

BridgeScore Guide

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Chapter 1

BridgeScore Guide

1.1 BridgeScore

Welcome to BridgeScore - the duplicate bridge scoring system.

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1.2 Introduction

The idea of this program is to calculate the overall scores of the participants in a duplicate bridge tournament.

The user (that's you!) will have to type in the results from the travellers (the scorecards accompanying each board). You then give BridgeScore this file, and an output file where the results will be output, along with summaries for each board. This file can be read, edited or sent straight to the nearest printer.

BridgeScore will attempt to tell you about any errors in your data file that it detects.

1.3 How Scoring Works

If you are scoring for a duplicate bridge tournament, you probably understand scoring anyway. However, I will try to explain the system I have been using to write this program. You would also like to have the computer do the work rather than you!

First, take one board.

1. Sort the North-South pairs into order, depending on their raw score
 2. Allocate points depending on the position, with the top pair getting $2*(N-1)$ points, and decreasing by 2 for each lower position to zero points for the bottom pair. Here N is the number of pairs (NS) on that board. Equal positions will share the points e.g. if 2 pairs came joint bottom, they would share the 2 and 0 points to get 1 point each.
 3. Also note the maximum possible score possible on that board - each pair could have got the maximum $2*(N-1)$ points.
-

4. East-West pair scores can be calculated from the scores and positions of their North-South opponents.

Repeat all this for each board.

Now sum up.

1. For each pair, sum all the points they gained from their positions on each board.
2. Also get their maximum possible scores.
3. Divide (1) by (2) to get their percentage score.
4. Allocate overall positions based on this percentage - so North-South and East-West have their own, separate league tables.

1.4 Operation

First comes the hard part. Take all your traveller cards after the tournament, sit down in front of your favourite text editor (Workbench ed is a poor choice I find - it adds too much junk to the start of files; CygnusEd, dme, memacs seem OK though) and type in the results, as detailed - **file input** .

Now, for safety, copy this file to disk, and put a copy in ram: (you can never trust other people's programs with important files, especially PD). Now choose a location for the output file (e.g. ram:outputfile).

Open a shell and type 'BridgeScore ram:inputfile ram:outputfile'.

If all goes well, look at **file output** to explain the results. If there are any **problems** , BridgeScore will try to tell you what happened and on which line, as well as it can.

1.5 File Input

You will need to now the format for the input files.

N.B. Workbench Ed seems to add lots of junk to the start of files, making them hard to read. Until I have looked further into this , do not use this. Others are OK, on most computer formats without translation.

First, give the number of boards.

Next line, give the number of pairs playing North-South.

Next line, give the number of pairs playing East-West. This should be equal to or one greater than the number of North-South pairs.

Now comes the data for the boards.

Now give the scores, on each line giving a board number, NS pair, EW pair, score to NS.

e.g. '2 1 2 -50' means Board 2, NS pair 1 played EW pair 2, EW won with a score of 50 (or -50 to NS).

Put each of these scores on a separate line.

Always place these in the above order, although any order can be used for the lines themselves, i.e. you don't need to group all the scores for Board 1 together.

Finally, put the word 'end' after your data - just in case your editor makes a mess at the end of its files.

Example

2

2

3

1 1 2 -50

1 2 1 0

2 1 3 300

2 2 1 100

end

There were 2 boards, with 2 pairs playing North-South (each played 2 boards), and 3 played East-West (pairs 2 and 3 only played one board).

On board 1, EW2 gained a score of 50 against NS1. NS2 and EW1 passed out (good for NS2).

For board 2, NS1 gained 300 points against EW3. NS2 only gained 100 points against EW1. EW2 did not play on this board.

1.6 File Output

The first data to be written to the output file are the board summaries. The board number is given, then the pairs playing each other, the raw scores (to NS), and the position of the NS pair on the board. This is repeated for each board given.

Following this are the overall results. On the left are the NS results, giving each pair, their overall percentage score and their position. On the right, the same for EW.

1.7 Problems

BridgeScore will give a little information about problems it encounters in a data file.

Note that it may get confused on subsequent errors.

It should spot the following:

1. Too many boards or pairs - maximum 45 boards and 30 pairs
2. Some illegal scores e.g. 4, 412 etc.
3. Not declaring all the data on a line e.g. missing off the score.

Not detected yet.

1. Giving data for an undeclared board - this may crash program!
2. Giving data in wrong order on line - may be noticed by subsequent effects?
3. Rogue characters e.g. letters.
4. Tell me!

1.8 Disclaimer and Copyright

Disclaimer

This program is supplied 'as is' and without warranty of any type. No responsibility is accepted for any damage or loss to your hardware, data or yourself and any third parties - the risk is all yours!

Copyright?

This program is supplied as freeware - there is no charge for use of it in any circumstances. You are free to distribute it in its original archive only with all accompanying documentation, and the copyright remains with the author.

1.9 Author

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Motivation - I originally wrote this in AMOS, to help my parents who are occasional tournament directors at their local bridge clubs. This is the conversion to C, so I can maintain the program into the future. The Amiga version was compiled in SAS/C 6.56 on an A1200; I hope to compile this for IBM's later on (in which case, there will be no amigaguide documentation!) This is still a beta version, but it seems OK. Please feel free to make any comments, point out bugs, etc. to my e-mail address.

1.10 To Do and Versions

I found no performance increase for compiles to higher processors/coprocessors, so none are included. You will find the speed fast enough anyway, even on the slower computers (it used to run in BASIC, remember). Typing in the data won't be so fast though!

Assuming there are no bugs in the scoring, my attention will probably be directed towards the file input side. To make this directly portable though, there will be no fancy GUI's. I will try to work on any problems pointed out to me. In addition, I may consider adapting the program to other board movements.

This version is 0.9 beta.
