

# Instructions for BridgeMate – Church Minshull & District BC

Steps 1 to 5 are required for the **start of the event**.

1. Do **NOT** press any key on the BridgeMates until told to do so.
2. When instructed to do so, press **OK** to wake up the BridgeMate – At the start of the session you will see the 'Bridgemate II' etc. Press **OK**.
3. Press OK to **Section A**. Enter your **table number** and press **OK**. (Please call the TD if this is not accepted).
4. Enter the **Club Number** of each player at the table, alongside the relevant N, S, E or W and press **OK**. Guests are given a temporary number – 'Visitor Name Slip'.
5. Press **OK** and you will now see the **round number**, the **board numbers** you are playing and the NS and EW **pair names**. (Please call the TD if this is incorrect).



Step 6 is required for the **start of each new board**.

6. Press **OK** and you will see the **board number** you are about to play. If incorrect (playing out of sequence/sharing boards), press **Cancel** and enter correct number.

Steps 7 to 10 are required on **completion of bidding**.

7. Enter the **contract (CONTR)** by pressing a **number** (1 thru' 7) for the contract value and then the contract **denomination** (eg ♣, ♦, ♥, ♠ or NT). If Doubled press X or if Re-Doubled press XX. and then ...
8. Enter the Declarer by pressing either **N/S** or **E/W**. Press N/S twice for South.
9. Once the lead has been made enter the **lead card** by pressing the denomination and a card "value" (2-9 or '10' for 10, else J, Q, K or A for an honour card).  
**Alt.** Press **Pass** (passed out) or '10' (not played) in place of a contract (**CONTR**).
10. Pass the BridgeMates to East to visually verify. Corrections can be made by pressing **Cancel** to undo the last entry(s) and to then re-enter correctly.

Steps 11 and 12 are required on **completion of playing the board**.

11. Enter the **result**. Either = (making) or +# for overtricks or -# for undertricks, (e.g. +2 for two overtricks) and press **OK**.
12. Pass the BridgeMates to East to verify (press **OK**, and then the **ACCEPT function - not the OK button**). Make corrections before accepting the result.

Once East has verified the result you can either press OK to show the results on the board so far (press OK to scroll through) or press Cancel to move to the next board.

*Post acceptance adjustments require a 'score adjustment slip'.*