Swiss Pairs using SwissPairsScorer with Bridgemates

1. OVERVIEW

1.1 Tables

The program allows the event to be organised as either one section with tables A1… or as a multi-section event with tables A1…, B1… etc. Each section can have up to 100 tables so multi-section events are likely to be extremely rare.

1.2 Program Constraints

The current program limits are: -

- Tables 100 in each section
- Sections 72
- Rounds 40
- Sessions 12
- Boards per Round 32
- Boards per Session 64

The only constraint which is likely to have any effect is the limit of 64 boards per session.

1.3 Sessions

At the start of each session, boards are usually numbered from 1 but you can specify a different low board to allow pre tournament duplimating more flexibility. Scores & round numbers are carried forward from one session to the next.

If the total boards in the event do not exceed 64, then it is possible to set up the event as a single session. However, it is likely that the highest numbered physical board number will be 32, while board numbers up to 64 will be displayed on the bridgemates. This can be overcome by using numbered labels on the boards, providing personal score-sheets with boards over 32 numbered as 1/33, 2/34 etc., or by simply telling the players to add 32 to the physical board number.
The alternative is to set up the program as a multi-session event so that no renumbering of boards is required. If the event has more than 64 boards, you have no choice; it will have to be multi-session. It also makes sense to try and structure the event sessions round meal breaks etc
This has implications for the preparation of boards
For example,

8 x 6 board rounds with meal break between rounds 5 & 6
Session 1: 5 rounds (bds 1-30); Session 2: 3 rounds (bds 1-18)
9 x 8 board rounds with breaks after rounds 4 & 6
Session 1: 3 rounds (bds 1-24): Session 2: 3 rounds (bds 1-24): Session 3: 3 rounds (bds 1-24)

1.4 Scoring

- The program allows for several scoring methods: -
  - Normal Swiss Pairs with results reported in VPs
  - Butler VPs
  - Butler IMPs
  - Swiss Percents with scores reported in %s
  - CrossImps (Total, Factored or divided by sqr(rc/2) approximating teams scoring),
- Score input can either be manual or via bridgemates
- Assignments can be either Current Round or Round In Arrears

At any time, it is possible to change the score input method. If a problem were to develop with the bridgemates then you can switch to manual input of scores– reassuring!

1.5 Stationary Pairs

Stationary pairs (or Sitters as the program describes them) can be fixed at any table at the start of the event and in subsequent rounds are drawn against their correct opponents according to their position in the ranking list.
If a stationary pair is performing in such a way that their seated table does not reflect their true position in the event, then their fixed table can be re-assigned at a suitable juncture (e.g., start of a new session, after meal break).

1.6 Draw Algorithm

Normal rules apply – by ranking, taking into account previous opponents. If pairs are tied in the ranking list they are arranged in descending Swiss Points order for next round draw purposes. It is also possible to do a Danish draw at any time (assignments in strict ranking with no account taken of previous opponents).

1.7 Bridgemates

With only one section the bridgemates are set up as A1 upwards. If set up as more than one section, bridgemates need to be set up as A1…, B1… etc.
If set up as one section spread over two or more playing areas via a LAN it is advisable for each area to work with a different channel.

In the description that follows of how to use of the program I have described how to set up and run a single section, multi-session event (3 sessions each of 3 rounds with 6 boards/round), with Current Round Scoring, using bridgemates scoring in %s.

2. USING THE PROGRAM

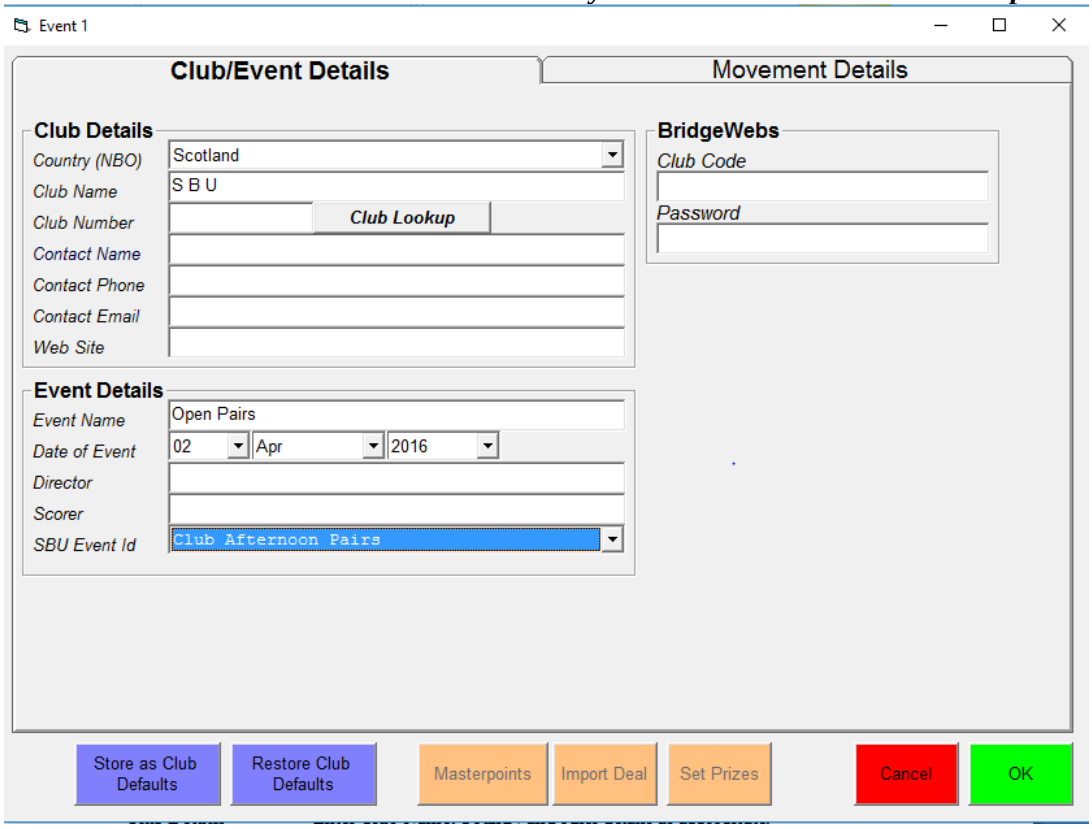
When you start Swiss Pairs Scorer you are presented with the ***Main Menu***.

2.1 Player Database

Main Menu > ***Player Database*** (> ***Player Management***) screen.
From here it is possible to add names to the database. Names can be typed in as <First name> <Surname> click ***Add New Member***. Alternatively names can be imported as a csv file – click ***Read PlayerDB from csv File*** and follow the on-screen instructions.
Players can be assigned a short name or tag of up to 4 characters and their NBO Number, either of which can be used when entering the names for an event.
Clicking on ***Return*** takes you back to the ***Main Menu***.

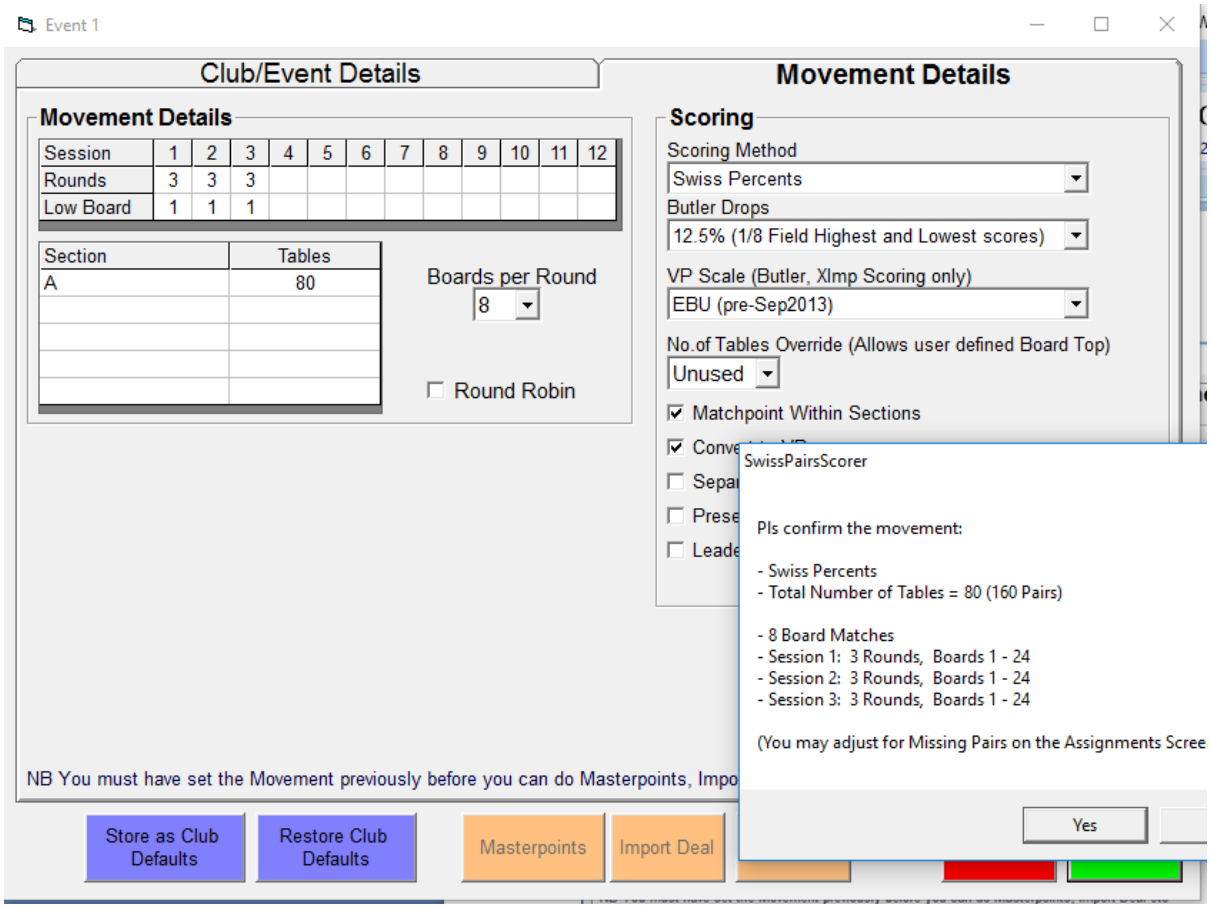
2.2 Creating an Event

Main Menu > Swiss Pairs Scorer > Event History > Create New Event > Event setup screen



Club Details Enter Club Name, Country and other details as appropriate.

Event Details Date is automatic. Enter Event Name.

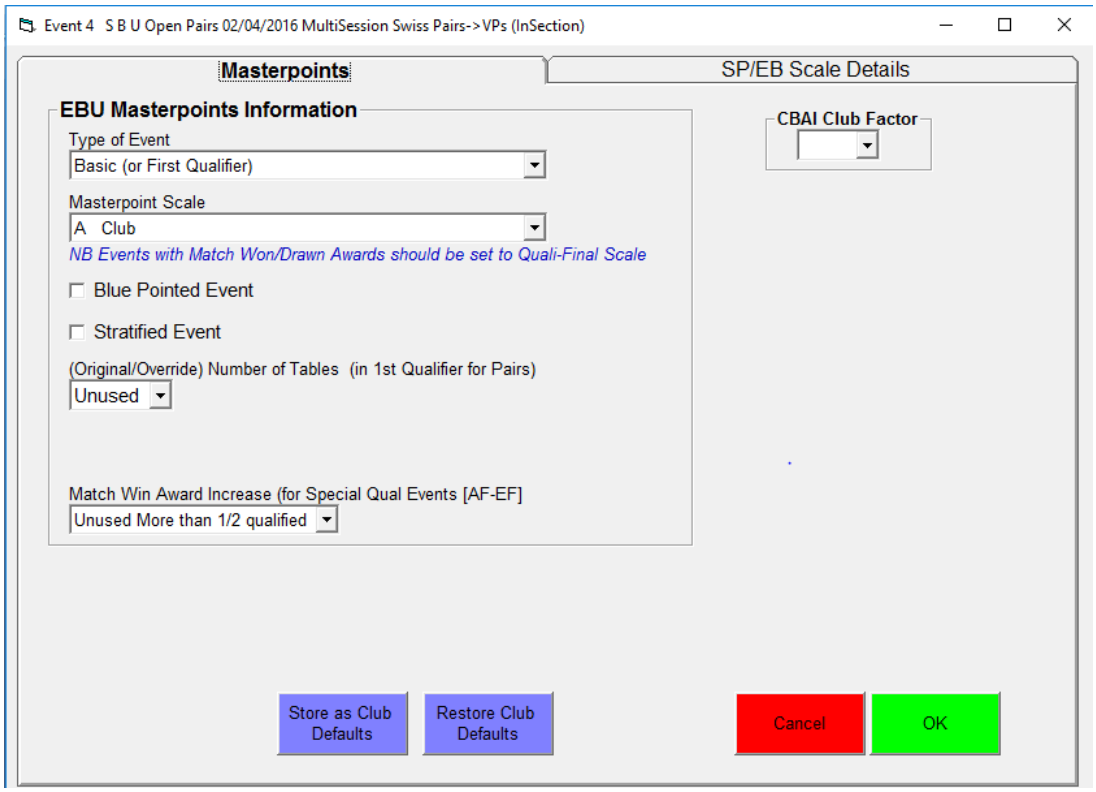


Scoring Method Swiss Pairs for VP scoring, Swiss Percents to score in %s.

Matchpoint Within Sections With only 1 section, this can be ticked or unticked. With multiple sections which are scored across the field, untick. With multiple sections that are scored and drawn as independent sub-fields, tick

Movement Click in Session 1 box and enter the rounds (and LowBoard) for that session. Repeat for any other sessions. Input the section(s) details and finally, enter the boards per round.

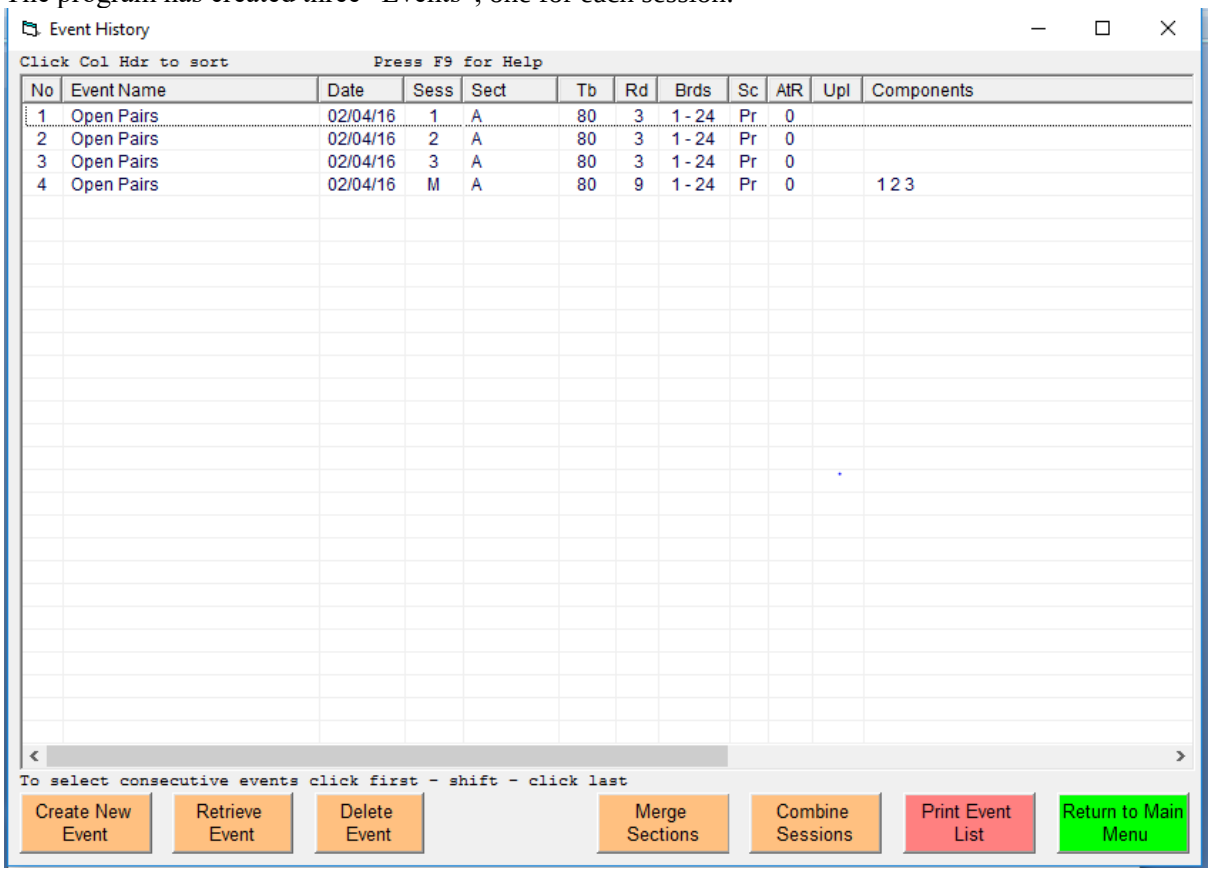
Masterpoints etc may be set later after the Event Movement has been specified.



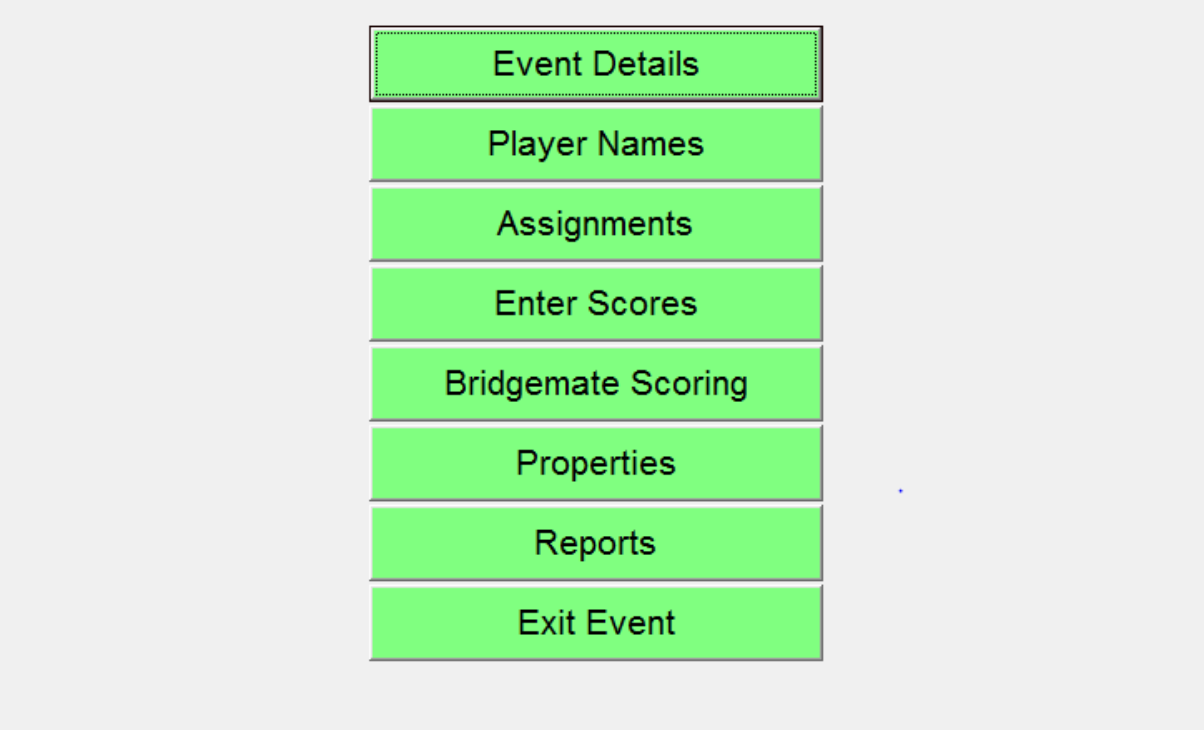
Master points As appropriate

All details in > ***OK*** > ***Message Appears*** > ***OK*** > ***Event*** screen > ***click Return*** > ***Event History*** screen

The program has created three “Events”, one for each session.

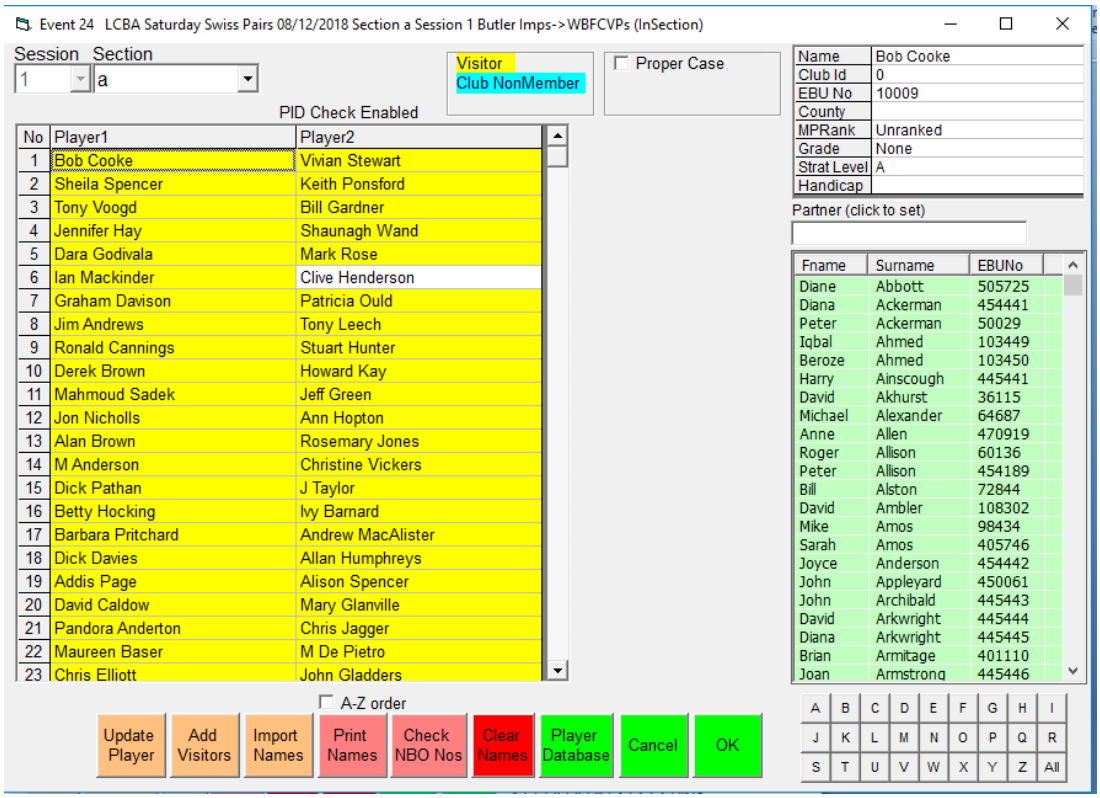


If you have created a multi-event, click on that event then ***Retrieve Event***. If single section, single session, click on that event then ***Retrieve Event > OK > Event*** screen**.**



2.3 Entering Names

Names can be entered before the event or left till the event has actually started. ***Names*** >



Names can be entered by typing them in full, typing the 4 character code if you have set this up, the NBO Number or by selecting the name from the database by clicking on it. The list on display can be

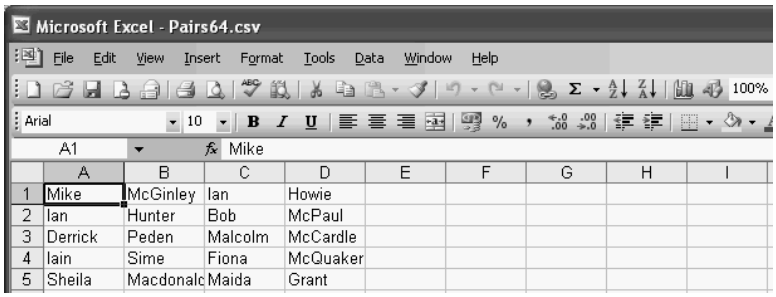
reduced by clicking on the appropriate letter at the bottom of the screen – only surnames starting with that letter then appear in the left-hand screen.

To delete a name you have entered, click on that cell and press the <Del> key.

If time is short, you could save time at the start by only entering Player 1 for each pair and then completing the rest of the names later in the event.
When finished > ***OK*** > ***Event*** Screen.

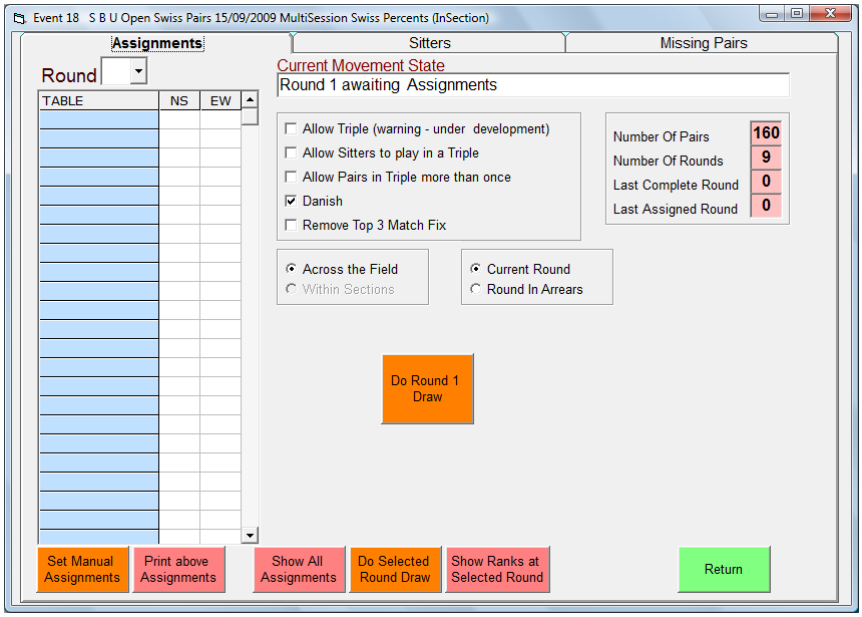
It is also possible to cut & paste names that have been entered; left click to select name, right click to cut, left click on destination cell, right-click to paste.

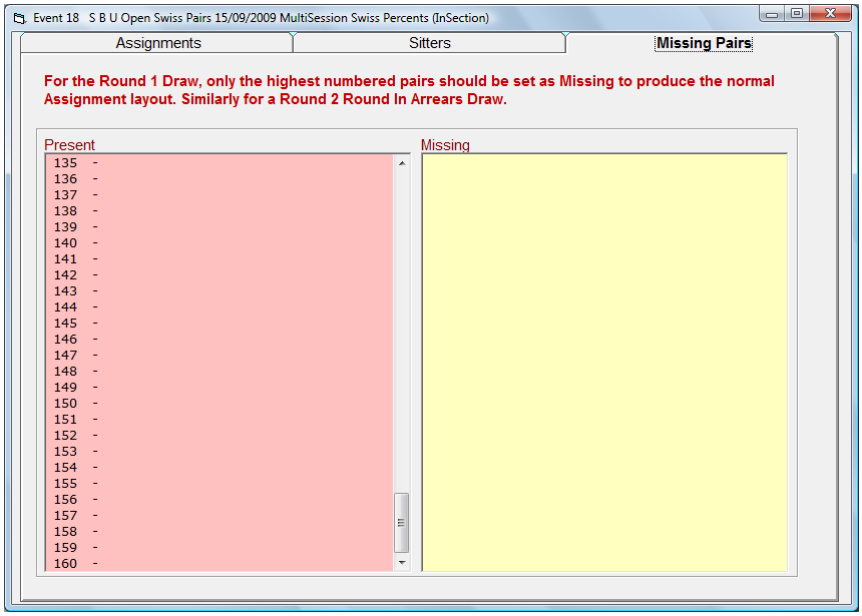
Another way of entering the names is to import them from a csv file prepared in the format shown below: -



2.4 Finalising the Event

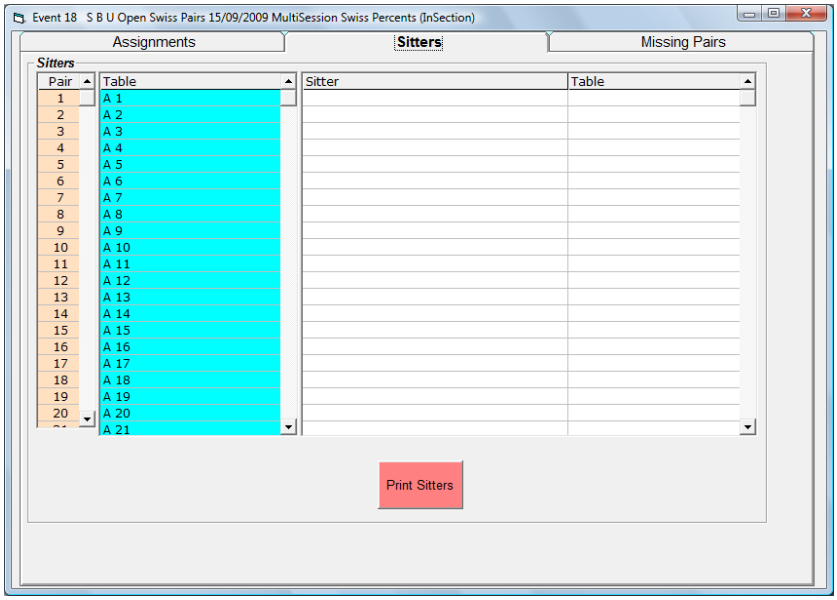
From the ***Event*** screen > ***Assignments*** > ***Assignment*** screen: -





2.4.1 Missing Pairs

If pairs leave any they can be removed from the event by clicking on their pair number in the ***Missing Pairs***, ***Present*** Column. The pair number moves to the ***Missing*** column.



2.4.2 Stationary Pairs

To designate a stationary pair, click on the pair number in the ***Mover*** column and then on the table you wish to fix them at – the pair moves across to the ***Sitter*** column. The table they are fixed at can be changed at a suitable juncture (meal break, start of new session) during the event. Click on the pair in the ***Sitter*** column, draw the next round, and then fix the pair at the newly assigned table.

2.4.3 Odd Number of Pairs

To cater for an odd number of pairs, the program will set up a triple where the NS plays approx half the number of boards against two EW pairs (with the appropriate VP Scale for the shorter matches).

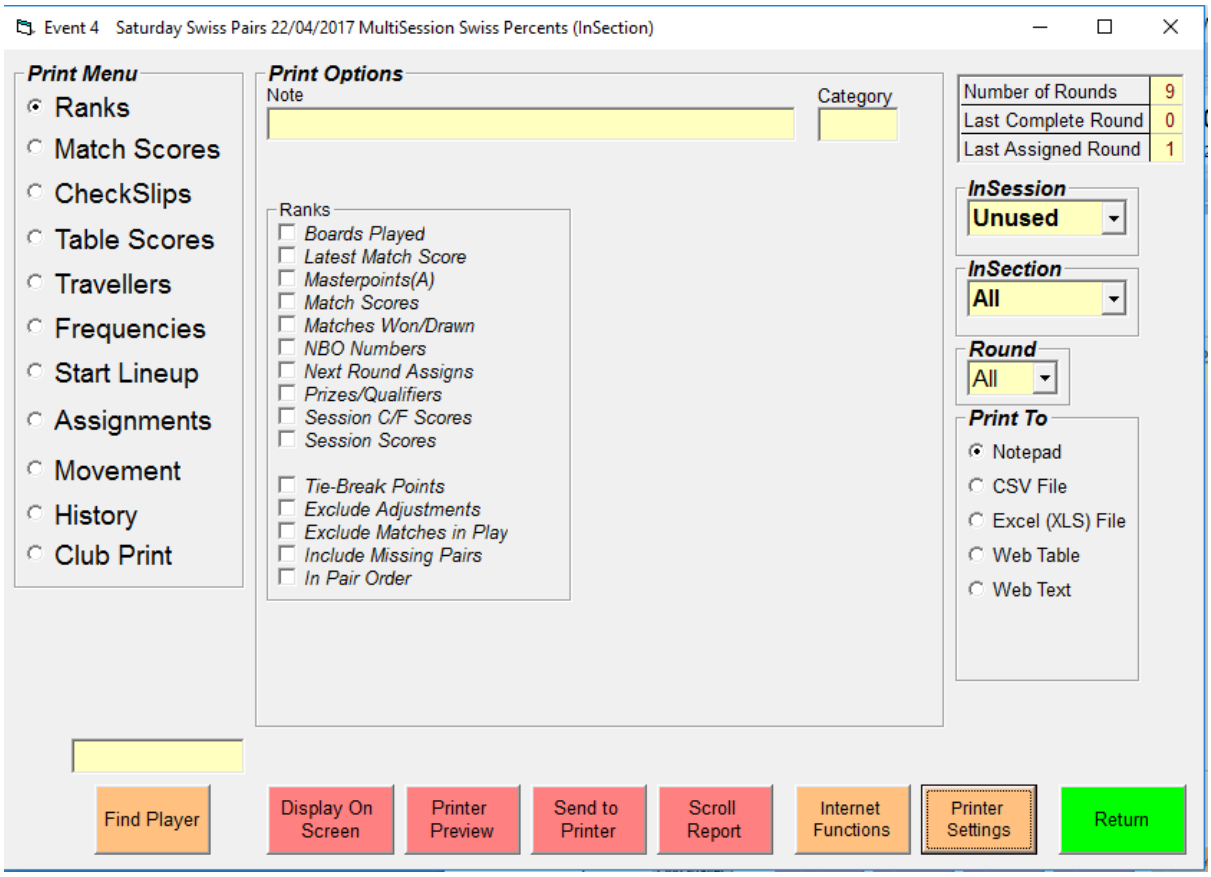
2.4.4 Draw for Round 1

In the ***Assign Type*** section, ensure that ***Over all Sections*** is selected. Select the ***Assignment Method - Current Round*** or ***Round In Arrears*** (if round in arrears, the move for round 2 is EW up one table).

When everything is set, click ***Do Round 1 Draw*** > ***OK***.
Pairs are assigned with pair 1 vs pair 2 etc.. The Movement data can be checked by clicking ***Show All Assignments*** > text file appears > ***Close*** to exit the report. To close the Assignment screen click on ***Return*** > ***Event*** screen.

3. REPORTS

Reports are accessed from the ***Event*** screen by clicking ***Reports*** button: -



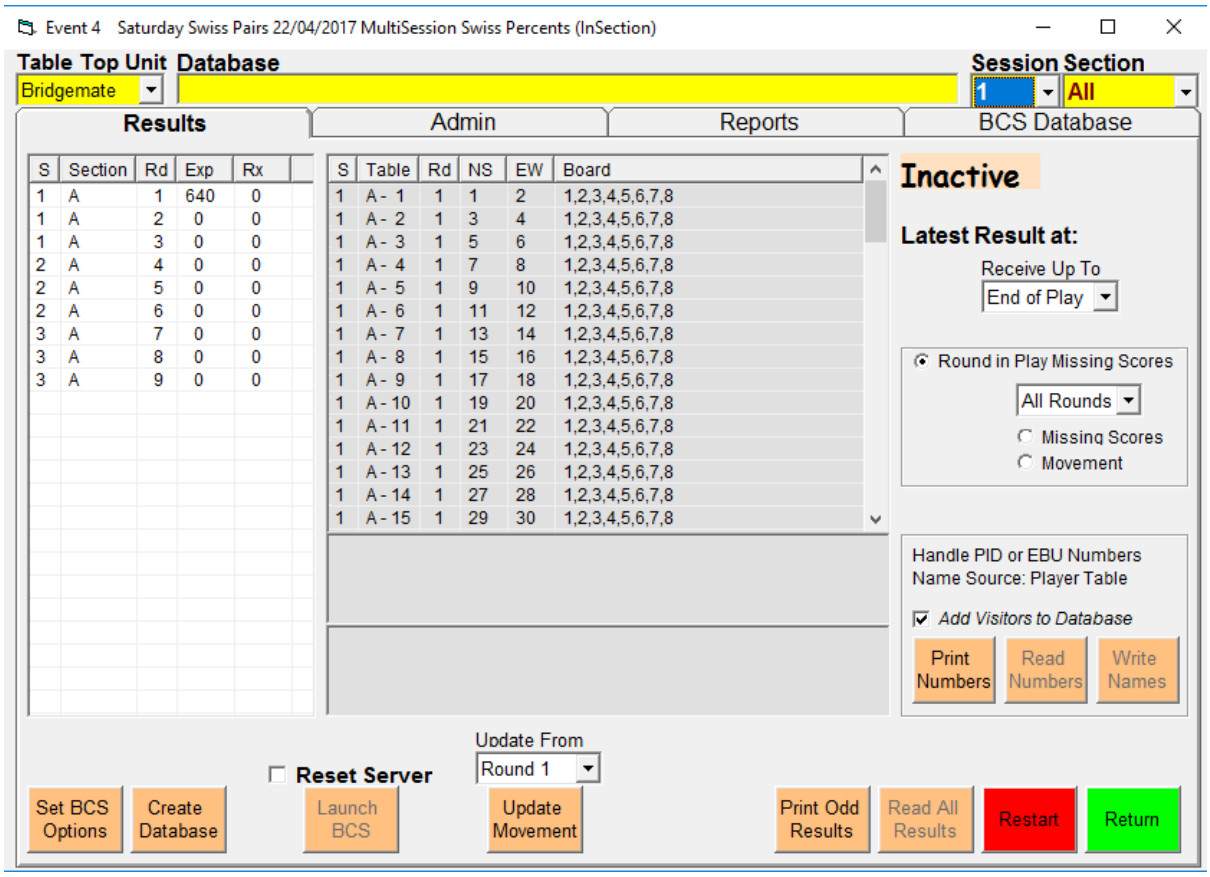
A wide range of reports are available in a variety of formats. If you choose ***Screen, CSV, XLS*** or ***HTM*** the report is displayed on screen in the selected format (***Screen = TXT***) and a copy saved in the Reports folder in the SwissTeamsScorer folder.

Clicking on ***Set Print Properties*** opens the ***Printing Properties*** screen. You can also specify which printer to use from those installed in your Printers Folder. You can also set HTM color scheme and Scrolling parameters. To leave the ***Printing Properties*** screen click ***Return***. If you wish to print a report, select ***Send to Printer***. The program will set the lineprinter based on the best font, font size and orientationfor the output.

To leave the ***Reports*** screen, click ***Return*** > ***Event*** Menu.

4. ROUND 1 SCORES

From the ***Event*** screen > ***Bridgemate Scoring***



Before doing anything on this screen make sure that BMPro and all the bridgemates are set up correctly. Use ***Set BCS Options*** button – My personal preference includes ***Show previous result, Board order verification*** unticked and ***Show pair numbers at round, Show % Own Result*** ticked but you can use the ***Restore NBO Default*** button for the recommended settings

Ensure ***Session = 1*** & ***Section = All (or A)*** are selected in the menu boxes (near top of screen).

Click ***Create Database > OK.*** Bws file is created in SwissPairsScorer folder.

Ensure that ***Reset Server*** is ticked

Click ***Launch BCS > Yes*** BCS opens and tables are added to the server. Minimise BCS.

Display above then changes so that only the Session 1 rounds are shown.

Progress during the event can be monitored using either BCS or the ***Bridgemate Scoring*** screen. For Section A, Round 1, the display indicates that it is expecting 480 scores. ***Rx*** is the total scores received from the Section A tables to date. The number of scores received from individual tables is shown under the appropriate table column. M***issing Results*** Table will provide details of scores that have still to come in. Current ***Ranks*** or ***Match Scores*** can be displayed on screen by clicking the appropriate buttons ***Ranks / Cycle*** on the ***Resultss Tab***.

DO NOT BE TEMPTED TO CLICK ON *RESTART*

This is for use only if BCS crashes or is closed down inadvertently (see section 11.3)

Once all the scores are in for Round 1, click ***Return > Event screen > Assignments***

The ***Assignments*** screen will now indicate (top right-hand corner) the ***Last Completed Round.*** The ***Current Movement State*** will indicate the current progress of the event (if there are still outstanding scores, this will be indicated here).
See Sections 9 and 10 for score amendments and special operations on the next round draw.

5. ROUND 2 DRAW

If any changes are required to Sitters or Missing Pairs this should be done before drawing the next round. Ensure that ***Overall All Sections*** and ***Current Round*** are selected.

Click ***Do Round 2 Draw > OK > Return > Event*** screen **>** ***Reports***

If having made the draw you then realise that you have made a mistake re Sitters, or Missing Pairs, make the change then re-click ***Do Round 2 Draw > OK > Return > Event*** screen **>** ***Reports.***

6. REPORTS

6.1 Assignments for Next Round

To print the Round 2 assignments, select Round 2 (drop-down list), select ***Assignments*** & ***Printer***, click ***Display.***

6.2 Rankings

To print ranking after Round 1, select Round 1 in the drop-down list, select ***Rank*** and click ***Send To Print.*** The option is there to also print previous round scores, etc. If scoring %s current running % total is shown to 2 decimal places; previous round scores are shown to zero decimal places.

6.3 Table Check Slips

Normally, you would print the table check slips for the round just ended once the draw for the next round has been made; eg, assign for round 2 and then print round 1 check slips. This way the slips have the pairs at their assigned table in round 2.
Occasionally at the end of a session or the end of the event you may wish to print the check slips before the next round has been drawn – in which case, select ***Last assigned Round Override.***

The body of these reports shows the scores and match point awards for each board, total match points for the round and the VP score (or the % score for the round to 2 decimal places). Just above that, top on a board and max match point award for a round is given. If scoring in %s all previous round %s are shown to zero decimal places. Near the top, the pair's current overall score (or % score to 2 decimal places) is displayed.

If the option to display Ranks and leading score has been selected, the pair's current rank and the leading score are shown (with %s, the leading score is to two decimal places).

If the option ***Not Collated for Printed*** had no tick, then the check-slips are printed with table 1 at the top of page 1, table 2 at the top of page 2 … Then, if you have a powerful enough guillotine the whole stack of check-slips can be sliced to give 4 or 5 piles with the tables in numerical order.

If the option ***Not Collated for Printed*** had been ticked, the check-slips would be printed out with, for example, tables 1-4 on page 1, 5-8 on page 2 …

When printouts are complete, click ***Return > Event*** screen **>** ***Bridgemate Scoring.***

7. ROUND 2

Bridgemate Scoring screen → Click ***Update Movement > Yes > OK.***
The program creates a copy of the bws file prior to the round 2 movement data being added to it. This copy of the bws file is stored in the Backups folder within SwissPairsScorer. Unless you rename the backup bws file it will be over-written at the start of subsequent rounds.

BCS Report re Movement Update > ***Close > minimise BCS***

Thereafter, the procedure for Round 2 and subsequent rounds is simply a repeat of the procedures described above for rounds 1 & 2.

If the event is a single session event, simply continue till the last round of the event has been played and scored. See below for Multi-session events

6. SESSION 2 (and the start of any subsequent sessions)

Once all the scores are in for the last round of Session 1 > ***Return*** to get to ***Event Menu*** > ***Return*** > ***Event History*** screen.

Close BCS via ***File > Close > File > Exit***

From the Event History screen, select the "Multi" Section (Master Control Event) > ***Retrieve Event > Yes > Event Details*** screen **>** ***Assignments > Do round x Draw*** (for first round of new session; round numbers are carried forward from session 1) > ***Return > Event screen > Reports*** and print out the assignments for the next round (and the current ranking, if required).

When you are ready to actually start the first round of the new session, navigate to the ***Bridgemate Scoring*** screen and ensure that the new session number is displayed (near top of screen)

Click ***Create Database > OK;*** **ensure *Restart server* is ticked** then click ***Launch BCS > Yes.***
Tables are added to server (to check BMPro > Show Tables > Select a table > Show Scores > check that movement data for this round is there > Close > Close).

7. END OF EVENT

After the last round of the event has been played print table check-slips for the last round by selecting The ***Last Assigned Round Override*** option.
Once the final rankings have been published, it is worthwhile to use Administration > Backup to move the data files (STBoards.dat, STEvents.dat, STContracts.dat and STNames.dat) into the Backups folder. Alternatively, you can use Display to create reports in the Reports folder and maybe move them to another folder (e.g. Event Oct08). The Ranks +Round Scores will supply the Master Points Secretary with all the information required and the same file can also be sent to the webmaster. The other reports many be useful in settling any queries in the period following the event. Or you can manually move the four data files to a folder -are manually moved, in which case the program re-creates new data files next time it is opened.

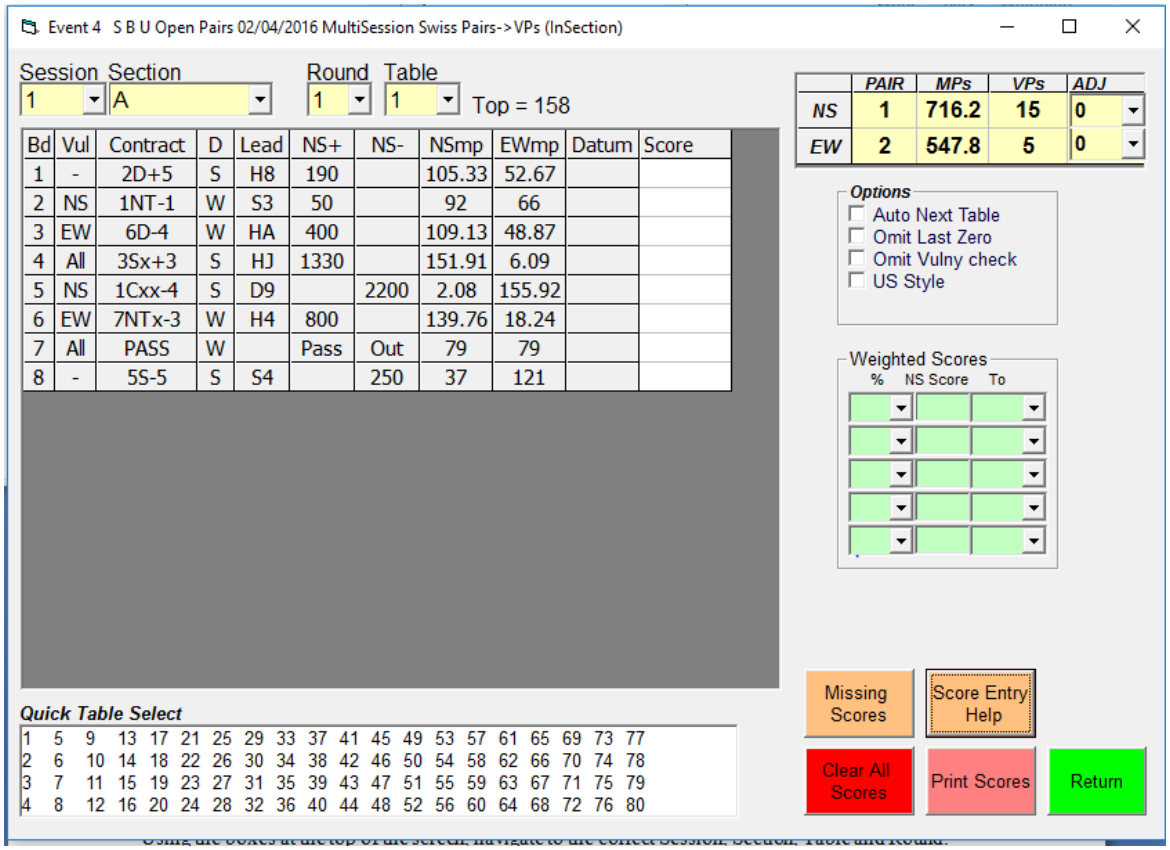
8. FILE HOUSEKEEPING

As long as you have kept csv files or the dat files (see section 7), it is advisable to clear out old event files so that you start each new event with an empty ***Event History*** screen.

To delete all the files for an event you must first delete the multi section Control Master Event (Multi) – select this event and then click ***Delete Event.*** Then click on the first of the component event files, hold down the Shift key and click on the last of the component event files - they should all be highlighted. Click ***Delete Event.*** The program will ask you for confirmation – hold down the <Return> key and all the component files will be deleted one after the other.

9. SCORE ADJUSTMENTS

Any score amendments or adjustments are best left until all the scores for that round have been received. Click Return until you arrive at the ***Event*** screen and then click ***Enter Scores.***



Using the boxes at the top of the screen, navigate to the correct Session, Section, Table and Round. To delete a current score, click in the box in the column under the NS & EW Pair numbers corresponding to the board number and press the 'D' key (case does not matter) – the score is deleted.

9.1 Replacing one score with a different score

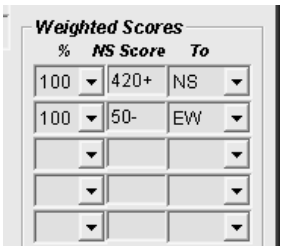
Click in the box and either enter the score as e.g. 10+ or 9- <Enter>. Alternatively, if so inclined, you could click ***Score by Contract*** and enter the contract details according to the format displayed on the screen followed by <Enter>

9.2 Replacing a score with an Arbitral score.

Click in the box and enter the score as 50/50, 40/60 etc. followed by <Enter>

9.3 Split Score

Using the Weighted Scores box enter the details of both scores.
See example opposite where NS score +420 and EW +50.
Note that the EW score is entered relative to NS.
Then click box in the score column and press the 'W' key.
Click on ***Return*** > ***Event screen*** > ***Reports*** > select ***Table Scores*** for that round and examine the details for that table to check that the VP scores for the match do not balance.



9.4) Other Adjustments

Adjustments for whatever reason can be entered as follows
Click Return to get to the ***Event*** screen > ***Adjustments + Categories***
Click on the Adjust Column corresponding to pair, add the value of the adjustment and category, if required, ***OK*** to exit to ***Event*** screen.

10. SPECIAL DRAW OPERATIONS

10.1 Danish Draw

If the ratio of pairs to rounds is too low then towards the end of an event the normal draw may become distorted with pairs at the top of the ranking being assigned against pairs who were well down the ranking. This can be overcome by selecting ***Danish Draw*** in the ***Assignments*** screen. A Danish Draw simply assigns pairs in strict order of ranking taking no account whatsoever of any previous meetings, so that pairs may play a match against a pair they have already played.

10.2 Pairs sit at Wrong Tables

If this happens after the round has started, best approach is to do nothing until all the scores for the round are in.

Navigate to the Assignments screen.
Ensure that the correct round is selected in the drop-down list
For example, let's say that pair 80 sat at Table A5 and pair 27 at A4.
Click on the cell with pair 80 at A4 and press <delete> key. Then type 27 in the cell <Enter>. Repeat for pair 27 at A5; replacing them with 80.
Click ***Set Manual Assignments > Yes.***

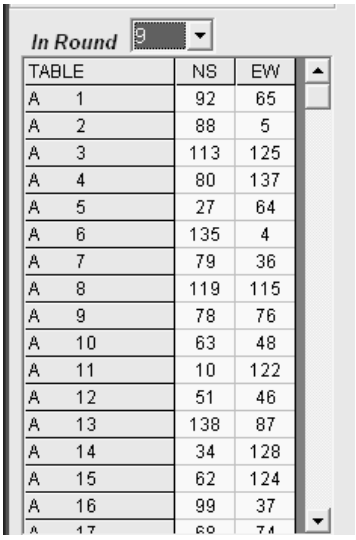


TABLE	NS	EW
A 1	92	65
A 2	88	5
A 3	113	125
A 4	80	137
A 5	27	64
A 6	135	4
A 7	79	36
A 8	119	115
A 9	78	76
A 10	63	48
A 11	10	122
A 12	51	46
A 13	138	87
A 14	34	128
A 15	62	124
A 16	99	37

Similarly, if 2 pairs sit at the correct tables but in the wrong directions. For example, at Table A3, the pairs sit with pair 125 as NS & pair 113 as EW. At the end of the round manually adjust the draw as described above

Any other manual adjustments can be done in the same manner.

Another way to correct this is to type 'A' for every score at the table in the Enter Scores screen see Section 9). This arrow-switches the NS/EW Pair on each board. The Arrow switch should be reflected in the Match scores, Travellers & Table scores.

11. COMPUTER PROGRAM PROBLEMS

11.1 General Guidance

You should not panic! Most problems can easily be resolved in the Scorer using the Create Database and Launch BCS command and the Scoring may be resumed with virtually no disruption.

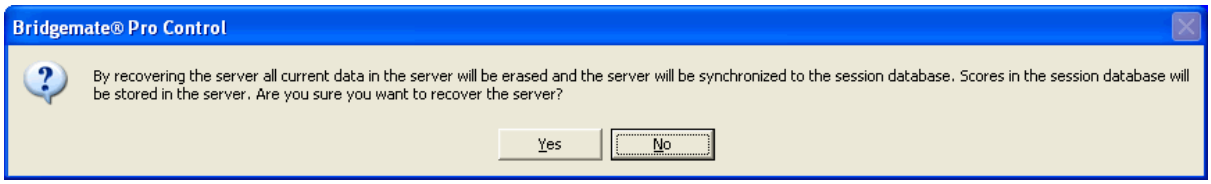
Create Database Command

Normally the Scorer sets up a new Movement using this command. **In a recovery situation, when you are informed that the Database already exists, you will be asked "Start a new Event" or "Resume Existing Event. You should Resume' so that the Database will not be recreated.** (As contingency, if a Database already exists, then it will be backed up in the Backups folder before the new one is recreated).

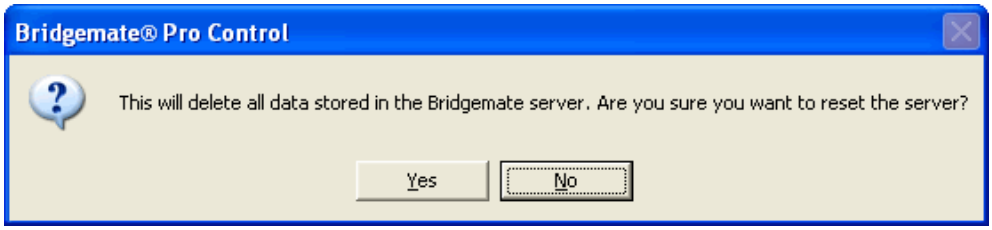
Launch BCS/Receive Results Command

Normally the Scorer does Launch BCS with Reset Server ticked. This clears out the Server Data and thus will direct the Movement to the Start of play. **In a recovery situation, you must ensure Reset Server is not ticked so that the Server will continue from where it was in the movement.** If you do tick Reset Server, then the server loses all its data. This means that the Bridgemates now think they are at the start of the event and are looking for scores for round 1 (even boards that have already been entered). Even if you do tick Reset Server, you can still largely recover by restoring the server to the position when the computer fail occurred. This is done by:

BM Pro Menu Bar > Session > Synchronise client-server > Recovery Tab
Click Recover Server. Message appears:



Click > Yes; another message appears: -



Click > Yes

Enter number shown > OK

Report appears regarding scores updates > close.

Bridgemates will still be red; press OK on bridgemates till they appear in green and you are back where you were when computer closed down.

11.2 General Recovery Procedure

1 Close down Scorer and BCS.
2 Retrieve the Event that you were using before the problem occurred
3 Click 'Bridgemate Scoring'
4 Click 'Create Database'. In reply to the 'movement already exists' message, reply 'Resume...".
5 'Launch BCS / Receive Results' with **Reset Server unticked**
6 Wait for all the tables to be added

The system should be back and operating as before. If a table has entered results when the computer was down, they are lost during the recover server process and will have to be re-entered into the Bridgemates. Check on the Scorer's Bridgemate control screen for any outstanding scores for the current round and advise any tables with missing scores to re-enter them on the bridgemates.

11.3 Computer Freezes or Closes Down During an event

The biggest problem when a Computer freezes is that 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 should close down the computer by holding the power key/button down for 5-10 seconds. Adopt the General Recovery procedure (Ref 11.2).

11.4 Computer Closes Down During an event

A common cause is the Laptop has gone into Standby (hibernate mode) after no key has been pressed for a certain time. It is best at start to set the Power Options in Control Panel to avoid this. However, as long as the Bridgemate Server retains power (mains or battery) it will retain all the data it had before the crash as well as any results sent from the Bridgemates while the computer was down. Adopt the General Recovery scheme (Ref 11.2).

11.5 Bridgemate Control Program Inadvertently Closed

BCS has been (accidentally) closed in the middle of a Session. The Scorer and the Server are still running and operating in the normal way. Adopt the General Recovery scheme (Ref 11.2).

11.6 Scorer Inadvertently Closed

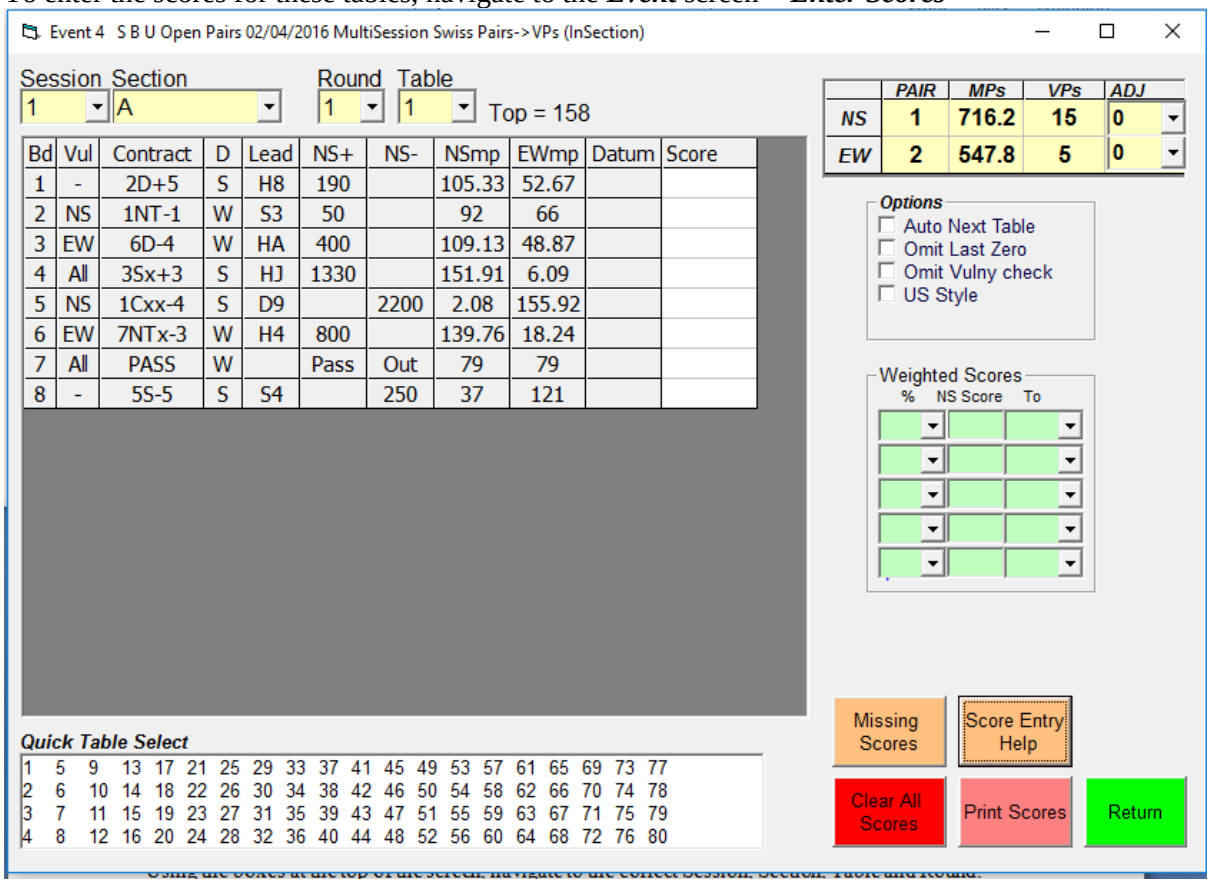
The Scorer has been closed in the middle of a Session even though the the BCS controller is still running and the Server is still operating normally. Adopt the General Recovery procedure (Ref 11.2)

12. BRIDGEMATE PROBLEMS

The procedures described below are for emergency use only and assume that all normal methods of recovering from bridgemate problems have been tried & failed.

12.1 Problems with a Small Number of Bridgemates

Issue the affected tables with travellers (Swiss Pairs type table score sheets are best) so that they can record the scores at the table.
To enter the scores for these tables, navigate to the ***Event*** screen > ***Enter Scores***



Using the drop-down boxes at the top of the screen, navigate to the appropriate Session, Section, Table and Round.

Scores are entered in the column of cells under the Pair numbers. Click in the first cell and enter scores as e.g., 9+, 12- etc. The +/- moves the cursor to the next board.
Once all the scores for the affected tables have been entered, click ***Return***.

12.2 Major problem with All (or most) of the Bridgemates.

If a problem of this scale occurs it is most likely to happen when the movement information for a new round is being sent to the server. But it could happen during a round.
In such circumstances the best solution is to abandon scoring using bridgemates and revert to the traditional method of manually entering scores from table score sheets.

To switch to manual scoring, click ***Return*** till you get to the ***Event*** screen, then click ***Enter Scores.***

All other program operations (assignments, adjustments, print-outs) are identical to the procedures described for scoring with bridgemates.

13. MULTI-SECTION EVENT: SECTIONS SCORED SEPARATELY

If the location of the event is such that it has to be held in two (or more) playing areas and it is not practicable to have complete draws across the entire field, the program allows the two playing areas to be played & scored as separate sub-fields. At the start of each session an overall draw is made and thereafter during each session the draws are made within sections.
Each laptop must have BCS and the same version of Swiss Pairs Scorer installed.
The process is described below in outline.

For the purpose of this illustration, assume we have two playing areas (area 1 and area 2) with section A in area 1 and B in area 2.
Area 1
Laptop 1 which also acts as the master laptop; bridgemates set up as A on Ch 1; server on Ch1
Area 2
Laptop 2; bridgemates set up as B on Ch 2; server on Ch 2

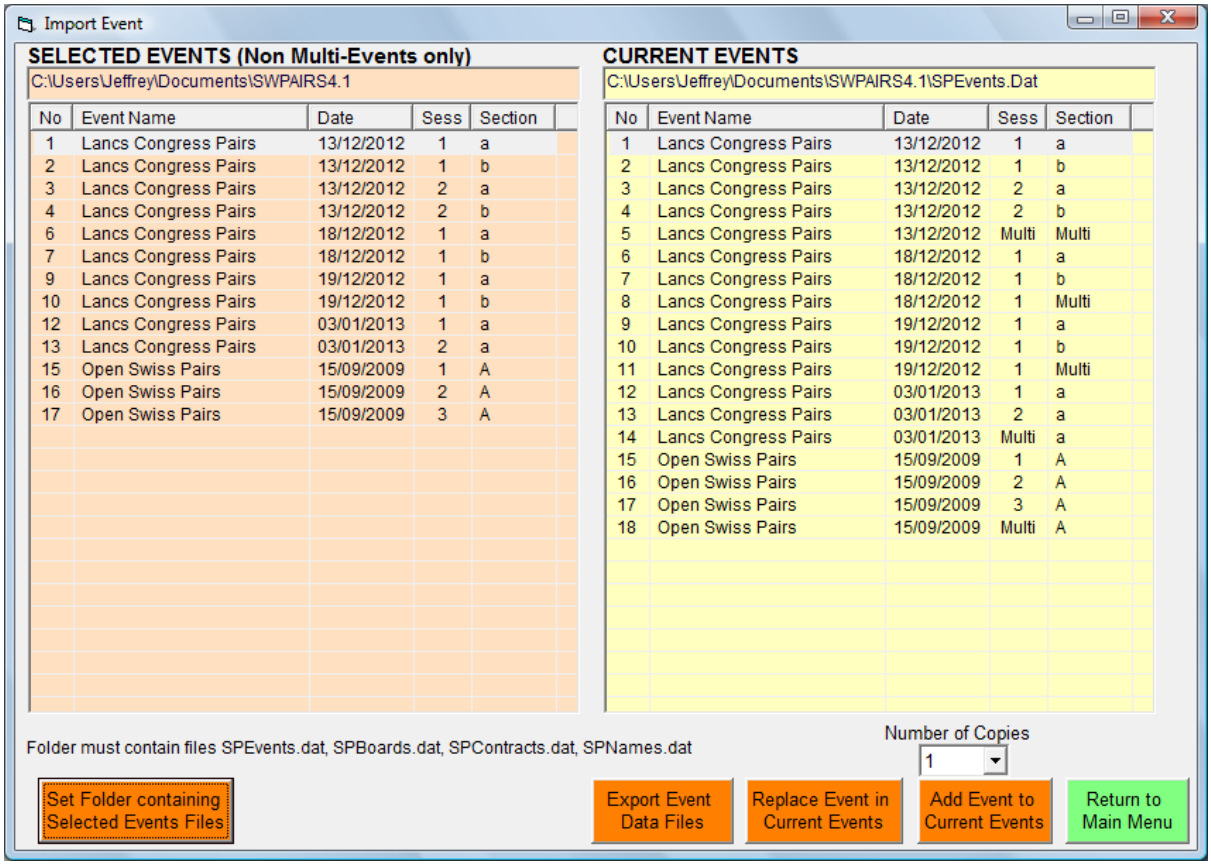
Before starting it is strongly advisable to delete any old event files on both laptops

Session 1
Create the event on laptop 1 and do draw for round 1 **Across All Sections**.
From the SwissPairsScorer folder copy the files SPBoards.dat, SPEvents.dat, SPContracts & SPNames.dat onto a memory stick. Copy the files from the memory stick into the SwissPairsScorer folder on laptop 2.
On both laptops the multi event is used to control the event.

When ready to start round 1, ensure the correct section has been chosen on the Bridgemate Scoring screen before creating the database (the bws file on each laptop will contain all the tables which are part of the multi event). When BCS is started the correct tables are then sent to each of the servers.

Once all the results from an area are in, the draw for the next round can be made. Ignore any warnings about outstanding scores and draw round **Within Sections**.
When printing any reports remember to select the correct sections; A, B etc.

End of Session 1
Laptop 2 – close SwissPairsScorer & BCS and copy SPBoards.dat, SPEvents.dat, SPContracts.dat & SPNames.dat from the SwissPairssScorer folder onto a memory stick.
Laptop 1 – Close BCS and click Return till you get to the ***Main Menu*** then select ***Import Event.***
Click on ***Set Folder Containing Selected Event Files*** then browse to the Memory stick drive – the event files from laptop 2 will appear in the left-hand pane (multi event does not appear).



No	Event Name	Date	Sess	Section
1	Lancs Congress Pairs	13/12/2012	1	a
2	Lancs Congress Pairs	13/12/2012	1	b
3	Lancs Congress Pairs	13/12/2012	2	a
4	Lancs Congress Pairs	13/12/2012	2	b
6	Lancs Congress Pairs	18/12/2012	1	a
7	Lancs Congress Pairs	18/12/2012	1	b
9	Lancs Congress Pairs	19/12/2012	1	a
10	Lancs Congress Pairs	19/12/2012	1	b
12	Lancs Congress Pairs	03/01/2013	1	a
13	Lancs Congress Pairs	03/01/2013	2	a
15	Open Swiss Pairs	15/09/2009	1	A
16	Open Swiss Pairs	15/09/2009	2	A
17	Open Swiss Pairs	15/09/2009	3	A

No	Event Name	Date	Sess	Section
1	Lancs Congress Pairs	13/12/2012	1	a
2	Lancs Congress Pairs	13/12/2012	1	b
3	Lancs Congress Pairs	13/12/2012	2	a
4	Lancs Congress Pairs	13/12/2012	2	b
5	Lancs Congress Pairs	13/12/2012	Multi	Multi
6	Lancs Congress Pairs	18/12/2012	1	a
7	Lancs Congress Pairs	18/12/2012	1	b
8	Lancs Congress Pairs	18/12/2012	1	Multi
9	Lancs Congress Pairs	19/12/2012	1	a
10	Lancs Congress Pairs	19/12/2012	1	b
11	Lancs Congress Pairs	19/12/2012	1	Multi
12	Lancs Congress Pairs	03/01/2013	1	a
13	Lancs Congress Pairs	03/01/2013	2	a
14	Lancs Congress Pairs	03/01/2013	Multi	a
15	Open Swiss Pairs	15/09/2009	1	A
16	Open Swiss Pairs	15/09/2009	2	A
17	Open Swiss Pairs	15/09/2009	3	A
18	Open Swiss Pairs	15/09/2009	Multi	A

What you have to do now is to import the event files for the sections in area 2 (B) into SwissPairssScorer on laptop 1.
Click on Section B; Session 1 in the left hand pane; then click on Section B; Session 1 in the right-hand then click on ***Replace Event in Current Events > Yes > OK.***
This procedure overwrites the Section B draw & result data in laptop 1 so that this laptop now has the complete data for all sections.

When the import is complete click on ***Return*** > ***Main Menu.***
To pick up the merged data: ***Swiss Pairs Scorer*** > ***Retrieve the Multi file*** > ***Event Menu***.
Note:

If a pair were to withdraw during a session in area 2 this is not picked up during the above file transfer process. Navigate to the ***Assignments*** and mark that pair as ***Missing***

To print out the overall rankings, go the ***Reports*** > Ranking making sure that ***All*** is selected in the ***Section*** box.

Session 2
The draw for the first round of Session 2 is performed on laptop 1; ***Across All Sections***
Thereafter, proceed as described for Session 1.

14. MULTI-AREA EVENT: NETWORKED

If it is possible to link the different playing areas through a LAN then it should be possible for pairs to move between the different areas so that the event can be run as single section (A) event with all new round draw made across the field (i.e., draws made Across All Sections).

The master laptop needs to have BCS and SwissPairsScorer installed; the other laptops only require BCS.
Bridgemates in each section are set as Ax with each area operating on a different channel.

Session 1
Set up the event as normal on the master laptop and carry out round 1 draw. Navigate to the Bridgemate Scoring screen, ensure **Session = 1 and Section = All**, **Restart server is ticked** then ***Create Database*** followed by ***Launch BCS.***

Once the bws file has been created, and the movement data sent to the server in area 1, the other laptops can then pick up the bws file (Event1-Sess1.bws) and add their tables to their server.
On each of the other laptops: -
Launch BCS, then ***File*** > ***Open*** > browse over the network to the bws file on the master laptop >***Open***

This computer has not logged on before to this session. Log on Now > ***Yes***

On the All Tables tab select all the tables in that area > ***Right-click*** > ***Add to Client*** > ***Yes***

On the Client Tables tab > ***right-click*** > ***Select All*** > ***Add to Server***

Report from BCS > ***Close***

Round 1
Event progress in the outlying areas can be monitored via BCS

As results come into the servers in the outlying areas they are transferred to the bws file on the master laptop.
Once all the tables in an area have completed round 1, leave BCS maximised.

Once all the results from all areas have been received on the master laptop, the draw for round 2 can be made **Across All Sections.**
Then navigate to the ***Bridgemate Scoring*** screen and ***Update Database.***
Once the new movement data has been received on each laptop, BCS will produce a report > ***Close***

Any reports that are required can now be printed out on the master laptop.

Thereafter proceed for round 2 & subsequent rounds in session 1 as described under Round 1 above.

Event is Multi-session.
Once the last round of the session is complete, reset server in BCS: ***Server*** > ***Reset*** and follow the on-screen prompts.
The draw for the first round of session 2 is created on the master laptop following the procedure described above for Session 1, except that **Session = 2** and **Sections = All** must be selected before ***Create Database***.
The new bws file (Event1-Sess2.bws) will be created. Ensure that **Restart server is ticked** and proceed as described above under Session 1 and Round 1.