The new Bridgemate II set arrived w/o 1 June 2015

1 Scorebridge can't use Bridgemates unless a licence is purchased.

2 Pairscorer (and the others in Jeffrey Smith's suite of ...Scorer programs) will use it free of charge therefore suggest stick to Jeffrey's programs.

3 Bridgemate II Setup code is 749.

4 TD code is 0000.

5 I have followed the detailed Bridgemate instruction sheet downloaded from the site of Jeffrey Smith (nildram).

6 I have set up the Player Database in the following folder: HaverfordwestBC (C):/BridgeData/Haverfordwest/Bridgemate/ according to Jeffrey's instructions. The file is called 'BMPlayerDB.mdb' and I believe it is formed by a behind-the-scenes import from the ...Scorer player database which itself is derived from the WBU database by clicking the appropriate buttons in the ...Scorer program. For more info see Jeffrey's instructions.

7 I have checked the 'Disable Player ID Check' box in the ...Scorer Player Database>Player Management tab. This enables players to enter their WBU numbers into the Bridgemates and their names will be displayed (it was supposed to check these after Player ID but didn't).

8 The first session had to be aborted because the units lost communication. I believe the computer went to sleep; it has now been set so that it shouldn't do that (see footnote *). Also I forgot to mark 'Missing Pair' in the Event Details. Two lessons!

9 Also following the first session I have marked (and in a couple of cases, composed) the movements that correspond to our own table cards. The references are in the form [HBC*T] where * is the number of tables. Make sure the movement is one of those! (see footnote about this **).

8 Now here are the simplified instructions to get going on an ordinary Pairs Duplicate session:

i. <u>Connect</u> the Bridgemate Server using its USB cable.

ii. <u>Lay out</u> the Bridgemates on the tables.

iii. <u>Start PairsScorer</u>.

iv. <u>Set up the Event details and the Movement</u>.
Note: I have marked/composed the movements which correspond with those for which we already have printed table cards, e.g. [HBC6T] is the movement for 6 tables. NB Clicking the 'Club' radio button should reveal only those movements designed for our club (see footnote **). Make sure you use one of these or confusion may ensue! Plus, if there is a half-table, remember to enter the missing pair number in the 'Missing Pair' box. And get somebody to distribute the table cards.

v. Now get to the Event Menu screen and click the <u>Bridgemate Scoring button</u>.

vi. Click '<u>Reset Server</u>' and '<u>Create Database</u>'. This should enable the 'Launch BCS' button.

vii. Click the '<u>Launch BCS</u>' button. This starts the Bridgemate Control Software.

viii. In the BCS window you should now be able to see that the <u>server is connected</u> (near the top left) and the <u>tables are recognized</u> (with red blobs

lower down on the left).

ix. Ask everybody to <u>enter their WBU numbers</u> (for which I have printed out a list to pin to the board) and their <u>table number</u> (*maybe later it will suit everybody better to sellotape a number on each unit and start them off always on the same table - that would be one less manoeuvre for the players who are less confident with their ability to use Bridgemate*).

x. After the players click OK on their Bridgemate the requisite number of times their names will be displayed for checking. If there are any mistakes they can press Cancel to make the corrections. If there are missing names don't worry, you can enter them into PairsScorer. Once they have confirmed the names (or absence of them), the <u>red blobs in the BCS window should turn to green</u>. If they don't, something is wrong (e.g. wrong table number entered). If all is well, at this point you can minimize the BCS window because you shouldn't need it any more.

xi. Now <u>check the names in PairsScorer</u> by getting to the Bridgemate Scoring> Player Numbers tab. Note any that are missing. When you have a chance you can type them in using Event Menu>Player Names. Alternatively you can use BCS and correct them in the Players tab there.

xii. You are now good to go. Errors of Bridgemate entry will inevitably occur! If you can't correct them using Cancel on the Bridgemate you can enter the TD Menu using code 0000.

xiii. At the end of session you can <u>print the results</u> from the PairsScorer Event Menu using either Enter Scores>Print Ranks or Bridgemate Scoring> Reports>Ranks. This brings up on screen a Notepad file which you can print.

xiv. To <u>import the deal</u> use Event Menu>Event Details>Import Deal and pick up the .pbn file (usually from the Desktop following the BOS routine we followed with Scorebridge)

xv. To <u>send results to Bridgewebs</u> use Event Menu>Reports>Internet Functions> Bridgewebs Results.

xvi. To <u>upload Masterpoints to the WBU site</u> first use Main Menu>Retrieve Event then Event Menu>Reports>Internet Functions>WBU Masterpoints File Results. This forms the P2P file containing the Masterpoints for that event and tells you where it is stored, to upload to the site (>Go to WBU Website). Note: there are a couple of 'Masterpoints' buttons in different screens including the Event Menu. These don't do anything we need at the moment.

xvii. There are lots of options with the Bridgemates which no doubt we will pick up as we go along (e.g. scrolling results) - likewise with problems, no doubt!

'Failed to send' error: this is very difficult to recover from. It appears to be due to the computer sleeping or hibernating, but retrying doesn't work after you've woken it up, unfortunately, despite resetting the network, server etc. The computer is set only to do this on critical battery; however, though this didn't happen before, keeping the computer on a fast setting and using the Bridgemate system seems to drain it in about an hour. Therefore advise always run the computer on mains power for Bridgemate use.

*** Movement Selection. I found that if the word 'SPECIAL' is in the Movement Library description, you can only find it in the Movement Selection window by clicking the radio button 'Special'. So I have deleted that word from all the movements to which I gave the reference '[HBC*T]' where * is the number of tables. Now if you click the radio button 'Club' you should get only our movements. These are the Howell movements with printed cards for each of 3, 4, 5, 6, 7 and 8 tables.*