

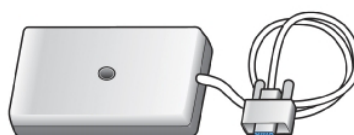
USING SCORER WITH BRIDGEMATE PRO

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. Scorer program (IndScorer, PairsScorer, TeamsScorer, SwissPairsScorer or SwissTeamsScorer)
- d. Bridgemate Control Software program (BCS)



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 since they should be at End of the previous 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 BCS 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. PC Preparation

- a. Check your PC's Power Settings, including hibernation to ensure the PC will not enter power-safe or hibernation mode during a session. This can cause a problem with BCS that runs continuously. You should set the PC to ‘Never’ for the main Switch off options.
- b. Ensure you have the correct versions for BCS, BM2s and Server. These may be downloaded from the WebSite at <http://www.bridgematescoring.com>. BCS program should usually be installed at c:\program files\bridgemate pro\bmpro.exe. (Currently the latest consistent versions are BCS 2.6.1, BMPro 1.3 and Server 1.2.6 respectively)

4. Recovery

- a. When things go wrong you should be able to recover from all situations. So if a Bridgemate fails, the power fails, the server is switched off, BCS is closed down, the Scorer is closed down etc, Don't panic, simply follow the instructions in sections 23 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, the 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 the Scorer are kept permanently (until you choose to delete them).

5. Player Name Preparation

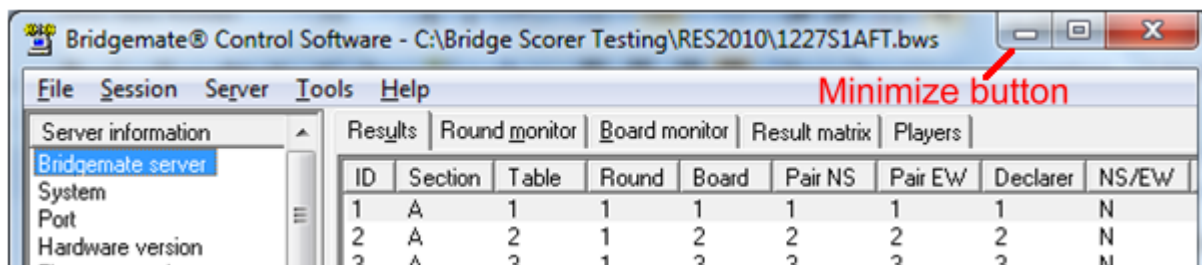
- a. Go to Player Database screen and check National Bridge Org is set correctly.
- b. On the Administration Tab, click the Download NBO Member List and Set NBO Member Access Database buttons to ensure the latest NBO list is available to BCS.
- c. Set the 'Player Number Entry by NBO' checkbox as required.

6. Setting up the Movement

- a. IndScorer, PairsScorer & TeamsScorer:
After creating a new event and filling the event details, set up the movement on the Select Movement screen. Do spend a minute checking that you have set the correct number of boards, the correct phantom pair, the correct number of boards and rounds to be played etc. If you need to change the movement later, (e.g. a pair turn up late) see sections 16 to 20.
- b. SwissPairsScorer, SwissTeamsScorer:
After creating a new event and filling the event details, set up the movement as normal on the Event Details Movement screen. Do spend a minute checking that you have set up the correct sessions, sections, boardsets, rounds to be played etc. On the Assignments screen, set up any sitters, missing pairs, swiss teams triple, swiss pairs current round/round in arrears etc as necessary and do the first Round Assignments. At the end of each round, you will return to this screen to do the next round assignments.

7. Starting BCS

- a. Click on the Bridge Unit Scorer > "BCS 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. The options may vary with the type of competition and there is a Defaults Options button to cater for this. Do not use the "Extra Options for BM2" – these are for Bridgemate2 users.
- b. On the Bridge Unit Scorer screen, click the Create Database button. If the Database already exists, then Reply 'Y' to overwrite with the new movement. (In a Recovery run, you would reply 'N' here). When you click on Launch BCS (with Reset Server ticked), BCS will start automatically.
- c. Check the Server is connected and that all the Tables are added to the Server. They will be marked in Red on the BCS screen. You can minimise the BCS display by simply clicking on the minimize button towards the top right of the window.



- d. The Scorer will show movement information on its Results, Board Status and Round Data tabs. 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 player at a table presses OK to activate their Bridgemate the red blob turns to green on the BCS screen.
- e. The players should now enter their membership numbers (or, for EBU clubs, their EBU numbers) into the Bridgemate. When the user presses OK the players' names are displayed on the Bridgemate. Visitors can enter 0 and their numbers will be sorted later.
- f. 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.
- g. Now use the Start Receiving button to receive results. The Scorer has a Results and Board Status tab which tells you what is going on. For example, every time a result is received it shows the table and board number.

8. Checking names

- a. When all tables have entered their membership numbers, it is a good idea to check anyway because someone might have entered the wrong number. You do this in the Scorer by looking on the Bridge Unit Scorer > Names Tab screen. Make a note of any names that weren't recorded and collect them manually for later input. You can also correct names using the Players Tab on the BCS screen.
- b. Use the Read Names from BCS button on the Bridge Unit Scorer > Names Tab screen at some point well into Round 1 to read all the Names into the Scorer.
- c. You can click Return and enter the Enter Names screen at any time. In PairsScorer, the names are shown in table order for where players sit in round 1. 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).
- d. You can change any incorrect names and enter names for visitors. When you have finished, return to the Bridge Unit Scorer screen and click on Start Receiving button to continue receiving results.

9. Showing and Changing previous scores – in BCS

- a. You may change or delete results displayed in the BCS result list. Right-click on the appropriate result and select Edit score. A detailed screen will appear displaying all the score data. You can now edit any of the fields the result: In the NS/EW box enter the Declarer, NS/EW, Contract, Result and Lead. For the contract field, clubs = C, diamonds = D, hearts = H, Spades = S, no trumps = NT, double = x, redouble =xx, pass = PASS. Enter the Contract & Result & other corrections. To replace a score with an artificial assigned score, edit the Contract & Results boxes so that they are blank and then enter the assigned score in the Remarks column as 60%-40% or whatever. You must **untick the Processed flag** to ensure that PairsScorer is updated. If a board result is changed in BCS, the new result is **not** transferred to the Server/Bridgemates.

- b. To delete a board result, right-click on that result and select Delete score. To delete Multiple scores simultaneously, press and hold the Ctrl key and use the left mouse button to select the scores you would like to delete; right-click > delete. Deleted scores will be deleted from PairsScorer even if the score has already been read and will also be deleted from the Server/Bridgemates.

10. Showing and Changing scores – in the Scorer

- a. You do this in the Scorer by clicking Return and then clicking Enter Scores. Now you can change scores using the Scorer as normal. When you have finished, return to the Bridge Unit Scorer screen and click on Start Receiving button to continue receiving results.
- b. NOT PLAYED should only be used when a board is not scheduled to be played. If you have a half-table in a pairs movement then you can either set the missing pair at the set-up stage or you can leave it as a full movement and take care of the sitout on each round In the first case you do not have to worry as it is built in. In the latter case, the boards where the half-table is are scheduled to be NOT PLAYED and should be entered as such. NOT PLAYED should never be used when a board has been removed for slow-play or other reason. In this case an artificial score of average +/-/- should be entered as the decision to remove a board is made as a ruling under 12C2(a).

11. Showing and Changing scores – TD options

- a. TD Options may be invoked by inserting the TD key when the Bridgemate shows BOARD / CONTR screen. A message “TD-MENU” appears on the screen. Press on the relevant option and “OK” when prompted to confirm. To escape at any point, press CANCEL to return to the TD Menu screen. To exit the menu, simply remove the TD-key.
- b. 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+.
- c. 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. Note that you only erase scores for the current round. If you want to change earlier scores you have to do it using the Scorer or on the BCS screen using the BCS edit function.
- d. TD Option 2 is View Results. Enter a board number. The overview displays the pair number, direction of play, contract and result. If the screen returns to the TD menu after the board number has been entered, no scores will be registered for this board.
- e. TD Option 4 is Retrieve Current Status. The expected table and Section of the Bridge mate will be displayed first. Press OK again to view the current round of the Bridgemate and the corresponding pairs at the table. You will also see the boards played in this round.
- f. TD Option 5 is Missing Scores. The Bridgemate will display the number of boards not yet entered in this round.
- g. TD Option 0 is Reset Bridgemates.
- h. NOT PLAYED should only be used when a board is not scheduled to be played. If you have a half-table in a pairs movement then you can either set the missing pair at the set-up stage or you can leave it as a full movement and take care of the sitout on each

round. In the first case you do not have to worry as it is built in. In the latter case the boards where the half-table is are scheduled to be NOT PLAYED and should be entered as such. NOT PLAYED should never be used when a board has been removed for slow-play or other reason. In this case an artificial score of average +/-/- should be entered as the decision to remove a board is made as a ruling under 12C2(a).

12. Board played the wrong way

- a. In a 1-winner movement in particular (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 player sitting North (pair 8 in this case) to enter the score they actually achieved. In SwissPairsScorer, you may need to Arrowswitch all the boards in the set but it is easier to simply change the Assignment round on the Assignments screen.
- b. Now, using the Scorer, go to the relevant board. On Enter Score. 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 press ‘A’. You will see that NS change from 1 to 8 and EW changes from 8 to 1.
- c. Return to Bridge Unit Scorer and click on Start Receiving to continue receiving results.

13. Displaying results

- a. Use the Reports tab and Click on “Display Ranks” button to see the results for all scores received so far. The results are recalculated as soon as a new score is received. (Note that the Scorer has an option to display results continually from round 1 onwards via the Reports tab).
- b. 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 0% 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.

14. At the end

- a. You can check for missing scores on the Result or Board Status tab.
- b. Click on Return to the Scorer screen “Display Reports” to display and print out the results.

15. Other Scorer Commands

- a. The Scorer Bridge Unit Scorer’s screen has a BCS Setup tab. This allows you to Reset all Bridgemates after BCS is launched. It also allows you to specify the location of the BCS program which is launched.
- b. “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 the 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.
- c. “Restart” will allow a new Database to be created. This is useful if you want to quickly restart after a Server or BCS fail and is normally used in a Recovery situation. You may well need to reply ‘N’ if the Database already exists.

16. Changing the movement completely (Pairs, Individual & Teams only)

- 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 the wrong number of tables or boards or perhaps an extra pair arrived slightly late.

- b. Using the Scorer, go back to the Select Movement screen and start all over again. The Scorer will ask for confirmation. When you return to the Bridge Unit Scorer screen, you can use the Update Database button from Round 1 to clear any received results and change the complete movement from Round 1 onwards. Pairs may have to reenter their 1st round scores.

17. Setting next round movement (SwissPairs, SwissTeams only)

- a. Go back to the Assignment screen and do the next round Assignments.
- b. When you return to the Bridge Unit Scorer screen, use the Update Database button from the appropriate Round to change the complete movement from Round 1 onwards. Click Start Receiving button.

18. Changing the movement – arrow switch (Pairs only)

- 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 Pairs Scorer, go back get to the Select Movement screen. Choose the round or rounds that you want to arrow switch and then click on OK. Tick Retain Results. Pairs Scorer will ask for confirmation. Return to the Bridge Unit Scorer screen and use the Update Database button to update the movement from the specified round onwards. (You can use the Read All Results button to get the results back up to date if you forgot to Retain Results!).

19. Changing the movement – rounds played (Individual, Pairs, Teams only)

- 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 the Scorer, go back get to the Select Movement screen. Change the number of the round or rounds that you want to play and then click on OK. Tick Retain Results. The Scorer will ask for confirmation. Return to the Bridge Unit Scorer screen and use the Update Database button to update the movement from the specified round onwards. (You can use the Read All Results button to get the results back up to date if you forgot to Retain Results!).

20. Changing the movement to one-winner (Pairs only)

- a. Suppose you have set up a two-winner event and you wish to change it to one winner. This is more difficult than it may seem because the Pair Numbers will likely change. If you were running a 7 Table movement, both NS and EW pairs are normally numbered 1-7. In a single winner movement, NS are normally 1-7 and EW are normally 8-14 (though other schemes are used eg N 1-7, EW 11-17 depending on the EW Pair add value when the movement was set.
- b. You are strongly advised to wait till the end of the current round. Return to the Select Movement screen. Change the movement to a single winner. Tick Retain Results and click OK. Pairs Scorer will ask for confirmation. Return to the Bridge Unit Scorer screen and use the Update Database button to update the movement from the next round onwards. This is because the previous round(s) pair numbers may no longer match as explained above. Updating right at the start of a new round will avoid any mismatched pairings from the update.

21. 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 the Bridge Unit Scorer screen, click on “BCS Options” and change the appropriate options in either of the two tabs (“BMPro” and “Extra Options for BM2”).
- c. Click on OK.

22. A Bridgemate stops working

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

23. Recovery after the Scorer is closed down

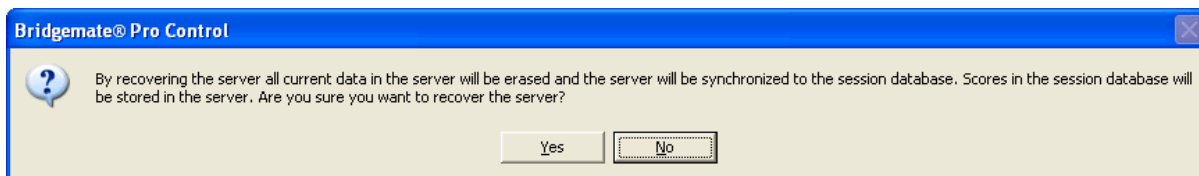
- a. Even if the Scorer is closed, BCS and the Bridgemates and the server will continue to operate.
- b. Restart the Scorer and retrieve the event to reload the existing session.
- c. When you get to the Bridge Unit Scorer, click on Create Database (Reply ‘N’) and start receiving. The Scorer will now collect all the results since the power went off.

24. Recovery after BCS is closed down

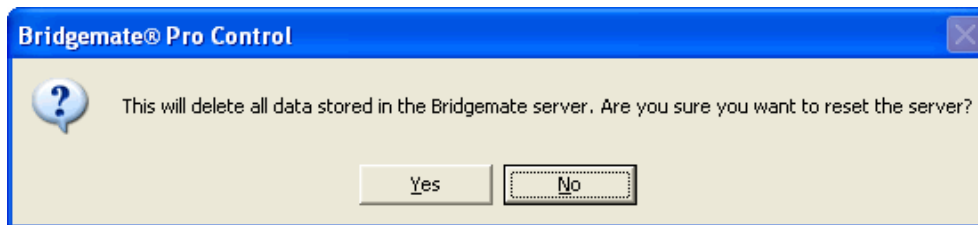
- a. If the BCS program locks up or is (accidentally) closed down, then simply use the Restart button, Create Database button (Reply ‘N’), Launch BCS button (with Reset Server **unticked**) and Start Receiving button to restart receiving. The Scorer will now collect all the results to continue with the existing session.

25. Recovery after the server is switched off

- a. If the Server is accidentally unplugged, it will still continue to run on battery and may just be plugged back in. 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 BCS program. Click “Session”, “Synchronize / Recover”, click the “Recovery” tab and then click “Recover server”.



- c. Answer “Yes”.



- d. Answer Yes. 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. All existing Server data will be deleted and overwritten with the tables and scores contained in the Database.
- e. Ensure BM is retrieving data. If not, then on the BCS Menu Bar use Session>Update Movement (status now changes to retrieving). Bridgemates will still be red; press OK on bridgemates till they appear in green and you are back where you were when computer closed down.
- f. If a table has entered results when the computer was down they are lost during the recover server process and will have to be re-entered. Check on the Scorer’s Bridge Unit Scorer control screen for any outstanding scores for the current round and advise any tables with missing scores to re-enter them on the bridgemates.

26. Recovery after a Computer freeze or failure

- a. The biggest problem when a Computer freezes is that it cannot be closed down using any of the normal Windows methods (File → Exit, Alt+F4 etc). To get round this Press Ctrl + Alt + Del. This will bring up the Windows Task Manager. Select the program (often there will be a note beside it saying that it is not responding) and click on End Task. The program should then close down. If the Windows Task Manager cannot be invoked, then you should close down the computer by holding the power key/button down for 5-10 seconds. You will need to restart the Scorer from scratch but remember not to overwrite the Database.
- b. If there is a computer failure the Bridgemates and the server will continue to operate. You can run the Scorer on the same computer by applying the recovery steps for Scorer, BCS and Server closedown (Refs 23,24).
- c. Alternatively you can run the Scorer on another computer and recover all the results by applying the following steps on the new computer as follows.
- d. **DO NOT CONNECT THE SERVER TO THE NEW COMPUTER YET.**
- e. Start the Scorer and set up the session exactly as on the old computer. Go to the Bridge Unit Scorer screen, click Create Database button and Launch BCS. When BCS starts you will see in the top left hand corner that the server is not connected.
- f. 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.
- g. Now go to the BCS program. Click “Session”, “Synchronize / recover” and then click “Synchronize”. This copies all the server data back to BCS.
- h. 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.

- i. Unfortunately there is no facility in BCS to recover member numbers. Names will have to be entered into the Scorer manually.

27. Other Recovery Options

- a. Other options for recovery are shown in the Bridgemate manual.
- b. Scorer Logs are held in the Reports Folder in the installation Folder and are called BMLogyyyy-mm-dd.log where yyyy=year, mm=month, dd=day.
- c. 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. (It is usually in the Virtual Store folder which Windows creates in the User folders and stores files there if users don't have rights to write in the Program Files folder. Having got to the Bridgemate Pro 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