

Bridgemate System Guide

Farnborough (Kent) Bridge Club

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1. System Components

1.1 Laptop

- Case/bag, with 2 external pockets, this is housing ⇨
- HP Pavilion 15 Laptop running Windows 8.1.
- Power cable
- Wireless mouse with adapter
- Two memory sticks, one is usually with Marian
- The laptop password is *woodman1* and it is on a card in the pocket, as well as on the sticker inside the case.

1.2 Extension lead (15 meters long) on a reel

Kept in the club storage room.

1.3 Bridgemates

- Attache case.
- 20 Bridgemates are packed in the attache case in numbered slots, 2 per slot, top and bottom reversed, back to back, with keypads facing outwards. Ensure when packing the units, that no keys remain pressed.
- Wireless Server with USB cable.
- Screen/keypad wipes.
- Spare batteries.
- An up-to-date List of Player IDs. Marian also keeps one.

2. Running a wireless scoring session

2.1 Connecting it up

- Plug in the extension lead to a power socket on the stage.
- Place the computer in a centrally placed position at the front of the stage. Plug in the computer. The small LED light next to the computer power connector shows that the power supply is on.
- Turn on the computer and the wireless mouse. If computer was hibernated it will display the desktop fairly quickly. If it is booted from cold, it will take longer to start and you will need to enter the password to get to desktop. A small icon in the tasktray (bottom right of the screen) will show that the computer battery is charging, further

indicating that the mains socket is working.

- Attach the USB cable between computer and server. Normally it is already plugged into the server while in the case. Place server on a suitable stand next to the computer in a slightly elevated position. The box with movement cards has been used so far.
- Make sure that the ventilation grill on the computer is free from any obstruction.

Bridgemates could now be placed on the tables.

2.2 Starting Wireless Scoring

1. Start BridgeScore.

2. On Bridgescore main screen click on Scorer and New Event.

If anybody new asks you for their player ID and you have plenty of time, go to Bridgescore – Names screen and Add Name. Give them the number generated by the computer. DO NOT try to search for their EBU number from EBU database, no point, there is no Internet connection. If you do, you will have to wait for a long timeout..

However, if you have already started the system, click on the Players picture and enter the name there.

2.2.1 Starting One Section

a. Make sure the menu item 'Allow Parallel Events' on the Wireless menu is not ticked.

b. Enter Event name.

c. Select event type -

- Pairs, if running club pairs or any other pairs competition
- Teams with Travellers, if running teams, like
 - Lilian Martin Bowl,
 - Smith Cup
 - Burton-Pryor qualifier
 - Burton-Pryor quarter/ semi/ final.

When running Burton-Pryor *quarter/semi/final* it is necessary to tick the *League/KO Teams* box as well.

d. Click on Save Event.

e. Click on Define Movement. Liaise with director to determine exact movement details and enter accordingly. Consult 'FBC Pairs Movements' or 'FBC Teams Movements' documents if necessary.

- For a Mitchell movement
 - Enter Number of tables, Number of Rounds and Boards per round
 - Select one or two winner movement
 - Enter arrow switches, if appropriate
 - Select Skip or Share and Relay

- Enter **Missing Pair** or **Rover**, all as advised by director. Please note that for Missing Pair (sitout), half table counts when you enter it in Bridgescore. For Rover, there is no half table. So if there are 29 pairs, enter number of tables as 15 if Missing Pair and 14 if Rover. This is different in Bridgescore to some other scoring programs. Remind sitout rover pairs to enter their names on Bridgemate. (Rover use the imaginary table number – in this case 15 - on Bridgemate to enter their name.).
- For a Howell or any other non-Mitchell movement
 - Select movement from the dropdown list
Enter missing pair if required
- For Teams, after getting instructions from director, select
 - American Whist Odd from the movement dropdown list for odd number of tables
 - Enter number of tables. When you tab away, the other fields are filled in automatically.
 - American Whist Score Break from the movement dropdown list, for even number of tables
 - Enter number of tables. When you tab away, the other fields are filled in automatically.
 - Burton-Pryor – select movement from the dropdown list.

f. Click on Save and then Exit.

g. Answer YES to the question 'Start wireless scoring?'

For Teams - a message „Player Numbers must be entered at the table where team members start playing“ is displayed – remind director to announce it if necessary. Everybody will probably get fed up listening to it after a few teams events.

The system is now running, ready to read scores and names from Bridgemates. The 'Control Panel' shows that 'Reading Scores' is on and 'Scrolling Results' are off.

A K-9 like Bridgemate Control Software (BCS) icon is visible in the taskbar. It is worth being aware of it, but no need to do anything with it – 'let sleeping dogs lie' ☺

2.2.2 Starting Multiple Sections

The idea is to start a 'wireless session' consisting of several sections/events.

1. Make sure the menu item 'Allow Parallel Events' on the Wireless menu is ticked.

2. Continue with b - f as above.

3. You are then asked if you want to 'Start a new wireless scoring session?...'

- If you are starting first of several events, answer **yes**.
- If a new wireless session has already been started and this is a parallel event (second or subsequent event), answer **no**.

4. The second question – 'Have all events been started?' is displayed.

- If you want to define another event, answer **no**. Exit this event and click on New

Event to define subsequent events as in **b - f** above.

- If you defined all events, answer **yes**.

The system is now running. The 'Control Panel' shows one tab for each section/event. Click on the appropriate tab to look at the status of section.

Section 1 or A is the event you started first and the subsequent sections are in numerical or alphabetical sequence.

In theory, you can define up to 6 sections, but maximum 3 at a time have scrolling screens displayed. For more than 2 sections, you are advised to alter the ranking screen preferences (Results menu Preferences) from FullName to NickName to ensure that names on the scrolling screen are readable.

2.2.3 What if wrong movement defined

If you or director made a mistake, e.g. a new half table was discovered or somebody comes last minute, just as you defined the movement and started the system – you are advised to start from scratch.

Don't worry – it is quick and easy.

Click on Exit on the Event screen, answer **yes** to the 'Stop wireless scoring?'

Delete the event(s) on top of the list of events, the ones that you have just incorrectly defined.

If scoring multiple section, you need to delete ALL events, even those originally correctly defined. To delete an event, click on it to highlight it, then press the Delete key on the computer keyboard. You can select more than one event at a time, if necessary.

Now click on New Event etc, as described in 2.2.1 and 2.2.2 above. For multiple sections redefine all events.

After the wireless scoring started all Bridgemates have to be reset – TDMENU then RESET function key.

2.3 Dealing with queries during the session

If you are asked to correct a score in Bridgescore this should be done as soon as possible during the evening, as delays are not desirable at the end of the session.

Please note that scores should be corrected on Bridgemates rather than in Bridgescore whenever possible.

When correcting a score in Bridgescore you should be aware that you are not the only one entering scores in the computer – there are anything up to 20 Bridgemates potentially doing the same job. Computer will not allow Bridgemates and you entering scores in the same time. So as soon as you click 'Enter Scores' button you will notice that the 'Reading Scores' button on the Control Panel turns off and changes colour to red, reminding you that Bridgemate scores are not read into computer at the moment. Bridgemate users are not affected, their scores are queued up waiting for better times. As soon as you corrected a score, please exit score entry. The 'Reading Scores' button will turn on automatically and the scores waiting in the queue will be read in.

When entering or correcting scores take care not to accidentally change any other scores. It would be a good idea to familiarise yourself with Bridgescore basics.

Do you know how to enter an average (on Bridgemate or in Bridgescore)? Director might ask you to do it, if for any reason an average had to be awarded. It is easier to enter it on the computer than on Bridgemate.

For any other problems, see Chapter 2.5 „What if something goes wrong“.

2.4 End of session

- When the first score of the last board of the last round arrives from somewhere, the scrolling screen is turned on automatically. This means if the system was set for 9 rounds and only 8 were played, you need to turn on scrolling screen by hand.
- Unplug the computer power lead from the extension lead block and let others store away the extension lead while you are dealing with your end of session activities.
- Pack the power lead back into the plastic bag and then in the computer case/bag pocket.
- Gather all Bridgemates, reset them (TDMENU then RESET) and make sure they are packed correctly; return the server to its slot. I wind up the USB cable and put it in a small plastic bag, to minimise chances of it being clipped by the lid.
- Unplug the server from the computer, and on the server **press the ‘Battery Off’** for a few seconds (to completely turn off the server).
- When everybody has stopped looking at the scrolling screen, Exit event, click Yes when asked „Stop wireless scoring?“. (Marian usually does this and the following item)
- Plug in memory stick select the event(s) you wish to copy to memory stick and click on blue envelope to start email. This creates an attachment file for the email. Now click on 'Send later', to avoid actually sending the email. Copy the attachment 'emailevents.pse' to the memory stick (remember to eject it). **Note:** When there is more than one event, **all** events have to be selected before clicking on the blue envelope. All events are copied into the single attachment file emailevents.pse
- Marian has to get emailevents.pse eventually as it is her computer that holds the club historical database file – all events from year 2004!! She also does any further processing – Jackson spreadsheet, P2P upload, EBU number search and ID allocation.
- Turn off the computer. You can just hibernate it, but turning it off completely is better, as battery seems to discharge quite a bit while hibernating. Store it in the case.
- **Switch off** the wireless mouse and pack it back into the case.

Village Hall has to be locked up by 11 o'clock – so be quick!!

There would be another item here to do if there was enough time. In Bridgescore, on the event screen, you need to click 'Check Scores' button. This will tell you to check some travellers where an incorrect score entry is suspected. In particular this will check if a contract was entered with wrong polarity, ie N/S instead of E/W or vice versa. Marian checks this when she gets back home. This may of course affect results.

2.5 What if something goes wrong

There are many ways in which things can go wrong. Here are a few examples.

2.5.1

SYMPTOMS: Bridgemates working, but the computer screen looks dead. Red light on the server.

POSSIBLE CAUSE: Laptop is not connected to the power supply. (the little LED light not on)

CORRECTIVE ACTION: Connect the laptop to the power supply and then press the 'power' button on the computer. No further action needed. Laptop will wake up and catch up.

DO NOT keep trying to wake up the computer before you restored the power supply. You might destroy its battery and this is an expensive business.

2.5.2

SYMPTOMS: Bridgemates working, computer dead, red light on the server, BUT this time power supply is connected.

POSSIBLE CAUSE: Laptop crashed or shut down for unknown reason.

CORRECTIVE ACTION:

- Reboot laptop
- Start Birdgescore, click on Scorer and doubleclick on the event on top of the screen.
- „Do you wish to open wireless control panel?, you are asked; answer Yes.
- Another question – „Start/Restart wireless scoring?“ question is displayed. Click on Restart (**NOT** Start)

If Server batteries are working, everything should now continue as normal.

2.5.3

SYMPTOMS: Bridgemates stopped working. No lights on the server. Computer screen looks dead.

POSSIBLE CAUSE: Laptop crashed or shut down for unknown reason OR there is no power to the laptop. Server batteries have run down.

CORRECTIVE ACTION:

It is unlikely that in the short time available in the club you would be able to diagnose the problem and perform the recovery operation. For completeness, here is the procedure: –

- Revive the laptop as above in 2.5.1 or 2.5.2
- Go to the BCS program - the K-9 icon in the taskbar.
- Click 'Session', 'Synchronize/Recover'.
- Go to 'Recovery' tab, then 'Recover Server'.
- Answer 'Yes' to '...are you sure you want to recover the server'..
- Answer 'Yes' to '...are you sure you want to reset the server'

- Enter the security number as requested.
- Click 'Close' on the pop-up box.

2.5.4

SYMPTOMS: Bridgemates working, but there are no scores in BridgeScore.

Control Panel not displayed.

K-9 icon still in the taskbar.

POSSIBLE CAUSE: Somebody (accidentally) exited from the event and/or closed BridgeScore.

CORRECTIVE ACTION:

- Start Birdgescore, click on Scorer and doubleclick on the event on top of the screen.
If BridgeScore is already running but Control Panel not displayed, reopen the event (exit event and doubleclick on the event to reopen it)
- „Do you wish to open wireless control panel?, you are asked; answer Yes.

No further action needed.

2.5.5

SYMPTOMS: Bridgemates working, but there are no scores in BridgeScore.

Control Panel not displayed.

No K-9 icon in the taskbar.

POSSIBLE CAUSE: Somebody (accidentally) exited from the event, and/or closed BridgeScore and also stopped wireless scoring

CORRECTIVE ACTION:

The recovery procedure is the same as in 2.5.2 when the laptop shut down.

- Start Birdgescore, click on Scorer and doubleclick on the event on top of the screen.
- „Do you wish to open wireless control panel?, you are asked; answer Yes.
- Another question – „Start/Restart wireless scoring?“ is displayed. Click on Restart (NOT Start)

If all fails, it seems that this might be one of those evenings when the scoring is done from paper travellers and you will be even more grateful that we have Marian. ☺

3. Aftercare

You take the laptop and Bridgemates home and then?

PLEASE keep Bridgemates clean. Screen/keypad wipes supplied. Once a year perhaps you could unclip the Bridgemates cover to see what lives underneath. ☹

At home keep the laptop and Bridgemates at room temperature, away from direct heat and sun, in a dry place (drawing room and living room OK, no to duck house or outside lavatory).

Do not connect the laptop to Internet. This might start updates, even though automatic updates are disabled. (It seems to happen sometimes). When you get back to the club and start the laptop, you might be greeted with a message „Installing 33rd out of 435 updates, please wait“ And this might last an hour or more if you are unlucky...

You might have to update the list of names on the laptop, to keep IDs up-to-date. Marian can email you this if you wish or you can get them from Internet via your own copy of Bridgescore (see chapter 5). Use memory stick to copy names to the laptop (folder c:/ClubData/farnborough). Start Bridgescore, click on Names and then click on the Send/Get menu and Get names from text file. Alternatively, perhaps Marian can bring an u-to-date list of names file back into the club on the memory stick...

It is a good practice to keep the list of events short, perhaps not longer than half of dozen events. To delete one or more events, select the events you want to delete and press the delete key on the keyboard.

Do not change any settings on the laptop or Bridgemates. Laptop is set to never hibernate, unless battery low. This keeps it awake during the club session.

4. Other things you need to know

4.1. HP Pavilion 15 Laptop running Windows 8.1.

This is configured with its own custom power plan –

- never hibernate, except when critical battery level reached.
- screen always on, except on battery it turns off after 5 minutes

Automatic updates off.

4.2. Server

The server is powered from the laptop, but has four AA batteries, to maintain service in the event of computer failure - i.e. the server can continue to accept results data from the Bridgemates during laptop down time. (The battery life is about 50 hours- when the Battery Status light turns orange or red, replace the batteries). The server automatically runs on battery when disconnected from the laptop, and has to be manually switched-off by pressing the OFF button for a few seconds.

4.3. Bridgemates

Faulty Bridgemate

If a Bridgemate stops functioning, get a new Bridgemate and perform a takeover procedure as for the wrong table entered, and press CONTIN function key to make sure all scores already entered are retained.

SETUP function key

All units have been initially configured with the correct settings and this **should not be changed**. These are: SCAN, SELECT, EUROPE; 0; ENGLISH; ON. Internal settings menu is accessed via the SETUP function key, PIN code 749. The contrast can be adjusted with the last parameter (but default is usually best).

Batteries

Bridgemates are powered by two AA batteries. When viewing Bridgemates, be conscious of the Low-Battery indicator, with the intention of replacing low batteries when convenient (the batteries should last for 300+ sessions according to the instructions!!).

5. Installing Bridgescore

If you want to install your copy of Bridgescore to practice entering movements, names, scores, averages, go to www.mirnagoacher.co.uk, pwd *istria* at the moment. Ignore all security warnings. It's only me.

When you start it, enter club name as Farnborough (Kent) Bridge Club, then click Add.

Now Get Club No, click on Wireless and Bridgemates.

Go to Names and Get Names from Web.

Ask Marian or me to email you one of the old events for practice and/or start you own new event.

You should now be able to practice using Bridgescore.

If you press F1 on various screens, there is help, but – beware – this is not always up-to-date. However, the things you need most, names and score antry, should be correct.

Postscript

If you think this document is heavy to read, the original version of it was even worse. Here is an example from the test you were given at the end of the document:

Question 3

As you started a new electronic scoring session and you were about to walk away to your table, you slip. You try to steady yourself holding onto laptop, but both you and laptop crash on the floor (done it). The USB cable is yanked away from the laptop and server continues to sit quietly on the movement card box. Computer looks dead. Server red light is ON. „Phew!“ you think to yourself. „Bridgemates will still work. People won't notice anything.“ You leave the remains of the laptop on the stage. What do you do now?

Choose the correct answer:

- A. Commit suicide.
- B. Run away from the club and never come back again.
- C. Walk back to your table and pretend nothing has happened.

The correct answer is C.

At the end of the session people will start looking for the scrolling screen. When they don't find it, tell them that the computer crashed. You will ask Mirna to fix it. Then deliver the

laptop remains with the server (crucially red light still on) to my porch, ring the bell and run away. I might be able to recover your scores from the server and arrange the funeral, that is for the laptop. Your own funeral (as you were subsequently shot by the Chairman) will be arranged on the club's expenses.

MG 15/4/2016