BRIDGE for Windows
Full Circle Computing
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Version 3.40 -- February, 1994

Have you gotten tired of games requiring a high degree of eye-hand coordination?

Would you like something more than solitaire (an excellent game)?

Is it frustrating to try to get a bridge foursome together?

Then it is time for Bridge for Windows.

Getting Started

Bridge for Windows is written in Visual Basic for the Windows 3.1 Environment and requires a mouse and Windows 3.1. A minimum of 4 meg ram is also required.

The program deals four random hands of Bridge, selects the best hand to be yours and the second best for North. As South you will open the bidding. Bridge for Windows bids as North responding to your bidding as a normal partner would. Bridge for Windows also bids the East and West positions. During play, you play the declarer and dummy hands as North and South and Bridge for Windows plays the opposition as East-West.

Bridge for Windows is not intended to teach you to play bridge. There is an implicit assumption that you know the evaluation of hands, the basic rules of the game, and the flow of a Bridge game.

You can replay the current deal at any point up to dealing a new hand. Also, you can display North's hand prior to or during the bidding. You can also peek at East or West hands. A deal can be canceled at any time by simply calling for a new deal. If this is done prior to completion of play, no scoring will accompany that hand.

Much of Bridge is controlled through the following Action Pallet buttons:

Deal: will cause a new hand to be dealt

ReDeal: will revert the current hand to the start of bidding

Review: While bidding, will display the sequences of bids. During Play, will display all tricks along with the winner. Selecting this again will close the display

UnDo reverses a card selection during play

Peek -- will display all hands not currently shown. North' hand will be displayed open, while East and West hands will be displayed in a scroll box.

 Help -- calls this Bridge for Windows help

 Exit to Microsoft Windows and terminate Bridge for Windows

The Deal

Clicking on Deal on the Action Pallet or selecting Deal from the Game Menu will cause a hand to be dealt. and your hand, as South, will be displayed open.
The bidding selector window will also be displayed in order that you record your bid. If you have a question about your bid, select a bid and, before selecting OK, select Hint on the Action Pallet.

The Hint button will tell you how Bridge for Windows will interpret your bid before you make it.
Bidding is accomplished by clicking the appropriate button (1-7) indicating the quantity of the bid and the button for the suit or no-trump. After selecting the bid, click on the OK button. The OK button is disabled (greyed) until a valid bid is entered. The bid is displayed in the window located near the position indicator for each position as a bid is made. Also, the entire bidding sequence is recorded in a list at the bottom right of the Bridge window. To Pass or Redouble, click on the appropriate button. (Since the opposition doesn't bid, you never need to Double them.) The ReDouble button is grayed out unless the opposition Double the bid.
It is always best to bid conservatively. Regardless of any part-score, Bridge for Windows will always continue responding until you are at game if it thinks that the partnership has 26 points or more based upon your bidding. If you have lied, it will be impossible to stop the bidding once Bridge for Windows has it in mind to go for game or slam.
You cannot retract a bid.
If necessary, you can select RePlay from the Action Panel which will redeal the current hand to restart the auction. Alternatively, you can select Deal which will deal a new hand.
Bidding will proceed until three consecutive passes are made.

The Play

Following the auction, you may take time to review the situation before play

begins. The hands for North and South are displayed and the playing board window is displayed. Click on the "Play" button to start the play. In this window, as a player's turn arrives, the Letter denoting the position will become dark. Also, the center button's caption will change as the situation warrants attempting to provide feedback to you as to the current state.


If North was the first to bid the winning suit, BRIDGE for Windows will call for East to lead. If South is the declarer, then West will lead.
As a card is selected, the card is displayed in the window near the position and also displayed on the playing table.
To play a card, Click on the card you have selected . The button in the play table will change to "Confirm". Clicking "Confirm" commits the selected card for that trick and play moves to the next position, East in this case.
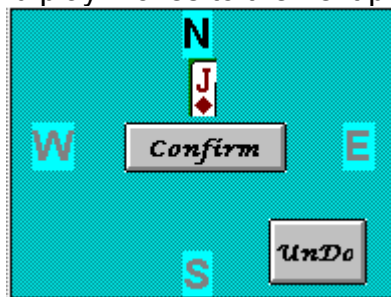
If you change your mind about the card, clicking on UnDo will reverse the selection. Once Confirm is selected, a card cannot be undone. Bridge for Windows has an option which disables the confirmation step. Disabeling confirmation allows for faster,smoother play, however, once you click on a card, that card is played.
BRIDGE for Windows will not allow reneging nor allow for play out of turn.
BRIDGE for Windows will maintain a record of the next player.
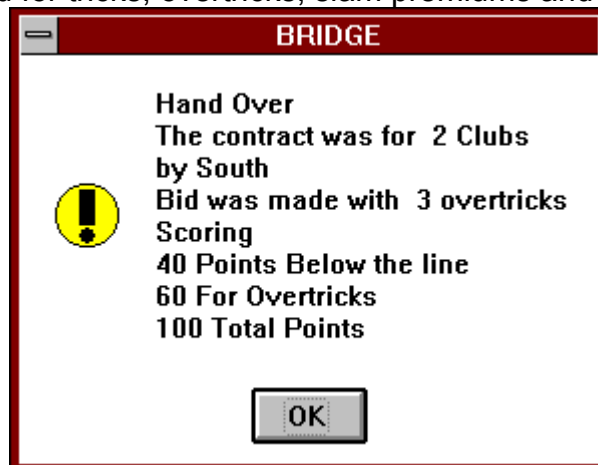At the end of a trick, the playing table looks like
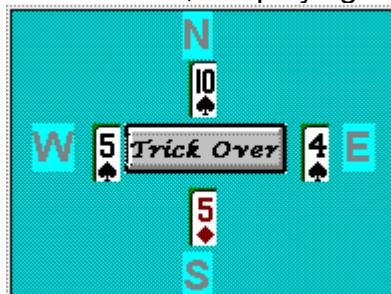
Clicking on the Trick Over button will prepare for the next trick or will score the hand if this is the last trick.
All cards remain displayed after the trick until you click on the Trick Over button. At the end of each trick, BRIDGE for Windows will display the current tally of tricks for each side along with the trick number and the winner of the last trick.

Trick Counter	
Trick Number	2
Won By	South
North-South has	2
East-West has	0

Scoring
Scoring is standard rubber bridge scoring except that honors are not counted. All "below-the-line" scores are automatically rolled up into the above-the-line total after each complete Game. All Rubbers are two-game Rubbers and are worth 700 points. After completing play of a hand, the score is shown with points earned for tricks, overtricks, slam premiums and rubber (or penalty points).

BRIDGE

Hand Over
The contract was for 2 Clubs
by South
Bid was made with 3 overtricks
Scoring
40 Points Below the line
60 For Overtricks
100 Total Points

OK

Additionally, the running tally is always displayed
Conventions
Today, the most common bidding convention is the Weak Two-Bid opening structure. Bridge for Windows follows that convention to the extent possible. It must be noted, since you as South always gets the best hand, opening a weak two bid will not be an option, however, using this notation makes 2 clubs the only strong demand bid recognized by Bridge for Windows.
Psych Bids must be taken at your own risk --Bridge for Windows will only get confused and will interpret the bid as a normal bid.
Bridge for Windows will respond to your opening bid based upon the following:
With a balanced hand:
        0 - 12 points -- Pass
        13 - 15 points --1 one of a suit

16 -18 High-Card points -- 1 No-Trump with
19 - 20 points -- one of a suit and jump in No-Trump next bid
21-23 points -- 2 No-Trump
24-26 points -- 3 No-Trump

With an unbalanced hand North's response bid is not as clear. The general guidelines to be used are:

One of a suit will generally indicate 13 or more points, both in high cards and distribution

It is generally better to try to find a major rather than a minor suit

Strong hands (22 points or more) -- BRIDGE for Windows recognizes only 2 Clubs as a demand bid. Your partners weakest response is 2 Diamonds. Any other opening 2 bid in a suit is considered a weak preemptive opening.

One of Bridge for Windows' biggest failings is in rebids. Sometimes Bridge for Windows may interpret the situation different from you.

Stayman

If you open one no-trump, Bridge for Windows will interpret as a request to try to find an eight card major. Bridge for Windows may respond with two Clubs. Your responses will be evaluated as:

Two Diamonds -- no four card major
Two Hearts -- four hearts
Two Spaces -- four spades

Blackwood

If you did not open no-trump, a bid of four no-trump will ask your partner for the number of aces in the hand. Bridge for Windows will respond with

Five Clubs -- no aces or four aces
Five Diamonds -- one ace
Five Hearts -- two aces
Five Spaces -- three aces

A bid of five no-trump will ask for the number of kings. Bridge for Windows will respond with

Six Clubs -- no kings or four kings
Six Diamonds -- one king
Six Hearts -- two kings
Six Spaces -- three kings