

# Instructions for using Bridgemate II when Scoring a Pairs Session









# Prepared by Alan Dean Revised January 2013

(Please note: - most screen images are in Windows 7<sup>©</sup> display format, except for some images that are retained in Windows XP<sup>©</sup> format to match the club computer displays)

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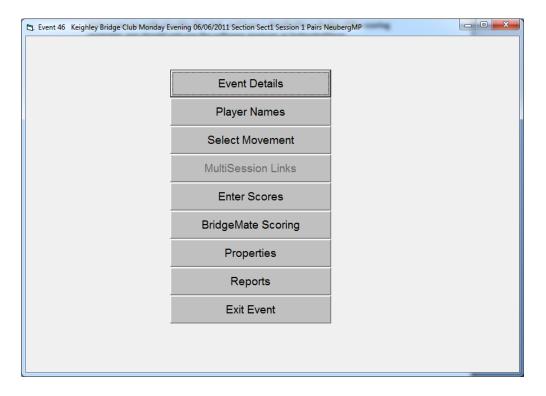
# Scoring of a Pairs bridge session at Keighley Bridge Club with JSS scoring programs using Bridgemate II devices

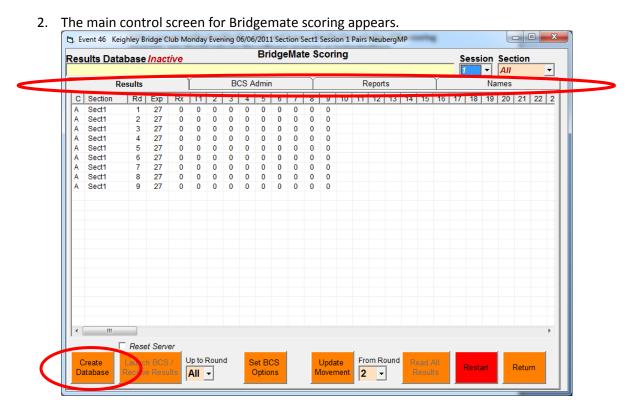


Important: - If using Bridgemates, you must set up the session up to and including entering the movement <u>before play can start</u> (see Sections 1 to 7 of the KBC instructions for scoring a Pairs session).

Unless you are authorised by the club, and have a detailed knowledge of the scoring programs, you should only use the software program as instructed here.

1. After leaving the 'Select Movement' section, the Menu screen below appears. Click "Bridge Unit Scorer" to continue.

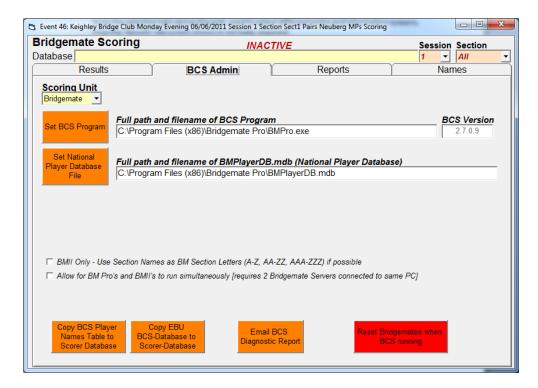




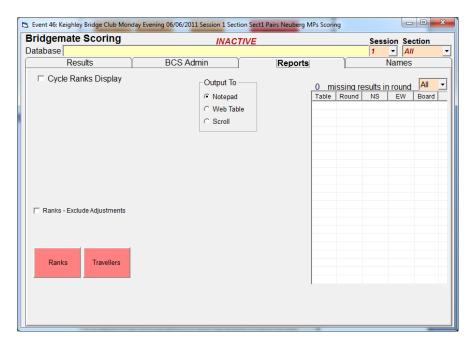
Note the selection tabs above the grid, used to select different entry and information screens. Only the 'Results' tab screen shown is normally required.

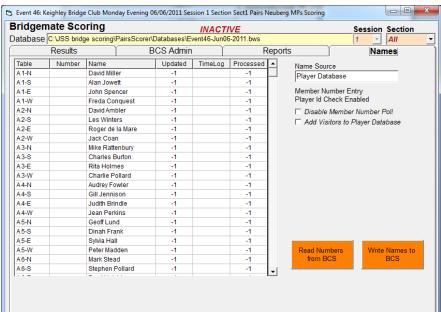
**Top right of screen:** - Ensure 'Session' is set to '1' and 'Section' set to 'All ' **Column headings:** - C= Section (normally A); Section=section number/name;Rd=Round;
Exp=expected no. of results for each round; Rx=Results received; T1 onward= Table numbers

Examples of the other three tab screens ('BCS Admin'; 'Reports'; 'Names') shown in use below.



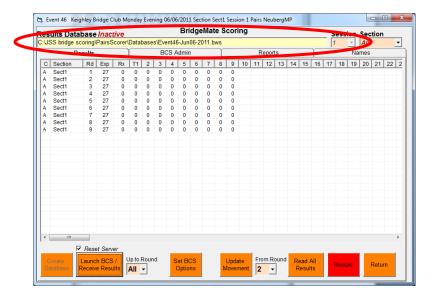
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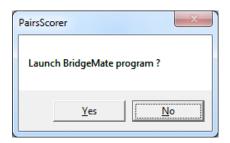


Please note: - during an active session, this screen will display "Receiving Results" and the columns will all be filled with the relevant numbers and data for the session. Changes to player names and numbers are best done on the BCS screen (see section 8 below).

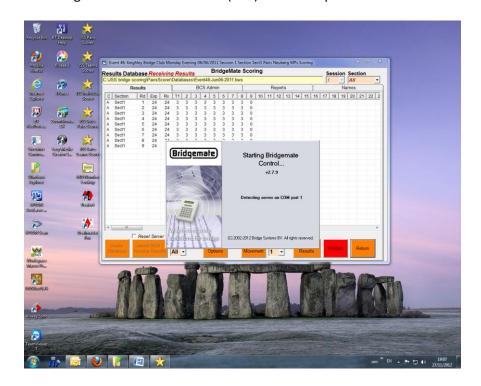
- 3. The button "Set BCS Options" gives access to the screens to set the preferred displays and responses of the BridgeMates during sessions \*\*\*see the separate document for the list of club default option settings and the example screens\*\*\*.
- 4. Click on "Create Database" (bottom left) to create the Bridgemate Control Database (.bws file). The location of the file appears in the box below 'Results Database' at the top of the screen, which will show 'Inactive' at this stage.



5. Ensure that a tick has appeared in the "Reset Server" box, and click it to tick if necessary. Click the "Launch BCS/Receive Results" button. A prompt box appears – click 'Yes'.



6. The Bridgemate Control Software (BCS) will start up as shown below......



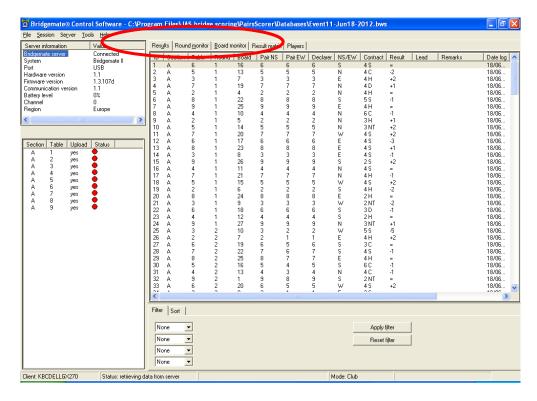
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...and produce the screen shown below.

The BCS screen will initially be blank on the right-hand side before any data is received from the BridgeMates. There are five tabs available to select at the top of the right-hand side of the screen. These tabs provide information about the session and its progress: -

- a. Results a chronological list of results as they are received from the BridgeMates
- b. Round monitor shows number of completed and part completed rounds
- c. Board monitor shows boards played during the session
- d. Results matrix a grid of the results by table and round
- e. Players list of player EBU numbers entered, their names by seating position

Ensure that during the session that the Results or Results matrix screens are not displayed, such that they might be seen by any player participating in the event.

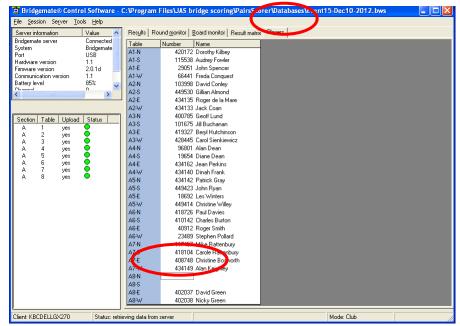


The left of the screen shows the status of the Bridgemates (red when inactive and green when active). The right-hand panel displays information about data received during the session under the five tabs at the top – 'Results'/'Round monitor'/'Board monitor'/'Results matrix'/'Players'. Minimise the BCS screen to see to the Bridge Scorer (BS) screen.

\*\*\*DO NOT LEAVE THE RESULTS OR RESULTS MATRIX SCREENS OF BCS VISIBLE DURING PLAY AS THE RESULTS MIGHT INADVERTENTLY BE SEEN\*\*\*

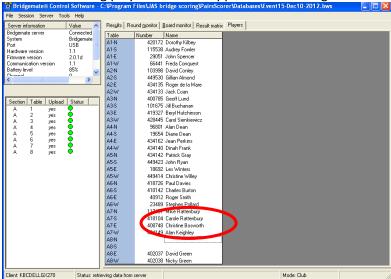
BCS program and this screen are set by default under the BCS Options to close automatically when the session has ended and all results have been received from the BridgeMates.

- 7. Players EBU numbers may now be entered on the BridgeMates. Leave blank any players without an EBU membership number.
- 8. After the first round, check if all players have entered their numbers by clicking on the "Players" tab on the right hand side of the screen above.



If any names are missing (or do not appear on the BridgeMates because of incorrect EBU number entry), make a note of their table and position and get their names (and numbers if available).

You may enter name and number details here or after returning to the scorer menu and selecting 'Player Name'. It is better to make the changes on this screen, as this will automatically cause the missing player names to appear on the BridgeMates during the session.

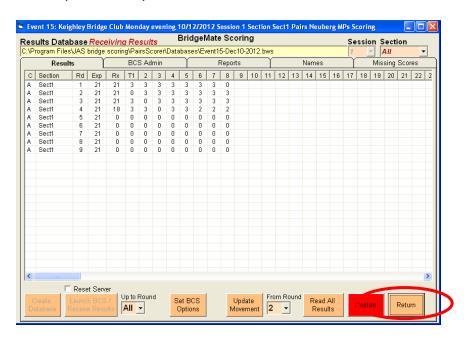


To enter names and/or numbers, click on the vacant spaces on the BCS screen on the appropriate table number row and the box will indicated by a dotted box. Double-click the box and an entry box will appear for entry of name or number according to selected box. Enter the name or number and click 'OK'.

9. The BridgeMate Scoring results page will also display the number of results received from the BCS software, now showing 'Receiving Results' at the top.

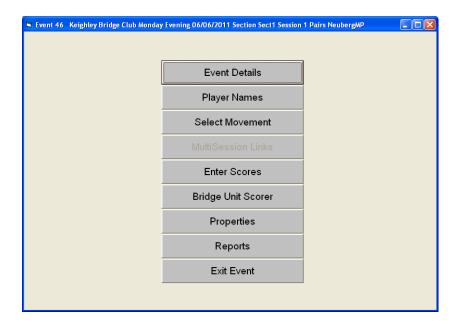
10. The session should now proceed smoothly to conclusion. As entries are made on the BridgeMates, the results will transfer via the BridgeMate server to the JSS Bridge Scorer. When the session is completed and all results have been received from the BridgeMates, the BCS software should close automatically, after a short delay.

If BCS software does not close automatically confirm whether all results have been entered and that all BridgeMates are displaying 'End of session'. The BCS software may then be closed manually, if necessary.

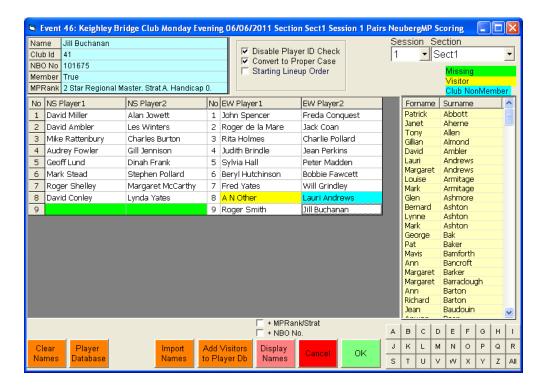


# 11. Making changes or amendments to names and scores

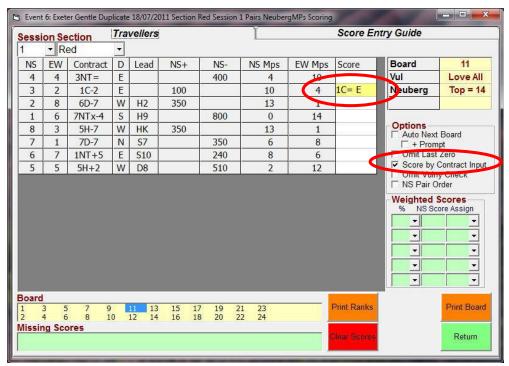
Changes and/or amendments after completion of the session are made through the Bridge Scorer system. To make any corrections click "Return" (bottom right) to go back to the Event Menu screen and select the appropriate section – either 'Player Names' or 'Enter Scores'



Name changes - Make any required changes and click the green "OK" button (or the red "Cancel" button if no changes were required) to return to the Event Menu.



**To check or change any results** - select "Enter Scores" from the Event Menu to open the Travellers.



Select the board number at the bottom of the screen.

You must enter result as the contract, number of tricks and declarer in the score column (as illustrated right). Full details of score entry are shown on the "Score Entry Guide" tab. Select "Return" and the score will be updated and you will be back at the Event Menu screen. (You may return to the Bridge Unit Scorer, if the session is still in progress.)

## 12. Changing the movement after play starts

If you need to change the movement after the event has started proceed as follows:

- a. Click "Return" from the BridgeMate Scoring page and select "Select Movement" from the Events Menu page
- b. Change the number of rounds or make any other changes required
- c. Tick the "Retain Results if Possible" Option and click "OK".
- d. Confirm the revised movement.
- e. Select "BridgeMate Scoring" from the Event Menu page.
- f. Select the number of the round you want to update from (this will delete any results from the selected round onwards) so if you are adding a ninth round select "9" to retain the results for rounds 1 to 8.
- g. Click "Update Movement".
- h. If the Bridgemate Server program is still running it should update and players can continue.
- i. If not <u>unset</u> "Reset Server" and click on "Launch BCS + Start Receive".
- 13. When changes or amendments have been made, proceed to the "Display Reports" menu and follow the normal procedure to complete the scoring process as described in section 8 onwards of the KBC Pairs scoring instructions.

Congratulations, you have successfully completed using the Bridgemate II devices for recording the scores for this Pairs session.