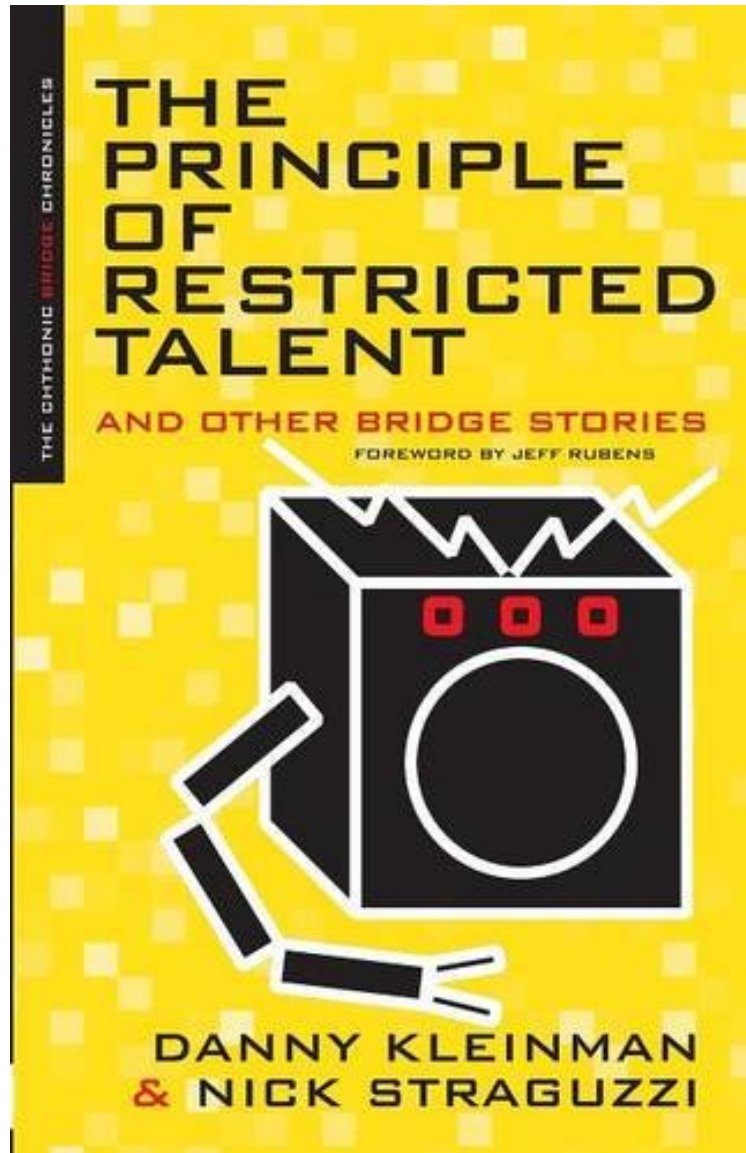


[Download] The Principle Of Restricted Talent And Other Bridge Stories (The Chthonic Bridge Chronicles)

## The Principle Of Restricted Talent And Other Bridge Stories (The Chthonic Bridge Chronicles)

Danny Kleinman

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**Danny Kleinman : The Principle Of Restricted Talent And Other Bridge Stories (The Chthonic Bridge Chronicles)** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Principle Of Restricted Talent And Other Bridge Stories (The Chthonic Bridge Chronicles):

4 of 5 people found the following review helpful. entertaining bridge book By David W. Straight Most bridge books are

intended to be instructional, to help the reader play a better game of bridge. These can be useful, but they can also be rather dry. Then you have the bridge books that have a humorous side--David Bird's monastery series, for example, or Simon's *Why You Lose at Bridge*. These books have an instructional side as well as an enjoyable sense of fun. The *Principle of Restricted Talent* rather resembles Bird's series. You get to know and appreciate Chthonic the bridge-playing computer, who can be a bit overbearing at times, and Chthonic's boss Dr Ortmann, who is overbearing at all times. The stories mostly feature Ortmann getting his comeuppance, and Chthonic demonstrating its superior skill. This does get a bit tedious at times: Simon's *Unlucky Expert* sometimes won, as did his other characters--there was no permanent fall guy. What would have perhaps helped would have been some hands on which luck triumphed over Chthonic's skill. Think of that greatest of bridge series, Mollo's *Menagerie*: the Rueful Rabbit's lack of skill was more than compensated for by his extraordinary luck, and even Papa the Greek, the usual victim of the Hog and the Rabbit was given his triumphs by Mollo. The only perennial loser that I can recall was the Secretary Bird, and his wounds were always self-inflicted. There's an interesting hand in the book which allows Chthonic to employ what the book terms a Devil's Coup. This is a rare play, and you can find a good description and examples on Wikipedia or [bridgetalk.com](http://bridgetalk.com). But I think that the authors have done themselves a serious injustice here. What they call a Devil's Coup is actually, I think, an even rarer bird known as a Madman's Coup--a play which gives declarer an unexpected trick, but which is designed to lead declarer away from a successful plan. You'll have a hard time finding a description anywhere--but there is an example in Truscott's delightful book *Grand Slams*. The authors have another similar book to *Restricted Talent*--*Human Bridge Errors*, also featuring Chthonic, and also worth reading. 5 of 7 people found the following review helpful. this lowly human bridge player has been educated :-)  
By R. Wimberley  
There are certain categories of bridge books, to which most of the genre belong; bidding, declarer play, and defense being the most obvious, of course. Bridge as entertainment is a category that is rarely attempted, and the best such books combine this entertainment with interesting deals or lessons. The exploits of Chthonic are probably more in the "interesting deal" category, but well worth the read. Of course, *Bridge World* subscribers will be familiar with a number of the stories, but having all of those together, along with some new ones, is a nice bonus for the reader. If you're looking for a lesson tome, this is not for you. If you know the game, enjoy this "biography" of the world's best bridge playing computer...

An anthology of humorous stories featuring Chthonic, the bridge-playing robot. The stories draw unmercifully funny portraits of human bridge players, as Chthonic's bridge brilliance and abrasive and ill-concealed contempt for his human creators leave them all in his wake. A particular target is the pompous Director of the Cybernetics Research Institute, whose opinion of his own bridge expertise differs greatly from that of his protigi. Some of these stories have appeared in *The Bridge World* magazine, where the characters are established as firm reader favorites. Danny Kleinman of Los Angeles is a prolific bridge writer, theorist, professional player, and teacher, who is a regular contributor to several bridge magazines. He is a Contributing Editor of *The Bridge World*, and is one of the moderators of 'The Master Solvers' Club' in that magazine. He also writes about backgammon, another game which he plays at an expert level. Nick Straguzzi of Mullica Hill, NJ, is a software analyst specializing in artificial intelligence and knowledge management. Nick has researched ways in which computer game theory could be applied to bridge, but concluded that it would be far easier to write about a perfect bridge-playing computer than to actually build one.