Reinforcement learning, as opposed to supervised learning, is a method of machine learning in which the correct answer is not provided and instead is figured out by the machine through techniques such as Q-learning and CFR. It could be the final form of machine learning. On the other hand, playing games with AI could lead to insights in almost every scenario since real world cases could be considered games with different objectives and rules. If possible, I would like to tackle the partial-information game in which bluffing is possible in this dissertation. I have learnt that there had been significant success in a Poker playing AI called Libratus, in which more than $1,000,000 in chips were won in 20 days. I wish to test their techniques in the field of contract bridge in the bidding of contract.