

# Noddy Guide To PairsScorer with Bridgemate II

## Preparing the PC beforehand

Download/Install the latest Bridgemate Control Software (BCS) firmware to c:\program files(x86)\bridgemate pro following the instructions at <http://www.bridgemate.co.uk/>.

1. Ensure the PC never sleeps/hibernates using the Power Options in Control Panel
2. Use Setup (code 749 for entry) on each BM to select table number or fix the BMs to A1, A2 etc.
3. Start PairsScorer. Select Player Database.. Set Nat Bridge Organisation as EBU. Click the Download EBU Membership List button. Normally Player Id and EBU Numbers may be used, but on the Player Management Tab, tick the 'Disable Player ID Check' to work only with EBU Numbers.

## Setting Up On the Day

Set out the Bridgemate II scoring devices (at tables numbers if preset). When they are turned on they will ask for confirmation of the section (A) and input/confirmation of the table number. When they are distributed, please ask North's to check the table number.

Start up the PC, logon as Director and check that the Bridgemate II server is on (USB / battery power light and the battery status light on the controller should both be illuminated).

## Starting Pairs Scorer

Start Pairs Scorer by double-clicking on the desktop icon or select it from the Start menu. It will open and the main menu will be displayed.

Click on "Pairs Scorer" and the Event History screen is displayed (as illustrated below right)

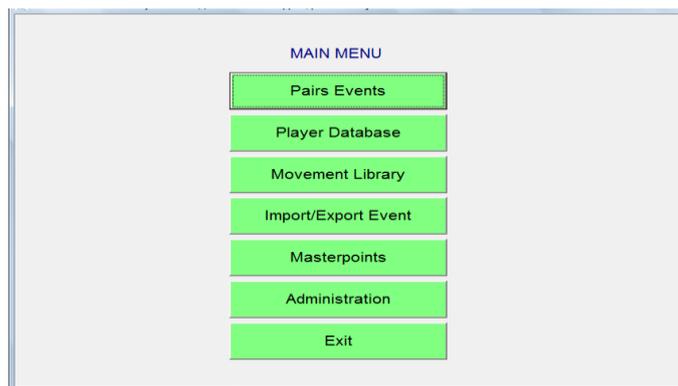
This screen can hold the details of up to 400 events.

Click on "Create New Event" (bottom left) and the new Event Details screen is displayed (as illustrated below)

## Event Details

Enter the Event Name, Director and Scorer (if required). The other tab across the top allows you to make changes to the Scoring (normally Matchpoints). Use Master Points to set MP Scale. Use the Import Deal button to import a preduplimated Deal. After making any required changes click on "OK" (bottom right). This will take you to the Event Menu (below right).

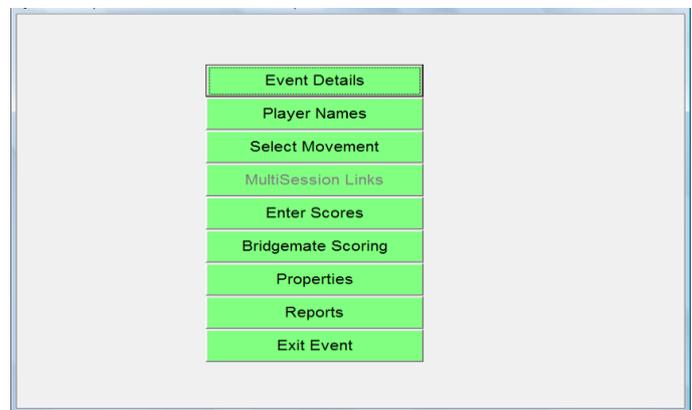
"Event Details" will take you back to this screen if required.



No	Event Name	Date	Session	Section	Tables	Rounds	Brds	Mv	Scoring	Upt	Components
1	Play with the Experts	17/08/15	1	Yellow	11	9	1-27	M	ButlerF	P	
2	Play with the Experts	17/08/15	1	Multi	32	27		M	ButlerF	P	12
3	Play with the Experts	17/08/15	1	Multi	5	5	1-25	M	ButlerF		
4	Play with the Experts	27/08/15	1	Multi	7	7	1-28	M	ButlerF		
5	Play with the Experts	27/08/15	1	Multi	12	28		M	Pairs		45
6	Life Masters Pairs	23/09/15	1	White	5	5	1-25	M	ButlerF		BEP
7	Thursday Pairs	14/09/17	1	White	11	10	1-22	S	ButlerF		
8	Thursday Pairs	14/09/17	2	White	11	11	1-22	H	ButlerF		
9	Thursday Pairs	14/09/17	M	White	11	44		M	ButlerF		89
10	Wednesday Pairs	08/08/18	1	A	4	4	1-24	M	Pairs		
11	Wednesday Pairs	08/08/18	1	A	0	0	1-0		Pairs		

## Movement

The Event Menu screen is shown. Click on “Select Movement” to open the Select Movement screen (as illustrated below right).

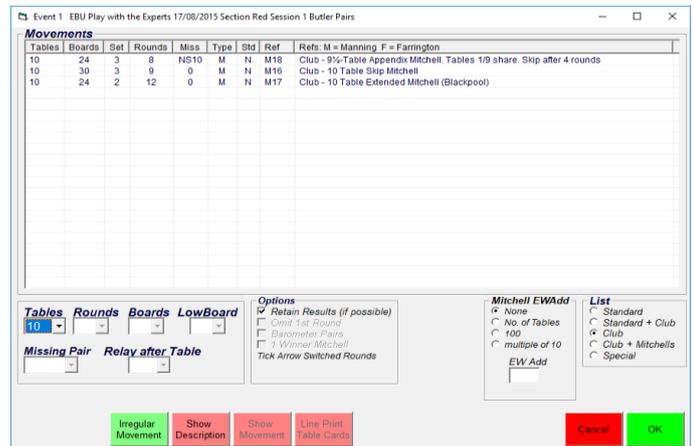


Set the number of Tables under Movements (bottom left). Then select the required movement from the list that will then be displayed.

Check/Change the number of boards, number of rounds, missing pair if half table.

Click on “OK” and check/confirm the movement details when requested.

This will take you back to the Event Menu.



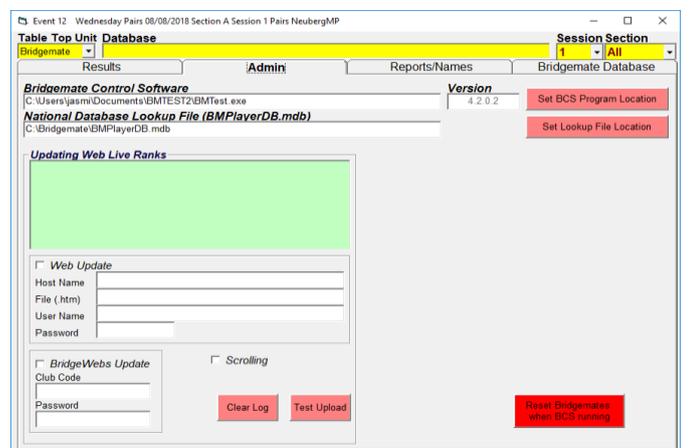
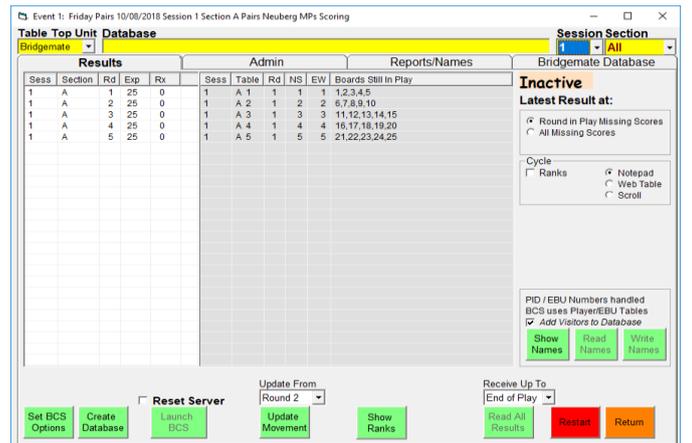
## Bridgemate

Select “BridgeMate Scoring” from the Event Menu.

Click on “Create Database” (bottom left) to create the Bridgemate Control Database (.bws file).

On the very first run - Set BCS Options. It is simplest to use Pairs Defaults button here. Also on the first run, use the Admin Tab and click/set the Lookup File location (usually c:\bridgemate\bmplayersdb.mdb) for the BCS program recognition of EBU Names.

Ensure the “Reset Server” box is ticked and click on “Launch BCS” and confirm. Bridgemate Control Software (BCS) will start up. If necessary minimise the BCS screen to return to the BridgeMate Scorer screen as above.



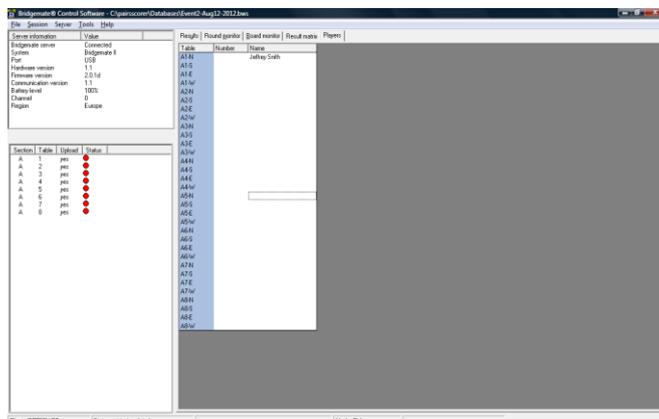
## Running the Session

Players can now enter their Club Id (or EBU) numbers. Any players without a number may enter zero or blank, so that they can be entered later. After the first round, check if all players have entered their numbers by clicking the Show Names button. If any names are missing make a note of their table and position and get their names.

## Correcting Names using BCS

To make any corrections, Maximise the BCS program on the Task Bar. Select the “Players” tab from the list of tabs at the top of the screen. Click the Table/Direction entry and enter the Name (or Number) of missing players (or corrected spelling). Minimise the BCS program.

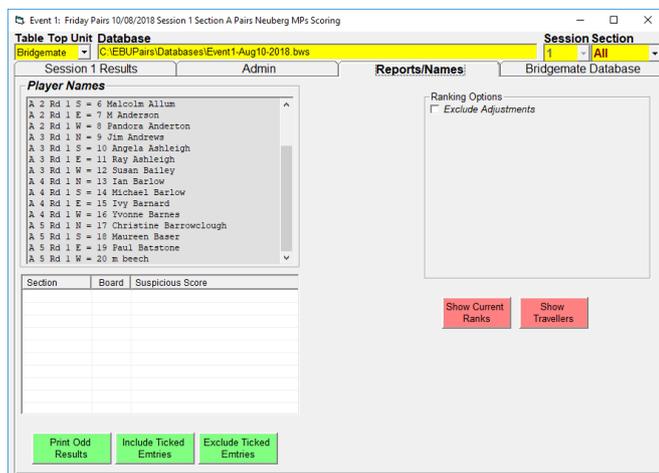
Alternatively, names may be corrected on the Names screen.



## Half-Time and Cycling Results

At half time, to show results, click Show Ranks to show the current positions. Near the end, you may wish to cycle ongoing results. Tick “Cycle”.

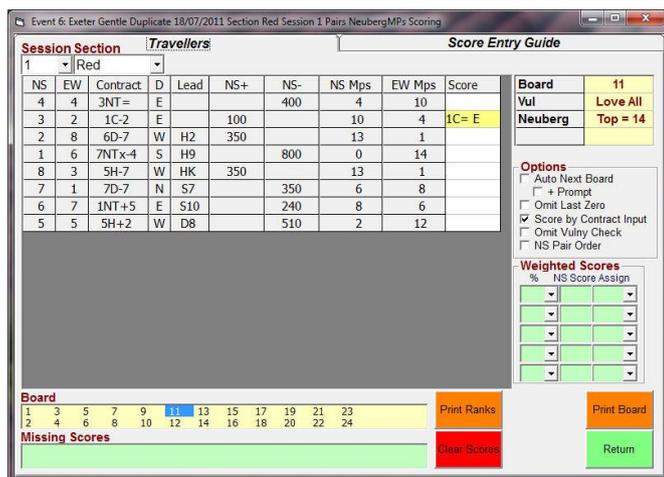
You can check for any anomalies in the scores on the Report/Names tab.



## Correcting Scores

To check or change results click “Return” in the Bridge Unit Scorer and select “Enter Scores” from the Event Menu to open the Travellers (as shown right).

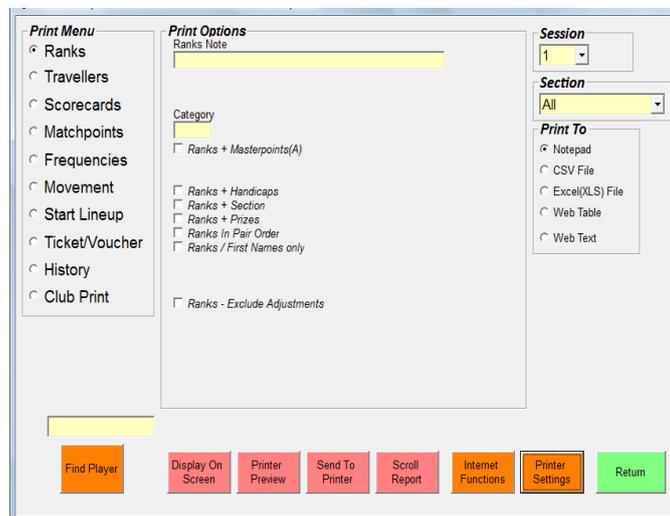
Select the board number at the bottom of the screen and enter the contract and result in the score column (as illustrated right), followed by Return and the score will be updated. Full details of score entry are shown using the “Score Entry Help” button.



## Closing the Event

At the end of the session, select “Return” to get to the Event Menu and select “Display Reports”. With “Ranks” selected, Select “Display on Screen” to show everyone the results on screen.

(Select “Send to Printer” to print if applicable.)



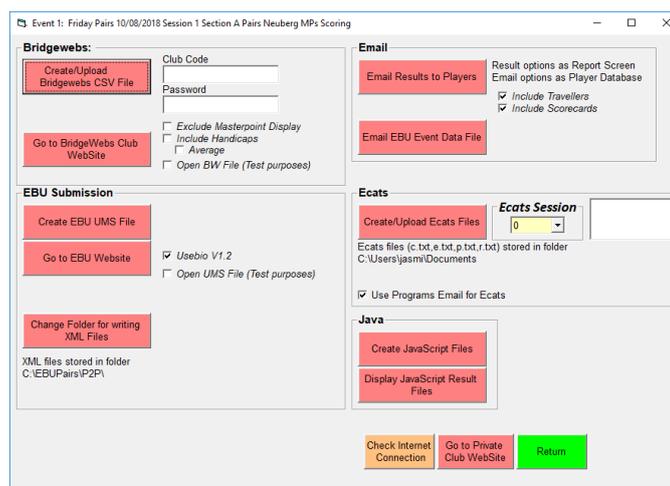
## Email Results

Click the “Internet Functions” tab button and click “Email Results to Members” to Email the results.

Click “Return to Events Menu” and in the Events Menu select “Exit Event”. This will take you back to the Events History screen.

Select “Return to Main Menu” to get back to the main menu and then “Exit” to close Pairs Scorer.

Shut down the PC, (turn the printer off if applicable) and turn the Bridgemate II server off by pressing the “Battery OFF” button for two or three seconds.



## Changing the Movement

If you need to change the movement after the event has started and you don't want to restart everything (simplest way if it has only just started) then proceed as follows:

1. Click “Return” on the BridgeMate Scoring page, select “Select Movement” from the Events Menu page.
2. Make changes as required eg number of rounds, missing pair etc.
3. Tick the “Retain Results if Possible” (in case a few scores had been already received) and click “OK”.
4. Confirm the revised movement.
5. Select “BridgeMate Scoring” from the Event Menu page.
6. Select the number of the round you want to update from (this will delete any results from the selected round onwards) so if you are adding a ninth round select “9” to retain the results for rounds 1 to 8.
7. Click “Update Movement”. Close any Report generated by BCS.
8. If the Bridgemate Server program is still running it should update and players can continue.
9. If not unset “Reset Server” and click on “Launch BCS”.

## Recovery/Restart

Almost all fail situations may be recovered and it is important to understand that the Server box and BMs will carry on working independently even when the PC has a problem.

### 1. Bridgemate stops working

- If a Bridgemate stops working part way through a session, then it is very easy to switch to another one. Before that, it is worth checking if one of the keys is stuck below the cover (most likely the 'Accept' key)? If so, release the button and try again. Also check if the Display is turned down?
- Take another Bridgemate and set to the correct Channel, section and table number. Activate this Bridgemate. It will inform you that the table has been started by another Bridgemate. Press OK to proceed, enter TD PIN code and press OK again. This Bridgemate has now replaced the old Bridgemate.

### 2. PairsScorer is (accidentally) closed down but BCS still running

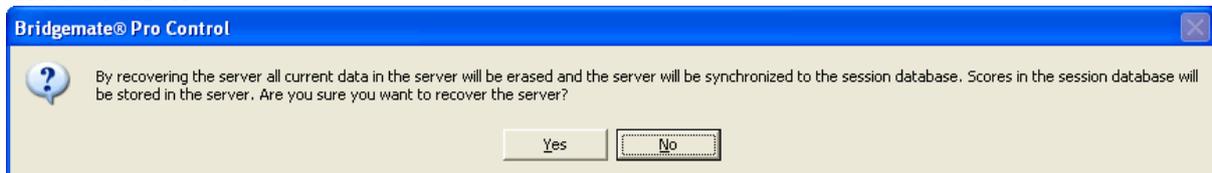
- Restart the Scorer and retrieve the event to reload the existing session.
- When you get to the Bridgemate Scoring screen, click Create Database button, Resume existing event, click Launch BCS button (with Reset Server unticked) to restart receiving. You will get a warning 'BCS is already running...'. The Scorer will now collect all the results since the power went off.

### 3. BCS is closed down or stops receiving data from Server

- If the BCS program is (accidentally) closed, then click the Restart button, click Create Database button, Resume Existing Event, click Launch BCS button (with Reset Server unticked) to restart receiving. The Scorer will now collect all the results to continue with the existing session.
- If BCS locks up and stops receiving data from server, then you can close down BCS and restart as in 3a

### 4. Server loses the connection (Shows unconnected status)

- If the Server is accidentally unplugged, it will still continue to run on battery and may just be plugged back in. If you remove the server from the computer and switch off the batteries then, obviously, the Bridgemates will no longer be able to communicate with server. You can still recover by copying BCS data to the server.
- Go to the BCS program. Click "Session", "Synchronize / Recover", click the "Recovery" tab and then click "Recover server".



- Answer "Yes".



- Answer Yes. Enter the number as requested to reset the server. A box will appear indicating what actions have been taken. Click "Close" and then everything should be back to normal. All existing Server data will be deleted and overwritten with the tables and scores contained in the Database.
- Ensure BM2 is retrieving data. If not, then on the BCS Menu Bar use Session>Update Movement (status now changes to retrieving). Bridgemates will still be red; press OK on bridgemates till they appear in green and you are back where you were when the server lost the connection.

- f. If a table has entered results when the server lost the connection, they will have to be re-entered. Check on the Scorer's Bridgemate Scoring results screen for any outstanding scores for the current round and advise any tables with missing scores to re-enter them on the bridgemates.

## 5. Computer freeze or failure

- a. When a PC freezes, the biggest problem is when it cannot be closed down using any of the normal Windows methods (File → Exit, Alt+F4 etc). To get round this Press Ctrl + Alt + Del. This will bring up the Windows Task Manager. Select the program (often there will be a note beside it saying that it is not responding) and click on End Task. The program should then close down. If the Windows Task Manager cannot be invoked, then you can close down the computer by holding the power key/button down for 5-10 seconds. You will need to restart the Scorer from scratch.
- b. If there is a computer failure the Bridgemates and the server will continue to operate. You can run the Scorer on the same computer by applying the recovery steps for Scorer, BCS and Server closedown.
- c. Alternatively you can run the Scorer on another computer and recover all the results by applying the following steps on the new computer as follows.
- d. DO NOT CONNECT THE SERVER TO THE NEW COMPUTER YET.
- e. Start the Scorer and set up the session exactly as on the old computer. Go to the Bridge Mate Scoring screen, click Create Database, Start New Session, and Launch BCS (with Reset Server **unticked**). When BCS starts you will see in the top left hand corner that the server is not connected.
- f. Now connect the server to the new computer. After a few seconds, BCS will indicate that the server is connected. Scores queued in the server since the computer failure will be read.
- g. Now go to the BCS program. Click "Session", "Synchronize / recover" and then click "Synchronize". This copies all the server data back to BCS.
- h. To read scores before the failure, click on "Server", "Show tables". Now select all the tables. The simplest way to do this is to click on the first table, hold down the shift key and then press the End key. Right click whilst on the list of tables and left click on "Retrieve scores". You should now have all the scores. Minimize BCS and continue as normal.
- i. Unfortunately there is no facility in BCS to recover member numbers. Names will have to be entered into the Scorer manually.