

BRIDGEMATE II

Scorer – Normal Operation with JSS

1. Plug in the computer and turn on.
2. Attach the USB lead between computer and server.
3. Start-up JSS.
4. Click on 'Pairs Scorer'.
5. 'Create New Event'.
6. Enter event data – usually only minimal changes since the normal defaults are displayed. Click OK.
7. 'Select Movement'.
8. Ensure 'Standard and Club' on the right hand side is bulleted.
9. Use the drop-down on 'Number Of Tables' – enter whole number of tables (for half tables use higher integer).
10. From the panel display, highlight and click the correct movement.
11. Liaise with the Director to amend any of the Movement parameters (usually only the 'Missing Pair' when a half-table). Click on any appropriate 'Options' – pay special attention to the '1 Winner' and 'Arrow Switch'.
12. Click OK, and confirm the movement.
13. Click on 'Bridgemate Scoring' off the 'Event Menu'.
14. Click on 'Create Database' (if a message 'Database Already Exists' appears – 'Yes' to overwrite. This implies that on that day the database has already been created for that event number, for whatever reason).
15. Click on 'Launch BCS'. (Whilst there are many powerful functions available within BCS itself, the only possible relevant function in normal operation is the display of the logged on Bridgemates: red – logged off (not started or ended session), green – logged on).
16. (When BCS has been launched, in the top left-hand corner it displays the battery level of the server – check)
17. (Since it is rarely used, it is best to compact (or minimise) the BCS screen, to avoid visual interference with JSS).
18. At some stage during or at the end of the first round, click on the 'Names' tab. This will show all names entered from the Bridgemates. If any names are missing or in error, it's best to amend in the JSS 'Player Names' (click 'Return', select 'Player Names'. Enter or amend any relevant names. Return to 'Bridge Unit Scorer' – 'Names', and click on 'Write Names to BCS'). The names can also be corrected directly from the Bridgemates.

19. Click on the 'Results' tab. The system can now be left until the last round. Any incorrect scores can be re-input via the appropriate Bridgemate (Director control). If a pair fails to arrow-switch, this is best corrected in JSS itself ('Return' – 'Enter Scores' – select the appropriate board and put 'A' into the 'score' column against the relevant pairings. This will arrow switch that particular play).
20. Scores can be entered manually into JSS for whatever reason. 'Return' - 'Enter Scores' – select the appropriate board and enter the score (+/-) in the 'score' column. Ensure that the 'Contract/Result' box on the right hand side is unticked (if ticked you will need to enter the actual contract in the score column – if you prefer to do this for consistency, use the 'Score Entry Guide' tab on this screen).
21. Just before the last round starts, click the 'Reports' tab. Select 'Web Table' or 'Notepad' and tick the 'Cycle Display Ranks'. Click on 'Ranks'.
22. When the event is finally finished, insert the memory stick into computer. Go back to 'Main Menu'. Select 'Import/Export Event'. Click on 'Export Event Data Files'. From the drop down list choose the memory stick and OK. The PSEvents file will be copied onto the stick for further processing (web uploading, master points, ladder competitions etc.).
23. Exit JSS.
24. Turn off the computer.
25. Unplug the server from computer, and on the server depress the 'Battery Off' for a few seconds (to completely turn off the server).
26. Ensure when re-packing the units, that no keys remain depressed.