SLAMbidding: A software framework for encoding bridge bidding sequences and bidding bridge hands

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1 Full documentation

... can be found in README.txt in the same directory as this file.

2 Sample usage

To test the functionality of SLAMbidding, I recommend the following experiment. Right now, there is a system file /systems/SAYC.system containing auto1.conv and auto2.conv (in the /conventionsv2/ subdirectory), which encode strong 1NT openings (and natural responses to them) and sequences beginning with a stayman 2C response, respectively.

Try creating two Computer Players, named whatever you wish, and a human player. Go to "(B)id a hand" by pressing "B" or "b" at the main menu. Select the computer players as the North-South pair, and the human player in both East-West seats. Follow the on-screen instructions to generate a random hand subject to criteria. Select criteria so that one of the NS players will have a 1NT opening (15-17 HCP, 2-4 spades, 2-4 hearts, 2+ diamonds, and 2+clubs), and so that the partner of the 1NT opener will respond with Stayman 2C (e.g. 4 spades, at most 3 hearts, and 8+ HCP).

When the bidding begins, make sure to pass as the human player bidding the EW hands. (While competitive auctions are supported, not much in the way of competitive bidding has been encoded so far. Although the default stayman file does keep the system on after an interference of (X) over 1NT. E.g. 1NT - (X) - 2C is still stayman, as far as the computer is concerned.) You can see the computer in action, and the output will provide some inkling as to how the bidding algorithm is finding the right bid to make.

Enjoy SLAMbidding!