American
Contract
Bridge League
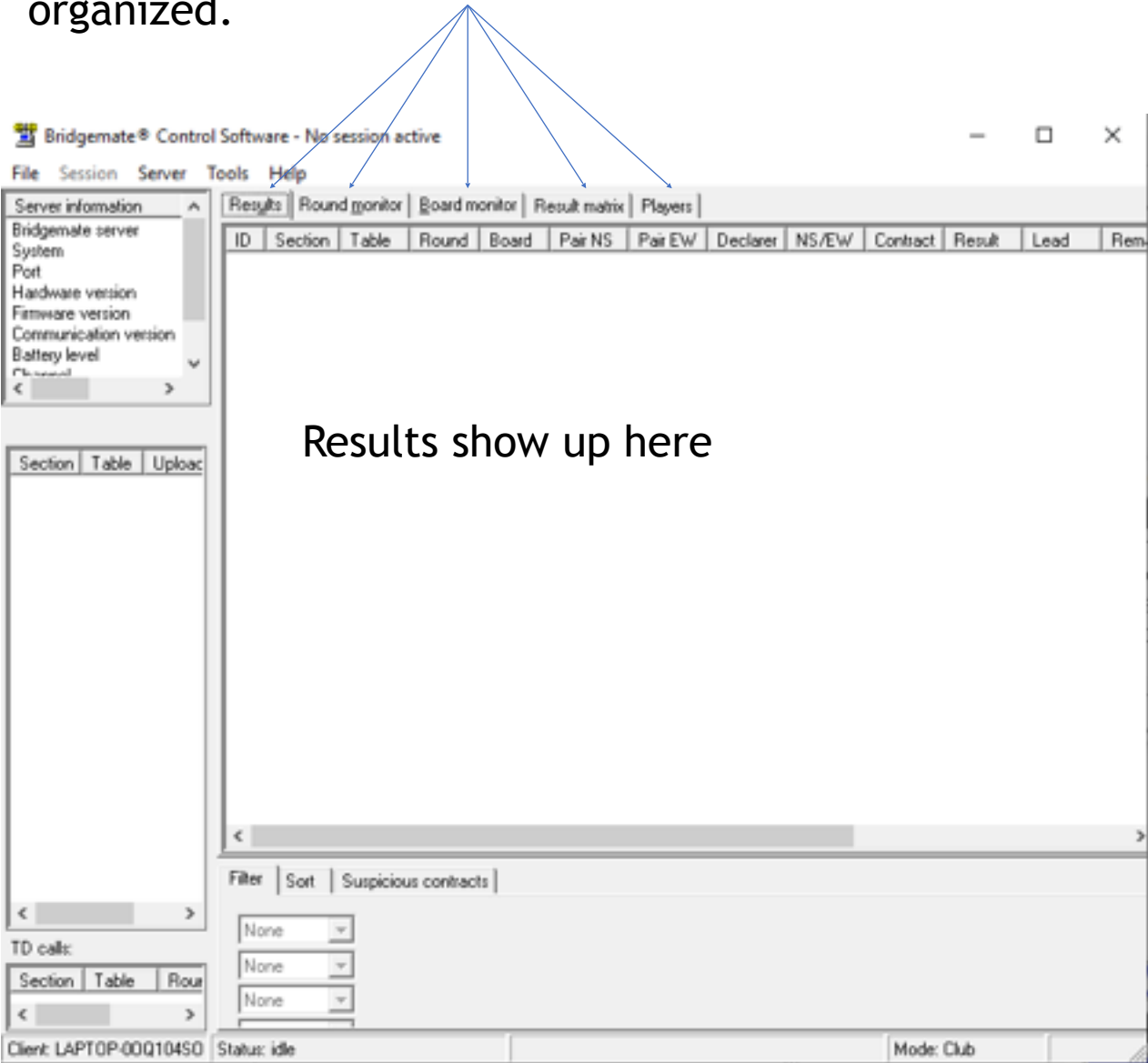
Directing 101: BridgeMates

John Taylor

Software

Use these tabs for whatever version of scores you want to see and how they should be organized.

Use this tab to connect the hand record file

Bridgemate® Control Software - No session active

File   Session   Server   Tools   Help

Server information
Bridgemate server
System
Port
Hardware version
Firmware version
Communication version
Battery level
Channel

Section	Table	Upload

TD calls:

Section	Table	Rou

Results | Round monitor | Board monitor | Result matrix | Players |

ID	Section	Table	Round	Board	Pair NS	Pair EW	Declarer	NS/EW	Contract	Result	Lead	Rem

Results show up here

Filter | Sort | Suspicious contracts |

None
None
None

Client: LAPTOP-00Q104SO   Status: idle   Mode: Club

Software

I like to use the round monitor tab. It shows boards completed and looks like this:

Green is good
Yellow is getting close
Red needs encouragement/prodding/ boards taken away

This screen allows you to keep an eye on everyone in the room without having to walk around and check on everything physically.

Software: Skip This Slide

•These menus exist, so I am showing you what the software can do, but you do not need to do anything here. 99.9999999% of the time, you will connect the hand record (if you so choose: it saves you from having to correct scores after the game (USUALLY!!), but it makes it more difficult on all the Norths that get the lead wrong, your choice.), and then simply watch the round monitor screen. Everything else SHOULD take care of itself.
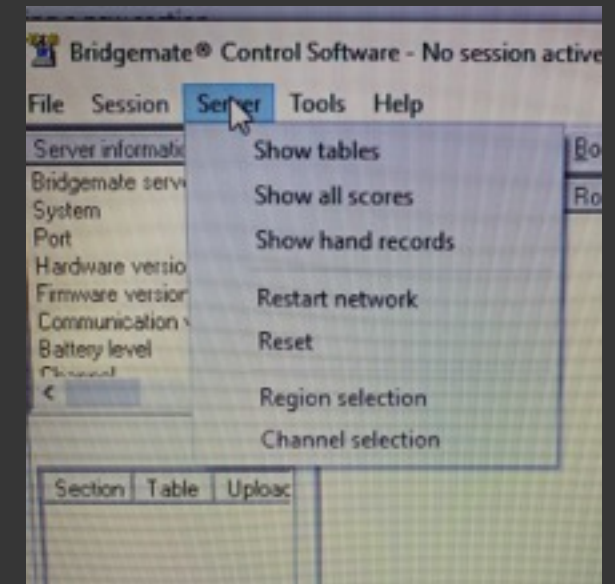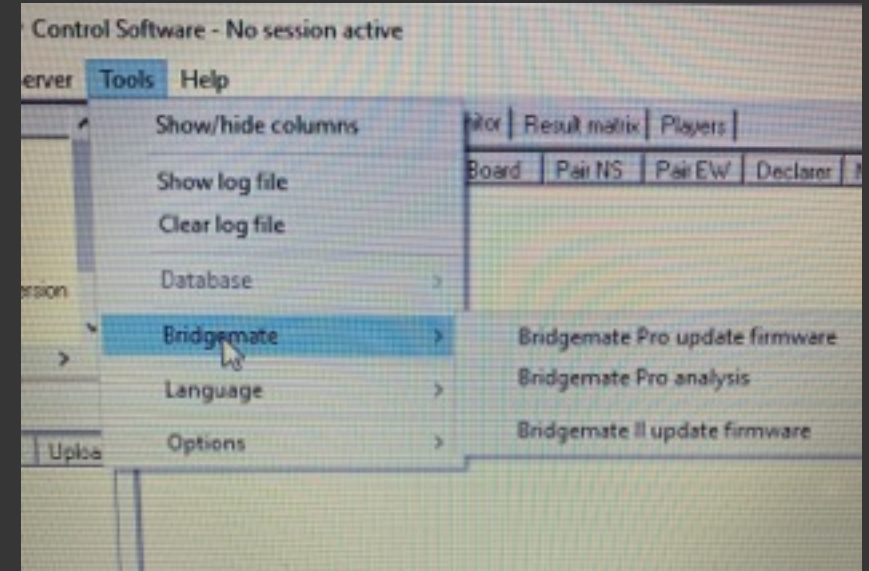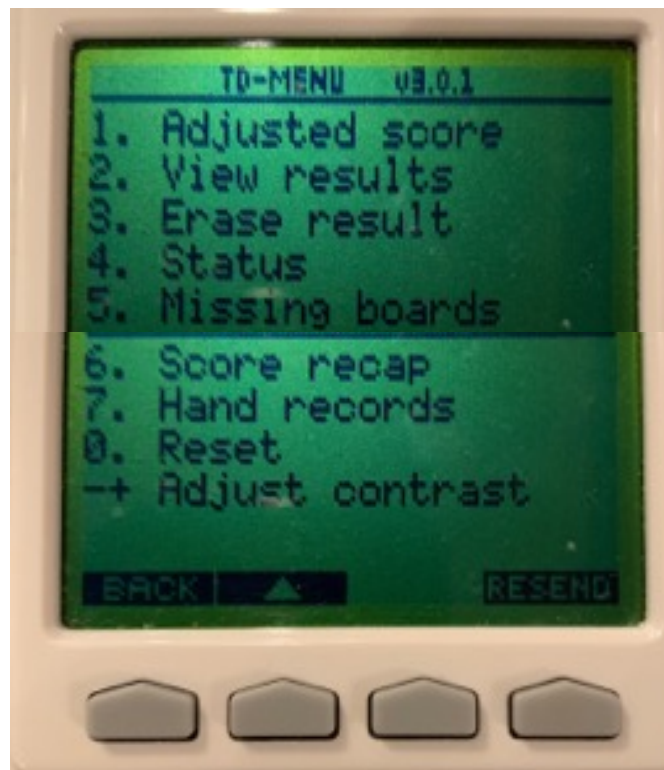
BridgeMate Setup Menu

This is the menu where you change BridgeMate operational settings (language, server, etc.) but we will only use it to change the table assignment. The Setup PIN is 749 on every BridgeMate ever. SELECT means that the Norths can make the section whatever they want, SCAN means that all sections enabled for remote entry will pop up (better option/ less chance of error).

BridgeMate TD Menu

This pin changes from time to time. Non directors should not have access to this menu. If you forget the code, check the Computer BridgeMate program or ask a director.

In order:

1: Assign non standard scores (Ave, Ave +, Ave -)
If you need to assign a Late Play, hit "0" from the main results screen.
Note: You must adjust the result in ACBlscore from LATE play to NO play.
2: The same thing as asking someone for their score card. If you need to check a score (for your sake or for an EW not paying attention when they accepted), you can do so here.
3: Someone calls you over because they screwed up a score? If it's in the current round, you can use the correct button from the main menu. If it's from the last round, you can use this screen. Type in board number and hit enter.
4: Makes sure that the BridgeMate is functioning properly.
5: You can see which boards have not been scored.
6: Summary of scores
7: Viewing the hand record
0: Remote stops working
Resend: transmits all data to the computer again

Many of these options are useful when directors do not have access to the main computer for seeing scores, hand records, etc. You should never have to use anything other than 1, 2, 3, or Resend.

Connecting to ACBLscore: you have already seen this!

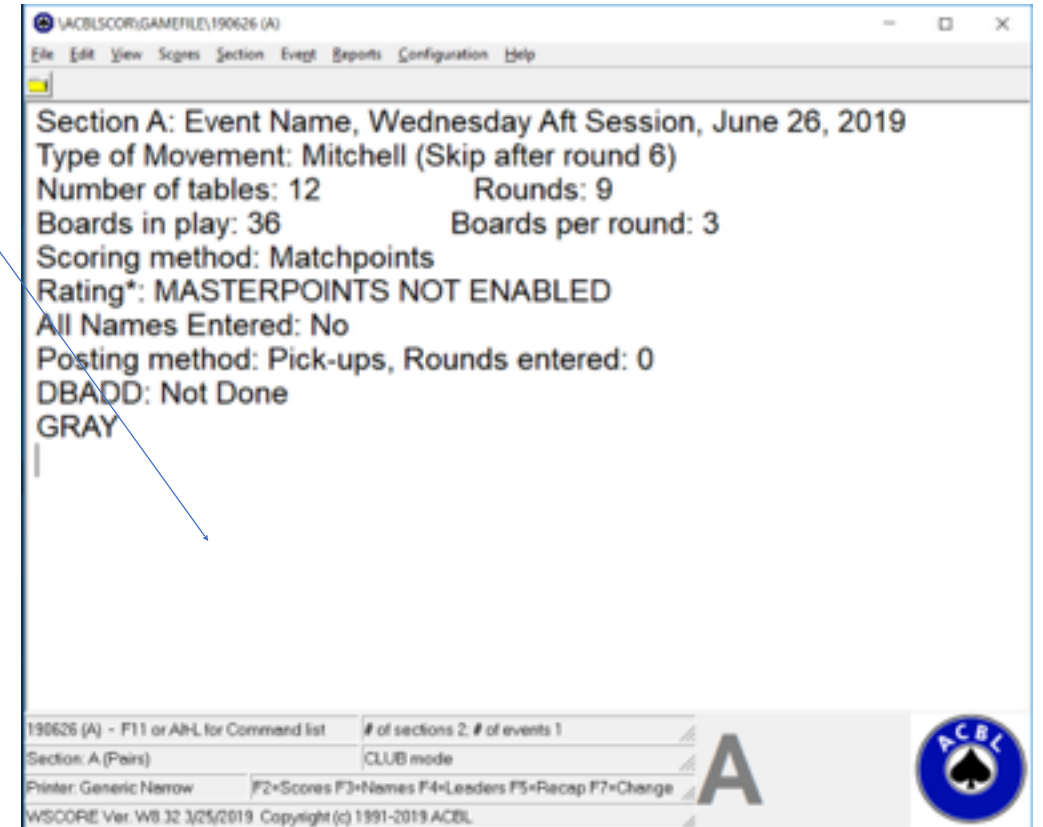Select 1 on this screen so that the BridgeMates are compatible
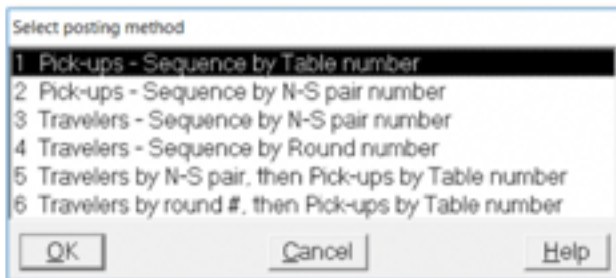
Now, you need ACBLscore to communicate with the BridgeMates.
In order (from this screen):
F11 →"BMS" (**B**ridge**M**ate **S**tart)

Wait until people start USING the BridgeMates
F11 → "BMN" (**B**ridge**M**ate **N**ames)

Ctrl P (from this screen) Imports scores from the BridgeMate program to ACBLscore

Select posting method

1 Pick-ups - Sequence by Table number
2 Pick-ups - Sequence by N-S pair number
3 Travelers - Sequence by N-S pair number
4 Travelers - Sequence by Round number
5 Travelers by N-S pair, then Pick-ups by Table number
6 Travelers by round #, then Pick-ups by Table number

OK   Cancel   Help

\ACBLSCOR\GAMEFILE\190626 (A)

File Edit View Scores Section Event Reports Configuration Help

Section A: Event Name, Wednesday Aft Session, June 26, 2019
Type of Movement: Mitchell (Skip after round 6)
Number of tables: 12   Rounds: 9
Boards in play: 36   Boards per round: 3
Scoring method: Matchpoints
Rating*: MASTERPOINTS NOT ENABLED
All Names Entered: No
Posting method: Pick-ups, Rounds entered: 0
DBADD: Not Done
GRAY

190626 (A) - F11 or Alt-L for Command list   # of sections 2, # of events 1
Section: A (Pairs)   CLUB mode
Printer: Generic Narrow   F2=Scores F3=Names F4=Leaders F5=Recap F7=Change
WSCORE Ver. W8.32 3/25/2019 Copyright (c) 1991-2019 ACBL

A

NOTE: When you cut off the last round, BridgeMates get cranky if there is not one FULL round between the current round and the original last round.
Example: 9 rounds of 3 boards, round 9 should be cut no later than round 7.
Otherwise, scores from round 8 will need to be re-entered to see results; this confuses players, and they will tell you that it's your fault. Players like to blame the director.

:(

Your PC ran into a problem and needs to restart. We're just
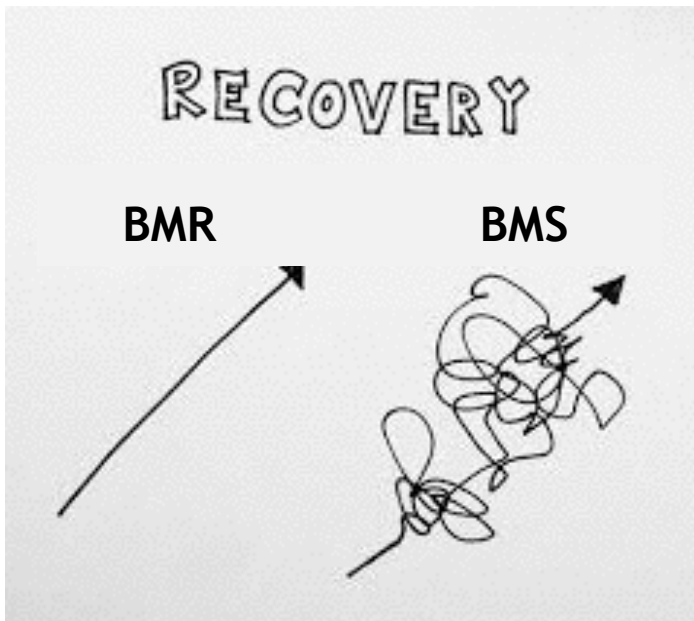collecting some error info, and then we'll restart for you.

0% complete

For more information about this issue and possible
fixes, visit https://www.windows.com/stopcode

If you call a support person, give them this info:
Stop code: MANUALLY INITIATED CRASH

"Ahh the computer broke!"

Two commands exist in F11 that need to be kept separate: BMR and BMS

BMR: **B**ridge**M**ate **R**estart

This is used when you accidently close the BridgeMate program or ACBLscore crashes, the computer reboots, etc. Data is saved, the computer just reconnects the BridgeMate server to ACBLscore. Easy peasy.

What to do: F11 → BMR

BMS: **B**ridge**M**ate **S**tart

This is what you do normally when setting up the game. But if the computer crashes and you START the server instead of RESTART, all of your data will be wiped and the BridgeMates will go back to Round 1 Board 1. Don't do this unless you completely set up the wrong movement and can't modify it – only start BridgeMates from scratch when you have to start the game from scratch.