

Suspicious Contracts

As results are read from the server and written into the result (.bws) file, contracts can be automatically analyzed and marked as suspicious when the contract is suspected to be incorrect. In order to enable this analysis, go to the tab "Suspicious contracts" on the bottom of the screen:

Filter | Sort | Suspicious contracts |

Contract declared by both NS and EW
Contracts are suspicious when total tricks in NS and EW exceeds:
 Contracts in suit:
 Contracts in NT:

Double dummy check
Contracts are suspicious when tricks won deviates from DD tricks by:
 tricks or more

Automatically check results for suspicious contracts

Check this option to have BCS automatically check contracts.

If hand records are available, check this option.

Suspicious contracts can be analyzed using two different methods:

- 1. Comparing contracts in NS and EW:** Contracts are compared with other contracts on each board. In case a contract appears in the same suit or no trump in both the N-S and E-W direction, the contracts are marked suspicious in case the total number of tricks won by N-S and E-W exceeds the specified number.
 Example 1: Total tricks for NT contracts is set to 14. 3NT N = 3 and 1NTx W -2 will be marked as suspicious as the total number of tricks is 14 and this does exceed the threshold value.
 Example 2: Total tricks for suit contracts is set to 14. 3H S = 4 and 2H E = 3 is – in total – 19 tricks and therefore will be marked as suspicious.

When only one contract is registered in a direction, this contract is marked as suspicious.

When there are two or more contracts in both directions, all contracts are marked as suspicious.

Note: The threshold for the number of tricks difference can be changed if you feel too many "suspicious contracts" are being marked. For example, 1NT NS and 1NT EW would be marked as suspicious when both could be valid. Changing the numbers – perhaps to 15 or 16 and 15 or 16 – may be helpful.

- 2. Compare contracts against double dummy (makeable contract information).** This check requires that hand records to be available to the Bridgmate system. Hand records must be manually entered by the players or they can be imported into Bridgmate Control Software (BCS). Each contract is compared with the makeable contract information and when the total number of tricks deviates from the double-dummy contract analysis by the specified number of tricks or more, the contract is marked as suspicious.

Special Note: The BCS makeable contract analysis does fully compute all possible contracts; also, ACBL tournament .pbn files do calculate all possibilities. Makeable contracts created by DealmasterPro and Dealer4 do not fully calculate all possible contracts which may cause BCS to show a high number of Suspicious contracts. If you are using such files – initially save them without makeable contracts for import into BCS; then, run the makeable contract analysis in BCS; then a .pbn file can be "exported" with makeable contracts for upload to a website.

To enable the analysis, select "Contract declared by both NS and EW" and/or "Double dummy check" and enable "Automatically check results for suspicious contract". Incoming contracts will be automatically scanned for any suspicious contracts. In order to analyze all current results, click the "Check now" button.

										Suspicious contract(s) found		
ID	Section	Table	Round	Board	Pair NS	Pair EW	Declarer	NS/EW	Contract	Result	Lead	Remarks
9	0	2	1	15	3	6	3	N	2 NT	3		
10	0	4	1	27	5	4	5	N	3 NT	3		
11	0	3	1	23	2	7	7	E	3 NT	-3		
12	0	1	1	3	8	1	1	E	3 NT	-1		
13	0	2	1	16	3	6	6	E				

The **Suspicious contract(s) found** "flag" only appears when there are suspicious contracts not yet corrected or checked as "valid."

Declarer:
 NS/EW:
 Contract:

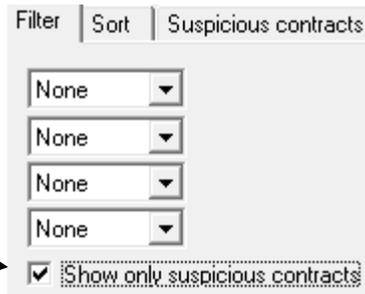
Suspicious contract

Contract is valid

										Suspicious contract(s) found		
	Board 20	Board 21	Board 22	Board 23	Board 24	Board 25	Board 26	Board 27	Board 28			
Pair 0 1		100			140	100			170			
Pair 0 2		150		130					420			
Pair 0 3		100			120		620	150				
Pair 0 4				110	170		90		150			
Pair 0 5				130	140		140	400				
Pair 0 6		110				140	150	100	110			
Pair 0 7		150	50		300	140			140			
Pair 0 8		800	110	90	100	100	100	100				

Suspicious contracts are displayed in **red** in the Results and Result matrix pages. If you determine that a contract is not suspicious, double-click on the result entry and check the “Contract is valid” box. The contract will now display in **green**.

To view only suspicious contract – on the Results page – click on the “Show only suspicious contracts option”

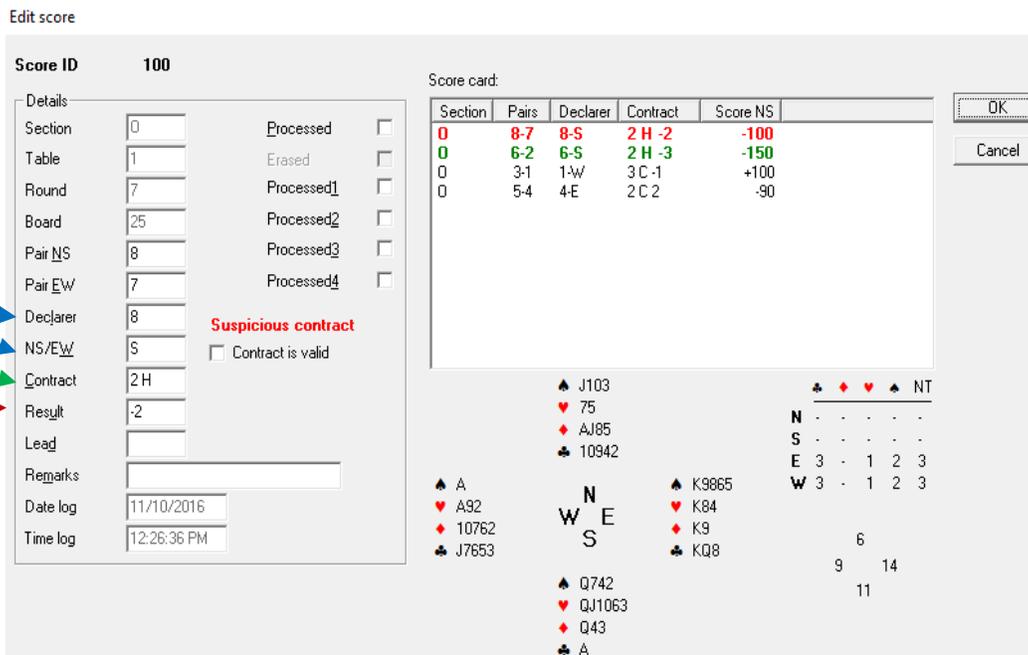


This is Board 25 which was first viewed after pairs 6 & 2 played it at 2N -3 and the TD determined it was a “valid” contract. Now, it is being shown after pairs 8 & 5 played it at 3N -2 – awaiting TD action.

To correct the direction of play: change both the “Declarer” and “NS/EW”

For a different contract:

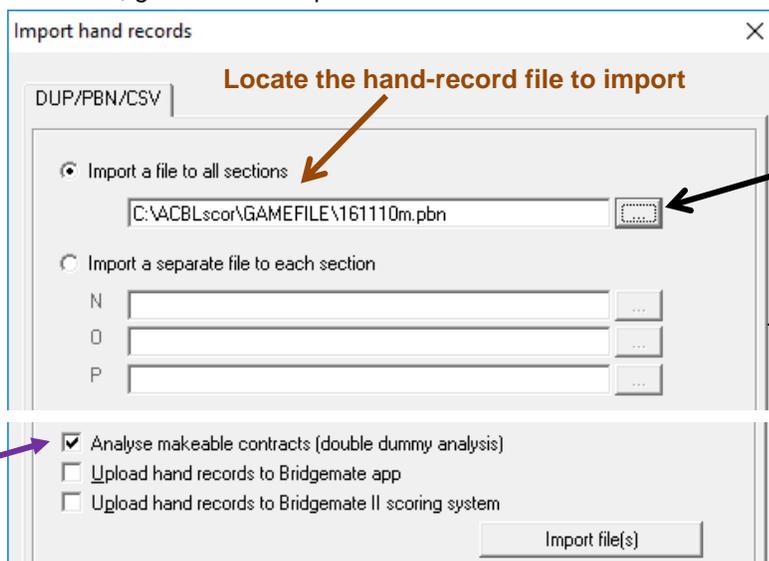
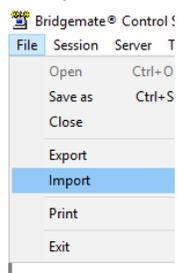
To change result:



Marking a suspicious contract as valid automatically marks identical contracts on the same board as valid. A suspicious contract marked as valid is excluded from subsequent suspicious-contract analysis.

Using hand records and double-dummy analysis:

To import hand records into BCS, go to File → Import.



Use this button to “browse” for the hand record file.

Use this area if there are multiple sections with different hands in use.

When using the Bridgemate App, also check