

Running Team of 8 Matches with Bridgemates

1 OVERVIEW

This guide is based on the Inter County Northern Bridge League (NBL) matches for Teams of 8. The program TeamsScorer is used and can be downloaded from <http://homepages.nildram.co.uk/~jasmith>

To use Bridgemate scoring, you need a consistent set of Bridgemate components. These may be downloaded from <http://www.bridgemate.com> The BCS program should usually be installed at C:\Program Files\Bridgemate Pro\Bmpro.exe. Latest versions:

Bridgemate II:	BCS 2.6.1	Server 1.3.107d	Units 1.6.1
Bridgemate Pro	BCS 2.6.1	Server 1.2.6	Units 2.3.2

Team of 8 events are run as two session events by merging 2 matching team-of-4 sections into a team-of-8 for each session. Recommended movements for NBL are all available as System Movements.

4 Teams:	Two sessions of 3 x 7 board matches with immediate scoring. Three sets of 28 boards should be prepared for each half.
5 Teams:	Two sessions of 4 x 5 board matches. Two sets of Boards 1-25 needed. American Whist Movements allow part match scoring with all teams at half-time.
6 Teams:	Sessions of 3 x 8 board and 2 x 8 board matches. Two sets of Boards 1-24 for each half. You can use a Howell movement allowing score every round. Alternatively, you can use a Stagger Movement allowing scoring with 3 teams at half-time.
7 Teams:	Sessions of 6 x 4 and 6 x 3 board rounds. Two sets of Boards 1-28 and 1-21 needed. American Whist movements allow part match scoring with all teams at half-time.
8 Teams:	Sessions of 4 x 6 and 3 x 6 board rounds. Two sets of Boards 1-24 boards for each half. Stagger movement allows scoring with 4 teams at half-time.
9 Teams:	Sessions of 8 x 3 and 8 x 2 board rounds. Two sets of Boards 1-27 and 1-18. American Whist movements allow part match scoring with all teams at half-time.

The players start at their Home Table as Teams of 4 in both sections A and B. NS players stay in the same direction throughout. The EW pairs switch Sections for Session 2.

For NBL scoring, all the result on a board are added together and the resulting value is converted to IMPs. The Total Imps against each Team-of-8 will be converted to VPs on the normal EBU Teams of 8 Scale. (Multiply the number of boards being played in each match by two, and use the standard Teams-of-four scale for that number eg for a 10-board Teams-of-eight competition scored this way, use a standard 20-board VP scale.)

For the purposes of illustration in this document, we will assume 5 teams:

Section A Bridgemates are numbered A1 to A5.
Section B Bridgemates are numbered B1 to B5.

To change the section letter or table number of a BPro BridgeMate, use the TD-key at the beginning of the session whilst the BridgeMate screen shows BRIDGEMATE PRO V2.0a EN.

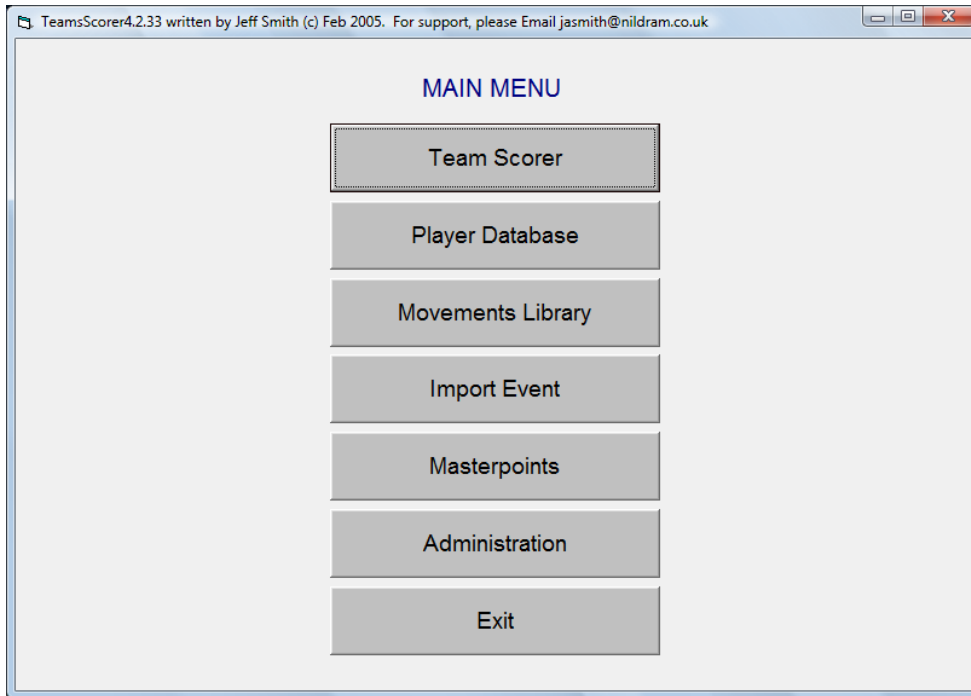
Insert TD-key to adjust the section letter and / or table number.
Press +/- to adjust the group letter and click "OK".
Press Cancel to delete the table number, enter the new table number and click "OK".
Remove TD-key. (Leave the Channel as "0")

To setup a BMII Bridgemate, press OK to switch on the Bridgemate and then press the "Setup" function key. The middle two function keys will scroll down and up the menu items. To set a fixed table number, press the + key until the correct section (normally A) appears and then scroll down to the "Table" menu item and press the + key to choose the table number.

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2 MAIN MENU

Start up the PC and Logon. Start TeamsScorer by double-clicking on the desktop icon or select it from the Start menu. It will open and the main menu will be displayed.



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3 Player Database

Click **Player Database** in the Main Menu

Player Database

Player Management

C:\Users\Jeffrey\Documents\SWPAIRS3\SPMembers.dat

No of Entries: 50388

National Bridge Org: EBU

PID	ForeName	Surname	Tag	NBNNo	CM
1	Alan	Aaronson		421975	N
4	Rita	Aaronson	ESX	442744	Y
5	Audrey	Abayasekera	NFK	404516	Y
6	Rita	Abberley	LAN	436451	Y
7	Paula	Abbey	SUS	402811	Y
8	Robert	Abbey	DIU	23575	Y
9	Sylvia	Abbiss	CRN	458125	Y
10	Mary	Abbot	CUM	308391	Y
11	Angela	Abbott	LEI	427222	Y
12	Beryl	Abbott	HRT	439252	Y
13	Bud	Abbott	HIX	22795	Y
14	Charles	Abbott	NFK	48530	Y
15	Collin	Abbott	BRB	110646	Y
16	Derek	Abbott	HIW	462152	Y
17	Diane	Abbott	NOT	419577	Y
18	Frankie	Abbott	CUM	435822	Y
19	Hazel	Abbott	BED	439134	Y
20	Jill	Abbott	NFK	403893	Y
21	Joan	Abbott	DER	444760	Y
22	Joan	Abbott	LAN	456043	Y
23	John	Abbott	DEV	402177	Y

Click on column header to sort

Update EBU Entry Add Player Save Player Delete Player

Assign IDs on Surname Change Database Return

Set the National Bridge Org = EBU. Select **Player Management** Tab.

Player Database

Player Management

Strat Level at or above MP Rank

Level A: National Master

Level B: Regional Master

Level C: Tournament Master

Level D: Unranked

Show Player List

+House/PC

+Tel No(s)

+Email

+MP Rank

Omit Members

Omit Visitors

Omit Anons

Update All EBU Entries Update Masterpoint Ranks Update Stratification Levels

Display Player List

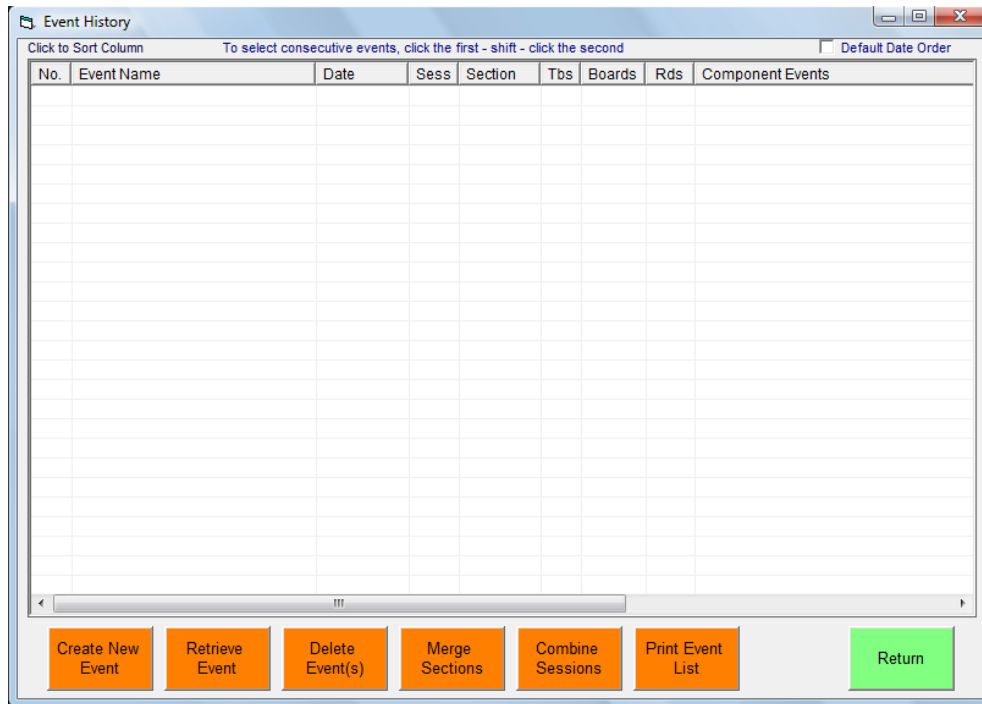
Set up latest EBU Member Lists Import Players Create Member List for EBU Return

Click **Set up latest EBU Member Lists** button to download the latest EBU Database and make it available for BM2 Name Display when Player Numbers are entered.

Click **Return** to take you back to the **Main Menu**.

4 EVENT HISTORY

Click on **TeamsScorer** and the Event History screen is displayed



Create 4 separate events with the supplied NBL movement:

Session 1 Section A – 5 Tables, 4 x 5 board rounds

Session 1 Section B – 5 Tables, 4 x 5 board rounds

Session 2 Section A – 5 Tables, 4 x 5 board rounds

Session 2 Section B – 5 Tables, 4 x 5 board rounds

These will be combined into a Multi-Session Control event which is used to manage the whole event.

The mechanism for doing this is explained in the next few pages.

5 Create New Event

Click **Create New Event** on the Event History menu

The screenshot shows a software window titled "Event 1 Manchester NBL 06/10/2011 Section A (Red) Session 1 Imp->VPs(WBF)". It has several tabs: "Club/Event", "Scoring", "Masterpoints", "BridgeWebs", "Import Deal", and "Prizes". The "Club/Event" tab is active, showing two sections: "Club Details" and "Event Details".

Club Details:

- Country (NBO): England
- Club Name: Manchester
- Club NBO No: 207672
- Contact Name: Jeffrey Smith
- Contact Phone: 01617023773
- Contact Email: jasmith@nildram.co.uk
- Web Site: www.bridgewebs.com/jeff

Event Details:

- Event Name: NBL
- Date: 06 Oct 2011
- Session: 1
- Section: A (Red)
- Director: Jeff Smith
- Scorer: Jeff Smith
- P2P Charged: 01 Normal P2P Club Session (Obsolete after 01/07/11)
- NGS Rated: Yes

At the bottom, there are buttons: "Store as Current Defaults", "Store as Club Defaults", "Restore Club Defaults", "Cancel", and "OK".

Enter Event Details: Session 1, Section A (Red), Event Name NBL (+ Club Name, TD, Date etc)

Select **Scoring** Tab

The screenshot shows the same software window, but now the "Scoring" tab is active. The "Scoring Method (only relevant for Control Event)" section is expanded.

Scoring Method (only relevant for Control Event):

- Method: Team of 4: IMPs. Normally converted to VPs
- Convert IMPs to VPs
- VP Scale: WBF Scale
- Butler Drops: 12.5% (1/8 Highest and 1/8 Lowest scores)
- Max Cap: 0, Min Cap: 0. *0=Unused. Capping is applicable to IMP/XIMP Scoring. The Caps are the Max and Min IMP value attainable in a single match.*
- Boards per Match: Calculated from Movement

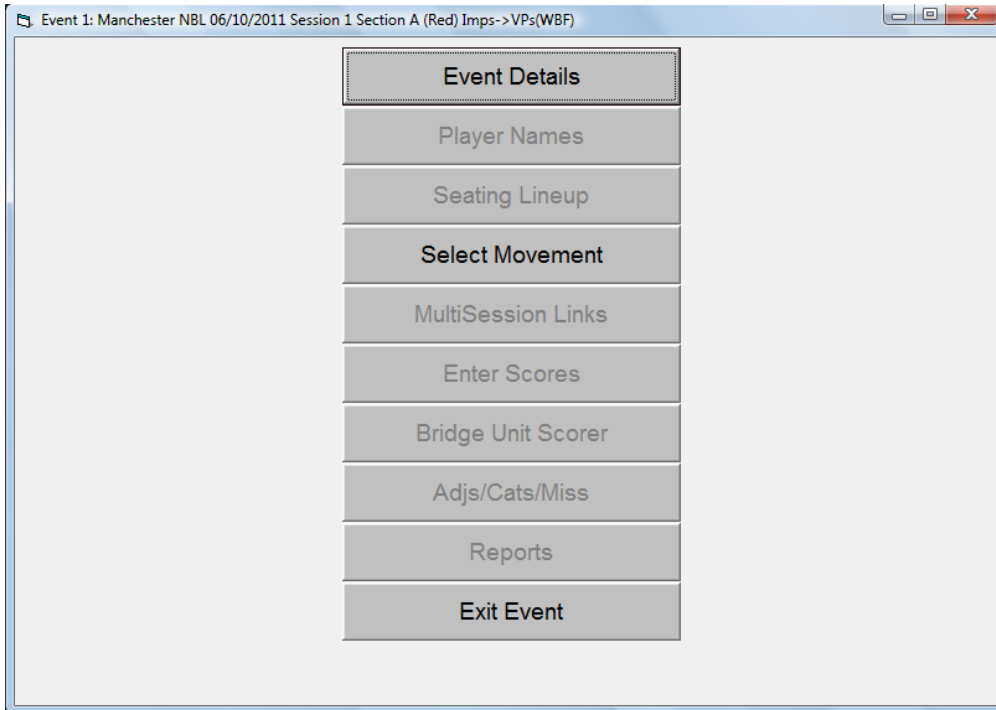
At the bottom, there are buttons: "Store as Current Defaults", "Store as Club Defaults", "Restore Club Defaults", "Cancel", and "OK". A red button labeled "Display VP Scale" is also visible.

Scoring Method is left as Team of 4 at this stage. It will be set to Teams of 8 in the combined MultiSession movement (see later).

Tick 'Convert Imps to VPs' box, Set VP Scale=EUB, Leave Boards per Match 'Calculated from Movement'

Click **OK** to take you back to the Event Menu

6 **Event Menu**



Click **Select Movement** button on the above Event Menu screen. You will pass through this screen when going to different screens.

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7 Select Movement

Click **Select Movement** on the Event Menu

Tbs	Bds	Set	Rds	Sys	Ref	Description: Standard Move=EW down 2 taking Boards down 1 Table (Double Move when needed)
5					M128	Odd Tables - American Whist, Tables In Single Line. EW start down 2
5					M129	ScoreBreak, Tables in Single line. User Defined Start
5	25	5	4	Y		American Whist - 4 Matches 5 Boards (NBL T8 Sessions 1 & 2)
5	50	10	4	Y		Half Time Score skip first half

Setup

Number of Teams: 5
Number of Boards: 25
Lowest Board: 1
Number of Rounds: 4

General Options

Boards moved down 1 at start
 EW down 2 at start, down 1 after break
 Reverse Moves (=Up 2 Tables)
Stagger Move default: EW down 1 at start, down 2 after break (Long Stanza First)

List

Standard
 Standard + Club
 Club
 Special Tournaments

Print Table Cards Show Table Cards Describe Movement Cancel OK

Select the number of Teams (=5) under Movements (bottom left)

Then select the required movement (American Whist – 4 Matches 5 Boards) from the list that will then be displayed. *The default is 4 x 5 board rounds. (For 4 x 6 board rounds, Change Number of Boards to 30.)*

You may check the movement using the **Show Table Cards** button.

You may print Table Cards using the **Print Table Cards** button (not really needed for this movement).

Click the **OK** button and confirm the movement details when requested.

This will take you back to the Event Menu.

Click **Exit Event** on the Event Menu to return to the Event History screen. (Confirm Y)

In a similar way, set the movements for Section A and B in the other three events. For 5 teams, the movement in both Session is identical, but it may vary for other numbers of Teams. In each event, leave the scoring as Teams of 4. This will be overridden later in the Multisession Control Event to Team-of-8 Aggregate.

Event: Session 1 Section B (Blue)

Event Name = NBL etc,

Teams = 5, NBL Session 1 Movement

Event: Session 2 Section A (Red)

Event Name = NBL etc

Teams = 5, NBL Session 2 Movement

Event: Session 2 Section B (Blue)

Event Name = NBL etc,

Teams = 5, NBL Session 2 Movement

Return to the **Event History** screen

8 Multisession Control Event

No.	Event Name	Date	Sess	Section	Tbs	Boards	Rds	Up	Component Events
1	NBL	06/10/2011	1	A (Red)	5	1-25	4	bm	
2	NBL	06/10/2011	1	B (Blue)	5	1-25	4	bm	
3	NBL	06/10/2011	2	A (Red)	5	1-25	4	bm	
4	NBL	06/10/2011	2	B (Blue)	5	1-25	4	bm	
5	NBL	06/10/2011	Multi	Multi	10	50		bm	1 2 3 4
6	NBL	27/11/2011	1	Multi	14	1-21	7		
7	NBL	27/11/2011	2	Multi	14	1-21	6		
8	NBL	27/11/2011	Multi	Multi	14	42			6 7

To combine the Multisession Events, select (by click) the four events on the Event History screen. Click Combine Sessions button. Confirm 'Yes' and a message 'Combined to Event 5' appears. This Multisession Control Event can be used to control the Multi event throughout. (Alternatively, Session 1 Section events can be merged, and Session 2 Section events can be merged and run as separate events).

Retrieve the MultiSession Control Event, click on **Event Details** and select **Scoring** Tab

Event 5 Manchester NBL 06/10/2011 MultiSession Teamof8 Agg->VPs(EBU)

Club/Event | **Scoring** | Masterpoints | BridgeWebs | Import Deal | Prizes

Scoring Method (only relevant for Control Event)

Method
 Team of 8: Add all 4 scores together for IMPs. Normally converted to VPs

Convert IMPs to VPs

VP Scale
 EBU Scale

Butler Drops
 12.5% (1/8 Highest and 1/8 Lowest scores)

Max Cap Min Cap
 0 0 *0=Unused. Capping is applicable to IMP/XIMP Scoring. The Caps are the Max and Min IMP value attainable in a single match.*

Boards per Match
 Calculated from Movement

Matches always completed within a single Session

Sessions for Scoring across 2 Parallel Sections
 1 2

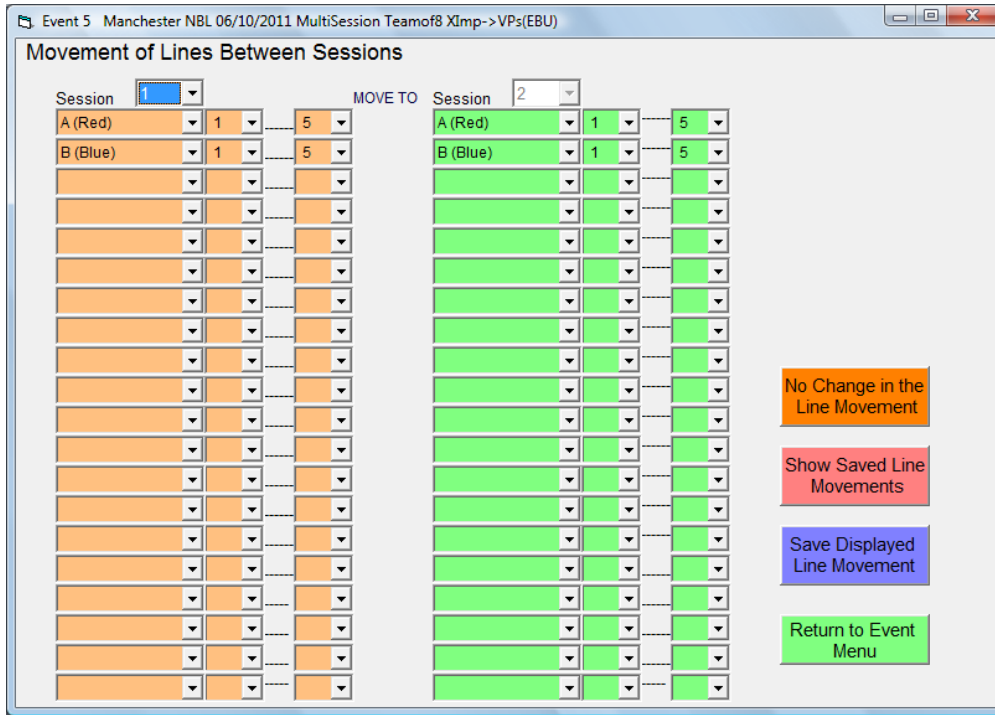
Display VP Scale

Store as Current Defaults | Store as Club Defaults | Restore Club Defaults | Cancel | OK

Set Scoring Method = "Team of 8: Aggregate all 4 scores together before converting to Imps (->VPs)"
 Ensure "Matches always assumed completed within a Session..." is unticked

9 LINKAGE

Retrieve the Multisession Control Event and click **Multisession Links** on the Event Menu



You can click the **No Change in the Line Movement** button to quickly set up the links.
 Red 1-5 MOVE TO Red 1-5 and similarly Blue 1-5 MOVE TO Blue 1-5

Click **Save Displayed Line Movement**

Click **Return to Event Menu**

(If there were any names entered, **Return to Event Menu** will copy the names from Session 1 to Session 2)

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10 NAMES

The preferred method of Player Name Entry is via Bridgemates (see later). Alternatively, this can be done manually as follows.

Click **Player Names** on Event Menu

The screenshot shows the following details:

- Form Fields:** Name: Nalin Shah, Club Id: 3515, NBO No: 107812, Member: False, MPRank: 4 Star Premier Regional Master. StratA.
- Options:**
 - Disable Player ID Check
 - Convert to Proper Case
 - Enable Team Names
- Session/Section:** Session 1, Section A (Red)
- Max Players per Team:** 8
- Buttons:** Visitor, Club NonMember, Clear Names, Player Database, Set Team Names, Import Names, Add Visitors to Player Db, Display Names, Cancel, OK.
- Table:**

No	TEAMNAME	PlayerN	PlayerS	PlayerE	PlayerW	Forname	Surname
1	Nalin Shah	Nalin Shah	Colin Archibald	David Crossland	Jean Thompson	Justin	Aaron
		Angela Bowness	Connie Ashcroft	Allan Darlow	Christopher Jago	Rita	Aaronson
2	Jean Morris	Jean Morris	Mike Bett	Ron Madeley	Thelma Oliver	Audrey	Abayasekera
		Sandra Hudson	Ken Crago	Ray Burnett	Susan Glover	Rita	Abberley
3	Ann Duncan	Ann Duncan	Martyn Moxley	ME Plent	Terry Leadbeater	Paula	Abbey
		Edward (Edd Woo	David Rushton	Margaret Darlow	Pauline Oliver	Robert	Abbey
4	Margaret Lewis	Margaret Lewis	Robert Weston	Joan Cookson	Gerry Hegan	Sylvia	Abbiss
		Ella Cartwright	Birte Ditchburn	Jean Forrester	Alec Smalley	Mary	Abbot
5	Ann Pearson	Ann Pearson	Joan Cunningham	Patricia Holbrook	J CULLEN	Derek	Abbott
		Christine Hands	Moirra Brown	Mary Field	Francine Archdall	Moya	Abbott
						Peter	Abbott
						Julie	Abley
						Elwin	Ackon
						Patricia	Ackon
						Rex	Acton
						Ann	Adams
						Derek	Adams
						Iris	Adams
						Peter	Adams
						Tony	Adams
						David	Adamson
						Joyce	Adcock

Ensure Enable Team Names is ticked, Disable Player ID Check is unticked and Max Players per Team = 8. Enter the Team Names into the first column. Numbers will be checked first as Player Ids, then as EBU numbers. It is preferable to use EBU Numbers for Player Names input. (See Player Database section) Enter the Team Name and the associated 8 Player squad in the order NS A, NS B, EW A, EW B pairs into Session 1 Section Red.

Click **OK**

The Player Names will automatically be copied from Section Red to Blue. If the Multi Links are set, they will also be copied to Session 2.

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11 BRIDGEMATE SCORING

Set out the Bridgmate scoring device and table number as required. When they are turned on, they will ask for confirmation of the section (A) and input of the table number (BM2s only). Please ask North's to check the table number. Check that the BM server is on (USB / battery power light and battery status light on the controller should be illuminated). Click **Bridge Unit Scorer** to open the main Bridgmate control screen.

C	Section	Rd	Exp	Rx	T1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
A	A (Red)	1	25	25	5	5	5	5	5																
A	A (Red)	2	25	25	5	5	5	5	5																
A	A (Red)	3	25	25	5	5	5	5	5																
A	A (Red)	4	25	25	5	5	5	5	5																
B	B (Blue)	1	25	25	5	5	5	5	5																
B	B (Blue)	2	25	25	5	5	5	5	5																
B	B (Blue)	3	25	25	5	5	5	5	5																
B	B (Blue)	4	25	25	5	5	5	5	5																
C	A (Red)	1	25	0	0	0	0	0	0																
C	A (Red)	2	25	0	0	0	0	0	0																
C	A (Red)	3	25	0	0	0	0	0	0																
C	A (Red)	4	25	0	0	0	0	0	0																
D	B (Blue)	1	25	0	0	0	0	0	0																
D	B (Blue)	2	25	0	0	0	0	0	0																
D	B (Blue)	3	25	0	0	0	0	0	0																
D	B (Blue)	4	25	0	0	0	0	0	0																

Select **BCS Options Tab** to set the required Options for Teams Scoring

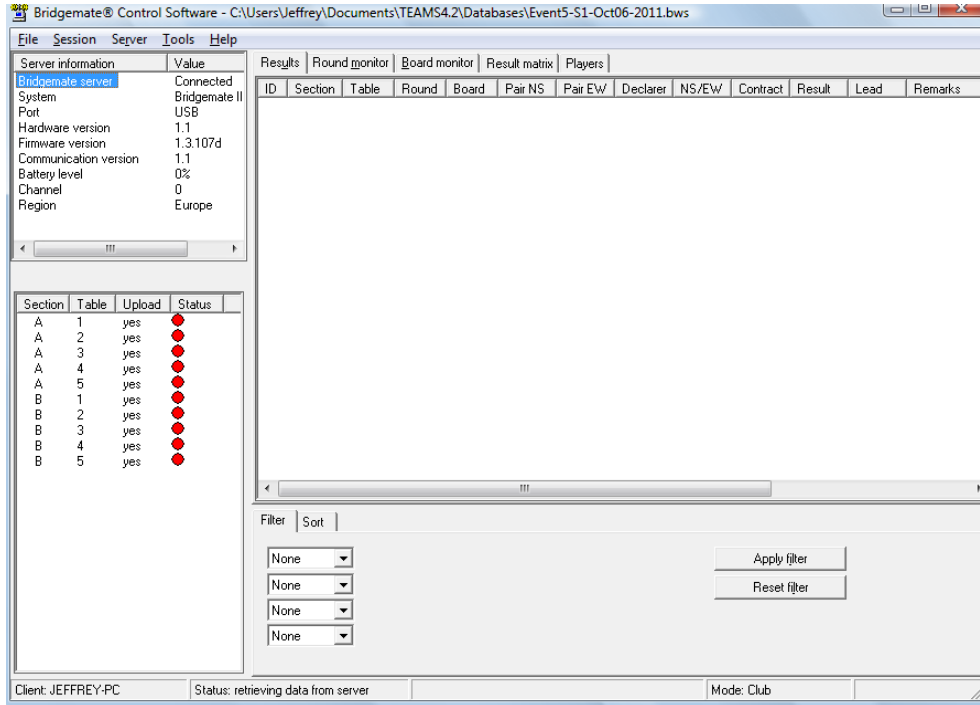
You can click **Restore EBU Teams Defaults** to set the BCS options. Tick the **Member Number (EBU Numbers)** box to allow EBU number entry by the players, (or 0 if unknown) on the Bridgemates. Players should not Login to BMs until after the first round and play has started so leave the **Entry at Home Table** unticked. Set the **Name Source** to Player & NBO Database on the **Extra Options for BM2** tab, to get immediate Name display on the Bridgemates after number entry.

Running Team of 8 Matches with Bridgemates

11.1 Launch Bridgemate Control Software

Ensure you set Session = 1 to do the Scoring for Session 1 only.

Click **Create Database** (bottom left) to create the Bridgemate Control Database (.bws file)
Ensure the “**Reset Server**” box is ticked, click **Launch BCS** and confirm if asked to do so.



The Bridgemate Control Software Program (BCS) will be started and you should see the 10 Tables being added as clients to its Server. Minimise the BCS Display.

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11.2 Running the Session

At this point, if you wish, you may select the BCS Setup Tab and click **Reset Bridgemates** button to ensure all Bridgemates are properly reset (BM2s only).

BridgeMate Scoring
Movement Database

Session: 1 Section: All

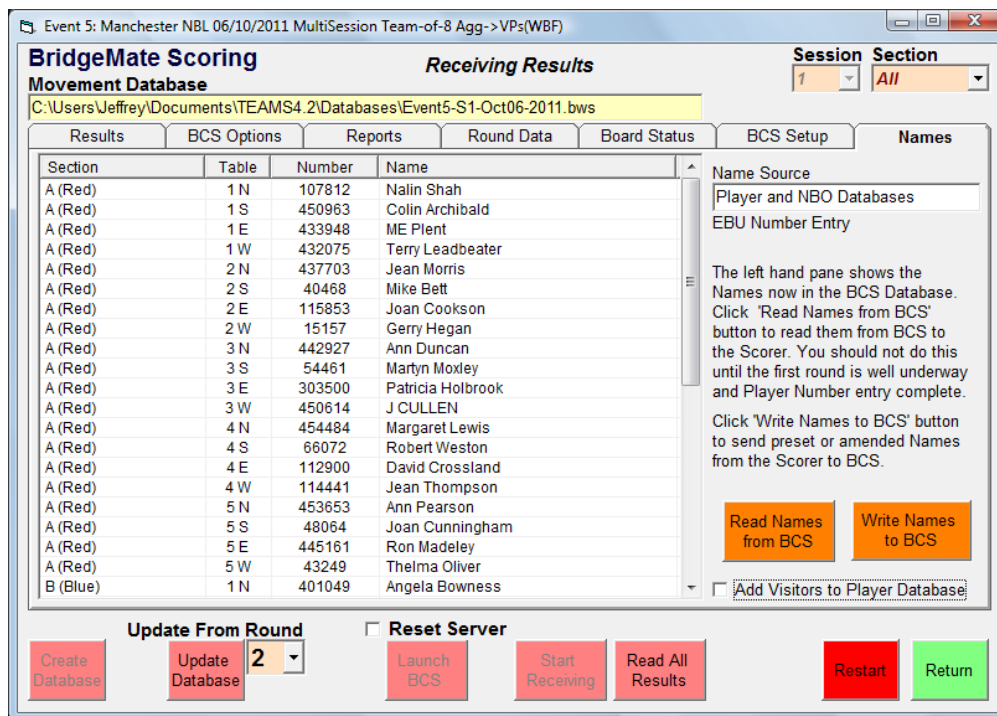
Results	BCS Options		Reports			Round Data					Board Status					BCS Setup					Names				
C	Section	Rd	Exp	Rx	T1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
A	A (Red)	1	25	25	5	5	5	5	5																
A	A (Red)	2	25	25	5	5	5	5	5																
A	A (Red)	3	25	25	5	5	5	5	5																
A	A (Red)	4	25	25	5	5	5	5	5																
B	B (Blue)	1	25	25	5	5	5	5	5																
B	B (Blue)	2	25	25	5	5	5	5	5																
B	B (Blue)	3	25	25	5	5	5	5	5																
B	B (Blue)	4	25	25	5	5	5	5	5																
C	A (Red)	1	25	0	0	0	0	0	0																
C	A (Red)	2	25	0	0	0	0	0	0																
C	A (Red)	3	25	0	0	0	0	0	0																
C	A (Red)	4	25	0	0	0	0	0	0																
D	B (Blue)	1	25	0	0	0	0	0	0																
D	B (Blue)	2	25	0	0	0	0	0	0																
D	B (Blue)	3	25	0	0	0	0	0	0																
D	B (Blue)	4	25	0	0	0	0	0	0																

Update From Round: 2 Reset Server

Buttons: Create Database, Update Database, Launch BCS, Start Receiving, Read All Results, Restart, Return

Click on **Start Receiving** to begin receiving scores. Progress during the event can be monitored on the Bridgemate Scoring Results Tab. For the Red Section, Round 1, the display indicates that it is expecting 25 scores. **Exp** is the total scores expected from the Red Section tables in a particular round, **Rx** is the total scores received from the Red Section tables to date in that round. The number of scores received for individual tables is shown under the appropriate table column. Any score amendments or adjustments are best done on the BMs or in BCS.

11.3 Reading Names



Players can enter their NBO number at the start. Any player without an NBO number can enter zero or blank. After the first round is well underway, check if all players have entered their number by clicking on the “Names” tab on the right hand side of the screen. If any names are missing, make a note of their table and position and get their name.

At some point later, click **Read Names from BCS** button to read the player numbers from BCS. These are decoded into Names and stored in the Scorer. You can add further Names manually (or correct spelling) by returning to the Enter Names menu (or by using the Player Tab in BCS).

Click **Write Names to BCS** button to send the corrected values back to BCS so they will appear correctly on the Bridgemate screens. Select the Results tab at the top of the Bridgemate Scoring screen to get back to the results monitor.

11.4 Scrolling Results

When you want to display scrolling results, select the **Reports** tab at the top of the Bridgemate Scoring screen. Select **Scroll**, **Show Continuous Rank Display** and click **Ranks**. The results should appear on the bridge room screen. You can click **Travellers button** to quickly check any results.

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12 MANUAL SCORING

This can be used if you need to update any scores manually in TeamsScorer. Click **Enter Scores** on the Event Menu to open the Travellers

The screenshot shows the 'Traveller' window in TeamsScorer. At the top, it displays 'Event 5: Manchester NBL 06/10/2011 MultiSession Team-of-8 Agg->VPs(EBU)'. Below this, there are dropdown menus for 'Session' (1) and 'Section' (A (Red)). A table shows match results with columns: NS, EW, Contract, D, Lead, NS+, NS-, NS Imps, EW Imps, and Score. The table contains four rows of data. To the right, the 'Score Entry Guide' tab is active, showing 'Board' (3) and 'Vul' (EW Game). Below this are 'Options' with checkboxes for 'Auto Next Board', '+ Prompt', 'Omit Last Zero', 'Contract/Result Entry' (checked), 'Omit Vulny Check', 'NS Pair Order', and 'US Style'. A 'Weighted Scores' section has dropdown menus for '%', 'NS Score', and 'Assign To'. At the bottom, there is a 'Board Number' grid, a 'Missing Scores' field, and buttons for 'Clear All Scores', 'Print Board', and 'Return'.

Using the drop-down boxes at the top of the screen, navigate to the appropriate Session, Section. Using the list-box, select the appropriate board. You can use the 'N' or '*' key to quickly move to the Next Board or 'P' or '/' key to move to the Previous board. Command keys (e.g. N, P etc may be entered in Upper or Lower case)

12.1 Entering or Replacing a score

Enter the score as 420, -90 or 420+, 90- etc in the Score column followed by Return and the score will be updated. There is an option to omit the final zero e.g.42+ or 9- etc. Alternatively, select the **Contract/Result** option and enter the contract details in the score column. Full details of score entry are shown on the "Score Entry Guide" tab.

12.2 Repeating a score

Press the 'R' or ',' key in the appropriate yellow Score box

12.3 Deleting a score

To delete a score – click in the appropriate yellow Score box in the Score column on the row corresponding to the NS & EW Pair numbers and press the 'D' key (case does not matter) – the score is deleted.

12.4 Replacing a score with an Arbitral score

Click in the appropriate box and enter the score as 50/50, 40/60, 60/00 etc. followed by <Enter>

12.5 Split Score

Using the Weighted Scores box enter the details of both scores.

In the example (NS get 100% of NS+420, EW get 100% of NS+50)

Then click box in the score column and press the 'W' key. Split scores may be shown by pressing the 'S' key.

The 'Weighted Scores' dialog box has a table with three columns: '%', 'NS Score', and 'To'. The first row contains '100', '420', and 'NS'. The second row contains '100', '50', and 'EW'. There are four empty rows below.

12.6 Fouled Boards

Not applicable to Teams (In Pairs, use the F command to all scores which were played after the board was fouled. Those scores will be Matchpointed as a subfield.)

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12.7 Pairs sit in Wrong Direction

Not applicable to Teams. (The A command may be used to Arrow switch the particular pair's score(s). Alternatively you may change the pair's number by clicking on the pair number and following the instructions.)

12.8 Other Adjustments

Return to the Event Menu and click the **Adjustments + Categories** button

Click on the Adjust Column corresponding to the pair, type in the value of the adjustment, and click **OK** to exit to **Event** screen.

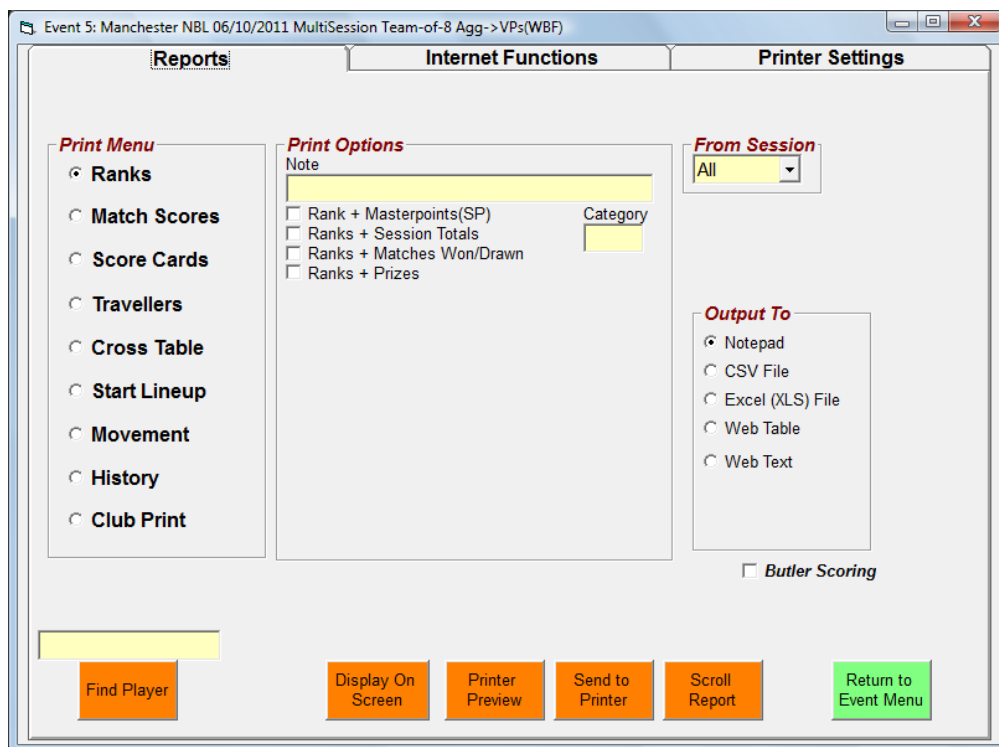
Team	Name1	Name2	Name3	Name4	Adjust	Category
1	Nalin Shah	Colin Archibald	David Crossland	Jean Thompson	25	
2	Jean Morris	Mike Bett	Ron Madeley	Thelma Oliver		
3	Ann Duncan	Martyn Moxley	ME Plent	Terry Leadbeater		
4	Margaret Lewis	Robert Weston	Joan Cookson	Gerry Hegan		
5	Ann Pearson	Joan Cunningham	Patricia Holbrook	J CULLEN		

Category Suggestions: V=Veterans, S=Seniors, J=Juniors, M=Mens, L=Ladies, F=Flitch (Mixed), N=NonExpert, T=below Tourm
Categories = up to 4 characters. Missing highlighted in Red
Minimum Scoring Unit 0.5 at VPs, 1 at Imps or Point a Board

You may also set a Category (up to 4 characters) on this screen which will appear on the final Rankings and may be used as a filter on the final Rankings list.

13 REPORTS

At the end of the session when all scores are in, click **Return** to get to the Event Menu and click **Display Reports**. If Bridgemates are in use, close BCS via **File > Close > File > Exit**



From **Display Reports** menu, you can publish the final rankings, match scores, scorecards etc. The most useful are Ranks & Match Scores for Teams of 8 results. To print Ranks with Masterpoints, Select **Ranks** in the Print Menu and **Rank + Masterpoints** in the Print Options. Click **Display on Screen** button to show ranks in Notepad File, **Send to Printer** button to print or **Printer Preview** button to check the layout (mainly page breaks). A wide range of reports are available in a variety of formats. If you choose **Notepad**, **CSV**, **XLS** or **Web Table/Text** the report is displayed on screen in the selected format and a copy saved in the Reports folder in the PairsScorer installation folder. Text will be output to Notepad Text Editor.

Another possibility is to backup the data file (PSEvents.dat) into the Backups Folder in the PairsScorer installation folder using the **Make Backup of Scorer Data** command on the **Administration** menu.

Reports should be automatically aligned and paginated in Line Printer output. If you need to change print settings, select **Printer Settings** tab to open the Printer Settings screen where you can set the font, font size, orientation and for some reports the number of entries per page. You can use the default Print Properties for A4 (Laser Printer) but the settings may have to be adjusted to obtain the best results with regard to the precise event details and printer. You can also specify which printer to use from those installed in your Printers Folder.

Click **Return** to leave the **Printer Settings** screen.

To leave the **Display Reports** screen,

Click **Return** to Event Menu
 Click **Return** to Event History

Running Team of 8 Matches with Bridgemates

14 Running Session 2

The procedure is similar to Session 1 with the important difference that the Session 2 movement must be passed to BCS and Member Number input should be disabled. (Be careful here, otherwise you could overwrite the first Session results !)

Thus after entering the *Bridge Unit Scorer* menu:

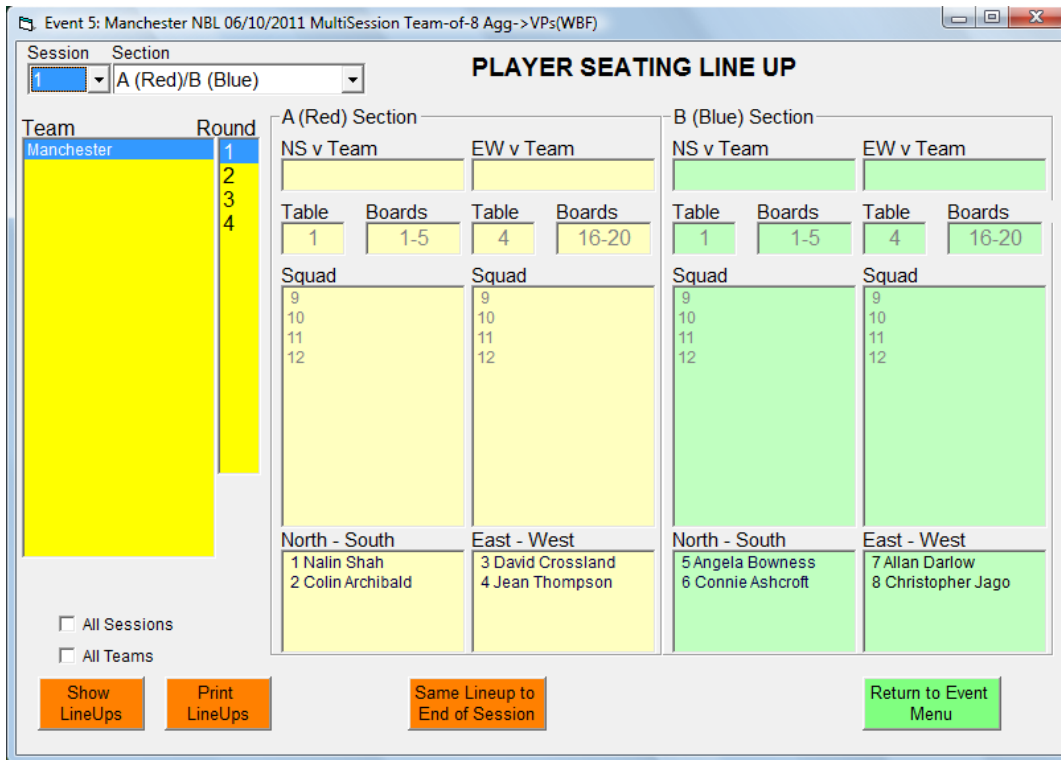
Set Session = 2 before **Create Database** etc

Untick the Member Numbers in the BCS Options. The Player Names will have been set via the Links on the Multisession screen.

Running Team of 8 Matches with Bridgemates

15 BUTLERS

Click **Adjust Seating** in the Event Menu screen.



Set up the Section Lineups for each match on the Adjust Seating screen. The quickest method is to set the Round 1 lineup for each County in each Session and then click **Same Lineup To End of Session** box.

The Butler scores may be viewed by ticking the Butler checkbox on the Display Reports Screen.

Running Team of 8 Matches with Bridgemates

16 County Teams of 8 League

As an example, take a county teams event where a County plays matches against six other counties. The matches each have an "A", "B" and "C" Team, each of eight players. They consist of 32 boards, 8 against each pair in the opposition team. The "A", "B" and "C" matches are scored separately. The scores of all four pairs in a team are aggregated and the result converted to IMPs and, at the end of the match, to VPs on the EBU scale. In the first session, the "A" team plays boards 1-8 (2 boards per table, circulated round the four tables) and the "B" team plays boards 9-16. After 8 boards have been played, the teams meet up and score. The "A" team then play boards 9-16 and the "B" team plays boards 1-8. After those boards have been played, the teams meet up to score and have tea. The "C" team have an identical set of boards (pre-dealt on Duplimate) and they follow the "A" team "movement". In the second half of the match a similar procedure is followed for boards 17-32. The home team pairs move round the tables in turn; the way team retains the same seats throughout. For each match, the objective is to enter the board scores for all 32 boards for all twelve pairs so as to generate the butlers (ignoring the highest and lowest scores) and save them in a format can be e-mailed to the players.

Admittedly, for 2 Teams of 8 Butlery not using Bridgemates, its a rather trivial use of the Scorer facilities and you may be better advised to do it manually or on a spreadsheet - but the setup would be as follows....

Teams of 8 scoring is based on 2 Sections being combined together. Each Section is done as 1 Event. Assuming it is all done as one Session, and taking the A team as an example.....

Table Cards are preset as:

Table 1	Table 2
1 v 2 1-8	2 v 1 1-8
1 v 2 9-16	2 v 1 9-16
1 v 2 17-24	2 v 1 17-24
1 v 2 25-32	2 v 1 25-32

where 1 is CountyX A Team and 2 is CountyY A Team. The fact that the Home A Teams moves is irrelevant to the Movement Card since it is still the same CountyX v ECounty at each Table throughout. The movement however will be reflected later by setting the 8 Player Names in the Names entry for the two Teams and then setting the Seating LineUp for each round which then allows the Butlery to be applied to the right pairs.

So, the procedure is:

Create Event (1)

Event Details - Title 'CountyX v County Y A Teams', Section Red, Session 1,...Rest of info irrelevant
Select Movement - Preset Movement (which is already in the list as a standard 2 Table movement but change boards to 32)
OK, Exit

Create Event (2)

Event Details -Title County X v County Y 'A Teams', Section Blue,Session 1 ,...Rest of info irrelevant
Select Movement - Preset Movement (which is already in the list as a standard 2 Table movement but change boards to 32)
OK, Exit

Merge Sections (by highlighting Events) 1,2 to Event (3)

Retrieve Event 3

Event Details - Set Scoring as Teams of 8 Agg to Imps (EBU Scale for 32 board matches), Butler Drops = 2.
Set Players per Team=8 on Names Tab
Names - Enter 8 Names for Section Red for each of 8 Teams (Team Name, then two lines of 4 Names preferably in NS,EW,NS,EW order)
(The 8 Names will be auto copied to the Blue Section because it is a Multisection Team of 8)
Set Seating Lineups for each of the 4 Rounds. You can save time with the Away Players using the 'Same remaining Session Lineup' button
Enter Scores - These are scores on a particular Board so it is MANDATORY that the Players fill in a Board Traveller (as well as keep their individual scorecards if they like)
....The Butler Ranks may be shown by ticking the Butler Ranks box on the Display Reports screen
A similar procedure can be done for B & C using Events 4-6 and 7-9. Although B play Boards 9-16, followed by

Running Team of 8 Matches with Bridgemates

Boards 1-8, if you are doing all this at the end of the match, then just use the same Table Cards - the fact that Round 2 was played before Round 1 and Round 4 was played before Round 3 is irrelevant.

It isnt usual to do Butlers over different level matches....but.. to do an Overall Butler, you would need to put all three matches in the same section!

You would have to set it as SIX Teams of 8 with CountyX B as Team 3, CountyY B as Team 4, CountyX as Team 5, CountyY as team 6. The Table 3,4 Cards would be set as:

Table 3	Table 4
3 v 4 1-8	4 v 3 1-8
3 v 4 9-16	4 v 3 9-16
3 v 4 17-24	4 v 3 17-24
3 v 4 25-32	4 v 3 25-32

and similarly Tables 5 & 6.

...

You can create this single section movement using the Movement Library facility

You set this up as Section Red Movement.,

You set a similar movement as Section Blue Movement,

Merge together

Set Team of 8 Scoring, Names, Seating etc as before

Now the Butlers will apply overall.

END OF DOCUMENT