

Bridgmate reference manual

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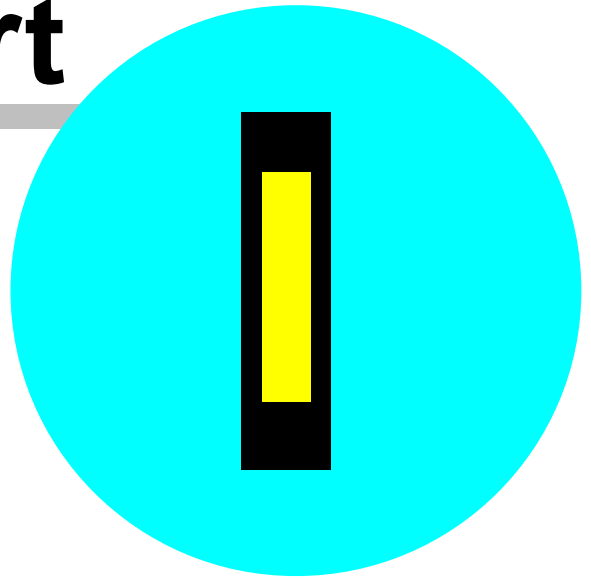
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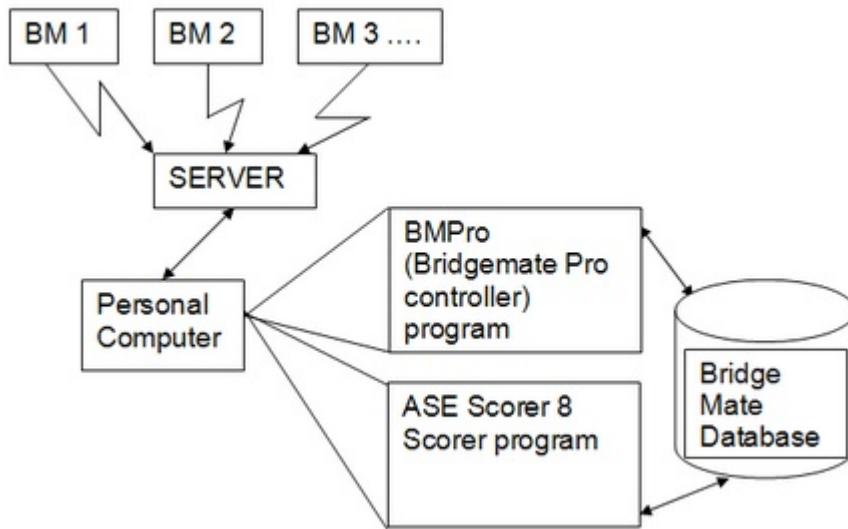
1 General overview

Note: this documentation applies to ASE Scorer 8 release 1.0.43.0 or Service pack 43 or more recent and Bridgemate Pro controller 1.6.16 or more recent. In many situations those releases or more recent are required for the features to be available.

The key idea behind Bridgemates is that the scoring program, ASE Scorer 8, is in charge and all "the work" is done using ASE Scorer 8.

To use Bridgemates with the ASE Scorer 8 you must tick the option "Use Bridgemates for score entry". This is found on the main screen [Club F3] [4Options] at the bottom of the screen. This option is set once and will remain in force until un-ticked. Two new options will appear once this option is ticked. They are [EventF2][2Names][Get BM names] and [EventF2][3Scores][Bridgemate].

Before you can score any event you need to know the details of the session. Of course, you may not know all the details until everyone has sat down and you are just about to start the session. However, you can get them started and then put in the information about the session, as they will not need to score for another 6 or 7 minutes. This even applies when the players are required to enter their player numbers. This can be done as the first results are entered. It is suggested that you do not enter the movement until play has started and you are no longer accepting any latecomers.



The Bridgemate relationships between the various components.

The diagram above shows the Bridgemate devices on the tables (BM1, BM2 etc.). These communicate with the server using wireless communications. The server gathers all the scores etc. independently of the personal computer that houses the two programs that do all the work. The personal computer and the server are connected using a cable that is attached to the computer's serial or USB port.

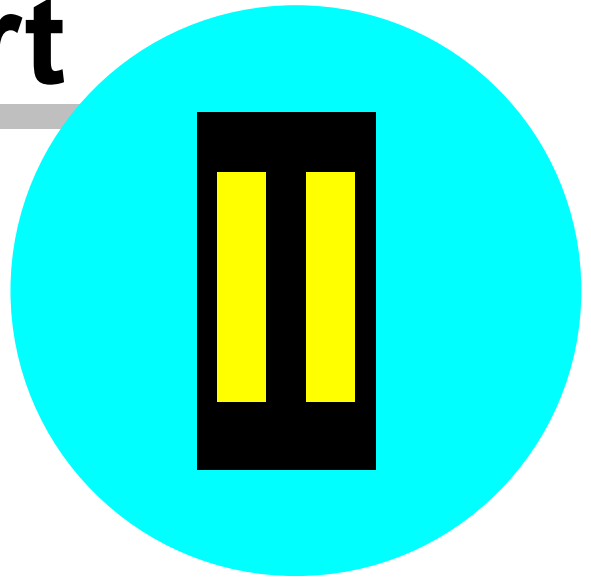
The two programs, BPro and ASE Scorer 8, uses the common database to save and communicate information such as scores and player numbers. The BPro program gathers the information from the server and places it in the Database. The ASE Scorer 8 gathers the information from the database and uses it within the scorer to produce the results.

All the information relating to an event is stored in two places, the server and the database. The two programs, BPro and ASE Scorer 8, can be closed down and restarted at any time and the process of scoring is not interrupted. The server continues to operate independently of the programs.

All control of the programs is through the ASE Scorer 8 scorer. ASE Scorer 8 will start BPro, setup and define the database, retrieve the scores and produce the results.



Part



2 Pre-Session Preparation

2.1 Bridgemates

2.1.1 Setting up the Bridgemates

Switch on the Bridgemates by pressing OK. The following message should appear on the screen: -



```
BRIDGEMATE PRO
V2.2.1a AU
```

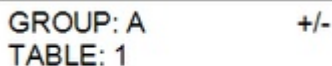
(The 2nd line indicates the firmware version and language which may differ from that shown here)

2.1.2 Altering the Contrast

Press the + or – key repeatedly to adjust contrast (do not press and hold either the + or - key).

2.1.3 Setting the Group (ie Section), Table & Channel

While the BRIDGEMATE PRO message is on the screen insert the TD key (if message has disappeared, press OK to awaken the Bridgemate). A message similar to that below will appear:-



```
GROUP: A      +/-
TABLE: 1
```

Press +/- to alter the Group (Section) letter. If one section then A; if more than one (max 26), sections must be consecutive (eg A, B, C); then OK

Cursor now flashes at Table No.

To alter the Table Number, press CANCEL to delete current number, enter the required Table Number, and then press OK.

The following message now appears: -

CHANNEL: 0

If only using one server, select 0; then OK. If using more than one server, it is advisable to have each server on a different channel (8 available; numbered 0-7). To change channel, press CANCEL to delete the current channel and then enter number (0-7) for required channel. Press OK; and the message SETTINGS SAVED appears. After a few seconds the message shown in 2.1.1 appears. Remove the TD key.

2.2 Servers

2.2.1 General information

- Each server can service up to 128 Bridgemates simultaneously.
- A server has an uninterrupted range of ~100m, but this can be reduced severely if the signal had to pass through walls or partitions.
- The server **MUST** be connected to the mains when in use. Batteries are only for back-up in an emergency (e.g. power failure).
- At the end of a session, disconnect the mains supply and remove one battery from the server (screwdriver or other suitable device).
- The server should be located at least 12" from any electronic equipment (e.g. computer).
- The server should be placed horizontally on a level surface.
- Do not place any object on or near the server.
- Server connects to the PC via a serial port. If your computer does not have a serial port you will need a USB – Serial Converter (see Bridgemate Pro manual p8 for details).

2.2.2 Setting up the Server

- Insert battery into the server; red light will come on.
- Connect to mains and light will turn green.
- Connect server to computer via the serial port of the computer (or via USB – Serial Converter).
- Place server in a suitable position (see above 2.2.1)

2.3 Check Communications & Set BPro Preferences

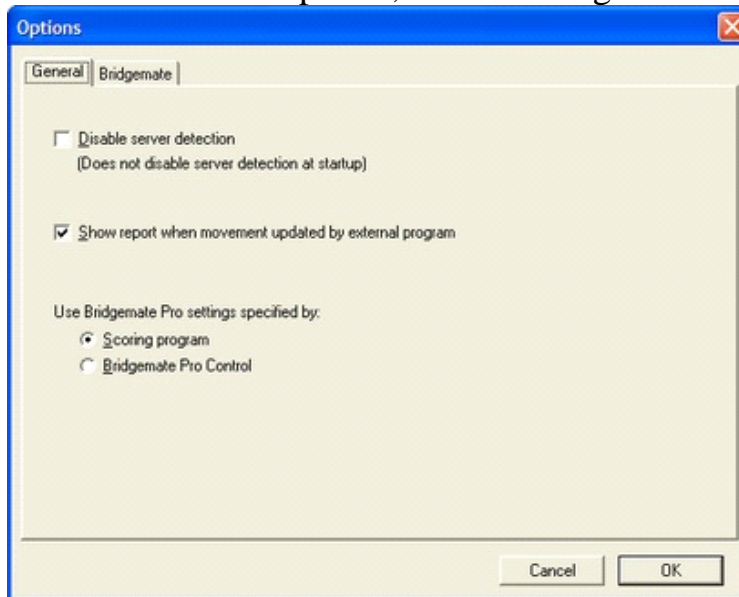
2.3.1 Communication

After the server & the bridgemates are all set up start Bridgemate Pro Control using BPro.exe.

Check that the Bridgemate RF server is connected – top left-hand pane

2.3.2 Preferences

Click on Tools > Options; the following screen appears: -



On the General Tab, tick "Show report when movement updated by external program". "Tick Scoring program" so the Bridgemate Pro settings are specified by the ASE Scorer 8. Press [OK].

This way the Bridgemate Preferences are set via the scoring program and there is no need to alter any of the options given in the Bridgemate tab.

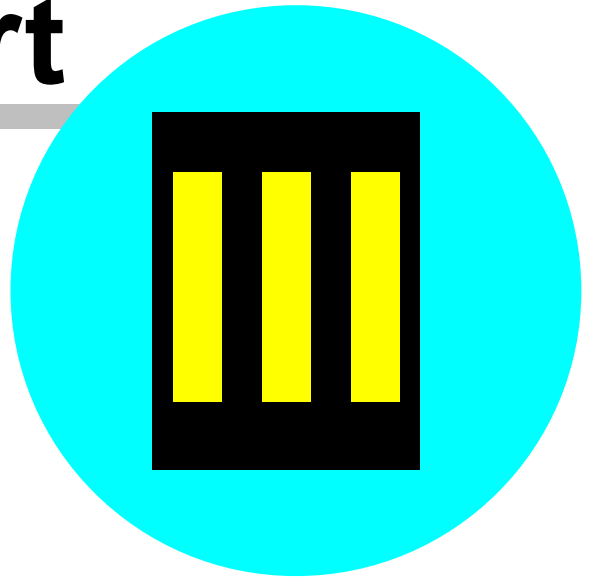
2.3.3 Setting the Channel

The server must be on the same channel as the Bridgemates it is communicating with. To check or alter the channel, select Server from the Menu Bar > Channel selection. The "Current channel" function displays the current channel. To alter the channel, select the new channel and click Set then Close.

Close Bridgemate Pro Control using File > Exit.



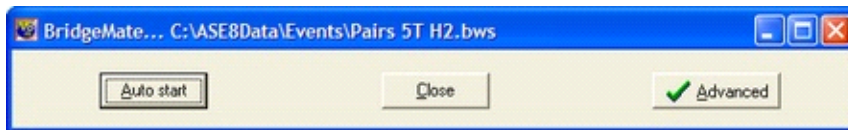
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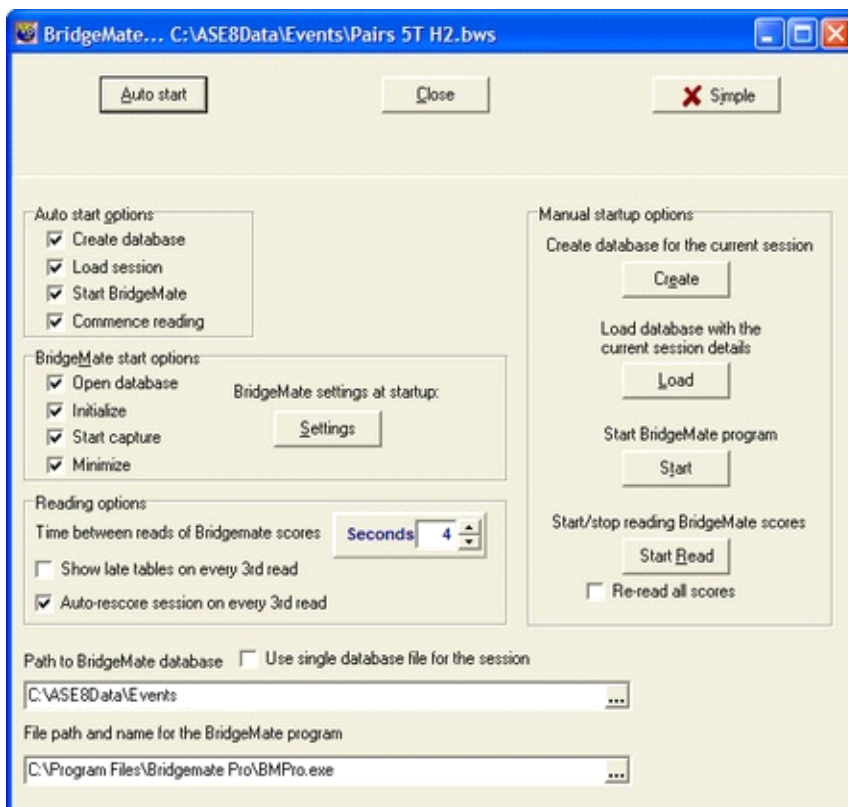
3 Initial session settings

3.1 Setting Preferences

The Bridgemate settings and options are only available when you have an event open. Once the settings are established it is unlikely they will need changing again. Therefore whenever the Bridgemate score option is selected the screen that appear is simple. [Auto start] will perform the required steps needed for most events and situations.



Select [Advanced] to see the available options (and then [simple] to hide the options). They appear as: -



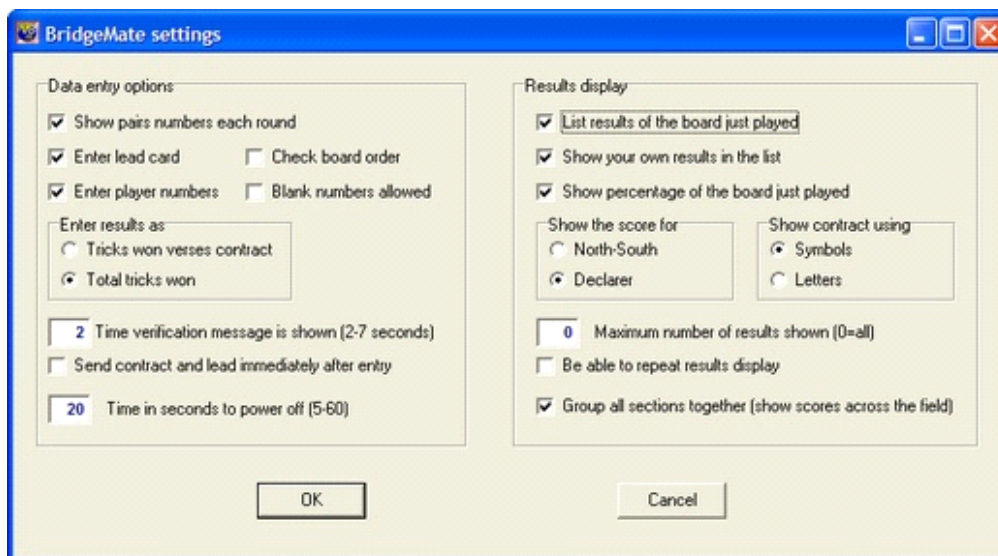
Set up preferences as required. The most essential item is the last one "File path and name for the Bridgemate program". The default value should be correct if

the BPro controller was installed using the standard procedures. To change this value click on the button to the right [...] to browse for the Bridgemate Pro program on your computer. The path shown above is typically the location where you would find the program BPro.exe.

The other path required is "Path to Bridgemate database". This may change as your needs change but typically would be as shown above. The manual startup options on the right should only be used by persons who understand the procedure completely. These are fully explained in later chapters of this document. The [Auto start] option is the normal button used at the start of an event. The "Auto start options" on the left should all be ticked and apply when the [auto start] button is pressed. The "Bridgemate start options" only apply to the Bridgemate Pro program when started by ASE Scorer 8 and are all normally ticked.

The reading options may be changed as needed and during the running of an event. The seconds between reads should be set to a number that satisfies your needs. If you want to see the results frequently and while play takes place then tick the "auto rescore session on every third read" option.

The settings for the Bridgemate program may be changed using the [settings] button. These preferences may be changed from event to event, but once an event has started and the information has been sent to the bridgemates, the preferences cannot be altered for that event.



Change these setting to suit your needs. These options will override the

Bridgemate settings (see 2.3.2 Preferences above).



Part



4 Event Details

Start ASE Scorer 8 and click on the [New event] option on the main screen. The event wizard steps you through the process of creating the new event. In this part we will deal with setting up a single session, one section pairs event.

The first screen is the event details. Click "pairs" event, and [next]. The session details appear. Change the details as needed, make sure the number of winners is correct (1 or 2) and press [next].

4.1 Section Movement Details

Complete the movement screen and click "Next".

Note the section identifiers include a letter, which by default will show "A". This corresponds to the letter in the Bridgemates, each identified by a letter and table number. Within BMPPro this letter corresponds to the section numbers so that A is section 1, B is section 2 etc.

Note: *These section numbers within BMPPro do not match directly to the section numbers within ASE Scorer 8.*

The letter used in the section properties within ASE Scorer 8 allows the director to control which sections in ASE Scorer 8 correspond to which sections within the playing room. Normally the director chooses section 1 in ASE Scorer 8 to be section "A" and section 2 "B" etc. for convenience and ease of memory but they can (as an example) be the other way around. More importantly, when there are several events being run in the one room using one Bridgemate server it is not possible for the section numbers in all events to correspond to the letters in sequence (see chapter 8 and particularly 8.2 "[Each section is independent](#)"²⁷).

Click [Finish] in the last screen of the section definition.

You will be asked to save and name the event. This is required when using the Bridgemates because ASE Scorer 8 needs to know the name of the event to name the common database file used by ASE Scorer 8 and BMPPro.

If you need to define more than one section in this session of play use the normal ASE Scorer 8 options. Select [Section][New] to define a second and any

subsequent section in the session of play.

Once the session of bridge and all the sections have been setup in ASE Scorer 8 then the bridgemate program (BMPro) will need to be started.

4.2 Start Bridgemate session

At this point the event is no different to any other that you will score in ASE Scorer 8. To use the Bridgemates you must connect the server to the computer and plug in the power lead of the server.

Then start BMPro program by selecting the option [event][Bridgemate] or alternatively use the [3scores][Bridgemate] button. The main Bridgemate screen appears as shown in [3.1 above](#)^[11]. Click [Auto start] and the BMpro program will start and initially show the BMPro screen while the tables are added to the server but where "minimize" is ticked in the options, it will shrink to the task bar leaving the ASE Scorer 8 main screen showing. On the [3Scores] panel of the screen the percentage of scores read will be showing.

4.3 Player Name entry

At any time you can enter the players names. ASE Scorer 8 stops retrieving scores while you enter the names but will recommence scores capture when you exit from the names entry.

Where you have the players entering their numbers on the Bridgemates you can capture those player numbers at any time. Click the option [2Names][Get BM names] and you will be asked "Do you want to replace all the session names from Bridgemates". Click [Yes] to proceed. This can be repeated at any time, particularly where it was first done before all the names have been entered by the players.

4.4 Viewing the results

The results of the event may be viewed at anytime. Where you have asked for the session to be "rescored every three reads" scoring takes place automatically. If not, you will not need to rescore manually by pressing F6. The first time ASE Scorer 8 scores the session you will be notified that there are scores missing. Click [ignore] so that dialogue will not appear again.

The session report of results can be viewed any time by selecting [6Report][session] with the report destination set to "screen" and the report selected set to "automatic". Leave that report showing on the screen at all times and the ASE Scorer 8 will refresh the display each time a rescore occurs.

The report showing can be varied by using the "manual" report selection. Choose a report that suits your needs. Perhaps where the number of players involved is large a multi-column report may be a better choice so that all names appear on the one page.



Part



5 Changing and Deleting Scores

If a score needs to be changed or deleted the best way is to make the change is on the bridgemate terminal at the table. This updates the server, BM Pro and ASE Scorer 8 – but there are limits on this (See Section 11).

If you need to check or adjust a score in ASE Scorer 8, click on [Section][Board Scores] or use F5. ASE Scorer 8 stops retrieving scores when you look at the score sheets but does recommence score capture automatically upon exit from the scores screen.

If ASE Scorer 8 has already read the board result, it makes little sense to change the board result in BM Pro Control. It is always better to change it at the table (delete and re-enter) where you have not started the next round or enter it directly into ASE Scorer 8 in all other cases.

5.1 Changing scores in BM Pro Control

Use this with care. Right-click on the result you would like to change and select Edit score. A detail screen will appear displaying all the score data. You can now edit the result using the following notation: In the NS/EW box enter the Declarer; in the Result box: clubs = C, diamonds = D, hearts = H, Spades = S, no trumps = NT, double = x, redouble =xx, pass = PASS. Enter a space between the level of the contract, the denomination and double/redouble.

If a board result is changed in BM Pro, the new result is **not** transferred to the server/bridgemates. If you do need to update the server/bridgemates: - From BM Pro > Menu Bar > Session > Synchronise Client – Server > Recovery Tab > recover Server. Follow on-screen instructions >Close Report > Close message screen.

5.2 Deleting scores in BM Pro Control

To delete a board result, right-click on the score you would like to delete and select Delete score. To delete multiple scores simultaneously, press and hold the Ctrl key and use the left mouse button to select the scores you would like to delete; right-click > delete. Deleted scores will also be deleted from the scoring program even if the score has already been read and will also be deleted from the server/bridgemates.



Part



6 The Final Results

At the start of the last round it is worthwhile reminding the players that after the last board has been entered and verified they should then press OK until the message "End of Session" appears.

Once the last result on the last round has been received, you should go to the board scores screen (F5) and press "missing". There should be no missing scores except where the board has not been played.

Produce any reports you may require such as session and outright results, board scores, web pages etc. If the event is complete in every way then [File] [Finalize] the event.

If the event is not complete (e.g. a next session is expected) then shutdown ASE Scorer 8 leaving the event open so the event will be opened automatically the next time you start.

In the BM Pro Control program click on File > Close then File > Exit to shut it down (ignoring any message that data is still being retrieved). It is best not close by clicking on the red X at the top right-hand corner of the screen.

Turn off the server, remove the batteries from the server (else it stays on) and pack away the table top devices.



Part



7 Setting up a Session in Advance

With no server attached, start ASE Scorer 8 and define a new event in the normal way. The Bridgemates will not be used until you [Auto start] the BMPro program and Bridgemate server.

Where the session has two or more sections use the [Section][new] option to add more sections. If the names are known enter the names for the sections in the normal way.

7.1 Setting up a Bridgemate database in advance.

Sometimes it is desirable to setup the Bridgemate database in advance. After setting up the event as described in [4.1 above](#)¹⁵, select [event][bridgemate].

Click on [advanced]. On the manual startup options on the right of the screen click [Create]. A message is shown "Database file created", press [OK]. This step will create the database file but the file is empty and unusable at this point.

Click on [Load] and the session and all its section details will be loaded into the database. A message is shown "Session successfully loaded to BM database", Press [OK]. This database is now ready to be used by Bridgemate Pro and ASE Scorer 8 programs.

You can [close] this screen and close the ASE Scorer 8 if you require. The event and Bridgemate database is setup and ready to use later.

7.2 Starting the Event

With the bridgemates all in position, and server attached, open ASE Scorer 8 (if not already open) and open the event created in 6.1.

Select [event][bridgemate] and click [Auto start].

Where the Bridgemate database has already been setup as described in [7.1](#)²³ you will be asked some questions.

"Do you wish to replace the movement in this file?" Answer [No]. This step has

already been done as in 7.1, at previous time.

"Do you wish to start Bridgmate Controller?". Answer [Yes].

"Do you wish to initialize the server (first time start)?". Answer [Yes].

The startup will continue in the normal way and start capturing the scores from the server and BMPro program.



Part

VIII

8 Two (or More) Sections

If running two or more sections that are to be scored independently you must run a separate ASE Scorer 8 event file for each section. If you try to run both sections using only one ASE Scorer 8 event, the program will automatically score these sections across the field. Even where you select "score sections separately" the scorer still treats the event as though it is one field.

Note: To "score the sections separately" simply means the boards are different in each section and the results are NOT to be combined and compared for match point purposes. Even so the session total scores are comparable and the session is scored across the field.

8.1 More than one section in one single event

Follow the procedures outlined above in 3.2 etc. There are no special considerations except in the letter assigned to the sections. For ease of operation and organisation use "A" for section 1, "B" for section 2 and so forth.

Bridgemates must be set up as Section A: tables 1 to n and Section B: tables 1- m etc. to match the choices made in ASE Scorer 8.

The letter assigned in the ASE Scorer 8 section is the letter applying to the Bridgemate sections. It is possible to have section 1 in the ASE Scorer using letter "B" and section 2 letter "C" and section 3 letter "A" or similar. The letter can be changed at any time within ASE Scorer 8 by using the Section properties option. It is also possible to use letters that do not start with "A". For example they could be "C", "D" and "E" or similar.

Note if you have accidentally named two sections "A", ASE Scorer 8 will warn you and you will need to go to [section][properties] for section 2 (select the correct one on [9Details]) and change the letter to "B". Press [OK] and try the [load] again.

Scoring, name entry and reporting are all the same as with a one section session in a single event.

8.2 Each section is independent

Treat this as two (or more) separate events with separate results - not scored across the field. This method assumes that the two sections are in one room using one server (or in two separate rooms but still using only one server).

Bridgemates must be set up as Section A: tables 1 to n and Section B: tables 1- m etc. to match the choices made in ASE Scorer 8.

To setup these types of events the procedures outlined in *6 Setting up a session in advance* is used with some extended requirements. Firstly an event is setup with the first section you require. The Bridgemate database is created for that event. Then the other events are setup to cater for the second and subsequent sections to be played in those separate events. The section letters used in all sections in all the events must be different from each other. These events are added to the Bridemate database created for the first event. See these steps in detail below.

8.2.1 Setup an event for the first section

With no server attached, start ASE Scorer 8 and define a new event in the normal way and as described in [4.1](#)^[15] and [4.2](#)^[16] above.

Note: the session in the first event may have two or more sections to be scored across the field and so use the [Section][new] option to add more sections as required. The first section is "A", second "B" etc. In other words the first event (and any of the subsequent events) can be setup as described in 8.1.

Save and name the event as required in the normal way. Then you must define the Bridgemate database for all the events.

Select [event][bridgemate]. Click on [advanced].

Tick "Use single database file for session". You will be asked for the location and name of the file. Choose something unique and meaningful for the session of play. Press [Open]. You are asked "Database file does not exist. Do you wish to create this file?" Click [Yes]. A message shows: "Database file created". Press [OK]. This step has created the database file you have just named, but the file is empty and unusable at this point.

Click on [Load] and the first event's session and all its section details will be loaded into the database. A message is shown 'Session successfully loaded to BM database'. Press [OK]. This database is now ready to be used by Bridgemate

Pro and ASE Scorer 8 programs to score the first of the events you intend to play.

Select [close] for this screen. The Bridgemate database is setup and ready to use for the first event. This event now represents the first section of the sections to be scored independently.

8.2.2 Create the event for section two

Select [File][New] (save the current event if asked) and setup a new event with a section that matches the requirements of your second ("B") section. Make sure the letter for this section is correct ("B" in this case). Save this event with a name that suits the second section.

Select [event][bridgemate]. Click on [advanced]. Make sure the option: "*Use single database file for session*" is still ticked. Click [Load] and the second event's session and all its section details will be loaded into the common database. A message is shown 'Session successfully loaded to BM database'. Press [OK].

8.2.3 Create the events for third and subsequent sections

Follow the same procedures as used in 8.2.2 for all the remaining sections required for the session of play. Make sure you assign the correct letters to the sections. Once all the events/sections have been setup correctly we are ready to start the session of bridge.

Where this has been done well before the event starts we are in a position to close down ASE Scorer 8 if we need. The events are setup and the Bridgemate Pro database has been setup ready to roll anytime.

If need be you can enter the players names for each section in the normal way. Note each time you open these events you will be asked "Do you want to start reading current single Bridgemate database?". Always Click [No] until the session of play commences.

8.2.4 Start the BPro program and the bridgemates

Once you have all the events/sections setup you are ready to start the session of bridge. With the bridgemates all in position, and server attached, open ASE Scorer 8 (if not already open) and open the first event.

Note: Where you have closed down the ASE Scorer 8 and start afresh you will need to establish the common database. Select [Event][bridgemate][advanced] and tick the option "Use single database file for session", opening the same database file you were using before.

Select [event][bridgemate] and click [Auto start].

"Do you wish to replace the movement in this file?" Answer [No].

"Do you wish to start Bridgemate Controller?". Answer [Yes].

"Do you wish to initialize the server (first time start)?". Answer [Yes].

The startup will continue in the normal way and start capturing the scores from the server and BPro program.

Hint: it is possible to startup the BPro controller using manual procedures:

Select [event][bridgemate] [Advanced]. Make sure the "Bridgemate start options" have the 'open database', 'initialize' and 'start capture' options ticked. Click [Start] in the "Manual startup options". The Bridgemate Pro Controller program will start and show the tables being added to the server.

Now start ASE Scorer 8 reading the scores from the database. Click [start read].

Only the event that is currently open in ASE Scorer 8 will capture scores from the BPro database. Therefore to get the scores for all the events you need to switch between events. The most efficient way is to use keyboard short cuts. Press and hold the [Alt] key and press "F" (for file) and then "1", "2" or "3" etc to open the event in the list at the bottom of the menu. The "1" will open the event with "1" showing next to it. With BPro running, each time you switch events ASE Scorer 8 will start reading the results for the open event.

Hint: The easy way to step through all events is to use [Alt]-[f]-[no. of events]. E.g. with 2 events you always open the other event with [Alt]-[f]-[2]. Similarly with three events use [Alt]-[f]-[3] to cycle through the three events.

Note: as each event is opened the previous event will need to be saved otherwise the scores captured will be lost. You will be asked "Do you want to

save the event?" Answer [Yes] or press [enter].

Hint: select [File][Automatic save]. With this option ticked the save will happen every time without any question.

Note: if the BPro program is not running, each time you change events you will get a message "Do you want to start reading current single Bridgemate database?". Click [Yes] or from the keyboard simply press [Enter].

To score the event press [F6] and to see the results press [F7]. This procedure should only be needed at or near the end of each round for each event.

Hint: tick "Auto re-score session on every 3rd read" and the scoring will take place without any intervention. Press [F7] whenever the session results are required.

At the end of each event produce the final results. Have the players in each event finish off the Bridgemate sessions, finishing with an "end of session" message. Only close BPro when all the events are finished. Then follow the procedures outlined in part 5 above.

8.2.5 Re-Starting the BPro program with multi-events

If you close ASE Scorer 8 for some reason the procedure for starting up again is the same as usual. Also see [12.4](#)⁴⁸ for a similar situation. The only thing that is different is to set (tick) the "Use single database file for session" option in [Event][bridgemate][advanced], opening the same database file you were using before. You need to do this before you [auto start] the Bridgemate session as explained in 12.4.

If the BPro program is still running when you restart ASE Scorer 8 follow the same procedures but instead of using [Auto start] after ticking the "Use single database file for session" option **only click [start read]**. Where the event(s) have not been saved before ASE Scorer 8 was closed it is important to tick "Re-read all scores", and then click [Start read]. The Bridgemate screen will close and normal procedures commence.

Where this has happened for more than one of the events this procedure must be

followed for each event. For each event select [Event][bridgemate][advanced], click [Stop read], tick "Re-read all scores", and then click [Start read].



Part



9 Multi-Section Situations

When using bridgemates with ASE Scorer 8 an event is regarded either as: -

1. A single section
2. Two or more sections (whether pairs, individuals or teams) where the results are scored across the field to create a single set of results.

More than one event can be scored at the same time using one server by opening a ASE Scorer 8 file for each event. See part 7 above.

It is extremely unlikely that you would wish to have a set-up like the one described below. It is simply an illustrative example: -

For example, if you wished to run the following using one server: -

Pairs Qualifying	3 sections to be scored across the field
Open Pairs	2 sections to be scored independently
Swiss teams	1 section

You would need to set up 4 events: -

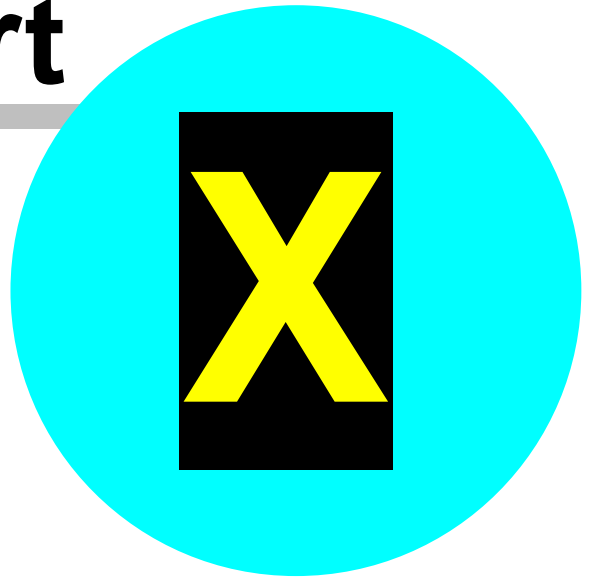
Event	Description Bridgemate	Section
1	Pairs Qualifying Section 1	Section A
1	Pairs Qualifying Section 1	Section B
1	Pairs Qualifying Section 1	Section C
2	Open Pairs Section 1	Section D
3	Open Pairs Section 2	Section E
4	Swiss teams	Section F

Each section within an event must have letter designations that are consecutive

The letter designation in Event 2 must follow on from the last letter used in Event 1, etc.



Part



10 Swiss pairs

Swiss pairs events are handled routinely by ASE Scorer 8 and are no different when using the Bridgemate devices. Create the event in the normal way for a pairs event as described in section 4 above. The main difference is the choice of and event type "Swiss pairs".

The only complication occurs when the number of tables exceeds 45. The ASE Scorer 8 has a section limit of 45 tables. Therefore when setting up an event with more than 45 tables you will need to setup two or more sections. The pair numbers must be unique across the field. By default section 1 has a letter "A", section 2 "B" and so forth and will be used by the Bridgemate devices as the section identifier.

When ASE Scorer 8 generates the draw for round 2 and higher it automatically generates the first section with (up to) 43 tables and any tables higher than that are placed in section 2 etc. (*Note it is 43 because the minimum size section is 3 tables, so if you have exactly 45 tables there will be only one section of 45 tables but if more than 45 it will be 43 + 3 or more*). Again section 1 is "A", 2 "B" etc. Therefore for convenience to the organisers you should setup the first section with 43 tables too. That means the table-top devices will be initially set to A 1 through 43 and B 1 through n etc. The Bridgemates will not change for the whole event.

After setting up the first round (*note "round" is the same as "session" in ASE Scorer 8 terminology*) start the Bridgemate session in the same way as usual using [Event][Bridgemate][Auto start].

10.1 Round 1

Instruct players to press [OK] on their Bridgemates until the table number and pair numbers at that table are displayed so they can check they are all seated correctly; if data on the screen is correct, then press [OK] again.

Towards the end of the round, instruct players to keep pressing [OK] after the last board has been entered until the message End of Session appears, then press [OK] again. When all scores for round 1 are in, score-up in the usual way (F6).

Close the BMPro program.

Produce your session results using the [report][session] option (F7).

10.2 Draw For Round 2

Produce the 2nd round draw using the [session][new] option and select [Yes] when asked "Do you wish to produce and automatic Swiss draw?". This will produce the second session section. *Where there are more than 43 tables*, the first section has 43 tables, the second with next set of tables etc. Section 1 will be "A", 2 "B" etc.

Produce the draw report for the players. *Where there are more than 43 tables*, showing the first section's 43 tables as 1-43, then the second section as 1-n etc.

Hint: it is possible to use letters other than "A" and "B" etc for the sections. Select the [section][properties] for the respective sections and change the letter before the event is "loaded" to the Bridgемate database for each of the sessions.

10.3 Round 2 and other Subsequent Rounds

Start the Bridgемate session in the same way as session 1. Use [Event][Bridgемate][Auto start].

Instruct players to press OK on bridgемate until the table number and pair numbers at that table are displayed so they can check they are all seated correctly; if data on screen is correct, then press OK again.

Proceed in the same way as round 1. The report at the end of each subsequent round is the [Report][Outright] report. The draw for each subsequent round is the same at the end of round 1.

10.4 End of Event

Towards the end of the round, instruct players to keep pressing [OK] after the last board has been entered until the message End of Session appears, then press OK again. When all scores for the last round are in score-up in the usual way (F6).

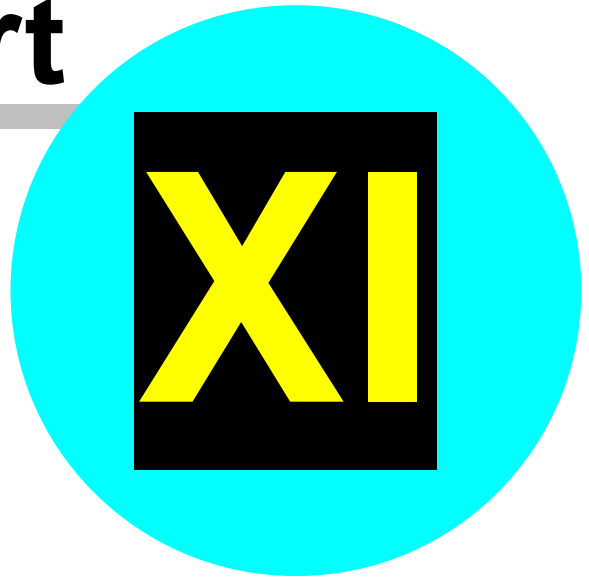
Produce the Outright report to post the results. Close BMPro controller as usual.

10.5 Advance Set-up

ASE Scorer 8 could be set up in advance of the tournament, but only if you are certain that the number of tables is correct. Without a server attached, set-up the event in ASE Scorer 8 as described above in [part 7](#)²³.



Part



11 Swiss teams

Swiss teams events are handled routinely by ASE Scorer 8 and are no different when using the Bridgemate devices. Create the event in the normal way as described in section 4 above. The main difference is the choice of an event type "Swiss teams".

The only complication occurs in the organisation of the Bridgemate devices and the letter or sections used. In the last screen of the session create use the [Teams draw] button to view the draw and the table numbers assigned. On this list of options the last two are "Tables = teams" and "tables = matches". The default is Tables = matches.

If you click "tables = matches" and then [apply re-number] you will have two table 1 for the first match, two table 2 for the second etc. When the draw is published it shows both teams at table 1. When assigning the Bridgemate devices to the tables of play you would choose to use "A" 1 playing "B" 1 etc.

*Note: when the number of teams is **odd**³⁹ the last three teams can be involved in a three way match.*

After setting up the first round (*note "round" is the same as "session" in ASE Scorer 8 terminology*) start the Bridgemate session in the same way as usual using [Event][Bridgemate]. Then click [Auto start] and BMPro will startup in the normal way. Note this will use the default table number and section letter assignments.

Note to change the default letter and table numbers select [Advanced] and click [Bridgemates]. This option is found on the Bridgemate screen in the bottom right hand corner titled "Teams event options". Change the section and table numbers to reflect the layout you are using in your Bridgemates. This list can be quite arbitrary but some logical order would assist in the organisation. Press [OK]. Then click [Auto start] and BMPro will startup in the normal way.

11.1 Handling odd numbers of teams

When setting up the event you will be asked: do you want to "use board scores to calculate IMPs" in 3 way matches. If you tick this option then all 3 way matches will share the boards on each round. The 3 way matches will play the

same board set as all other teams in the event. The teams in the 3 way will complete the match in one round even though they are playing different teams at each table.

If conducted over two rounds then the pairs played at each table can be different at the three tables for the second round, but the principle is the same. If conducted over one round then the teams have played two teams in that round. This means a team has played once in the 3-way but will be deemed to have played two teams as far as the draw is concerned. Be careful though as your teams may run out of opponents where the field is small. Therefore use a 2 round 3-way with a small field.

This is a real bonus to the organisers using Bridgemates as they can be used in the 3-way matches as well as all the other matches. With an odd number of rounds make sure you run the 3-way over one round for the last round.

If you do not tick "use board scores to calculate IMPs" in 3-way matches then it is assumed you are entering the scores manually FOR 3-WAY MATCHES and session one scores are added to session two and so catering for your playing two half matches in each session. If there are no 3-way matches (that is an even number of teams) then board scores can be captured with bridgemates and scored using the "IMPs from boards" scoring option. If you choose to enter board results for 3-way matches (played over two rounds) after not ticking this option then the boards are still assumed to be shared in 3-way matches and the board scores are calculated the same way. The real confusion is when the scores of the two sessions are combined for team results and so those results are unpredictable. When the 3-way is played over one round then the results should be correct.

Where the number of teams is not originally an odd number and you add teams to the draw so there becomes an odd number, then you have the option of choosing to "use board scores to calculate IMPs" in 3-way matches when doing the draw.

Care is needed where the numbers of teams is originally odd and becomes even in the next round when a team is added or removed. Where you have specified the 3-way is over two rounds those teams are already committed to a second session as opponents, therefore there will be one team left out of the draw as they have no opponents. If you are aware of this then conduct the 3-way over one round, not two. To avoid a bye when you were not aware of this situation (a

team drops out) then you will need to delete the session and redo the draw using one round for the 3-way and re-load the scores from the Bridgemates. A bye for one round is handled correctly and is an acceptable solution.

11.2 Round 1

Instruct players to press [OK] on their Bridgemates until the table number and team numbers at that table are displayed so they can check they are all seated correctly; if data on the screen is correct, then press [OK] again.

Towards the end of the round, instruct players to keep pressing [OK] after the last board has been entered until the message End of Session appears, then press [OK] again. When all scores for round 1 are in score-up in the usual way (F6).

Close the BMPro program.

Produce your session results using the [report][session] option(F7).

11.3 Draw For Round 2

Produce the 2nd round draw using the [session][new] option and select [Yes] when asked "Do you wish to produce and automatic Swiss draw?". This will produce the second session (round). Produce the draw report for the teams with the [reports][seating/draw].

11.4 Round 2 and other Subsequent Rounds

Start the Bridgemate session in the same way as used in session 1, using [Event][Bridgemate].

Choose [Advanced] so you can assign the Bridgemate devices to the sections and tables using the [Bridgemates] option. Change the section and table numbers to reflect the layout you are using for Bridgemates. Press [OK].

Click [Auto start] and BMPro will startup in the normal way.

Instruct players to press [OK] on their Bridgemates until the table number and team numbers at that table are displayed so they can check they are all seated correctly; if data on screen is correct, then press [OK] again.

Proceed in the same way as round 1. The report at the end of each subsequent round is the [Report][Outright] report.

Close the BPro program, produce your session results and next round draw.

11.5 End of Event

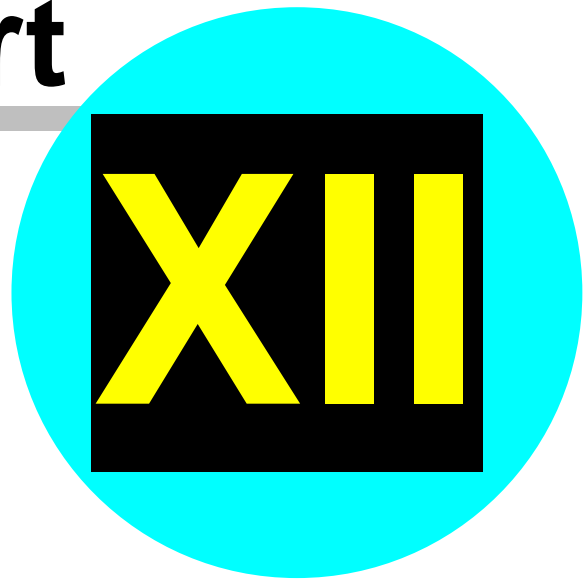
Towards the end of the round, instruct players to keep pressing [OK] after the last board has been entered until the message End of Session appears, then press [OK] again. When all scores for the last round are in score-up in the usual way (F6). Produce the Outright report to post the results. Close BPro controller.

11.6 Set-up in advance

ASE Scorer 8 could be set up in advance of the tournament, but only if you are certain that the number of tables is correct. Without a server attached, set-up the event in ASE Scorer 8 as described above in [chapter 7](#)^[23].



Part



12 When Things go wrong

12.1 Changing the Movement

12.1.1 Movement sent to sever, but bridgemates not logged on.

Select [9Details] and click on the section 1, then click on the section you want to change. Check the details of that section are correct. Then use the option [Section][replace] to re-enter the section details as required. You are asked if you want to replace the current section, say [Yes]. Make sure you enter the correct letter for the section. [Finish]. Then the details of the current section should show the number of tables just entered.

Select [Event][Bridgemate] and select the [Advanced] option on the Bridgemate screen. Click [load]. A message is displayed:

BridgeMate Control is running.

If you proceed you will need to re-start BridgeMate Control with INITIALIZE set for these changes to take effect and so lose any scores and player numbers already entered
Do you wish to replace the contents of the database?

[Yes] [No]

Click [Yes] and see "Session successfully loaded to BM Database". Press [OK].

Click [Auto start] and answer the questions:

"Do you wish to replace the movement in this file?" Answer [No]

"Do you wish to start Bridgemate Controller?". Answer [Yes].

"Do you wish to initialize the server (first time start)?" Answer [Yes].

When bridgemates log on, they pick up the new movement.

12.1.2 Movement sent to server, bridgemates logged on, no results in.

Follow the same procedure as that used in 12.1.1 above. The difference occurs when the players try to enter information on the Bridgemates. They should try to answer the questions on their tabletop devices as though all is correct. As each table is recognized by the server the tabletop device will be reset with the new movement.

If names were previously entered manually by the players on the Bridgemates they will need to be re-entered.

12.1.3 Movement sent to server, bridgemates logged on, some results in.

There are basically two situations that you can encounter. The first is where the movement has changed *including round 1* (or the current round in play). The second is where the change will occur *in round 2* (or the next round of play) and after the 1st or current round finishes.

Normally the need for these changes will occur during round 1. It would be very unusual for changes to occur after round 1 for many practical and usually complex organisation reasons.

12.1.3.1 The movement change includes round 1

This type of situation includes simple and more complex situations. Both can be corrected using the procedure outlined in [12.1.2 above](#)^[44] but this method is highly undesirable when there are more than one section in play and many results have already been entered for all sections. With only one section involved, using 12.1.2 is equivalent to the procedure outlined here, except the results do not need to be entered again.

An example of a simple situation is where a movement has started with a half-table and new arrivals take the place of the phantom pair and start play immediately.

A complex situation might be where the director sets up the movement in ASE Scorer 8 with 3 board rounds and physically distributes 4 boards per table.

Both of these need to be corrected on round 1. To correct the situation use the standard procedure in ASE Scorer 8 to replace the section. Select [9Details] and click on the section 1, then click on the section you want to change. Check the details of that section are correct. Then use the option [Section][replace] to re-enter the section details as required. You are asked if you want to replace the current section, say [Yes]. Make sure you enter the correct letter for the section. [Finish]. Then the details of the current section should show the number of tables just entered.

Care is needed with board numbers. For example a 6 table share and relay Mitchell that is modified to a 6 ½ Table standard Mitchell. Table 7 is placed in

the movement with a sitout. The boards on the relay are placed on table 7. Use [Section][board numbers] to change the sequence of board numbers before updating the movement in Bridgemate Pro.

Once the movement is correct, select [Event][bridgemate] and click [Advanced]. Note the panel in the middle headed "Change current session details". The field "Update from round" should normally show 2 as round 1 has commenced. Change this to 1. Click [Update] and a screen message then shows "This will update from round 1. Do you wish to proceed?". Click [Yes]. Where you have a session where there are more than one section you will be asked, for each section, "Do you want to update from round 1 in section 1" etc. Click [Yes] for the section(s) effected, [No] for the others.

BMPro controller may pop up a message headed by "Report" showing the movement has been updated by an external program. Click [close] if needed. *This happening will depend on the BMPro [tools][options] "General" in where "Show report when movement updated by external program" is ticked.*

When the players try to enter information on the Bridgemates they *may* find that the sequence of questions will differ from the normal sequence because they need to re-enter some details. Initially they should answer the questions on their tabletop devices as though no change had been made. As each table is recognized by the server the tabletop device will be reset with the new movement information. Boards they have already scored will need to be re-entered.

In ASE Scorer 8 Bridgemate screen click [Stop read] (if it has been reading scores), tick "Re-read all scores", and then click [Start read]. The Bridgemate screen will close and normal procedures commence.

12.1.3.2 The movement change commences with round 2

This procedure assumes that play is under way in round 1 and some scores have been entered. Examples of where this might occur include movements that have started with all tables full and a pair is added that will not be playing in round 1:

- With an even number of tables playing a skip Mitchell, the new arrivals are installed EW at a new highest-numbered table and an extra set of boards placed on that table. Movement is turned into an odd-table Mitchell with no skip.

- In other Mitchells the new pair become a "rover" sitting out the 1st round
- In Howell type movement, the new pair sits out the 1st round and are then installed as a stationary NS pair at a table that had 2 moving pairs.

To correct the situation use the standard procedure in ASE Scorer 8 to replace the section. Select [9Details] and click on the section 1, then click on the section you want to change. Check the details of that section are correct. Then use the option [Section][replace] to re-enter the section details as required. You are asked if you want to replace the current section, say [Yes]. Make sure you enter the correct letter for the section. [Finish]. Then the details of the current section should show the number of tables just entered.

Care is needed with board numbers. For example a 6 table share and relay Mitchell that is modified to a 6 ½ Table standard Mitchell. Table 7 is placed in the movement with a sitout. The boards on the relay are placed on table 7. Use [Section][board numbers] to change the sequence of board numbers before updating the movement in Bridgmate Pro.

Once the movement is correct, select [Event][bridgmate] and click [auto start]. You will be asked "do you wish to update the movement in this file?". Click [Yes]. A screen message then shows "This will update from round 2. Do you wish to proceed?". Click [Yes].

Note: If it refers to round 1 with the message "This will update from round 1. Do you wish to proceed?". Click [No]. This generally means no round 1 results have not been received yet and the procedure in 10.1.3.1 would apply. Use the manual [update] option there using update from round 2.

Where you have a session where there are more than one section you will asked, for each section, "Do you want to update from round 1 in section 1" etc. Click [Yes] for the sections effected, [No] for the others.

BMPro controller may pop up a message headed by "Report" showing the movement has been updated by an external program. Click [close] if needed. *This happening will depend on the BMPro [tools][options] "General" in where "Show report when movement updated by external program" is ticked.*

Entering the results in the Bridgmate devices will proceed as usual. The players will not see any impact.

If ASE Scorer 8 had been reading scores prior to this change it will continue. If not, select [Event][bridgemate] [Advanced] and click the [Start read] option.

12.2 A Bridgemate needs to be replaced during an Event

BM Pro Control select [Server] [Show Tables].
Select the relevant table and click "log off table(s) then follow on-screen prompts. That bridgemate will now be logged off from the server.
Take another bridgemate and set (TD key) to correct section, table & channel.
Activate this bridgemate by pressing the OK button.

12.3 Server loses all Power

If server is disconnected from power supply (mains & battery), all data it contained will be lost & bridgemates will not be able to function. If you try to enter a score in a bridgemate the message "Failure to send data; retry?" will appear: -

Reconnect server to power.

Go to BM Pro Control program. Select [Session] [Synchronise client – server] and select the {Recovery tab}. Click [Recover server] [Yes] [Yes] [OK], Close Report. Data from the results database file are copied to the server. Ensure BM Pro is retrieving data; if not, click {Retrieve data icon} or [Session] [Retrieve data from server] or F4.

12.4 Computer closes down during an Event

Ensure that server retains power (mains or battery)

Restart computer then restart ASE Scorer 8. If message appears about ASE Scorer 8 failing to close properly last time, ignore that with [No]. The event you had open before the problem should be automatically open. If not open the event in the normal way.

Select [Event][Bridgemate] from the main menu. Click [Auto start].
You are asked "Do you wish to update the movement in this file?". Click [No].
Next you are asked "Do you wish to start Bridgemate controller?". Click [Yes].
Next you are asked "Do you wish to initialize the server (first time start)".
Click [No].

The system is back and operating as before. Any results sent from the

bridgemates to the server while the computer was down are now entered into BM Pro and ASE Scorer 8. Using this method the server retains all the data it had before the crash as well as any results sent from the bridgemates while the computer was down

12.5 ASE Scorer 8 is closed inadvertently

The ASE Scorer 8 has been closed in the middle of a session and the BMPro controller is still running and the server is still operating normally.

Start ASE Scorer 8 in the normal way. The last event you had open should be open but if not open the event in the normal way.

Select [Event][Bridgemate] from the main menu. Click [Auto start].
A message is shown saying "BridgeMate Control is running. Do you simply wish to start reading?" Click [Yes].

Where you are running several events using the same Bridgemate database, see [8.2.4^{\[28\]}](#) for more details.

12.6 Bridgemate controller program (BMPro.exe) is closed inadvertently

The BMPro controller program has been closed in the middle of a session. ASE Scorer 8 and the server are still running and operating in the normal way.

Select [Event][Bridgemate] from the main menu. Click [Auto start].
A message appears "Do you wish to start BridgeMate Controller?" Click [Yes].
Next "Do you wish to initialize the server (first time start)?" Click [No].

Depending on how the BMPro program was closed sometimes the ASE Scorer 8 may think the BMPro program is still running. Likely questions include:

"Do you wish to update the movement in this file?". Click [No].

"Bridgemate control is running. Do you wish to stop this bridgemate controller session?". Click [Yes]. Then try this process again, select [Event][Bridgemate] from the main menu. Click [Auto start].



Part

XIII

13 Using the TD Key

Tournament directors have far-reaching powers to modify the entered scores. A special TD menu is available for this purpose. To access this menu, use the TD-key supplied with the package.

Insert the TD-key in the communication port of the Bridgemate. This requires the Bridgemate to be switched on and waiting for data to be entered. It is for instance not possible to activate the menu if the device is in the verification screen or is displaying an overview of previous results. When the TD key is inserted, a message "TD-MENU" appears on the screen.

To exit the menu, simply remove the TD-key.

13.1 TD Menu

When the Bridgemate shows BOARD / CONTR screen: insert the TD-key, press on the relevant number and click "OK" to proceed. To escape at any point, press CANCEL to return to the TD Menu screen.

Options are: -

1. Enter a notification for an arbitral score (first enter the board number then insert the TD-key)
2. View results
3. Erase result
4. Show group/table number and round information
5. Show missing boards

0. Reset Bridgemate

13.1.1 (1) Entering an arbitral score

If the board has already been played, the first step is to delete the current score (see Section 3 below).

Enter the board number and confirm with OK. Insert the TD-key in the Bridgemate to activate the TD menu. Press '1' and confirm (OK button) "Arbitral score?" The cursor is positioned at CONTR.

Next, enter the arbitral score for both pairs: NS: & EW.

You can choose between 40%, 50% and 60%. Press 4 or – to enter 40%, 5 or = to enter 50%, 6 or + to enter 60%. It is not possible to enter a value other than these percentages. Press OK after you have entered the percentage. Do this for both pairs. The screen will now return to the TD MENU. Remove the TD key.

The assigned arbitral score is now displayed at CONTR. Press OK to confirm this, and confirm the verification screen. The Bridgemate has now saved an arbitral score for this board and will feed this to the scoring program during read-out.

13.1.2 (2) Retrieving overview

Insert the TD-key and press 2. Enter the corresponding board number. The overview displays the pair number, direction of play, contract and result. If the screen returns to the TD menu after the board number has been entered, no scores will be registered for this board.

13.1.3 (3) Erasing an entry

This can be a board result from the current round or the previous round (**if previous round, then only if no boards have yet been entered in the current round**). To erase a board input, press '3' then OK when prompted to confirm, "Erase result?" Enter the board number and confirm with OK. If that particular board can be erased, the message "Board erased" will be displayed. If it is not possible to erase the score, the TD menu will be displayed again after you have pressed OK.

Note

- 1. You can only erase or assign arbitral scores for a board played in the previous round if no boards have been scored during the current round.**
- 2. You can erase a "wrong" result to allow the players to enter the correct results or assign an arbitral score for boards during the current round.**
- 3. Once it is too late to erase or assign an arbitral score the scorer must be informed so that he can make the necessary adjustments in the scoring program.**

13.1.4 (4) Retrieving current status

If you no longer know to which table and section the Bridgemate relates, you can retrieve this information in the status part of the TD menu. To do so, insert the TD-key in the Bridgemate and press '4'. Press OK when prompted to confirm 'Status?' The expected table and section of the Bridge mate will be displayed first. Press OK again to view the current round of the Bridgemate and the corresponding pairs at the table. You will also see the boards played in this round.

13.1.5 (5) Overview of missing scores

From the TD menu, it is easy to establish which boards of the round have not yet been entered. Press '5' and OK when prompted to confirm 'Missing boards?' The Bridgemate will now display the numbers of the boards not yet entered in this round.

13.1.6 (0) Resetting the Bridgemate

The Bridgemate can be reset from the TD menu. The reason for resetting the Bridgemate device will vary but the most common one is where the device is not responding in the expected manner. For example you cannot proceed with a valid entry like Board Number [1] [OK].

To reset press '0' and OK when prompted to confirm 'Reset?' It will return to the main screen and proceed with the next expected response.

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Acknowledgements: Some of the material in this document was found in and taken from Bridgemate documentation particularly the guide written by Ian Ross found on the Bridgemate CD.