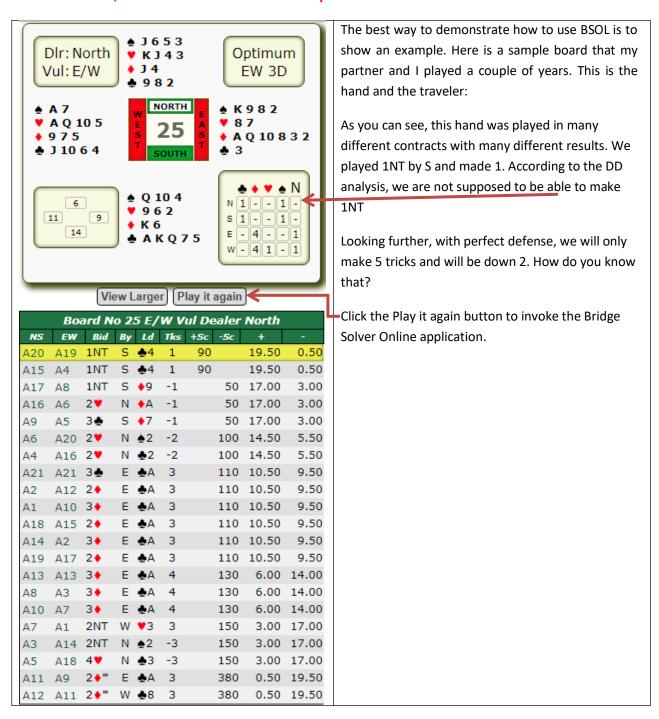
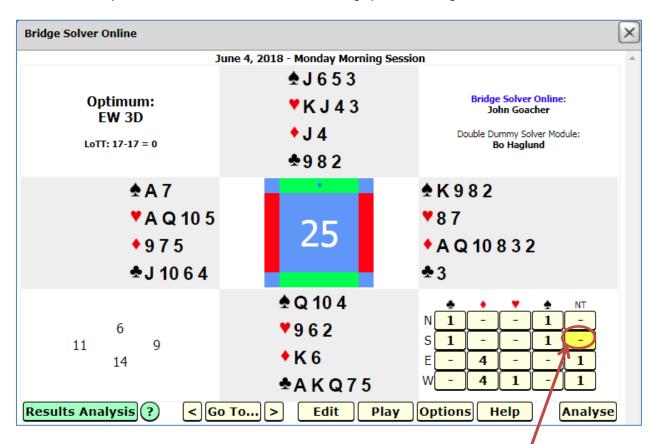
Bridge Solver Online (BSOL), written by John Goacher, is a free software application which allows you to replay a hand and analyze the results of that replay decision. It is integrated into the BridgeWebs software so any hand that was played at the North Alabama Club can be played again with the click of a button. You can change the contract, the lead, cards played, etc. If you have ever played a hand and thought you might have gotten another trick if you had taken a different line, this is exactly what you need. If you have ever looked at the Double Dummy (DD) analysis makeable contracts and been unable to figure out how you could possibly make that many tricks, BSOL is the answer. This example was generated by the Vanderbilt Bridge Club webmaster, Rees Mitchell and is used with his permission.



When you click on the Play it again button the first time, you will see the following window:



For this documentation, I click on the BS Online button. BS Online can be used from a web browser on any mobile or desktop device without installation. That will bring up the following screen:



Start playing a contract interactively by clicking on an entry in the makeable contracts table (including entries shown as '-' or '\*'). In this case, the board was played in Notrump by South so that box is highlighted. If you click on that box, the following screen will display

Optimum Contract North is the dealer E/W Vulnerable X Bridge Solver Online Julie 4, 2018 - Monday Morning Session **★**J653 Contract: 1NT-2 by S Optimum: KJ43 (originally played in 1NT) EW<sub>3D</sub> J 4 NS Tricks: 0 LoTT: 17-17 = 0 **FW Tricks: 0** 982 **★**K982 **987** Q7 107 56 A Q 10 8 3 2 • 3 **Q** 10 4 1 N 6 **9962** S 1 1 9 11 K 6 E 4 1 14 4 1 1 **AKQ75** Stop Options Help <

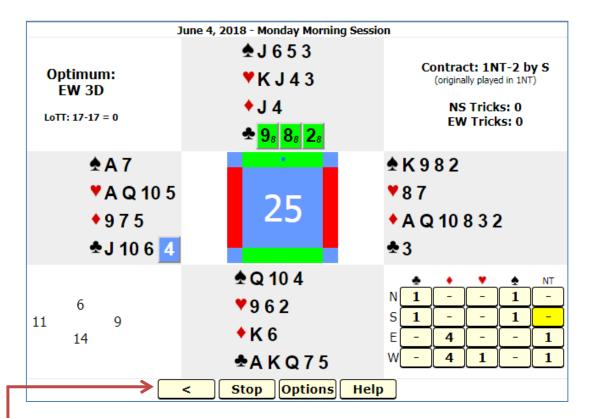
The contract is shown with the expected result assuming optimal play by declarer and the defenders.

The cards of the player on lead are highlighted. The small numbers (like the values on Scrabble tiles) indicate the number of tricks that can be made by that player if that card is selected. Cards highlighted in green give the best result for that player (assuming optimal play by all players from that point forward), the cards in yellow an inferior result. The number of possible tricks will update as each card is played.

A card value preceded by a blue asterisk indicates the lead card that was actually played by the defender on lead in the selected contract.

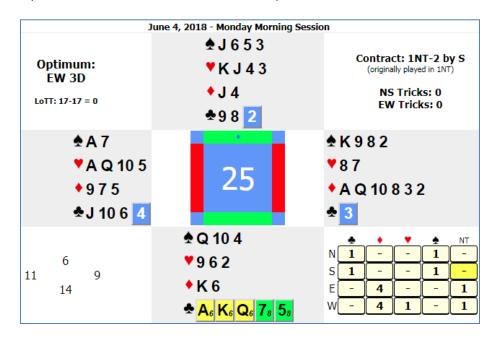
In this case, if West leads the C6 or C4, the defense can only make 5 tricks allowing declarer to make 2NT. If he leads the CJ or C10, they can make 7 tricks, setting declarer 1 trick. If he leads an optimal card, (any of the cards highlighted in green), the defenders will make 8 tricks and declarer will go down 2.

Click on a green or yellow card to play it. In this case I will click on the C4.

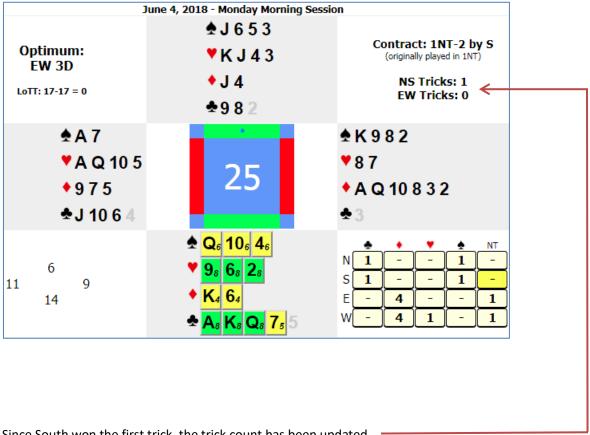


The C4 is now highlighted in blue, indicating it has already been played. You must now select one of the clubs in the North hand by clicking on it. Play continues by clicking the cards from each hand that you want to play.

If you make a mistake or would like to back up, click the "<" button.

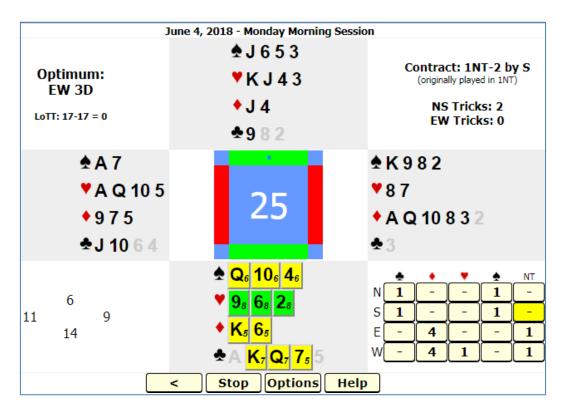


South can win the first trick with the C5 and with optimal play, can make 8 tricks.

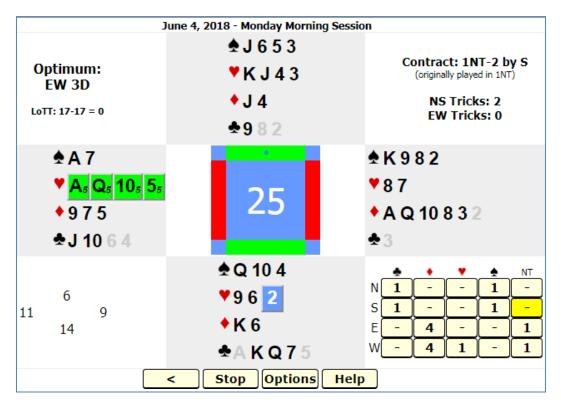


Since South won the first trick, the trick count has been updated.

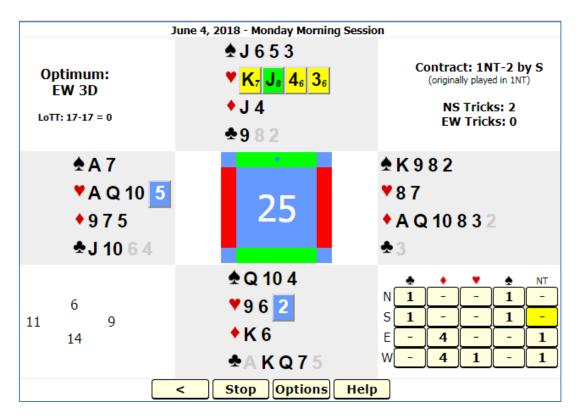
It's now time for South to play to the second trick and you can see that the choice of suits can make a big difference in timing and number of tricks possible. As an example, a spade lead at this point can cost you two tricks. The optimal "double dummy" line is to lead a heart or a big club.



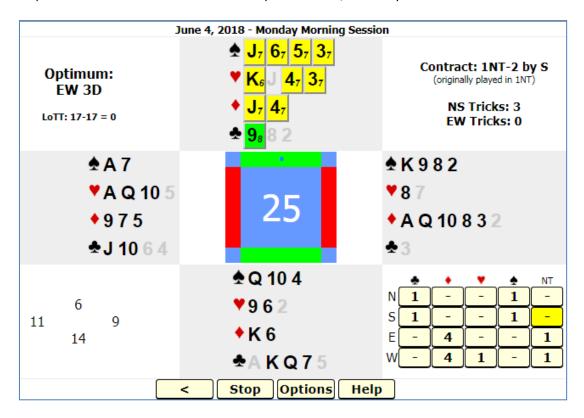
I chose to lead the CA and won that trick. Now I need to lead a heart to take the finesse.



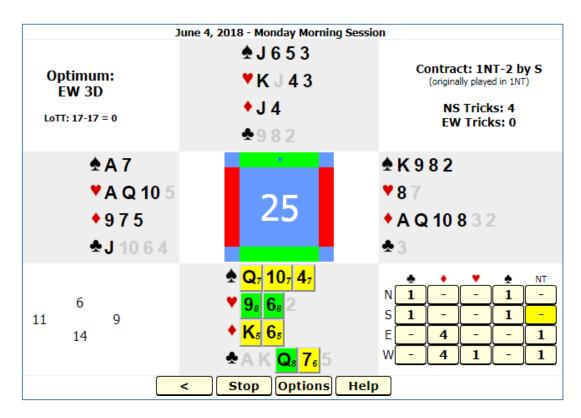
I lead the H2 and assume West ducks with the 5.



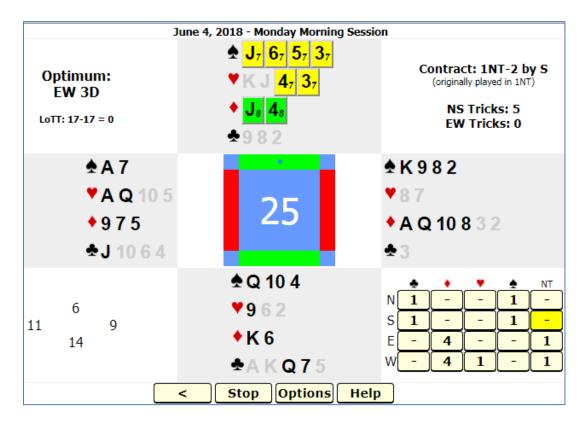
If I put in the HJ I can still make 8 tricks. If I put in the HK, I can only make 7 tricks.



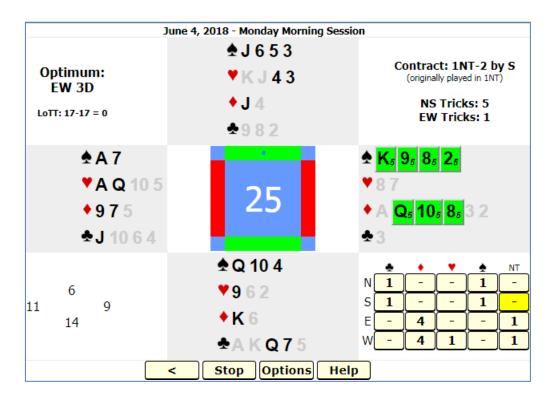
Now if I lead anything but the C9, I will make fewer tricks than the optimal line



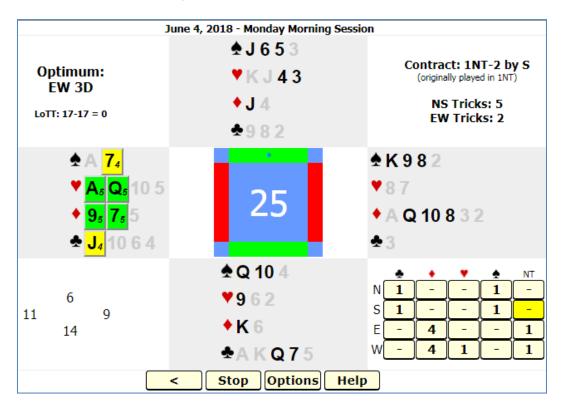
Now I lead the H6 and win the HK



Now, I'll lead the D4 towards my hand and show what happens if East wins with his DA.

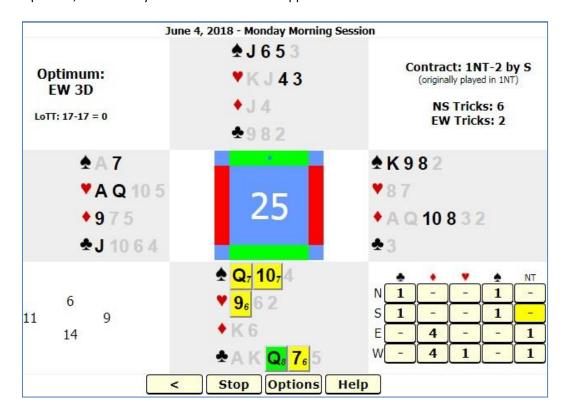


East will lead his S2 towards partner's SA.

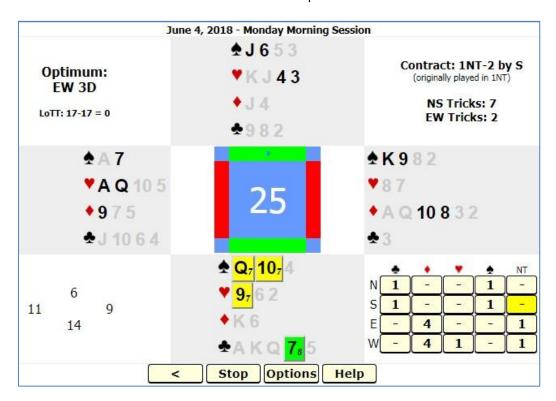


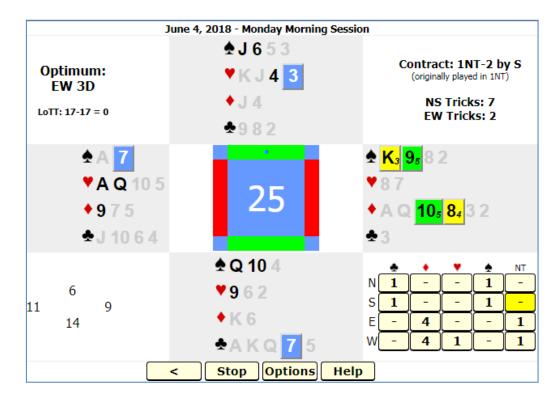
Now West can cash his hearts and exit with a diamond. In this deal, you can see he could lead diamonds first, which will set up partner's diamond winners and E/W will still make 5 tricks. With BSOL you can try it either

way and see what happens. It is a great tool for improving your play of the hand, defense, end plays, squeezes, etc. Let's try the D7 and see what happens.



South wins the DK and cashes his clubs from the top.





Here it is time for East to discard on South's final club. Suppose he has forgotten the count and chooses to discard a diamond. If he discards the D8, his side can only make 4 tricks because he will be thrown in with the SK and can win the D10 but will then have to lead the S9 to North's SQ. If he discards the D10, when he wins the SK he can lead his D8 to West's D9 who then has 2 good hearts to make their 5 tricks.