



Bridge Scoring; Late Arrivals – Missing Pair

Late arrival pairs can be accommodated at a non-moving sit out table. They append their names to the ‘players names’ on the handset and can then start playing. If they join after the 1st board of the round, the table is likely to be asked to time out the last board(s).

However, Scorer must take appropriate action, to adjust the ScoreBridge Movement and synchronise the BridgeMate Control System (BCS) database and handsets, as follows;

Note; the sample screens are based on 3½ boards with a missing pair N/S on table 4. The movement is a Mitchell Share & Relay, with 3 boards per round. The late pair arrive mid round 1.

- (i) Scorer asks all tables to finish and score their current hand, then pause play. (**Hands off all the hand-sets!**). Scorer takes a view, from **BCS**, of the **board status** and the **number of results** recorded. You will need these to check later.

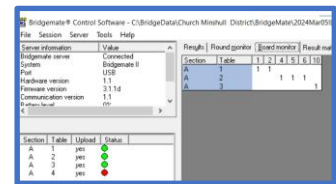
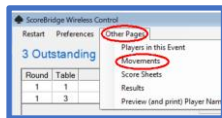


Table1; 2 boards, Table2; all 3 boards and Table3; 1 board. Table4 has been sitting out. Total 6 results.

You may also wish to ask all tables to record scores entered so far (1 scorecard per table)- just in case!!!

1. Reset the ScoreBridge movement.

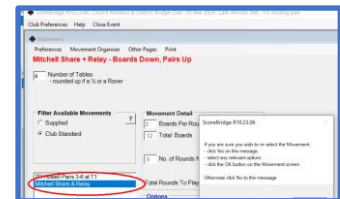
- (ii) On the ScoreBridge **Wireless Control** tab, Scorer sets the system from **Retrieving to Not Retrieving** - wireless Button.



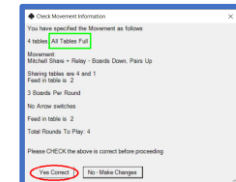
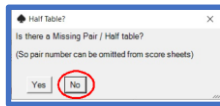
Scorer now selects **Other Pages>>Movements** from the tab menu and sub-menu. This will present your current **Movement tab**, with an overlay **warning message**. Note all relevant details - you will have to re-input them. **Close** warning message.



- (iii) Re-select your **movement**, (*Mitchell Share and Relay*), which will overlay another **warning message**. Accept (**Yes button**) the warning message and re-set relevant **movement details** (*3 boards per round*). Do not change no of tables. Click **OK button**.

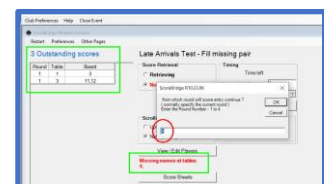


- (iv) You are now asked if you have a **missing pair**. This time click **NO**.



You are now asked to confirm the **movement**. Check with Director and click **Yes Correct** button.

- (v) The **Wireless Control** tab is refreshed. *Note; you now have missing names at the sit out table, but the outstanding boards (for this round) remain unchanged.* You are also asked **from which round will score entry continue?** Enter the current round number. You have not scored any boards from round 2, enter 1.





You now get a **warning message** that asks you to **check your BCS screen** for a **pop-up window**. Press **OK button** and **check BCS**. Close the BCS pop-up window. *You may have to wait for the pop-up or it may not appear!!! Do not worry, you will force the update later.*

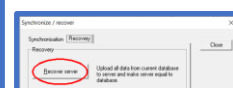
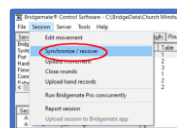


- (vi) Return to **ScoreBridge – Wireless Control** tab and check (or set) the system to the **Retrieving** Button. Note, *the Outstanding boards (for this round) now include the original sit-out table. (Table 4, Boards 1,2,3).*

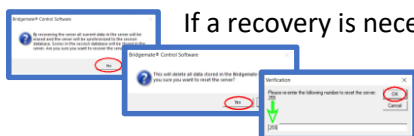


2. Synchronise BCS with ScoreBridge.

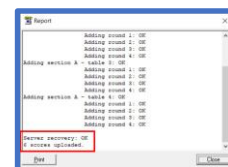
- (vii) Return to **BCS**. Select **Session>>Synchronous/Recovery** from the men & sub-menu. On the resultant pop-up window select **Recover server** button. If button not active, press **Close**.



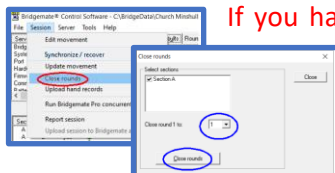
- (viii) If a recovery is necessary (BCS decides) you will get a **3 warning messages**. Press **Yes button** to 1 and 2 and enter **verification code** to 3. *(No 3. is designed to stop accidental refreshes).*



- (ix) **BCS Recovery pop-up window**; This is a report of the reset movement and the re-established scores, from ScoreBridge. Check the report is stating the recovery is OK (scroll down) and check the number of updated scores is as expected. **Total 6 results**. **Close** the report.



- (x) If you have scored **1 (or more) complete rounds**, your will have to close those rounds. Select **Session>>Close rounds** from the men & sub-menu. On the resultant pop-up window enter the last completed round and press **Close Rounds**. *This step is not required when round 1 is not completed.*



3. Restart the handset

- (xi) At the sit-out table, the BridgeMate will auto-restart, requesting Section and Table No., but will now ask Players Club Id for the new Pair. Play at that table can now proceed as normal, but they should expect to be timed out on 1 or more tables.

Disaster Recovery: When restarting, if the BridgeMates do not operate as expected, it will be necessary to restart with a brand-new event. Director may allow re-input of existing scores, or ask players to reshuffle played boards otherwise, time out played boards.