

# BRIDGEMATE GUIDE

## THE KEYBOARD



**1 to 9, 10** These keys are used to enter numbers in the Bridgemate, for example 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 as the lead card.

♣, ♦, ♥, ♠, **NT** These keys enable you to indicate the contract type.

+, - Indicates overtricks or downtricks of the result.

= Indicates that the contract has been exactly made.

**J, Q, K, A** These keys are used to enter the lead card. *We do not use this Bridgemate function at Wayne's Bridge World.*

**X, XX** Double or redouble.

**N/S, E/W** Declarer's direction of play.

**PASS** Indicates a pass-out.

**CANCEL** Correct an entry and cancel commands.

**OK** Confirm an entry.

**Function keys** Four function keys in the top row provide access to all kinds of additional functionality which is not covered by the 25 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, i.e. no buttons have been pressed. No data will be lost when the Bridgemate switches off. Simply press the **OK** button to continue as before. In other words, you can continue entering scores as soon as the Bridgemate has been activated again.

## 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. Although it is safe to continue using the Bridgemate for several more sessions, it is recommended that you immediately call the Director who can replace the batteries before the session starts.

## STARTING THE SESSION

### WHO OPERATES THE BRIDGEMATE?

As with the travellers, the Bridgemate is operated normally by North. North is responsible for the correct operation. East (or West) is responsible for verification of the entered board results.

### ACTIVATING THE BRIDGEMATE AND CONFIRMING SECTION AND TABLE SETTING

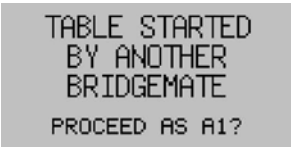
At the start of the session, the Bridgemate will display the "Bridgemate II" main screen. Press **OK** to enter the table and section settings of the Bridgemate.

First the *section* (A or B) is configured using the + and – key. Once the correct section is chosen, press **OK** to confirm. Next, enter the table number. Confirm again with **OK**. A confirmation screen appears. In case of a wrongly entered section or table number, use the **Cancel** button to go back and correct the entry. Once the table number is correct, press the **OK** button to start the Bridgemate.

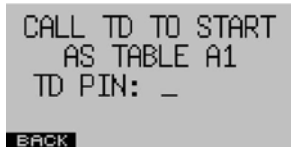
If you notice later that either the section letter or table number has been entered incorrectly, call the Director immediately.

## TABLE LOGGED ON INCORRECTLY

When players enter the section and table number, it may happen that accidentally a wrong number is entered. Moreover, if the board numbers of the incorrectly entered table are the same as what the players are supposed to play; it is likely this will go unnoticed. As soon as the other, but correct, table wants to log on, the following message is displayed (but with the section and table number that was entered):



If you are sure your table is the table shown on this screen, press **OK** to proceed. The following screen is displayed (TD stands for tournament director):



To continue as this table (the A1 will be replaced by whatever section and table number you entered), confirmation by the Director is required.

## ENTERING ACBL MEMBER NUMBERS

The Bridgemate will ask you to enter the member numbers of the four players. The number must be numeric and has a maximum of 12 digits. Use the number keys to enter the number, and confirm each player's number by pressing the **OK** key. If a player does not know his or her member number or does not have a member number, press **OK** without entering a number. No number will be registered for this player.

If the scoring program has preloaded the names into Bridgemate control, the Bridgemate system will be able to report the names back to the players for verification.

In case one or more names are incorrect, press the Cancel button to apply corrections. After the numbers have been corrected, the new names will be displayed again for verification. When all four names are correct, press **OK** to start the first round.

## ENTER RESULTS WITH THE BRIDGEMATES

### INFORMATION BEFORE THE START OF A ROUND

At the start of each new round, the Bridgemate will display the new round number and the expected pairs, as well as the direction of play. The board numbers will also be displayed. For example, you can verify at the start of the round whether you are seated in the correct direction and have the correct boards on the table. Press **OK** to confirm this screen.

### REVIEW PLAYER NAMES

Bridgemate will show the names of the players at the start of the round. Press **OK** to confirm this screen and continue with the board input.

### ENTERING BOARD RESULTS



The following screen will be displayed when entering the board results:

The information at the top of the screen shows the current round, the pair numbers in the current round and the boards to be played. The flashing line indicates the input position.

We do not enter the opening leads and, therefore, you will not see the line that says **LEAD**.

## VERIFICATION OF BOARD NUMBER

The Bridgemate will automatically fill in the next board number in sequence. If you have played a board out of sequence, enter the board number that you *actually* played then press **OK**. Otherwise, just press **OK** to move to the next line of input. If the board number was entered incorrectly, press **Cancel** to return to the previous screen and enter a new board number.

Once the board number has been entered and confirmed, the cursor will jump to the second line. You can now begin the auction.

## ENTRY OF CONTRACT AND DECLARER

As soon as the contract has been determined, enter the contract type and the direction of the declarer. To enter the contract, use numbers 1 to 7 and the ♣, ♦, ♥, ♠ and NT keys.

If required, use the **X** and **XX** keys to indicate double or redouble.

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. Ditto if the declarer is East or West.

The screen is displayed as follows:

```
ROUND 1  NS:1 EW:12  21-24
BOARD : 21
CONTR : 6NT x N
LEAD  : -
RESULT:
TOMENU SCORES
```

## ENTERING THE RESULT

Once you have finished playing the board, you can enter the result. When the contract has been exactly made, press the = key.

Enter the total number of tricks won. For example, if you bid 3♥ and made 4♥ you enter 4 (and then press **OK**.)

For downtricks, press the – (minus) key and then enter the number of downtricks. For example, if you bid 3♥ and made only 2♥ you enter -1 (and then press **OK**.)

## RECTIFYING AN INPUT ERROR

If you have made an input error while the board result has not been confirmed yet by East (or West), press **CANCEL** to rectify the error. It is possible to return to the board number input row by repeatedly pressing **CANCEL**.

## VERIFICATION BY EAST AND CONFIRMATION OF BOARD RESULT

Once you have entered the contract and the result, press **OK**. The message "Verification by East or West" will now be displayed, including the number of score points which are calculated by the Bridgemate. Depending on the Bridgemate setting, the number of score points will be displayed as assigned to the North/South pair or to the declarer.

The Bridgemate must now be passed to East or West to verify the entered data. The verification screen will for example be displayed as follows:

```
ROUND 1  NS:1 EW:12  21-24
6NT x N -1  -200
VERIFICATION BY
EAST OR WEST
```

East (or West) verifies the data displayed on the verification screen. If this is incorrect, East (or West) will press **CANCEL** to edit the data. The Bridgemate will now return to the input screen, and the entered data can be deleted by pressing **CANCEL** again.

If the result that was input is correct, East (or West) will press the **ACCEPT** function key to confirm the result. The message "Entry completed" will now be displayed.

Once East (or West) has confirmed the score and the message "Entry completed" has been displayed, the score can only be edited through the special Director's menu.

## SPECIAL ENTRIES: PASS-OUT AND BOARD NOT PLAYED

### PASS-OUT

If the players have passed four times without making any bid, enter 'Pass' at CONTR and confirm with **OK**. You will not be asked for the result, and the Bridgemate will switch immediately to the verification screen.

### 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. . To enter an unplayed board, press the **10** key as contract in the CONTR row. The screen will now display the text "NO PLAY". Confirm by pressing **OK**. The Bridgemate will now display the verification screen again.

If this step is skipped, the Bridgemate will remain in the uncompleted round, and other pairs will be prevented from entering their results.

## OVERVIEW OF PERCENTAGE ACHIEVED AND PREVIOUS RESULTS

After East (or West) has confirmed the board result, the screen to the right will be displayed. Press **OK** to continue to the next screen.

3x	N	4H+2	+680
1x	→S	4H+1	+650
4x	N	4H=	+620
1x	E	2R-1	+50
1x	S	3S-1	-100
20x	N	4H-1	-100

The scores achieved by the previous players will now be displayed as on the screen to the left. The score you have just entered is indicated by the arrow. The numbers at the beginning of each line refer to the number of pairs that achieved the same result. If there are more than six scores, you can scroll up or down by pressing the function key indicated on the screen.

```
ROUND 1 NS:1 EW:12 21-24
ENTRY COMPLETE
NS: 25% EW: 75%
BOARDS TO GO: 2
VIEW RESULTS?
```

## GENERAL COMMENTS:

- The Bridgemate monitors the active rounds. In case of a sit-out, the Bridgemate will skip this round.
- The Bridgemate takes into account skipped tables. You do not have to do anything.
- Before starting a new round, verify whether you and your opponents are seated in the correct direction to avoid playing in the wrong direction. At the start of the round, press **OK** to display the directions.

## END OF ROUND

At the end of the round, the Bridgemate will display the message "End of round". You do not need to do anything. The Bridgemate will automatically switch off after a few seconds. Press **OK** again to begin entering the scores in the next round.

## END OF SESSION

At the end of the last round, the Bridgemate will display the message "End of session". If no keys are pressed for a while, the Bridgemate will return to the Bridgemate II main screen after a few seconds.