

Why use pre-dealt boards?

Advantages

Some of the advantages of using computer dealt boards are:

Hand dealt boards are usually not random, whereas computer programs produce random deals. (*see Randomness below*),

Hands do not need to be dealt at the table, thereby saving time.

A computer file of the hands can be uploaded to the club website, so that members can view the hands alongside the travellers for each board.

A computer file can be made available to members who wish to replay the hands on their own computers.

It is possible to print travellers showing hands (ideal for Sims).

It is possible to prepare several copies of the same board for classes.

Dealing machines

The process of producing pre-dealt boards has been made much easier by the advent of dealing machines with their associated computer software.

The PlayBridgeDealer4+ machine we have chosen is, we believe, the best choice of those available.

Randomness

Overhand shuffling mixes the cards poorly, it requires some 200 overhand shuffles to approach true randomness in the card order. It has been calculated that a deck of cards needs to be given a proper 'riffle' shuffle at least six or seven times for the deal to be truly random. (Be honest, how many members do that?)

A mathematics professor explains why here -

[Random Shuffling](#)

Most hand shuffled deals at the club are far from random. On average, hand shuffling results in flatter distribution than one would get with a truly random pack.

A few facts and figures about expected distribution in randomly dealt boards -

A void can be expected once in every 20 hands, i.e. once every five boards

A singleton can be expected once in every three hands.

Thus it is more likely than not, on any given board, that one of the players has a singleton or void. In fact, this will be the case on 80% of the boards.

In a typical 24 - board session you personally would expect to hold singleton or void on about 9 boards on average

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If there are 6 cards out against you as declarer, 15% of the time you can expect them to break 6 - 0 or 5 - 1.

Follow this link for more facts about card distribution probabilities -

[Bridge probabilities](#)

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