

# **Arran Bridge Club**

**A guide to using the Bridgemate  
scoring system.**

**Notes:**

## Introduction

Bridgемate score pads are an electronic replacement for pencil and paper scoring in Bridge events. They communicate with a computer across a wireless link. The host computer must be connected to the Bridgемates server for the system to operate correctly.

There are two programs associated with the Bridgемate package, the Bridgемate control software (BCS) and a scoring program. There are three scoring programs Pairs Scorer, Teams Scorer and Individual Scorer. The choice of scoring program depends on the type of event.

This document describes how to set up the computer with the Bridgемates server and run the scoring software.

## Setting up the computer

The computer and Bridgемate server should be located on its own table adjacent to a mains socket. **Do not run the laptop computer on battery power as it is liable to shut down in the middle of the session.**

The laptop computer uses a wireless mouse. If the mouse interface is not in place, it should be in the base of the mouse, remove the interface from its storage position and push it into the USB socket adjacent to the power supply input, as shown in the photo below.

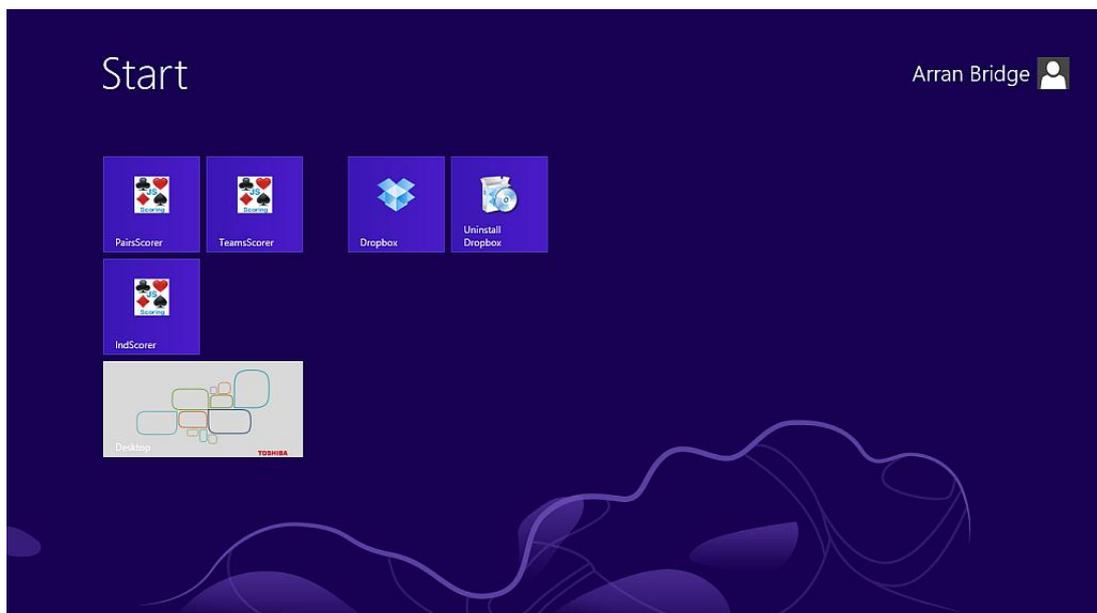
As of January 2016, the mouse does not have a power switch but has auto-power-off instead.



Using the white USB cable, connect the Bridgемate server to the blue USB socket on the opposite end of the laptop from the mouse interface.

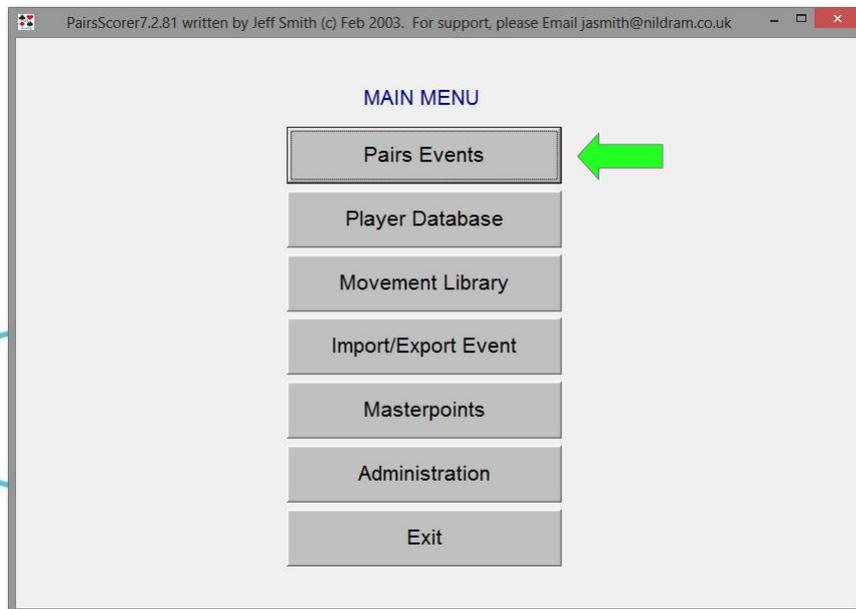


Open the lid of the laptop and, after it boots up, you should see the screen below.

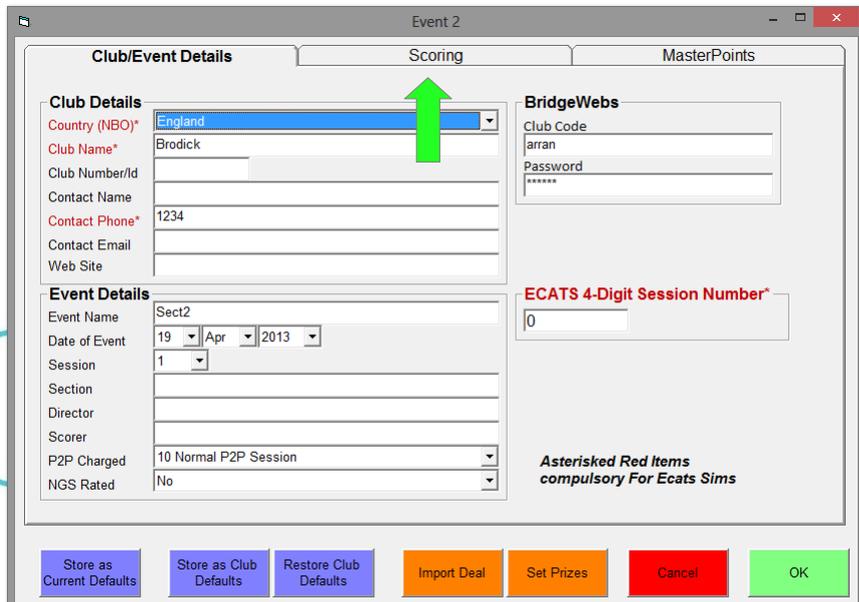


# Running the software

The following procedure should be used for team events or individual events as well as the more common pairs events. Select the appropriate scoring program for the event (Pairs Scorer, Teams Scorer or Individual Scorer) and you should see an opening screen like this:

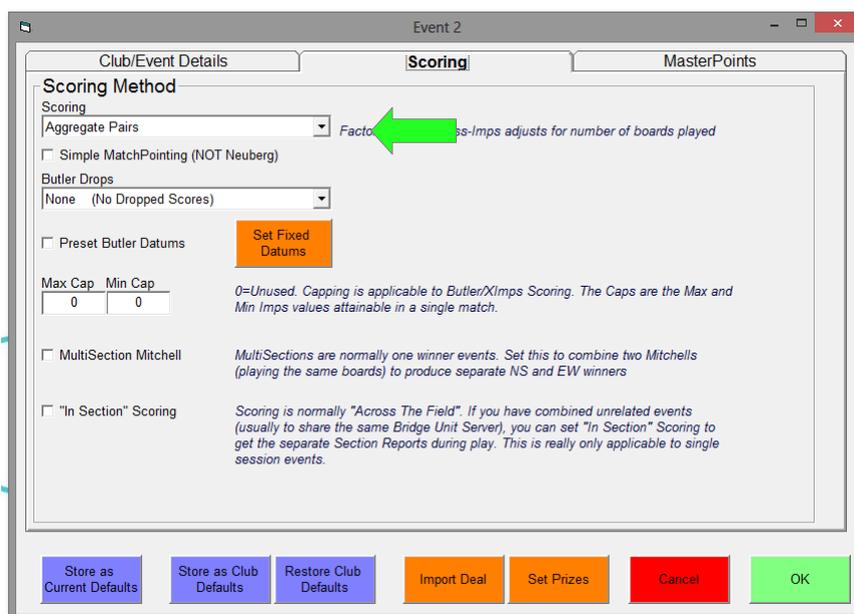


Click on the “Pairs Events” button (or “Teams Events”) and then click on “Create New Event” button. This will take you to the “Event Details” screen:

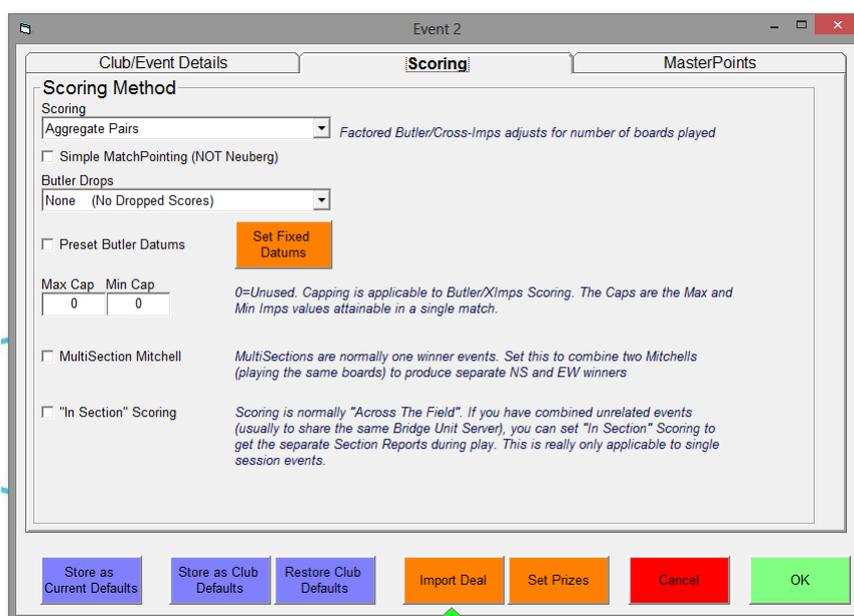


The three boxes with red titles must be filled in (a real phone number is not required) as must the “Session” (usually 1) and “Section” (usually A) boxes. The “Director” and “Scorer” boxes should be filled in, the “P2P Charged” box should be left at “10 Normal P2P Session” and the “NGS Rated” box should be set to “No”.

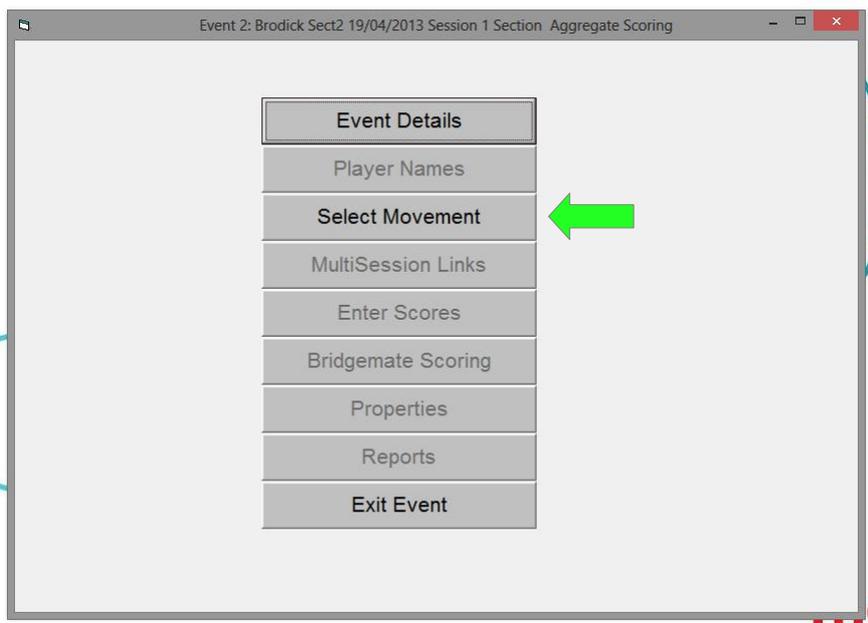
Click the “Scoring” tab at the top of the screen to be taken to the next screen.



Select the correct scoring option from the pull-down menu. This is usually “Aggregate Pairs” or “Match Points”. If “Match Points” is selected, ensure that the “Simple MatchPointing (Not Neuberg)” checkbox is ticked. In the “Butler Drops” pull-down menu select “None (No Dropped Scores)”.

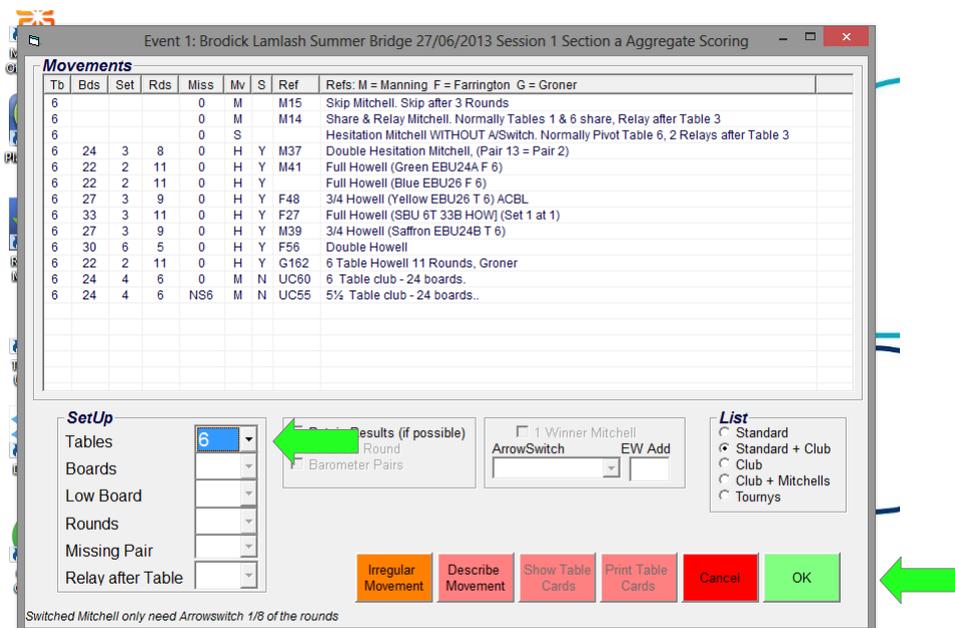


Click on the “Import Deal” button to get to the “Import Deal” screen. Click on the next “Import Deal” button to go to the directory containing the deals, select the correct one and click “Open”. The deal number should appear in the top line of the window. Click “OK” twice to be taken back to the main menu.



Click on the “Select Movement” button.

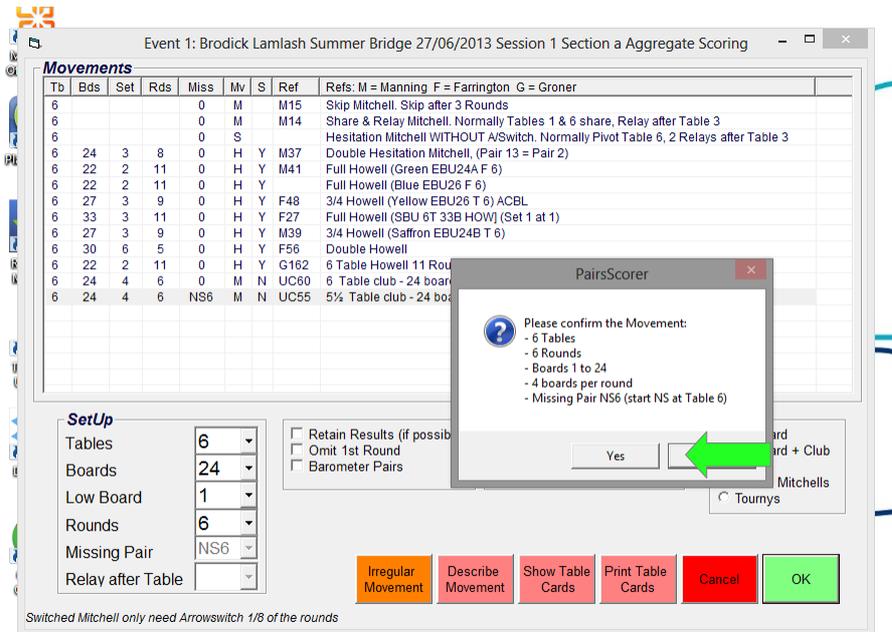
Select the number of tables from the pull-down list. Ensure that the “Standard + Club” radio button is highlighted and you will be presented with a list of all the available movements for the selected number of tables.



Arran Bridge Club uses a “Standard Mitchell” movement for an odd number of tables or a “Share & Relay Mitchell” movement for an even number of tables for aggregate points events. An “Howell” movement is used for match point events and “Arran Bridge Club Howell” movements are available for 3, 4, 5, 6, 7, 8 and 9 tables. Once the movement is selected, clicking on the “Show Table Cards” button will bring up a supplementary screen so that the movement can be checked.

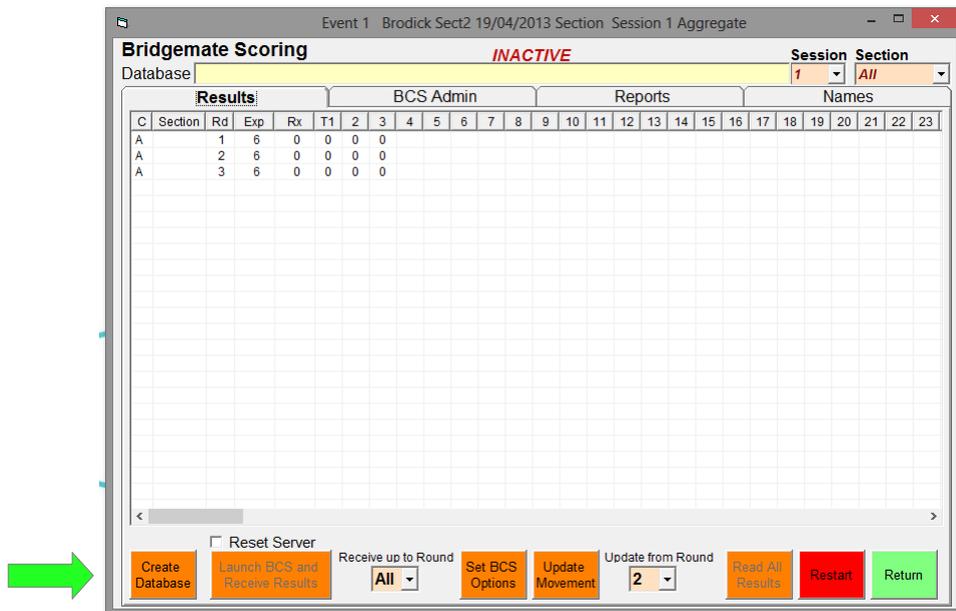
Select the number of boards to be played. The program will not allow you to select an inappropriate number of boards.

Click on the “OK” button and you will be asked to confirm the movement before moving to the next screen.

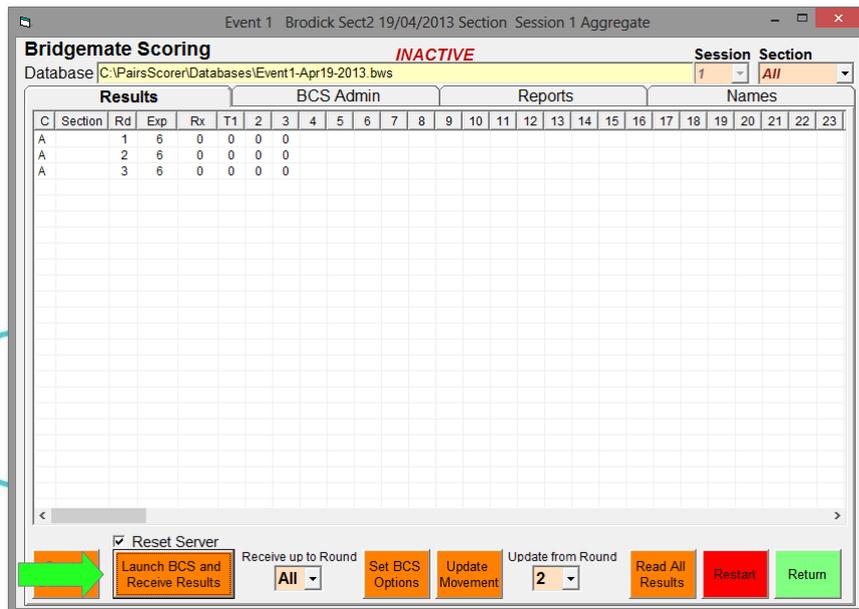


Click on the “Yes” button to return to the main menu.

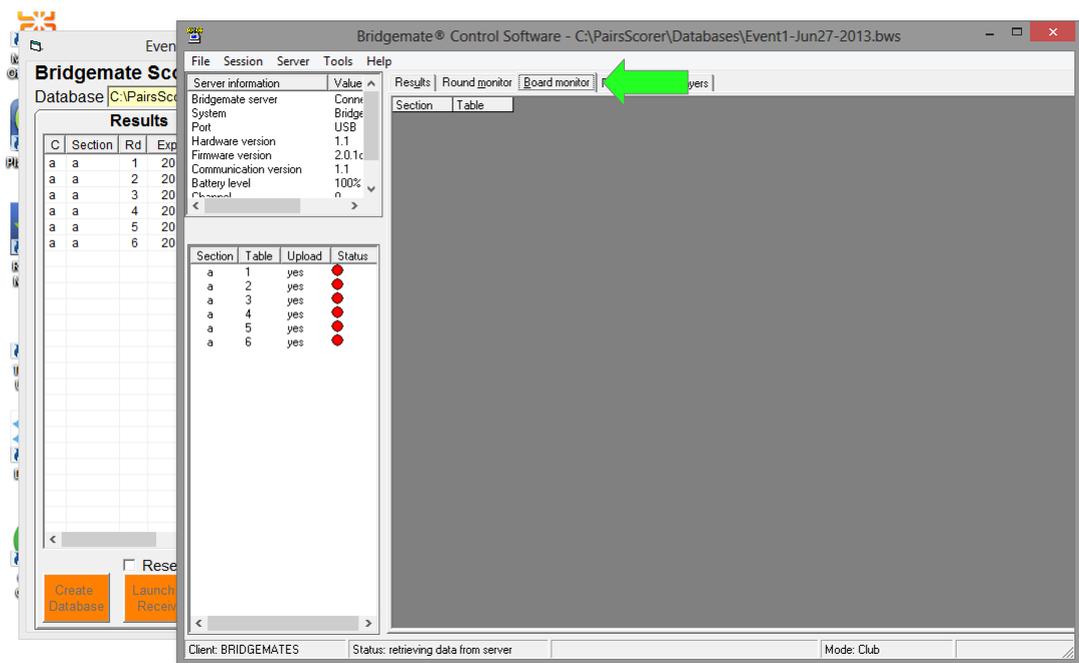
Select the “Bridgemates Scoring” button from the main menu to see the next screen and click on the “Create Database” button.



Ensure that the “Reset Server” checkbox is ticked and click on the “Launch BCS and Receive Results” button.



Once the BCS program is running click on the “Board Monitor” tab. This will allow you to see the results being received without seeing the actual contracts and results.



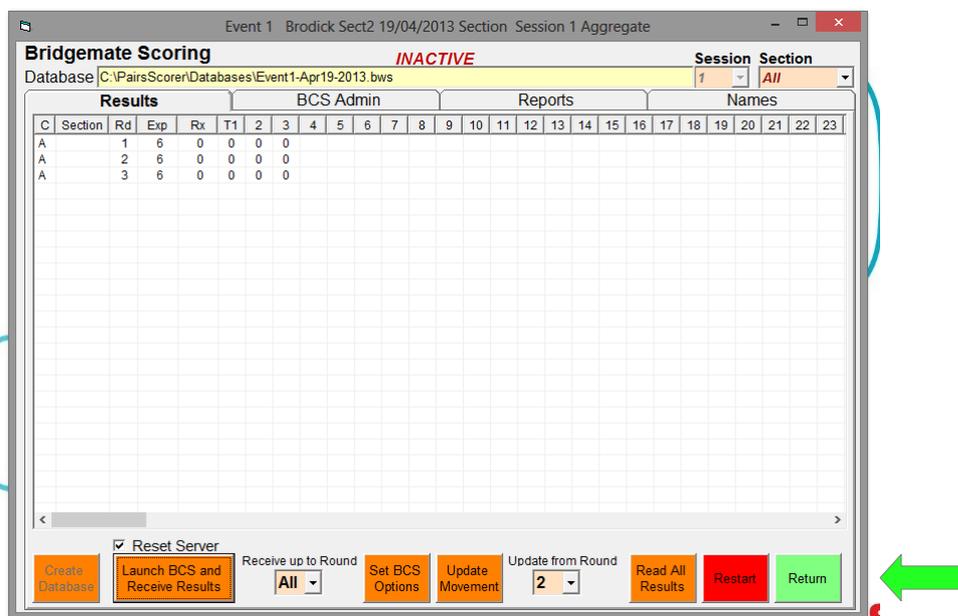
Players should enter their codes from the “Bridgemates Player Codes” sheet. Visitors should use one of the unallocated codes or enter “0”. **DO NOT** allow players to use codes which are not on the printed sheet as this just confuses the scoring software.

To prevent the laptop computer going into hibernation, it is advisable to occasionally click on the “Round Monitor” tab and then back to the “Board Monitor” tab during the session. **DO NOT** click on the “Results” tab as this will enable you to see the results from all tables.

Enjoy your game.

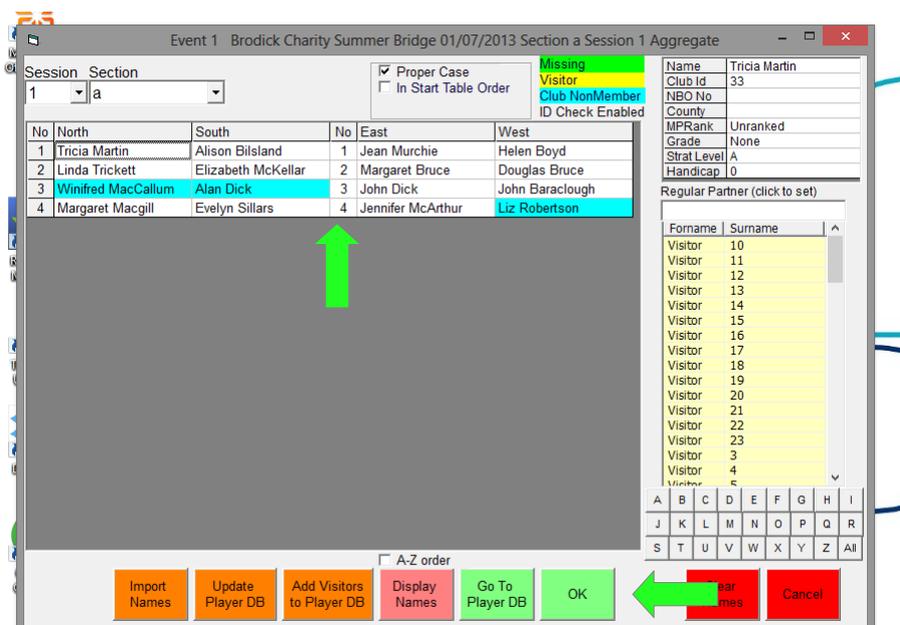
## Ending the session

Once all the results have been entered on each Bridgmate pad it will report “End of Session” and the “OK” button should be pressed, when it will automatically close. Once all of the Bridgmate pads have closed, the Bridgmate control software (BCS) should also close down automatically. If this does not happen open the scoring program to check that all of the expected results have been received and, if they have, close the BCS program manually. If there some results are missing click on the “Read All Results” button and check again that the expected number of results are present, before closing the BCS program manually.



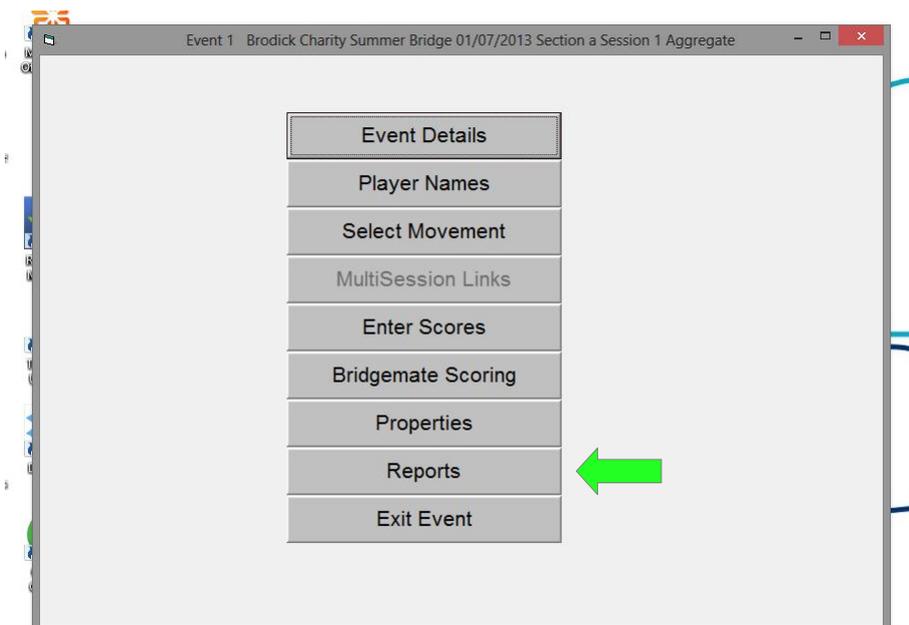
Click on the “Return” button to go back to the main menu.

If any players have entered “0” as their code, click on the “Player Names” button and edit the players' names in the boxes at the top left of the screen.

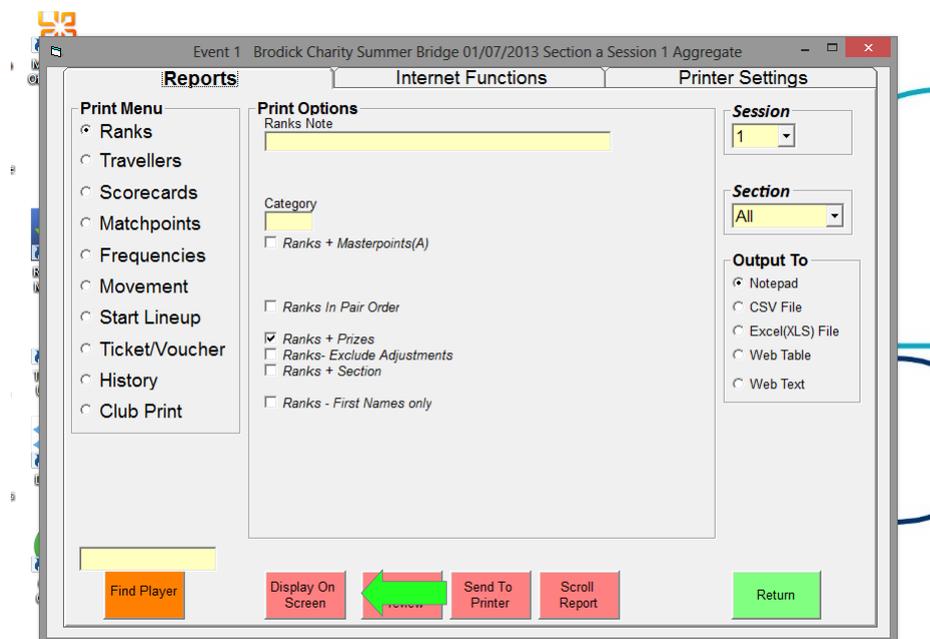


Click on the “OK” button to go back to the main menu..

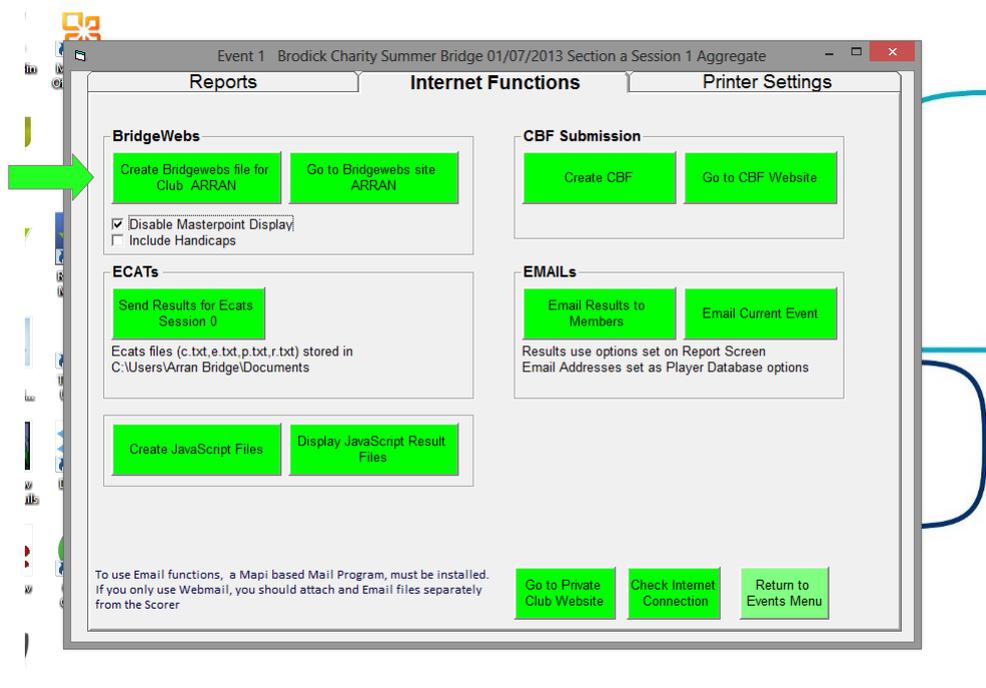
Click on the "Reports" button.



Click on the "Ranks" radio button in the left-hand column (labelled "Print Menu"), check the "Ranks + Prizes" tickbox in the centre column (labelled "Print Options"), ensure that the "Notepad" radio button is on in the right-hand column (labelled "Output To") and finally click the "Display On Screen" button. The results will be displayed in rank order for North/South first and East/West second.



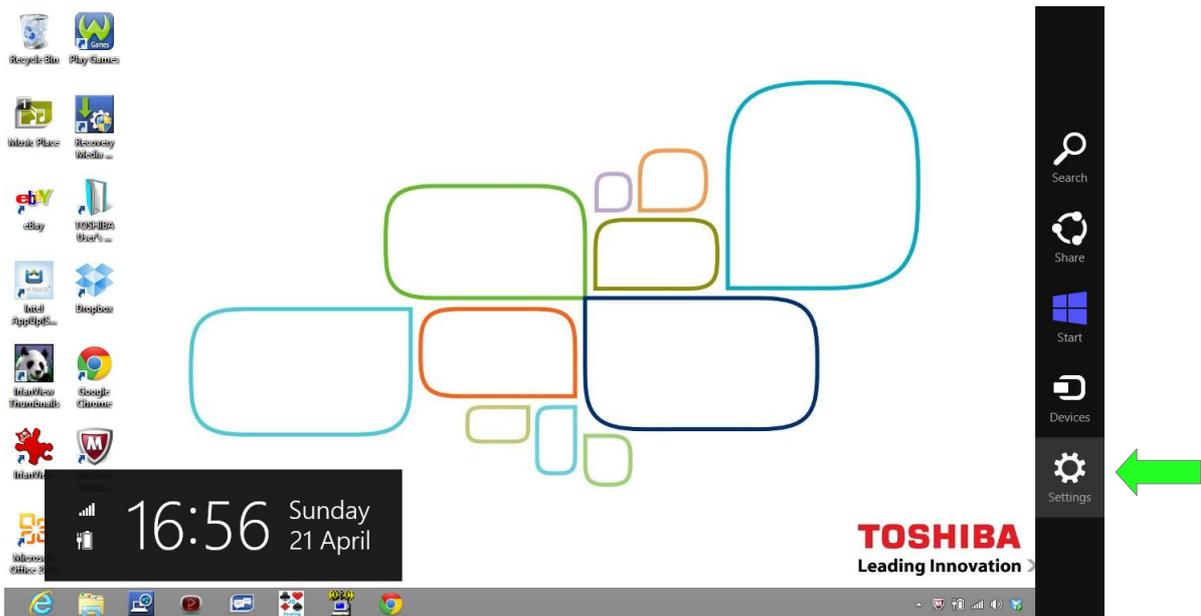
If you are within range of a WiFi zone, the results can be uploaded to the website immediately. Click on the “Internet Functions” tab and then click on the “Create Bridgewebs file for Club ARRAN” button. Click “Yes” when asked if you wish to upload the results the the website.



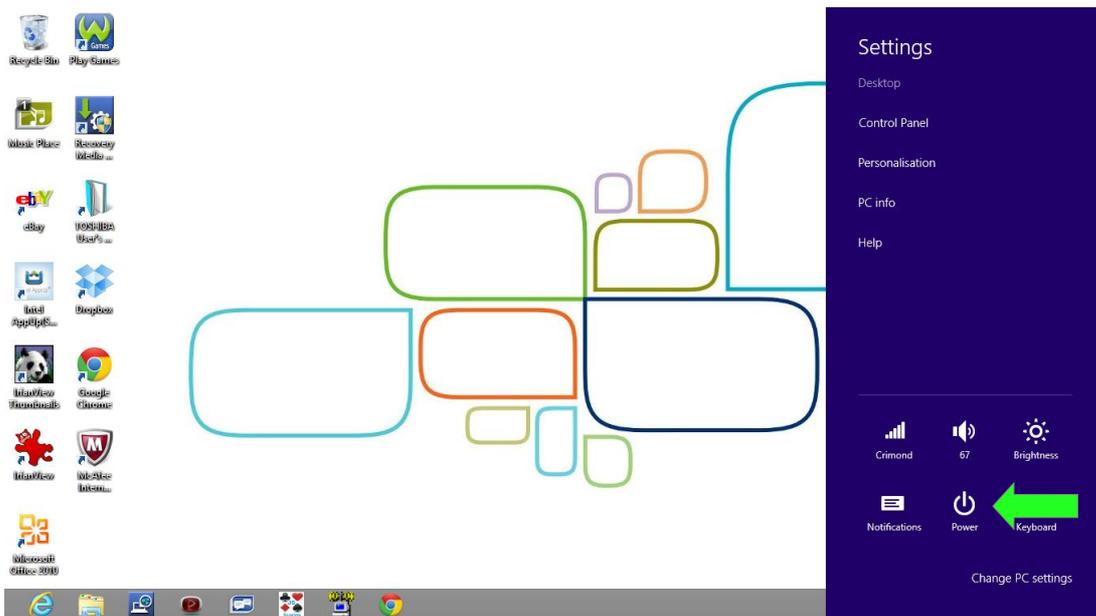
Click on the “Return to Events Menu”, “Exit Event” and “Exit” buttons and the scorer program will close.

# Closing down the computer

To shut down the computer, move the mouse to the right-hand bottom corner of the screen and wait for the toolbar to slide in from the right.



Click on the “Settings” icon (it looks like a gear wheel), click on the “Power” icon and finally select “Shut down” from the options.



Once the computer has closed down, switch off the external power supply and close the computer lid. Remove the mouse interface from the laptop, store it in compartment on the bottom of the mouse. Press and hold down the black button on the top of the Bridgemate server box until the lights go off and put everything back in the carrying case.

Congratulations, you have completed your first scoring session with the Bridgemate scorepads.

It will get easier!