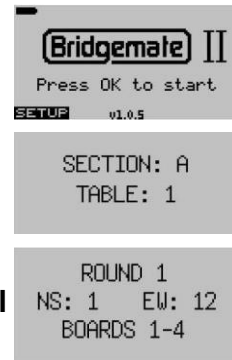


Instructions for Bridgemates

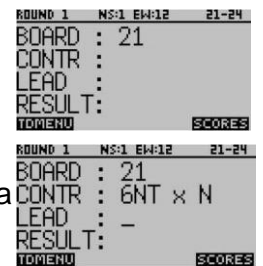
Steps 1 to 3 are required for the start of the event

1. **When instructed, press OK** to wake up the Bridgemate – At the start of the round you will see the 'Bridgemate II' etc.
2. **Press OK** Then you can enter the table number and player numbers. (**Please call the TD if there is a problem**).
3. **Press OK** and you will now see the round number, the boards you are playing and the NS and EW pair numbers (**Please call the TD if this is incorrect**).



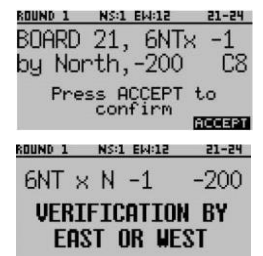
Steps 4 – 7 are required for each board played/scored

4. **Press OK** and you will be prompted for the board number you are playing/have played, this will default to the expected board number. If not right press CANCEL.
5. **Enter Board Number** and press OK.
6. **Enter Contract (CONTR)** by pressing a number (eg 6) and then the denomination (eg ♣, ♦, ♥, ♠ or NT) if Doubled press X or if ReDoubled press XX. If the screen has a provision for Lead card (as shown on right), enter the lead and then
7. **Enter the Declarer** by pressing either N/S or E/W (Press N/S once for N and twice for S or press E/W once for E and twice for W and then press OK).



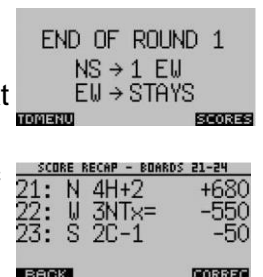
You can do steps 4 – 7 as soon as the bidding is finished, or do all the steps 4 – 9 after the board has been played.

8. **Enter the Result** Either = (making) or + for overtricks or - for undertricks (eg +2 for two overtricks or -1 for one down) and press OK.
9. **Pass to East or West to verify** – East or West presses **OK** then the **ACCEPT** function key (not the OK button but the top right function key).



Once East or West has verified the result move to next board.



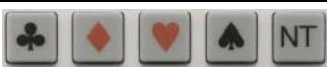
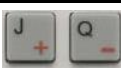







- CAN (CANCEL) – This will allow you to go back to a previous step – keep pressing it until you reach the point you need to correct and then proceed from the relevant step above.
 - If you partially enter a result, the BridgeMate screen switches off. Press **OK** to wake it up.
 - If you play your boards out of the expected order, make sure you enter the right board number (see step 4 and 5 above).
10. **End of Round** – At the end of the round, Bridgemate will display the message “End of Round #” and also shows the movement of the Pairs. Kindly make sure that you enter all scores and see this screen before moving to next table otherwise in the next round other pairs will not be able to enter their result.
 11. **Review of Scores** – To review the scores entered (during the round or at the end of round), press the **SCORES** function key and Bridgemate will show the score recap. To exit the score recap screen press the **BACK** function key.



12. **Correction of Scores** – If you have entered a wrong score, inform TD. Normally only TD can change the score. However if **CORREC** function is available on the score recap screen, press the **CORREC** function key to erase the score of the board wrongly entered. Then enter the correct score.
13. **Board Not Played** – If a board has not been played in a particular round due e.g. to time constraints, same must be entered in the Bridgemate. Therefore, call the TD.

If you experience any problems please call the TD.

Exploring the Bridgemate

Keys	Explanation
	<p>Large LCD screen for easy entry of scores, viewing results and other information.</p> <p>4 functions keys in the top row provide access to all kind of additional functionality which is not covered by the 25 keys, e.g. for ACCEPT, SCORES, CORREC (right key) & BACK (left key) functions. Two middle key are for Directors only.</p>
	<p>These keys are used to enter numbers in the Bridgemate, for example board numbers, contract, result and lead card. The 10 button is used to enter 0 (when entering board numbers etc) and to indicate 10 as the lead card.</p>
	<p>These keys enable you to indicate the contract type or the card color of the lead card.</p>
	<p>Indicates overtricks or downtricks of the result.</p>
	<p>Indicates that the contract has been exactly made.</p>
	<p>Use these keys to specify Jack/Queen/King/Ace as the lead card.</p>
	<p>Redouble or Double.</p>
	<p>Declarer's direction of Play. Press ^N/_S once for N and twice for S or press ^E/_W once for E and twice for W.</p>
	<p>Indicates a pass-out.</p>
	<p>Correct an entry and cancel commands.</p>
	<p>Confirm an entry.</p>