

SCORERS REFERENCE MANUAL

IndScorer
PairsScorer
TeamsScorer
SwissPairsScorer
SwissTeamsScorer

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1. INTRODUCTION

1.1 Background

Scorers refer to a suite of Bridge Scoring programs used by the English, Scottish and Welsh Bridge Union along with many Counties and Clubs worldwide. The Scorers are robust, reliable and easy-to-use Windows orientated programs for regular Club or County use. They are easy to install and run on any IBM compatible machine. They are designed for simplicity and flexibility yet fully cater for all the usual requirements of a Bridge Scoring program by a Club, County or NBO in a single, multisection or multisession event.

The Scorers support Table Top Unit scoring with either Bridgemates (BMPro or BM II), Bridgepads or BridgeScorer. This document will refer to Bridgemates as the Table Top Scoring Unit but the use of BridgePads and BridgeScorer is similar.

The following Scorers are available:

IndScorer	Individuals
PairsScorer	Duplicate Pairs
TeamsScorer	Teams
SwissPairsScorer	Swiss Pairs
SwissTeamsScorer	Swiss Teams

1.2 Abbreviations

<i>Abbreviation</i>	<i>Description</i>
BMPRO	Bridgemate Pro Control
BCS	Bridgemate Control Software
EBU	English Bridge Union
MP	Master Point
NBL	Northern Bridge League (Team of 8 Northern Inter-County Competition)
NBO	National Bridge Organisation. (ABF, EBU etc).

1.3 Related Documents

<i>Ref</i>	<i>Date</i>	<i>Title</i>	<i>Author</i>
[1]	15-Sept-2009	Swiss Pairs Scorer using Bridgemates	Ian Ross
[2]	10-Nov-2008	Swiss Teams Scorer using Bridgemates	John Wilson
[3]	13-Jan-2012	Running a Pairs Event using PairsScorer	Jeff Smith
[4]	13-Aug-2011	Running a Team of 4 Event with Bridgemates	Jeff Smith
[5]	03-Feb-2012	Running a Team of 8 Event with Bridgemates	Jeff Smith
[6]	03-Feb-2012	Running an Individual Event using IndScorer	Jeff Smith
[7]	Mar-2010	Instructions for Installing New Versions of Scorer	Alan Dean
[8]	Jan-2011	Instructions for Scoring a Pairs Session	Alan Dean
[9]	Mar-2010	Instructions for Scoring a Teams of 4 Session	Alan Dean
[10]	Mar-2010	Instructions for Scoring an Individual Event	Alan Dean
[11]	Mar-2010	Instructions for Preparing & Sending EBU P2P Files	Alan Dean

2. INSTALLATION

2.1 Installation

2.1.1 Hardware Requirements

Any IBM compatible PC running Windows 95 upwards. The minimum computer screen area display is 800 x 600 pixels. The screen setting can be located by right clicking an empty area on the screen, then choosing Properties/Settings (or via Control Panel, Display and Settings).

2.1.2 Standard Installation from the Internet

The Scoring program may be downloaded and installed from <http://homepages.nildram.co.uk/~jasmith>. The standard installation includes all the standard Windows components necessary to run the scoring application. To avoid access problems, the User should install as an Administrator on Windows NT/2000/XP/VISTA/Windows 7.

2.1.3 Installation of Bridgemate Control Software

You must download the BCS program from <http://www.bridgemate.com>. This is normally installed at C:\Program Files\Bridgemate Pro\Bmpro.exe. The location may be set in the Scorer when launching the program.

2.1.4 Member NBO Numbers

To use NBO number input and in particular EBU Pay To Play reporting, you should use the Set Members List (EBU) button on the Player Database menu in the Scorer on a regular (monthly) basis.

2.1.5 Running the Scoring Programs

Standard installation has the option to create a desktop icon. Otherwise, the program needs to be started from the START – PROGRAMS menu. If you use the program regularly then you should create a shortcut on the desktop. The programs are mostly driven via Mouse control, though the bridge scores and some specific details (player names, event details etc) must be typed.

2.1.6 Scoring for Different Clubs on One PC

There are two possibilities for supporting different Clubs on one PC.

1) Set a top level folder for each club eg c:\Maidstone and c:\Kent and install separate copies of the Scorer to each folder. You can then switching between folders to change Clubs. You should set up a desktop icon to run the required copy of the Club Scorer every time.

2) Set a different User Account (as Admin to forestall access problems) for each club using Control Panel > UserAccounts in XP, Vista, Windows 7. Create a separate User Account (eg Tonbridge BC, Maidstone BC etc) for each Club. Only one copy of the Scorer need be downloaded. Then you just switch between users! When you logon, you will see the choice of Users and just select as appropriate. Switching between users only takes a few seconds (it's mainly setting up the new desktop look)

2.1.7 Runtime Limitations

Scorer	Individual	Pairs	Teams	SwissPairs	SwissTeams
<i>Max Number of Events</i>	250	250	250	250	250
<i>Max Tables in single Section Event</i>	20	25	50	100	100
<i>Max Boards in Single Section Event</i>	50	50	50	50	56
<i>Max Rounds</i>	30	30	18	15	15
<i>Max Combined Sections</i>	50	50	30	40	40
<i>Max Sessions</i>	48	48	30	12	12
<i>Max Players in Player Database</i>	55000	55000	55000	55000	55000

3. MAIN MENU

3.1 Main Menu

Select the Scorer and on entry, the **Main Menu** will be displayed:

Command Button	Description
....Scorer	Go to the Event History Menu (Sec 4)
Player Database	Go to the Player Database Menu (Sec 16)
Movements Library (Not Swiss)	Go to the Movements Library Menu (Sec 7)
Import Event	Go to the Import Event Menu (Sec 18)
Master Points	Go to the Master Points Menu (Sec 19)
Administration	Go to the Administration Menu (Sec 20)
Exit	Exit from the program

3.2 Normal Run

For a normal run.....
Go to the Event History Menu
Create a new Event
Create the Event Details
Select Movement for Individual/Pairs/Teams or the Assignments (per round) for Swiss programs
Enter the Names
Enter the Scores
Print Reports

4. EVENT HISTORY MENU

Each event is numbered between 1 and 250 and represents either a single Section or a combination of Sections (+Sessions). All such event records are stored until they are deleted. The Event History screen shows the information for up to 250 events.

Column	Event History Description
No.	Record number between 1 and 250
Event Name	Name of Event
Date	Date of Event
Sn	Session Number or Multi for Multisession
Ecat	(Pairs) Ecats Session Number (4 characters)
Section	Name of Section
Mv	(Pairs) M = Mitchell, H = Howell, S = Scrambled
Tb	Number of Tables
Brds	Number of Boards
Rd	Number of Rounds
U	Uploaded to Bridgewebs (b), Ecats(e), P2P or MP File created (m)
CombEvents	Combined Event Numbers for Multisection or Multisession

COMMAND	DESCRIPTION
Create New Event	Create a new event. The Event Details will be displayed.
Retrieve Event	Retrieve the highlighted event. The Event Menu will be displayed.
Delete Event(s)	Delete the highlighted event. An event which is part of a MultiSection or MultiSession combined event may not be deleted until the controlling Multi event has been deleted.
Merge Section(s)	Merge the highlighted events into a MultiSection Event. The specified events must be either single or MultiSection events and must all have the same session number .
Combine Sessions	Combine the highlighted events into a MultiSession Event. The specified events must be either single or MultiSection events and must have sessions numbered 1,2,3 etc
Print Event List	Print the Event History Table
Import Ecats File	(Pairs Only) Import an Ecats event from the Ecats format files (c.txt, p.txt, r.txt, e.txt)
Return	Return to Main Menu

A 'Scorer Control' Event manages an event. In single session single section events, the created Event is the 'Scorer Control' Event. In MultiSection or MultiSession Events, the combined Events form the 'Scorer Control' Event. You should create events in a logical order, 'top' section first, the 'next' section second etc and similarly with Session 1 events first, Session 2 events second etc. Individual, Pairs & Teams may be controlled by either the 'Scorer Control' Event or a constituent event. Swiss Pairs, Swiss Teams require control by the 'Scorer Control'. In Individual, Pairs or Teams MultiSession Events, the player movement between sessions must be explicitly defined, but for Swiss events, the player movement is defined by the assignments. You should set Multi Events fully in advance using 'Merge Sections' or 'Combine Sessions' on the Event History screen to create the Scorer Control Event. For example with:
 3 Pairs Qualifying Sections (Red, Green, White) scored across the field
 2 Open Pairs Sections (Blue, Yellow) to be scored independently
 Set up 5 Events: -

Event	Description
1	Mixed Pairs Section Red
2	Mixed Pairs Section Green
3	Mixed Pairs Section White
4	Open Pairs Section Blue
5	Open Pairs Section Yellow

Merge the three Mixed Pairs Events 1,2,3 into a MultiSection Event 6 to get the overall results.
 The two Open Pairs Events 4 & 5 may be scored separately as normal.

5. EVENT MENU

The **Event Menu** shows the main functions with the following options. Some options will be greyed out if they are not applicable.

Event Details
Select Movement
Assignments (Swiss Only)
Names
Seating Line Up (Teams only)
Enter Scores
Bridge Unit Scoring
Match Results (Swiss Teams Only)
Reports
Adjs / Cats / Miss
Multisession Links (Ind, Pairs & Teams)
Return

6. EVENT DETAILS MENU

6.1 Club Details	
Country (NBO)	Selected Country. Mandatory for Ecats events.
Club Name	Name of Club. Mandatory for Ecats events
Club EBU No	Number of Club (allocated by EBU for MasterPoints and P2P)
Contact Name	Contact Name. Mandatory for Ecats events
Contact Phone	Contact Telephone Number
Contact Email	Standard Email address format
Web Upload Address	Club Private Web Site Address

6.2 Event Details	
Event Name	Name of Event e.g. "Wednesday Duplicate"
Date of Event	Date when Event was played
Session (Not for Swiss)	Session Number 1, 2, 3 etc. Mandatory for MultiSession events
Section (Not for Swiss)	Contact Name. Mandatory for Ecats events
Director	Name of Director
Scorer	Name of Scorer
P2PCharge	P2P Charge Rate
NGS Rated	NGS Rated
ECATs Session (Pairs only)	ECATS Session Number

The main Event Details will appear on screen headings and printed reports.

6.3 Masterpoints	
Master Point Scale	EBU Masterpoint scale. See Masterpoints for details
Type of Event	Used to determine Masterpoints in (Multi Session competitions) Basic (or 1 st Qualifier) 2 nd or subsequent Qualifier A Final, B Final or C Final
Total Tables in Play (Override)	Number of Tables for Masterpoints purposes (May be needed in Multisession events)
Total Boards in Play (Override)	(Not Swiss) Number of Boards for Masterpoint purposes

6.4 BridgeWebs	
BW Club Code	BridgeWebs Club Name
BWPassword	BridgeWebs Club Password

6.5 Import Data	
Used to import the Session Deal (dup, prn, dlm or bri). The Print Deal command is used to print the imported deal.	

6.6 Movement (Swiss Only)	
Rounds	The number of rounds in each Session
Section, Tables (Swiss Pairs)	Section Name
Primary Section, Mirror Section, Tables per Section (Swiss Teams)	Section Name, Mirror Section (for Swiss Teams), Tables in each Section. <u>In Swiss Teams, with an odd number of teams, you should specify one extra table in the bottom Section in case a team withdraws.</u>
Triple (Swiss Teams)	Primary, Mirror, Table 3 Low Board, Long/Short Default
Boards per Round	Normal and Short Triple (Swiss Teams) number of boards per match
Results Mode (Swiss Teams)	Score by Board Results, Imps or VPs
Type	UK, US or Australian Australian – Home Team always at Home Table US. Set Boards at each Table throughout. Boards are redealt each round.

6.7 Scoring Method (ref EBU White Book)	
Scoring	Method of Scoring - See below
Simple MPs / Neuberg	
Butler Drops	(Pairs & Swiss Pairs) Number of dropped Scores for Butlers
VP Scale (Teams only)	Imps to VP Conversion Scale
VP Scale Override (Teams only)	Number of Boards for VP Scale purposes
MPs in Section (Swiss Pairs only)	Matchpoint in sections rather than overall
Set Datums	Used to set fixed Datums for boards (Butler scoring)
Max/Min Cap (PS and TS)	Used with non-factored Butler and XIMPs. Only the winner is capped for Max Capping and loser for Min Capping.
Fixed Datums (Pairs only)	
2 Winner MultiSection (Pairs)	Applies to MultiSection Mitchell Aggregate scoring
In-Section Scoring (Pairs only)	MultiSections scored as separate sections
Matches always assumed complete in a Session (Teams only)	Ticked if discrete matches in sessions (no carry forward)
No Imp→VP Conversion (Teams)	Ticked if Imp scoring throughout
Sessions for Scoring across 2 Parallel Sections (Teams of 4 only)	

6.8 Individual/Pairs Scoring Method (ref EBU White Book)	
Matchpoints	Neuberg or Simple
Butler IMPs	Factored or NonFactored
CrossImps	Factored or nonFactored
Aggregate	

Matchpoint

Each pair gets 2 points for every pair it beats, 1 point for every pair with an equal score (or 1 and ½ in US style). Total Matchpoints (MPs) are divided by maximum possible MPs to give a percentage score for each pair. The scoring may be done using either Neuberg or Simple Matchpointing.

Neuberg

Modern Bridge Pair Scorers use 'Neuberg Scoring' to take account of a board played a different number of times and pairs playing a different number of boards (eg half table or incomplete movement). The Neuberg Formula is

$$(M \times E) + (E - A)$$

A

where M = actual MPs, E = expected number of scores, A = actual number of scores on a board.

In effect, a Top on a board played N+1 times gets slightly more credit than a Top on a board played N times. In Single & MultiSection events, boards are factored to the same TOP (= maximum MP value for best score on any board) using the Neuberg formula. Matchpoints are calculated to 2 decimal places (with rounding away from average if necessary). In a balanced movement (eg full share and relay, or 8 x 3 board Mitchell with 8 rounds), you will get Integer results. With unbalanced movements or with Averages (60/40) or weighted scores, you will get non integer values due to the Neuberg application. The Neuberg Method is fully described at:

<http://www.ebu.co.uk/lawsandethics/articles/neuberg/default.htm>

Simple

Simple MPs is generally used in manual scoring and is easier to understand for the players though it is not as accurate. The matchpoints (MPs) are 2, 1 or 0 MPs for each result compared against the other results. Each board's TOP is the maximum MPs based on the number of times it was played. A pairs final score = (Sum of MPs / Total TOPs) expressed as a percentage.

Butler Imps Factored/Unfactored

The **Datum** is the average score on board (rounded to the nearest 10 with 5 rounded away from zero). The difference between a pair's score and the Datum is converted to Imps and the total may be factored by dividing by the number of boards played by that pair. This average score usually excludes an equal number of top and bottom score(s) as specified in the Butler Drops field. Normally, Butler Drops is an integer value, but there is a facility to drop exactly 1/8 (12.5%) of the scores. Suppose there are five scores 110, 140, -300, 140, 170

The aggregate is $110 + 140 - 300 + 140 + 170 = 260$

Dropping 12.5% means dropping 1 score every 8 boards.

As there are 5 scores on the board, we drop 5/8 of the Top score and 5/8 of the Bottom score.

5/8 of Top Score = $5/8 \times 170 = 106$

5/8 of Bottom Score = $5/8 \times -300 = -188$

The aggregate after drops is $260 - (106) - (-188) = 342$

The number of scores on the board after the drops is $5 - (5/8) - (5/8) = 3.75$

Thus the Datum is $342 / 3.75 = 92$ rounded to 90 (rounding towards 0 in Butler scoring).

Butler Imps With Artificial Scores

Board 13 NSDatum=160 EWDatum =180									
Table	NS	EW	Contract	Dec	Lead	NS+	NS-	MP	MP
1	12	19	4S-1	E		100		-2	3
2	17	7	4S-2	W		200		1	0
3	16	10	6NT-5	E		500		8	-7
4	9	13	3NT-1	W		100		-2	3
5	11	5				Art		-2	0
6	6	14	3NT=	E			-600	-13	13
7	3	20	3NT-1	E		100		-2	3
8	15	8	6NTx-5	E		1400		15	-15
9	4	2	3H-1	E		100		-2	3
10	18	1	3H-1	E		100		-2	3

Artificial score on Table 5 was +100 to NS and -200 to EW (100% of the time in both cases). The calculation is:

NS Frequency Table with the +100 incorporated has:

1 x 1400

1 x 500

1 x 200

6 x 100 (including the Art Score to NS)

1 x -600

Total= 2100. Dropping Top and Bottom is $2100 - 1400 - (-600) = 1300$. Dividing by 8 remaining scores = 160

Thus the NS Datum = 160

EW Freq Table with the +200 incorporated has:

1 x 1400

1 x 500

2 x 200 (including the Art Score to EW)

5 x 100

1 x -600

Total = 2200. Dropping Top and Bottom is $2200 - 1400 - (-600) = 1400$. Dividing by 8 remaining scores = 175 (rounded away from zero to 180)

Thus the EW Datum = 180 (The Datum is conventionally usually expressed as a score from the NS view)

CrossImps Factored/Unfactored

In "cross-imps" scoring, each score is Imp'es with **every other score** on the same board (sometimes excluding top and bottom results). Total IMPs are summed and may be averaged by multiplying by E/A where E=Expected Number of Results, A=Actual number of Results. **Example of averaged cross-imp scoring:** Assume that you are one of five pairs who play Board 2 as N/S (you are vulnerable). On this board you bid and make 4 Spades, scoring +620, while the other four N/S pairs score -100, -100, -300, and +650. To calculate your cross-imps, subtract each of the opponent's scores and Fill in the IMPS Gained row by converting each difference via the standard **IMP table** (e.g. 720 equates to 12 IMPs). Add the Imps gained as below to 37 IMPs as CrossImps. To turn into a **averaged** cross-IMP score, divide that number by the number of comparisons (37 IMPs divided by 4 comparisons) to arrive at 9.25.

Our score on Board 2 is 620	Scores of the four other North/South pairs			
	-100	-100	-300	650
Score Differences	720	720	920	-30
IMPS Gained	12	12	14	-1

Missing Results:

Take a 6 table event (5 comparisons) with a board being played only 3 times with results of +920, +430, +430. The +920 score gains 10 IMPs for each comparison for a total of 20 IMPs. Had the board been played 6 times, we'd have expected results +920, +920, +430, +430, +430, +430 for a total of 40 IMPs over the 5 comparisons. So when we divide by the number of comparisons, +920 should receive $+40 / 5 = + 8$ IMPs.

In theory, you should factor the frequencies if you have a missing score but if you always divide the total XIMPs by the number of results, rather than the number of comparisons, then this happens naturally. For example, say you normally have 12 results, and divide the total XIMPs by 11 comparisons. With a missing result, then normally you would factor all the frequencies x 12/11, then XIMP, then divide by 11. But dividing by 11 (instead of factoring and dividing by 12) has exactly the same effect and is a lot easier to calculate! The ranking order will be exactly the same, although players' scores will be smaller (squashed towards zero) by a factor of 11/12. (This is the XIMP equivalent to Ascherman in match-pointed pairs)

Aggregate (Mitchell only)

The total of the scores (positive or negative) for each pair. A pair gets the Datum score for boards they have not played. Then the aggregate ranking list may be converted to percentages. This % is calculated by the formula which takes the number of pairs defeated, dividing by the number of pairs in the same direction and expressing as a %. For example, say 20 tables - top aggregate score in each direction beat 19 other pairs so the formula would be $19/20 \times 100 = 95.00\%$, second best $18/20 \times 100 = 90.00\%$ etc down to 0.00% for bottom score.

Averages & Adjusted Scores in Aggregate

In a 50/50 situation, both pairs are given the average (datum) score for the board, in a 60/40 situation the respective pairs are given the datum score +/- an adjustment (equated to 10% in match pointing). The EBU adjustment is 100(equivalent to 10% in match pointing) is 100. The Scottish Bridge Union adjustment is 120.

In-Section / Across The Field Scoring

Across-the-field scoring allows you to merge two or more sections together, and score them "across the field". This involves re-matchpointing all boards with all players results combined. Obviously the same set of boards must be played in each section, but the movements need not be identical i.e. if one section had a sit-out pair, or more boards were played in a section, the program will factor accordingly. Of course, such movements are not perfectly balanced, and the best possible movement for an across-the-field session would be equal sized sections using the same movement and with each NS and EW field in each section having a similar range of players.

TEAMS

6.9	Teams Pairs Scoring Method (ref EBU White Book)
Teams Of 4	

Imps->VPs	Add NS/EW scores, Imp and convert on the designated VP Scale
Point-a-Board	Compare NS & EW scores with 2 for a win, 1 for a draw (<10pts).
Pachabo	Point-a-board/aggregate swing scaled to EBU Hybrid points
Teams of 8	
Agg	Add NS/EW scores, Imp, convert on Team of 4 VP scale for twice the boards
Imps	Imp NS1/EW1 scores, Imp NS2/EW2 scores, Add and convert to VPs
CrossImp	Imp NS1 with both EW1 and EW2 scores, Add and convert to VPs
Teamof4XSection	It allows you to set a movement with Across Sections scoring and is intended for two section competitions (approx 20-36 teams).
Player	
Butler	Calculates individual Team players scores against datum. Seating positions must be set. To see Butlers, tick the Butler checkbox on the Display Reports screen
XImps	Calculates individual Team players compared with scores in the opposite direction on the board. Seating positions must be set. To see Butlers, tick the XImps checkbox on the Display Reports screen

Cross Section (Parallel) Scoring

You can run any 2-Section Session as a 'cross section' movement, while running other sessions as normal. In Cross-Section, a Team in one section can only play a team in the other section. Suppose you want to run a 2-session all-play-all team event with 26 teams. A possible arrangement is to have two sections A and B of 13 Teams. In Session 1, the 13 Teams play an American Whist Movement (12 rounds) in their own Sections. In Session 2, the EW pairs swap sections and each Team plays all the Teams in the other section in another 12 round American Whist i.e. Cross Section.

- In a Cross Section movement, the Teams are numbered 1,2,3... in both Sections in the User Movement.
- They get renumbered (1-13 and 14-26 for 13 tables) on the Ranks etc when the two sections are combined.
- Tick the CrossSection checkbox to avoid a validity error when you set up the Session 2 movement.
- In the movement setup, after setting section 1 movement, you can use Switch NS/EW button for the 2nd section.

In the Scorer, set up the Session 1 and 2 events separately and combine into in a Multisection Event. Retrieve the Multisection Event and set 'Sessions for scoring across two parallel sections' for Session 2.

Teams of 12

Teams of 12+ and greater should be run as Teams of 4 aggregated.

Alternatively, Teams of 12 can be set as a combined 3-session event, rather than 3 section events. Clearly, there should only be one method of scoring – as three teams of 4 (IMP and VP if appropriate, within sections) and fixed line-ups (to avoid specifying seating options). You should enter all twelve names into the first section team. Using Bridge Table Top Units, you would run as a 3-section event first, to collect results; then (delete combined event?), renumber sections 2 & 3 as session 2 & 3; then combine sessions. Tick 'matches always assume complete in a session' if you VP each Team of 4 match, rather than add 3 sets of IMPs before VP).

6.10 Swiss Pairs Scoring Method (ref EBU White Book)	
Swiss Pairs	Total Matchpoints converted to VPs using the appropriate board scale
Butler Imps	May be converted to VP Scale on EBU, WBF, CBAI or Warwick Scale
XIMPs	Either unfactored, divided by comparisons or divided by $\sqrt{rc/2}$
Swiss Percents	Percentage of Total Matchpoints divided by the Maximum Matchpoints

Top in Swiss Pairs

A Top stays the same throughout a session. Suppose we set up for 76 Tables but only 74 Tables are in play (ie 4 missing pairs. To cater for late pairs, the Top is set to 146 (73 x 2) to make allowance to introduce additional pairs after the 1st match. There are events where we know that we will be introducing a significant number of extra pairs after three matches. This will coincide with the end of a session, so there it wouldn't matter if the session top were lower for the 1st session.)

Note that in PairsScorer we set the Top according to the most-played board. i.e. if you get 75 tables in round 2, the Top in round 1 will retrospectively change to 148. This would be confusing to players in Swiss since the VP scores may change slightly!

6.11 Swiss Teams Scoring Method	
Imps	converted to VPs. The Scale may be set to EBU, SBU, WBU, IRL, WBF, ACBL20, ACBL30
Point-a-Board	Compare NS & EW scores with 2 for a win, 1 for a draw (<10pts).

7. SELECT MOVEMENT

For Individual, Pairs and Teams, regular Movements can be generated and other common Movements are provided in the System Movements file. You can use the Movements Library facility (Sec 17.1) to incorporate new movements in a Club Movements file. You can display all the movements, System Movements, or Club Movements. The Show Table Cards button can be used to verify it is the intended movement.

7.1 IndScorer

Select the number of tables (including half table or Rover) at the start. The Listbox will display all the possible movements. The choices are:

7.1.1 Individual Movements	
Prime (Rainbow)	The regular move (N Stays, S up 1, E up 2, W down 2, Boards down 1 Table) is assumed. All regular Prime Table movements (3,5,7,11,13,17,21,23,27 Tables) can be generated.
System + Club movement	The Listbox will show the selection.

7.1.2 Individual Options	
No. of Boards	Number of boards in play
No. of Rounds	Up to 30 rounds
No of Winners	1 or 4 winner movement
S/E Switch in Prime	Switches S & E in a Rainbow movement

7.2 PairsScorer

Regular Mitchell movements (standard/skip/share+relay) can be generated and other movements are provided in a System Movements file. The program handles nearly any type of permissible movement combination - Mitchell's, full and part Howells, shares and relays, arrow-switches, rovers, sit-outs, pre-duplicated rounds, skip first round etc.

Select the number of tables (including half table or Rover) at the start. The Listbox will display all the possible movements. The choices are:

7.2.1 Pairs Movements	
Mitchell for an odd number of tables	Regular move (Pairs up 1 Table, Boards down 1 Table).
Skip Mitchell for an even number of tables.	Regular move with a skip at halfway e.g. 10 tables; skip after 5 rounds.
Share/Relay Mitchell for an even number of tables	Regular move - Table 1 shares with the highest numbered table and the relay is between the middle tables. e.g. 12 tables; 1 & 12 share, relay between 6 & 7
Hesitation for an odd number of tables	Normal Pivot at highest table. Relay Table
Hesitation for an even number of tables	Normal Pivot at highest table. Two Relay Tables
System + Private movement	

7.2.2 Pairs Options	
No. of Boards	Number of boards in play
Lowest Board	Default is Board 1
No. of Rounds	Up to 30 rounds
Missing Pair	Set to missing pair direction/number or NONE
Relay After Table	Used for Share and Relay or Hesitation to change the layout
1 Winner (Scrambled)	This turns a Mitchell into a one winner movement
Arrow Switches	Up to the last 7 rounds or first 3 rounds. NS & EW change direction
EW Add (Mitchell)	For a Mitchell, EW may specify an addition to their start table number e.g. 13 tables; EWAdd = 100; NS 1-13, EW 101-113.
First Round Played	Normally used when boards need to be made up.
Retain Results	Used when Movement needs to be changed after the start.

Describe Movement

Shows a description of the movement if available

Irregular Movement

Allows Irregular Movement of Boards and NS, EW pair numbers. This may be used for very small duplicates which have 'random' movements and also when a regular movement has gone awry. It also allows duplicates with different boardsets to be scored eg there is a 3 Table movement of 5 board sets with the last round as a shared 6 board set.

Retain Results

Normally, previous results are cleared when a new movement is set. However, for a minor movement change, you can tick the 'Retain Results' checkbox to retain results. This will work for relatively minor movement corrections:

- Changing a Mitchell to a Scrambled
- Adding rounds to a movement
- Deleting rounds in a movement
- Setting a Missing pair after a Movement has started
- Changing number of arrow switch rounds.

You can use the Update Database button on the Bridge Unit Scorer screen (see later) in conjunction to synchronise with BMs, but it may also be used to do a change after the duplicate was complete.

7.3 TeamsScorer

All regular American Whist (optionally with Score Break) and Stagger movements can be generated and common Patton, Thurner, Hasler etc movements are provided in a System Movements file. The program handles nearly any type of permissible movement combination - full or part movements, boards/pairs down (rather than boards/pairs up variations), shares, pre-duplicated rounds, skip first round etc.

Select the number of tables at the start. The Listbox will display all the possible movements. The choices are:

7.3.1 Teams Movements	
American Whist for odd number of tables	Standard moves (EW Pairs down 2, Boards down 1). EW pairs down 2 table at the start.
Stagger for even number of tables	Standard moves (EW Pairs down 2, Boards down 1). EW pairs down 2 tables at the start and down 1 table after the break. Boards numbered from 1 onwards with next consecutive set of boards used after the break. To use Boards numbered from 1 onwards in both halves, you should set as a two session event with the number of rounds and initial move set accordingly for each session.
Score Break for 7 or more tables	As American Whist but with different start positions in two halves to allow a score break
System + Club movement	The Listbox will show the selection of commonly used team's movements.

7.3.2 Teams Options	
Number of Boards	Number of boards in play
Lowest Board	Lowest board number (range 1-32)
Number of Rounds	Number of rounds (2-18)
Boards Moved Down 1 at Start	Applies to American Whist or Stagger Movement. (This is usually set when boards are dealt at the table)
Reverse Standard Moves	Applies to American Whist or Stagger Movement Standard/Double Moves Up (Clockwise) rather than Down
EW Up 2 at Start, Up 1 at Break	Applies to Stagger Movement (Usually Down 1, then Down 2)
Initial EW Move from Home Table	Applies to Score Break Movement
Later EW Move from Home Table	Applies to Score Break Movement

To allow flexibility for larger table numbers, you can specify only one half of the movement. For instance, a half session of a Stagger movement may be set by only specifying half the rounds of a Full Stagger to be played. A Score Break movement may be fully setup in one half by specifying Up 0 in the second half etc

8. ASSIGNMENTS MENU

8.1 Assignments

Swiss Pairs

Round 1 is preset. Assignments may be 'Current Round' or 'Round In Arrears' and 'In Section' or 'Across the Field' and for Danish Assignments (teams always assigned in ranking order). The default is Current Round assignments 'In Section' and only 'Across the Field' for a new session. Sitter tables and Missing Pairs may be set at any time for the next assignment. There is an option to reassign if Sitter pairs are drawn against each other. The Assignment may be manually overwritten using the **Set Manual Assignments** command.

Swiss Teams

Round 1 is preset according to style (UK, US or Australian). Assignments are made after each match. Assignments may be 'In Section' or 'Across the Field'. The default is 'In Section' and only 'Across the Field' for a new session. Sitter tables and Missing Teams may be set at any time for the next assignment. There is an option to reassign if Sitter Teams are drawn against each other. When there are an odd number of teams, a short or long triple match must be set. You can if you prefer, extract the triple manually from the assignment cards and temporarily mark all 3 as Missing. Then computer assign. Then re-instate the triple.

Assigning in MultiSession, MultiSection Events

Sitters:

Sitters normally move to the appropriate section according to their rank. To override this, you would have to give them a temporary VP adjustment before dividing the field into sections. If Sitters happen to be assigned to their original section, then you can leave them assigned to their original table, rather than to their 'natural' position (based on ranking). This is not just an issue of not having to move between rounds, but also of accessibility to the table in the first place (e.g. for a wheelchair), or special facilities at the table (as in KB). If they move section, there are usually particular tables in each section 'set aside' for potential sitters, (e.g. near the entrance or toilets). So you generally assign 'naturally' for Round 1, and then manually adjust the assignment before publication (but if there is no need for a specific table, then there's no need to adjust). They remain at this table for the rest of the session.

'Round in Arrears' Quirk

Suppose we have 2 sections of equal size, with 4 rounds in session 1. In session 2 the field should be split into two subfields based on current ranking, i.e. their scores after 4 matches. Pairs with more than (approx) 40 VPs should be assigned to subfield 'A', irrespective of their score after round 3, & pairs below 40 to subfield 'B'. Nevertheless, assignments for match 5 should be based on scores after match 3. So, for example, pair 1, who had 25 VPs after 3 matches, but scored 20 in match 4, should be assigned to the top subfield (having a score of 45 VPs), but are likely to be assigned to the bottom table within that subfield (because most of that subfield had higher scores after 3 rounds, even if they had less than 45 VPs after 4). (Current Round assignments would not suffer from this problem)

MultiSections

The field is split into sections **before** assignments are done. Using the Scorers, we have a single master computer, and a slave computer for each subfield. At the end of each session the data from all the subfields are 'consolidated' to produce an overall ranking list. At the start of each session the field is 'deconsolidated' into subfields, and the data for each subfield is transferred to the slaves. The slaves perform the assignments for their own subfield in isolation. (Thus the slaves can use their own distinct method of assignments if necessary)

Correct Swiss Pairs Current Round to Round In Arrears or Vice Versa

On a Round in Arrears Swiss Pairs Event after the Round 1 draw the assignment screen automatically moves to 'Do Round 2 Draw'. If you need to do the Round 1 Draw again, then as long as you have not entered any Round 2 scores, just use 'Set Selected Round Draw' with the Round set to 1 again. More generally, in a Swiss Pairs or Swiss Teams, you can always revert to a previous round assignment by deleting ALL scores in the present round.

9. NAMES MENU

9.1 Names

Player's names may be entered by:

- a) Click player name in player listbox table. The alphabet buttons may be used to list on surname start letter.
- b) Player ID as allocated via the Player Database.
- c) NBO number.
- d) Tag (usually the initials or a nickname etc)
- e) Text
- f) Import from a file

To enter a name, click on the cell location required. Each name can be up to 28 characters long, with a first name (max 11 characters), surname (max 16 characters) e.g. Tony Forrester, Brian Senior. In a Multisession Event, only the names for players in session 1 need be entered since when the Movement between Lines for the remaining sessions is specified, the names will be copied for the further sessions as appropriate.

The Scorer will check the Player ID
 as a Player ID in the Player Database (unless disabled by 'Disable Player ID check' setting)
 as an NBO in the Player Database
 as an NBO in the NBO Database.

Assuming we set Names Source accordingly, BCS (see Bridgmate section) will check an ID
 as a Player ID in the Player Database (check can be disabled by setting Name Source to NBO Database only)
 as an NBO in the NBO Database.

The Disable Player ID check is needed to obviate a conflict if a Club had 10000+ players with 5-digit NBO numbers or 999+ and 4-digit NBO numbers were allowed.

In TeamsScorer, a Team Name may be entered and a squad of up to 12 players is allowed in a team. For Butler /XImp scoring purposes, the whole squad must be entered. The default seating is assumed as: Teams of 4 N, S, E, W, Teams of 8 is N, S, E, W, N, S, E, W though this can be later adjusted using the Adjust Seating Line-up button (Sec 10). In Teams of 8, only the names for Section 1 need be entered. These will be automatically copied to Section 2 (and to later Sessions when the Multisession linkage is set).

To import from a file, the separate names must be separated by either commas or new lines. Thus, you can structure the csv file as:

Jeff,Smith, Neil,Rosen, Brian,Senior, Gordon,Rainsford, Nicole,Cook, Peter,Hassenson
 Tony,Forrester, David,Burn, Nick,Sandquist etc etc

or

Jeff,Smith
 Neil,Rosen
 Brian,Senior
 Gordon,Rainsford
 Nicole,Cook
 Peter,Hassenson
 Tony,Forrester
 David,Burn
 Nick,Sandquist

or a mixture of the two variants.

9.2 Names Command Buttons	
Add Visitors To Player Database	Players not in Player Database ('Visitors') will be highlighted in Yellow, Players marked as non-Members in the Player Database will be highlighted in Green. This button will interactively 'Visitors' to the Player Database. An NBO (currently EBU, WBU & FDR) lookup table is provided to assist in identifying each player. This is a good way to populate the Players Database as new players attend the club.
Clear Names	Clears all the names from the current display.
Display Names	Show the Player Names in a FlexBox, optionally with NBO numbers, and NBO Ranks.
Import Names	Import names from a comma separated values file. The file should contain sets of 'forename, surname' separated by either commas or newline characters. The name entries will be filled in table order (i.e. NS, then EW) starting line-up.
Player Database	Allows direct entry to/from Player Database screen.
Set Name as TeamName	(Teams) Sets the first player name as the TeamName

9.3 Names Options	
Convert to ProperCase	Converts an entered name to proper case eg brian senior becomes Brian Senior
Starting LineUpOrder	(Pairs) Lists Names in 1 st Round Table Positions rather than numerically.
Max Players per Team	(Teams/Swiss Teams Only) Maximum Players in a Team
Enable Team Names	(Teams/Swiss Teams Only) Allow Team Names to be entered and used

10. SEATING LINEUP

10.1 Seating Line-up (Teams Butler/XImps Scoring only)

The seating line-up for any stanza may be set using the Adjust Seating Line-up menu. When the names are first entered, the first 4 names in each section will be defaulted in the start line-ups as N=Player 1, S = Player 2, E = Player 3, W = Player 4. If Team of 8 scoring is specified, then Section 1 players are stored as 1-4 in BOTH sections, Section 2 players are stored as Players 5-8 in BOTH sections. The Section 2 start line-ups are then defaulted as N=Player 5, S=Player 6, E=Player 7, W=Player 8 at the start. You can later manually type/correct the names in Section 1 only. For Teams of 8, the names from the first Section will be automatically copied to the second Section to allow for players changing sections.

11. ENTER SCORES

11.1 Enter Scores

Scores may only be entered in the yellow box in the final column on each score sheet line. You cannot enter data directly into the *Contract, By, Tricks* etc boxes. On entry, the first board is selected. In non-Swiss, the boards are selected using the Board List box and the Missing Scores List Box shows the number of scores outstanding on each board at any time. In Swiss, the Tables are selected by the Table List box and the Missing Scores List Box shows the number of scores outstanding at each Table at any time.

Scores are entered from the NS viewpoint either by value or by Contract/Declarer/Result (see options below) using the Enter or +/- key to progress. 100 or 100+ indicates a score of 100 points to North/South. '-200' or '200-' indicates a score of 200 points to East/West. Alternatively, the Mouse may be used to go to a specific entry. To correct a wrong score just move to the appropriate line and enter the correct score, the old score will be overwritten. Either standard or numeric keys may be used for numeric scores. Matchpoints, Imps etc are calculated using the specified scoring method. Results are saved continuously to avoid any loss of data. Invalid scores are flagged with an audible warning.

Option	Description
Auto Next Board/Table	Set to show next board/table number when board entry complete. There is an option to prompt before moving to the next board.
Omit Last Zero	Allows score entry without the final zero. This means less typing and many users prefer this method, however, it is probably more error prone, particularly for operators who have been using other programs, which do not offer this facility. Experience suggests that fewer mistakes are made entering scores if the final zero is entered, although there is a small time saving by not doing so.
Omit Vulny Check	Set to allow scores that are invalid on the usual board vulnerability
NS Pair Order	Set to allow use of Normal travellers (Results entered in NS Pair order). Otherwise, NCR travellers (Results entered in playing order) are assumed. With NCR travellers when two tables share boards, the higher numbered table should score on the bottom line so that no mistake is made due to the order in which they play the boards. So for example in a 12 table Relay Mitchell on NCR travellers, NS 12 score on bottom line.
Contract/Result Entry	Set to allow result entry by contract, declarer, result and optionally lead. The score is calculated based on the contract and vulnerability. The entry format is: <level><denomination><x/xx><result><blank><declarer><lead> Examples are "1Nx+2 S 3h" or "3h-3 n As" or "6cxx= w" etc The entry is not case significant, spaces are ignored and all the other command inputs are allowed (apart from a numerical score).
US Style	As 'Contract/Result Entry' but in US style. Normally, tricks made are related to the contract. In US style, Tricks made are fixed. Thus 3N making 3 by West is entered/displayed as 3N3W, 3NT making 4 is entered/displayed as 3N4W. 3NT down is the same as Up/Down tricks. 3NT down 1 is entered/displayed as -1. (In the Bridgemate system, the data in the .bws file is still recorded as it is now, i.e., Up/Down (=, +x or -x) but on the Bridgemate software screens (when American Style is selected) it is displayed as the number of tricks taken (over book), i.e., 1, 2, 3, 4, 5, 6, 7 when the contract is made, or -1, -2, -3, -4, -5, -6, -7, -8, -9, -10, -11, -12 or -13 when the contract is not made.)

Commands:

Command	Description
N or *	Go to next Board
P or /	Go to previous board
ENTER or +/-	Enter the score. The cursor moves to the next line. It will also repeat the current score if there is no score already there.
D	Delete the score for the current line of the traveller.
R or .	Repeat the previous score entry.
A	Arrow Switch pair numbers. This is used when a pair sat the wrong way.
50/50, 60/40, 73/28 etc	Artificial scores are entered as NS/EW percentages. Common ones are 50/50 = Average to both sides. 60/40 = 60% to NS, 40% to EW etc

W	Enter weighted score. The score may be split up to 5 ways by specifying the percent/score to either NS/EW or both in the 5 line Weighted entry box. Pressing 'W' will then enter the specified weighted score. Up to 5 weighted scores are allowed per section.
S	Show the weighted score on a board.(See below for further details on Weighted Scores)
F	Enter Fouled score. The scores on the fouled boards are entered as normal. Then type 'F' (as a separate command) in the score entry box for scores which have been fouled. The fouled scores will then be treated as a separate subfield. To cancel the fouled board, type 'F' again
BackSpace Key	Delete the last character entered.
Delete Key	Delete all the score characters on the current line.
Up/Down Key	Skip past entries
Enter Key (no data)	Skip past entries
0 (Zeo)	Pass Out

Weighted Scores

Suppose you want to award to BOTH sides at Love All: 4H= to NS 75% of the time, 4H-1 to NS 25% times
Enter in the weighted boxes:

75%	420	Both
25%	-50	Both

Now press W in the yellow cursor cell to enter the score.
You may display it at any time with the S command.

or at Love All (split score)

Award to NS - NS making 3N 100% of the time,

Award to E - NS making 3N 70% of the time, NS going one down 30% of the time.

Enter in the weighted boxes:

100%	400	NS
70%	400	EW
30%	-50	EW

Command Button	Description
Clear Scores	Clear all the scores in the current screen display.
Print Board	Print all the scores in the current screen display.
Print Ranks (Pairs Scorer only)	Print all the ranks in the current screen display.

CHANGING PAIR NUMBERS (PAIRS, INDIVIDUAL only)

You can change the Pair Number on a Traveller by clicking the Pair Number and following the dialogue. **The new Pair Number must be valid, but it is the Users responsibility that the new movement is sensible/valid.**

12. BRIDGE UNIT SCORING

12.1 Bridge Unit Scoring

Please refer to the document ‘**Scorers Using BMPro**’ and ‘**Scorers using BM2**’ for fuller details. **Important:** Check your computer's power settings, including hibernation. It is strongly recommended that the computer should not go into any sort of power-safe or hibernation mode during a session – this can cause problems with the Bridgemate Control Software (BCS) that runs continuously. If you must have hibernation activated after a period of inactivity, make sure that the period is longer than your longest bridge session.

12.1.1 Overview

At start of session, the Director sets the movement (e.g. 8½ tables skip with missing Pair No 9) and the Scorer, puts this into a shared Database. When Scorer launches BCS, movement data (i.e. boards, pair numbers, tables etc) is passed on to the Bridgemate Server which then sends the data out to the Bridgemates. The Bridgemates accumulate the player results data and return it to the Database via a holding area in the Bridgemate Server. Two separate programs run on the PC when a Bridgemate session is in progress:

- BCS is the program supplied by the developers of the Bridgemate scoring units. It reads data from the Bridgemates via the Bridgemate Server unit, and holds the information in a Database on the PC.
- The Scorer (PairsScorer etc) send movement data to, and receives names and results data from the Database.

The Database is an Access database with an extension of BWS. It only holds the most basic of data, specifically:

- the player numbers entered at the start of the session; and
- the contract, declarer and tricks won for each board and pair number combination.

The Scorer extracts the results from the database, and is responsible for calculating scores, accumulating results, factoring where necessary, printing results and web site reports, and determining masterpoints. BCS is responsible for continuously extracting data from the Bridgemate units via the Bridgemate Server. Do not close this program during a session. There is no need to access this program at all through the session, although it contains some useful functions for assessing the status of a session. It also contains some recovery options.

12.1.2 Data Flow

When the players turn on their Bridgemate, it reads the server and extracts the movement data for that table. (Note that even with multiple bridge sections in the room, just one BWS database may be used.). Throughout the session, as data is entered into the Bridgemates, it is sent immediately to the Bridgemate server. Every second, the BCS reads the Bridgemate server, and puts any new results into the Database. The Scorer polls the Database for updates or reads all the results at regular intervals.

At any time, results data exists in several places.

- In the Bridgemate units. It can be extracted (as a last resort) by connecting the Bridgemate unit to the PC via the special cable, and running the option Read Bridgemate Locally from within the Bridgemate Pro Control software.
- In the Bridgemate server for as long as the Server remains powered and/or until another session is pushed into it.
- In the Database on the PC.
- In the Scorer after it is extracted from the Database.

For recovery purposes, BCS may synchronise the server with the Database. You can either push the data that is held in the Database to the Server (used if the Server lost power and hence its memory) or you can pull data from the Server into the Database (used if the PC, BCS or Scorer has crashed).

12.1.3 Scorer Command Buttons

12.2 Bridgemate Command Buttons	
Create Database	Clear all previous results and set the new movement details in the Database. <u>If you have not changed the movement (usually after recovering from a failure), reply 'No' when you are informed that the Database already exists so that the Database will not be overwritten.</u> (If an existing Database is overwritten, then it will first be saved in the Backups folder).
Launch BCS	Launch the BCS program with the movement details. If Reset Server option is ticked, the Server clears any previous information and uploads the tables in the movement which reinitialises all the Bridgemates. Check the BSC screen shows all the tables have been 'Added' and showing Red Indicators. It is important to watch this process to see that it adds tables, because if there is a communication problem, no tables will be added. Communication problems may sometimes be resolvable by rebooting the PC.
Update Database	Change the movement in the Database once BCS is running. This is used in Swiss Scorers to update the Assignments for each Round. It may also be used if there is a late movement change in the Individual, Pairs or Teams Scorers. The Update From Round tells the Server to overwrite its data (Movement & Results) from the specified round onwards. The previous movement and results in the Database will be left intact.
Start Receiving	Poll the Database every 5 seconds looking for new results. The ongoing rankings may be viewed by ticking the 'Continuous Rank' option on the Reports Tab. Rolling rank may be viewed in a web browser by ticking 'Scroll' on the Reports Tab.
Read All Results	Read all BCS results. Normally used in a recovery.
Restart	Re-enable the Create Database button hence allowing a restart. This would most often be needed if BCS has been inadvertently closed.
Read Names into Scorer	This should only be done when the first round is well underway. The Scorer decodes the received Player Numbers to Names and writes the Names back to the Database for BMII displays. The players can enter zero if they don't know their Numbers.. Player Numbers may be Club Ids (eg 1,2,3 etc) or NBO numbers.
Write Names into BCS	Write manually corrected Names back to BCS for BMII display.

Swiss Assignment Display on Bridgemates

For Australian Teams, the 'assignment' appears on BMPPro and BM2s

For 'Round in Arrears' Swiss Pairs, assignments appear on BM2s as long as the Scorer has updated the database for the next round before players have finished playing the current round.

For 'Current Round' Swiss Pairs (& when the scorer is too slow / forgetful), it is possible to access the next round assignments on BM2s (again assuming the box is ticked). When they finish round X, the BM2s say 'End of Session'. At the start of round (X+1), they wake the BMs, and the display shows the round info for the new round: 'NS pair 'p'; EW pair 'q'; boards whatever'. The left hand function key is labelled 'back'. If they press this, they will see the pair movement as if they had just finished round X.

If, however, they hit 'OK' first, then it is probably too late to go back.

Therefore, even if Players have been educated, you will probably have to print & display assignments 'as usual'!

The latter is also true for 'traditional' Swiss Teams. From your 'home table' for round X, you can see where NS are due to move to. (The EW instructions will be for your previous opponents). However, because Bridgemates think that 'pairs' are expected to move only within a section, you might find that NS are asked to move to 'EW table 4'. This actually means that they will be NS in the other section, and this might provide some opportunity for matches to be accidentally arrowswitched!

In addition there are several Tabs on the screen which allow further display and options.

12.3 BCS Options Tab

Allows the User to sets the appropriate BCS options or choose the default options for each Scorer. BCS Options can be managed via the **BCS Options** area in the BCS software. However, this can also be managed from within Scorer on this BCS Options menu. A description of the Options can be found in the Bridgemate documentation. The screen layout in Scorer is largely identical to that in BCS. One option is to have the Bridgemates combine the sections for purposes of displaying percentages and historical results. Note that such a change here won't affect movements

already started, so be sure to do this before you start the session. It is also important that you remember to deactivate this setting afterwards, otherwise players will see some strange scores showing in history.

12.4 BCS Options Tab Command Buttons	
Restore Scorer Defaults	Sets the recommended Settings default values for the particular Scorer.
Store Options as Club Defaults	Save current BCS Options as Club Defaults
Restore Options to Club Defaults	Set BCS Options using Club Defaults

BM II Names

BMII can show player names at the start of a new round. The Name Source may be the Scorer or BCS as determined by the "BM2NameSource" field in the BS Settings table.

BM2 Name Source	Meaning
Player Database	BCS uses the Scorer Player Database (Player Ids) to decode the Player Numbers to Names.
NBO Database	BCS uses the National database (NBO numbers) to decode Player numbers to Names (BMPlayerDB.mdb)
Preset or Update by Scorer	The Scorer writes the names to BCS matching their actual seating in the first round and this is used by BCS to upload the names to the BMII server and will make them available to the Bridgemates or The Scorer decodes Names from Player Numbers and writes then to BCS
Player and NBO Database	BCS uses first the Scorer Player Database and then the National Database to decode the Player Numbers to Names.

12.5 Results Tab

List the Received/Missing Scores. This can be sorted according to Table, Round etc

12.6 Reports Tab

Buttons/Options to show ongoing ranks or show ranks, travellers etc

If you tick the **Continuous Rank Display** box, it will load a report preview that will automatically refresh the results every few seconds. If you have a second monitor attached to your PC - perhaps a large data projector, you should be able to configure for PC to allow the second display to be an extension of your desktop. That way you can move the report display away from the PC screen and onto the external display, and keep working on the main Scorer. Untick the **Continuous Rank Display** box to deactivate this feature.

12.7 Round Data Tab

Shows the movement currently uploaded in the Database

12.8 BCS Setup Tab

Set BS Location	Sets to the BCS program file location (eg c:\program files\bridgemate pro\bmpro.exe).
Reset Bridgemates	Resets all the Bridgemates when BCS is running
Launch BMPPro and BMII Control Software	Tickbox allowing BMPPro and BMII to be run from the same PC (with separate servers attached). To run BMPPro and BMII together, you will need 2 separate servers. If you then revert to just one server, make sure you untick this box and disconnect the second server from your PC.
BM2 – Use Section Names	Tickbox forcing Section Names on BM2s as real Section Name (must be A – ZZZ)

12.9 BridgeMate Considerations

Incorrect Scores

Wrong scores can be corrected by the players at the table until such time EW has pressed OK and accepted the result. After this, the director can still erase a result using the TD key (BM Pro) or entering the TD PIN (BM2). BMPPro users are limited to changing scores this way in the current round, or into the next round before any new results have been entered. With BM2s, the director can change scores for earlier rounds also, and can also be set up to allow

players to change current round scores themselves. Scores can also be changed from within the Scorer. Given the choice, it is always preferable for the player or director to change a result in the Bridgemates, as this is what all other players see when they choose to view results after entering the score. However, either way will result in an accurate score in the Scorer.

First Round Late Pairings

In particular, with large tournaments there is always the problem knowing how many Tables should be set. Normal practice is to set up a very large 'dummy' event before the start, and launch BCS to start running the bridgemates (but don't bother to 'Start Receiving'). When the final numbers are known, during the first round, create a new event with the correct number of players (replacing the dummy event, so that the event number is the same). When creating the BCS database, reply 'N' to use the existing database. Because all the actual pair numbers match those on the dummy database, we can receive results from the 'wrong' database. No need to re-enter all the scores manually.

This works for both Single & Multisection events, though it is sensible to just vary the bottom section. It also allows for a significant number of 'goners' (i.e. set up for 60 tables in the bottom section, even if we are only expecting 50, and just stick with that). Even with the 're-creation' option, you should allow for a couple of 'goners' anyway. Round 2 draw will still be wrong, and we will have to adjust, but that is the same amount of work whether there are two missing pairs or 22.

Thus as an example, in advance of the start of say a Swiss Pairs, you set up an event for 76 (or more) tables, assign first round, and create the bws file, start BMPPro etc, but don't start receiving in the scoring program. During the first round, when you're confident that we have finalised numbers, you delete the existing event, and set it up again for 74 tables (must be the same event number). On the bridgemate screen don't recreate the database, but just read from the existing one. In the BM server there is round information for tables 75 & 76, but that doesn't matter at all.

Networked Bridgemates for Multi Section Swiss

It is feasible to use a Bridgemate network (wired or nonwired) to run a multi-section Swiss:

First, copy the scoring programme onto a shared drive ('V' drive), and run it from there. Not only does this ensure that the bws file is automatically saved to a location accessible from other computers, but also allows for the possibility that other computers (presumably not at the same time) can run the scoring program to print reports (& possibly perform some other functions).

As an example, set up a 2-section event, & create the database. All the tables, were assigned to PC1. However, you can open the database concurrently from my computer and PC2's computer, and from PC2's computer (using BPC) assume control of selected tables.

Thereafter, you can enter results on bridgemates, via the two servers on two computers, and retrieve the info in the scoring program on my computer. You can also open the scoring software on a third computer, and successfully retrieved data there. So different computers can access and modify the BWS database concurrently.

(You might be busy typing in the third board of a set, and only when you try to send the result in will the screen flicker; then you get the round info screen, and it might not be clear to you that the result you've just tried to send has not actually reached the server!)

So the scoring software must allow the facility to assign sections (or even tables) to other 'clients' from SPS. You would need to know the name(s) of the other computer(s), as I see that this is necessarily included in the database.

There may yet be a problem with automatically updating the movement (at other clients). If that's unfixable, it's not a big hardship.

Bridgemate Reception

After you have started Receiving, whenever you are on the Bridge Unit Scorer screen, the Scorer continues Receiving. However, if you exit the Event, then when you retrieve the event, the Scorer treats this as a new event and sets its normal Bridgemate start screen with Create Database ungreyed and Start Receiving (& Read all results) greyed. Thus you are warned after Create Database button that the 'Database already exists' - it allows you to resume scoring the same event by replying 'N'

Troubleshooting

- If, when the player first turns on the Bridgemate, the initial player number entry screen is bypassed and a Board Number is requested, the likelihood is that the previous session wasn't completed. Either use the TD key / TD PIN to reset the Bridgemate (option 0), or ask affected players to enter an illogical board number e.g. 59 to force the system to re-synchronise with the current movement in the Bridgemate server. In both cases, the Bridgemate should now offer the initial screen asking for their player numbers. If not, simply continue playing (their names will come through to Scorer as "Unknown") and enter their names manually through Scorer later. If you enter the illogical board number and it doesn't reset, it's possible that the player pressed the OK button right through the Player Number screens without looking.
- If someone's Bridgemate rejects a board number part way through a session, either they're playing the wrong board set, or more likely they forgot to enter a board in the previous round. The TD can check this by selecting option 5 from the TD Menu (showing missing boards) or entering each board one by one from the last round to see which one it accepts (a played board should show "already played"). With BM2's, the current round board numbers are displayed on the result entry screen. If the players can't remember the missing result (?), enter an average so that the Bridgemate can roll forward to the next round.
- If the Scorer software is closed by mistake but the Bridgemate Pro software is still running, simply reopen Scorer, retrieve the event, select the session you are using on Bridge Unit Scorer screen, use the Create Database button replying 'N' and then the Start Receiving button. The connection to the Bridgemates will be automatically re-established.
- The Bridgemate Control Software should remain running throughout the whole session. If however the BCS is closed during a session (perhaps an unexpected re-boot or power failure), you need to re-establish the connection between it, the Bridgemates and Scorer. This can be done by either one of the following methods:-
 - In Scorer, open the session in question, Create Database replying 'N' and then the **Launch BS** button (with Reset Server Unticked). This will start Bridgemate Control Software, connect to the appropriate database, and import any un-imported results from Bridgemate server.
 - Launch Bridgemate Control Software (by clicking on the Bridgemate Control Software icon on your desktop), and then reopening the database via the **File>Open** button. The database will be located in the InstallationFolder\Database folder, and will be named after the date and event no for when you launched the session, and will have an extension of .bws, for example "Event17-Jun-2010.bws" Once you open this file, Bridgemate Pro will read in all data from the Bridgemates that has not yet been received, and this may take a few minutes. Once this is done, you can reopen Scorer if necessary per the above.
- If the Bridgemate server itself becomes completely unplugged and power lost, the situation can be rectified in Bridgemate Control Software by Server | Session | Synchronise | Recovery. All data in the Server will be deleted and replaced with the movement information and scores from the Event Database file. If a table has entered scores when the power was down, they are lost during the restart process and will have to be reentered. However, you should always have batteries in the Bridgemate server unit so that in the event of a power failure, the process can continue. Refer to the Bridgemate documentation for full details on the various re-synchronisation options.

13. DISPLAY REPORTS

13.1 Reports Tab

This may be used to display current results and other useful information.

MatchPointing

Scorer calculates Matchpoints from the Frequency Table. The Frequencies are first adjusted to allow for boards with different numbers of results. An example of the results might be:

NS-Score	Frequency	NS-MPs
+600	1	14
+570	1	12
0	2	9
-100	1	6
-250	1	4
-640	1	2
-710	1	0

Working upwards, the MPs awarded to the previous score added to the frequency of that previous score and new score give the MPs to be awarded. Thus the Mps for 0 are 6 + 1 + 2. The EW MPs are evaluated by subtracting the NS MPs from a Top.

With split Scores, you have to create THREE Freq Tables, for Percents to Both, NS and EW to get the appropriate MPs for each case.

When 'All' is specified in the Session/Section listboxes, overall rankings will be evaluated over all Sessions and Sections. You can add a Print Note to the Ranks.

Matchpoints

Frequencies

Movement

Cards

Match Scores

Table Scores

Score Cards

Assignments (Swiss Only)

Cross Table (Teams Only)

Travellers

Boards with same suit contracts in opposite directions have an asterisk next to the Declarer. This is a common anomaly of mis-scoring.

History

Free Session Tickets (Pairs or Individual)

Display On Screen

Shows the results in the indicate file type

Text (.txt)	This can be displayed as an Notepad File on screen.
HTM (.htm)	Web Table format and displayed by the default Internet Browser eg Microsoft Internet Explorer
HTM (.htm)	Web Text format and displayed by the default Internet Browser eg Microsoft Internet Explorer
CSV (.csv)	Comma Separated Values (csv) displayed by the default csv file reader eg Microsoft Excel
XLS (.xls)	Excel (csv) displayed by the default Spreadsheet reader eg Microsoft Excel

Printer Preview

Indicates the width and page breaks if the output is printed

Send To Printer

Sends the output to the printer set in Display Reports>Printer Settings

Scroll Report

Scroll the output in a Web Browser

Find Player

Print the history for all players with the textbox letters in their names.

13.1.1 Output Formats

The results can be delivered in different output forms. Normally they will be viewed on screen (in a Notepad file) or printed as text to a connected Line Printer. The latest Result files are automatically saved in the "Reports" folder in the installation folder and can be emailed to club players and/or uploaded to your web site. The following output types are available:

Scorer	FileName	Individual	Pairs	Teams	SwissPairs	SwissTeams
Ranks	Ranks<Ev><S>.xxx	Y	Y	Y	Y	Y
Butler Ranks	ButlerRanks.xxx			Y		
Travellers	Travellers.xxx	Y	Y	Y	Y	Y
Matchpoint Charts	Matchpoints.xxx	Y	Y			
Frequency Charts	Frequencies.txt	Y	Y		Y	
Personal Scorecards	ScoreCards.xxx	Y	Y	Y	Y	Y
Movement Cards	MoveCards.xxx	Y	Y	Y	Y	Y
Masterpoint Slips	MasterPoints.xxx	Y	Y	Y	Y	Y
Pairs/Teams List	StartPositions.xxx	Y	Y	Y	Y	Y
Free Tickets	FreeTickets.xxx	Y	Y			
CrossTable Imps/VPs	CrossTable.xxx			Y		
Match Scores	MatchScores.xxx				Y	Y
Table Scores	TableScores.xxx				Y	Y
Assignments	Assigns.xxx				Y	Y
Table Check Slips	CheckSlips.xxx				Y	Y
Pairs History	PairHistory.xxx	Y	Y	Y	Y	
Collecting Chart	CollectChart.xxx					Y

(Ev = Event, S=Scoring Type (X=Ximps))

These files can be further processed to produce reports in the right format.

13.2 Printer Settings Tab

The printer properties or HTM colours may be changed on the Print information invoked using the Set Print Properties command. There is a default setting for A3 and A4 paper or a Continuous Print (Fanfold) which should produce an acceptable general purpose layout.

Ind/Pairs Scorer A4 Defaults	Font	Orientation
Ranks	Courier New 11	Portrait
Travellers	Courier New 10	Landscape
Scorecards	Courier New 10	Landscape
Frequency Charts	Courier New 11	Landscape
Matchpoint Charts	Courier New 10	Landscape
Starting Lineup	Courier New 12	Landscape
Free Tickets	Courier New 10	Portrait
Movement Cards	Courier New 12	Portrait
History	Courier New 10	Landscape

<i>Teams Scorer A4 Defaults</i>	Font	Orientation
<i>Ranks</i>	Courier New 11	Landscape
<i>Match Scores</i>	Courier New 11	Portrait
<i>Scorecards</i>	Courier New 10	Landscape
<i>Travellers</i>	Courier New 10	Landscape
<i>CrossTable Imps/VPs</i>	Courier New 10	
<i>Starting Lineup</i>	Courier New 11	Landscape
<i>Movement Cards</i>	Courier New 12	Portrait
<i>History</i>	Courier New 10	Portrait

<i>Swiss Pairs Scorer A4 Defaults</i>	Font	Orientation	Other Details
<i>Ranks</i>	Courier New 11	Portrait	
<i>Match Scores</i>	Courier New 10	Portrait	
<i>Checksliips</i>	Courier New 9	Landscape	4 Rows/page
<i>Table Scores</i>	Courier New 11	Landscape	
<i>Travellers</i>	Courier New 10	Landscape	
<i>Frequency Charts</i>	Courier New 11	Landscape	
<i>Starting Lineup</i>	Courier New 11	Landscape	
<i>Assignments</i>	Courier New 12	Landscape	17/page
<i>Movement Cards</i>	Courier New 11	Portrait	
<i>History</i>	Courier New 10	Landscape	

<i>Swiss Teams Scorer A4 Defaults</i>	Font	Orientation	Other Details
<i>Ranks</i>	Courier New 11	Portrait	
<i>Match Scores</i>	Courier New 10	Portrait	
<i>Checksliips</i>	Courier New 9	Landscape	4 Rows/page
<i>Table Scores</i>	Courier New 11	Landscape	
<i>Travellers</i>	Courier New 10	Landscape	
<i>Starting Lineup</i>	Courier New 11	Landscape	
<i>Assignments</i>	Courier New 10	Landscape	17/page
<i>Movement Cards</i>	Courier New 12	Portrait	
<i>History</i>	Courier New 10	Landscape	
<i>Collecting Chart</i>			

13.3 Internet Functions Tab

Command Button	Description
ECATS (Pairs)	<p>This is used for sending the results of Ecats Sim Pairs.</p> <p>When you click the Ecats button on the Reports > Internet Functions, the Scorer creates the 4 required Ecats Bridge text files called (c.txt, p.txt, r.txt, e.txt) in the My Documents folder (pre-Windows 7 or in Documents folder on Windows 7). The Scorer will confirm it has created the 4 text files and ask if you want to compose an Email with the 4 attached files to send to Ecats.</p> <p>If you reply 'Yes', it will try to compose that Email. Alternatively, you can reply 'No' and manually create an Email addressed to results@simpairs.com with the 4 files as attachments. In either case, you still have to 'Send' the Email manually.</p> <p>Email composition within the Scorer uses the default Mail Server set on the Users PC and only works with a Mapi compliant non-web based Email (essentially one that does not require an internet login). NetScape Messenger, MS Outlook, MS Outlook Express, (MS Exchange, Entourage, Apples Mail for OSX, Pegasus, Lotus Notes, MS Mail, Windows Mail, Windows Live Mail, Groupwise 5.0, AOL 7.0, AOL 8.0, Eudora, Incredimail etc are acceptable.</p> <p>Email services that you reach with a browser, like Yahoo, Hotmail, etc are <i>not</i> MAPI compliant as they require an internet login. For those, you will always need to make up the Email yourself.</p> <p>You can practise the submission procedure beforehand. Just set the Ecats Session Number to 9999 which is a special value used for testing. When you've done an Ecats submission successfully, you will get an email from Ecats confirming receipt. If you go to the Ecats site http://www.ecatsbridge.com/ and to the Sims tab, you will see the 'Test Area' near the bottom of the page. Click the 'Test Area' to see your event on Ecats.</p>
Email Results to Players	<p>Creates an Email containing the Ranks and Travellers results. The recipients may be Players Only (checkbox) or standard as set by 'Email Results' (checkbox) next to a Player in the Player Database. This allows a regular Email listing for the weekly club duplicate results.</p>
BridgeWebs	<p>This is used for sending the results to Bridgewebs.</p> <p>On the Event Details screen, you must ensure a valid Event Name, Date, and on the Bridgewebs Tab, a valid BridgeWebs club website and password. All this determines where the results will be held on Bridgewebs.. Optionally, the Hand Records (dup dlm, prn or bri) may be imported on the Import Deal tab for upload to Bridgewebs.</p> <p>When you click the BridgeWebs button on the Reports > Internet Functions, the Scorer creates the Bridgewebs file in a folder BridgeWebs in the installation folder (The file is called "IDmmmdd-yyyy-ev.csv" where ID = Scorer ID eg PS,TS etc, mmm = month, dd = day, yyyy = year, ev = Event No.)</p> <p>The Scorer will confirm it has created the BridgeWebs file and ask if you want to upload it to BridgeWebs. If you reply 'Yes', it will try to do the Upload and confirm when it has succeeded. Alternatively, you can reply 'No' and manually upload the BridgeWebs via the BridgeWebs [Upload Results] on the Web site. Similarly you can manually upload the Hand Records (BridgeWebs [Upload Deal File] on the BridgeWebs Site > Administration>Upload Results option.</p>
Private WebSite	<p>Go to the internet address specified in the Web Upload entry on the Event Details screen.</p>
Create Pay To Play File	<p>The English Bridge Union incorporated Pay To Play file submission from Affiliated Clubs in England in April 2010. Ensure Club Name, Club Number, "P2P Charged" and "NGS Rated" are set in Event Details.</p> <p>When you click the Create EBU P2P File button on the Reports > Internet Functions, the Scorer creates the P2P file in a folder P2P in the installation folder and also displays</p>

	<p>a Report with details of all EBU player Nos and discrepancies. The submission file is indicated at the top of the report and is of form IDmmmdd-yyyy-ev.XML where ID=Scorer, mmm=month, dd=day, yyyy=year, ev = event number. Try to clear any discrepancies indicated in the report. Note that for Multisession Events, you only need to submit the single P2P file.</p> <p>Once you have done a successful creation or feel you can clear any remaining warnings on the EBU site, you can use the "Go To EBU Club Website" command on Display Reports>Internet Functions screen to go to the EBU Club Website Login page.</p>
<p>Go To EBU Club WebSite</p>	<p>Go to the user Login screen for an EBU Club. You can do a P2P submission from there. Note that to use EBU P2P you need to get an EBU Club Website by previously submitting your Club Membership Details. (Ref Sec 6). Once the EBU have approved the list, they will provide you with a Login Club Number and Password.</p> <p>Login /Password Browse to the submission file name in your filestore and submit the file.</p>
<p>Check Internet Connected</p>	<p>Checks if the Internet is connected.</p>

14. ADJUSTMENTS / CATEGORIES

14.1 Adjustments, Categories, Missing Competitors

This allows adjustments such as procedural or disciplinary penalties, or other adjustments (eg Carry Forward scores) that cannot be handled in any other way by the Scoring Program.

Individual, Pairs & Teams	One adjustment per player per section per session
Swiss Pairs/Teams	One adjustment per player

This can also be used to submit final results without entering Travellers eg if you needed to do Pay To Play submissions with Master Points for Teams events. To do this:

- Set the Movement used on the day
- Enter Names
- Set on the Event Details:
 - Boards Override as 12-17 in Masterpoints frame (MPs are only awarded for 12+ boards)
 - Scale (A Club)
- Set the final Team Totals as Adjusts
- Produce P2P file on Display Reports screen

A similar principle could be used for Swiss Teams

14.2 Categories

This allows categories to be specified. The category(s) may be up to four alphanumeric characters. The ranks in a particular category may be displayed by using the filter on the Print Reports screen.

14.3 Missing Competitors (Pairs, Teams & Ind only)

You can set Missing Entrants by selecting the name entry. These includes Competitors who were missing at the start or went missing ("goners") during the tournament.

Missing competitors in Swiss Pairs or Swiss Teams are handled on the Assignment screen.

15. MULTISESSION LINK MENU

15.1 MultiSession Links (Individual, Pairs & Teams only)

This is only applicable to MultiSession Events in Pairs & Teams. It is used to specify the movement of lines between the sessions. The sessions may be selected and the movement between lines for the next session is set by selecting the appropriate values in the list boxes. **Each session movement must be saved separately.** When all the line movements have been set successfully, the team/player names if appropriate will be automatically copied from Session 1 to the remaining Sessions as defined by the line movement. (Previous names for session 2, 3 etc events will be overwritten). The Display Links command may be used to show the linkage when it has been completely set. Note that you need to set each Session move separately. Thus with five sessions, ten pairs wherein each pair retains its initial pair number throughout (five howells), you would set as:

Session = 1, Yellow 1→10Yellow 1→10
Save Displayed Line Movement

Session = 2, Yellow 1→10Yellow 1→10
Save Displayed Line Movement

Session = 3, Yellow 1→10Yellow 1→10
Save Displayed Line Movement

Session = 4, Yellow 1→10Yellow 1→10
Save Displayed Line Movement

Session = 5, Yellow 1→10Yellow 1→10
Save Displayed Line Movement

As long as there are the same number of competitors in each session, it should always link. If there are different number of competitors, then the Linkage will ask for verification and mark the missing competitors.

When the Return to Event Menu button is clicked, the Links will be actioned to copy Player Names from Session 1 to later Sessions.

16. PLAYER DATABASE MENU

16.1 Player Database Tab

The Scorer maintains a Player Database which allocates Player IDs and stores the Player details. The same Player Database may be shared between all the Scorers using the Change Database command. The default Handicap (PairsScorer, Individual only) may be changed on this screen. NBO numbers can be automatically retrieved from a regularly updated NBO Membership file downloadable from the appropriate NBO web site. The Player List may be reordered for viewing purposes by clicking the appropriate column header.

Command Button	Description
Add Player	Create a new player with a unique ID. The Player details need to be entered by the User and then saved.
Save Player	Save the Player Details with the allocated Player ID. Deleted Player Ids becomes available for re-use. The lowest available free ID number is always used when allocating a new ID.
Delete Player	Delete the details of an existing player. You will be asked to confirm the deletion.
Update NBO Entry	Get a player's NBO number using the NBO Lookup Table
Change Database	Change Player Database location. This allows the same Database to be shared between different Scorers.
Assign Ids on Surname	Reassigns the Player Ids from 1 onwards in alphabetic order of surnames.

16.2 Player Management Tab

Command Button	Description
Update All NBO Entries	Update all player's NBO numbers using the NBO Lookup Table
Update Masterpoint Ranks	Updates MP Ranks for valid EBU members (players with matching EBU number and surname)
Update Stratification Levels	Allows a Stratification Level A, B, C or D for players above a selected rank.
Create Member List for EBU	<p>Create a file of EBU Members suitable for submission to the EBU to use on an EBU hosted Club website. To use EBU P2P you need to get an EBU Club Website by submitting your Club Membership Details. This can be done by setting all the Members details on the Members Screen, and using the Create NBO Member List button to create the file and sending to the EBU.</p> <ol style="list-style-type: none"> 1) Populate the Members Database with Names, EBU Nos if known, House ID, Post Code Tel No etc. In particular, take care to mark any non-members (visitors) and any who wish to remain anonymous. When that is complete, you need to generate the Members List file in a form suitable for EBU submission. 2) Click Create EBU Member List button on the Members Screen. Set / Confirm your Club Name and Club EBU Number. 3) Take note of the generated filename (.....\reports\memberslist.xml) 4) Attach this file to an Email 5) Send to Michael@ebu.co.uk with the subject 'Club Membership List' 6) You will get an acknowledgment, and once the EBU have approved the list, they will provide you with a Login Club Number and Password.
Display Player List	Prints the Player List to a Grid. It then may be printed in various formats.
Set up Latest NBO Member Lists	The NBO may be set as EBU or WBU currently and provides a list of NBO numbers, names, county & postcode. Download the latest copy of this list and then convert the latest to an Accesss Database. The Database may be used as the Name Source for Bridgemate to decode input Player Number entries. For Direct Credit masterpoints, the Player Database should be kept up to date with regular downloads.
Import Players	<p>You can import your club members from a CSV file, using the Import Players button. This process expects a CSV file where the first row optionally is a heading, and the fields in the sequence:</p> <p>NBO Number (zero if unknown), Firstname, Surname, Tag, House ID,</p>

	Postcode, HomeTel, MobileTel, Email, Club Member The first three field are mandatory. This process should only be undertaken when you first set up your Player Database.
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16.3 Stratification

The preparatory work is done on the Members > Administration screen

- (1) Use **Download EBU Member List** button to get the up to date list.
- (2) Use **Update MP Ranks** button to set all the club members EBU Ranks
- (3) Set the 3 Stratified Category Levels (which you can decide....depends on the player strength at your club!) and use **Update Strat Level** button

All the Club Members will now have a Rank and a Strat Level. You can obviously change the odd Stratification Level if it isn't sensible (eg a strong player who has never sent MPs etc)

When you run a Stratified Duplicate, set the MP Scale as Stratified Club (SA) on the Event Details > Masterpoints screen. Otherwise just use Club (A) for normal Duplicates etc.

16.4 Handicaps (Individual / Pairs Only)

A player's handicap may be set in the Player Details on the Player Database screen. In Individuals, each Player may be given a Handicap. In Pairs, the Handicap is the average of the two players. The Scorer supports two Handicapping Methods.

WOOLLIN HANDICAPS

Method: Handicaps are entered in percentage. That percentage handicap is applied as a percent reduction of the gross percent score. That reduction is subtracted from the gross percent score to produce the net percent.
 Example: If your Handicap is +4, your partner's +6, and your score 52%, your reduction is $5\% \times 52 = 2.6$, your Handicap score is 49.4%.

Setting & Adjusting Handicaps:

A suggested system is to handicap only pairs who average over 50%. Assuming the best pair can average 63%, we equate the 50% with the 63% by handicapping the best pair by about 20% of their score. More generally, a pair averaging $50+x\%$ should have their score reduced by the percent $(100*x) / (50+x)$. Thus a pair averaging 60% would be given a handicap of $1000 / 60 = 17$ approx.

JOURDAIN HANDICAPS

Method: The Handicap is added to the percentage score of the Pair in a single session of Match-pointed Pairs to give the Handicap Score.
 Example: If your Handicap is +3, your partner's +4, and your score 52%, your Handicap score is 55.5%.

Setting & Adjusting Handicaps

The method varies widely between clubs and it is not necessary to standardise this. It is recommended that a formula is preferred to a Committee. Tournament Directors can be empowered to give new members a temporary handicap in keeping with their assessed ability.

"Cybernetic" adjustments should be preferred to calculations based on a fixed time period. By this we mean that a trend of good results should cause a handicap to drop and poor results vice versa, rather than a players' results over, say, a six month period determine his handicap for the next six months. Further investigation is needed before recommending how much one result should affect the adjustment. However, for simplicity, it is recommended that the Official Handicap of a player should be quoted and applied only to a whole number.

For example: A formula similar to golf would be:

Handicaps are only quoted and applied to a full percentage point. However, the player has a Moving Handicap calculated to one decimal place. All pairs in the bottom third of the Handicap Ranking of each tournament/club duplicate have their Moving Handicap increased by .1, those in the top third have their Moving Handicap reduced by .1. When the decimal portion of the Moving Handicap rises to .6 or drops to .4 the players' published Handicap changes by a full point. (A move to .5 does not generate a change.)

The Benchmark:

The common experience of clubs already operating this Handicap Scheme is that the range of Handicaps required is as follows:

The range from Beginner up to the "better Club player" who is nevertheless below the standard to represent the county/region is about 5 or 6%. Internationals would have a handicap about 4% below that of the better club player.

Recommended benchmarks: A beginner should be +7, the "better club player" +1, and those of a standard to represent their county or better should be scratch or minus. No-one should have a handicap below -4.

Periodically a club should check its handicaps against the benchmarks. If necessary, a fixed adjustment should be made to ALL the club handicaps to bring them into line with the benchmark. (Any constant added to all handicaps in a club does not affect the Handicap Rankings or results within that club, it is merely needed to make the Handicap more meaningful to someone from another club.) Where players always play in the same partnerships the adjustment formula never has the chance to distinguish between them. A Club Committee may be empowered to increase the Handicap of one and reduce the other, to make them more meaningful.

16.5 Sharing Player Database between Scorers.

Scorers are on the same PC

Use the Change Database button to point at the same Player Database.

Scorers are on two PCs.

The Player Database is held in the file which is indicated at the top of the Player Database screen. To share it between different PCs, just copy the Database file to the other PC (sensible to put it in the install folder where the Scorer resides) and use the Change Database button to point at it. Obviously you can only have one Player Database used by the Scorer at any time so you can either share a single large player database for both clubs or you can have two separate files and switch between them by the Change Database button (slightly inconvenient). Obviously, you will need to keep them in synch by keeping one as the Master version and copying it to the other PC periodically.

17. MOVEMENTS LIBRARY (INDIVIDUAL, PAIRS & TEAMS)

17.1 Current Movements Tab

This allows new movements to be added to those already available or existing movements to be modified or removed. The new movements are held in the users' private Movements file. The buttons available are:

Command Button	Description
Describe Movement	Display a description (if available) of the selected Movement
Show List of Movements	Show a list of Movements
Show Table Cards	Show Table Cards for the highlighted movement
Print Table Cards	Print Table Cards sized suitable for real use in a bridge session These can be placed on each table, and show the pairs and boards due at that table for each round and their move at the end of the round. They are especially useful for Howell movements and Single Session Teams sessions.
Retrieve Movement	Retrieve a movement from the User or System Movement File
Delete User Movement	Delete a selected movement from the User Movement File
Return to Main Menu	Return to main menu

17.2 New Movement Tab

Command Button	Description
Set Table Cards	Display the first Table Card
Add New User Movement	Verify and if Ok, add to the User Movement File. This will then be available from the Select Movement screen.
Restart	Restart the creation/update of a movement
Next/Previous Table Card	(Teams only) Switch the NS/EW Team Numbers on the Table Card Display the next Table Card
Switch NS/EW Teams	Retrieve a movement from the User or System Movement File

To add a new User movement:

1. Enter Movement Name. You may precede with a Reference ([xxx..]) to link it with a Movements Description as described in the next section.
2. Set the Movement Type, Players (Individual) or Tables, Rounds, Number of Sets, BoardSet, Missing Pair (Pairs). (The Board-Set may be changed at runtime). (In Teams, tick the *Team of 4 Xsection* box for Cross-Section soring).
3. Click **Set Table Cards** button.
4. Fill in the Table Cards Numbers using the *Next / Previous Table Card* button. You must supply NS, EW (or N,S,E,W in an Individual) Numbers and BoardSet for every round. To insert a round where no boards are played, valid Numbers should be set but the BoardSet should be left blank. BoardSet can be blanked using the blank at the end of the BoardSet combo box. The BoardSets may be listed as board numbers or as Set 1, Set 2 etc In Teams, *Switch NS/EW* button may be used to create the mirror layout for each table.
5. Click **Add New User Movement** button. Confirm or correct appropriately. Do OK to store the movement.

17.3 New Movements Description Tab

This provides a text box for a description of a Movement. This may only be used if the Movement has a Reference.

17.4 User Movement Files

These files will be updated by the Scorer after an Add User Movement. They may be manually edited (with care!)

ISUserMovements.txt	Individual User Movements
ISUserMoveManual.txt	Individual Movements References and Description
PSUserMovements.txt	Pairs User Movements
PSUserMoveManual.txt	Pairs Movements References and Description
TSUserMovements.txt	Teams User Movements
TSUserMoveManual.txt	Teams Movements References and Description

18. IMPORT EVENTS DATA

18.1 Import Events Data

This allows the user to import an event (but NOT Multi-Events) from another Events file. This appropriate Events Data file(s) are:

Individual	ISEvents.dat
Pairs	PSEvents.dat
Teams	TSEvents.dat, TSContracts.dat & TSBoards.dat
Swiss Pairs	SPEvents.dat, SPContracts.dat & SPBoards.dat
Swiss Teams	STEvents.dat, STContracts.dat STBoards.dat STNames.dat

Command Button	Description
Select Event Data	Browse to Events Data File (Ind & Pairs)
Select Event Data Folder	Browse to Folder containing Events Data
Replace Event in Current Events	Overwrite the specified Event in the current Events List
Add Event to Current Events	Add the Event to the Current Events List. Number of copies may be specified.
Return to Main Menu	Return to Main Menu

It may be used to copy events taking place on different PCs in large competitions (e.g. when scored by bridgemate) and combine them into a multisection and multisession event.

Lets assume 4 Sections A,B,C,D which are such they have to be run in two separate rooms with separate Servers.

- Set up multisection event with the full movement on PC1. The 4 events will use Channels A,B,C,D
- Copy Events.dat file(s) from PC1 to PC2 .
- Start the competition on both PCs with BMs set to Channels A & B in PC1 Room, C & D in PC2 Room
- At the end of the competition,
 - Copy PSEvents from PC2 onto a memory stick and plug into PC1 (but DONT copy)
 - Carefully IMPORT the Events from the memory stick to overwrite Events C & D on PC1
 - Now produce all scores on PC1

Obviously during the event, the players will only see the percents based on the two sections rather than all 4 sections. You can do this with Multisession (rather than MultiSection) events similarly, but ensure the Mutlisession Events are linked together after Import)

In fact, it doesn't really matter if PSEvents is different on each computer. Just create two events on Master PC, merge and run as normal, two events each on further laptops , import each to Master, then merge them all to produce final results.

19. MASTERPOINTS

19.1 Masterpoints

The MP Scales may be set on the Event Details screen as defined in the EBU Masterpoints book. In a Handicap tournament, no Masterpoint awards may be made, however, the tournament may be re-scored without application of the handicap and points awarded on that basis. Masterpoints are registered to the EBU via the P2P file.

SCALE	DESCRIPTION
A	Club
B	District
C	County
D	Regional
E	National
F	Individual
QA	Club QualiFinal
QB	District QualiFinal
QC	County QualiFinal
QD	Regional QualiFinal
QE	National QualiFinal
QF	Individual QualiFinal
AF	Special Club QualiFinal
BF	Special District QualiFinal
CF	Special County QualiFinal
DF	Special Regional QualiFinal
EF	Special National QualiFinal
FA	Club Individual
FB	District Individual
FC	County Individual
FD	Regional Individual
FE	National Individual
JV	EBU / County Joint Venture
I1	Inter-County League Div 1
I2	Inter-County League Div 2
I3	Inter-County League Div 3
NA	NBL A
NB	NBL B
NC	NBL C
ND	NBL D
PH	National Pairs Heat
SP	Special Scale
EB	EBU GP Scale
SA	Stratified Club
SB	Stratified District
SC	Stratified County
SD	Stratified Regional
SE	Stratified National

The program can be used to print master points certificates. Every certificate printed should have an identifiable serial number, which is incremented automatically by the program when the certificates are output to a line printer. They can be checked by screen display without affecting the latest serial number.

Direct Credit (DC) Files may be used to submit Masterpoints. The Player Database has a record of whether the player is an EBU member. This record is maintained by downloading an EBU file of EBU numbers to update the Scoring Program's record (See 2.1).

The following Procedure has now been superseded by P2P but may still be utilised to submit certain County Events which are not currently supported under P2P.

At regular intervals, typically three months, The club MP Manager should administer the following process:

- 1 The EBU provides a file with EBU numbers, names, county & post town. (Updated probably weekly). You may use the Load EBU Member List button in the Player Database menu to download the latest version of this file.
- 2 Use Check All EBU Entries button on the Player Database to populate / update the Player Database with EBU nos.
- 3 On Masterpoints Menu, Set the Club Name & Number. Now use 'Set DC Filename'. The Serial number is automatically set from 0000 onwards for each new DC. You can set a different Serial number by entering the value (eg 1000) and pressing Enter in the Serial Number textbox. You will be asked to confirm the new value. This is useful if you are using the PC for County events as well as club events, or if you are using the same PC to score for different clubs etc etc
- 4 For each event you wish to register matchpoints,
 - 4a) Select an Event
 - 4b) Use "Add to DC File" to add it to the Direct Credit file.
 - 4c) Use "Masterpoints" to Printer (with non EBU members option set) to print the MP Certificates for those players without an EBU number.
- 5 When all the events have been added to the awards file, use command "Finalise DC File". This will create a final awards file with all the MP information. A typical filename is "PS207207-0001AManBC.csv" wherein "PS" denotes a "PairsScorer" file; "207207" is the club's membership number; "0001" is the sequence number of the file being submitted, (this is the first); "A" denotes a submission file; "ManBC" denotes the club name and ".csv" the file type.
- 5 Use the command "Email DC File to EBU". This sets up an Email to send the selected Direct Credit file to masterpoints.upload@ebu.co.uk. The file is e-mailed to the processing centre at the EBU and contains sufficient information about the events contained so that the total number of awards involved can be determined.
- 6 When the EBU receives this file, an invoice is automatically raised and will be e-mailed back to the sender, for passing on to the treasurer for payment. Also contained within the file are details of individual awards for EBU members, and these are credited to their MP records as coming from your particular club. Non-EBU members are NOT included in the file.
- 7 Occasionally, awards submitted for direct crediting may be "rejected". This may be because the number is wrong, the name is incorrectly spelled, the membership has lapsed etc. In such cases a reject file is e-mailed back to the club. Note that rejected awards cannot be subsequently credited, they can only be printed. Correcting the number or spelling, for example, will allow FUTURE crediting to be accomplished, but will not allow the rejected awards to be re-submitted.
- 8 You can use "Process Rejects File" to print paper certificates for Non EBU members (or Rejected), if they want them, and retain that facility until such time as the events are deleted from the club's records. Note that non-members that decide to join the EBU cannot be retrospectively credited with awards earned whilst they were not members. In such cases, they should ask for printed certificates for that period, and register them by sending them to the EBU.

Clubs that meet several times a week, and have multiple scorers have a choice about submissions: - They could import results into ONE computer, and therefore just send the one file each month (although it should ensure that the database is maintained equally for all users) or they could ask each of their scorers to submit their own individual submission. In the latter case, it becomes necessary for each scorer to start with a different sequence number to avoid file name conflicts, say, 0001 for the first, 1001 for the second, 2001 for the third user, and so on.

This may be done by changing the Serial number (see Step 3 above)

(Information on the latest MP certificate number is held in MPCertNo.txt and on the latest Electronic MP Serial Number in MPSerialNo.txt).

20. ADMINISTRATION

Command Button	Description
Make Backup of Scorer Data	Backup all the essential Data Files in a selected folder. There is a Backups Folder already created in the installation folder for this purpose. In particular, there is a BMLog file to help identify Bridgemate issues.
Change Event File	Change the Event Data Files
Change Boards File	(SP,ST,TS) Change the Boards Data File.
Change Contracts File	(SP,ST,TS) Change the Contracts Data File
Change Names File	(ST) Change the Contracts Data File
Email Fault Report	Copy all essential Event Data files to another location.
Export Event Data Files	Overwrite the specified Event in the current Events List
Show Release Details	Show the latest Release Information
Show Release Versions	Show the latest Release Versions
Check For Updates	Checks whether the user has the latest version. This pings the yahoo site and may require a Security check on the first invocation
Cancel	Leave Event Data Files as current and return to Main Menu
OK	Set Event Data Files and return to Main Menu

The Change Event, Boards, Contracts and Names Data buttons allows the user to switch to using another full set of Event Data. This is used for diagnostic purposes and also for publishing results from different competitions which were all played on the same day. As an example, suppose you want to change to using an event which has been copied onto a Memory stick.

- Plug in the Memory stick (eg as Drive F:)
- Administration Button
- Change Events File Button
- Browse to the appropriate drive and file(s).
(Select the folder titled 'Computer' in the left Browse area and then navigate to the actual drive name F:)
- Open Button

The filename will appear in the text box (eg F:\PSEvents.dat) The appropriate file(s) are:

Scorer	Event Data
Individual	ISEvents.dat
Pairs	PSEvents.dat
Teams	TSEvents.dat, TSContracts.dat & TSBoards.dat
Swiss Pairs	SPEvents.dat, SPContracts.dat & SPBoards.dat
Swiss Teams	STEvents.dat, STContracts.dat STBoards.dat STNames.dat

Option	Meaning
SMTP Emails	This checkbox may be set to prefix Email address lists with smtp: before each Email name. This is needed by some Email applications (eg Microsoft Outlook) for them to work on different Windows versions.
Use PCs default Browser for Reports	Allows the user to do HTM displays in his default browser (rather than the inbuilt Scorer Browser). Ensure it opens in same window if used for scrolling

END OF DOCUMENT