~~ES]

Your Pro Bridge 311 comes to you preprogrammed with thousands of numbered deals, which are accessed from the Deal Menu. Besides adding variety to your play, these deals can also be used as a great learning tool! Each deal (numbered from 1 to 999,999) is unique, and can be called up at any time. You can use this feature to replay a particular hand over and over, enabling you to learn from any mistakes you might make!

To select a Numbered Deal:

- a. Press **ESCAPE** until you return to the Main Menu, P~~G~~SIBLR.
- b. With the P flashing, press **ENTER** to go to the Deal Menu, R~~N~~ES.
- c. Line 1 = R~~N~~ES, with the current deal option flashing.  
Line 2 = Current option description.
- d. Press ► to select the letter N for By deal no..
- e. Press **ENTER**.  
Line 1 = 0123456789, with the 0 flashing.  
Line 2 = deal No: .
- f. Enter any desired deal number, from 1 to 999,999. Enter the numbers by  
(a) pressing individual Value Keys (1/2/3) and pressing **ENTER**; or  
(b) pressing ► or ◀ to select each number, pressing ▼ to move each number down to Line 2, and finally pressing **ENTER**. Note that the initial flashing 0 cannot be entered by itself, and doing so will cause an error beep to

sound. The 0 can only be used after another number has been entered first.

Note: When using the individual value keys (1/2/3) functions as the key for (0).

After **ENTER** is pressed, the computer will immediately deal the pre-programmed hand you have selected, and the bidding can begin!

### 3.3 Edited Deals

[Deal Menu Item: R~~N~~ES]

Your computer offers several interesting options for editing deals and other game information! Since these options are accessed via the **Edit Menu**, which is a subset of the Deal Menu, we've given the Edit Menu its own section in this manual.

For complete details on all your editing options, see Section 4.

### 3.4 Playing the Same Deal

[Deal Menu Item: R~~N~~ES]

Have you ever wished that you could replay a game you just finished, to try out a different strategy or attempt to improve the outcome? This feature allows you to do just that! After a game ends, select this option to start the same game over again.

To select the Same Deal option:

- a. Press **ESCAPE** until you return to the Main Menu, P~~G~~SIBLR.
- b. With the P flashing, press **ENTER** to go to the Deal Menu.
- c. Line 1 = R~~N~~ES, with the current deal option flashing.  
Line 2 = Current option description.
- d. Press ► to select the letter S for Same deal.
- e. Press **ENTER**. The computer will immediately generate the same hand you just played, and you can give it another shot!

#### 4. EDIT MENU OPTIONS

As previously noted in Section 3.3, your computer allows you to choose from various types of editing options. Each of these options is described below.

To access the Edit Menu:

- Press **ESCAPE** until you return to the Main Menu, **PBSIBLR**.
- With the **P** flashing, press **ENTER** to go to the Deal Menu, **RNES**.
- Line 1 = **RNES**, with the current deal option flashing.  
Line 2 = Current option description.
- Press **►** to select the letter **E** for **After edit**.
- Press **ENTER**.

The computer will now switch to the **Edit Menu**, with a display of **PEDR**. Notice that the **P** is flashing, and **Play this deal** shows in Line 2, indicating the current option. The **►** key cycles through the remaining option choices, as follows:

```
P - Play this deal
►E - Edit a deal
►D - Change D/V
►R - Rotate hands
```

##### 4.1 Playing Your Edited Deal

[Edit Menu Item: **PEDR**]

This option enables you to play the deal that you have just edited. To select this option:

- Access the Edit Menu (**PEDR**), as noted at the beginning of Section 4.
- Press **►** to select the letter **P** for **Play this deal**.
- Press **ENTER**, and the computer will start a game using the current hand!

##### 4.2 Try Editing a Deal!

[Edit Menu Item: **PEDR**]

This handy option allows you to construct your own deals from scratch! This feature can be used in a number of ways, such as trying your hand at Bridge games published in newspapers and books, or keeping track of

your own games and reconstructing deals that you've previously played for further study.

To select this option:

- Access the Edit Menu (**PEDR**), as noted at the beginning of Section 4.
- Press **►** to select the letter **E** for **Edit a deal**.
- Press **ENTER**.

Line 1 = **AKQJ10987654**, along with **S** for South and the Spade symbol (♠) in line 2. The upper hand area also shows the symbols for all 52 cards, and **SOUTH** flashes.

You can now begin editing this hand, starting with selecting Spades for South.

(1) Press the Value Keys (**A/■/Q...**) to select and enter any desired Spades for South. As each key is pressed, that card is moved from Line 1 to Line 2. Notice that it also disappears from the upper hand area, and reappears in South's hand.

(2) After entering all desired Spades, press **♥♦♣**, or **♠** to activate another suit.

Follow the same steps to enter cards for this suit. Repeat for any other suit, entering up to a total of 13 cards for this hand.

(3) Press **VIEW HAND** to edit the next position, and **WEST** will flash. Line 2 shows that Spades is the active suit once again. Follow Steps (1) and (2), above, to construct a hand for West.

(4) After entering all desired cards for West, press **VIEW HAND** again to edit the hand for **NORTH**, and then for **EAST**.

Note that the hands can be edited in any order, and you can go back to any hand by pressing **VIEW HAND**.

(5) Once all cards have been entered, press **ENTER**. The Edit Menu will reappear, with the **P** flashing for **Play this deal**. Press **ENTER**, and the computer will start a new game with the hand you've just constructed!

Please also note these important points, in regard to editing:



- If you enter more than 13 cards for any position, or if you enter a card that has been used, an error beep will sound.
- If you enter less than 13 cards for any position, the computer will randomly fill in the additional cards when you play.
- You can also use the Cursor Keys to enter cards, in the same manner as during bidding or play.
- If you make a mistake or change your mind while entering a card, press the same key again to deselect it. If you've just pressed Q, for example, press Q again to cancel the input. If you're using the Cursor Keys, cancel your input by pressing , to move the cards back up to Line 1, starting with the lowest card of the current suit.
- If you change your mind and decide not to edit the hand after all, press ESCAPE to cancel and return to the previous menu.

#### 4.3 Changing the Dealer/Vulnerability

[Edit Menu Item: **FEDR**]

This option allows you to change the dealer and vulnerability settings.

To select this option:

- Access the Edit Menu (**FEDR**), as noted at the beginning of Section 4.
- Press ► to select the letter D for Change D/V.
- Press **ENTER**. Line 1 = **WNES -NEB**, where:  
**WNES** = West/North/East/South  
 - = Neither side vulnerable  
**N** = North/South vulnerable  
**E** = East/West vulnerable  
**B** = Both sides vulnerable.  
 Line 2 = Current settings, as in **D: N**  
**U: Nil**, where:  
**D: N** = Dealer North  
**U: Nil** = Neither side vulnerable
- Press ► to select **W**, **N**, **E**, or **S** for dealer. With the appropriate character flashing, press ▼ to move your choice to

Line 2. If you select **E**, for example, and then press ▼, Line 2 will show **D: E**, with East as dealer.

- Continue to press ► to select **-**, **N**, **E**, or **B** for the vulnerability option. With the appropriate character flashing, press ▼ to move your choice down to Line 2. If you select **E**, for example, and press ▼, Line 2 will now show **U: EW**, with East/West vulnerable.
- Press **ENTER** to confirm and return to the Edit Menu. Notice that the Vulnerability Indicator has changed to reflect the new setting, if any.

#### 4.4 Rotating the Hands

[Edit Menu Item: **FEDR**]

This option lets you rotate the hands, along with the dealer and vulnerability, in a clockwise direction. Setting this option will cause the following changes to be made:

##### Hand/Dealer:

Previous Setting	New Setting
South .....	West
West .....	North
North .....	East
East .....	South

##### Vulnerability:

Previous Setting	New Setting
Nil .....	Nil
EW .....	NS
NS .....	EW
All .....	All

To select this option:

- Access the Edit Menu (**FEDR**), as noted at the beginning of Section 4.
- Press ► to select the letter R for Rotate hands.
- Press **ENTER**, and the computer will change the settings internally, as shown above. It will then return you to the Edit Menu, with the **F** flashing for Play this deal. To play from the new position, press **ENTER**.

## 5. MORE FEATURES TO EXPLORE

### 5.1 Viewing All the Hands

At any time after the cards have been dealt, you may view all the hands (including those that are concealed) by pressing

**VIEW HAND**. The first display will show **View: NS**, along with the hand for North in the upper portion of the display and the hand for South in the lower portion.

Pressing **VIEW HAND** again will show **View: EW**, along with the hand for East in the upper portion of the display and the hand for West in the lower portion. A third press of **VIEW HAND** returns you to the current game display. Note that pressing **ESCAPE** also exits this mode at any time.

### 5.2 Illegal Bidding/Play

Your computer is programmed with the standard rules of Bridge, and it will never accept an illegal bid or play! If you attempt to do so, a low-pitched error beep will alert you to the problem. To continue, simply make another entry.

### 5.3 Need a Hint? Just Ask!

Whenever you need help, the Pro Bridge 311 will be glad to oblige! Press **HINT** during the bidding or playing phase of the game, and the computer will display a suggested bid or play. To accept the hint, simply press **ENTER**. To disregard the hint, press **▲** to cancel the hint display, and then make a bid or play of your own.

### 5.4 Change Your Mind? Try Again!

If you change your mind about a bid or play or make an inadvertent input error before pressing **ENTER**, you can retract your bid or play by pressing **▲** to cancel. The current display will clear, and you can then enter another bid or play, as usual.

### 5.5 Autoplay: The Computer Takes Over

As soon as a hand has been dealt, and at any time during the bidding and play of the hand, you can force the computer to take over your game! Press **AUTO PLAY** and then **ENTER** to have the computer complete the current game automatically.

You'll see **Continuing** displayed briefly,

as the computer plays the game out internally. Once the final trick is completed, the score will be shown, as usual.

At this point, you have the option of going back through to see how the hand was played! To do this, press **HISTORY** repeatedly, as described in Section 5.6.

If you change your mind after pressing **AUTO PLAY**, but before pressing **ENTER**, press **▲** to cancel Autoplay Mode.

### 5.6 Review Play with History Mode!

During a game, it's easy to go back and review previous bids and plays, even in the middle of your game! With each press of **HISTORY**, the display will show you every bid and play, from the beginning. As long as History Mode is active, you'll see **History** on Line 1 of the menu display.

As soon as you get back to the current place in your game, the display will return to normal, and you can continue.

Press **ESCAPE** at any time to exit History Mode and return to your game.

You can also press **HISTORY** repeatedly to step through your entire game after the game has ended and the result is being displayed. To automatically finish the game and return to the result display at any time, press **ESCAPE**.

After pressing **ESCAPE**, the computer will show you the history one by one until the end. Note that History Mode is not available until after the first round of bidding has been completed.

### 5.7 Checking the Score

Once play has started, you can review the current score (if any) by pressing **SCORE**. For further details on scoring, see Appendix B.

- In Rubber Bridge, press **SCORE** once to show **Score**, along with the current scores above and below the line. Press **SCORE** again to see the cumulative scores of previous rubbers for North/South, and again for East/ West. To exit, either press **SCORE** once more, or press **ESCAPE**.

- In Duplicate Bridge, press **SCORE** once to show **Score**, along with the current scores for North/South and East/West. Press **SCORE** again to show the total number of deals played so far, as well as the cumulative IMP scores for both teams. To exit, either press **SCORE** once again, or press **ESCAPE**.

Note that the **SCORE** display is not available while current results are showing during play. Note, also, that you can reset the score, as described in Section 2.7.

### 5.8 Game Memory

You may interrupt play at any time and turn the unit off by pressing **GO/STOP**.

Play is then suspended, and the computer will store your current game and option settings. When you switch back on by pressing **GO/STOP** again, you can simply continue right where you left off!

## 6. TECHNICAL DETAILS

### 6.1 The ACL Function

Computers sometimes "lock up" due to static discharge or other electrical disturbances. If this should happen, reinstall the batteries and use a paper clip or another sharp object to press down into the hole marked **ACL** in the base of the unit for at least one full second. This clears the memory and resets the computer to its default settings.

### 6.2 Care and Maintenance

Your Pro Bridge 311 computer is a precision electronic device, and should not be subjected to rough handling, extreme temperatures, or moisture. Be sure to disconnect the adapter (if applicable) and remove the batteries before cleaning the unit. Do not use chemical agents or liquids to clean the unit, as they may cause damage.

Weak batteries can cause incorrect displays, loss of data, and even wrong bids and responses. Low batteries should be replaced promptly, since they can leak and damage the unit. Please also note the following points regarding batteries: Use only alkaline or zinc carbon batteries. Do not mix different types of batteries or new and used batteries. Do not recharge nonrechargeable batteries. Use only the recommended batteries or

equivalent. Be sure to observe the correct polarity when inserting batteries. Worn out batteries should be removed from the unit promptly. Do not short circuit the supply terminals.

### 6.3 Technical Specifications

Keys:	34
Display:	70mm x 58mm LCD with back light
Buzzer:	Piezo electric (27mm)
Batteries:	4 x AAA/AM4/R03
Dimensions:	200 x 110 x 35mm

Please retain this information for future reference.

Saitek reserves the right to make technical changes without notice in the interest of progress.

### 6.4 Technical support

If you experience any difficulty with this product, please first visit our website [www.saitek.com](http://www.saitek.com). The technical support area will provide you with all the information you need to get the most out of your product and should solve any problems you might have.

If you do not have access to the internet, or if the website cannot answer your question, please contact your local Saitek Technical Support Team from the list at the back of this leaflet. We aim to offer quick, comprehensive and thorough technical support to all our users so, before you call, please make sure you have all the relevant information at hand.

### 6.5 Information for customers in the United States

#### FCC Compliance and Advisory Statement

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- 1 This device may not cause harmful interference, and;
- 2 This device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna;
- Increase the separation between the equipment and receiver;
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected;
- Consult the dealer or an experienced radio/TV technician for help.

Saitek Industries, 2295 Jefferson Street,  
Torrance, CA 90501, USA

#### **Canada 210**

Operation is subject to the following two conditions:

- 1 This device may not cause interference, and;
- 2 This device must accept any interference, including interference that may cause undesired operation of the device.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

#### **6.6 Conditions of Warranty**

- 1 Warranty period is 2 years from date of purchase with proof of purchase submitted.
- 2 Operating instructions must be followed.
- 3 Specifically excludes any damages associated with leakage of batteries.  
Note: Batteries can leak when left unused in a product for a period of time, so it is advisable to inspect batteries regularly.
- 4 Product must not have been damaged as a result of defacement, misuse, abuse, neglect, accident, destruction or alteration of the serial number, improper electrical voltages or currents, repair, alteration or maintenance by any person or party other than our own service facility or an authorized service center, use or installation of non-Saitek replacement parts in the product or the modification of this product in any way, or the incorporation of this product into any other products, or damage to the product caused by accident, fire, floods, lightning, or acts of God, or any use violative of instructions furnished by Saitex plc.
- 5 Obligations of Saitex shall be limited to repair or replacement with the same or similar unit, at our option. To obtain repairs under this warranty, present the product and proof of purchase (eg, bill or invoice) to the authorized Saitex Technical Support Center (listed on the separate sheet packaged with this product) transportation charges prepaid. Any requirements that conflict with any state or Federal laws, rules and/or obligations shall not be enforceable in that particular territory and Saitex will adhere to those laws, rules, and/or obligations.
- 6 When returning the product for repair, please pack it very carefully, preferably using the original packaging materials. Please also include an explanatory note.
- 7 **IMPORTANT:** To save yourself unnecessary cost and inconvenience, please check carefully that you have read and followed the instructions in this manual.

This warranty is in Lieu of all other expressed warranties, obligations or liabilities. ANY IMPLIED WARRANTIES, OBLIGATIONS, OR LIABILITIES, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, SHALL BE LIMITED IN DURATION TO THE DURATION OF THIS WRITTEN LIMITED WARRANTY. Some states do not allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you. IN NO EVENT SHALL WE BE LIABLE FOR ANY SPECIAL OR CONSEQUENTIAL DAMAGES FOR BREACH OF THIS OR ANY OTHER WARRANTY, EXPRESS OR IMPLIED, WHATSOEVER. Some states do not allow the exclusion or limitation of special, incidental or consequential damages, so the above limitation may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Class 1 Laser product.

## **APPENDIX A: BIDDING SYSTEM INFORMATION**

### **The American Standard**

- 5th major, best minor.
- 1NT: 15-17; 2NT: 20-22. In response: transfer bids, Stayman.
- 2C forcing game. In response: 2D negative.
- Weak Twos: 2(D,H,S).

### **Acol**

- Natural: 4th major.
- 1NT: 12-14; 2NT: 20-22.
- 2C forcing game. In response: 2D negative.
- Strong Twos: 2(D,H,S).

### **The French Standard**

- 2NT: 20-21.
- 2C forcing one round: 2D relay. Then 2NT: 22-23, or a suit: 21-23.
- 2D Albarran. Responses showing Aces.
- Weak Twos: 2(H,S).

### **The French Strong Two**

- 2NT: 20-22
- 2C Albarran. Responses showing Aces.
- Strong Twos: 2(D,H,S).

**APPENDIX B: SCORING INFORMATION****RUBBER BRIDGE SCORING:****Score below the line for tricks bid and made:**

Spaces or Hearts: 30 per trick; if doubled, multiply by two.

Diamonds or Clubs: 20 per trick; if doubled, multiply by two.

No Trumps: 40 for first trick and 30 for each additional trick; if redoubled: multiply by four.

One hundred points wins the game, but no separate score is recorded.

**Score above the line: Overtricks**

	<i>Not Vulnerable</i>	<i>Vulnerable</i>
Undoubled	Ordinary trick value	Ordinary trick value
Doubled	100 per trick	200 per trick
Redoubled	200 per trick	400 per trick

**Making doubled or redoubled contract: Add 50 to all other scores.**

<b>Slams:</b>	<i>Not Vulnerable</i>	<i>Vulnerable</i>
Small Slam	500	750
Grand Slam	1,000	1,500

<b>Penalties:</b>	<i>Not Vulnerable</i>	<i>Vulnerable</i>
Undoubled	50 per trick	100 per trick
Doubled	100 for first trick	200 for first trick
	200 for each additional trick	400 for each additional trick
Redoubled	Twice the above	Twice the above

**Rubber bonus:**

When the rubber is won in two games . . . . .700

When the rubber is won by two games to one . . . . .500

**TEAM OF FOUR (DUPLICATE BRIDGE) SCORING:****Score on the hand:**

Each hand played scores points independently of the other hands played. Points are not carried forward from previous hands.

**Points awarded:**

Points are the same as for Rubber Bridge, with the following exceptions:

1. Points for an unfinished rubber are not relevant.
2. A pair succeeding in a contract scores 50 bonus points for a part score, 300 for a non-vulnerable game, and 500 for a vulnerable game.
3. Points scored by NS in a hand count as a negative score by EW in that hand.
4. The penalty score for a doubled contract with declarer non-vulnerable is 300 for each additional trick, starting from the fourth trick.

**International Match Points:**

The score by a team's NS pair on a hand is added to the score by the team's EW pair on that hand (with the result being either positive or negative). The result is then converted to International Match Points (IMPs), according to the following table. The IMPs for all hands played are then aggregated to give the result of the match.

**International Match Point Scoring**

<i>Difference on Board</i>	<i>IMP</i>	<i>Difference on Board</i>	<i>IMP</i>
0 - 10	.0	750 - 890	.13
20 - 40	.1	900 - 1090	.14
50 - 80	.2	1100 - 1290	.15
90 - 120	.3	1300 - 1490	.16
130 - 160	.4	1500 - 1740	.17
170 - 210	.5	1750 - 1990	.18
220 - 260	.6	2000 - 2240	.19
270 - 310	.7	2250 - 2490	.20
320 - 360	.8	2500 - 2990	.21
370 - 420	.9	3000 - 3490	.22
430 - 490	.10	3500 - 3990	.23
500 - 590	.11	4000 and upwards	.24
600 - 740	.12		

## TROUBLESHOOTING GUIDE

SYMPTOMS	POSSIBLE CAUSES	ACTION TO TAKE
The unit doesn't react or behaves erratically.	<ul style="list-style-type: none"> <li>Batteries are not installed correctly.</li> <li>Batteries are weak or bad.</li> <li>Poor battery contacts.</li> <li>Static discharge or an electrical disturbance has caused a lock-up.</li> </ul>	<ul style="list-style-type: none"> <li>Reinstall batteries (Section 1.1).</li> <li>Replace batteries (Section 1.1).</li> <li>Ensure that contacts on batteries and unit are clean. Make sure that contacts have not been bent.</li> <li>Press into the hole marked <b>ACL</b> to reset unit (Section 6.1).</li> </ul>
The display is dim or difficult to read.	<ul style="list-style-type: none"> <li>Batteries are weak or bad.</li> <li>Dim setting requires LCD backlight.</li> </ul>	<ul style="list-style-type: none"> <li>Replace batteries. If problem persists, use <b>ACL</b> feature to reset unit (Section 6.1).</li> <li>Pressing <b>BACKLIGHT</b> turns light on/off. Select <b>EL Intensity</b> menu option to increase/decrease amount of light (Section 2.4).</li> </ul>
The computer seems to be bidding illegally.	<ul style="list-style-type: none"> <li>Batteries are weak or bad.</li> </ul>	<ul style="list-style-type: none"> <li>Replace batteries.</li> </ul>
The computer is silent.	<ul style="list-style-type: none"> <li>Sound option is turned off.</li> </ul>	<ul style="list-style-type: none"> <li>Turn sound on in Main Menu (Section 2.3).</li> </ul>
No response or improper response when keys are pressed.	<ul style="list-style-type: none"> <li>Electrostatic discharge has caused a malfunction.</li> <li>Batteries are weak or bad.</li> </ul>	<ul style="list-style-type: none"> <li>Use <b>ACL</b> feature to reset unit (Section 6.1).</li> <li>Replace batteries. If problem persists, use <b>ACL</b> feature to reset unit, as described in Section 6.1.</li> </ul>
The computer rejects the card you have selected.	<ul style="list-style-type: none"> <li>The selected card isn't yours (e.g., the card is in dummy's hand).</li> <li>You are not following suit.</li> </ul>	<ul style="list-style-type: none"> <li>Select and enter another card.</li> <li>Select and enter another card.</li> </ul>
The computer won't show previous bids/plays when <b>HISTORY</b> is pressed.	<ul style="list-style-type: none"> <li>You aren't in the bidding or playing phase of the game.</li> <li>No bids have been made.</li> </ul>	<ul style="list-style-type: none"> <li>You must be in the bidding or playing phase for History Mode to work.</li> <li>Bids must be made before the <b>HISTORY</b> feature will work.</li> </ul>
The computer won't accept a card or suit when you're editing a hand.	<ul style="list-style-type: none"> <li>You have already entered 13 cards for the current position.</li> <li>The card is already in use for another player position.</li> <li>There are no more cards available in that suit.</li> </ul>	<ul style="list-style-type: none"> <li>You cannot enter more than 13 cards per player.</li> <li>Check the upper portion of display for available cards.</li> <li>Check the upper portion of display for available cards in each suit.</li> </ul>
The score doesn't show when <b>SCORE</b> is pressed.	<ul style="list-style-type: none"> <li>An error beep will sound if <b>SCORE</b> is pressed while current results are showing during play.</li> </ul>	<ul style="list-style-type: none"> <li>Press <b>ENTER</b> until current results have all been shown; then press <b>SCORE</b>.</li> </ul>

# Saitek Pro Bridge 311

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