Directing Tips

Correcting Misplaced Cards in a Board

If a board's cards have been mixed up, the correct hand can be re-dealt using the dealing machine as follows:

1. Start Dealer4.
2. Load the previously dealt hand by clicking on File, clicking on Load, selecting today's file yymmddx, and clicking on Open.
3. Click on Deal.
4. Set the first number to deal to the number of the problem board.
5. Insert the board and run Dealer4 for that one hand.

Correcting Wrong Strata

Suppose you have set the wrong strata for your game. This can be corrected as follows:

1. Set the correct strata by entering F9, set configuration, and then choosing option 10,
    set masterpoint rating. Keep accepting the defaults until you get to the strata choices to be reset.

2. The incorrect strata may have caused some players to be marked ineligible in the games
    result file. In that case, they can be reset to eligible by entering F9, set configuration, and then
    choosing option 4, Qualification/Eligibility, and then the next option 4, Specify Overall and
    Session rank (in)eligibility.

You will need to use the STRAT command to change particular pairs' strata assignments.

Hand Generation Checklist

1. Open Dealer 4.

2. Select file->New

3. In the Generate New Boards dialog box, choose the number of boards, click on "Generate Boards Using Dealer4", and then click on "exit."

4. On the main menu, click on "Analyze" and then "Yes."

5. Enter a title in the "Event Name" box, select File->Save.

6. Enter a file name of the form "yymmddx" where x is "a", "m", etc. For example, "140208a" would be an afternoon game on Feb. 8, 2014.

7. Making sure the GAMEFILE folder is the target, click on "save."

8. Click on "Deal" to start the dealing machine and be sure "Automatically start..." is checked.

9. If multiple sets of boards are needed, go back to board one and deal again.

10. File->Exit Dealer 4.

Note: This is a condensed and slightly modified version of the previous instructions. It assumes basic familiarity with Windows menus, with the bridge-related software, and the dealing machine.

Posting Game Results with ScorePost

1. Double click on the Lake Chapala ScorePost icon on the desktop

2. Click on the post results button (or PF4)

3. If column 2, Hand Records, says [click here], do so to locate the

    hand record file (.PBM) which should normally be in the GAMEFILE folder but is sometimes in someone's Documents folder.

4. Click OK and exit.

Posting Game Results Manually

If the normal ScorePost upload method is failing for some reason, the web site can be updated manually with game results as follows:

1. Set the browser to http://www.bridgewebs.com/lakechapala/
2. Left click on "Administration" in the left hand box to expand the item.
3. Left click on "Upload Results".
4. Enter the results upload password in the box provided.
5. In the first box for uploading the ACBL game file, click on browse, go to C:\ACBLscor\GAMEFILE and

   locate today's results file with the suffix of .ACM for a morning game or .ACA for an afternoon game. Click on the game file to be uploaded.
6. In the second box for uploading the ACBL game file, click on browse, go to C:\ACBLscor\GAMEFILE and

   locate today's Bridgemate software file with the suffix of .BWS and click on the file to to be uploaded.

   This adds the contract and not just the scores to the results display.
7. In the third for uploading select the dealer .PBN file, browse to the GAMEFILE folder or to

   whichever folder you actually used for generating the deals, select today's deal file with the suffix of .PBN, and click on this file to upload.
8. Click on the "Upload" button to upload the three files.
9. Click on "Results" in the left hand box and verify the hand record and results have been

   uploaded.