

USING BRIDGE SCORER WITH BRIDGEMATE II

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 (**BCS**)



Bridgemate II scoring device



Bridgemate Server

1. Setting up the Bridgemates

- a. When you switch on a Bridgemate there is a battery indicator in the upper left corner. Full batteries are indicated with a full indicator. If the battery power is extremely low, the battery indicator will show an empty battery and the indicator starts blinking. If necessary replace the 2 AA batteries. Do not mix new and old batteries or batteries of different types. The average battery life is 400-500 sessions.
- b. You can set up the Bridgemates to have a fixed table number or you can allow North to enter the table number at the start of the session. The advantage of the latter option is that you can give out the Bridgemates as tables fill up and then decide on the table layout and movement at the last minute. It is also easier to cope if a Bridgemate needs to be changed during the session.
- c. The Bridgemates have 4 function keys just below the screen. The menu on the screen will show what each function key does.
- d. To setup the Bridgemate, press OK to switch on the Bridgemate and then press the “Setup” function key. The middle two function keys will scroll down and up the menu items. To allow North to enter the table number move to the “Section” menu item. Then press the – key until the word “Scan” appears. To set a fixed table number, press the + key until the correct section (normally A) appears and then scroll down to the “Table” menu item and press the + key to choose the table number.
- e. The only other menu item that you are likely to need is the last “Contrast” one. Press the + or - key to increase or decrease the contrast.
- f. Press the “Back” function key to exit from the setup screen.
- g. 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. However the only Bridgemates that do get reset at the start of a session are those having the same table numbers as the session. So if you have 8 tables then Bridgemates that were previously used for table 1-8 will be reset. Any that were previously used for tables 9 and above will not be reset automatically. To reset them manually, press the “TDMenu” function key and then the “Reset” key and then press OK.

2. The server

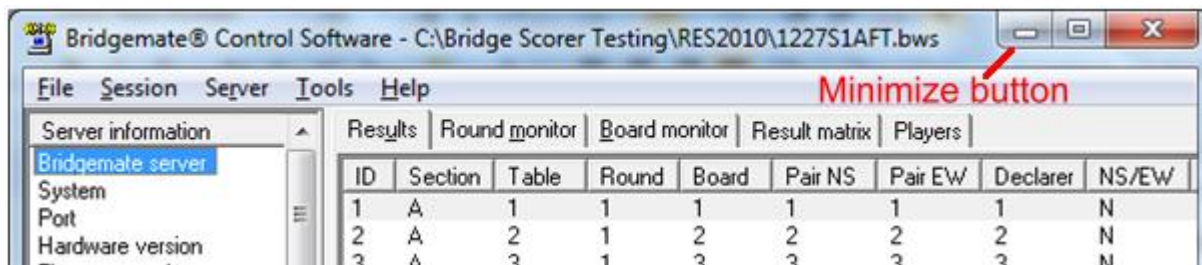
- a. The server has a battery backup in case of a power failure. The batteries act as a back-up while the server is in operation. This will ensure no data is lost during the session. The batteries will operate for approximately 50 hours.
- b. The “Battery status” light indicates the voltage level of the inserted batteries. Green means sufficient power left, orange means batteries are half full, red means batteries have less than 25% power left, and blinking red means immediate replacement is required. The **BCS** program also displays the battery level.
- c. If necessary replace all 4 AA batteries. Do not mix new and old batteries or batteries of different types.
- d. When the computer is switched off the USB/battery power light on the server will turn red. The server will automatically switch off after one hour so you do not need to take any further action. If you wish, you can switch the batteries off by pressing the small push button next to “Battery OFF” for a few seconds until the light goes out.

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, **BCS** is closed down, Bridge Scorer is closed down. So don't panic, simply follow the instructions in sections 21 to 26.
- 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 turns up late) see sections 14 to 17.
- b. Click on the “Options” tab or “BM2 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.
- 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 **BCS** program will start automatically. You can set an option to minimize **BCS** when it starts. There is also an option to reset the Bridgemates when starting a new session (which is the recommended setting). However be aware that **BCS** reappears when the Bridgemates are reset. So do remember to click on the minimize button towards the top right of the window. Otherwise you will see all the results from the Bridgemates when they appear.



- e. 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.
- f. The players should now enter their membership or visitor numbers (or, for EBU clubs, their EBU numbers) into the Bridgemate. When the user presses OK the players' names are displayed on the Bridgemate. When a table has entered the numbers the yellow blob in Bridge Scorer turns to green.
- g. If there is a half table, make sure that the two players enter their numbers. If there is an EW phantom pair then the Bridgemate will prompt only for N and S numbers. Similarly if there is a NS phantom pair then the Bridgemate will prompt only for E and W numbers.
- h. 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.
- 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. The corrected names will then appear correctly on the Bridgemates.

6. Using the Bridgemate to show rankings and results summary.

- a. As an option, users can see their ranking at the end of each round and/or at the end of the session. Press the "Rank" function key which gives the rankings of the two pairs at the table for that round. Note that the rankings are only approximate. The correct rankings are the ones shown in Bridge Scorer.
- b. At the end of the session, after pressing "Rank", users can press "Game summary" to see their results either as match points or as a percentage scorer (the option is set in Bridge Scorer). The screen will initially show the NS scorer. Press E/W to see the EW scores and press N/S to go back to the NS scores.

7. Showing and Changing previous scores – user options

- a. If the players want to check a previous score for the current round they click on the "Scores" function key. All the results for the round are displayed.

- b. If one of the scores is incorrect the payers can change it by clicking on the “Correc” function key. Enter the board number to be changed. The score will then be erased and the correct score should then be entered as normally.
- 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.

8. Showing and Changing scores – TD options

- a. The TD has more options to change scores. The TD presses the “TDMENU” function key and enters the TD pin code. Bridge Scorer sets a new pin for each session. The TD can display the code by clicking on the “TD pin code” menu in Bridge Scorer. Having entered the correct pin the Bridgemate displays a list of options.
- b. To award an adjusted score for a particular board, enter the board number on the Bridgemate and then press the “TDMENU” function key and select option 1. 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+.
- c. To display the score for any board played in any round at that table, select option 2 from the TD menu.
- d. To erase a score entered incorrectly, select option 3. Note the users can do this themselves unless the Bridgemate options have been set to prevent it. Note that users can erase scores only for the current round. The TD can erase any scores, even from previous rounds.
- e. Option 4 is labelled “status” and shows the status for that table, i.e. the section and table number, the current round, the pairs at the table in that round and the boards to be played in that round.
- f. Option 5 is labelled “missing boards” and shows the boards still to be played in the current round.
- g. Option 6 is labelled “score recap” and shows the scores for all boards in that round.
- h. Option 0 is labelled “reset” and when selected will reset the Bridgemate.
- i. The final option is “-+ Adjust contrast”. Press the – or + key repeatedly to adjust the contrast.

9. Hand Records

- a. Bridge Scorer allows hand records to be displayed on the Bridgemates for pre-dealt hands (e.g. those produced by using Duplimates or similar). This is useful if there is subsequent misboarding. The TD can access the hand record by pressing the “TDMENU” function key and then selecting the option “View hand record” and then enter the board number.
- b. There is also an option to allow players to enter the hand record of the boards played in a round, rather like using curtain cards.
- c. As an option players can look at the hand record after a board has been played.

10. 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.

11. 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.

12. 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.

13. 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.

14. 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 **BCS** is running you will get a warning message asking if it is ok to close down **BCS**. 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.

15. 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.

16. 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.

17. 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.

18. Changing Bridgmate 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 "Bridgmate" screen, click on "Bridgmate Options" and change the appropriate options in either of the two tabs ("Options" and "BM2 Options").
- c. Click on OK and then choose which tables that you want to change.

19. A Bridgmate stops working

- a. If a Bridgmate stops working part way through a session, then it is very easy to switch to another one.
- b. Simply set the table number on another Bridgmate. You will then get a warning message that you are taking over from a table started by another Bridgmate. Click OK to continue and enter the TD Pin.

20. Results are not received in Bridge Scorer

- a. Very occasionally, Bridge Scorer might not receive scores even though **BCS** 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.

21. 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 Bridgmate. Bridge Scorer will now collect all the results since the power went off.

22. Recovery after BCS is closed down

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

23. Recovery after the server is switched off

- a. If you remove the server from the computer and switch off 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 **BCS** 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.

24. 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 **BCS** 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 **BCS** 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, **BCS** 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”.

25. 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

26. 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 **BCS** 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, **BCS** will indicate that the server is connected. Scores queued in the server since the computer failure will be read.
- e. Now go to the **BCS** 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 **BCS** and continue as normal.
- g. Unfortunately there is no facility in **BCS** to recover member numbers. Names will have to be entered into Bridge Scorer manually.