

Running & Scoring Swiss Pairs Session with JSS Swiss Pairs Scorer and Bridgemate II

Action in advance: -

- a: The event needs an even number of pairs (pre booking and a host and spare pair preferable).
- b: Sufficient full sets of boards of the same deal will be needed for 2 boards per table plus feed in if possible (e.g. 7 same deal sets for 16 tables playing 5 board rounds).
- c: If possible prepare a list of EBU numbers for those players not likely to know them
- d: If drawing for start position prepare draw slips giving Pair Number and Start Position
- e: **Set up event details as 5 and 6 below and the BCS options as in 10 on the laptop .**
- f: If you are intending to produce a non-expert prizes see Appendix 1 Page 9

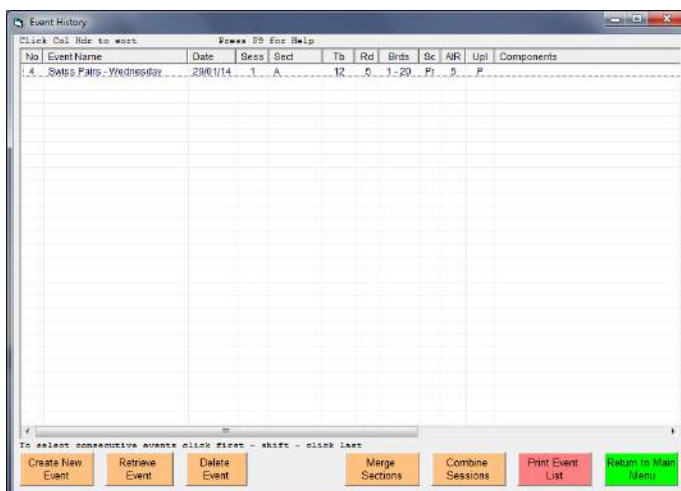
On the night:-

1. Set out the tables sequentially numbered preferably with slips showing the pair start numbers.
2. If pairs draw for starting position those inexperienced with bridgemates can be given an EW draw.
3. When you start the Swiss Pairs Scorer you are presented with the **Main Menu**: -



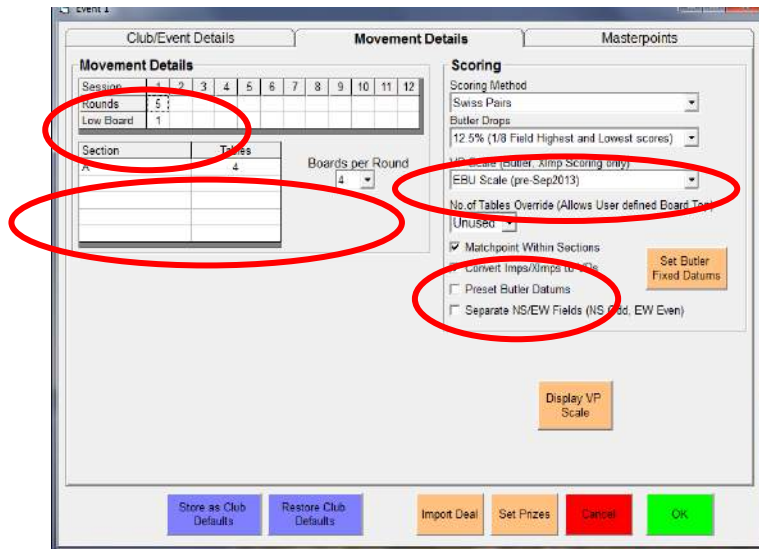
It is assumed with these instructions that directors/scorers who run a Swiss Pairs event will be experienced in the use of the JSS Pairs Scorer software, and therefore will understand how to use screens and displays common to the scoring of duplicate pairs events.

4. Click "Swiss Pairs Events" to start scoring the session, and the Event History window opens.

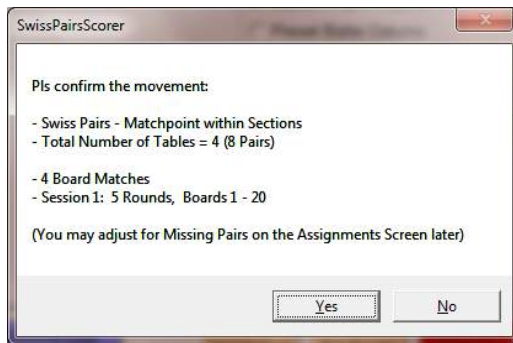


5. Click “Create New Event” button for a new event.
(To retrieve an event entered earlier, for amending, click the event in the list to highlight it and then click “Retrieve Event”. The next menu list will appear as shown in section 7 below.)
6. For a new event, the event information window opens with 3 tabs along the top that may be selected to enter information: -
 - a. ‘Club/Event Details’ – click ‘Restore Club Defaults’, and set ‘EBU P2P’ as “10 Normal P2P Session”. or enter County details as required.
Import the hand records by clicking the “Import Deal” button and follow the procedure used in the scoring of a Pairs duplicate session.
 - b. ‘MasterPoints’ – check that the information for ‘MasterPoints’ should be preset correctly for the Swiss Pairs as to be played – At club level ‘Basic (or First Qualifier’ for type of event and ‘A Club’ for Masterpoint scale.
7. Movement Details
When you click the ‘Movement Details’ screen tab, the screen for entering the movement for the Swiss Pairs event appears as shown below.

- a. Under ‘Movement Details’: -
 - i. Enter the number of rounds to be played in the Session 1 column. For a simple event, there will only be one session. The ‘Low Board’ will usually be left as ‘1’.
 - ii. Enter ‘A’ in the first box of the Section column.
 - iii. Enter the number of tables in the first box of the Tables column.
- b. Under ‘Scoring’: -
 - i. ‘Scoring Method’ set as Swiss Pairs
 - ii. ‘Butler Drops’ (not required) left as 12.5%
 - iii. ‘VP Scale’ left as EBU Scale
 - iv. ‘No. Of Tables’ set as Unused
 - v. Click the ‘Matchpoint Within Sections’ to insert a tick
 - vi. **Click the ‘Convert Imps/XImps to VPs’ to insert a tick**



c. On OK A dialogue box appears asking to confirm the movement: -

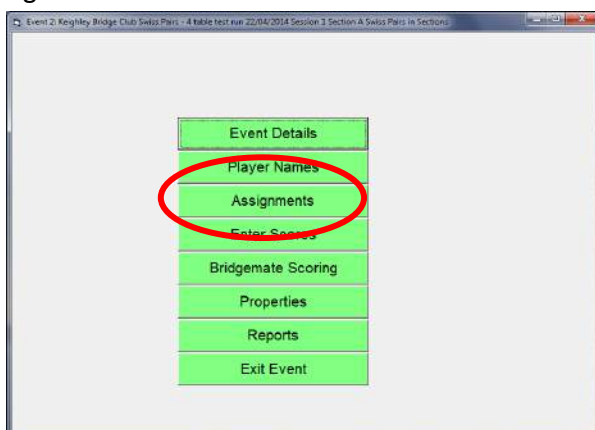


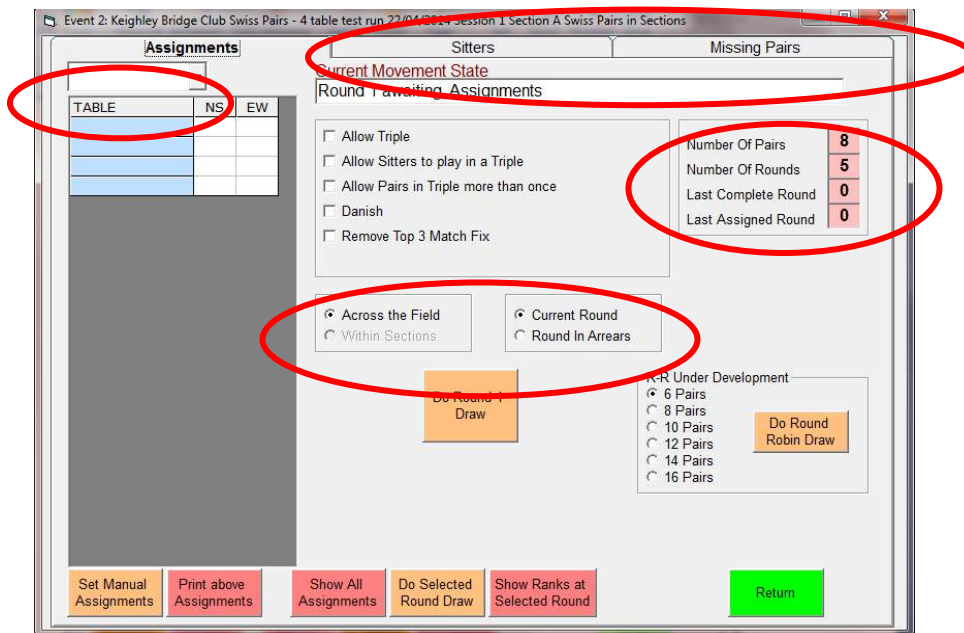
d. A message appears to confirm the event number controlling the whole event.



e. Click the "OK" button to return to the scoring menu list.

8. Click 'Assignments'





a: The 'Sitters' tab will only be used if incapacitated players need to be accommodated.

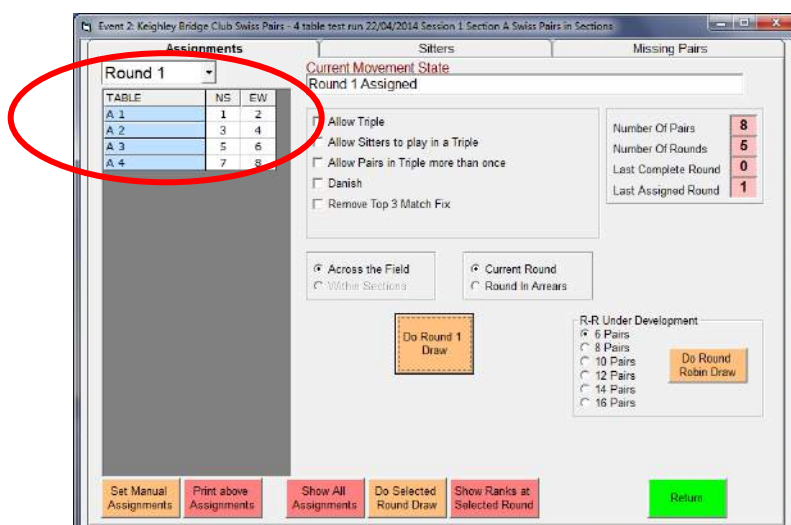
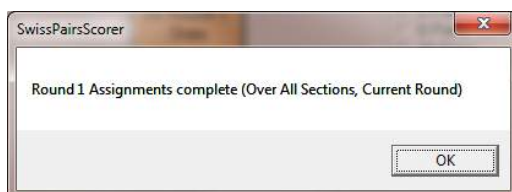
b: The 'Missing Pairs' tab will not be needed if arrangements for full tables are applying.

At the top of the Assignments screen, the 'Round' box will be empty and 'Current Movement State' will read "Round 1 awaiting Assignments". The 'Number Of Pairs' should be double the number of tables and 'Number Of Rounds' should match the entry made in the Movement Details section previously.

c: Insure that the 'Across the Field' and 'Current Round' buttons are checked.

Ignore the 'Round Robin Draw' section.

d: Click the 'Do Round 1 Draw' button. Confirming message appears.

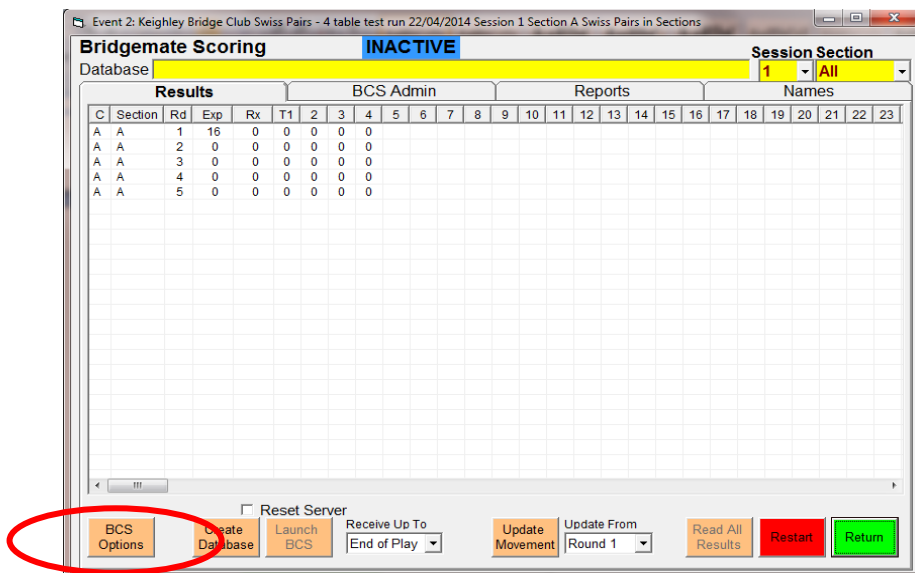


e: Click 'Return' to go back to the Event Menu page.

9. Click 'Bridgemate Scoring'.

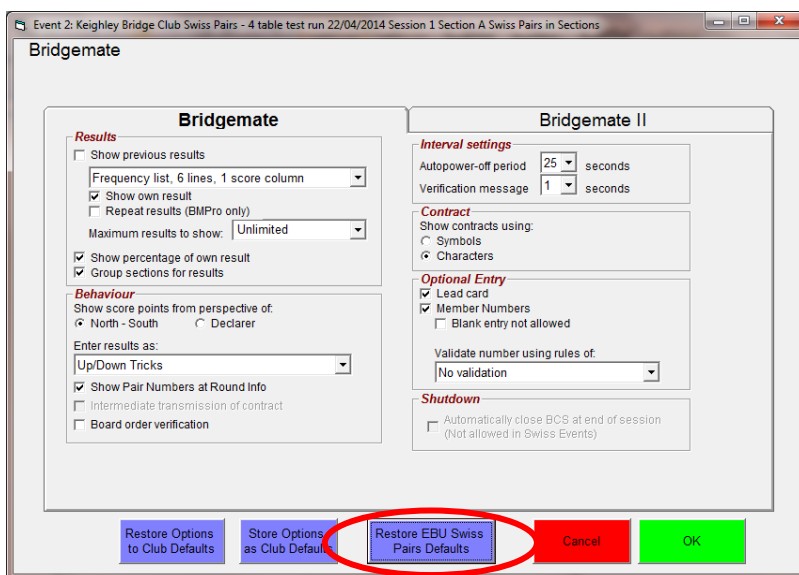


10. The Bridgemate Scoring page of the Swiss Pairs Scorer opens.

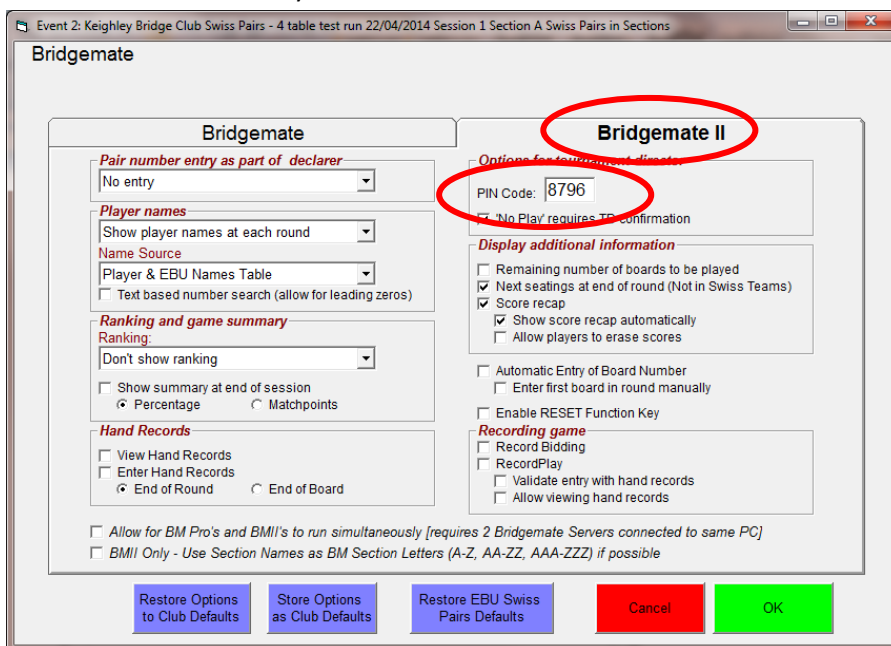


NOTE The BCS options button on some versions is more central and the create database button is to the left

a: Click 'BCS Options' button and click 'Restore EBU Swiss Pairs Defaults'.

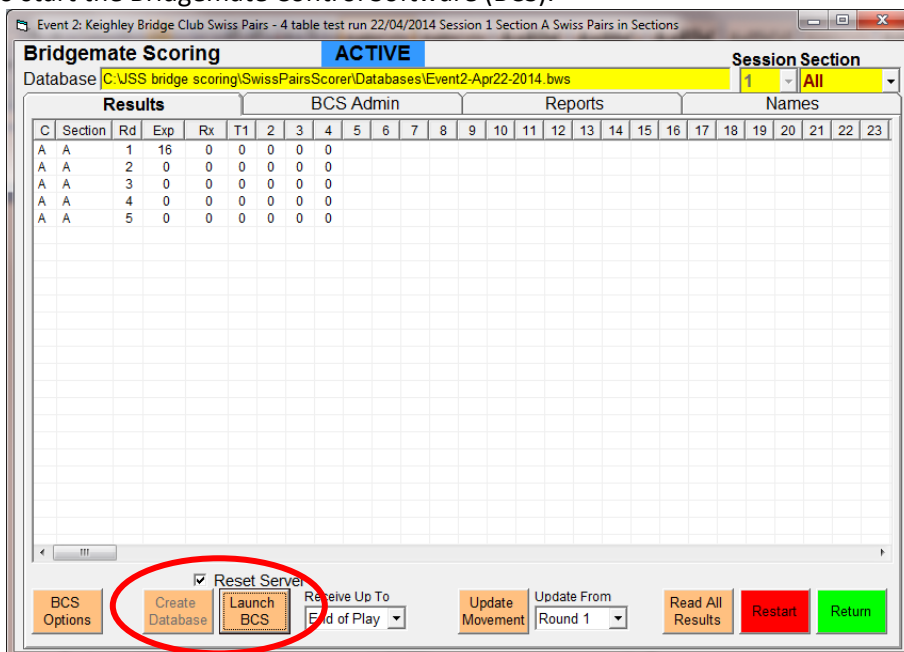


- b: **IMPORTANT** Remove tick from **Optional Entry Lead Card**
- c: Click the tab at the top 'Bridgemate II' and ensure Pin Code entry reads 0000
- d: Make sure Automatic entry of board number is NOT ticked.



Click 'OK' button to return to Bridgemate Scoring screen.

- 11. Click 'Create Database' button, ensure the 'Reset Server' box is ticked, and then click 'Launch BCS' button to start the Bridgemate Control Software (BCS).

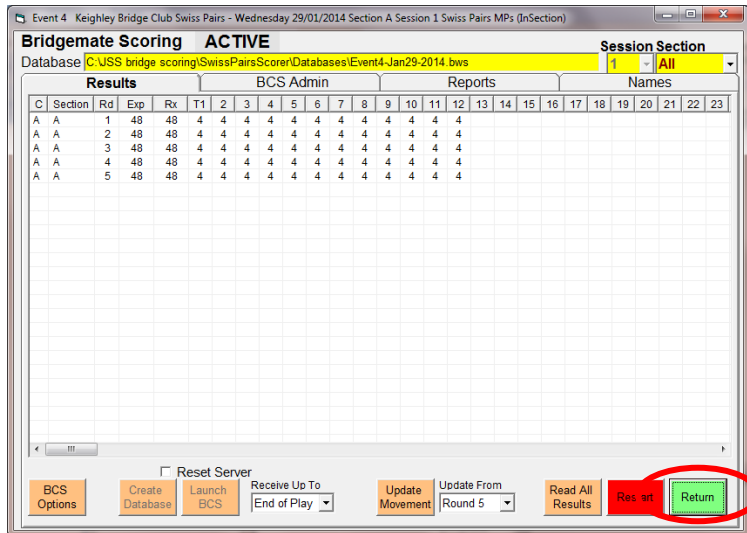


- 12. Players enter names/EBU numbers into the Bridgemates. Names may be edited in BCS as usual, if necessary.

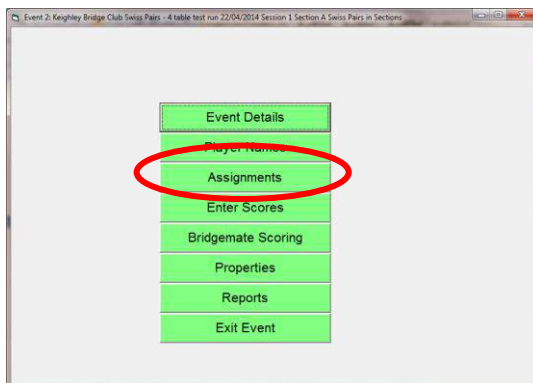
- 13. Round 1 is played: -
 - a. Boards may arrive at the table out of number sequence – check and accept 'OK'
 - b. Board numbers, contracts, leads and results are entered as normal
 - c. East/West pairs agree and accept results
 - d. A percentage score is shown then press 'OK' button to go to next board

When all boards for the round have been played, a summary of the scores at the table will display. Press 'OK' and Bridgemate displays the message "End of Round – Waiting for New Movement. Announce

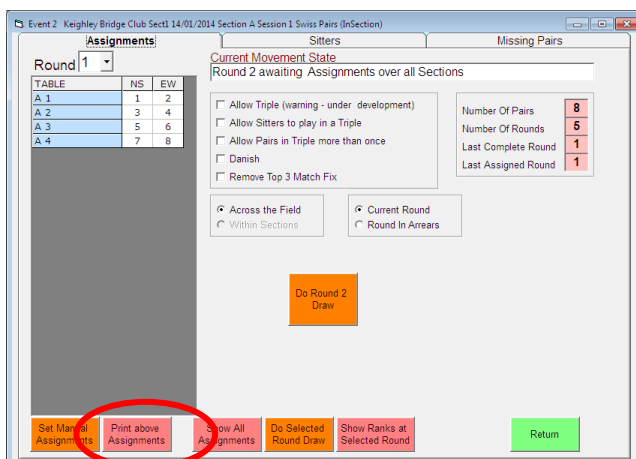
PLEASE DO NOT TOUCH BRIDGEMATE AND PAIRS SHOULD STAY AT THE TABLE UNTIL THE ASSIGNMENTS FOR THE NEXT ROUND HAVE BEEN MADE BY THE DIRECTOR.



14. Click 'Return' on the Bridgemate Scoring screen of the JSS scoring software and select 'Assignments' from the Event Menu screen.



15. Make the assignments for Round 2 by clicking the 'Do Round 2 Draw' button on the Assignments screen.



16. Return to Bridgemate Scoring Screen

- a. Check that the UPDATE MOVEMENT is set to the current round and click on it.
- b. Tell players that the assignments have been sent to the bridgemates and tell them to Press 'OK' **ONCE** on the Bridgemates to display the Round 2 assignments and to check it immediately, before the screen display times-out and disappears.

Screen display is:

"End of Round 1
NS **←position & table>**
EW **←position & table>"**

Pressing 'OK' again displays the next round details.

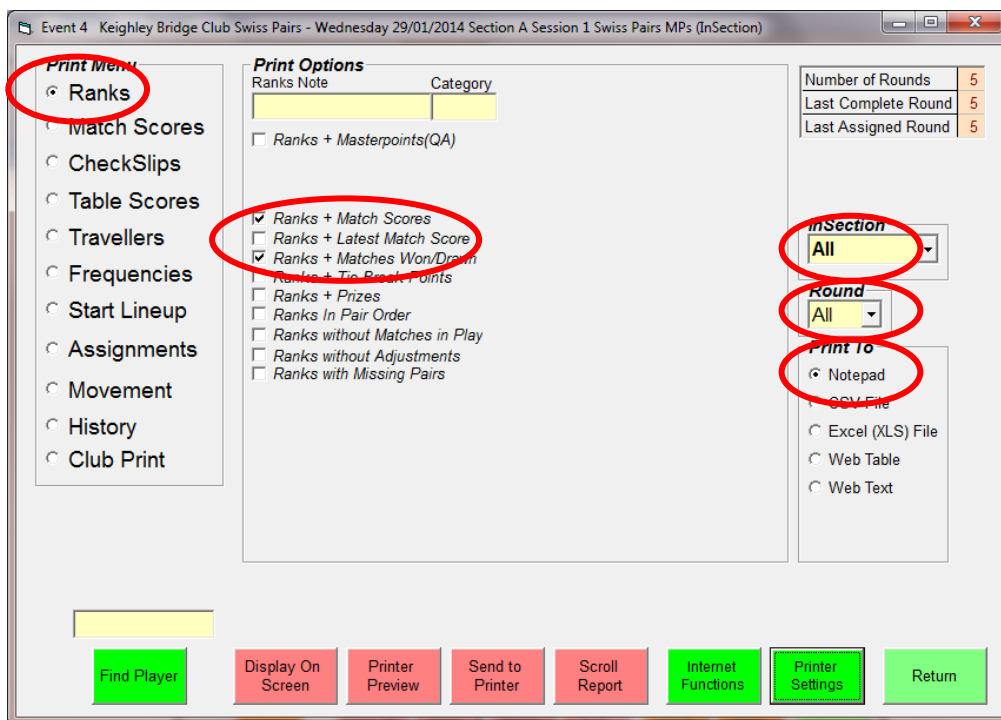
(The director should print an assignment list in case any Bridgemate assignment are missed.)

17. Assignment lists may be printed, if required, for checking and for posting around the playing area to assist players in moving to their correct positions for the next round.
(See Appendix 1 at the end of this document).

18. Results sheets may be printed at any time by going to the Event Menu and selecting 'Reports'.

A suitable status report is produced by selecting: -

- a. 'Ranks' from Print Menu section
- b. 'Ranks +Match Score' and 'Ranks + Matches Won/Drawn' from Print Options section
- c. InSection = All
- d. Round = current round number or 'All' at the end
- e. Notepad in 'Print to' section



19. Repeat from Section 13 above for the remaining rounds.

20. Post a final results sheet as described in Section 18.

21. Produce a 'Club Print' and 'Web Table' version and save for the club website as for Pairs events, adding 'Travellers + Hand Records' from Print Options as required: -

22. Produce a 'P2P' report and send to the EBU website.

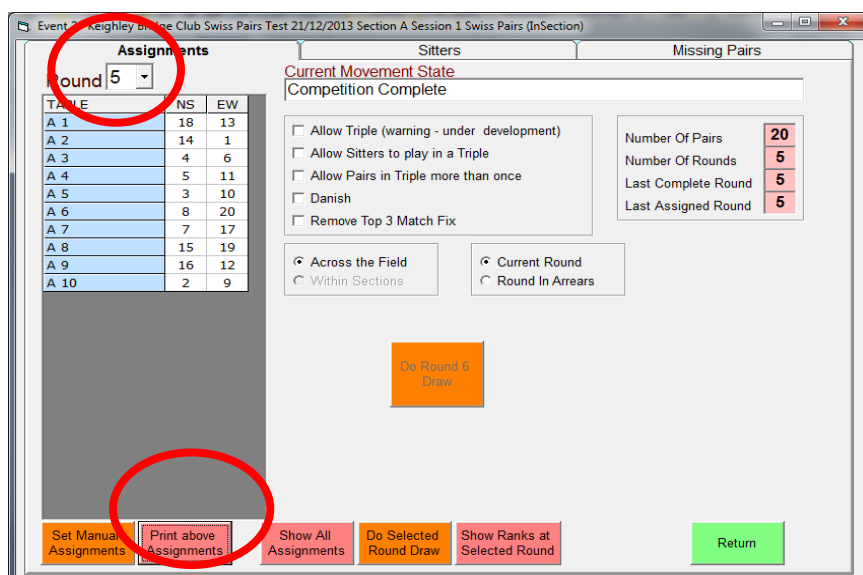
APPENDIX 1 - To produce a non expert prize

a: Before the event go to the PLAYER DATABASE screen and then the PLAYER MANAGEMENT tab and set appropriate STRATIFICATION levels eg b below Tournament Master c below Master and then update EBU details ignoring any unknowns in database.

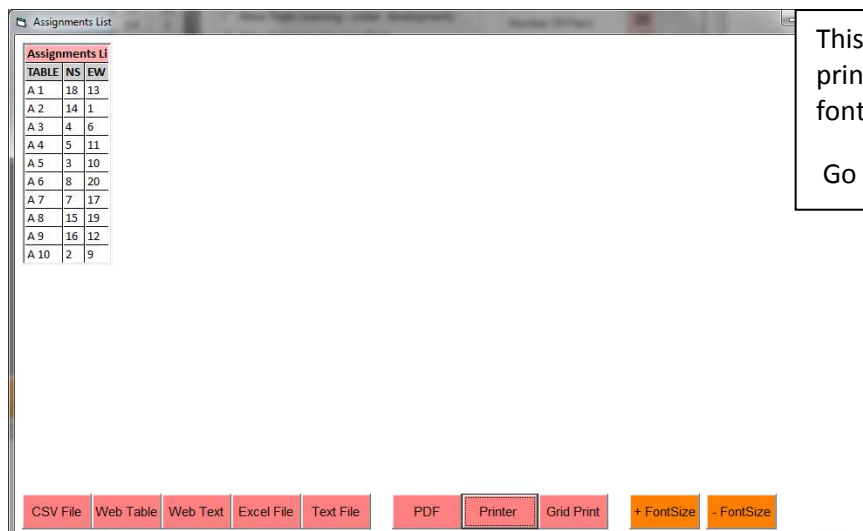
b: During event go to PROPERTIES screen and click Calculate Strat Levels. Pairs will now have a STRAT level assigned. Type NE followed by RETURN in the CATY column for the pairs with low strat levels. NE will now appear alongside those pairs when results lists are printed.

NB If completing during event return to Bridgemate Scoring Screen asap.

APPENDIX 2 - To print assignment lists between rounds

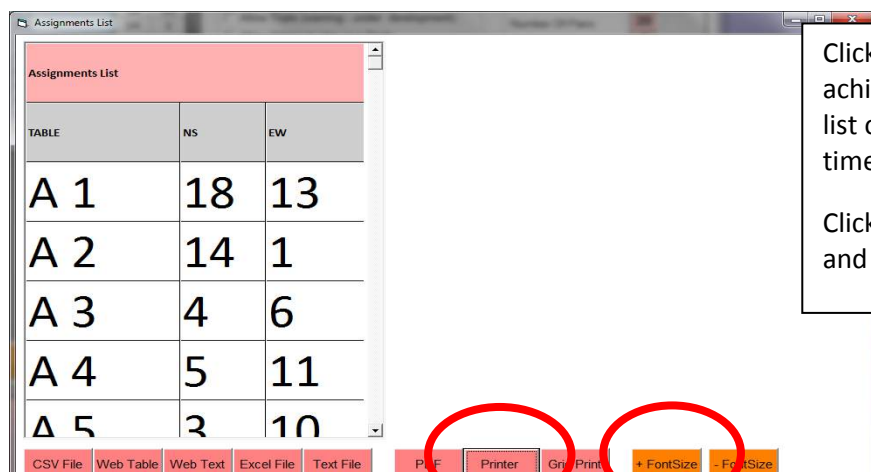


Print list normally done after each round assignment after Round 1 has been made



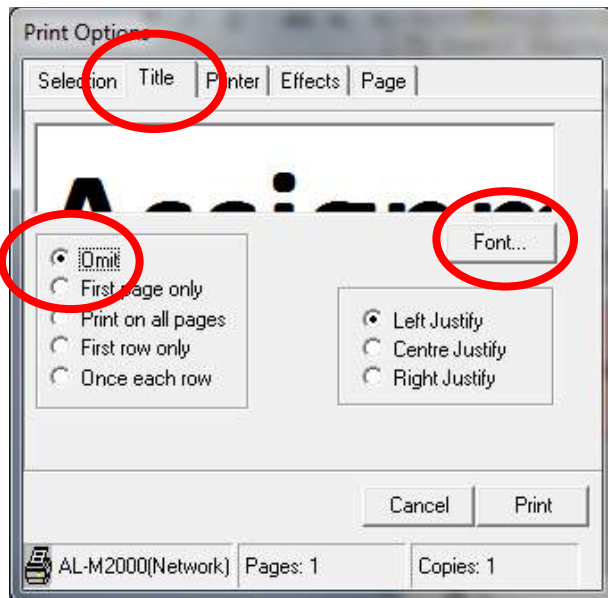
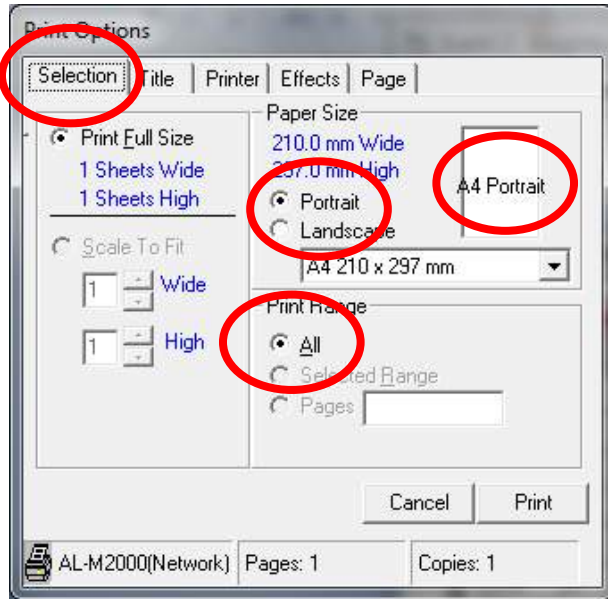
This screen appears for setup and print, showing list table in smallest font size.

Go to next screen display below.

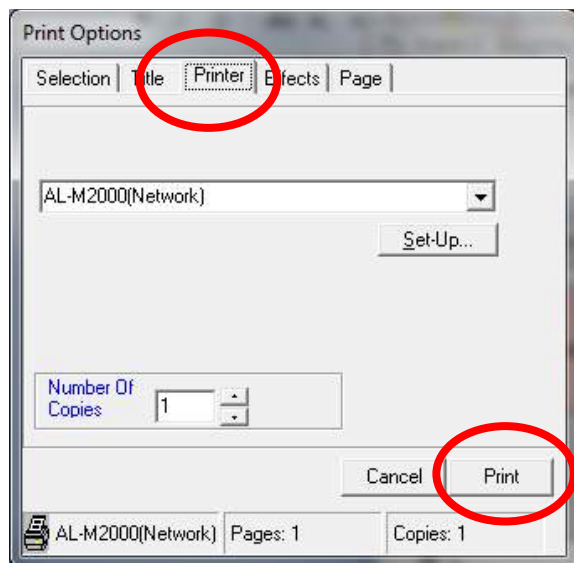


Click '+FontSize' button 45 times to achieve largest font to fit 10 tables list on one A4 side in portrait – 40 times for 12 tables.

Click 'Printer' to go to printer setup and print list.



Font size selection here will only affect the page title and NOT the size of the assignment table print



Ensure correct printer is selected

Click 'Print' to produce assignment list in large print size