

Bridgemate 3: Essentials & Corrections

A Storyboard for Training



At the Table: Confirming Starting Positions

1. Tap North/South or East/West to confirm your seat.
2. Partner orientation is automatic.
3. Press 'Continue' to lock the table.



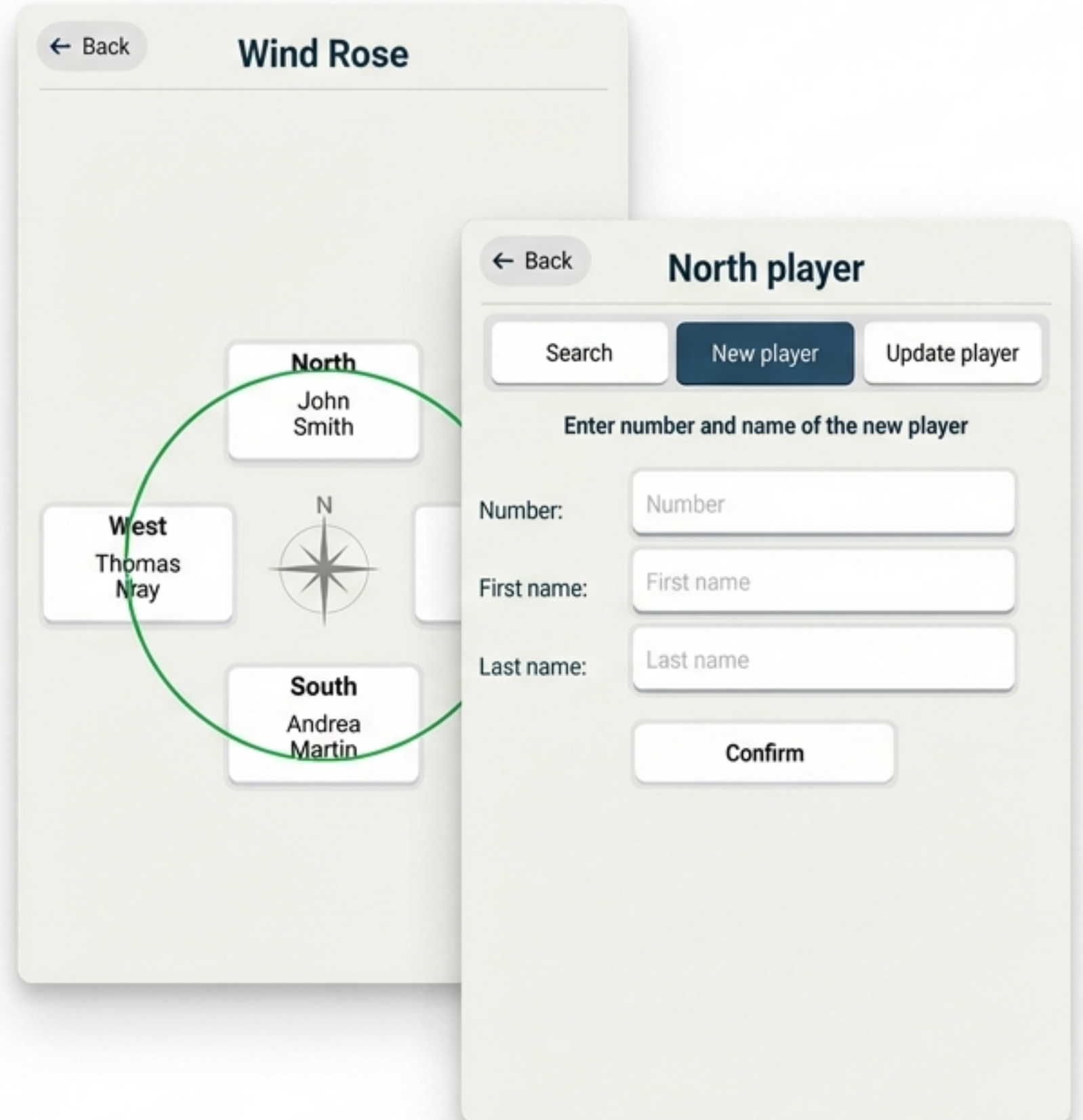
The screenshot shows a mobile app interface for confirming starting positions. At the top, a dark green header contains the text "Call TD", "Wednesday Afternoon Bridge", and "Table A1 - Round 1". Below the header, the title "Starting positions" is displayed, followed by the instruction "Select the first position for each player in round 1". The interface lists four players, each with two buttons for position selection:

- John Smith: North, South
- Andrea Martin: North, South
- Eric Davidson: East, West
- Thomas May: East, West

At the bottom of the screen, there is a large blue button labeled "Continue".

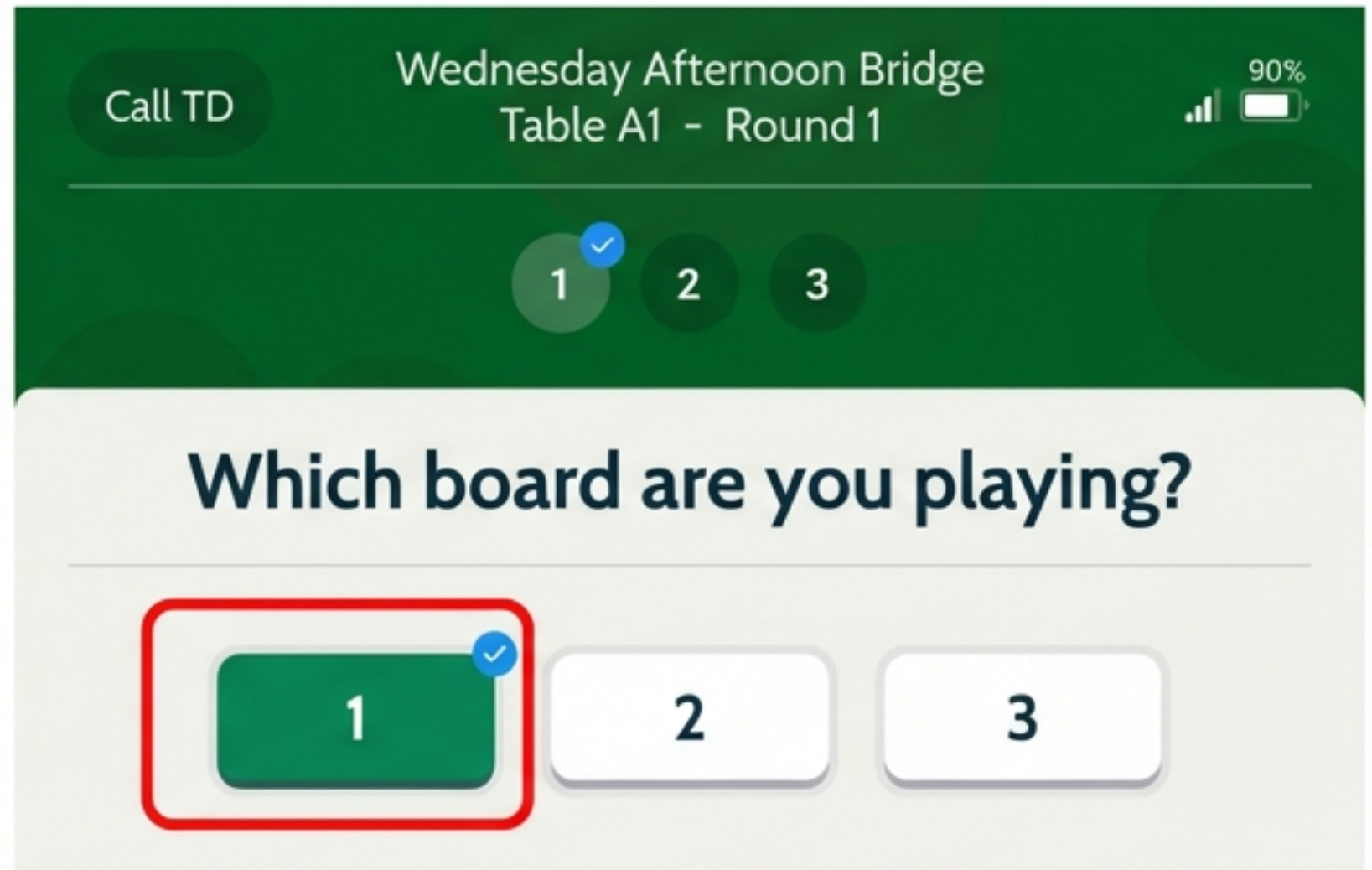
Establishing Identity

- Tap a position to edit.
- Select 'New player' for registration.
- Toggle case for accurate names.
- Press Confirm.



Selecting the Board

- Unlock scoring by selecting the current board.
- Green highlights indicate completed boards.
- Verify board number with the physical packet.



Reference: Manual Figure 6.4

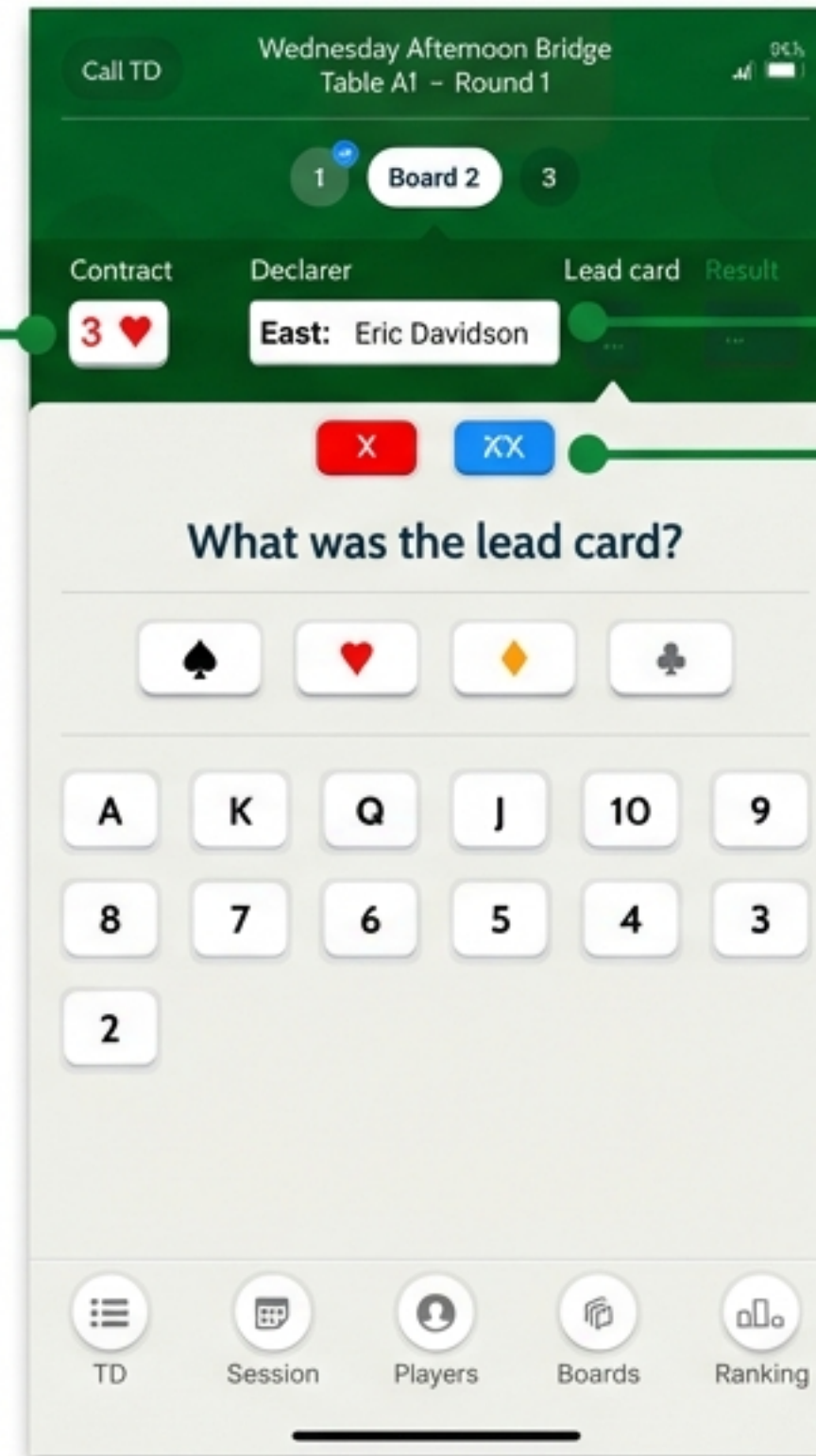
Bridgemate Green: Entering the Contract & Declarer

Flows logically from the bid to the player.

Contract Field

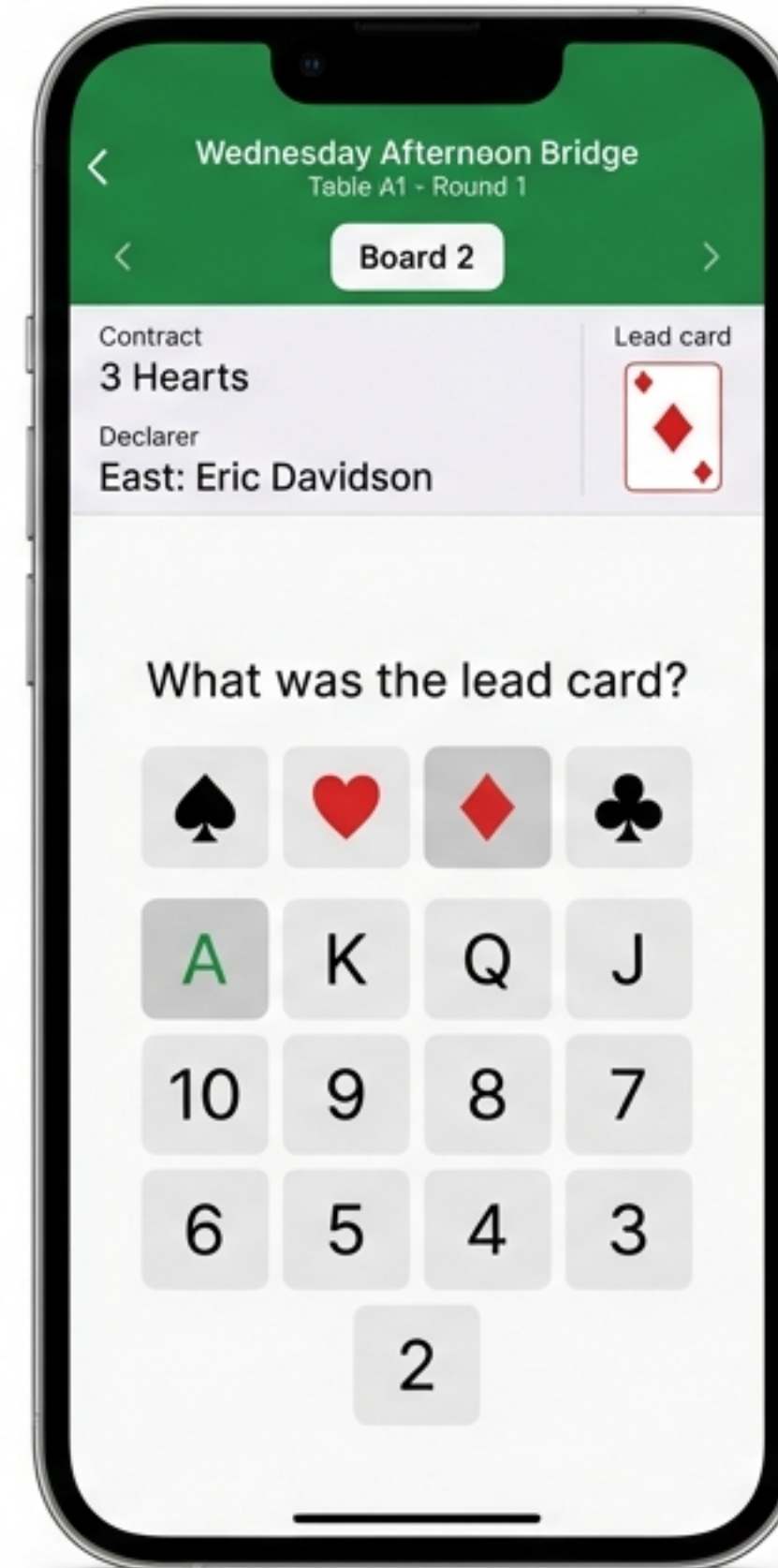
Declarer Field

Multipliers



The Lead Card

- Select Suit + Rank (or Rank + Suit).
- Example: Ace of Diamonds.
- Note: This screen is skipped if 'Lead card entry' is disabled in settings.



Recording the Result

- Green Buttons: Contract Made (=, +1, +2).
- Red Buttons: Down / Penalties (-1, -2).
- Swipe left/right for more trick options.

Contract Made

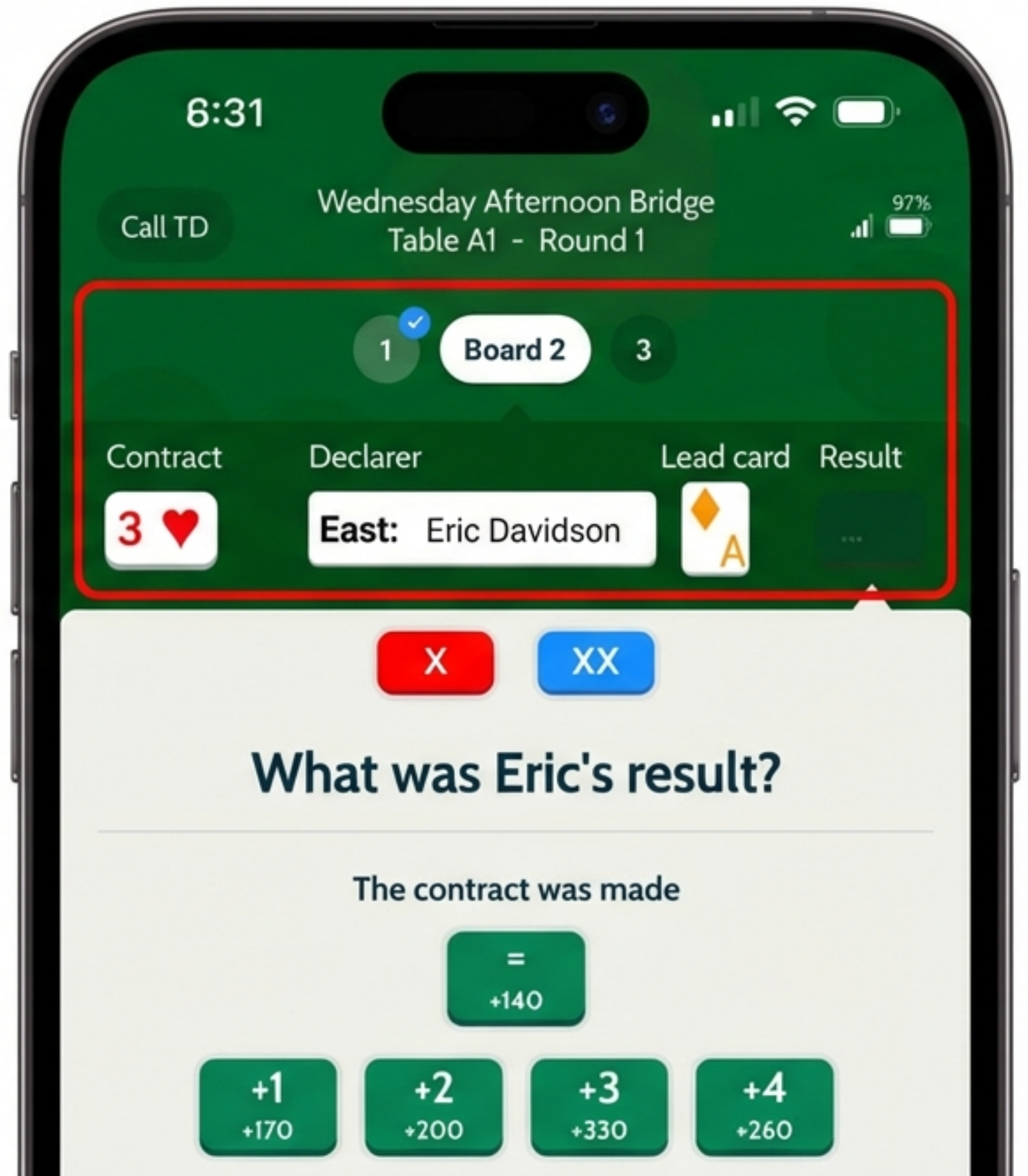
The screenshot shows a bridge game interface with a dark green header. The header contains four fields: 'Contract' with '3 ♥', 'Declarer' with 'East: Eric Davidson', 'Lead card' with '♦ A', and 'Result' with '...'. Below the header are two buttons: a red 'X' and a blue 'XX'. The main question is 'What was Eric's result?'. Underneath, there are two sections: 'The contract was made' and 'The contract was not made'. The 'The contract was made' section has a green '=' button (+140) and four green buttons: '+1 (+170)', '+2 (+200)', '+3 (+230)', and '+4 (+260)'. The 'The contract was not made' section has five red buttons: '-1 (-50)', '-2 (-100)', '-3 (-150)', '-4 (-200)', and '-5 (-250)'. A green bracket on the left groups the 'Contract Made' section, and a red bracket on the right groups the 'Down' section.

Down

Correction Method 1: The Green Navigation Bar

Non-Destructive Correction

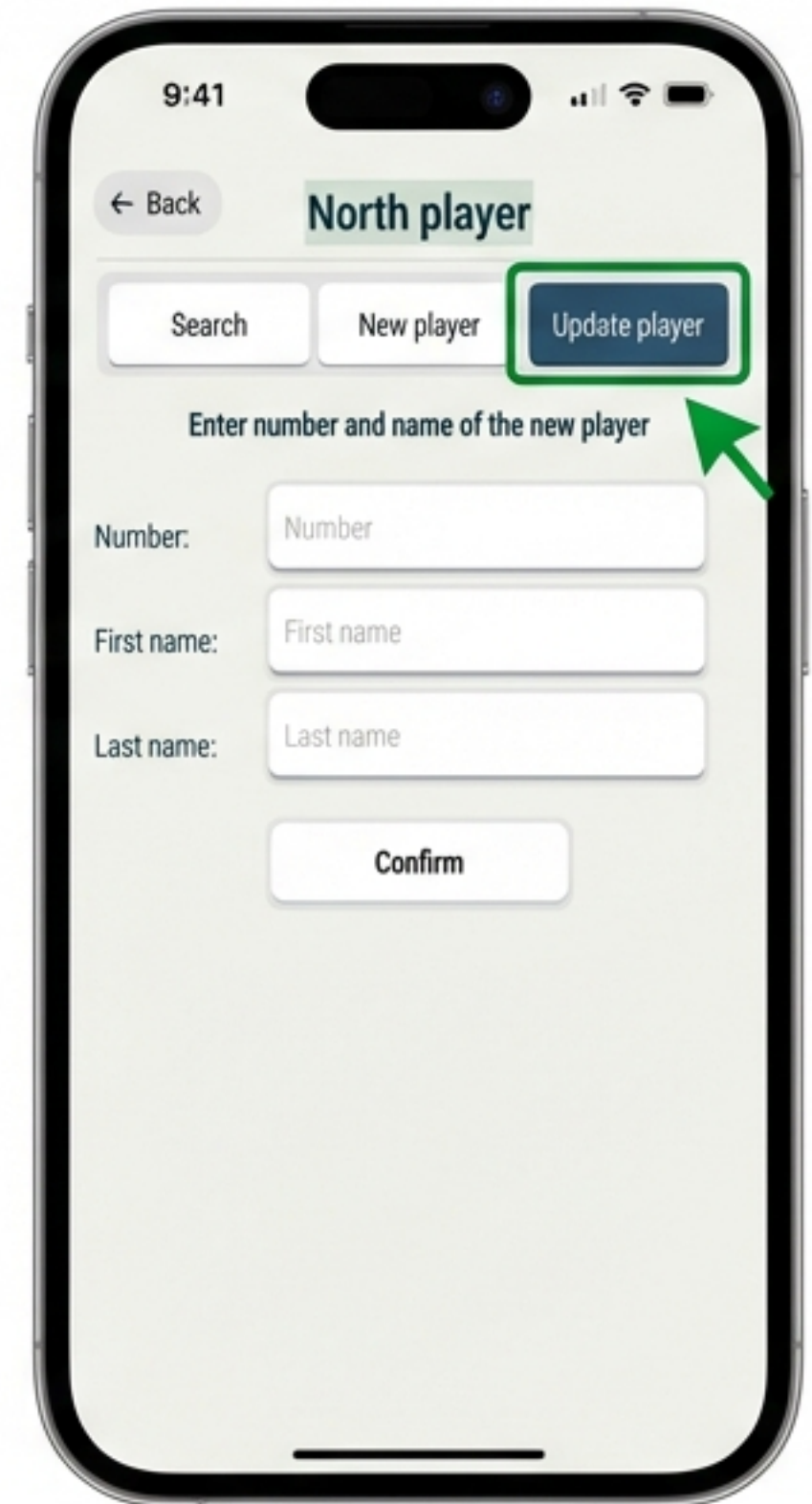
- Tap the specific icon (Contract, Declarer, Lead) to jump back.
- **Erases data ONLY** from that point forward.
- No need to restart the entire board.



Correction Method 2: Updating Player Details

For misspelled names or mid-game substitutions.

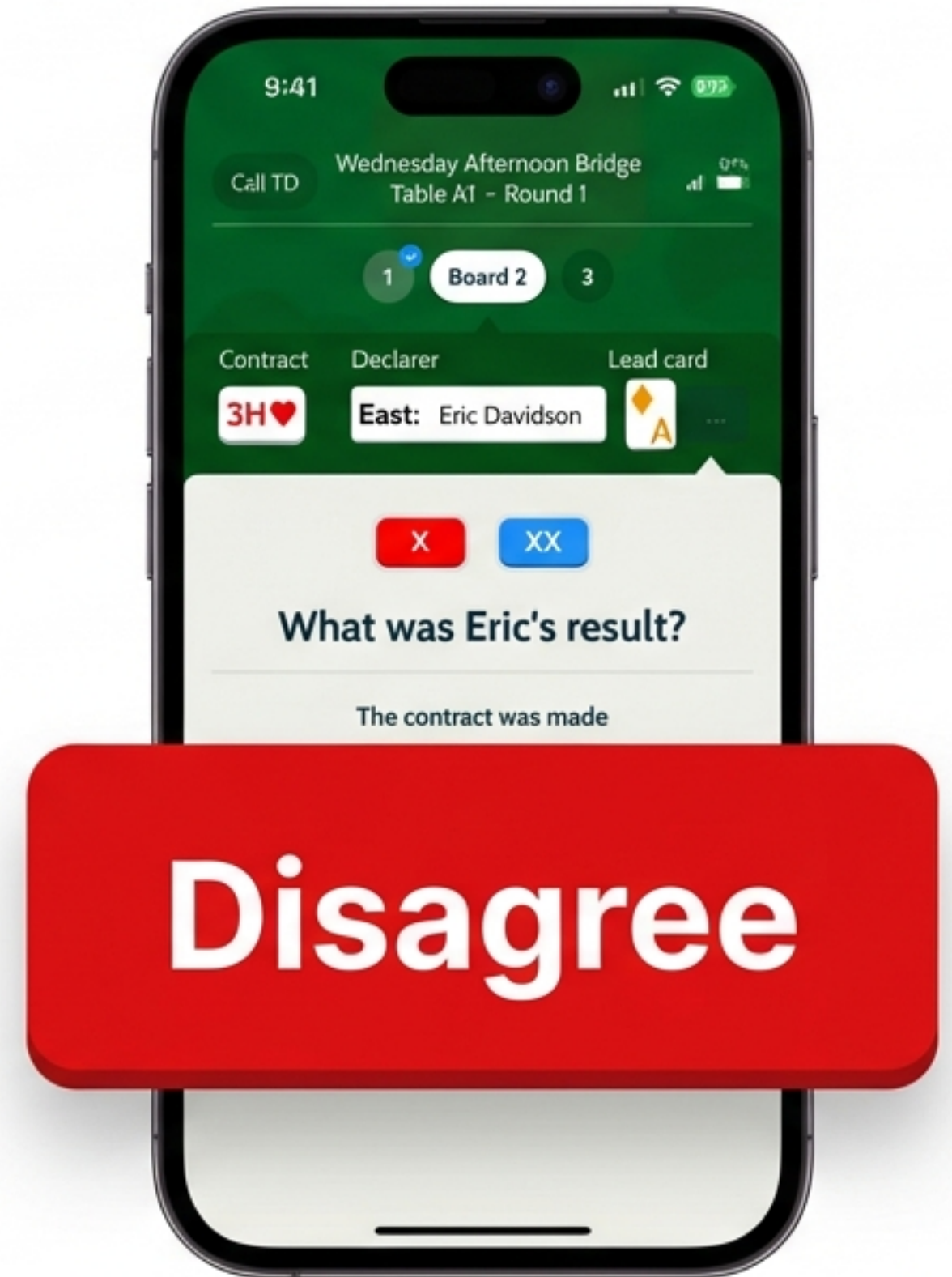
- ✓ Tap Player Position on Wind Rose.
- ✓ Select 'Update player'.
- ✓ Edit details.
- ! **Important:** Use 'Update' for corrections. Use 'Replace' only for new players.



Reference: Manual Figure 7.1

Correction Method 3: The 'Disagree' Protocol

- Opponent Verification Step.
- If opponents press 'Disagree', the device loops back to the entry screen.
- Immediate safeguard against scoring errors.



Reference: Manual Figure 8.2

Correction Method 4: Post-Confirmation Deletion

For results that have already been accepted.

- ✓ 1. Go to Recap / View Results.
- ✓ 2. Tap the Trash Can icon.
- 3. Confirm deletion.

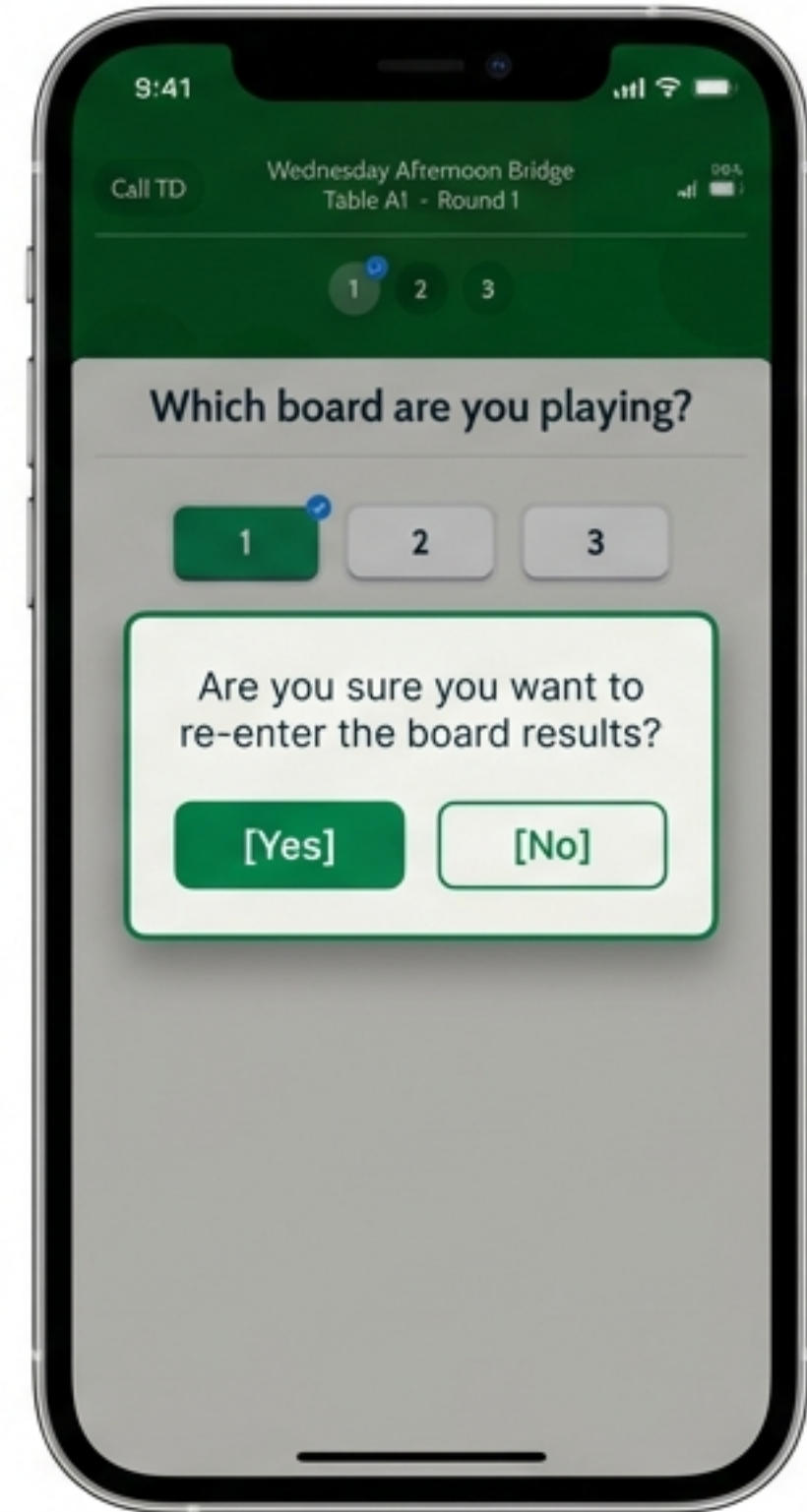
Board status resets to “To be played”.



Reference: Manual Figure 9.1

Re-entering a Board

- Requires 'Allow re-entry' setting enabled.
- Tap the board number again to trigger the prompt.
- Tap any board number to Cancel.



Reference: Manual Figure 8.3



Key Takeaways

INPUT

Follow the natural flow:
Positions -> Board ->
Contract -> Result.

NAVIGATION

Use the Green Bar to
step back and fix
errors instantly.

CORRECTION

Use Update Player for
names and the Trash
Can for confirmed
results.

Accurate scoring, every hand.