

JSS Scoring Programs

Reference Guide

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1. INTRODUCTION

1.1 Background

Jeff Smith Scoring Software(abbreviated to JSS in this document) is a set of Bridge Scoring programs used by the English, Scottish and Welsh Bridge Union along with many Counties and Clubs worldwide. The programs 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 the requirements of a Bridge Scoring program by a Club, County or NBO in a single, multisection or multisession event. JSS supports Table Top Unit scoring with either Bridgemates (BMPro or BM II), Bridgepads or BridgeScorer. This document refers only to Bridgemates but BridgePads and BridgeScorer use is similar.

JSS consists of:

IndScorer	Individuals
PairsScorer	Duplicate Pairs
TeamsScorer	Teams (of 4 and 8)
SwissPairsScorer	Swiss Pairs
SwissTeamsScorer	Swiss Teams

1.2 Abbreviations

Abbreviation	Description
BMPRO / BM2	Bridgemate Pro Control / Bridgemate II
BCS	Bridgemate Control Software
EBU	EnglishBridgeUnion
NBL	Northern Bridge League (Team of 8 Northern Inter-CountyCompetition)
NBO	National Bridge Organisation. (ABF, EBU etc).
JSS	Jeff Smith Scoring Software
UMS	(EBU) Universal Membership System (previously known as P2P)

1.3 Related Documents

Ref	Title	Author
[1]	Using Scorers with Bridgemate Pro	Jeff Smith
[2]	Using Scorers with Bridgemate II	Jeff Smith
[3]	Running an Individual Event	Jeff Smith
[4]	Running a Pairs Event	Jeff Smith
[5]	Simple Guide to PairsScorer with Bridgemate II	Jeff Smith
[6]	Adding a User Movement	Jeff Smith, John Wilson
[7]	Running a Teams of 4 Event with Bridgemates	Jeff Smith
[8]	Running a Teams of 8 Event with Bridgemates	Jeff Smith
[9]	Running a Swiss Pairs with Bridgemates	Ian Ross
[10]	Swiss PairsScorer with BM2s	John Wilson
[11]	Barometer Swiss Pairs with Bridgemates	Ian Ross
[12]	Swiss TeamsTrial with Virtual Bridgemates	John Wilson
[13]	Running a Swiss Teams with Bridgemates	Ian Ross, Jeff Smith
[14]	Running a Swiss Teams using BMs – a worked example	Ian Ross

Alan Dean of Keighley Bridge Club has produced various related documents accessible at:

http://www.kbcbridge.yorks.net/HowToScore/scoring.htm#page_top

Tony Howarth has produced various related documents accessible at:

http://www.bridgewebs.com/cgi-bin/bwoe/bw.cgi?club=porthcawl&pid=display_page6

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). The programs will also work on an Apple Mac machine using an emulator (WINE, CROSSOVER, PARALLELS) and on any Linux/Ubuntu system.

2.1.2 Standard Installation from the Internet

JSS may be downloaded and installed from <http://homepages.nildram.co.uk/~jasmith>. The standard installation includes all necessary Windows components. To avoid access problems, the User should login as an Administrator on Windows NT/2000/XP/VISTA/Windows 7, 8 for the installation.

2.1.3 Installation of Bridgemate Control Software

The BCS program for Bridgemates may be downloaded from <http://www.bridgemate.com>. This is normally installed at C:\Program Files\Bridgemate Pro\Bmpro.exe. The location may be set/changed in JSS.

2.1.4 EBU Numbers

You should download the latest EBU Members Table from the Player Database menu on a regular (monthly) basis. This may be used for Bridgemate number entry and for PayToPlay purposes. A similar scheme may be set up with other National Bridge Organisations.

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 controlled via the Mouse control, but some specific details (bridge results, player names, event details etc) must be typed.

2.1.6 Scoring for Different Clubs on One PC

There are two ways of supporting different Club Scoring on one PC.

1) Set a top level folder for each club eg c:\Maidstone and c:\Kent and install separate copies of JSS (and desktop icons) to each folder. You can then switch between icons (folders) to change Clubs.

2) Create a separate User Account (eg Tonbridge BC, Maidstone BC etc) for each Club (as Administrator) using Control Panel > User Accounts. Only one copy of JSS need be downloaded. Then 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

Maximum	Pairs	Teams	SwPairs	SWTeams	Ind
All Tables (Compatible)	500	1000	1000	500	250
Boards	50	64	64	56	50
BridgeWebs Club Length (Chrs)	25	30	30	25	25
BridgeWebs Code Length (Chrs)	15	20	20	15	15
Contact Name Length (Chrs)	30	30	30	30	30
Contact Email Length (Chrs)	50	60	60	50	50
Datums	36	N/A	64	N/A	N/A
Deal FileName Length (Chrs)	34	50	50	34	34
Event Name Length (Chrs)	30	30	30	30	30
Events (Compatible)	250	250	250	250	250
Links	20	20	N/A	N/A	20
Missing Entrants	N/A	N/A	200	100	N/A
Name First Chars (affects PD)	11	11	11	11	11
Name Last Chars (affects PD)	16	16	16	16	16
Note Chars	54	100	100	54	54
Prizes	12	12	12	12	12
Rounds	30	30	40	15	30
Sections	50	60	100	40	50
Sessions (Compatible)	48	50	12	12	48
Set	As move	As Move	32	16	As Move
Squad	2	12	2	8	1
Assigned Scores per Section	5	5	5	5	5
Split Scores per Section	5	5	5	5	5
Match Adjusts per Section	N/A	N/A	20	14	N/A
Tables per Section	25	50	100	100	20

3. MAIN MENU

3.1 Main Menu

Start JSS and on entry, the **Main Menu** will be displayed:

Command Button	Description
'JSS' Scorer	Go to the Event History Menu (Sec 4)
Player Database	Go to the Player Database Menu (Sec16)
Movement Library (Not Swiss)	Go to the Movements Library Menu (Sec 7)
Import/Export 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

The normal procedure to be followed is:

- Go to the Event History Menu
- Create a new event
- Create the Event Details
- Select Movement (non-Swiss) or do the Assignments (Swiss)
- Enter Names (possibly by BMs)
- Enter Scores (possibly by BMs)
- Print Reports

4. EVENT HISTORY MENU

An event is 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
Sess	Session Number or Multi for Multisession
Section	Name of Section
Tb	Number of Tables
Rd	Number of Rounds
Brds/Bpr	Number (or range) of Boards
AtR	Assigned up to Round Number (SwissOnly)
Ecat	(Pairs) Ecats Session Number (4 characters)
Mv	(Pairs) M = Mitchell, H = Howell, S = Scrambled
Sc	Pr=Pairs, Pu=US Pairs, B=Butler, X=Ximps, Ag=Agg, Im=Team4 Imps, Pb=Point a Boar, Pc=Pachabo, Xm=Team8Ximps, Ag=Team8 AggImps, PC=Swiss percents
Typ	Swiss Teams E=English, A=Aust, U=US / B=Board Scores, I=Imps, V=VPs
Upl	Uploaded to Bridgewebs (B), Ecats(E), UMS or MP File created (P)
Components	Combined Event Numbers for Multisection or Multisession

There is a 'Default Date Order' tickbox to make the Events appear in Date order.

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 <u>must all have the same session number.</u>
Combine Sessions	Combine the highlighted events into a MultiSession Event. The specified events must be either single or MultiSection events and <u>must have sessions numbered 1,2,3 etc</u>
Print Event List	Print the Event History Table
Import Ecats File	(Pairs) 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 one 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 logically with Session 1 Sections listed, then Session 2 Sections listed etc. Individual, Pairs & Team, single section/session SwissPairs component events may act as 'Scorer Control' Event, however other Swiss Pairs, Swiss Teams need a separate 'Scorer Control' Event. You should set Multi Events in advance using 'Merge Sections' or 'Combine Sessions' to create the Scorer Control Event.

Multisection Events Reports

The scoring can be as a real multi-section event (same boards played in both sections so matchpointed over both sections). The merged event would be the Control Event throughout.

Alternatively, the scoring (for Ind, Pairs and Teams) can be as independent sections (possibly which you have just combined to use the same server to get Bridgемate results). Here, you can view the reports from the two events separately. Alternatively, tick the "InSection" Scoring box in the Multisection Event Details to shows the independent event results.

For example with a multisection of 3 Mixed Pairs and 2 independent Open Pairs:

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

You can merge all 5 sections to share the same server for Bridgемates.

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

5. EVENT MENU

The **Event Menu** shows the main command buttons. The button will be greyed out if it's not applicable.

Event Details
Select Movement
Assignments (Swiss Only)
Names
Seating Line Up (Teams only)
Enter Scores
Bridgемate Scoring
Match Results (Swiss Teams Only)
Multisession Links (Ind, Pairs & Teams)
Properties
Reports
Exit Event

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 NBO No	Number of Club (allocated by EBU for MasterPoints and UMS)
Contact Name	Contact Name. Mandatory for Ecats events
Contact Phone	Contact Telephone Number
Contact Email	Standard Email address format
Web Site	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
Scoring (Swiss Only)	Scoring Type
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
EBU UMS Rate/Event Code	EBU UMS Charge. For Scotland and others, this is called Event Code
ECATs Session (Pairs only)	ECATS Session Number

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

6.3 BridgeWebs

Club Code	BridgeWebs Club Name
Password	BridgeWebs Club Password

6.4 MasterPoints

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
Master Point Scale	EBU Masterpoint scale. See MasterpointsSection for further details
Stratified	Ticked if it's a Stratified Event
Total Tables in Play (Override)	Number of Tables for Masterpoints purposes (more relevant to Multisessions)
Total Boards in Play (Override)	(Not Swiss) Number of Boards for Masterpoint purposes
MatchWin Award Increase	For Special Qual Event Finals (Scale QF)

6.5 Import Deal

You can import a Session Deal in any of the formats - dup, prn, dlm or bri. The procedure is:

- Make the deal available on the PC. If it was made on another PC, then:
- Copy it from the other PC to a memory stick.
Make a new folder on the laptop say "c:\Deals" on the PC
Drag and drop the deal set from the stick to C drive Deals folder
- In Event Details, click "Import Deal" button, select session and browse to the Deal filename.
- Select OK. You can check the deal using the Print Deal button

6.6 Set Prizes

Set up to 12 Categories associated with the Prizes with the number of competitors eligible for Prizes. P is a reserved category for the top places

6.7 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. In Swiss Teams, with an odd number of teams, you should allow at least one extra table in the bottom Section in case a team withdraws.
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 (Swiss Teams)	UK, Australian or US. In Australian, Home Team always at Home Table. In US, there are set Boards at each Table throughout with boards redealt each round.

6.8 Scoring Options

I	P	T	SP	ST	Scoring	Meaning
I	P				Simple Matchpointing	Matchpoint Pairs option (normally Neuberg)
	P	T	SP		Butler Drops	Number of dropped Scores for Butlers
	P				PreSetButler Datums	Use Set Fixed Datums button to set the Datums
	P				MultiSection Mitchell	Separate NS, EW winners in MultiSection Mitchell event
	P	T			Max Cap/Min Cap	Used with Imps and XImps
			SP		MPs within Section	Matchpoint in sections rather than overall
			SP		Number of Tables	Number of Tables (Override)
	P	T			In-Section Scoring	Pairs - MultiSections scored as separate sections Teams - Separate Section Ranking Lists
		T	SP	ST	VP Scale	Imps to VP Conversion Scale
					Boards per Match	Number of Boards (Override) for VP Scale purposes
		T			Single Session Matches	Ticked if match complete in session (ie no carry forward)
		T	SP	ST	Imps->VP Box	Tick the Imps -> VPs box to convert Imps to VPs
				ST	Results Method	Board Scores (usually with Bridgemates), Imps or VPs
		T			CrossSection Scoring	Indicate Sessions where parallel score across 2 sections

6.9 Scoring Methods (ref EBU White Book)

Pairs	Matchpoint Pairs	2 MP for a top, 1 MPs for a tie
	US Matchpoint Pairs	1 MP for a top, ½ MPs for a tie
	XImp Pairs	Imp NS score with all EW scores and vice versa. Factored by comparisons and pairs playing different numbers of boards
	XImp Pairs/sqr(rc/2)	Imp NS score with all EW scores and vice versa divided by rc/2 where r = results, c = comparisons. This simulates Teams scoring.
	XImp Raw Scores	Imp NS score with all EW scores and vice versa
	Butler Pairs	Imp score with the 'Datum' score or with a fixed Datum. Capping and factored if pairs played different numbers of boards
	Aggregate Pairs	Sum of Total Scores (NS and EW separate winners)

Teams	Imps	Imp NS with EW score
	P-a-B (Board-a-Match)	Compare NS & EW score with 2 for a win, 1 for a draw (<10pts).
	Pachabo	Point-a-board/aggregate swing scaled to EBU Hybrid points (Aggregate swing replaced by Imps to VP addition in 2015)
	Lederer	Point-a board/Imps to VP scale usually for 10 boards (20-30VP split)
	Aggregate	Sum of Total Scores for each team

Teams of 8	Imps	Total Imps as 2 Teams of 4. Convert on Team of 4 Scale for 2 x boards
	XImps	Total the XIMPs as Teams of 4. Convert on Team of 8 XImp Scale
	Agg	Add 4 Scores to Imps. Convert on Team of 4 Scale for 2 x boards
	Modified Agg	Add 4 scores to modified Imps. Convert on Team of 4 Scale

Swiss Pairs	MatchPoints to VPs	Add Matchpoints. Usually convert to VPs
	Percents	Add Matchpoints. Convert to Percent
	XImps	Imp NS score with all EW scores and vice versa. Factored by comparisons and pairs playing different numbers of boards
	XImp Pairs/sqr(rc/2)	Imp NS score with all EW scores and vice versa divided by rc/2 where r = results, c = comparisons. This simulates Teams scoring.
	XImp Raw Scores	Imp NS score with all EW scores and vice versa
	Butler Pairs	Imp score with the 'Datum' score or with a fixed Datum. Capping and factored if pairs played different numbers of boards

Swiss Teams	Imps to VPs	Add NS/EW scores, Imp
	Point-a-Board	Compare NS & EW scores with 2 for a win, 1 for a draw (<10pts).

Matchpoint

Matchpoints (MPs) are 2, 1 or 0 MPs for each result compared against the other results (1, ½, 0 in US style). In normal pairs, a pair's final score is their (Total MPs/Maximum MPs) expressed as a percentage. MPs are calculated to 2dps (rounding away from average). The scoring may be Neuberg where the boards are factored to the same TOP (= maximum MPs for best score on any board) or Simple. In Swiss Pairs the Matchpoints are converted to VPS on a Swiss Pairs scale.

Pairs Neuberg Scoring takes account of a half table or incomplete movement etc. 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. The Maximum MPS are the total of the same (factored) Top on every board. In a balanced movement (eg full share and relay, complete Mitchell), you will get integer results. With unbalanced movements or with Averages (60/40) or weighted scores, you will get noninteger values. The Neuberg Method is fully described at:

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

Pairs Simple MPs are generally used in manual scoring being easier to calculate but not as accurate. A pairs final score = (Sum of (unfactored) MPs / Maximum Available MPs) expressed as a percentage.

Pairs Butler scoring uses International Matchpoints (IMPs) as in Teams. A **Datum** is the average score on board (to nearest 10 points with 5s rounded away from zero) usually excluding an equal number of best and worst scores (about 1/8 of field)(**Butler Drops**). The difference between a pair's score and the **Datum** is converted to Imps.

Example. Suppose the Datum on a board is +100 for NS. A NS pair with 90,100 or 110 gets 0 IMP, 140 gets +1 IMP etc. Your final score is your total IMPs. **Butler** totals should be factored by an appropriate amount (since some pairs may not have played the same number of boards).

You can drop exactly 1/8 of the scores (using the Freq Table) as the example below.

Take a board with 4 scores of 400, 300 and 100 respectively. The Frequency Table looks like:

Frequency Table Datum NS 270				
Score	Frq	AjFrq	Imps	Imps
400	4	4	4	-4
300	4	4	1	-1
100	4	4	-5	5

Dropping 1/8 x 12 scores means we ignore the top and bottom 1.5 scores in calculating the Datum

So our 9 central results are

2.5 of 400 = 1000

4 of 300 = 1200

2.5 of 100 = 250

Total = 2450

So, the datum is 2450 divided by 9 = 272 which becomes +270

The datum is to be rounded to the nearest 10 points, with exact 5s rounded away from average

We then imp each of our actual results against the datum of +270 in the usual way which results in scores of +4, +1, -5 respectively for the N/S pairs.

Pairs 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:

Including the NS Art Score of 100 then NS Total = 1400+ 500+200+(6 x 100) + -600 = 2100

Dropping 2 scores is 2100 - 1400 - (-600) = 1300. Dividing by 8 scores, NS Datum = 160

Including the EW Art Score of 200 then EW Total = 1400+500+200+(5x100) +-200+ -600 = 1800.

Dropping 2 scores is 1800 - 1400 - (-600) = 1000. Dividing by 8 scores, EW Datum = 125 (rounded to 130)

Note the calculations and Datum are from the NS view

Pairs Cross-IMPs.

Your score is Imp'ed with the score at every other table. The cross-IMPs for each board is the sum of the IMPs divided by the number of comparisons (because some boards may not played the same number of times). A pairs final score is the sum of the cross-IMPS for each board factored by an appropriate amount (because some pairs may not have played the same number of boards). This factoring (used with Butlers also) should be over the entire event (or phase of event in the case of a qualify-final) rather than over a part of it (such as a session). This may produce strange results part way through the tournament, as the score allocated for the sit-out round for any given pair will vary as the tournament progresses. In an all-play-all event where everyone eventually sat-out for 3-boards, you could simply give everyone Zero IMPs for the sit-out round. This Zero IMP trick would not work though in the case of an all-play-all event with a half-table where some rounds were (say) 5-boards and others were 4-boards. Sometimes there are limits(**Caps**) to the number of IMPs won or lost in a match, typically 25 Imps in 3-4 board rounds, 30 in 5-board rounds, 35 in 9-board rounds.

Pairs Aggregate (Mitchell only)

A pair's final score is the total of all that pair's scores (using the Datum score for unplayed boards). The Ranks may be converted to percentages taking the number of pairs below that rank and dividing by the number of pairs in the same direction. For example, with 20 tables, the ranking percent ranks are $19/20 \times 100 = 95.00\%$, $18/20 \times 100 = 90.00\%$ etc down to 0.00% for bottom score. Average awards equate to the average (datum) score, 60/40 is the datum +/- an adjustment (equated to 10% in match pointing). The EBU uses 100 (equivalent to 10% in match pointing) , the SBU use 120.

Pairs In-Section/Across The Field Scoring

In MultiSection Events, the default is Across-the-field pairs scoring. The movements need not be identical and the program will factor accordingly. You can set In-Section scoring, to ensure each section is scored independently. Teams In-Section scoring shows separate ranking lists for each section.

Pairs Tops

In Pairs, the Top is set based on the most-played board over the whole event (assuming Neuberg scoring). In Swiss Pairs, a Top is based for a session according to the maximum number of tables. So with a max 74 Tables, the Top =146 (73 x 2). There is an override tables option to set the Top in the Event Details. In some events, extra pairs are added after some rounds but this will coincide with the end of a session

Teams of 4 Cross-Section Scoring

Normally teams only play teams in their Section. With exactly two sections, you can run a Cross-section movement where teams only play teams in the other section. Take 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, EW pairs swap sections and again play another 12 round American Whist. In JSS, 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. Note that:

- 1 Teams are numbered 1,2,3... in both Sections in the User Movement.
- 2 Teams are renumbered (1-13 and 14-26 for 13 tables) for Ranks etc only when the two sections are combined.
- 3 In Update Movement, tick the Cross-Section checkbox for the Session 2 movement.
- 4 In Update Movement, you can use the Switch NS/EW button for faster entry of the second section.

Teams of 12+

Teams of 12 or more may be run as Teams of 4 aggregated.

For a Teams of 12, set up a 3-section event (say A,B and C all with Session 1) of Teams of 4 (using Team 1 v2 and Team 2 v1) in each section. This is used to collect the results. On completion of scoring, renumbered as a combined 3-session event (A,B and C have Session number 1,2 and 3 respectively). Combine the 3 sessions and tick 'Single Matches' in Event Details. A similar principle can be applied to Teams of 16, 20 etc

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 just the movements relevant to your Club in a User Movements file. Then you just click the Club Movements option on the Select Movement screen. For PairsScorer, these Club Movements are held by default in a file PSUserMovements.txt (though you can change the location using the UserMovements button on the Administration screen). To start you off with this, there is a file PSClubMovements.txt included in your install. If you just rename that or copy it to the PSUserMovements.txt file, then it has the most commonly used movements for 3 - 17 tables

You can display all the movements, System Movements, Club Movements or Special Movements. The Show Table Cards button can be used to verify it is the intended movement. You can set the Missing Pair when you select the movement.....it does not need to be predefined in your movement.

Select Movement Grid	
Tab	Number of Tables
Brds	Number of Boards
Set	Number of Boards in a Set of Boards
Rds	Number of Rounds
Miss	Missing Pair (If essential). Normally, you can set the Missing Pair at runtime
Sy	Y for a System supplied Movement, N for a User supplied Movement
Ref	Reference: M=Manning, F = Farrington, G = Groner

When you select a movement, there is a List box on the right and you have the options:

Movements Listbox Options	
Standard	System supplied movement
Standard + Club	System and User supplied movements
Club	User supplied movements
Club + Mitchells	User supplied movements and standard Mitchell movements (normal, skip, share&relay and hesitation)
Tournys	Special movements for tournaments. These are determined by the word SPECIAL at the end of the Movement name

7.1 IndScorer

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

7.1.1 Individual Movements

Prime (Rainbow)	A regular move (N stays, S up 1, E up 2, W down 2, Boards down 1) is assumed. All regular Prime 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
ArrowSwitch	Up to the last 7 rounds or first 3 rounds. NS & EW change direction

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 the movements.

7.2.1 Pairs Movements

Mitchell - odd number of tables	Regular move (Pairs up 1 Table, Boards down 1 Table).
Skip Mitchell - even number of tables.	Regular move with a skip at halfway e.g. 10 tables; skip after 5 rounds.
Share/Relay Mitchell - 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 - odd number of tables	Normal Pivot at highest table. Relay Table
Hesitation -even number of tables	Normal Pivot at highest table. Two Relay Tables
System + Private movement	

7.2.2 Pair's 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)	An EW add may be set in a Mitchell, eg 13 tables; EWAdd = 100; NS 1-13, EW 101-113.
Omit First Round	Used when boards need making (and in some 2 session events with double Howell)
Retain Results	<p>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:</p> <ul style="list-style-type: none"> 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. <p>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.</p>

7.2.3 Describe Movement Button

Shows a description of the movement if available

7.2.4 Irregular Movement Button

Allows manual scoring of an Irregular Movement of Boards, NS, EW pair numbers, differing board sets etc. This may be used for very small duplicates which have 'random' movements and also when a regular movement has gone awry.

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 Team Movements

Standard Move is "EW Pairs down 2 Tables, taking the Boards down 1 Table"

American Whist(odd number of tables)	Standard move. EW pairs down 2 tables at the start.
Stagger(even number of tables)	Standard move. 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 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 Team 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

7.4 Swiss Teams

There are three different methods used for running Swiss Teams:

UK Style	Two matching sections, duplicated boards each round
Australian Style	One Section, Team Numbers taken from Table Numbers
US Style	Two matching sections, boards redealt each round

It must be said that Australian has become the normal in England these days and there is a variation to run multi Section Australian. The Triple layout has tables allocated for Part I and 2 and there is an option for setting the Table 3 Part I boards. You can see who is in the Triples each round from the Assignments and on the Bridgemate Scoring Results and Report screen. Of course you have the issue of using a special extra board set for Triple Round 1 Table 3 (which by the way is never graded because we can't be sure of the board integrity). There is of course the Irish method of awarding the worst team 13VPs and sending them off to the pub (which is very popular so I understand!)

You have to 'manage' the Triple carefully to avoid them playing the wong boards.

Note also, the Names will work fine with Australian, but not with English due to Bridgemate design constraints.

The Swiss Teams was originally designed for the EBU/English usage. There were changes to cater for the US market (eg different boards in each match, transportation of small ACBL Player lists into the Scorer Database, Triple Table 1 low Board etc). However, the Australian approach has many advantages:

- 1) The Home Team is always at the same table.
- 2) The BM next round display at Teams Home Table tells the EW players exactly where to move.
- 3) The Names on the BMs work. (This is because its 'Single Section'. The BM name retention doesnt work with non-Australian because its over 2 sections and you have to vary team polarity for fairness reasons)
- 4) The Triples are predictably placed (Part I at Home Table, Part 2 at the 3 extra Tables in the section). You can preset 3 extra BMs which are substituted at the Teams Home Table for Part 2. You still need preduplicated sets of boards (which makes it fairer anyway). You also still need an extra set for Table 3 of the Triple Part I (numbered either as Table 1 or as a separate range eg 41-48).

There are a few helpful tips...

:

In large fields, tables are numbered as Odd/Even sections (as in English house numbers) Tables.

We have a spare duplicated set on a separate table so faster players are not delayed. (Norm is one set shared between 4 tables).

We can run Multisection Australian also (the Teams get new Home Table numbers every session). Thats why we keep the Triples in the same section....so you can have multiple triples in separate sections if a team has to leave the competition partway.

You can specify a team always stays within a section throughout. (That allows you to have separate (stratified) sections within the same competition)

You can also stratify within a section (team retaining its initial 'NS or EW set of teams' grouping)

This has proved popular with the players....they can leave all their coats/bags at the same table, they know their 'home base'...(also its not so obvious if a team is doing badly (!) unless you look at ranks).

UK Swiss Teams

The tables are organised into a Primary and Mirror Section (say Red / Blue) with Team 1,3,5 etc at Red Tables 1,2,3 and Teams 2,4,6 etc at Blue Tables 1,2,3 etc

Event 6

Club/Event

Movement

Masterpoints

Movement Details

Type

☒ UK

☐ USA

☐ Australian

☐ Australian MultiGroup (in development)

Session	1	2	3	4	5	6	7	8	9	10	11	12
Rounds	5											

Primary Section	Mirror Section	Tables per Section
Red	Blue	9

Boards per Round

Normal: 7

Short Triple: 3

UK/Australian Triple

First Board for Triple Table 3: 49

Results Mode

☒ Board Scores

☐ Imps

☐ VPs

Scoring

Method: Imps->VPs

VP Scale: EBU

NOTES

UK / USA - Set max required tables for each section. An extra table will be added to each section to cater for a Triple.

AUSTRALIAN - Set max required tables for the section. This is rounded up to an even number and three extra tables will be added to cater for a Triple Part II.

AUSTRALIAN MULTISECTION - As Australian but teams assigned within subsections

You can mark unused tables on Assignment Screen later

Store as Current Defaults | Store as Club Defaults | Restore Club Defaults | Show VP Scale | Import Deal | Set Prizes | Cancel | OK

In the first round, Team 1 normally plays Team 2, Team 3 plays Team 4 etc (though it is possible to do a zigzag draw where a team plays the team halfway away from it).

Lets assume 15 teams, 5 rounds, 6 boards per round, Short Triple = 3 boards, Triple Table 3 lowboard=49. Bridgemates in use, Scores by Board Results (Bridgemate entry). Team 16 set missing on the Assignment screen.

The program will create a 9 Table Red and Blue Section, with the extra tables catering for a potential Triple. In the Triple, Teams sit at Tables 7-9 in the Red Section for Part I, in the Blue Section for Part II. (For Part II, EW pairs move up one table, boards down one table)

The first round Assign will be:

Table	Teams	Boards	
Red 1	1 v 2	1-6	
Red 2	3 v 4	1-6	
Red 3	5 v 6 etc	1-6	
Red 4	7 v 8	1-6	
Red 5	9 v 10	1-6	
Red 6	11v 12	1-6	
Red 7	13 v 15	Short 1-3,	Long 1-6
Red 8	14 v 13	Short 4-6,	Long 7-12
Red 9	15 v 14	Short 49-51,	Long 49-54
Blue 1	2 v 1	1-6	
Blue 2	4 v 3	1-6	
Blue 3	6 v 5 etc	1-6	
Blue 4	8 v 7	1-6	
Blue 5	10 v 9	1-6	
Blue 6	12 v 11	1-6	
Blue 7	13 v 14	Short 4-6,	Long 7-12
Blue 8	14 v 15	Short 49-51,	Long 49-54
Blue 9	15 v 13	Short 1-3,	Long 1-6

Note that a Long Triple is played over two rounds so you wont see an assignment for the second round as it is all set within a single round on Bridgemates.

Round 2 will use Tables 1-6 Boards 7-12, and still use Tables 7-9 for the Triples but with Boards 7-9, 10-12, 49-51 for a short triple or Boards 7-12,13-18, 49-54 for a long triple.

Australian Swiss Teams (NS Pairs Stationary)

The tables are organised into a single Section (eg Red) with matches between Team x at Table x and Team y at Table y. The Teams always play at the same Home Table which is also its Team Number etc. For design reasons, the number of Teams are rounded up to an even number.

Event 6

Club/Event

Movement

Masterpoints

Movement Details

Type

☐ UK

☐ USA

☒ Australian

☐ Australian MultiGroup (in development)

Session	1	2	3	4	5	6	7	8	9	10	11	12
Rounds	5											

Primary Section: Red

Tables per Section: 9

Boards per Round

Normal: 7

Short Triple: 3

UK/Australian Triple

First Board for TripleTable 3: 49

Results Mode

☒ Board Scores

☐ Imps

☐ VPs

Scoring

Method: Imps->VPs

VP Scale: EBU

NOTES

UK / USA - Set max required tables for each section. An extra table will be added to each section to cater for a Triple.

AUSTRALIAN - Set max required tables for the section. This is rounded up to an even number and three extra tables will be added to cater for a Triple Part II.

AUSTRALIAN MULTISECTION - As Australian but teams assigned within subsections

You can mark unused tables on Assignment Screen later

Store as Current Defaults | Store as Club Defaults | Restore Club Defaults | Show VP Scale | Import Deal | Set Prizes | Cancel | OK

Assuming 15 Teams and a zigzag draw, in the first round, Team 1 plays Team 7, Team 2 plays Team 8 etc (though it is quite possible for Team 1 v Team 2, Team 3 v Team 4, etc as in a normal draw).

5 rounds, 6 boards per round, Short Triple = 3 boards, Triple Table 3 lowboard=49. Bridgemates in use, Scores by Board Results (Bridgemate entry). Team 16 set missing on the Assignment screen.

The program will create a 19 Table Section, with the extra tables catering for a potential Triple.

Triple Part I is played at the Teams Home Table

Triple Part II is played at Table 17, 18 and 19 (the first three spare tables) (with EW pairs move up one table, boards down one table)

How you physically arrange this is up to you...you either have tables 17,18,19 and the players move there after half the Triple...or more commonly, you keep the BMs 17,18,19 and you take them to the players who remain at their table throughout. (You have to be very careful to ensure the right boards are moved to the Triple Tables.).

The first round Assign will be:

Table	Teams	Boards	
1	1 v 7	1-6	
2	2 v 8	1-6	
3	3 v 9 etc	1-6	
4	4 v 10	1-6	
5	5 v 11	1-6	
6	6 v 12	1-6	
7	7 v 13	1-6	
8	8 v 2	1-6	
9	9 v 3	1-6	
10	10 v 4	1-6	
11	11 v 5	1-6	
12	12 v 6	1-6	
13	13 v 15	Short 1-3,	Long 1-6
14	14 v 13	Short 4-6,	Long 7-12
15	15 v 14	Short 49-51,	Long 49-54
16	Unused		
17	13 v 14	Short 4-6,	Long 7-12
18	14 v 15	Short 49-51,	Long 49-54
19	15 v 13	Short 1-3,	Long 1-6

Note that a Long Triple is played over two rounds so you won't see an assignment for the second round as it is all set within a single round on Bridgemates.

Round 2 will use Tables 1-6 Boards 7-12, and still use Tables 7-9 for the Triples but with Boards 7-9, 10-12, 49-51 for a short triple or Boards 7-12, 13-18, 49-54 for a long triple.

Australian MultiSection Swiss Teams

Event 6

Club/Event

Movement

Masterpoints

Movement Details

Type

☐ UK

☐ USA

☐ Australian

☒ Australian MultiGroup (in development)

Session	1	2	3	4	5	6	7	8	9	10	11	12
Rounds	5											

Primary Section	Tables per Section
Red	10
Red	12

Boards per Round

Normal: Short Triple:

UK/Australian Triple

First Board for Triple Table 3:

Results Mode

☒ Board Scores

☐ Imps

☐ VPs

Scoring

Method:

VP Scale:

NOTES

UK / USA - Set max required tables for each section. An extra table will be added to each section to cater for a Triple.

AUSTRALIAN - Set max required tables for the section. This is rounded up to an even number and three extra tables will be added to cater for a Triple Part II.

AUSTRALIAN MULTISECTION - As Australian but teams assigned within subsections

You can mark unused tables on Assignment Screen later

Store as Current Defaults Store as Club Defaults Restore Club Defaults Show VP Scale Import Deal Set Prizes Cancel OK

As Australian with a Team given the same number as its Home Table at the start. A team retains this Home Table number throughout a Session. For a new Session, Teams get different Home Table numbers (pseudo Team Numbers) for the new Session.

The Triple Part II Tables allows for a Triple in every section.
Here, we have two Sections with Teams potentially numbered 1-22

Triple Part II for Section 1 uses Tables 23, 24, 25 (the first three spare Tables)
Triple Part II for Section 2 uses Tables 26, 27, 28 (the next three spare tables)

The Triple Table locations are indicated in three places -
On the Assignments page
In the Bridgemate > Reports Round Data table
On the Display Report>Assign report.

For an Australian single section of say 30 teams, the program creates a section of 33 (30 + 3) tables numbered 1 - 33. If a team is missing, then it will use Tables 31, 32, 33 for the Triple Part 2.
A similar design is used for Australian MultiSections. Suppose there are section A of 30 tables and section B of 20 tables. The program creates 56 tables (30 + 3 + 20 + 3) numbered 1-56.
If a team is missing from section A only, then it will use Tables 51, 52, 53 for Section A Triple Part 2.
If a team is missing from section B only (most likely start scenario), then it will use Tables 54, 55, 56 for Section B Triple Part 2.
If a team is missing from each section, then it uses Tables 51, 52, 53 for Section A Triple Part 2, and Tables 54, 55, 56 for Section B Triple Part 2.

United States Swiss Teams

This is similar to UK but with a different board layout. The tables are organised into a Primary and Mirror Section (eg Red/Blue) with matches between teams at Red1 and Blue1, Red2 and Blue etc.

Event 6

Club/Event Movement Masterpoints

Movement Details

Type

☐ UK

☒ USA

☐ Australian

☐ Australian MultiGroup (in development)

Session	1	2	3	4	5	6	7	8	9	10	11	12
Rounds	5											

Primary Section	Mirror Section	Tables per Section
Red	Blue	9

Boards per Round

Normal Short Triple

7 3

US Swiss Teams

High Board Triple Table 1 Low Board

28 36

Results Mode

☒ Board Scores

☐ Imps

☐ VPs

Scoring

Method

Imps->VPs

VP Scale

EBU

NOTES

UK / USA - Set max required tables for each section. An extra table will be added to each section to cater for a Triple.

AUSTRALIAN - Set max required tables for the section. This is rounded up to an even number and three extra tables will be added to cater for a Triple Part II.

AUSTRALIAN MULTISECTION - As Australian but teams assigned within subsections

You can mark unused tables on Assignment Screen later

Store as Current Defaults Store as Club Defaults Restore Club Defaults Show VP Scale Import Deal Set Prizes Cancel OK

In the first round, Team 1 normally plays Team 2, Team 3 plays Team 4 etc (though it is possible to do a zigzag draw where a team plays the team halfway away from it).

Lets assume 15 teams, 5 rounds, 6 boards per round, 24 boards in play, Short Triple = 3 boards, Triple Table 3 lowboard=49. Bridgemates in use, Scores by Board Results (Bridgemate entry). Team 16 set missing on the Assignment screen.

The program will create a 9 Table Red and Blue Section, with the extra tables catering for a potential Triple. In the Triple, Teams sit at Tables 7-9 in the Red Section for Part I, in the Blue Section for Part II. (For Part II, EW pairs move up one table, boards down one table)

The first round Assign will be:

Table	Teams	Boards
Red 1	1 v 2	1-6
Red 2	3 v 4	7-12
Red 3	5 v 6 etc	13-18
Red 4	7 v 8	19-24
Red 5	9 v 10	1-6
Red 6	11 v 12	7-12
Red 7	13 v 15	Short 1-3, Long 1-6
Red 8	14 v 13	Short 4-6, Long 7-12
Red 9	15 v 14	Short 49-51, Long 49-54
Blue 1	2 v 1	1-6
Blue 2	4 v 3	7-12
Blue 3	6 v 5 etc	13-18
Blue 4	7 v 8	19-24
Blue 5	9 v 10	1-6
Blue 6	11 v 12	7-12
Blue 7	13 v 14	Short 4-6, Long 7-12
Blue 8	14 v 15	Short 49-51, Long 49-54
Blue 9	15 v 13	Short 1-3, Long 1-6

Note that a Long Triple is played over two rounds so you wont see an assignment for the second round as it is all set within a single round on Bridgemates.

Round 2 will use Tables 1-6 Boards 7-12, and still use Tables 7-9 for the Triples but with Boards 7-9, 10-12, 49-51 for a short triple or Boards 7-12,13-18, 49-54 for a long triple.

8. ASSIGNMENTS MENU

8.1 Assignments

8.1.1 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 for a new Session is 'Across the Field' but otherwise its Current Round assignments 'In Section'. Sitter tables and Missing Pairs for the next assignment may be set at any time with an option to reassign if Sitter pairs are drawn against each other. The Assignment may be manually overwritten using the **Set Manual Assignments** command.

8.1.2 Swiss Teams

Round 1 is preset according to style (UK, US or Australian) with Assignments made after each match. The default for a new Session is 'Across the Field' but otherwise its Current Round assignments 'In Section'. Sitter tables and Missing Pairs for the next assignment may be set at any time with an option to reassign if Sitter pairs are drawn against each other. With an odd number of teams, a short or long triple match must be set. To force 3 specific teams into the Triple, you can temporarily mark them as Missing, assign, then manually set the Triple.

Sitters:

To keep Sitters in their original section, you may have to give them a temporary VP adjust before dividing the field into sections. This may be because of accessibility to the table (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 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' Pairs 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 their scores after 4 matches. Pairs with more than (approx) 40 VPs should be assigned to subfield 'A' & pairs below 40 to subfield 'B'. However the match 5 assignments 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 probably to the bottom table within that subfield (because most of that subfield had higher scores than 25 after 3 rounds, even if they had less than 45 VPs after 4).

MultiSections

The field is split into sections **before** assignments are done. Using JSS, 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 Assignment

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 reassign 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 listbox table. The alphabet buttons may be used to list on surname start letter.
- b) Player ID in the Player Database.
- c) National Bridge Organisation 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 Session 1 names need be entered since, since the Multisession Links determine the names in later sessions.

Numbers are checked first as Player Id, then as NBO number. You can disable the Player Id check on the Player Database>Player Management screen. Visitors with recognised NBO numbers will be added to the Player Database.

Although the PIDs are initially allocated by the program as 1,2,3 onwards, if a Club may use its own Player ID numbers(eg for Bridgmate entry). The procedure would be:

On the Player Database > Player Management screen,

- Export Player Database to CSV File button. This writes the PIDs to a file PlayerDB.csv in the Reports folder
- Change the last entry (titled PID) to your preferred Player ID (best to limit to 3-digit numbers)
- Import Player Database from CSV File button

You now have a database (with some blank PID entries) but with your preferred Player ID numbers as the PID numbers! (These can then be used for Bridgmate ID member number etc).

In TeamsScorer, a Team Name may be entered and a squad of up to 12 players is allowed in a team. For Pairs Butler /XImp scoring in Teams the whole squad must be entered. You should set the start names as: Teams of 4 N, S, E, W, Teams of 8 is N, S, E, W, N, S, E, W. 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 are separated by either commas or new lines.
Thus, you can structure the csv file as:

Jeff,Smith, Ian,Mitchell,
Gordon,Rainsford,Michael,Clark

or

Jeff,Smith
Ian,Mitchell
Gordon,Rainsford

or a mixture of the two variants.

For Teams of 8, whenever the names from the first Section are updated, they will be automatically copied to the second Section to allow for players changing sections.

9.2 Command Buttons

Set Team Names	(Teams) Sets the first player name as the TeamName
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.
Update Player Database	Updates a Player's NBO Details in the Player Database
Add Visitors To Player Database	Visitors are Players missing from the Player Database and will be highlighted in Yellow, Players marked as non ClubMembers in the Player Database will be highlighted in Green. This button will interactively add 'Visitors' to the Player Database. An NBO (currently EBU, WBU are supported) 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.
Display Names	Show the Player Names in a FlexGrid, optionally with NBO numbers, and NBO Ranks.
Go To Player Database	Allows direct entry to/from Player Database screen.
Clear Names	Clears all the names from the current display.

9.3 Name Options

ProperCase	Converts an entered name to proper case eg brian senior becomes Brian Senior
Start 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

9.4 Regular Partner

You can set a Player's regular partner in the Player Database...thus for Terence Reese, you set Boris Schapiro etc On the Names screen, when you click on Terence Reese in the right hand listbox, or when you enter Terence Reese in the Names left hand listbox, then Boris Schapiro appears in the text box at the top of the right-hand list box. You click on that text box to place Boris Schapiro as his partner. This facility is useful in clubs where most people do have a 'single' regular partner (saving a bit of time in manual name entry).

10. SEATING LINEUP

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

You can set the seating line-up for any round on the Seating Line up screen. The Initialise All Seating Line up button sets the player positions as N=Player 1, S = Player 2, E = Player 3, W = Player 4. If Team of 8 scoring is specified, then the Mirror Section positions are N= Player5, S = Player 6, E=Player 7, W = Player 8. You can later manually type/correct the names in Section 1 only.

10.2 Seating Command Buttons

Command Button	Details
Initialise All Seating Lineups	Sets the default player positions based on the Names order
Copy Above TeamLineUp to End of Session	Copy the displayed lineup from current round up to end of Session
Copy All Round 1 LineUps to End of Session	Copy the Round 1 lineup for all teams to every round up to end of Session
Show Lineups	Print Lineup by team/for all sessions
Return to Event Menu	Return

11. ENTER SCORES

11.1 Enter Scores

Scores are 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.

Scoring is either Numeric or by Bridge Result using the Enter or +/- key to progress.

Numeric: 100 or 100+ is a score of 100 points to NS. '-200' or '200-' is a score of 200 points to EW.

Bridge Result: The score is calculated based on the contract and vulnerability. The normal entry format is:

<level><denomination><x/xx><result><blank><declarer><lead>

eg "1Nx+2 S 3h" or "3h-3 n As" or "6cxx= w" etc Result may be +/- wrt contract or number of tricks taken (but see US Style option below). The entry is not case significant, spaces are ignored.

Valid scores are immediately saved and Invalid scores are flagged with an audible warning.

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 scoring.

Option	Description
Auto Next Board/Table	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	Allow scores that are invalid on the usual board vulnerability
NS Pair Order	List pairs in NS Pair order. Otherwise, Pairs are listed in playing order. With playing order 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, NS 12 score on the bottom line.
US Style	Bridge Result entry in US style. Normally, tricks made are Up/Down (=, +x or -x) tricks made wrt. In American Style, tricks made are 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). Thus, 3N3W is 3N making 9 tricks by West, 3N4W is 3N making 10 tricks by West. But 3N-1W is 3N making 8 tricks by West (as in normal style).

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.

Command	Description
N or *	Go to next Board
P or /	Go to previous board
ENTER or +/-	Enter the score and move 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 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/Both in the 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	Marks the score as from a Fouled Board. 'F' is typed as a separate command in the score entry box. Fouled scores are 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 (Zero)	Pass Out

Weighted Scores

Law 12C1C allows a TD (or Appeal Committee) to give a Weighted Score to both sides reflecting a number of different results. eg a pair defends 4H doubled after misinformation. With the correctly information, they will have bid game in spades, possibly slam, making 11 or more likely 12 tricks. A weighted score might be:

25% of +1430 (6S=) , 40% of +680 (4S+2), 20% of +650 (4S+1), 15% of -100 (6S-1) to both sides

To enter this in JSS, enter in the weighted boxes:

%	NS Score	To
25	1430	Both
40	680	Both
20	650	Both
15	-100	Both

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

At Love All, NS go one down in 3N but were misinformed by a Ghestem bid and would have made it with the correct explanation. A split score is awarded as: NS Award: NS make 3N 50% of the time and go one down 50% of the time, EW Award NS always make 3N. To enter this in the JSS, enter in the weighted boxes:

%	NS Score	To
50	400	NS
50	-50	NS
100	-400	EW

There are a maximum of 5 possible results on a board and the Score is always entered from the NS angle.

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.

12. BRIDGEMATE SCORING

12.1 BridgeMate Scoring

Please refer to the document ‘**Scorers Using BMPro**’ and ‘**Scorers using BM2**’ for fuller details. **Important:** Check your PC's power settings, including hibernation. The PC 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.

12.1.1 Overview

At start of session, the Director sets the movement (e.g. 8½ tables skip with missing Pair No 9) and JSS puts this into a shared Access Database. The Access database holds the basic data, (player numbers, boards, pair numbers, table numbers etc). When JSS launches BCS, movement data (i.e. boards, pair numbers, tables etc) is passed on to the Bridgemate (BM) Server which then sends the data out to the BMs. The BMs accumulate the player results data and return it to the Database via a holding area in the BM 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 BM scoring units. It reads data from the BMs via the BM Server unit, and holds the information in a Database on the PC. BCS continuously extracts data from the BM units via the BM Server. BCS contains some useful functions for assessing the status of a session and some recovery options.
- JSS sends movement data to, and receives player number/results data from the Database. JSS extracts the results from the database, calculates scores, accumulates results, factors where necessary, prints results and web site reports, and determines masterpoints.

When the players log on, the BM reads the server and extracts the movement data for that table. (Even with multiple bridge sections in the room, just one Access database may be used). Throughout the session, as data is entered into the BMs, it is sent immediately to the BM server. Every second, the BCS reads the BM server, and puts any new results into the Database. JSS polls the Database for updates or reads all the results at regular intervals.

At any time, results data exists in several places.

- In the BM units. It can be extracted as a last resort by connecting the BM unit to the PC via the special cable and running the option Read Bridgemate locally from BCS software.
- In the BM server while it remains powered and/or until another session is pushed into it.
- In the Database on the PC.
- In JSS after it is extracted from the Access 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 JSS has crashed).

12.2 Bridgemate Command Buttons

Set BCS Options	Set the BCS Options (see section below)
Create Database	Set the new movement details in the Database. 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. (If an existing Database is overwritten, then it will first be saved in the Backups folder). JSS polls the Database every 3 seconds looking for new results/member numbers.
Launch BCS	Launch the BCS program. 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 BCS screen shows all the tables have been 'Added' and showing Red Indicators. Ensure this process adds tables, because if there is a communication problem, no tables will be added.
Update Movement	Change the movement in the Database while BCS is running. This is used in Swiss Scorers to update the Assignments for each Round or 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.
Read All Results	Read all BCS results. Normally only used in a recovery.
Restart	Re-enable the Create Database button hence allowing a restart. This would most often be needed if BCS had been inadvertently closed.
Read Numbers from BCS	Player Numbers are regularly polled but you can read them by this button. Player Numbers are decoded to Names. Players can enter zero or blank if they don't know their Numbers. Player Numbers may be Ids (eg 1, 2, 3 etc) or NBO numbers.
Write Names into BCS	Write manually corrected Names back to BCS for BM2 display. In the Teams program, the Session Round 1 Seating LineUp Names will be sent to BCS

12.3 BCS Options Command Button

BCS Options are managed within JSS. One option is for BCS to combine the sections for displaying percentages and historical results. In non-Multisection events, remember to deactivate this setting afterwards, otherwise players will see some strange scores showing on the BMs!

Restore Scorer Defaults	Sets the recommended Settings default values for the particular JSS.
Store Options as Club Defaults	Save current BCS Options as Club Defaults
Restore Options to Club Defaults	Set BCS Options using Club Defaults
Reset Bridgemates	Resets all Bridgemates when BCS is running

Launch BMPro & BM2 Control Software	Allow BMPro and BM2 to be run from the same PC (with separate servers attached).
BM2 – Use Section Names	Use Section Names on BM2s as real Section Name (must be A – ZZZ)

BM2 can show player names at the start of a new round. The Name Source may be the JSS Player Database or the National Player Database or both.

BM2 Name Source	Meaning
Player Database	BCS uses JSS Player Database to decode Player Numbers.
NBO Database	BCS uses a National database (BMPlayerDb.mdb) to decode Player numbers.
Preset or Update by JSS	JSS writes preset names to BCS or JSS decodes entered Player Numbers and writes the associated names to BCS
Player and NBO Database	BCS uses the JSS Player and National Databases to decode Player Numbers.

12.4 BCS Admin Tab

Set BCS Location	Set to BCS program file location (eg c:\program files\bridgemate pro\bmpro.exe).
Set BCS NBO File Location	Set to BCS NBO file location (eg c:\program files\bridgemate pro\BMPlayers.mdb).

12.5 Reports Tab

The Results Listbox shows the Round Data and Missing Results as selected.

There are Buttons/Options to show ongoing ranks or show ranks, travellers etc. Barometer ranks may be viewed by ticking the 'Cycle Rank' option on the Reports Tab. You can send the results to a **Notepad** file, **web** page or in a **scrolling** screen. If you have a second monitor attached to your PC - you can configure for PC to allow the second display to be an extension of your desktop. Thus you can move the report display onto an external display, and keep working on the main screen BCS Admin Tab.

The Anomalies listbox looks at all results that have been imported, and identifies any results where any of the following situations exists. These help the director identify data entry errors.

- Boards with 6+ overtricks or undertricks
- Boards showing large NS-EW swings (scores of 500 or more on both sides)
- Boards with same suit contracts greater than the 1 level in opposite directions

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

12.6 BridgeMate Considerations

12.6.1 Player Number Entry

When you download the Bridgemate Control Program, it downloads an empty BMPlayerDB.mdb file which will hold the NBO National Database for use by Bridgemates. This file resides in the program installation folder (usually c:\program files\Bridgemate Pro) – though for Windows 10 it has been moved to virtual store. To populate that you need to use the Download NBO Database button on the Player Database screen. That will load the latest NBO Database onto the PC for use by PairsScorer, and will populate the BMPlayerDB.mdb file with the NBO Database for use by the Bridgemate Control Program.

You can enter Player numbers on the BMs by either Player ID or NBO Number or both. You need to tick the Disable Player ID check on the Player Database>Player Management screen to work only with NBO numbers.

On the Bridgemate Scoring screen,

- you set the NBO Names file to point at the BMPlayerDB.mdb.
- Set BCS Options button, on the Bridgemate tab, tick the Member Numbers box and on the BM2 tab, set the Name Source as appropriate, (NBO Names Table if you are using NBO Names only).

12.6.2 Swiss Assignment Display

For 'Round in Arrears' Swiss Pairs, assignments appear on BM2s as long as JSS 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).

For Australian Teams the 'assignment' appears on BMPro and BM2s.

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 may actually mean that they will be NS in the other section, and this might provide some opportunity for matches to be accidentally arrow-switched!

12.6.3 Individuals

Although support for individual events has been on the Bridgemate product calendar for some time, it has not yet been properly implemented. However, this doesn't necessarily mean that you can't use Bridgemates to score such an event. The problem is that, as BCS is expecting to score a pairs event, names and next-round movement instructions relate to the original Norths and Easts. However, the results are correctly stored and are correctly interpreted by the scoring program, IndScorer. When running such an event, you should usually turn off name display and next-round movement instructions so as not to confuse the players.

12.6.4 Updating Movement

In a Swiss event, you update the movement from a selected round after each next round assignment. It is also possible to update a pairs movement for a simple change eg extra round, remove last round, set/unset missing pair, addition of arrowswitch in scrambled Mitchell, extra arrowswitch etc. On the Select Movement screen, you change the movement ticking Retain Results (thus far). On the Bridgemate screen, you Update Movement from Round x (all data after Round x will be deleted from BCS).

Retaining results with more complex changes is more difficult as it uses the visible pair number. Thus, a change from Mitchell to Switched Mitchell or number of Tables etc involves a change to visible pair numbers, and earlier results may no longer make sense. Eg a 9 table Mitchell with NS 1-9 and EW 1-9 changes to a 10 table Mitchell with NS1-10, EW 11-20. To avoid this, it can be good practice to always add 100 to an EW pair number so that NS1-9, EW101-109 becomes NS 1-10, EW101-110. It's also sensible to update only at an end of round, since then only new results will be received...with previous retained results still valid. In practice, most movement changes are needed just after Round 1 has started and it's easier to overwrite the starting movement and get the players to type in their early scores again. You don't need to restart BCS, just update from Round 1 with the new movement.

12.6.5 Incorrect Scores

Wrong scores may be corrected by the players at the table until EW has accepted the result. After this, the TD can still erase a result using the TD key (BM Pro) or entering the TD PIN (BM2). TDs with BMPro may only change scores this way in the current round, or in the next round before any new results are entered. TDs with BM2s can change scores for earlier rounds also, and set up to allow players to change scores themselves. It is always preferable for the player or TD to change a result in the Bridgemates, as this is what players see in view results after entering the score.

12.6.6 First Round Late Pairings

With large tournaments, normal practice is to set up a larger 'dummy' event before the start, and launch BCS to start running the BMs. When final numbers are known, 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. Thus for a Swiss Pairs, you set up an event for 76 (or more) tables, assign first round, and create the bws file, launch BCS etc. During the first round, with 74 tables actually in play, you delete the existing event, and set the same event again for 74 tables. On the JSS Bridgemate screen don't recreate the database, just read from the existing one. The Round information for tables 75 & 76 in the BM server may be ignored.

This may be extended to Multisection events, though here, you just vary the bottom section. It also allows for 'leavers' (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 'leavers' 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.

12.6.7 Networked Bridgemates for Multi Section Swiss

A (wired or non-wired) Bridgemate network may be used for a multi-section Swiss. The scoring program must be copied and run from a shared drive ('V' drive). This ensures the Access Database file is saved to a location accessible from other PCs and also allows other PCs (presumably not at the same time) to run the scoring program to print reports (& possibly perform some other functions).

As an example, set up a 2-section event, & create the database. Assign all the tables 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 BMs, 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 Access 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!). JSS allows 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.

12.6.8 Troubleshooting

JSS Program Closed

JSS only receives results while the BridgeMate screen is displayed. If you (accidentally) exit the event or close JSS during a session, you can resume the event. You do this by Retrieve Event, Bridgemate Scoring, select the Bridgemate session, Create Database button to resume the event by replying 'N' to the 'Database already exists' warning and then **Launch BCS** (with Reset Server unticked) to start receiving again. Ignore any 'BCS Already Running' message.

BCS Program Closed

If BCS program is somehow closed during a session, use the Restart button on the Bridgemate Scoring screen to ungrey the Create Database button. Create Database and resume the session by replying 'N' and then the **Launch BCS** button (with Reset Server unticked). This will start BCS, connect to the appropriate database, and import any unreported results from Bridgemate server.

Server Disconnected

You should always have batteries in the Bridgemate server unit. So if the Server is unplugged, you can recover by plugging back in. If the Server is unplugged with power lost, the situation can be rectified in BCS 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 re-entered.

As long as the Server never lost power, you can always retrieve scores from the Server if for some reason, the program or BCS failed to get all the scores. To read scores before the failure, click on "Server", "Show tables". Now select all the tables. The simplest way to do this is to click on the first table, hold down the shift key and then press the End key. Right click whilst on the list of tables and left click on "Retrieve scores". You should now have all the scores.

12.6.9 Web Page Live Results

On the Bridgemate> BCS Admin screen enter in your Web Page Details.

You must use the User Name and Password from your Internet Provider Service along with the Hostname for connection to your site. Then you need to use a page with Upload Access. Typical examples are:

Hostname: homepages.nildram.co.uk
WebPage: LiveRanks.htm
UserName: jasmith@gotadsl.co.uk
Password: *****

HostName: 78.153.214.37
WebPage: /webpace/httpdocs/fob.ie/Ranks.htm
UserName: f132571
Password: *****

Do the Test Logon to ensure details are correct.
Tick the Web Page Display box.

Then go to the webpage LiveRanks.htm on your site - in the first case thats

<http://homepages.nildram.co.uk/~jasmith/LiveRanks.htm>

In the second case:

<http://www.fob.ie/Ranks.htm>

(The Web Page is Case significant)

The output is refreshed every 25 seconds on the page LiveRanks.htm on the website. It can optionally be scrolled.
Note that McAfee (and other) firewalls may need to be explicitly set to allow the programs to do file transfers.

13. DISPLAY REPORTS

13.1 Reports Tab

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

13.1.1 MatchPointing

JSS 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, separate NS and EW Freq Tables are used to get the appropriate MPs for each case.

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

Travellers with the same suit contracts played in opposite directions have an asterisk next to the Declarer. This helps identify a common cause of incorrect scores.

13.1.2 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 e.g. Microsoft Internet Explorer
HTM (.htm)	Web Text format and displayed by the default Internet Browser e.g. Microsoft Internet Explorer
CSV (.csv)	Comma Separated Values (csv) displayed by the default csv file reader e.g. Microsoft Excel
XLS (.xls)	Excel (csv) displayed by the default Spreadsheet reader e.g. Microsoft Excel

13.1.3 Printer Preview Button

Indicates the width and page breaks if the output is printed

13.1.4 Send To Printer Button

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

13.1.5 Scroll Report Button

Scroll the output in a Web Browser

13.1.6 Find Player Button

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

13.1.7 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:

JSS	FileName	Individual	Pairs	Teams	SwissPairs	SwissTeams
Ranks	Ranks<Ev><S>.xxx	Y	Y	Y	Y	Y
Butler Ranks	ButlerRanks.xxx			Y		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	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	Y
VP Scale				Y	Y	Y
Collection 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 Button

The printer properties, HTM colours, Scroll, Notepad Font parameters may be changed using the Reports> Printer Setting 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 JSS 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

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

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

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

13.3 Internet Functions Button

This is reached using the Reports>Internet Functions button.

Command Button	Description
Createl ECATS Files (PS only)	<p>Create and send the results of an EcatsSim Pairs event.</p> <p>JSS 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 the Documents folder (on Windows 7+). JSS will confirm and offer the option to compose the Ecats Email with the 4 attached files. If you decline, you can manually create an Email addressed to results@simpairs.com. In either case, you still have to 'Send' the Email manually.</p> <p>You can practise this using the Ecats Test Session Number of 9999. Ecats will confirm a successful submission to the Contact Email address. 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 Members	Email results listing with Ranks & Travellers (using Report Screen options) for the weekly club duplicate results with reference to the Player Database Email preferences (Never, Only If Played or Always) for each player.
Create BridgeWebs File	<p>Create and send the results to Bridgewebs. On the Event Details screen, you must ensure a valid Event Name, Date, BridgeWebs club website and password are set. Hand Records (dup dlm, prn or bri) may be included via the Event Details>Import Deal command.</p> <p>JSS creates the Bridgewebs file in a folder BridgeWebs in the installation folder (The file is called "IDmmdd-yyy-ev.csv" where <ID> = JSS ID e.g. PS,TS etc,< mmm> = month, < dd> = day, < yyyy> = year, ev = Event No.)</p> <p>JSS will confirm and ask if you want to upload it to BridgeWebs. If you reply 'Yes', it will try to do the Upload. Alternatively, you can reply 'No' and manually upload the results and Hand Records using the BridgeWebs Site> Administration>Upload Results option.</p>
Private WebSite	Go to the internet address specified in the Web Upload entry on the Event Details screen.
Create EBU UMS 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, "EBU UMS Rate" are set in Event Details. JSS creates the UMS file in a folder P2P in the installation folder and also shows a Report with details of all EBU player Nos and any discrepancies. The submission file is indicated at the top of the report and is of form "IDmmdd-yyy-ev.xml" where <ID> = JSS ID e.g. PS,TS etc,< mmm> = month, < dd> = day, < yyyy> = year, ev = Event No.). Try to clear any discrepancies indicated in the report. Note that for Multisession Events, you only need to submit the single UMS file. When you can clear any remaining warnings on the EBU site, you can use the "Go To EBU Club Website" command (below) to go to the EBU Club Website Login page.</p>
Go To EBU WebSite	<p>Go to the user Login screen for an EBU Club. You can do a UMS submission from there. Note that to use EBU UMS 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>
Go To BridgeWebs Club WebSite	Go to the Club BridgeWebs site
Check Internet Connection	Check if the Internet is connected.

14. PROPERTIES

14.1 Properties

This allows adjustments eg procedural or disciplinary penalties, Carry Forward scores etc. that cannot be handled in any other way by JSS. Adjustments are assumed to be in the main unit of scoring (eg VPs in Teams etc).

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

14.1.1 Results Only Submissions of UMS File

This can also be used for a 'Results Only' submission of final results. This is used to do a Universal Membership Master Point submission when Travellers are not available.

For a Pairs Event:

- Start new Event
 - Set the Event, Movement used on the day
 - Enter Names
 - Set on the Event Details:
Total Boards Played as 18-35 in Masterpoints Tab in Event Details (MPs are only awarded for 12+ boards)
Scale (A Club)
 - Set the final Pair Percents as Adjustments in the Property screen
 - Maximum MPs defaults to 100 so if you enter Percents as MPs, it will display the same percents.
 - Produce UMS file on Display Reports screen
- So you essentially just put the final percents as Adjustments.
Then you can submit the UMS file

For a Teams Event,

- Start new Event
- Set the Movement used on the dayetc
- Enter Names
- Set on the Event Details:
Boards Override as 18-35 in Masterpoints frame (MPs are only awarded for 12+ boards)
Scale (A Club)
- Set the final Team Totals as Adjusts
- Produce UMS file on Display Reports screen

14.1.2 Categories

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.

14.1.3 Missing Competitors (Pairs, Teams & Ind only)

You can set Missing Entrants by ticking the checkbox on the name row entry. This 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.

14.1.4 Stratification Level

You can specify an individual Player Strat Level on the Player Database screen, and the Pair or Team Stratification Level as A, B, C or D on the Properties screen. The 'Set Default Strat Levels' button sets them based on the individual

Stratifications as:

Pairs

To qualify for a particular category, neither player can be higher than that Level

Teams

To qualify for a particular category, three players must be of that level or below, and the other player can be no more than one level higher.

In recent EBU tournaments, the Stratification Levels have usually been defined as:

- A Life Master
- B Regional Master
- C Below Regional Master

This leads to the EBU rules:

Pairs

- A: at least 1 player is a Life Master or above.
- B: at least 1 player is a Regional Master or above and neither is a Life Master or above.
- C: neither player is a Regional Master or above.

Teams

- A: at least 2 players are Life Masters or above.
 - B: at least 2 players are Regional Masters or above and no more than 1 player is a Life Master or above.
- Alternatively any team with precisely 1 Life Master or above regardless of the player's ranks.
- C: no more than 1 player of the rank of Regional Master or above and in any case no single player of the rank of Life Master or above.

14.1.5 NGS Exempt

You can exempt players from an NGS rateable session in the EBU UMS submission by ticking the NGS Omit checkbox. This is useful for Club Hosts.

15. MULTISESSION LINK MENU

15.1 Multi-Session Links (Individual, Pairs & Teams only)

This is generally only used for Multi-Session Pairs Events in Pairs, since individuals/teams normally retain their numbers throughout. It specifies the movement of competitors between the sessions. The 'from' session is selected in the left Session box (with the 'to' session automatically set in the right Session box) and the movement for the next session is set by selecting the appropriate values in the list boxes. You select the to / from section within the two list-boxes and then select the pair numbers range for the line movement. Thus for a 13 table movement with Session 1 a Mitchell and Session 2 a Double Howell, you would set:

Event 12 London Year End Mixed Pairs 29/10/2013 MultiSession Pairs NeubergMP

Pairs From
 Session 1
 Red / NS
 Red / EW
 1 13

Pairs To
 Session 2
 Red
 14 26

Line Movement Between Sessions

Section	From	To	Next Section	From	To
Red / NS	1	13	Red	1	13
Red / EW	1	13	Red	14	26

Add Line Move

Click to delete line move

Show Saved Line Movements Save Line Movement Return

The procedure was to select the 'Pairs from' Session = 1 ('Pairs to' Session = 2)

Red NS 1-13 move to Red 1-13, Add Line Move

Red EW 1-13 move to Red 14-26 Add Line Move

Save Displayed Line Movement

Each session movement must be saved separately. To set Session 2->3 moves, click the left hand Session box and set Session = 2

With the same number of competitors in each session, it should always link. With different number of competitors, JSS will ask for verification and mark the missing competitors. It is advisable that Session 1 is set for the maximum number of competitors and that this can only decrease in later sessions. When the Return to Event Menu button is clicked, JSS will check all the line movements have been set and if successful, names will be 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 Show Saved Line Movement button may be used to show the linkage when it has been completely set.

16. PLAYER DATABASE MENU

16.1 Player Database Tab

JSS allocates Player IDs (PIDs) and stores the Player details in a Player Database (PD). This Database may be shared between all JSS scorers using the Change Database command. The NBO may be set and an NBO List of Players may be downloaded (if supported) to give JSS access to the list of Players and NBO numbers. The Player List may be reordered for viewing purposes by clicking the appropriate column header. Although the PIDs are initially allocated by the program as 1, 2, 3 onwards, if a Club wants to use its own Player ID numbers (e.g. for Bridgemate entry), they can be overwritten by the User. The procedure would be:

On the Player Database > Player Management screen,

- Export Player Database to CSV File button. This writes the PIDs to a file PlayerDB.csv in the Reports folder
- Change the last entry (titled PID) to your preferred Player ID (best to limit to 3-digit numbers)
- Import Player Database from CSV File button

You now have a database (with some blank PID entries) but with your preferred Player ID numbers as the PID numbers! (These can then be used for Bridgemate ID member number etc). You can also use the Change PID button to change PIDs.

The screenshot shows the 'Player Database (PD)' window. It has three tabs: 'Player Database (PD)', 'Player Management', and 'Player Listings'. The 'Player Database (PD)' tab is active, showing a table of players with columns: PID, Forename, Surname, Tag, EBUNo, and CM. The table contains 24 entries. To the right of the table is a form for player details, including fields for Player ID, Club Member, Tag, First Name, Surname, EBU No, County, House, PostCode, TelH, TelM, Email, Partner, Notes, Handicap, Rank, Strat, NGR, and Email Results. Below the table are checkboxes for '+Rank', '+Notes', '+House/Tel', '+Partner', and '+Email', along with a 'Print Player Database' button. At the bottom, there is a 'Warning' message: 'EBU Member List out of date Downloaded 2012-01-01 Updated 2014-09-26'. On the right side, there are buttons for 'Set EBU Details', 'New Player', 'Save Player', 'Delete Player', 'Change PID', 'Download EBU Database', 'Change Database', and 'Return'.

PID	Forename	Surname	Tag	EBUNo	CM
1	Peg	Adderley		448164	Y
2	Pat	Alderton		443517	Y
3	Royce	Alexander		73395	Y
4	Joseph	Appleton		99677	N
5	Geoff	Ashcroft		455852	Y
6	David	Audley		110852	N
7	Breda	Azariah		443572	Y
8	Daisy	Azariah		405097	Y
9	David	Bakewell		111152	Y
10	Julia	Bannister		79367	N
11	Graham	Barker		74134	Y
12	Geoffrey	Barlow		56250	Y
13	Norma	Barratt		437946	N
14	Ray	Barratt		435393	Y
15	Chris	Barton		433321	Y
16	David	Barton		81260	Y
17	Joan	Barton		106758	Y
18	Paul	Beckwith		77301	N
19	Ben	Beever		410519	N
20	Andrea	Bell		455854	Y
21	Fred	Bell		80042	Y
22	Christine	Benson		20657	Y
23	John	Berg		417799	Y
24	David	Berrisford		403355	Y

Command Button	Description
New Player	Create a new player entry. The Player details need to be entered by the User and then saved.
Save Player	Save the player entry with the allocated Player ID. Deleted Player Ids becomes available for re-use. The program allocates the lowest available free ID number.
Delete Player	Delete existing player entry. You will be asked to confirm the deletion.

Set NBO Details	Update player details (NBO number, MP Level, Strat Level & Grade etc) using the NBO Lookup Table
Download NBO Member List	Download the latest copy of this list and then convert the latest to an Access Database. The Database may be used as the Name Source for Bridgmate to decode input Player Number entries.
Change Database	Change Player Database location. This allows the same Database to be shared between different JSS programs.
Change PID	Change the Player ID Number

16.2 Player Management Tab

Command Button	Description
Set All Missing EBU Details	<p>Set EBU County, MP Ranks, Strat Level, optionally Handicap for valid EBU members (players with matching EBU number and surname). You can automatically set the handicaps according to Grade using the Player Database > Player Management > Set Handicaps by Grade tickbox.</p> <p>Aces get a Handicap of -6, K's and below get a handicap of (Gradeband – 10) eg K is –5, Q is –4 etc (AS,AH,AD,AC,K, Q are Gradebands 1,2,3,4,5,6 etc respectively</p> <p>This was recommended in the EBU NGR document. Each partnership's handicap is the average of the grades of the two players. This all assumes Jourdain Handicap scheme.</p>
Setup Club Member NGRs	Sets the National Gradeband for all Club Members.

Import PD from CSV file	Import your club members from a CSV file.
Export PD to CSV file	Export your club members to a CSV file.
Upload PD to Bridgewebs	Upload player list to Bridgewebs (CSV)
Export PD to Pianola File	Export player list to Bridgewebs
Assign Ids on Surname	Reassigns the Player Ids from 1 onwards in alphabetic order of surnames.
Disable PID Check	Disable check againstPID when a member number is entered
Import PD from Pianola File	Import player list from Bridgewebs

SCALE	EBU MP Ranks
500	Premier Grand Master
1000	Grand Master
2000	Premier Life Master
3000	Life Master
4000	Premier National Master
5000	National Master
5901 To 5999	6000-Code & * Premier Regional Master
7000	Premier Regional Master
7901 To 7999	8000-Code & *Regional Master
9000	Regional Master
9301 To 9399	9400- Code & *Regional QualiFinal
9500	Premier Regional Master
9901 To 9999	10000 - Code & *National QualiFinal
11000	Tournament Master
11995 To 11999	12000 - Code & * Master
13000	Advanced Master
14000	Master
15000	County Master
16000	District Master
16500	Area Master
17000	Club Master
17500	Local Master
18000	Unranked

16.3 Import/Export Player List from/to CSV file

The CSV File must have Header Tags to determine the field contents. The two fields FirstName and Surname are mandatory on each line.

Header Tag	Alternatives	Field	Field Lengths
NBONO	EBU,WBUNO, NBO	EBU Number	(Max 8 Chars) 0 if unknown
FIRSTNAME	CHRISTIAN,FORENAME	FirstName	(Max 11 chars)
SURNAME		Surname	(Max 16 chars)
TAG		Tag	(Max 4 chars)
HOUSE	HOUSEID, ADDRESS	HouseId	(Max 20 chars)
POSTCODE	PC, POST CODE	PostCode	(Max 8 chars)
TELH	PHONE	TelH	(Max 16 chars)
TELM	MOBLE	TelM	(Max 16 chars)
EMAIL		Email	(Max 50 chars)
MEMBER	STATUS,CM	Club	Member (Y or N)
EMAILLIST	OPTOUT_E	Email List	0=Never, 1=Always, 2 = Only if Player
HCP	HCAP,HANDICAP	Handicap	(Integer)
STRAT	STL	Strat	Level (A,B,C,D)
MPRANK	RANK	Rank	Rank (see EBU TABLE above)
PARTNER		Partner	(Max 27 chars)
NOTES		Notes	(30 char)
PID	CID	Club Player Number	(8 char)

16.4 Import/Export Player List from/to XML file

The FIRST_NAME and SURNAME are mandatory.

Tag	Field	Field Lengths
FIRST_NAME	FirstName	(Max 11 chars)
SURNAME	Surname	(Max 16 chars)
CLUB_MEMBER	Club	Member (Y or N)
COUNTY		
EMAIL	Email	(Max 50 chars)
EMAIL_LIST	Email List	0=Never, 1=Always, 2 = Only if Player
GRADEBAND		As EBU definition
HANDICAP	Handicap	(Integer)
HOUSE	HouseId	(Max 20 chars)
MEMBER_ID	Club Player Number	(8 char)
NATIONAL_ID_NUMBER	EBU Number	(Max 8 Chars) 0 if unknown
NOTES	Notes	(30 char)
PARTNER	Partner	(Max 27 chars)
POSTCODE	PostCode	(Max 8 chars)
RANK	Rank	Rank (see EBU TABLE above)
STRAT_LEVEL	Strat	Level (A,B,C,D)
TAG	Tag	(Max 4 chars)
TELH	TelH	(Max 16 chars)
TELM	TelM	(Max 16 chars)

16.5 Stratification

[1] Set Player Stratification Levels in the Player Database based on MP Level, NGR or manually.

Player Strat Levels are either "A", "B", "C" or "D". The preparatory work is to set the Player Stratification Levels in the Player Database. You can set them automatically based on Grade or MasterPoint Rank using the **Set All Missing EBU Details** button on the Player Database > Player Management screen. You may want to adjust for any anomaly (eg a strong player who has never sent MPs etc). You should repeat this process every few months to reflect changes. If you are using NGS Rating, then players without a grade will be assumed to be at the Highest Stratification Level.

[2] In a specific Event, set the Stratified Partnership Levels on the Properties screen

If you are happy using the default Pair default values (i.e. the highest level of the players), then you can omit this step. Otherwise, you must set the Partnership Stratification Level for the event on the Properties screen. They are all initialised to "A" level. You can set the defaults automatically using the Properties > **Set Default Strat Levels** button. If a B plays with a C, then they are defaulted to a (defaults to the highest Level between partnerships). You can override this on the Event Properties screen to say a C.

[3] Set the MasterPoint Level to Stratified on the Event Details screen.

Tick the Stratified checkbox in the Event Details > Masterpoints screen. When you display Ranks, just tick the 'Ranks + Stratified Awards' checkbox. Both the Normal and Stratified results will be shown in the results.

[The whole process could be more automated...but the EBU (and probably clubs) need flexibility to manually set Strat Levels in Players and Pairs when there are clear anomalies (eg foreign visitor, strong players who don't record Masterpoints etc)

16.6 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. PairsScorer supports the "Jourdain" Handicapping Method.

16.6.1 Jourdain Handicaps

Method: The Handicap of a partnership is the average of the Handicaps of the two members of the partnership. Example: If your Handicap is +3, your partner's +4, and your score 52%, your Handicap score is 55.5%. It is recommended that the Official Player Handicap be an Integer number.

A suggested scheme is:

Handicaps are only quoted and applied to a full percentage point, however a 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 0.1, those in the top third have their Moving Handicap reduced by 0.1. When the decimal portion of the Moving Handicap rises to 0.6 or drops to 0.4 the players' published Handicap changes by a full point. (A move to 0.5 does not generate a change.)

For clubs already operating this Handicap Scheme, the range of Handicaps required is as follows:

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.

16.7 Sharing the Player Database between JSS programs.

JSS programs are on the same PC

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

JSS programs 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 JSS 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	<i>(Teams only)</i> 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, Enter Movement Name. You may precede with a Reference ([xxx..]) to link it with a Movements Description as described in the next section.

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).

Click Set Table Cards button. 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 Board Set for every round. To insert a round where no boards are played, valid Numbers should be set but the Board Set should be left blank. Board Set can be blanked using the blank at the end of the Board Set combo box. The Board Sets 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.

Click **Add New User Movement** button. Confirm or correct appropriately. Do OK to store the movement.

As an example, to add a standard Mitchell for 7 Table, 7 Round, 4 Boards per round:

Tables=7

Rounds=7

Number of Sets=7

Boards in a Set = 4

Set Mitchell in box

Tick NS Copy and EW Down

Click Next Table Entry button

Enter 1 (repeated) in NS

Enter 1 (-7-6-5-4-3-2) in EW

Select Set 1-4
Next Table
Put in Movement Name
Add 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 JSS 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/EXPORT EVENTS DATA

18.1 Import/Export Event Data

This allows the user to import an event (but NOT Multi-Events) from another Events file. This appropriate Events Datafile(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
Import from BCS Database	Import Event from BCS Database (Single Section)
Import from BridgeWebs File	Import Event from previously created Bridgewebs csv file
Export Event Data to a Scorer Folder	Export Event Data to a folder
Select Events File	Browse to event Data File (Ind or Pairs)
Select Event Data Folder	Browse to Folder containing Events Data (not Ind or Pairs)
Replace Event	Overwrite the specified Event in the current Events List
Add Event	Add 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 multi-section 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 multi-section 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 Multi-Section) events similarly, but ensure the Multisession 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.

18.2 Sending/Retrieving Event Data To/From a Central Location

There are various ways of passing the Event data:

1) Send the whole PSEvents.dat file and overwrite the current one. To do that with TeamsScorer you would have to send the TSEvents.dat, TSContracts.dat and TSBoards.dat files.

- 2) Export as an Ecats file using Reports > Internet Function > Send Results for Ecats File. You can Import that using the Event History > Import from Ecats File button. This facility is only available in Pairs program. (This route is used for Simultaneous Pairs in Wales.)
- 3) Export as a Bridgewebs file using Reports > Internet Functions > Send Results to Bridgewebs button. You can import that using the Import/Export > Import from Bridgewebs file button. (This route is sometimes used to download an (accidentally) deleted event from Bridgewebs.
- 4) You can Export Event Files using the Import/Export > Export Event Data Files. You can Import the specific (Event(s)) from the stored Data Files using Import/Export>Add Event to current events. (This route is sometimes used for very large events when several separate servers are used and the data needs consolidating/deconsolidating in long Swiss events)
- 5) You can send a specific event using the Internet Functions>Email NBO Event Data button. When its received, store it and then use it as the folder to do an Import/Export > Add Events to current events. Again, this is only applicable to Pairs.
- 6) You may use the Bridgemate Database files used to transfer the movement and results to/from the Bridgemates. It is possible to read those into Pairs & Teams program using the Import/Export > 'Import from Database File' button but that facility is only really designed for taking output from other scoring programs which have scored using BMs.

Using the Ecats or Bridgewebs does not actually pass all the original movement details (since they are not present in the files) but it does enough to reproduce the results etc The Ecats route is convenient and quickest essentially passing the data (c, p, r, e text files) into My Documents and retrieving it from there.

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 UMS file.

SCALE	DESCRIPTION
A	Club
B	District
C	County
D	Regional
E	National
F	Individual
G	CountyGP
QA	Club QualiFinal
QB	District QualiFinal
QC	CountyQualiFinal
QD	Regional QualiFinal
QE	National QualiFinal
QF	Individual QualiFinal
AF	Special Club QualiFinal
BF	Special District QualiFinal
CF	Special CountyQualiFinal
DF	Special Regional QualiFinal
EF	Special National QualiFinal
FA	Club Individual
FB	District Individual
FC	CountyIndividual
FD	Regional Individual
FE	National Individual
I1	Inter-CountyLeagueDiv 1
I2	Inter-CountyLeagueDiv 2
I3	Inter-CountyLeagueDiv 3
NA	NBL A
NB	NBL B
NC	NBL C
ND	NBL D
PH	National Pairs Heat
SP	Special Scale
EB	EBU GP Scale

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

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). Use Check All Missing Entries button on the Player Database to populate / update the Player Database with EBU nos.

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 etcetc

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.

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 JSS 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
Backup Data	Backup all the essential Data Files into the Backups Folder. In particular, there is a BM Log file to help identify Bridgemate issues.
Cancel	Leave Event Data Files as current and return to Main Menu
Clear Folders	Clear various Folders (Backups, Bridgewebs, Database, UMS Reports)
Check For Updates	Check over the Internet whether the user has the latest version.
Compress Event Data	Renumber events in Date Order
Display Log	Display JSS Log File
Email Fault Report	Set up an Email Fault Report with all the essential Data files for fault diagnosis
OK	Set Event Data Files and return to Main Menu
Release Details	Show the latest Release Information
Release Versions	Show the latest Release Versions
Reset Reg Defaults	Reset the Registry to Default Settings. (Used to clear Error 380 etc)
User Movements File	Change the User Movement File
Events File	Change the Event Data Files
Boards File	(SP,ST,TS) Change the Boards Data File.
Contracts File	(SP,ST,TS) Change the Contracts Data File
Names File	(SP,ST) Change the Names Data File

Default Event Data Names	Events File	Boards File	Contracts File	Names File
Individual	ISEvents.dat			
Pairs	PSEvents.dat			
Teams (3 files)	TSEvents.dat	TSBoards.dat	TSContracts	
Swiss Pairs (3 files)	SPEvents.dat	SPBoards.dat	SPContracts	SPNames.dat
Swiss Teams (4 files)	STEvents.dat	STBoards.dat	STContracts.dat	STNames.dat

20.1 Backups

You should backup Event Data using the Administration > Backup Data button from time to time. The Event Data and Player Database file will be stored in the Backup folder.

20.2 Change Event Data / User Movement File

You can revert or switch to different Event Data using the Administration > Files button facility.

- Administration Button
- Blue File/Folder Button
- Browse to the drive & file(s). (Select folder titled 'Computer' in left Browse area, navigate to actual drive name F:)
- Open Button. The filename will appear in the text box (e.g. C:\PairsScorer\PSEvents.dat).

This facility is for recovering backups, switching between scoring different competitions and for diagnostic reports. The Events may be on the same PC or even copied to/from a memory stick to another PC. Plugging in a memory stick just creates another drive (E: or F: etc) for location of file(s).

In a similar way, you can revert to an earlier User Movements File (IS,PS or TS only).

20.3 Emails

Emails are managed in the program by a 'CDO' system which caters for all Email types. Common smtp settings are:

Email Settings by Host	smtp	smtp port	SSL
AOL	smtp.aol.com	587	Yes
gmail	smtp.gmail.com	465	Yes
Comcast	smtp.comcast.net	587	Yes
godaddy	smtpout.secureserver.net	25 or 465	No
Hotmail	smtp.live.com	25	Yes
ICloud (Thunderbird)	smtp.mail.me.com	587	Yes
Office 365	smtp.office365.com	587	Yes
PacBell.net	Outbound.app.net	587	No
Solution 21	Mail.solution21.mail.com	25	No
Verizon	smtp.verizon.com	25	Yes
Windows Live	smtp.live.com	25	Yes
Yahoo	smtp.mail.yahoo.com	465	Yes

All these need Remote Server + Authorisation setting

Gmail - 'Enable access for less secure apps' in gmail security

If you have your own Mapi compatible Email system, then you can use that by ticking the 'Use MAPI based Email box'. MAPI based system only work with a Mapi compliant non-web based Email (essentially one that does not require an internet login).

MAPI Compatible	MAPI Non-Compatible
Apples Mail for OSX Entourage Groupwise 5.0e Incredimail Lotus Notes NetScape Messenger Mozilla Thunderbird Microsoft Exchange Microsoft Outlook Microsoft Outlook Express MS Mail Microsoft Windows Mail Pegasus Windows Mail Windows Live Mail	AOL (America Online) EarthLink Google Apps Gmail Hotmail MSN Microsoft Outlook Web Access Yahoo

20.4 Browser

Option	Meaning
Use PCs default Browser for Reports	<p>Use the PCs default browser (eg IE, Firefox, Chrome etc) rather than the inbuilt JSS Browser) to do HTM displays. If you use the PCs default Browser, you should ensure the browser launches in the same screen each time if it is already running. In Internet Explorer its done by Tools> Internet Options>Advanced> Browsing and Enable option 'Reuse windows for launching shortcuts when tabbed browser is used')</p> <p>Alternatively, dont use tabbing in browser (ie always one tab in same window) by Tools> Internet Options>Settings>Enable' Open links from Programs in the current tab'.</p>

	(You can still open separate windows, but you do it through the Internet Explorer Tab facility rather than relaunching IE again and again)
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21. COLOR SCHEME

Action Buttons:

General actions -	<i>orange</i>
Print Functions -	<i>pink</i>
OK/Screen Navigation -	<i>pale green</i>
System Defaults (Save/Restore) -	<i>blue</i>
Cancel/Reset/Restore -	<i>red</i>

Also all buttons within a screen should be the same size and uniformly spaced, and if possible this should apply across screens (many screens need tidying in this respect).

Where possible on a screen, buttons should be in a the same linear order (orange, pink, red, green)

END OF DOCUMENT