

# WOKING BRIDGE CLUB

## BRIDGEMATE ETIQUETTE & OPERATION



### GENERAL

- North looks after the Bridgemate and has prime responsibility for all entries made (but any player can operate it with North's permission)
- North should enter the board number, contract, declarer and lead card immediately after the lead has been faced
- North should enter the result of the contract immediately after the end of the hand
- North should then place the Bridgemate before East (or West if East so requests) so it is oriented for him/her to read
- East has responsibility for confirming the contract, declarer, result and score and then for pressing the "accept" button
- East should either announce the result (a percentage) and place the Bridgemate on the table facing away from him/her so all the other players can read it

### INITIAL SET UP

- At the start of the session press the "OK" button to activate the Bridgemate & "OK" when the logo appears (if you try to do this before the Scorer has programmed the movement it will display the message "System not yet activated")
- If there is only one section, the display shows **SECTION A** and you can press "OK". If a two-section movement is being used, the Director will tell you and Bridgemate will prompt you to choose your section (for example by pressing "1" for the Blue Section or "2" for the Green Section) and then press "OK"
- Bridgemate prompts for **TABLE NUMBER**. Enter it and press "OK" and "OK" to confirm
- Bridgemate prompts for the **PLAYERS** at the table starting with North, then South, East and West. Enter the appropriate EBU number on the keypad and press "OK" for each player in turn (pressing "OK" without entering a number displays "N/A" which can be used for non-EBU members or visitors)
- The Bridgemate should then display the real names of players at the table which should be checked with those at the table and press "OK" to confirm or "Cancel" to go back and correct any mistakes
- Bridgemate now tells you the boards that should be played in the first round and pressing "OK" once more confirms the people you should be playing in this round

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### FOR EACH BOARD

- At the start of the each round, Bridgemate displays the names of the players at the table and the boards to be played. To avoid mistakes, North should announce the names and board numbers due to be played to the table
- Bridgemate prompts for **BOARD**. Enter the board number on the keypad then “OK”
- Bridgemate prompts for **CONTR**. Enter the contract using the numbers and suit symbols on the keypad (using “X” for doubled) and then the declarer (press “N/S” once for North & twice for South, similarly for “E/W”) and only then press “OK”. Use the “Pass” key for passed out.
- Bridgemate prompts for **LEAD**. Enter the lead card (it does not matter whether the number of the suit is entered first – N.B. use the “10” key for 10 and separate A, K, Q and J keys for picture cards) and press “OK”
- Bridgemate prompts for **RESULT**. Enter “=” for making or “+” or “-” followed by a number for over/under tricks and then press “OK”. The contract, declarer, result and score are displayed (N.B. scores are shown from N/S’s perspective so 3♠= by W will show as “-140”)
- Pass the Bridgemate to East for verification. To accept the score, East presses the right hand smaller grey button (immediately under where it now says “Accept” in black at the foot of the display screen). If the result is not correct, North must amend it (use the “Cancel” button) and ask East to accept the revised version
- Bridgemate then displays the result as percentages for N/S and E/W (100% is a top and 0% a bottom) based on all results for that board to date
- Pressing the “OK” button (before the screen switches off) again displays the results at other tables (anonymously). Your table’s result is highlighted with a small arrow. Use the small grey buttons (immediately under the Up or Down Arrows now on the display screen in black) to scroll if necessary
- Pressing “OK” again moves you to the next board or, at the end of the round, shows player movement instructions. “OK” once more starts the next round

### MADE A MISTAKE?

- Pressing the “CANCEL” button erases the last step or call “SCORER PLEASE” (as you would call the Director) if you are still can’t resolve things

### SCREEN SWITCHED OFF?

- Bridgemate switches off the display when it is not in use. To re-activate it, press “OK”