



Understanding the Dealmaster Pro Traveler

by Bob Gruber

One option of the Dealmaster Pro hand dealing software is to create travelers with a recap of the hand dealt and an analysis of makeable contracts by the Deep Finesse software. If this option is selected, the travelers will have several additions at the bottom. First will be an easily recognizable display of the N / S / E / W hands, with North at the top in ♠ ♥ ♦ ♣ order, West and East at the next level down, and finally South at the bottom level.

Dealer: North
Both Vulnerable

♠ Q102
♥ AK732
♦ AJ
♣ J86

♠ J653
♥ 1095
♦ K9
♣ Q1097

N	♠ K974
W	♥ Q8
E	♦ 106532
S	♣ 32

15	♣	♦	♥	♠	NT
6	5	4	6	-	6
5	5	4	6	-	6
14	-	-	-	-	-
-	-	-	-	-	-

♠ A8
♥ J64
♦ Q874
♣ AK54

Printed by Dealmaster Pro

At the bottom left is a box that shows the High Card Points (HCPs) for each direction: N / S / E / W. In the example shown these numbers are: 15 / 14 / 5 / 6.

To the right of that box is a box generated by Deep Finesse that shows the makeable contracts. There are column headers across the top for the ♣ ♦ ♥ ♠ NT denominations. On the left are identifiers for the lines for N / S / E / W. A number at a line and column intersection indicates the highest level double-dummy contract that a player (N/S/E/W) may make in that denomination (♣ ♦ ♥ ♠ NT) facing double-dummy defense. A dash at an intersection means that player cannot make any contract in that denomination against best defense.

Looking at our sample makeable contracts box, we see that both North and South can make 5♣. Both North & South can make 4♦. Both N & S can make 6♥. Finally, both N & S can make 6NT. We also note that N & S cannot make any ♠ contract.

Since E & W have no numbers on their lines, only dashes, neither one can make any contract at any level against double dummy defense.

Whether or not this recap option is selected for the travelers for the Tues-Thurs and Sat games, it is no longer necessary to turn over a card in each board at the end of play for the session. In fact, **DO NOT TURN OVER A CARD IN EACH BOARD AT THE END OF THE SESSION.** Doing so makes more work for the director when preparing the deck for the Dealer4 hand dealing robot for the Tues-Thurs and Sat games. All cards need to be face down for the machine, so please help the director out by ensuring all cards are face down at the end of the session.



Addendum 1: Feature in Dealmaster Pro Software

Dexter Senft (don't know where he's from) inquired (in an e-mail) about the example hand chosen for this write-up. He points out that Dealmaster Pro implies N-S cannot make any spade (♠) contract, but either one can, in fact, make 2 ♠. Assuming a finesse of the ♦ Jack, there are 7 tricks off the top against any lead. A finesse of the ♠ 10 guarantees an 8th trick. Dexter wonders why Dealmaster Pro doesn't include this making contract.

A snippet of the DM Pro documentation (supplied by Tom Ciacio) covers this situation:

“IMPORTANT: The Makeable contracts that are computed for Hand Records are guaranteed to be correct, BUT every makeable contract may not be shown.... for example, a five card fit that can make will not be shown because the program does not even check for makability if the holding is less than six cards. When Standard tests are selected, the program does not check six card fits.

“The reason some possibilities are not checked is to keep processing time at a practical level.”

Addendum 2: Folding the Traveler

There are several ways to fold the full-size Dealmaster traveler. My preferred method involves 2 folds.

Fold 1: Bring the bottom of the traveler to just underneath “Session 1” in the traveler header area. With the header area showing, crease the traveler at that roughly half way point.

Fold 2: With the traveler folded roughly in half, fold it in half again by pushing the top half backwards toward the bottom half. Again with the header area still showing, crease the traveler at that half way point.

Now by rotating the folded traveler 90° it will easily fit in the North pocket with the Board Number showing.