

1959 Bermuda Bowl

One of the objectives of the Vugraph project is to present great matches of the past in .lin or .pbn format, matches that were played long before computers became ubiquitous and whose hand records only existed so far in printed form.

The user must be aware of a fundamental difference of the reconstructed lin files as opposed to the regular Vugraph files: namely, regular Vugraph files are an accurate record of the bids and the cards played, down to the last spot card; on the other hand, records in books almost always are vague as to spot cards. Hence, when the book says "Declarer drew trumps in two rounds", we usually do not know if he played the ace first or the king, or if the defenders followed with this or that low card; and usually it does not matter. When it matters, sources usually provide the relevant information.

There is also another big difference, concerning the scoring; in the 1959 match the old IMP scale was used; that scale had 15 as maximum. For instance, a swing of 500 points amounted to 6 points (compare with 11 today). In this presentation the modern IMP scale is used but the user should bear in mind what had happened actually.

For the 1959 Bermuda Bowl our source was the official book published courtesy of the ACBL. For the moment we provide only the crucial match between Italy and USA (Argentina also took part, but these matches were never in doubt and actually have not been recorded in full). This new offering of ours is due to **Patrick Flynn**. Now the match is complete!

Patrick has also corrected and completed some minor errors in the earlier files, so if you have previously downloaded them you may want to download them again.

***Interactive (pf) files:** Vugraph aficionados will note that we are again offering this feature: the so-called "pf files" allow the user to depart at any time from the line of play followed at the table, to play out the hand all by himself and explore alternative lines of play. However, once you have departed from the original line, you cannot reliably revert to it unless you go back to Trick 1. It should be noted that following the normal play is slower with these files as four mouse clicks are needed for each trick.*

Update, Aug. 15, 2006: Some more errors were discovered and corrected; they only concern segments 1, 7 and 9 (in both versions). I also added a zip file with all the segments in .dup format.

Final (one hopes) update, Aug. 31, 2006: Still more errors were discovered and corrected; these concern segments 1, 5, 6, 7 and 9 (in both versions). I also added a zip file with all the segments in .pbn format.

Italy v North America

[Segment 1, boards 1-16](#)

[Segment 2, boards 17-32](#)

[Segment 3, boards 33-52](#)

[Segment 4, boards 53-68](#)

[Segment 5, boards 69-84](#)

[Segment 6, boards 85-104](#)

[Segment 7, boards 105-120](#)

[Segment 8, boards 121-136](#)

[Segment 9, boards 137-156](#)

Same files, including the *pf* command that allows you to explore alternative lines:

[Segment 1, boards 1-16](#)

[Segment 2, boards 17-32](#)

[Segment 3, boards 33-52](#)

[Segment 4, boards 53-68](#)

[Segment 5, boards 69-84](#)

[Segment 6, boards 85-104](#)

[Segment 7, boards 105-120](#)

[Segment 8, boards 121-136](#)

[Segment 9, boards 137-156](#)

All segments [in dup format as a single zipped file](#)

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