

TRIALLING BM SOFTWARE WITHOUT BMS

Using Jeff Smith's Swiss Pairs Scorer

Preamble

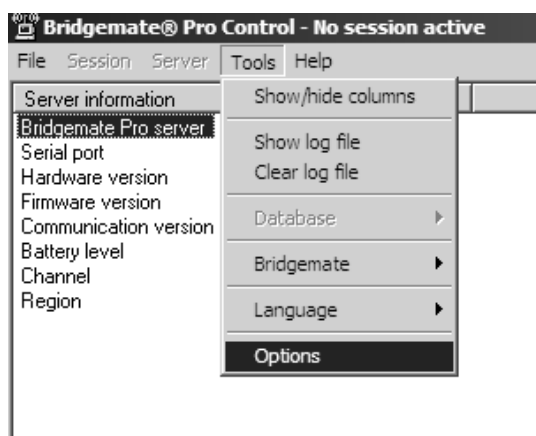
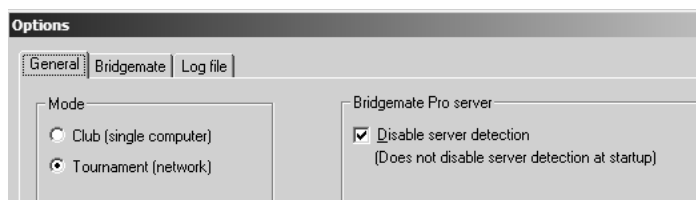
One of the basic problems about testing and trialling bridge scoring software using Bridgemates is that it can be difficult to beg or borrow the server and Bridgemates you require. This exercise is designed for those wishing to familiarise themselves with the scoring process when these are not available, or at times when you do not want or need to enter all the scores physically through the Bridgemates.

REQUIREMENTS:

1. Your bridge scoring software (with wireless scoring licence, if required) – this exercise is based on Jeff Smith's **Swiss Pairs** program, available free from <http://homepages.nildram.co.uk/~jasmith> (or just google **bridge; Jeff Smith** and you will get there).
2. **Bridgemate Pro Control** (BMPPro) available from www.bridgemate.com
3. A small utility called **BMTest** available from the Download section of Jeff Smith's website.
4. A small file of random names in csv format with which to add realism, and to practice file transfer.

1. PRELIMINARIES

- 1.a Ensure that all of the 3 programs involved are installed – it makes it easier if shortcuts are available on the Desktop.
- 1.b Start up BMPPro **with no server attached** – This will take some time as the program will be looking for a server. It will also operate very sluggishly until you take the next step.
- 1.c Open the *Tools/Options* menu and **click on "Disable server detection"** – this will speed up the process.

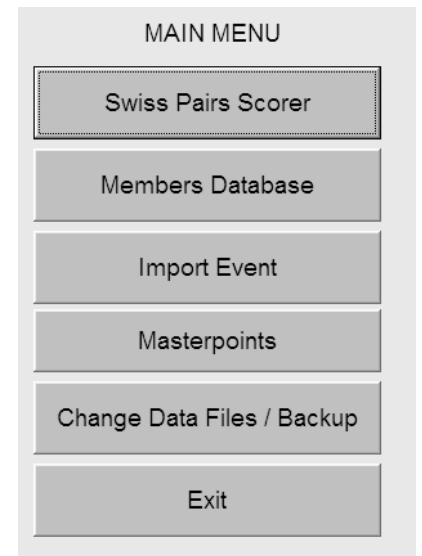
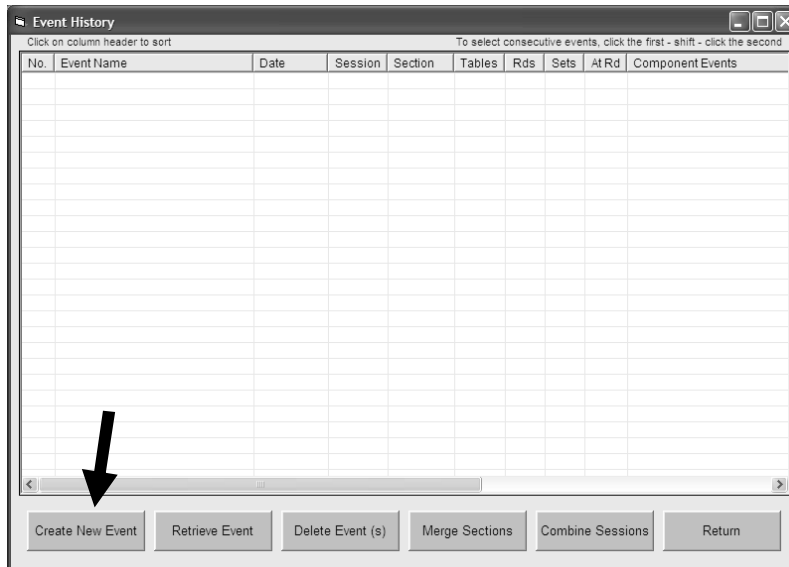


- 1.d You should now **close BMPPro** as it has to be re-opened from the scoring program.

2. SETTING UP THE SCORING PROGRAM

The basic exercise will be to score a Swiss Pairs event using Bridgemates. There will be 5 rounds of 8 boards, with 4 rounds in session 1 and 1 round in session 2 (to allow a new set of boards). We have 44 pairs entered and the names of these are in the file *Names.csv* (supplied with this note).

2.a Start Swiss Pairs Scorer. Click on **Swiss Pairs Scorer**.



2.b Click on **Create New Event** (Bottom left).

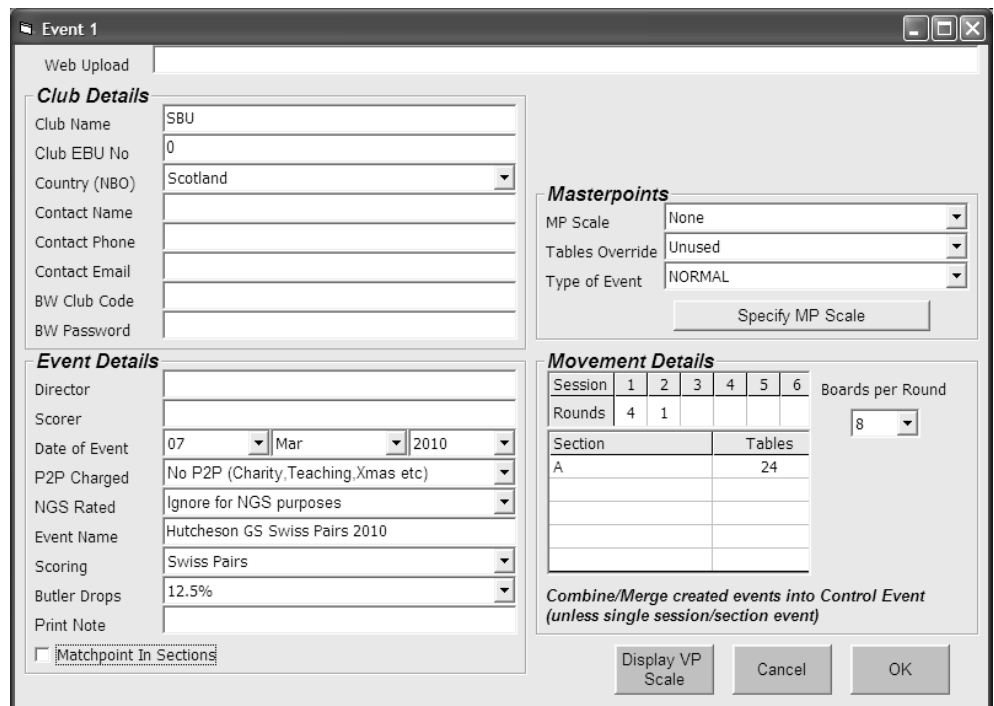
2.c Complete the general details up the left side of the Event 1 screen. Make sure the Country is Scotland, though in Swiss Pairs we use the same scales as England.

2.d Complete the event details on the right side:

i. Have **4 rounds in session 1 and 1 in round 2.** (Boards will be 1-32 in session 1 and 1-8 or 17-24 in Session 2).

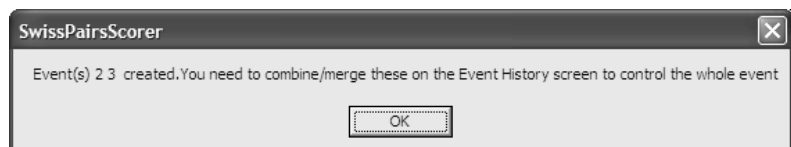
ii. All tables are in 1 section (A) and it is safer to cater for 1-2 extra tables – it is easy to withdraw tables but impossible to add tables once you have started!

iii. Change the **Boards per round to 8.**

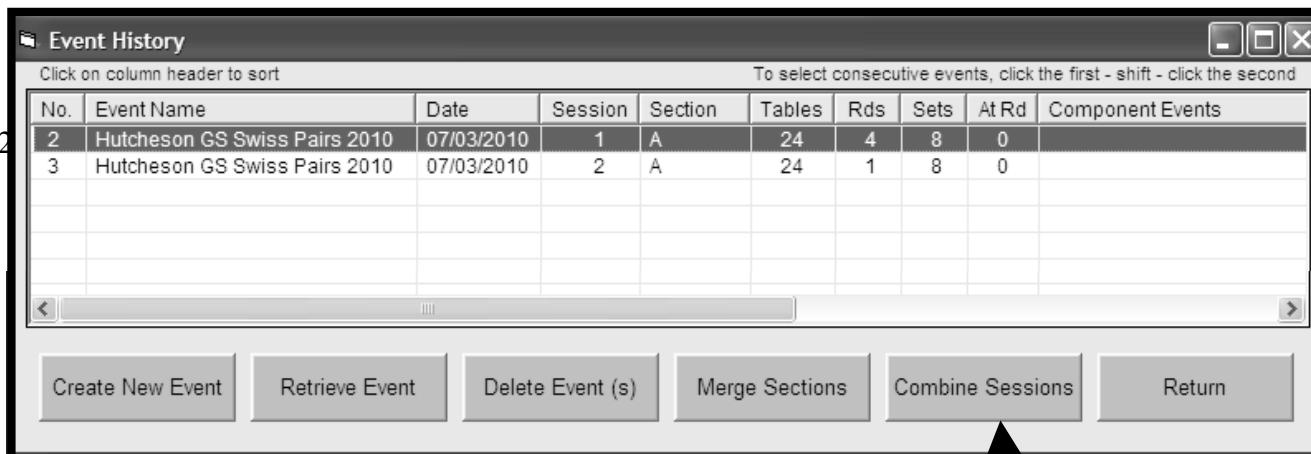


2.e Double check that everything is entered then **click on OK**. The program will respond with this message:

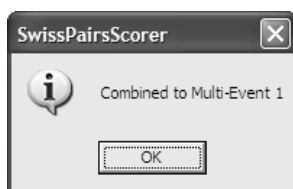
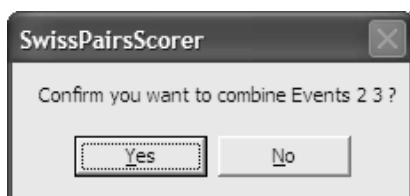
Click on OK.



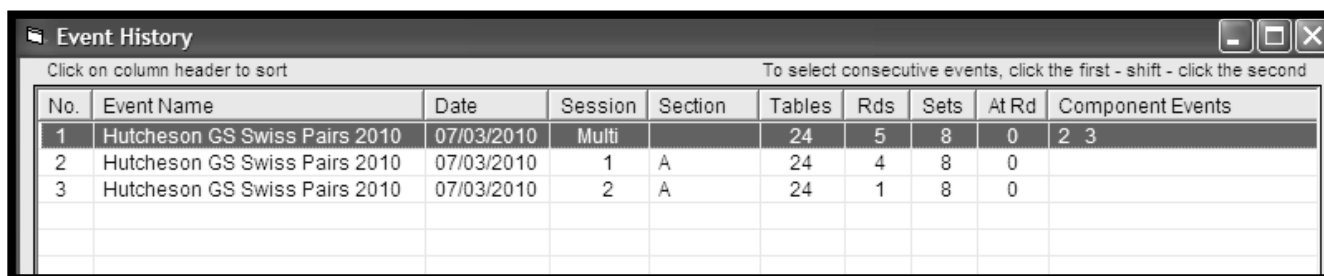
2.g On the *Event Details* menu, click on **Exit Event** and “OK” the check question.



2.h Click on event 2 then on 3 to select both events. Now click on **Combine Sessions**.



These two screens appear to confirm that *Multi-event 1* has been created. **This is the file you use for the rest of the event.**



This concludes the preparation for the event. You could import the names at this stage but it is often easier to wait until the event has started as editing names is easier in Excel.

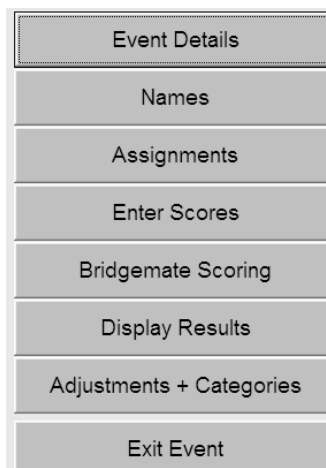
3. RUNNING THE EVENT

On the day of the event you should now set up the program (steps 3.1-3.2 below) so that you are ready to make any final changes before starting the event technically.

3.1 On the *Event History* page, select **multi-event 1** and click on **Retrieve Event** – Click **Yes** to confirm.

3.2 The *Event Details* menu comes next. This is your main working menu so familiarise yourself with it.

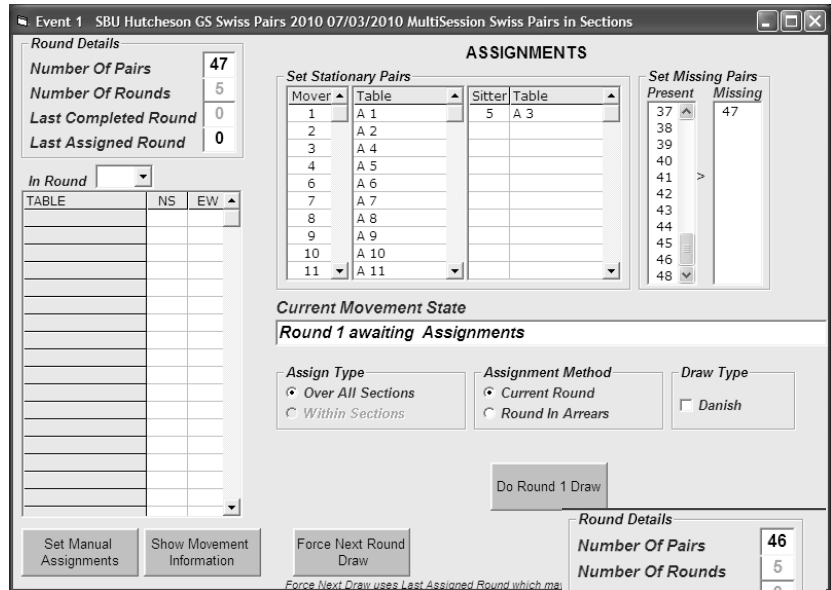
Select Assignments – this is now the only screen where you can alter the program parameters.



At the due start time an extra pair turns up and justifies the stand-by pair you had arranged.

3.3 You now need to change the number of pairs and confirm the first round assignments.

3.4 Since you now have 46 pairs, click on **47** then **48** in the **Present** column and each will be transferred to the **Missing** column.



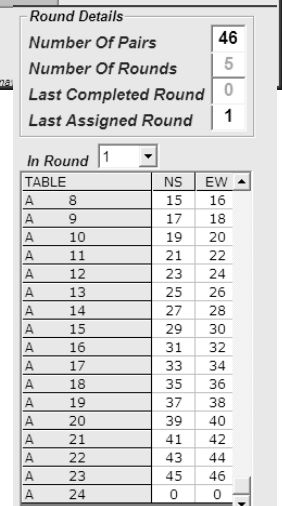
3.5 At this point, double check that the Number of Pairs (near-top left) is 46.

3.6 Now click on **Do Round 1 Draw**. Then **OK** the confirmation message.

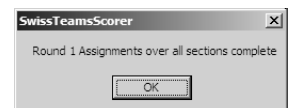
3.7 Before you send this draw information to the servers (or simulate it as in this example) it is worth double-checking the draw.

You should be able to see teams Pairs 1-46 in drawn together as 1 v 2, 3 v 4 etc.

(Do not be afraid to take the time to do these checks as in the real time situation you do have a few minutes before there will be any need to input scores at the tables – take my word, it can save a lot of hassle later!!!)



3.8 **Pair 5 requires a seated position.** Click on **Mover 5** then on **Table A3** (their start table) and they will appear as **Sitters**. (You can return them to the main draw at any time simply by clicking on them – it is worth doing this at a natural break so that they are drawn to their correct playing position – they can then be made sitters again.)

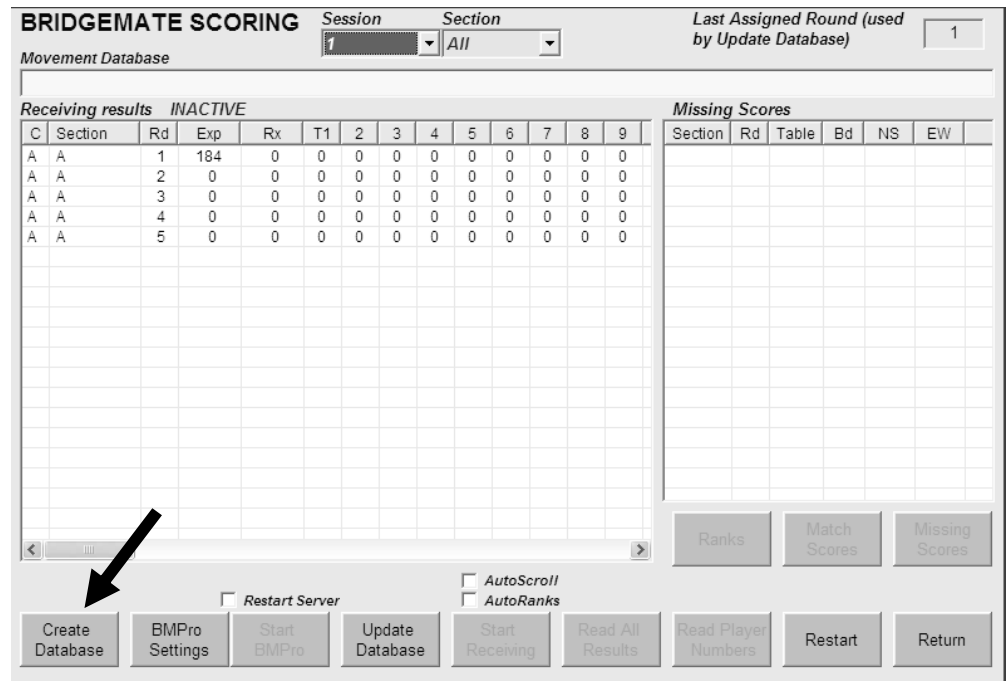


4. DOING THE TECHNICAL STUFF.

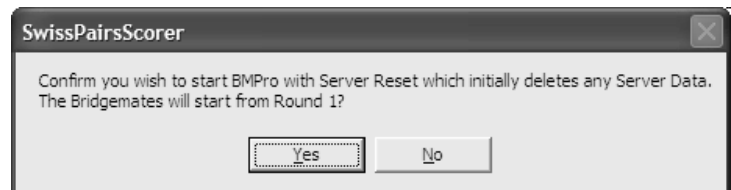
The next stage in the process is normally to send the movement detail to the server and thus to the Bridgemates. We will do this, but with a few changes to allow us to do the simulation.

4.1 **Click on Return** then select **Bridgemate Scoring** from the **Event Details** menu.

4.2 **Click on Create Database** (You must do this at the beginning of each new session to create the .bws file for that session). The confirmation screen will appear. **Click OK.**



4.3 **The next step would normally be to click on Start BMPro with the Restart Server option checked. You would then get the check question shown and BMPro would be started**



4.4 Ignore this step in normal operation – this is for SIMULATION ONLY

For a simulation you do NOT want the server activated as you may not have one.

Click on Restart Server to uncheck it.

Now click on Start BMPro.

The program will now prompt you as it thinks you are doing something unusual. **Click on YES.**

BMPro will now start up but can then be minimised. It is only required when the movement data is sent at the start of each round.

4.5 In the normal scheme of things, the server would now pass the movement data to the BMs and collate the scores. This allows the scorer to get the names in:

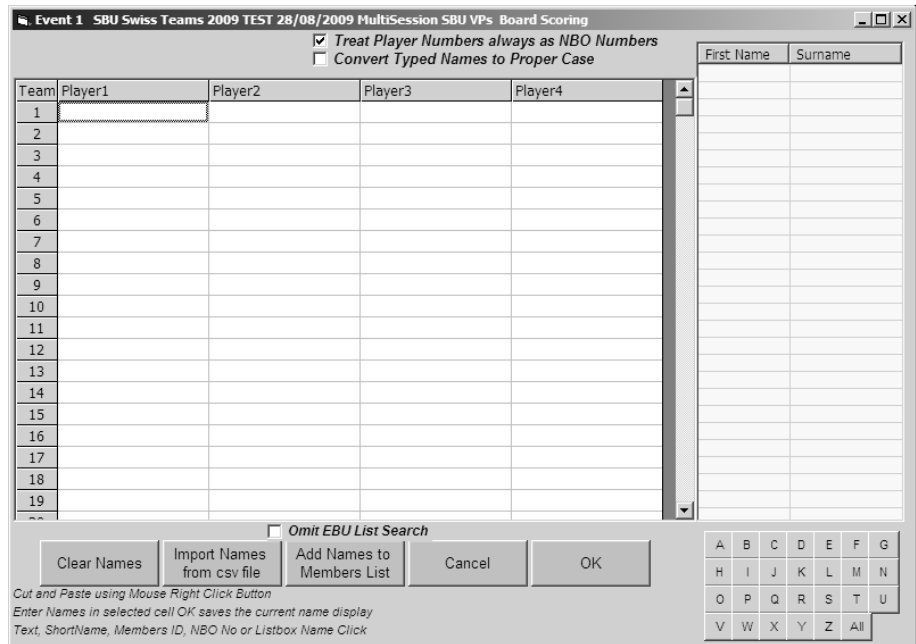
- i. Open up the **Names.csv** file in Excel.
- ii. Type in the names of the additional pairs **IN PAIR ORDER** at the bottom of the list.
- iii. Save the changes to the csv file, ignoring warnings about losing formatting
- iv. Return **back to the Event Details** menu and **click on Names**.

v. Click on **Import Names from csv file**.

vi. The program will remind you of the correct format for the names file.

Click on OK.

vii. Navigate to the revised (Now 46) **Names.csv file** and open it. The names should flood in then the program will inform you



of the number of names imported. **Click on OK.** (If it tells you that there are more names than players then you may have saved the csv file with some spaces in the blank cells at the bottom – you can simply delete these at the bottom of the imported names.)

5. ENTERING SCORES (Simulation Only!)

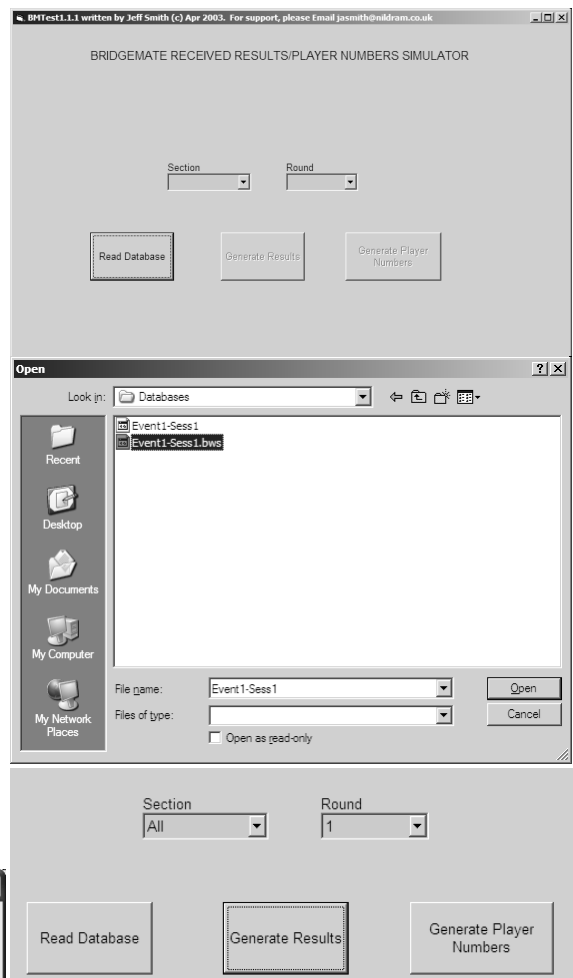
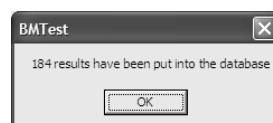
In a simulation situation, entering test scores can be the greatest chore. Jeff Smith provides a facility – **BMTest.exe** – that allows you to generate random results and transfer them straight into the event .bws file. (The results are totally random and are scored with appropriate vulnerabilities.)

5.a Leave the scoring and BMPro programs running and **open BMTest**.

5.b **Click on Read Database** and navigate to the scoring program folder. **Open the Database folder and open Event1-Sess1.bws** – BE SURE TO SELECT THE FILE WITH THE .BWS SUFFIX!

5.c In the BMTest screen **set the Section to All**, and the **Round to 1**.

5.d **Click on Generate Results**. The program will report back that '*x results have been added to the database*'.



5B

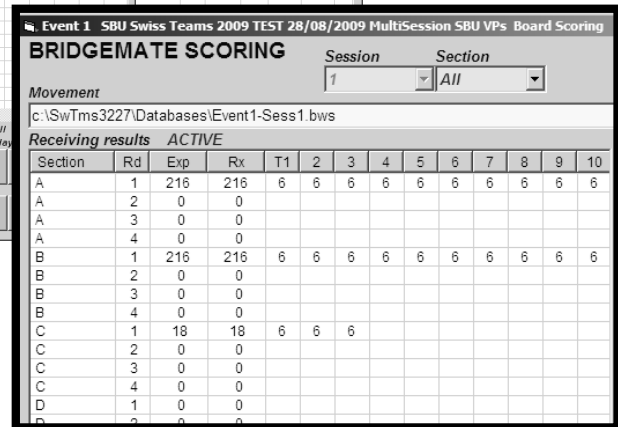
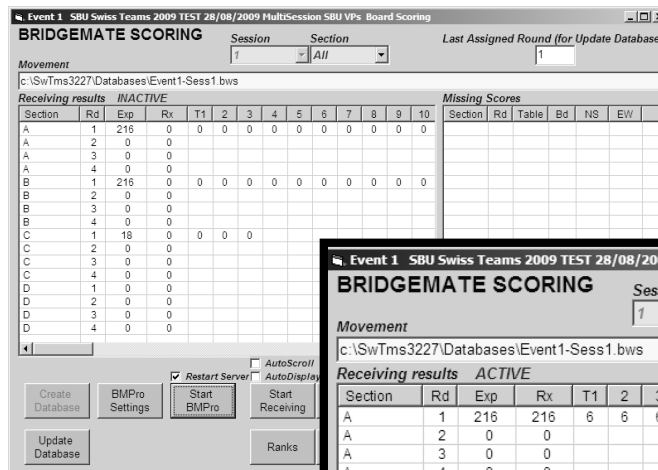
NOTE: Each time you come to generate scores for subsequent rounds **you MUST click on Read Database** then complete steps b-d above for that round.

REAL AND SIMULATED EVENTS

5.e Go back to the scoring program and select **Bridgmate Scoring** from the *Event Details* menu.

5.f Click on **Start Receiving**. There will be a brief pause then the scores will flow in.

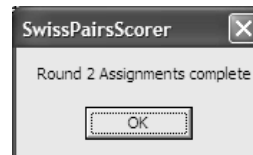
5.g When all scores are in, Click on **Return** then go to the **Assignments** screen.



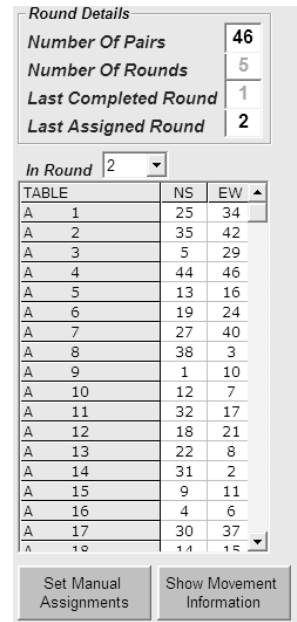
6. STARTING ROUND 2

During round 1 you should establish whether there are any other players who require to be fixed and either enter this during the round (while you still remember!) or before you do the round 2 draw.

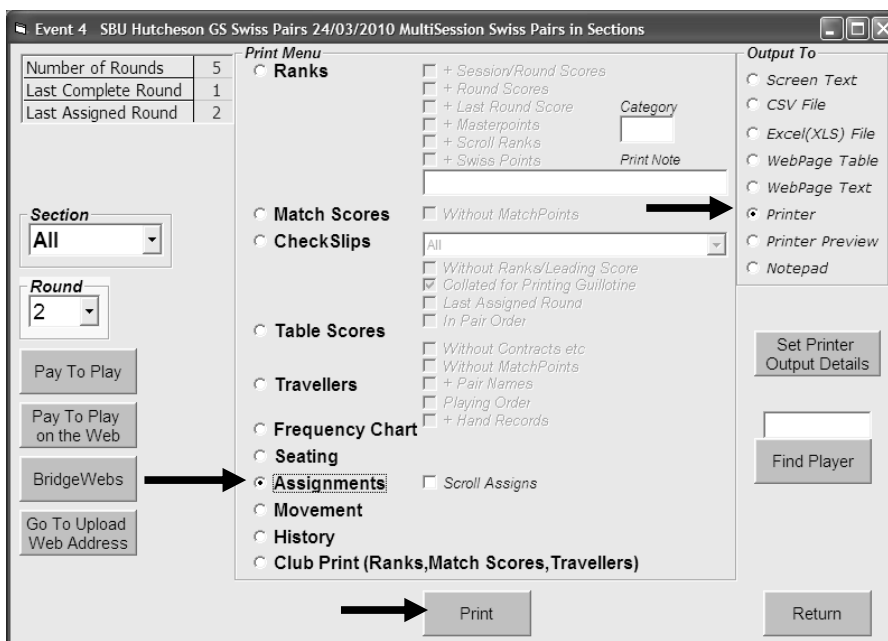
6.a Click on **Do Round 2 Draw**. The Confirmation will appear so click on **OK**.



6.b The next most important task is to print off the **Assignments** and get them posted.



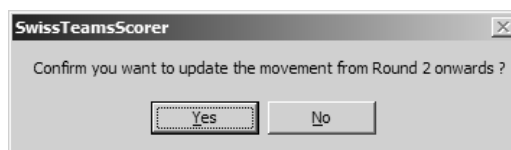
Go to the *Event Details* menu and select **Display Results**.



The **Round** should always be the one after the draw. Click on *Assignments*, then on *Printer* then on *Print once for each set of Assignments required*.

- 6.b **Return to the Bridgemate Scoring screen and click on Update Database.** You will get 2 confirmation menus one after the other – **click on Yes** to update for Round 2 **then on OK** which confirms that the database has been updated.

This sends the movement data for R.2 to BMPro and thence to the Bridgemates so that players can check their seating positions.



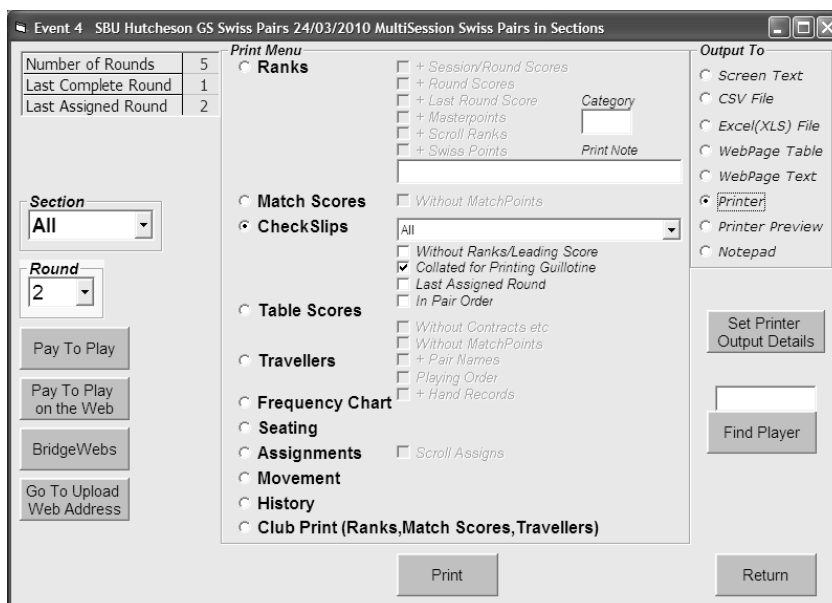
- 6.c As you are trying to simulate an actual event, the next stage would be to print off the **Table Checkslips** and perhaps the Rankings (more appropriate after R2-3 but useful in round 1 to check the draw).

Go to the Event Details menu and select **Display Results**.

Some important things to note here:

- i. To confirm an action you should click on **Print**. (**Return** takes you back to the Event menu!)
- ii. The top right corner offers a choice of output modes. The default is to Screen (via Notepad and does not necessarily reflect how it will print).

- iii. If you plan to print anything it is worthwhile checking beforehand how things will appear through your printer. Use **Set Print Properties** to set the default printer and also to make any necessary changes to print sizes/orientation, etc.



- iv. Table Checkslips are printed in the EBU **Collated for Printing** format – Table 1 at the top of page 1, Table 2 at the top of page 2, etc. unless you check the second box.
- v. **To get current rankings, turn the Round back to the previous round.**

7. PROGRESSION

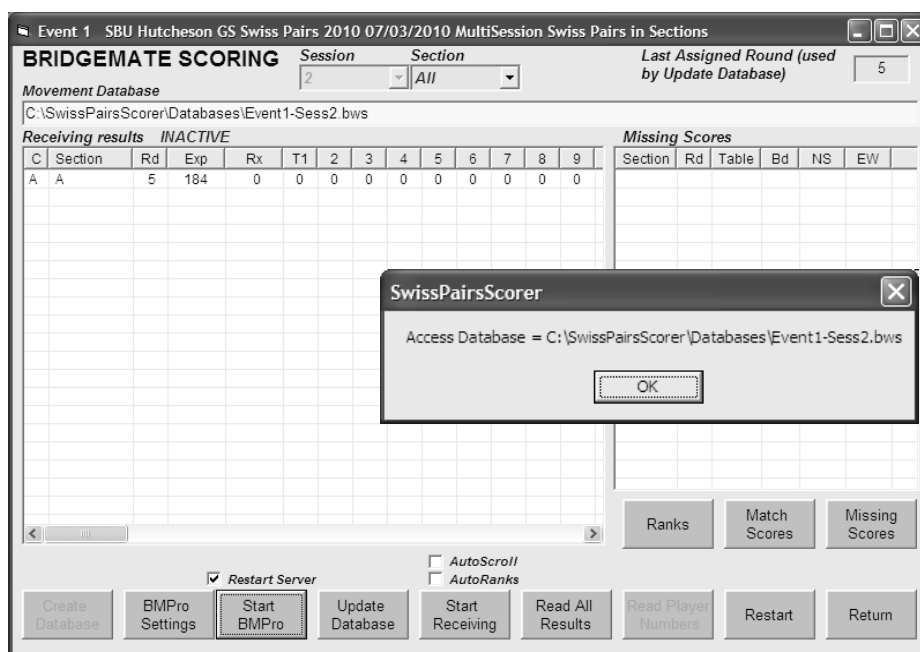
Generating the scores and making the draws for Rounds 2-4 is identical to the description given in Section 6.

The program works on the basis that the computer will be closed down between sessions, so each session is treated as if it were starting again. **It is thus important at the end of Round 4 – the last in Session 1 – that you :**

- 7.a **Click on Return** to get back to the *Event Details* Menu then **click on Return again** to get back to the *Events* Menu.
- 7.b **Close BMPPro.** (This simulates the real event where the scoring program would expect to re-start BMPPro at the beginning of Session 2.)
- 7.c **On the scoring program, retrieve multi-event 1.** You may have done the Assignment for round 5 at the end of Round 4 so that the starting positions could be printed off. If not, do it now and print off the Assignments for posting so that the last round can be started.

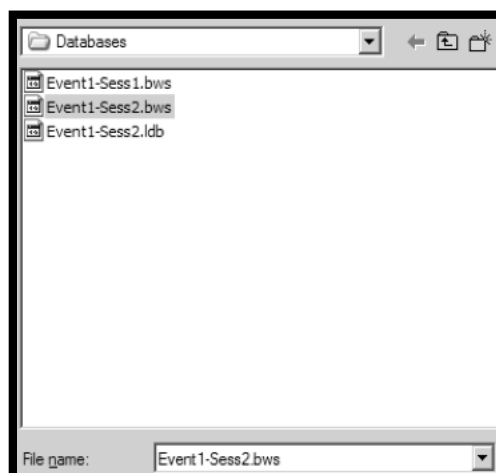
- 7.d **Go to the Bridgemate Scoring screen** which should show the session as 2 and, when you click on *Create Database*, shows the confirmation that it is now on *Sess2.bws*.

(If it persists in trying to create Sess1 again then cancel and repeat 7.a-c.)



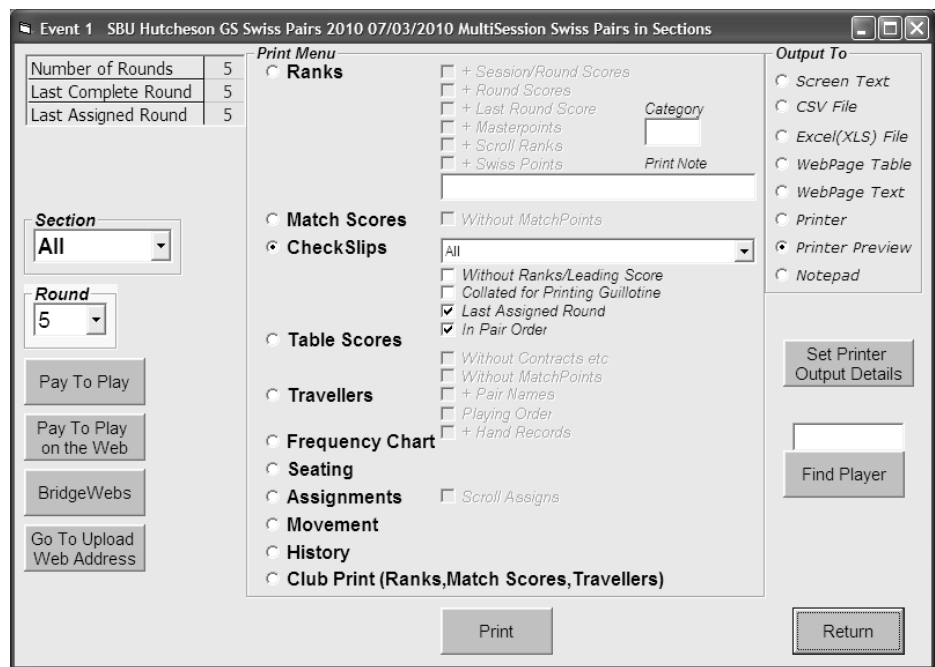
- 7.e **(Uncheck Restart server only for this simulation, not in normal working!!)** then click on **Start BMPPro.**

- 7.f For the simulation, proceed as before to generate scores, with one major difference → you are now picking up the new **Event1-sess2.bws** file.

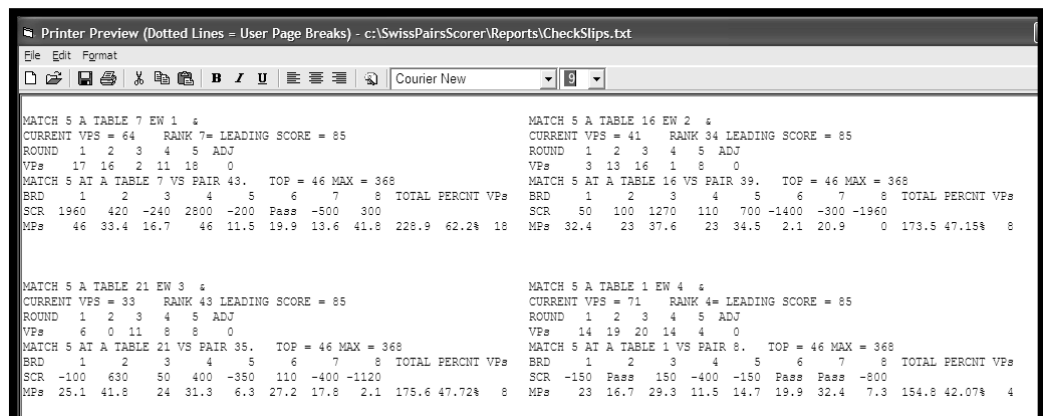


7.g At the end of play the normal check slips are not available as they require a next round draw. However, as the players are now probably milling around it is better to print off the Checklists in pair order and post them for viewing:

- i) Check the box for **Checkslips** and then the side-boxes for “**Last Assigned Round**” and “**In Pair Order**”.



- ii) It’s worth looking at the preview to check that it is showing the final round scores then if all is well you can Print them.



7.h Before you finish, create a Web Page and/or an Excel file of the final placings.