USING BRIDGE SCORER WITH BRIDGEMATE PRO
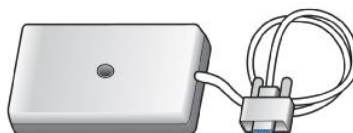
There are 4 elements to know about:

a. The Server
b. The Bridgemate scoring devices (i.e. the units that are put on each bridge table)
c. Bridge Scorer program
d. Bridgemate Pro Control program (BPC)

Bridgemate Pro scoring device

Bridgemate Server

TD key

1. Setting up the Bridgemates

a. When you first switch on a Bridgemate, you will be warned if you need to change the batteries. If necessary replace the 4 AAA batteries. Do not mix new and old batteries or batteries of different types. The average battery life is approximately 200 sessions.

b. When you first switch on the Bridgemate and see the "Bridgemate" screen, you can press + or – to adjust the brightness. At other times, insert the TD key and then press + or -.

c. To setup the Bridgemate, press OK to switch on the Bridgemate which should then display the "Bridgemate Pro" screen. Insert the TD key and set the section (normally A, if only 1 section) by pressing the + or – key, then press OK to set up the table number and then press OK to setup the channel (normally 0). Then press OK to save the settings.

d. You don't normally need to reset the Bridgemates. If necessary Bridge Scorer will ensure that they are reset when starting or restarting a session. If you do need to reset a unit then insert the TD key and press 0.

2. The server

a. The server has a battery backup in case of a power failure. The batteries act as a back-up while the server is in operation. This will ensure no data is lost during the session. The batteries will operate for approximately 50 hours.

b. The BPC program displays the battery level. If necessary replace all 4 AA batteries. Do not mix new and old batteries or batteries of different types.

3. Recovery

a. When things go wrong you can recover from all situations. You can recover if a Bridgemate fails, the power fails, the server is switched off, BPC is closed down, Bridge Scorer is closed down. So don't panic, simply follow the instructions in sections 18 to 23.

b. Note that the results are stored in five locations, so it should always be possible to recover the data from one of these locations. The results are stored in the Bridgemates, the server, a database on the computer, Bridge Scorer and in a log file. The results in

the first two locations are deleted when you start a new session. The database and the results in Bridge Scorer are kept permanently (until you choose to delete them).

4. Setting up the Movement

a. Set up the movement as normal. When you get to the Traveller screen, click on Bridgemate. You will see a summary of the movement details. Do spend a minute checking that you have set up the correct number of boards, the correct phantom pair, the correct number of rounds to be played etc. If you need to change the movement later, (e.g. a pair turn up late) see sections 11 to 14.

b. Click on the "Options" tab to set any Bridgemate options (such as whether you want to show the scores from the perspective of North-South or declarer). Note that once the club has chosen the options it prefers, there should be no need to change them again. Do not use the "BM2 Options" – these are for Bridgemate2 users.

c. When you click on OK you will be asked for the names of any visitors. Enter the names of any visitors or edit the existing list. The numbers for visitors start at 5001 and these numbers should be used when entering player numbers into the Bridgemates. Visitor names are kept for future sessions. Note for EBU clubs – this option should be used only for non-EBU members. EBU visitors can enter their EBU number into the Bridgemates.

d. When you click on Next the BPC will start automatically but will then be minimized so that you probably won't even be aware of it (and normally you don't need to know about it).

e. NOTE – there is a bug in the current version of BPC in that the BPC program might reappear. If so then simply click on the minimize button towards the top right of the window.
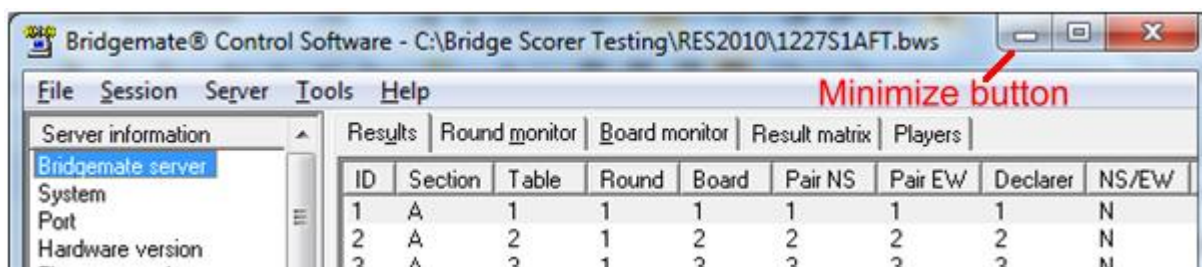
f. Bridge Scorer will show a red blob for each Bridgemate. Now is a good time to give out the Bridgemates. Or, if they are already on the tables, tell the players that they can now start using them. When a table presses OK to activate their Bridgemate the red blob turns to yellow.

g. The players should now enter their membership or visitor numbers (or, for EBU clubs, their EBU numbers) into the Bridgemate. When a table has entered the numbers the yellow blob in Bridge Scorer turns to green.

h. If there is a half table, make sure that the two players enter their numbers making sure that they know whether they are NS or EW. They must enter 0 or press OK for the phantom pair.

i. Bridge Scorer has a box which tells you what is going on. For example, every time a result is received it shows the table and board number.

5. Checking names

a. When all tables have entered their membership numbers Bridge Scorer will advise you how many names need to be checked (i.e. someone has forgotten their number or not entered a number). It is a good idea to check anyway because someone might have entered the wrong number.

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b. When you click on "Check Names", then the normal Names screen is shown. Note that names are shown in table order for where players sit in round 1. (Bridge Scorer warns you about this). You can change it to pair order if you wish. (It will look the same for Mitchell-type movements since players take their numbers from the table number, but it will be different for Howell-type movements where pair numbers bear no relation to the table number).

c. You can change any incorrect names and enter names for visitors.

6. **Showing and Changing scores – TD options**

a. If you want to award an average (or ave+ or ave-) enter the board number on the Bridgemate and when it displays "CONTR" insert the TD key and press 1. The screen will show "Arbitral score?". Press OK. You will be prompted for the scores for NS and EW. Enter 4 or - for average-, 5 or = for average and 6 or + for average+.

b. If North enters a score incorrectly and it is been verified by East then the TD can erase it by using the TD key. Press OK or Cancel on the Bridgemate until the "**Board**" screen is visible. Insert the TD key and press 3. The screen will show "Erase Result?". Press OK. Enter the number of the board to be erased and press OK. The screen will show "Board erased". Remove the TD key and get North to enter the correct score.

c. Note that you only erase scores for the current round. If you want to change earlier scores you have to do it using Bridge Scorer. You do this by clicking on Back. Bridge Scorer temporarily stops receiving results from the Bridgemates. Now you can change scores using Bridge Scorer as normal. When you have finished, click on Bridgemate to continue receiving results.

7. **Board played the wrong way**

a. In a 1-winner movement (such as a Howell) a pair might play the board the wrong way. For example NS should be 1 and EW 8 but it is played as NS 8 and EW 1. Simply get the playing sitting North (pair 8 in this case) to enter the scorer they actually achieved.

b. Now, using Bridge Scorer, click on Back and go to the relevant board. Now find the score for 1 v 8 (or whatever the actually pair numbers are) and click on the "NS Score" box for that line. Now hold down the Ctrl key and then press the right arrow key. You will see that NS change from 1 to 8 and EW changes from 8 to 1.

c. Click on Bridgemate to continue receiving results.

8. **Displaying results**

a. Click on "Display Rankings" to see the results for all scores received so far. The results are recalculated as soon as a new score is received. (Note that Bridge Scorer has an option to display results automatically from round 4 onwards).

b. Press any key to return to the previous screen.

c. Note that it is fairly meaningless to display rankings for the early rounds since there will be few results on the travellers. Some scores might be shown as 99.99% which simply shows that all the boards played by that pair have no other entries and so you can't calculate a result for them yet.

9. **At the end**

a. Bridge Scorer will eventually announce "All Done".

b. Click on Back to return to the familiar Bridge Scorer screens to display and print out the results.

10. Other Commands

a. Bridge Scorer's "Bridgemate" screen has a command "Show Other Commands". Click on it to show some other commands that you shouldn't normally need.

b. "Read Player Numbers" will read the numbers that players entered. This is useful if you changed someone's name incorrectly. Note that if you have already changed some names using Bridge Scorer then you will have to repeat those changes.

c. "Read All Results" will re-read every score that has been entered using the Bridgemates. You might want to do this if you went into Bridge Scorer to change some scores and you changed the wrong ones! So simply "read all results" again and you can now go and change the score you really wanted to.

11. Changing the movement completely

a. Suppose you have set up a movement and activated the Bridgemates. Then you realise that you need to change the movement. Perhaps you just got it wrong or perhaps an extra pair arrived slightly late.

b. Using Bridge Scorer, go back to the initial screen and start all over again. If BPC is running you will get a warning message asking if it is ok to close down BPC. Click Yes if you are sure you want to start again. All the Bridgemates will be reset and you continue as shown in section 0.

12. Changing the movement – arrow switch

a. Suppose you have set up a one-winner movement but have forgotten about arrow switching one or more rounds. It is very simple to change it provided you make the change before the relevant round starts.

b. Using Bridge Scorer, click on Back to get to the Traveller screen. Click on Movement and select "ArrowSwitch". Choose the round or rounds that you want to arrow switch and then click on OK. Bridge Scorer will ask for confirmation that you want to update the Bridgemates with the changes.

13. Changing the movement – rounds played

a. You might wish to curtail a movement by not playing the last round or two. Or you might wish to extend a movement by playing a round that you previously thought that you wouldn't play.

b. Using Bridge Scorer, click on Back to get to the Traveller screen. Click on Movement and select "RoundsPlayed". Choose the round or rounds that you want to change and then click on OK. Bridge Scorer will ask for confirmation that you want to update the Bridgemates with the changes.

14. Changing the movement to one-winner

a. Suppose you have set up a two-winner and you wish to change it to one winner.

b. Using Bridge Scorer, click on Back to get to the Traveller screen. Click on Movement and select "Convert to single winner". Bridge Scorer will ask for confirmation that you want to update the Bridgemates with the changes.

15. Changing Bridgemate Options during play

a. You can change options for one or more tables during play. For example, you have a table sharing boards. They get a warning for each board played out of order. You can remove the warning message for those two tables.

b. From Bridge Scorer "Bridgemate" screen, click on "Bridgemate Options" and change the appropriate options in the "Options" tab.

c. Click on OK and then choose which tables that you want to change.

16. A Bridgemate stops working

a. If a unit stops working part way through a session, then do the following 2 steps.

b. Suppose Bridgemate 5 stops working. Go to the BPC (Bridgemate Pro Control) program, click "Server", "Show tables". Now click on table 5 (or whichever table has the problem unit) and then click on "Log off table". Click on "Close" then "Close" again.

c. Now get another unit that isn't in use (say Bridgemate 12) and insert the TD key. Press OK and then change the table number from 12 to 5 or whatever you need (you press cancel to remove the current number and enter 5 or whatever). Press OK twice and the Bridgemate will display "Settings saved". Remove the TD key. Press OK and the replacement unit will take over where the faulty one left off.

d. Note that if there are no spare Bridgemates you can always get that table to write the scores on travellers and you can enter the scores later using Bridge Scorer.

17. Results are not received in Bridge Scorer

a. Very occasionally, Bridge Scorer might not receive scores even though BPC shows them. Why this happens is a mystery, but seems to happen in other scoring programs as well as Bridge Scorer. The problem is easily solved.

b. Click on "Show Other Commands" and then click "Read All Results". This should resolve the problem.

18. Recovery after a power cut

a. If there is a power cut then the Bridgemates and the server will continue to operate.

b. When the power is restored use Bridge Scorer and select "Old" to reload the existing session.

c. When you get to the Traveller screen, click on Bridgemate. Bridge Scorer will now collect all the results since the power went off.

19. Recovery after BPC is closed down

a. If you accidentally close down the BPC program then simply go to the Bridge Scorer Traveller screen and click on "Bridgemate". Then click "Yes" to continue with the existing session.

20. Recovery after the server is switched off

a. If you switch off the server and remove the batteries then, obviously, the Bridgemates will no longer be able to communicate with server. You can still recover.

b. Go to the Bridge Scorer Traveller screen and click on "Bridgemate". Then click "Yes" to continue with the existing session.

c. Now go to the BPC program. Click "Session", "Synchronize / Recover", click the "Recovery" tab and then click "Recover server". Answer "Yes" to the next two questions. Enter the number as requested to reset the server. A box will appear indicating what actions have been taken. Click "Close" and then everything should be back to normal.

21. Recovery after the Bridge Scorer file is deleted

a. If the Bridge Scorer file is accidentally deleted the results will still be stored in the server. Close the BPC program and then disconnect the server from the computer by removing the USB lead.

b. Start Bridge Scorer and set up the session exactly as previously. When you get to the Traveller screen, click on Bridgemate. When BPC starts you will see in the top left hand corner that the server is not connected.

c. Now connect the server. After a few seconds, BPC will indicate that the server is connected.

d. In the Bridge Scorer "Bridgemate" screen, click on "Show Other Commands" and then click on "Read Player Numbers" and "Read All Results".

22. Other Recovery Options

a. Other options for recovery are shown in the Bridgemate manual.

b. A last resort is to look in the Bridgemate log which shows all the results for all the sessions. The log is found in the Program Files\Bridgemate Pro folder. (Having got to this folder, Vista and Windows 7 users will need to click on "Compatibility Files" to see the log file). The log file is called BMProLog.log and can be read using Notepad. Go to the end of this file to see the most recent session. Every score is listed. So you can select the relevant rows which can be copied and saved to an empty text file and printed. Automatic processing is not possible; the results must be entered manually in the scoring program

23. Recovery after a computer failure

a. If there is a computer failure the Bridgemates and the server will continue to operate. You can run Bridge Scorer on another computer and recover all the results by applying the following steps on the new computer.

b. DO NOT CONNECT THE SERVER TO THE NEW COMPUTER YET.

c. Start Bridge Scorer and set up the session exactly as on the old computer. When you get to the Traveller screen, click on Bridgemate. When BPC starts you will see in the top left hand corner that the server is not connected.

d. Now connect the server to the new computer. After a few seconds, BPC will indicate that the server is connected. Scores queued in the server since the computer failure will be read.

e. Now go to the BPC program. Click "Session", "Synchronize / recover" and then click "Synchronize".

f. To read scores before the failure, click on "Server", "Show tables". Now select all the tables. The simplest way to do this is to click on the first table, hold down the shift key and then press the End key. Right click whilst on the list of tables and left click on "Retrieve scores". You should now have all the scores. Minimize BPC and continue as normal.

g. Unfortunately there is no facility in BPC to recover member numbers. Names will have to be entered into Bridge Scorer manually.