



BridgeMatell; Handset Guide

1. The Keyboard



1 to 9, 10; keys to enter numbers in the BridgeMate. *E.g. board numbers, pair numbers, contract, and result.* The **10** button is used to enter **0** (when entering member numbers, board numbers, etc.) and to indicate **10** (when entering lead card).

♣, ♦, ♥, ♠, NT; keys to enter the contract type.

+, -; keys to record overtricks or undertricks. and **=** key to record that the contract has been exactly made.

J, Q, K, A; keys are used to enter the lead card.

X, XX; keys to indicate a doubled or redoubled contract.

N/S, E/W; keys to indicate declarer's direction of play. (*Press once for N, twice for S*)

PASS; key to enter a passed-out hand. Use the **10** key to record a timed-out, or not played hand.

CANCEL; key to correct an entry or back track (and remove) earlier entry(s) to make a correction. Also used to cancel a command.

OK; Confirm an entry.

Function keys; the four function keys, in the top row, provide access to other functionality, not covered by the 25 pre-set keys.

Switching ON/OFF

The BridgeMate does not have a separate on/off button.

To switch on the BridgeMate, press the **OK** button. It is not possible to switch off the BridgeMate manually. The BridgeMate will automatically switch off after it has been idle for a while, typically 30 seconds. This is a battery life feature.

No data will be lost when the BridgeMate switches off. Simply press the **OK** button to re-activate and continue as before. In other words, you can continue entering scores as soon as the BridgeMate re-activates.

Battery Indicator



In the upper left corner, there is a small battery indicator. Full batteries are indicated with a full indicator. If the battery power is extremely low, the battery indicator will show an empty battery and the indicator starts blinking.

it is recommended that batteries are checked and, if blinking, replaced before the session starts. However, it is usually safe to finish the session if the battery indicator starts blinking mid-session.



Start of Session

Who operates the BridgeMate handsets?

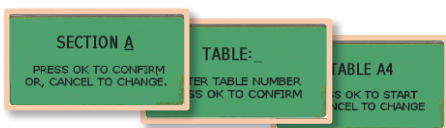
As with paper travellers, the BridgeMate is operated by North. North is responsible for the correct operation. East is responsible for verification of the entered board results. *Players may devolve responsibility to partner, notifying their table opponents.*

Activating the handset and confirming SECTION and TABLE Number.

Prior to the start of the session the BridgeMate will indicate "System not activated yet". The Director will inform the players the system is active and North can press OK. The BridgeMate will display the "BridgeMate II" logo screen. Press **OK** to set the section and Table number of the BridgeMate.



Corrective action; If the screen does not display the "BridgeMate II" logo, the handset must be reset. See Q&A.



First the section. Leave as "**Section A**" and press **OK** to confirm. *The +/-keys will change it, but CM&D BC does not play parallel sections.* Next, enter the **table number** from the table no. card on the table and press **OK**. A confirmation screen appears. In case of a wrongly entered table number, use the **Cancel** button to go back and correct the entry. Once the table number is correct, press the **OK** button to register the handset on BCS (red table 'active' dot turns green).

Corrective action; If the handset will not accept your table number it is likely that another table has used your table number! See Q&A

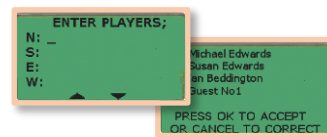
The BridgeMate handset will remain at this table for the duration of the session.

Enter players' (Personal Identity) Pid number

The BridgeMate will now request the **Pid number** for each player in turn (N, S, E, W). Do not leave blank, unless at a sit-out table. If expecting a partner (late arrival) include entry of their number.

- All Members have a **Pid number**. See list on Reception Table.
- New visitors are expected to complete a **Visitor's Name Slip** prior to start of play. Scorer will allocate a guest Pid number (typically 99n). *Regular visitors may have a temporary Pid number.*

Use the number keys to enter the 2/3-digit **Pid number**. Use the **up/down function keys** to navigate to each seat, or, after a number is entered press the **OK** button to move down to the next seat. Once all numbers are entered, press the **OK** button to refresh the screen with the players' names, or 'Guest n' for any visitor. Sit-out table will only request two names.



In case one or more names are incorrect, press the **Cancel** button to go back and apply corrections. When all numbers and names are correct, press **OK** to start the first round.

Corrective action; If the handset will not accept a Pid No. ask the scorer for a Guest Pid number, which will be adjusted for the final result.



Starting a Round

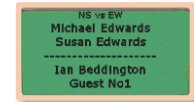
Information to check before starting a Round



At the start of each new round, the BridgeMate will display the **round number**, the **expected pairs** as well as their **direction of play** and the **board number range** you are to play for this round.

Check you have all the expected boards and they are stacked in the correct order of play, noting any shared boards. Press **OK** to confirm.

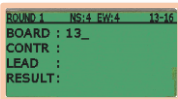
BridgeMate will now show the **names of the players** at the table for this round. Press **OK** to confirm.



Corrective action; if there is any discrepancy call the Director/Scorer.
This must be resolved. See Q&A

Starting a Board

Verification of Board Number



When starting a new board, the BridgeMate will automatically fill in the next (lowest unplayed) **board number** from the set you are playing. Check the board number on the screen is the same as the actual board to be played. Press **OK** to confirm. The cursor will advance.

The numbers maybe different because (a) the actual boards are not in sequence, or (b) you are playing a movement where you must play out of sequence (e.g. you are sharing boards with another table). To correct, either (a) re-stack the boards in sequence or (b) press **CANCEL** to clear the number and enter the board number you are about to play (out of sequence!). Press **OK** to confirm.

You can now begin the auction

The next use of BridgeMate will be at the end of the bidding, to capture the contract details.

Enter the Contract details

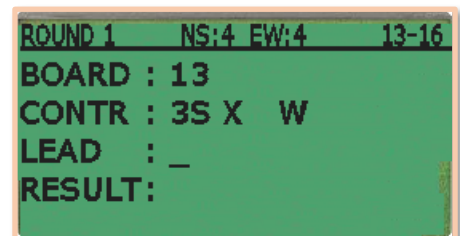
Enter the Contract and the Declarer

As soon as the contract has been determined, enter the **contract type** and the **direction of the declarer**. It is recommended that you re-check the table number, and correct if necessary. (In case the earlier verification step is missed in the eagerness of starting a new board!),

To enter the **contract**, ensure the cursor is correctly positioned, use numbers **1** to **7** and the ♣, ♦, ♥, ♠ and **NT** keys. If required, use the **X** and **XX** keys to indicate a doubled or redoubled contract. Do not press **OK** (though if you do you will be prompted for the declarer)

To specify the **declarer**, use the **N/S** and **E/W** keys. If the declarer is North, press **N/S** once. If the declarer is South, press this key twice.

Similarly, if the declarer is East or West, with the **E/W** key. Press **OK** to enter. The cursor will advance.

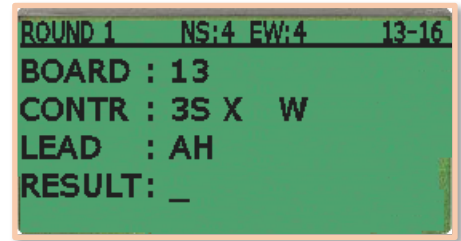




Enter the Lead Card

As soon as the lead card is played, enter the **lead card details**. Use numbers **1-9, 10**, or the **J, Q, K, A**, followed by the suit **♣, ♦, ♥, or ♠**. Press **OK** to enter.

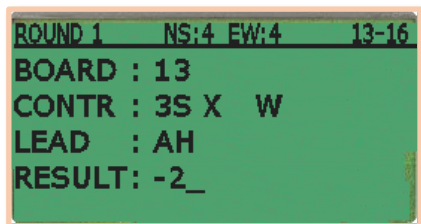
It is advisable to ask East to visually verify the entered **table number**, the **contract** and the **lead details** at this point, especially when no player at the table is keeping a scorecard!



The next use of BridgeMate will be when players have finished playing the board and agreed the number of tricks won by declarer.

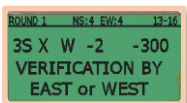
Enter the Result

Enter the result of playing the board. When the contract has been exactly made, press the '=' (equal) key. To indicate overtricks, use the '+' (plus) key and enter the number of overtricks; e.g. '+2'. For undertricks use the '-' (minus) key.



A correction can be made by pressing the CANCEL key (repeatedly if necessary) to backtrack the cursor and re-enter the correct details.

Verification by East and Confirmation of the result



Once the contract result is entered, North presses **OK**. The message "Verification by east" will now be displayed, including the number of score points (calculated by the BridgeMate) assigned to the **declarer**.

The BridgeMate must now be passed to East to verify the entered data. In a short while (15 seconds), the screen will automatically advance to display all the information previously entered by North plus the auto generated score made by declarer. It will request acceptance by East.



East verifies the data displayed on the verification screen. If this data is incorrect, East will press CANCEL to edit the data. If the result is correct, East will press the ACCEPT function key to confirm the result. The message "Entry completed" will now be displayed. The data is saved and sent to the server.

Once accepted, a board result cannot be changed on the BridgeMate handsets. If players determine they need to make a correction, they must complete and submit to the scorer, a '**Score Adjustment Slip**.' This will be actioned (on ScoreBridge) by the scorer, prior to publishing the final results for the session, However, it, will not be reflected on the BridgeMate handset (players viewing their percentage or previously played scores for the affected board.)

Special / non played Contracts

Pass-out

If a board is passed-out without making any bids, press the '**Pass**' key in place of the contract details (at CONTR) and confirm the resulting message with **OK**. You will not be asked for the lead card, nor the result. BridgeMate will advance to requesting East for verification.

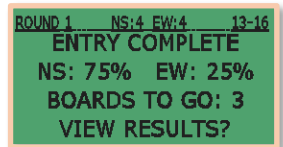


Board not played

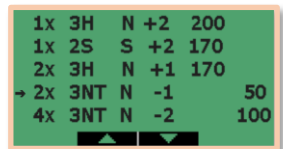
If a board has not been played in a particular round due (e.g) to time constraints, the BridgeMate must be informed. If this step is skipped, the BridgeMate will remain in the uncompleted round, and other pairs will be prevented from entering results. To enter an un-played board, press the '10' key in place of the contract details (at CONTR)), and confirm the resulting message with **OK**. You will not be asked for the lead card, nor the result. BridgeMate will advance to requesting East for verification.

Viewing Results

After East has confirmed the board result, players can view their achieved % result as calculated against other scores previously recorded **for this board**. This percentage will have little significance at the start of a session, as the board will have been played by a few (none in the 1st round!) tables.



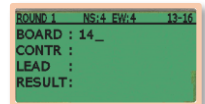
Players can also see those other scores in a comparative table This is displayed as a frequency list indicating the number of times each result has been recorded. It is presented in N/S's best score order. Your table's score is highlighted with an arrow. Use **up/down** function keys to scroll the list. *Unlike paper travellers you will not see which pairs make which score.*



To by-pass viewing the board results, press the **Cancel** key to progress to the next board. Otherwise press the **OK** key to step through the viewing the scores.

End of Board / Round / Event

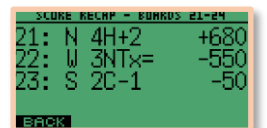
After completing a board in a round, if there are further boards to be played in the round, BridgeMate will automatically advance to the next (lowest un-played) board in the round.



After completing the last board in a round, if there are further rounds to be played in the event, BridgeMate will display 'End of Round' and advise intended movement of each pair for the next round.



You are also able to review the results of all the boards, from this round at this table, by pressing the Scores function key.

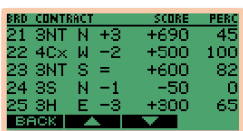


If the display has advanced to show the next round's seatings, the 'End of Round' information can be retrieved by pressing the BACK function key.

At the end of the last round, the BridgeMate will display the message 'End of session.'



The BridgeMate system can calculate a provisional ranking based on the results collected so far. To view this ranking, press the RANK function key. The ranking shown is for the two pairs that have finished the session.



You are also able to view the provisional "scorecards" for each pair at the table. Press the GAME SUMMARY function key. It will present the NS pair game summary. To switch over to EW pair game summary, press the E/W key. Results obtained on all boards are shown. Use the up and down keys to browse through the summary.



At the end of the last round, if no keys are pressed for a while, the BridgeMate will return to the BridgeMate II logo screen. The BridgeMate has completed its tasks and can now be safely stored away.

If the last round(s) are not played (insufficient time) leave the BridgeMate showing 'End of Round' or, the next round's seatings. The scorer will reset the BridgeMate.

(After the BridgeMate BCS is closed, check the returned handsets are showing the BridgeMate logo.

Courteous action; Before returning handsets to the storage case, and after scoring has been completed (BCS is closed down), reset any handsets not showing the BridgeMate logo display - in preparation for the next event.