

**Reference manual
Includes software on
CD-ROM**

The bridge club management and event scoring package

ASE Scorer Version 8

Version 8 of the ASE Scorer is the culmination of some 20 years of design and development of a bridge club management tool that will satisfy the most demanding of users.

Many professional tournament organisers and tournament directors have been frequent contributors to the design, specifying requirements as they became clear.

There is not an event that cannot be managed, scored and reported.

ASE Scorer 8 reference manual

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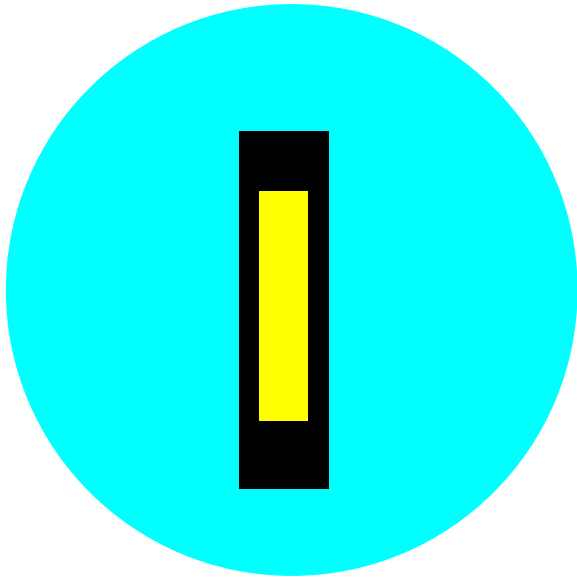
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Part



Introduction

1 Introduction

1.1 Introducing ASE Scorer 8

The ASE Scorer Version 8 is designed to score any type of bridge event, from the smallest to the largest, and using any type of scoring method and player movement. It is by far the most powerful scoring software available in the world today.

The ASE Scorer Version 8 is a collection of programs that are controlled automatically from the menu selection screens presented to the user. It gives the user the ability to define and modify movements used in all events they are likely to conduct.

Ease of use is paramount, with extensive variations in functions, all controlled by parameters. All parameters may be changed as the user requires.



The scores achieved by the players are entered in a simple way. All unusual situations the Tournament Director might encounter are handled automatically and simply. For example switched pairs or fouled boards are each handled with one keystroke.

The processing of the scores is done automatically by selecting the appropriate function from the scoring menu. Only the sections that have been changed are scored.

There is a comprehensive reporting system to view or print the results of any event.

The bridge club section allows you to manage the club records, including the members and visitors to the club.

ASE Scorer Version 8 features include, but are not limited to the following.

- Run Pairs, Swiss Pairs, Teams, Swiss Teams and Individual events  as well as eclectic events.
- Results  are entered by the user from the board score sheets, or from other manually or computer scored events, with the ability

to combine results into ladder or eclectic events.

- Use one of many scoring^[144] method including various Match Point and Butler methods. Cross IMPs, total point, Epsom %, Percentage IMP scoring are all available
- Adjusted scores, averages, special scores^[118] and fines are all simple to enter, as well as handling fouled boards
- Produce printout^[156], screen views or various file format and spread sheets for all event results
- Produce reports with your requirements, including HTML files for your web pages
- Change board numbers and seating arrangements after the event has started
- Print travelling guide cards, table guide cards and personal score reports
- Calculate Master Points automatically and export them to the national organisers as required
- Handle practically unlimited numbers of sections and tables, combining the results as needed
- Combine practically unlimited numbers of sessions for one outright result
- Handle carried forward results, qualifiers and multi-event sessions with ease
- Produce handicapped results as well as normal results in the one event
- Maintains player handicaps automatically and produce seeded fields
- Use any score sheets, N-S number order, round order, table order or pick-up slips
- Use any movement. All the standard Mitchell types, all the standard Howell movements in Bridge Directing complete, a variety of Individual movements and user movements are included. Any other movements may be entered and saved for later use, with the ability to print table or personal guide cards
- Enter players names from a list, using national or local numbers, surname search, pairs of names, club pair numbers or on the fly as needed.
- Enter scores in few keystrokes, or fully in longhand: contract declarer result with check totals. All scores are checked as valid,

and warnings issued for unusual scores

- Use the system with single stroke operation using function keys, and so satisfy the most demanding of power users.

1.2 Computer hardware and software requirements

Any computer running Microsoft© Windows 32 bit operating system will run the ASE Scorer. That includes all 32 bit Windows available since Windows 95, so long as there are sufficient resources available.

Memory requirements for the ASE Scorer are about 30 Mb and systems with 256 Mb of RAM should be adequate. The more programs you are running at the same time the more memory you will need.

Most modern computers would have enough disk space to run ASE Scorer. The more events and other files being used the more space needed. Typically the scorer would require about 50Mb on your hard disk to function properly.

1.3 Support and enhancements

We are continually striving to improve our personal computer software products. If you have a suggestion which you feel will improve the ASE Scorer we are certainly interested in discussing it with you.

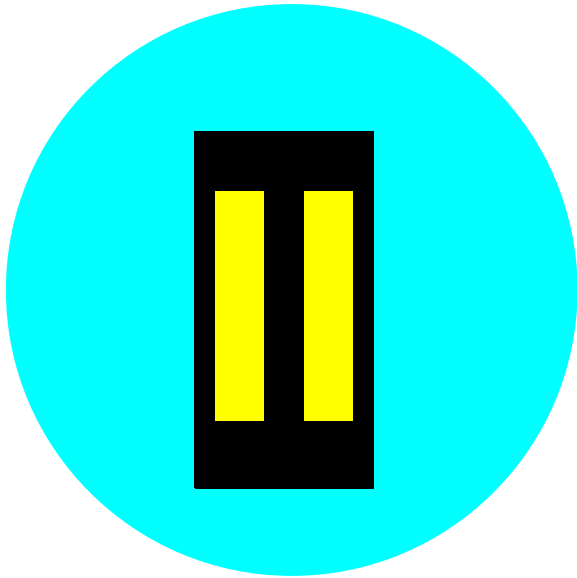
All reasonable suggestions for enhancements will be seriously considered for inclusion in future versions of the ASE Scorer. Feel free to write to us.

If you encounter a problem with the ASE Scorer that you cannot solve please contact ASE. We will evaluate any problem reported and attempt to correct it and provide you with a circumvention or upgraded software at our discretion. If you are reporting a problem you should be prepared to provide the files of the events in which the problems are occurring and submit the problem report to ASE.

Please forward all support issues via email to support@asecomputing.com



Part



Getting started

2 Getting started

Save time by reading the topics in this section!

The topics in this section contain important basic information that will help you to get the most out of ASE Scorer. If you want you can use ASE Scorer without reading a single word here - it's an intuitive program that most users will figure out on their own quite quickly. However, if you take the time to read these chapters you will produce better results faster and save yourself a lot of unnecessary work.

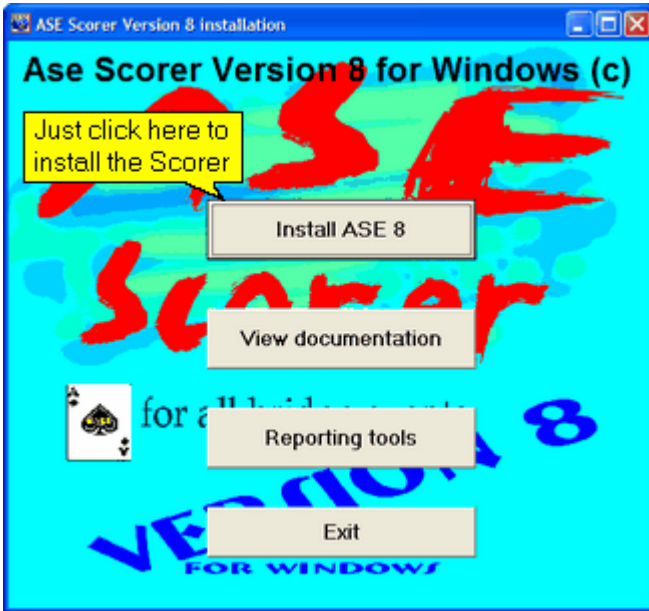
2.1 Installation

The installation of the ASE Scorer Version 8 will be slightly different depending on whether you are running the setup program from the internet or using the one supplied on a CD.

The Interbase¹³ and Scorer¹⁶ install files are separate programs, and should be run independently of each other.

With a supplied CD, place the CD in your CD drive and it should start the setup automatically. If it does not start up automatically, go to the CD in your Windows explorer and double click the setup.exe program.

Once the setup.exe program starts up the screen will appear like:



Click the [Install ASE 8] button or simply press [Enter] on your keyboard. Depending on whether you have the database software already installed or not the next screen will be Database installation^[13] or ASE Scorer installation^[16].

The other buttons are [View documentation^[21]], [Reporting tools^[21]] and [Exit]. The [Esc] key or [exit] will leave the setup. These are not required for installation and are there for your information.

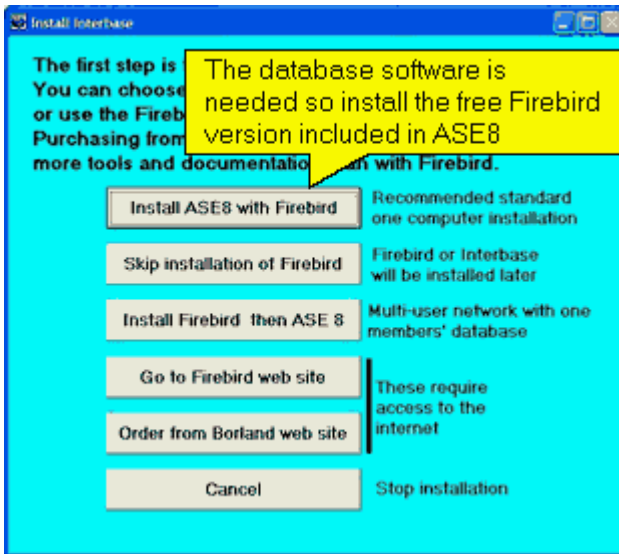
2.1.1 Database installation

Database software

You must have Interbase installed on the machine running ASE Scorer 8. See [Borland](#) for a discussion on the technical aspects of Interbase. ASE Scorer 8 is developed and tested using Interbase Version 7.1

The alternative and recommended database software is the open source version available from Firebird. See [Firebird](#) for more details. If your machine has Windows XP installed then it is essential that you use Interbase 7.1 or the open source Firebird 1.5. The performance of earlier versions are very poor in Windows XP. Make sure you install both CLIENT and SERVER

If you already have Interbase installed on your machine you will not be asked to install it. The setup program will automatically skip this step and proceed to the ASE Scorer Version 8 installation^[16].



The first choice "Install ASE8 with Firebird" is the simplest and recommended procedure. The Firebird software is installed as part of ASE8 and no other steps are needed in the installation of Firebird.

Otherwise you must make a choice between the original product from Borland and the free open source version "Firebird". The availability of these products will vary with time. Generally you get a lot more with the Interbase from Borland but this is only more useful if you are a developer or intend to get into database management in a bigger way.

Using the Firebird product is simple and cheap and as far as the ASE Scorer Version 8 is concerned is all you really need. To install Firebird "server" select the third button "Install Firebird then ASE 8" and follow the prompts^[15]. This will allow you to have one server computer in a network^[36] with the members' database shared by all your computers.

Once the database software is installed you will no longer need to install it in any later updates of the ASE Scorer Version 8.

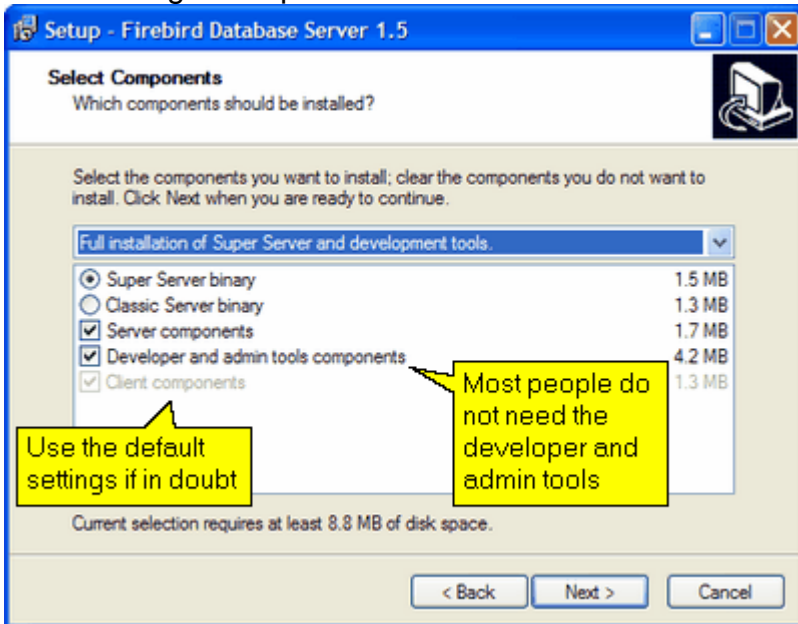
From this screen you also have the options to go to the web sites for

Firebird and Borland for more information on these subjects, but you will need access to the internet from the machine in use.

You also have the option of skipping this option at the moment, but you will need to do this at some time as the ASE Scorer Version 8 will not start without the database manager being installed.

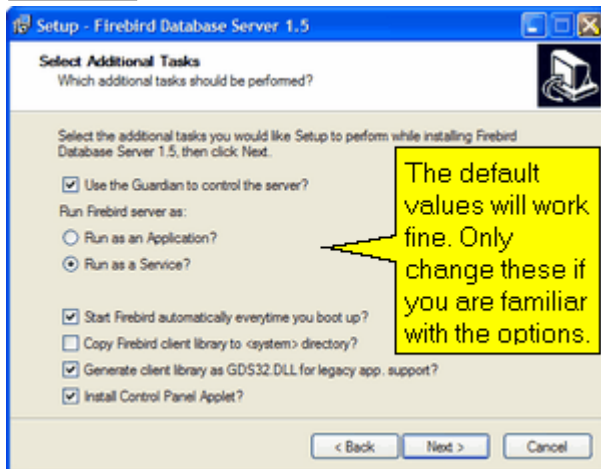
2.1.1.1 Firebird installation

When you install the Firebird database system it is recommended you use the default directories and other options. The main decision is to select the right components.



The default settings shown above will work fine. Most users will not have a need for the "Developer and admin tools components", so un-ticking that item is a good choice as they use quite a bit of disk space.

The second set of options appear as:



It is recommended you leave these as they appear by default and as shown here. Only people wishing to use Firebird for applications other than the ASE Scorer Version 8 should consider changing these.

2.1.2 Scorer installation and start up

Follow the prompts in the install kit. It is recommended you use the default directories and options.

After the installation and the first time you start up the scorer, you will be asked to set the first time options:

Enter registration ¹⁷ details (optional).

Australian users will have a list of all ABF ¹⁷ players loaded automatically, showing the progress bar.

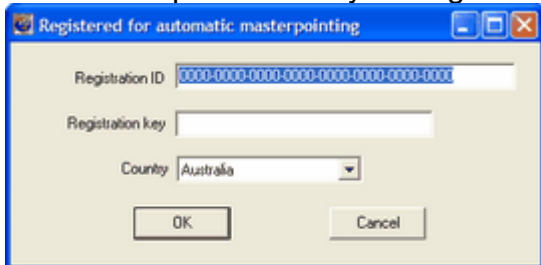
Change the system defaults ¹⁸.

Make a members ¹⁸ masterfile.

Enter club ¹⁹ details.

2.1.2.1 Registration

The first step is to enter your registration ID and key.



The registration ID is entered from the information supplied and the matching key. This is found on the back of the manual with the CD or in email correspondence.

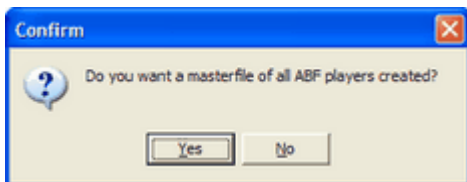
Press [OK] to complete the procedure.

If the registration is correct then the ASE Scorer Version 8 can be used with all features. Registration is a one off procedure.

If you select "Australia" as the country there are extra features that will be available such as club name and address, and the player membership and the full ABF membership¹⁷ list. Australian masterpoints will also be calculated automatically.

2.1.2.2 ABF masterfile

Australian users will be offered the opportunity to create a full list of all the Australian players.



Select [Yes] if you want to proceed. If you choose [No] you will have the opportunity to create such a file whenever you like with a file of the latest players from the ABF.

The place and name of the file are then asked with a standard dialogue like:



It is recommended you use the default name "abf.gdb" and simply choose the place you wish to save the file.

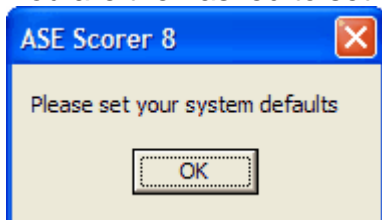
The progress of the load is then shown as:



When the 100% level is reached the load is finished.

2.1.2.3 System defaults

You are then asked to set the system defaults.



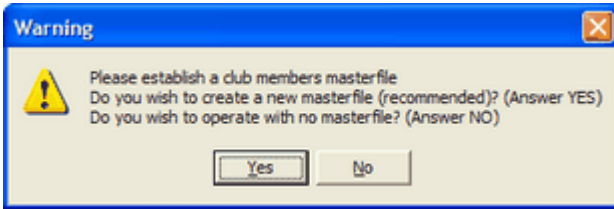
The system defaults screen ²¹³ is shown.

You can leave the values as they are for the moment and change them later when you are more familiar with their usage. Use the menu item system/defaults to change these later.

2.1.2.4 Make a club masterfile

You will need a club membership database. Without a club database you will be unable to use players' names, make historical records, print players details and so forth.

During the setup you are asked:



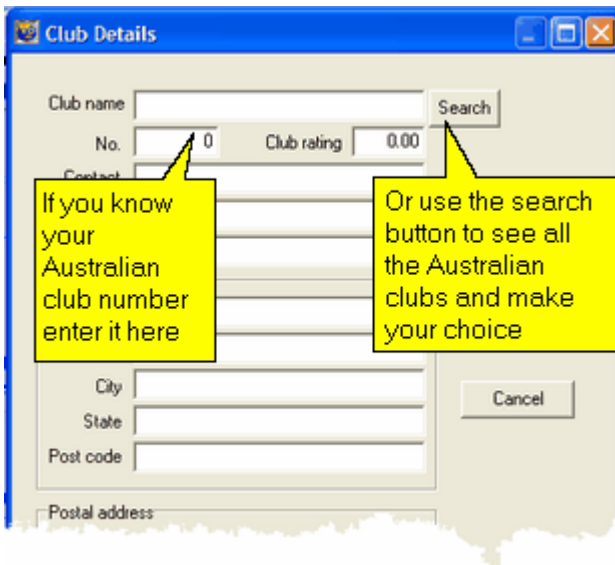
Normally you would say yes.

See club members database ³⁴ for more details.

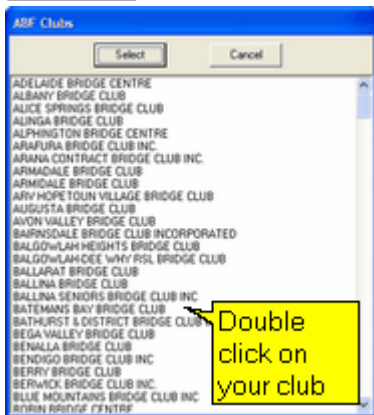
The first step in making the members' masterfile is to fill in the club details ¹⁹.

2.1.2.5 Your club details

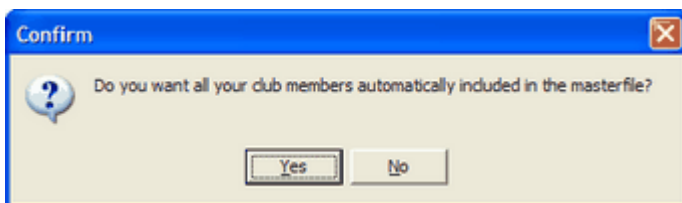
Australian clubs have the added advantage of the Search button:



The club premises address will be automatically filled in when you enter the club number or select the club from a search list:

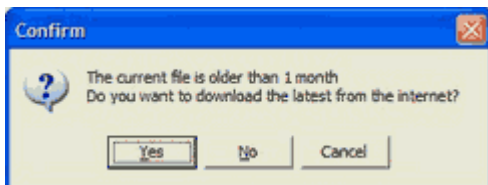


When you exit from the club details with [OK] you are asked:



If you select [Yes] all the club members registered with the ABF are included in your masterfile. If you select [No] your masterfile will remain empty.

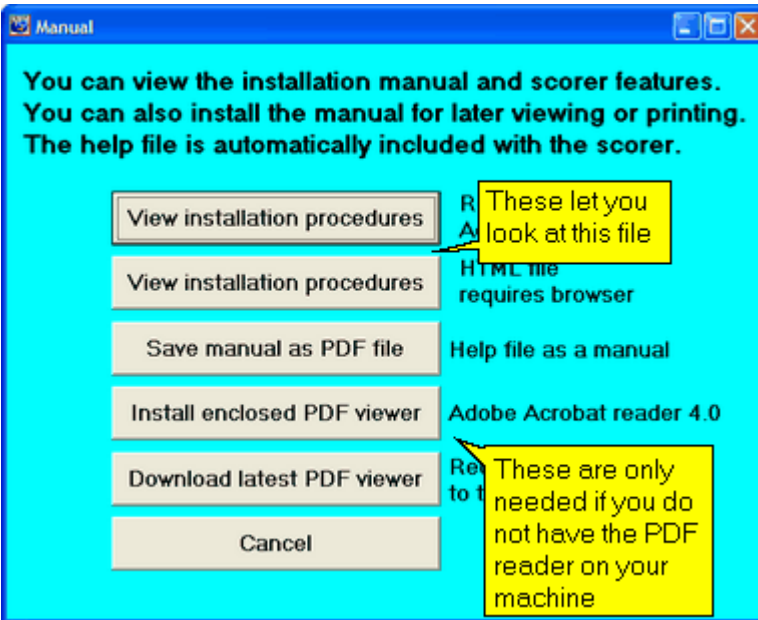
When you choose to import the names ⁴⁶ you have several options on the source of those names. The best and default is from the ABF names file. This file may not be the latest available, so when you choose this source, and are connected to the Internet, you will be asked if you want to download the latest file.



Choose [yes] so that you will have the latest list of players. The members of you club are then loaded to your membership file.

2.1.3 Documentation installation

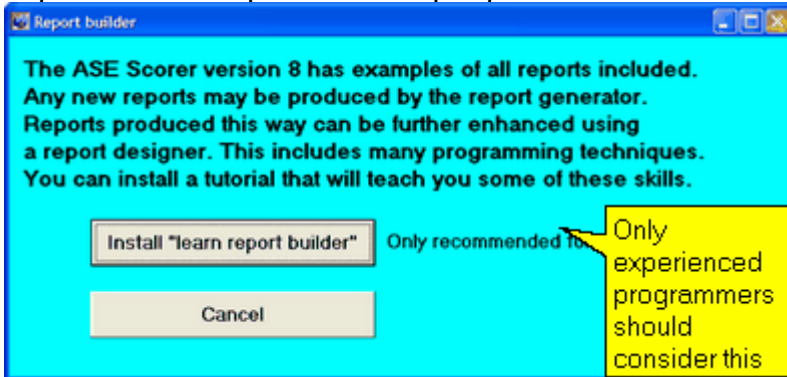
You have the option of looking at the installation procedures and the features of the Scorer.



You can also save this manual as a PDF file.

2.1.4 Report builder tutorial

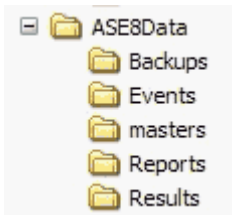
Report builder teaching system. This will help you learn the Report Builder report design system used in ASE Scorer Version 8. Only very experienced computer literate people should consider looking at this.



2.2 Getting organised

It's a good idea to do a little planning before you start using ASE Scorer.

Think about where you are going to put your files. There are many types of files that you will end up having to put somewhere. Let us consider a structure of folders that you could use.



You will note the installation of ASE Scorer Version 8 and after the first time you startup, the folder C:\ASE8Data\masters will already exist. Having this one folder with all the sub-folders that hold your files is highly recommended. The example above has the following sub-folders, where the files of that nature should be saved.

Backups

When an event has been finalised it recommended you save a backup in the backup folder. During finalisation you are prompted to make a backup.

Events

When an event is first saved, place it in the events folder. Each time it is saved after doing some more work on the event it will be re-saved in the events folder.

Masters

Save your club members masterfile here. There are times when you may want more than one club masterfile. Care must be taken in managing events associated with each masterfile. Perhaps a separate folder would be needed for events for each masterfile. After first time startup this folder will contain your members.gdb and abf.gdb files.

Reports


There are times when you will be designing new reports that suit the club's requirements. These can be saved in a report file for later use, or to give to another user or club.

Results

When you print reports they normally go to the printer. There are times when you will want to put them into other file formats such as Adobe Acrobat files (.pdf) or web browser format (.html). Place such files in this folder.

2.3 Experiment with events


Create a new event.

Try out the event wizard , using the various options available. Discard the events as often as you like, but at the same time become familiar with the scorer.

Don't be afraid of experimenting with the event wizard. You cannot get into any problems, and it will make you feel more confident when creating a real live event.

2.4 Organise event naming

Any new event should be named in such a way that you will be able to recognise the event from the file name.

The title of the event is different from the name. The title is used in the reporting of the event, and may be similar to the name. The name is the "file name" and what you can see in the windows explorer. Even so the default file name is the same as the title. When saving events ensure they are saved in the "Events " folder.

It is recommended you format the Event Title according to the following examples:

Mon 23 Jan Day (Day time sessions)
Mon 23 Jan Night (Night time)
Mon 23 Jan Social

You will see that ASE already displays "Mon 23 Jan" so all you need to do is add Day, Night or Social.

Note: Do not use the forward slash as in 23/1/06 or other special characters not suitable in the name of a Windows file.

Special Events might be called:

Club Mixed Pairs Qual.

Club Mixed Pairs Final

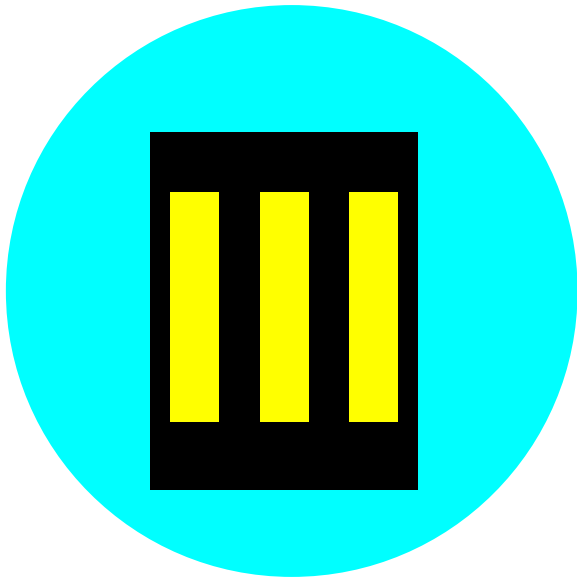
Club Mixed Pairs Plate

Summer Teams

Where you have more than one club database it is important you organise and name your events so that you can easily remember which events are linked to which members file.





Part



The user interface (Overview)

3 The user interface (Overview)

The ASE Scorer Version 8 is controlled from the main screen .

The main objects of your attention are the "current event" and the "bridge club". The two main tabs on the main screen are the event tab  [Event F2] and the club tab  [Club F3].

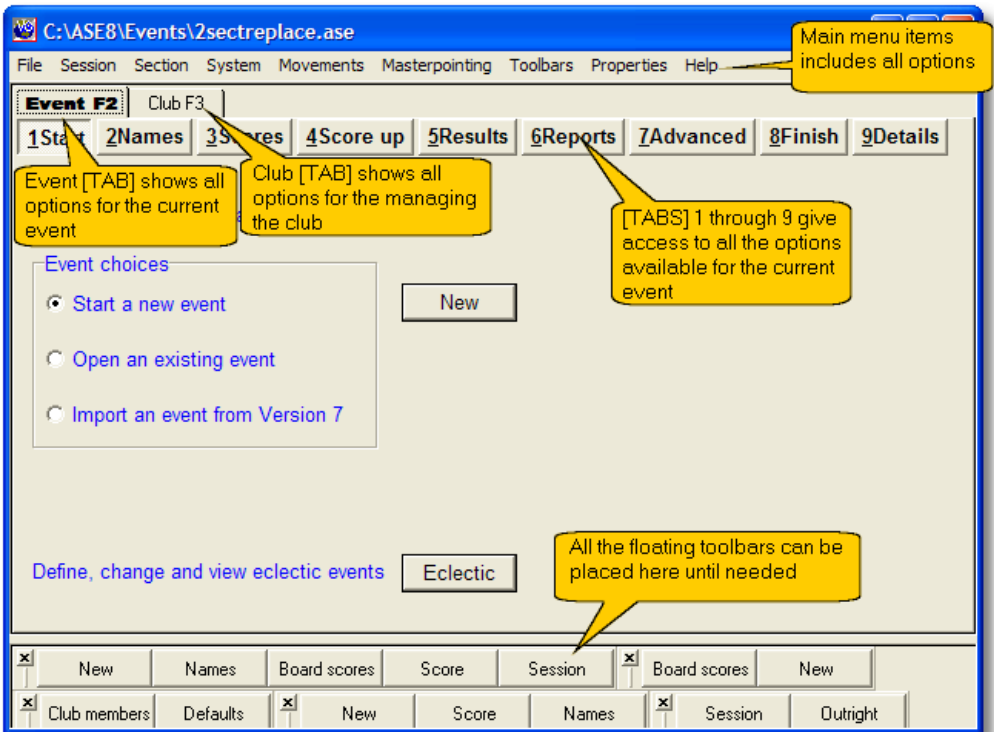
All the navigation of the system start at these points. Note you may have only one event (called the current event) and one club masterfile open at any time. The event you have open, the current event, is linked to the club masterfile as the players in the event are found on that file.

An event may be a "work in process" or "finalised". It is usually only finalised once it is completed, but you may choose to bring it back to a work in process state as needed. A finalised event is a candidate for exporting its masterpoint awards to the national body. Also it may be exported to the ratings update.

Once an event is finalised it may be included in an eclectic event. An eclectic event is an event of a different type to the normal events, as its results are a combination of results from many other normal events.

3.1 The main screen

Below is the ASE Scorer main screen.



Main Menu

All the options available within the system may be found in the main menu. Each option is available with short-cut key strokes. e.g Alt-F will show you the "file" options available. Typically you would use the buttons on the [Event F2] and [Club F3] tabs shown below.

The two main tabs are accessible by using the [F2] and [F3] function keys. This allows you to switch between the [Event] related tabs and the [Club] related tabs.

Access to these are also possible under the **System** menu item via [alt-y], [B] or [L].

Note that when you press the alt key, the letters you may press are shown with an underline.

[Event] Tab

When the [Event] tab is selected (as shown above) the 9 subordinate tabs (numbered 1 to 9) are shown. Use the [alt-1] through [alt-9] key combinations (or simply the numbers 1 through 9) to switch between these options from the keyboard. Clicking on the tab also brings it on top for you to use. All the available options for managing the current event are accessible from this tab.

[Club] Tab

When the [Club] tab is selected (not visible above) the 4 subordinate tabs (numbered 1 to 4) are shown. Use the [Alt-1] through [Alt-4] key combinations (or simply the numbers 1 through 4) to switch between these options from the keyboard. Clicking on the tab also brings it on top for you to use. All the available options for managing the club are accessible from this tab.

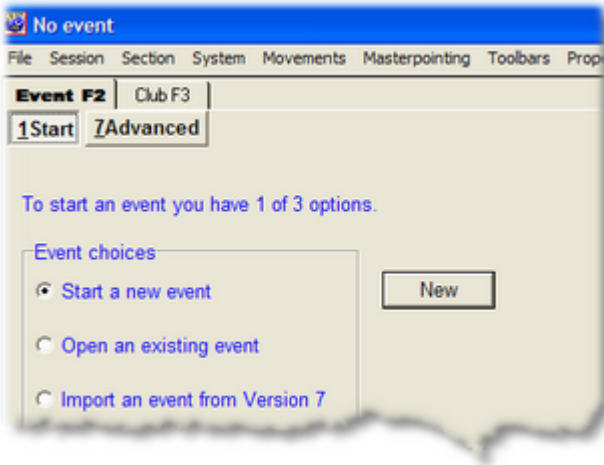
Floating tool bars and docking

There are 7 tool bars available if you want to use them. See the menu item [Toolbars] for the list of available tool bars. Click on any of these items, and the selected toolbar will appear outside the dock shown above, at the bottom of the screen. You can right-click of the toolbar to tailor it to your needs. Initially you may not choose to use tool bars, in which case this docking area may be ignored.

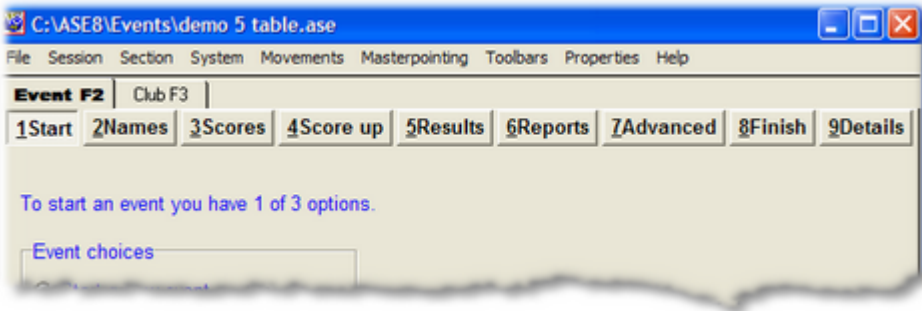
3.2 The [Event] tab

When you first open the ASE Scorer there is no event. The [Event F2] tab shows only one tab, [1 Start]. From tab [1 Start] you may create a new event, open an already existing event, or import an old event from the previous version of the ASE Scorer.

These options are also available from the main menu, File/New, File/Open and File/Import V7 respectively.



Once an event has been opened (it is automatically re-opened if an event was open when the program was last closed), the [Event F2] tab shows the 9 event tabs available to you.

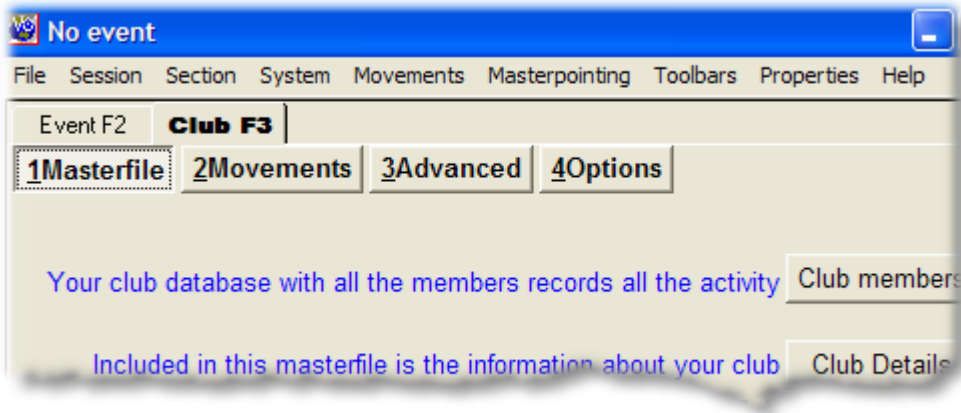


These tabs allow you to:

- 1 start another event
- 2 enter the names of players participating in the event
- 3 enter the scores achieved by the players
- 4 calculate the results of the event
- 5 view the results of the event
- 6 print or view the reports about the event's results
- 7 use advanced options applying to the current event, session or sections
- 8 finish up the event, save or finalise
- 9 view the details of the properties of the event

3.3 The [Club] tab

When the [Club F3] tab is selected the subordinate tabs are shown:



The [Club F3] tab allows you to manage the details of the club and the club database.

- 1 the members database master file, club details and event history
- 2 allows you to change the movements available for use in any events
- 3 advanced options include default values, masterpoint exports and internet options
- 4 allows quick access to items such as club details, user name, reporting date and club master file.

3.4 Quick navigation

While the ASE Scorer may be used by point-and-click with your mouse, the main scorer options may be selected using the standard keyboard function keys.

When the main screen is showing the following function keys will select the respective options:

[F1]...Help

[F2]...Event options

- [F3]...Club options
- [F4]...Enter players names for the current session
- [F5]...Enter the scores for the current session
- [F6]...Score up the session.
- [F7]...Produce the report showing the results for the current session
- [F8]...Produce the report showing the outright results for the current event
- [F9]...Select the club members masterfile screen

In addition to these, there are combination function key options that perform some of the more common options.

A combination function key means you press two keys at the same time.

These "event" related options require you press the [Ctrl] key before pressing a second key, which is a key of the alphabet.

The event options are:

- [Ctrl-o]...[O]pen an existing event.
- [Ctrl-n]...[N]ew event, or create one that does not already exist.
- [Ctrl-c]...[C]lose the current event
- [Ctrl-d]...[D]elete and existing event
- [Ctrl-i]...[I]mport an existing Version 7 event
- [Ctrl-s]...[S]ave the current event
- [Ctrl-f]...[F]inalise the current event
- [Ctrl-a]...Save [A]s the current event
- [Ctrl-e]...[E]clectic events
- [Ctrl-r]...[R]ecover a backup of an event

On all screens the standard windows keys apply.

[Esc] selects the [Cancel] button

[Enter] selects the default button, i.e. the one with the dark line around it.



Part



Your club members database

4 Your club members database

4.1 Introduction

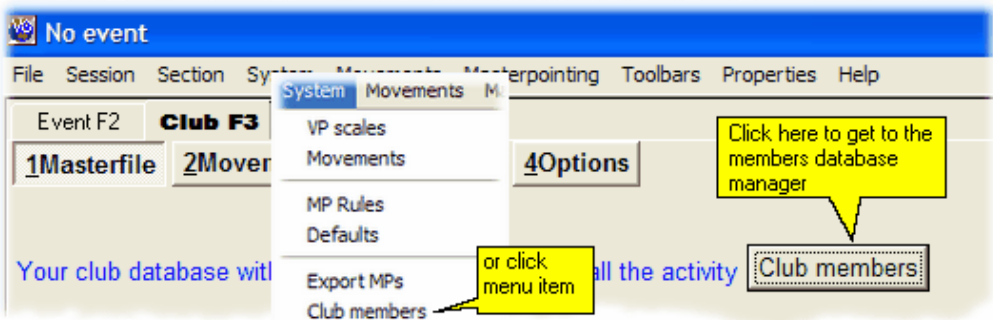
Your club database contains many things that are essential to using the ASE Scorer. The basic information includes the club name and address. The details of all the members of the club are essential to the organisation of the club and its events.

Normally a club will have only one club database. There are times when you may need more than one club database, particularly where the ASE Scorer is used by more than one club on the one computer. Some club organisers will use separate databases for each beginners group to keep those players separate from the main-stream players. Quite often these players will not have national numbers until they join up at a later date.

Each event is tied to the club database, in that the players' names for the event will be found in that file. When an event is finished, it is normally "finalised" and the results collated into the club database for later reporting, masterpoint management and shipment to the national body.

4.2 Where is it?

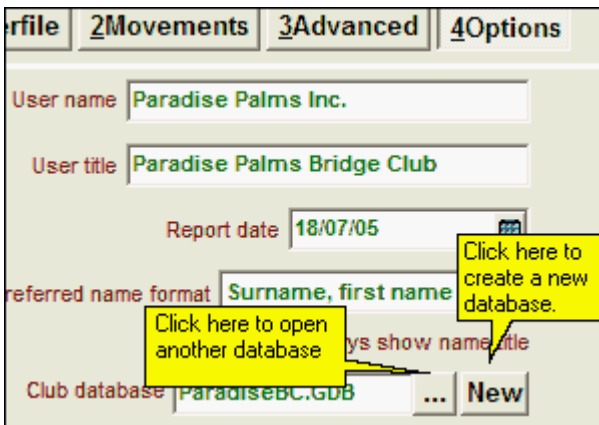
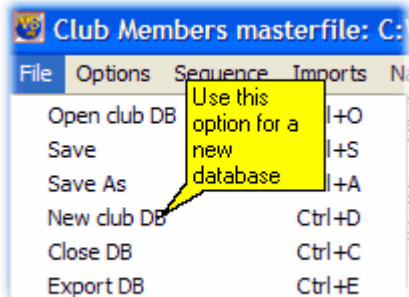
You can work on your club database as a separate process.



Click on the menu item or the [Club members] button.

4.3 Make a new database

To create a new database for your club, go to the database manager screen ³⁴ and choose the new club DB menu item. Alternatively you can use the button on the main screen.



Choose the folder and your database file name using the dialogue presented next.

The club details screen is then shown. Fill in the details as best you can and press [OK]. You can always go back and make changes to this information.

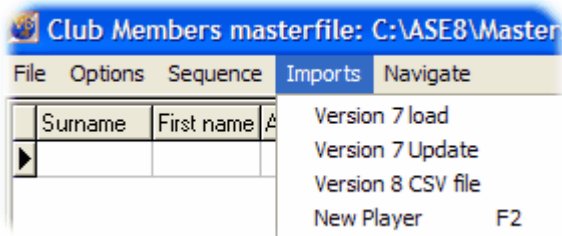
Now you have a club members database.

The next thing you might want to do is load names of players from another database. When you have a previous version of the ASE scorer it is possible to load data from those databases. These options

are available under the imports menu item.

Owners of the version 7 ASE scorer will need to save the data in the ASE 7 format text file ready to be imported. If you have a version 8 database you will need to save the database in the standard comma separated volume (CSV) format. This option is available on this same screen. See [File]/[Produce CSV file]

Once you have saved the data in a text file, import into this masterfile database using the appropriate item on the imports menu.



Another way to get players from another masterfile is to use the [New Player] option on the [Imports] menu [F2]. From that screen you will be able to select the other masterfile, and selectively copy the players from there into this database.

4.4 Using a network database

To use a member's database on a server, install Firebird/Interbase on the server. Either create the database ³⁵ on that server machine (using ASE Scorer Version 8) or copy it there after creating it in ASE Scorer Version 8.

If you are using Borland Interbase, use IBConsole to setup the alias.

If you are using, firebird open the aliases.conf file (with any text editor). This file is found in the directory where firebird is installed.

Add a new alias such as "asescorer = c:\ase8\masters\myDB.gdb" (without the quotes and no * at the start of the line). Of course use your own database file name and path.

On each client machine you will need to open the database on the server using the alias. From the members database screen use the

[File]/[Open Server DB] menu option.

Enter the machine name of the server. In windows XP this name is found in Control Panel/system/computer name "full computer name". Other versions of windows are similar.

Enter the alias name, for example (as shown in the alias definition above) asescorer.

Click [Open]. You are now using the same shared database on this machine.

4.5 Using more than one database

It is important to stress that all events are linked to a members database. The players' names and other related information are found on that database. Normally you would not use more than one database. This might be needed where more than one club is using the same computer to score events. Another situation could be where a special event is being scored on the computer.

It would be very unusual to change the members' database being used for an event.

Where you choose to use more than one database it is important to understand the internal structure of the members database.

All rows in a members database have a unique reference number. This is important where (and only where) some or all of the players on file do not have a national number.

The ASE Scorer normally keeps track of players in the events using the national number. Typically this is the same way bridge clubs keep of their members. So long as the members of the club all have national numbers, changing the database used for an event has no impact.

Where the players do not have national numbers the ASE Scorer uses the members' database internal reference numbers to locate such players. Therefore, if the masterfile is changed, then the new masterfile will have different reference numbers from those in the original masterfile. Such players will be referring to different players or will be

missing from the file.

This means events that have been previously created and scored using one masterfile will have different names using a new masterfile.

Note the options [File]/[Produce CSV file] and [Imports]/[Version 8 CSV file] are compatible. The internal references are maintained and unchanged where the import option is used with a new and empty masterfile.


4.6 Add a new member or player

The add new player screen is shown whenever you request to add a new player [F2]. You can add a new player from any of the event name entry¹⁰⁶ screens, as well as the members' masterfile database⁴⁰ screen.

The screenshot shows the 'Add new player' dialog box with the following fields and callouts:

- Title**: Text input field.
- First name**: Text input field.
- Surname**: Text input field. Callout: "Fill in all the details for the new player. Only their surname is required. If the search file is ticked, a list of names are shown as you type."
- Initials**: Text input field.
- Address line 1**: Text input field.
- Address line 2**: Text input field.
- State**: Text input field.
- Post code**: Text input field.
- Player No**: Text input field with value '0' and a 'Select' button. Callout: "The select button will look for the number in the search file ticked at the bottom"
- Home club**: Text input field with value '0'.
- Member no**: Text input field with value '0'.
- Birth date**: Date selection field.
- Member type**: Dropdown menu.
- Masterpoint rank**: Dropdown menu.
- Parameters**: Three dropdown menus.
- OK** and **Cancel** buttons.
- Surname and player no. search file**: Section with checkboxes for 'National file' and 'Other club file'. The 'Other club file' is selected with the path 'C:\ASE8\Masters\GSC.GDB'.

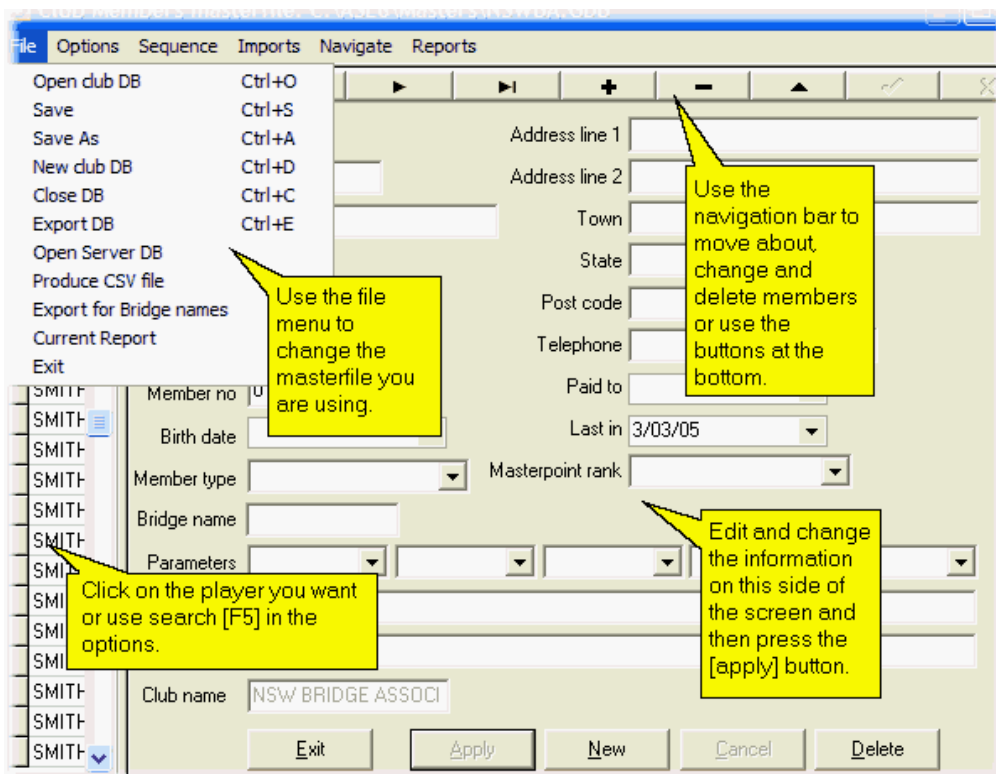
This screen is shown when players are added during names entry⁹⁴, or from the members database details⁴⁰ screen, new player⁴⁵ option.

Fill in the details of the new player and select [OK]. The only required item on the screen is the surname. The player's name is tracked using the national number, if it exists, or the internal sequence number otherwise. See using more than one database  ³⁷ for implications of this requirement.

It is possible to copy the details of players found on other members files, or the national database file. Select one of these files at the bottom of the screen to use this option. Turn off (un-tick) the files at the bottom if this is not needed. When a file is selected the surname search is carried out and all valid names from that file are shown in a list. When the name of your choice is highlighted by using the up and down arrows, press [Enter] to select and use that player. You can also double-click on the name of your choice.

The national number can also be used to locate a player on the search file. Type the number and click [Select] to use that player. If the player is found on the search file all the players details are transferred to the current members database.

4.7 Members database and details



The members details can be edited by you using the screen above. Select the player you are interested in by clicking on the list at the left of the screen, or use the search option [F5] to locate the player.

Use the file menu to open another database, save the current database with changes, or create a new database.

Open club DB

Open an existing club database

Save

Save the changes in the current club database

Save As

Save the current club database with a new name

Close DB

Close the club database, and no members will be available for the events

New club DB

Create a new club database

Export DB

Save the contents of the members database to an external file.
Many different formats are available.

Produce CSV file

Save the members details to a text file with all the fields separated by commas. CSV = Comma Separated Volume.

Export for bridge names

Export the names of the players to a file that can be sent to the ratings service, and so the players will be assigned bridge names for use on the internet.

Current report

The current members' report is printed.

See the other menu items for more details on: Options^[41], Sequence^[45], Imports^[45] and Navigate^[48].

See how to use the navigation bars^[49] too.

4.7.1 Options menu

On the members details^[40] screen the Options menu item shows:

Options	Sequence	Imports
Parameters	F3	
Ranks	F4	
Search	F5	
Members	F6	
Paid 1 year today	F7	
Paid to expiry date	F8	
Club Details		
✓ Confirm delete		
✓ Toolbar		

These options give access to the additional functions ancillary to the members database. The Parameters, Ranks and Members options present you with a new screen to enter the values found on the members screen in the respective combo boxes.

The Parameters^[42] [F3] screen manages the values in the 5 parameter combo boxes on the members' screen^[40].

The Ranks ⁴³ [F4] screen manages the values in the masterpoint rank combo box on the members screen.

The Search ⁴⁴ [F5] option allows fast location of club members, either by number or name.

The Members ⁴⁴ [F6] screen manages the values in the member type combo box on the members screen.

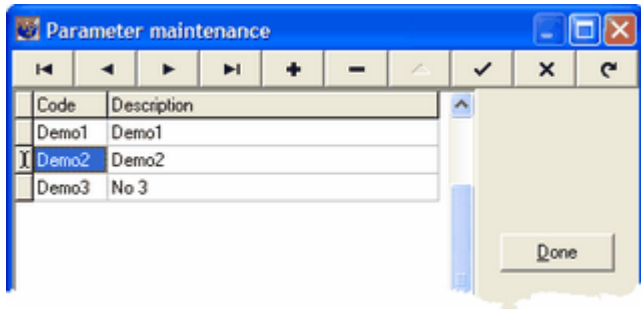
The two "paid to" dates allow you to mark the selected player as having paid there subscription to the selected date. With F7 the "Paid to" date is marked with today plus one year. With F8 the "Paid to" date is marked with the date in the "Annual membership expiry date" in the Club details ⁵⁰ screen.

The Club details ⁵⁰ may be viewed and changed using this option.

The confirm delete option is available to be ticked or un-ticked as required. When ticked, each time you request that a member is deleted from the file you will be prompted to select [Yes] or [No]. This is a safeguard against accidental deletion of a member.

The Toolbar option can be ticked or un-ticked as required. When ticked the club members screen toolbar will be visible. The items on this toolbar are selected on club advanced options ¹⁹⁰ screen.

4.7.1.1 Players parameters management



These parameters can be added or changed using this screen. They are used in the members details, with parameters being assigned arbitrarily to players depending on the meaning assigned to the parameter, and whether the player qualifies to have that parameter.

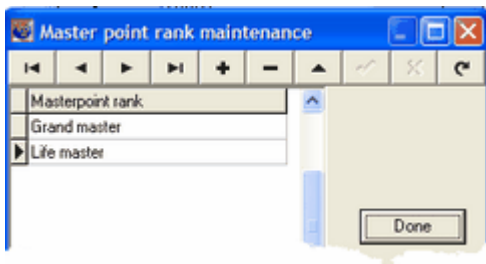
The code is a unique value you choose to assign to the parameter, and is not used outside this screen. In the parameter combo boxes the description is shown to you, allowing you to choose when needed. These parameter values can be used to select particular groups of players in reporting.

For example you may have a subset of players who only attend on Thursday mornings. Add a parameter to the list with description "Thursday". When one parameter for a member^[40] is set to "Thursday", they will appear in reports^[52] that ask for only members that have a parameter set to "Thursday".

Use the navigation^[49] bar to make any changes.

It is recommended you include a blank parameter so that a player's parameter value can be removed.

4.7.1.2 Player masterpoint rank management



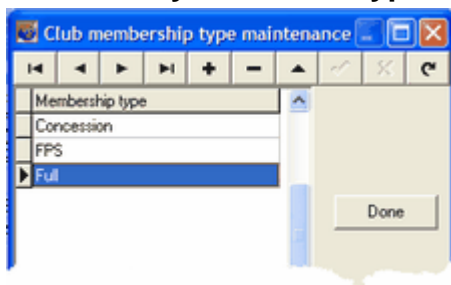
The players masterpoint ranks can be added or changed using this screen. They are used in the members details^[40], with masterpoint rank being assigned to players depending on their rank.

These masterpoint ranks appear in combo boxes for the players rank, allowing you to choose as needed. These values can be used to select particular groups of players in reporting.

For example when "Grand master" is selected in reporting^[52], only members that have that rank will appear in the report.

Use the navigation^[49] bar to make any changes.

4.7.1.3 Player member type management



The players membership types can be added or changed using this screen. They are used in the members details^[40], with membership type being assigned to players depending on the club's decision.

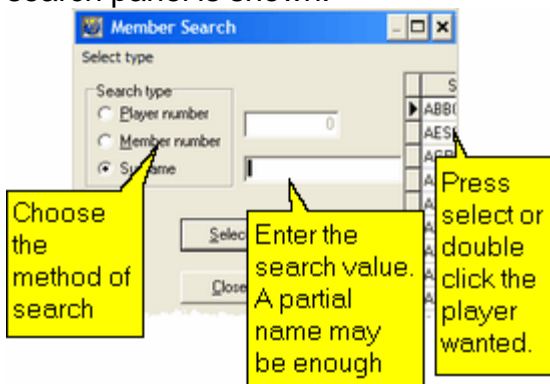
This list of membership types appear in the "membership type" combo box. These values can be used to select particular groups of players in reporting.

For example when "Full" is selected in reporting^[52], only members that have that membership type will appear in the report.

Use the navigation^[49] bar to make any changes.

4.7.1.4 Player search screen

When you press the search option in your members options^[41] the search panel is shown:



Once it has been selected this screen can be left open and available to make many searches. Each time you select the player their details are shown on the main members screen^[40].

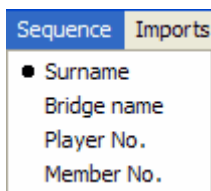
Choose the search type on the left. The national player number, the local club member number or the player's surname may be used to find them.

When a number is used, the complete number is required, and then press [Enter] or click [Select]. If the player is found on file they are shown in the members screen. If not found an error message is displayed.

When the surname is used in the search, the partial name may be all that is required. Where you are looking for a common surname, such as "Brown", you may find that the list is very long. The list may be narrowed by entering a space in the name followed by the first initial. Therefore "brown j" will show all the "J Brown" people, including, for example, "J Brownlee". Most frequently the first 4 letters of the surname and the initial narrows the list to a small number of candidates.

4.7.2 Sequence menu

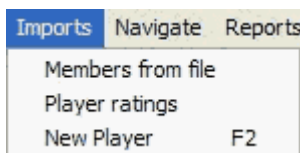
On the members details  screen the Sequence menu item shows:



Click the item in the list to select the order you need the players to appear in the list on the left of the members screen. Once clicked, a bullet appears next to that sequence.

4.7.3 Imports menu

On the members details  screen the Imports menu item shows:



This menu item allows you to bring in external data and add it to the members database.

Members from file

This allows you to import ⁴⁶ players details from other files, normally text files.

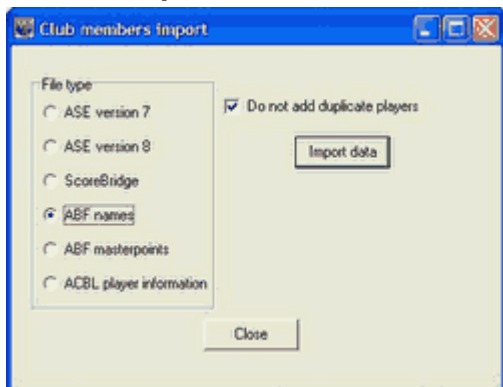
Player Ratings

This is to import ⁴⁸ the latest player's ratings from the central database. The players ratings will have been updated as result of the Export MPs option in the club advanced options ¹⁹⁰.

New player

The new player ³⁸ screen is presented so you may enter the details of a player not currently on the members masterfile.

4.7.3.1 Import members from file



ASE Version 7

The file produced from the ASE Scorer Version 6 or 7 NAMES/FILE/SAVE option that produces an ASCII text file is loaded into the current masterfile. If the players already exist in the file they are placed there a second time. It would be unusual to use this option with a members database that is not empty.

When the option "Do not add duplicate players" is ticked, the current members database will be updated with the file. Any existing players are updated and new players added to the file.

ASE Version 8

The file from the ASE Scorer Version 8 "produce CSV file⁴⁰" option (that produces an ASCII comma-separated volume) is loaded into the current masterfile. If the players already exist in the file they are placed there a second time. It would be unusual to use this option with a members database that is not empty.

When this file is loaded into a masterfile that is not empty it is important to understand the use of the internal reference numbers within the members' database. All rows in the database have a unique reference number. When the CSV file is loaded into an empty database the original sequence numbers are retained. When the database is not empty, the sequence numbers are all changed and in sequence starting from the next highest number available on the file.

See using more than one database³⁷ for more details on this issue.

When the option "Do not add duplicate players" is **NOT** ticked and there are already players on this file, then the new loaded players will have different sequence numbers. This means events that have been previously scored using the masterfile from where this CSV file was produced will have the wrong names.

Scorebridge

The scorebridge players' file called players.txt is imported after you select the file with a standard open dialogue. The information on this file is only a subset of that used by the ASE Scorer.

ABF names

The file used to load the players is a standard file supplied with your ASE Scorer and will be automatically updated if a more recent copy of the file is available from the Internet.

ABF masterpoints

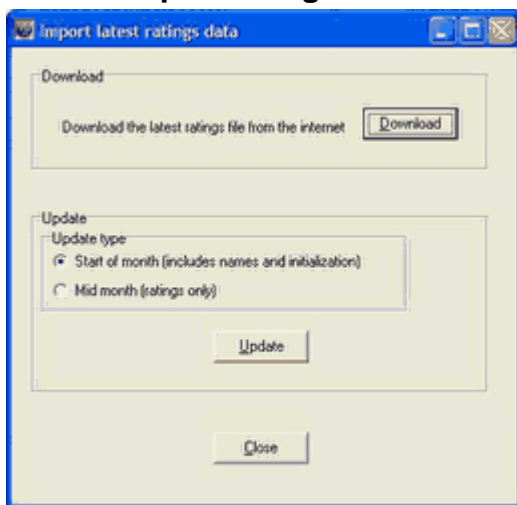
This allows you to update all your players masterpoint details, bringing your records up-to-date. The file used to load the players is a standard file supplied with your ASE Scorer and will be

automatically updated if a more recent copy of the file is available from the Internet.

ACBL player information

The file produced by the ACBLScore program called "plinfo" will be loaded into your current members masterfile.

4.7.3.2 Import ratings



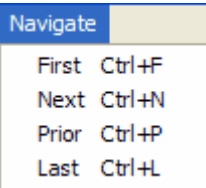
This option is only used by clubs participating the CARDS ²⁴⁴ ratings scheme.

[Download] will download the latest CARDS ratings file for update. This download will also take place automatically when you start up the ASE Scorer at any time and a new file is available.

Once the file is downloaded the [update] option will apply the CARDS file to the masterfile. At the start of month the "Start of month" option should be ticked. After that has been applied and there is an update available during mid month then "Mid month" option should be used.

4.7.4 Navigate menu

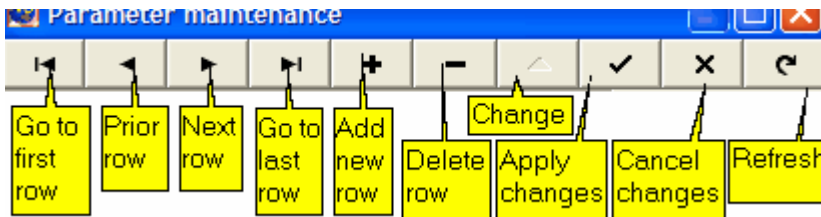
On the members details ⁴⁰ screen the Navigate menu item shows:



This menu list is available to help prompt you to the quick key access to the navigation of the members database. These are equivalent to the first, last, prior and next row navigation buttons on the navigation bar⁴⁹.

4.7.5 Navigation bars

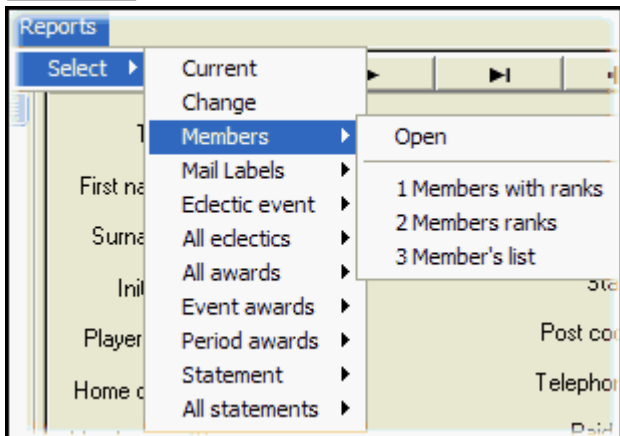
On many screens in the ASE Scorer the database navigation bar is shown:



Each button has a specific meaning. Some buttons are not shown on some screens. The change option [^] is only shown when a line on the database is selected.

4.7.6 Reports menu

On the members details⁴⁰ screen the Reports menu item shows:



This menu allows you to print or view a report, or select a new report.

Current

This allows you to print or preview the currently selected report

Change

This presents the report generator  screen.

Members, Mail Labels etc.

The available report files are shown as a list to the right. Either **Open** a report file or select one from the list.

Note unregistered copies of the scorer are unable to open report files.

4.8 Club details

The club details screen is used to update the information about your club:

Club name

No. 0 Club rating 0.00

Contact

Phone No.

fax No.

Address

Line 1

Line 2

City

State

Post code

Postal address

OK

Cancel

None of the information on this screen is required, but you will use the details in reports produced by the club

The club name and number are the most useful. The number is used to identify the file exported to the national body, such as masterpoint files.

4.9 Event history

The event history screen shows all the events that have been finalised using the current members database file:

Event History

Club database: PLAYINGLIST.GDB

Use number 0 Search

Use dates From To

Show

- Score
- Session
- Player number
- Player name
- Date
- Rank
- Rating adjustment
- Player rating
- Pair rating
- Frequent player points
- Masterpoints:
 - Gold
 - Red
 - Green

Delete event

Run Query

Close

De/select all

No.	Player	Session	RAWSCORE
1	K	1	144.7
2	E	1	134.6
3	E	1	134.6
4	L	1	126.8
5	L	1	126.8
6	M	1	114
7	L	1	100.2
8		2	

The finalised events are shown here

Select the items you wish to see and click the run query button

The results of the query are shown here

This is simply a query tool. You can view information about any

finalised event, restricting the selection of player or dates when played.

Firstly click on the event you are interested in. Then choose the items you wish to show in the query. Note you may select or de-select all the items using the button.




Where you are only interested in one player enter their national number, and click "use number".


If a range of session dates are required select the from and to dates, which may be the same.

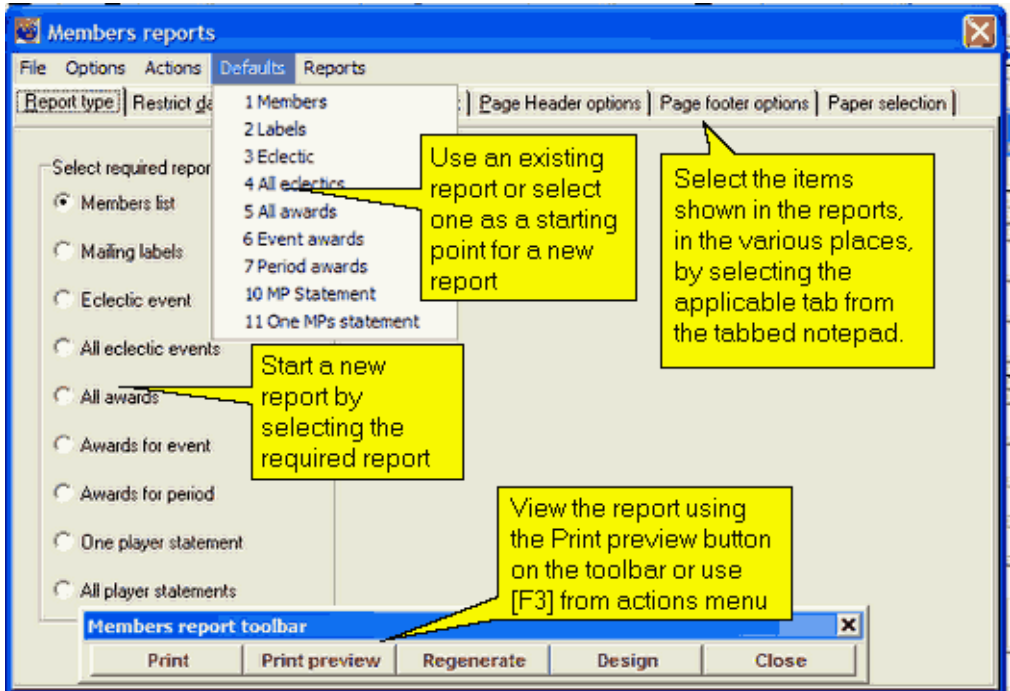
Click the [Run Query] button to refresh the results.

It is possible to change database files using the button to the right of the club database name at the top right of the screen.

4.10 Club member's reports

The members reports are selected from the menu item in the members details  screen or the club masterfile  tab. Depending on the report destination option  on the masterfile tab the report will be directed to the printer or screen.

Where "change 



With the report generator you can specify new reports, use existing default reports or load reports saved on report files.

There are 7 different report types available:

1. Members list
2. Mailing labels
3. Eclectic events
4. All eclectic events
5. All masterpoints
6. Masterpoints for an event
7. Masterpoints for a period

Depending on the report type, there are different data available in the information that can be included in the report. You can select the fields you wish to see in the report from those available on the tab "include in the report [59]".

Similar procedures are used in selecting the information shown on the report header and footer.

Once you have chosen the data in the report, the print preview [F3] will show the resulting report. The process can continue, modifying the fields to be viewed^[59], their properties^[59] and the order the report^[58] is to appear and preview again. Continue this process until you have the report you need.

The size of the paper^[61], number of columns etc may be changed as needed.

The limiting of the selection using the restrict data^[56] tab may be changed for any report at any time. That is, more than one query may be used with the same report layout.

Often your report will be similar to other examples, such as those available in the default reports list. By selecting a previous report, then making some modifications and regenerating the report you will speed up the production of a new report.

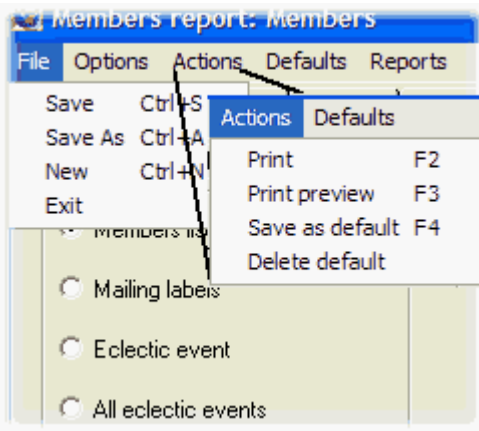
Once a report is fully designed you can save it in a file or as a new default.

Sometimes the changes you need to make are more extensive than the options available in the generator, and so you will need to use the designer [F6]. Once you make changes via the designer, you no longer would use the generator as that would destroy any changes made in the designer. Once you use the designer the auto generate [F7] option is turned off. If you need to regenerate from then on you would need to use the regenerate option [F5] or switch the auto generate back on.

Also, once the report has been changed using the designer, it can no longer be saved in the defaults list [F4] but needs to be saved in a file [Ctrl-A]. The file contains all the details of any changes.

4.10.1 Saving reports

The member's reports can be saved in two different ways. The menu items involved are:

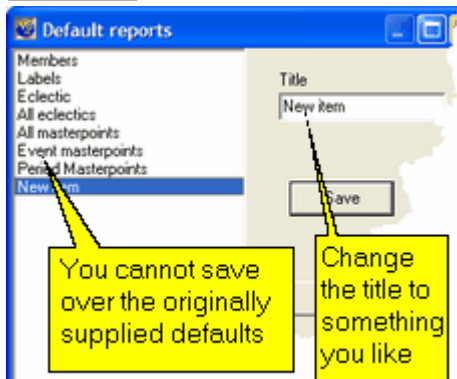


Once you are happy with the report you have designed, it is best to save it, particularly where the report has been changed in the designer^[62].

Where you specify a report, generate and use it, without saving, the ASE Scorer does remember that report next time you use the scorer. It remembers the specifications of the report. On the other hand if you ever open another report, then that report specifications will be lost, and the newly opened report becomes the current report.

Any report consists of two parts: the query^[56] (or gathering of the data^[59]) and the report. The report can be one that is generated from the **current specifications** or one that is **designed** with the designer^[62]. If you re-generate a report after it has been changed with the designer, you will lose those changes.

The reports found under the [Defaults] menu item are reports that are **generated**. They have not been changed with the designer. Only the **specifications** are saved, not the **report**. You can save any report specification under the [Save as default] actions menu [F4]. Such a report will be automatically re-generated from the specifications when you re-use it. The save as default option presents the screen:



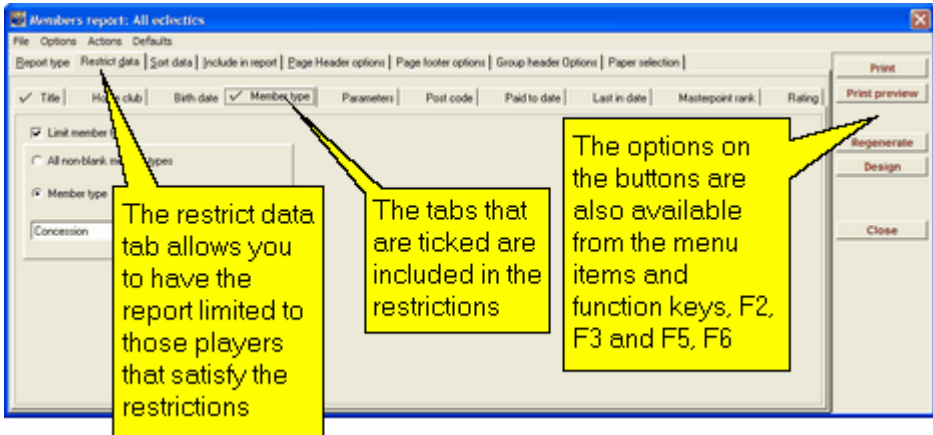
The other way to save is to use the File/[Save] or [Save As] options. The [Save] option will save over the top of the current file, while the [Save as] option will allow you to save the report under a new name.

The file you save to will be of type .rpt (unless you use some other extension, but that is not recommended). This file will save away the **specifications** and the **report**. When the file is opened for re-use the report will not be re-generated. The report will be just as you left it last time, before the save. Any changes made in the **designer** will still be there.

It is important to understand that the **query** associated with the report is an integral part of the **report**. The query is part of the specifications.

4.10.2 Restrict data

The restrict data tab allows you to limit the rows of information that are included in the report:



While this tab allows you to change the extent of the data in the report, it does not change the layout of the report.

The other tabs: [Report type], [Include in report] and the [Page header/footer options] all change the report content. For changes to these tabs to take effect the report must be re-generated, as is the case when the auto generate option is enabled.

The [Sort data] and [Paper selection] tabs do not change the content. Changing the [Paper selection] options can effect the report layout, but only to the extent of the paper size and column sizes.

Note some of the options (e.g. group by) on the [Sort data] tab do effect the content, but this would only apply to reports prior to generation.

This [Restrict data] tab does not change the report layout; rather it changes the content.

There are two parts to the production of the report:

1. collection of the data or query.
2. generation or design of the layout

A report can be used for many different collections of data or queries. The [Restrict data] tab allows you to refine the members included in the report.

Any number of restrictions can be applied to the data, once for each tab included on the [Restrict data] tab:

1. Title
2. Home club
3. Birth date
4. Member type
5. Parameters
6. Postal code
7. Paid to date
8. Last in date
9. Masterpoint rank
10. Rating

On each tab page there is a "limit" box to tick. Once ticked then the tab shows the tick also. After the "limit" option is ticked then the fields limiting the restriction are shown for you to fill in with your needs.

The more restrictions, the less players there will be that satisfy the criteria. The restrictions are combined with a logical AND.

4.10.3 Sort data

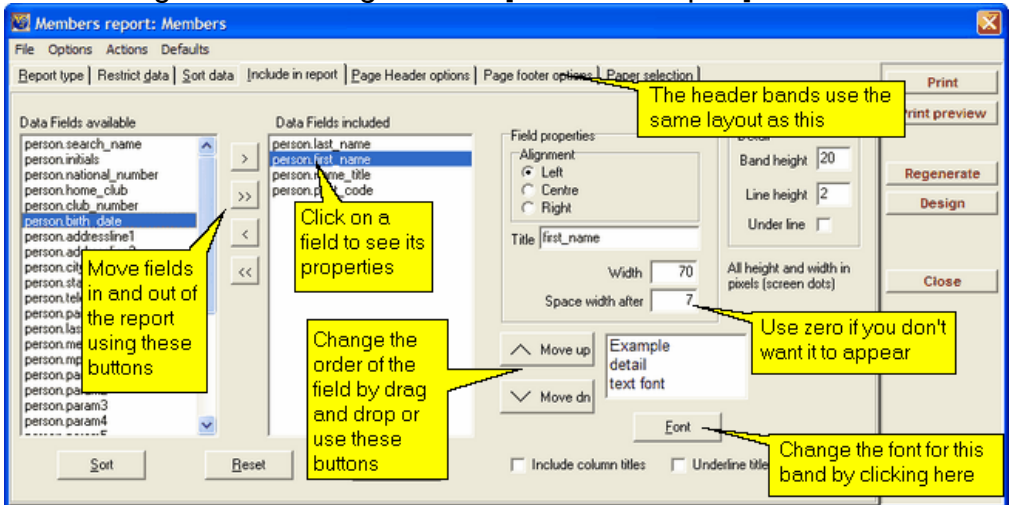
The screenshot shows the 'Members report: All masterpoints' window with the 'Sort data' tab selected. The interface includes a menu bar (File, Options, Actions, Defaults) and a toolbar with buttons for Report type, Restrict data, Sort data, Include in report, Page Header options, Page footer options, Group header Options, and Paper selection. The main area shows three 'Sort' sections: 'Sort first' with 'title' selected, 'Sort second' with 'last_name' selected, and 'Sort third' with 'first_name' selected. Each section has a dropdown menu and a checked 'Ascending' checkbox. A 'Group' checkbox is also checked. To the right, 'Group Options' are visible, including 'Group header' (checked), 'New page on change' (checked), and 'New column on change' (unchecked). Three yellow callout boxes provide explanations: 1. 'The fields are chosen as the sort order. Here the event title is the first sort item, then the players name.' 2. 'The sort order is ascending. When not ticked it is descending order.' 3. 'The group header options specify what is shown on the group header for the events.'

After a report has been modified with the designer the "group" options are no longer available on this tab. They only apply to the generator. The group options also may be changed in the designer.

Changing the sort order in the report does not change the report layout. If the first sort field is grouped (and may be a group header applies) there is a potential impact on the way the report will appear. Changing the first sort field may make the group header information meaningless. See "restrict data" ⁵⁶ for further discussions on this issue.

4.10.4 Include information in the report

This tab allows you to choose the information that is to appear on the print detail lines (also called the detail band in the designer). It is only available for *generated* reports, and not available in reports that have been changed in the *designer*. The [Include in report] screen looks like:




All the fields available to you for this report type are shown on the left. The fields are qualified by the database table name, for example person.last_name is the last name (or surname) of the persons on file. The fields for the person are shown in the members details ⁴⁰ screen.

As many of these fields as you need for the report can be moved to the "fields included" list using the buttons between the lists. One > on the button means move the selected field, and two >> means move in all the fields.

There are two further buttons at the bottom of these lists. [Sort] will sort into alphabetical order all the fields in the list. [Reset] returns all the

fields back to the original order in the left hand list.

The order the fields will appear on the report is dictated by the order of the "data field included" list. The top most field is the first field on the left of the report. Move the fields up and down using the buttons to the right, or use drag and drop  technique.

Note: *all the heights and widths are specified in pixels. Pixels are the number dots on the screen. These are not the same as the number of dots on the printer paper. See your windows "Control Panel", "Display", "Settings" for details on your screen resolution (in pixels).*

Click on any field in the included list and the properties of that field are shown to the right. The width of the field is shown in pixels. This is the amount of space used by the field on the report. The "space width after" specifies the number of pixels of empty space after the field. The alignment indicator specifies whether the information in the field is to the left or right of the space allocated in the width item, or is centered.

Note: *the use of negative width value indicates you want a vertical bar to the left of the item. The width will be the same as the positive value of the width. Where you have asked for titles to the columns, the vertical line will continue up through the titles as well.*

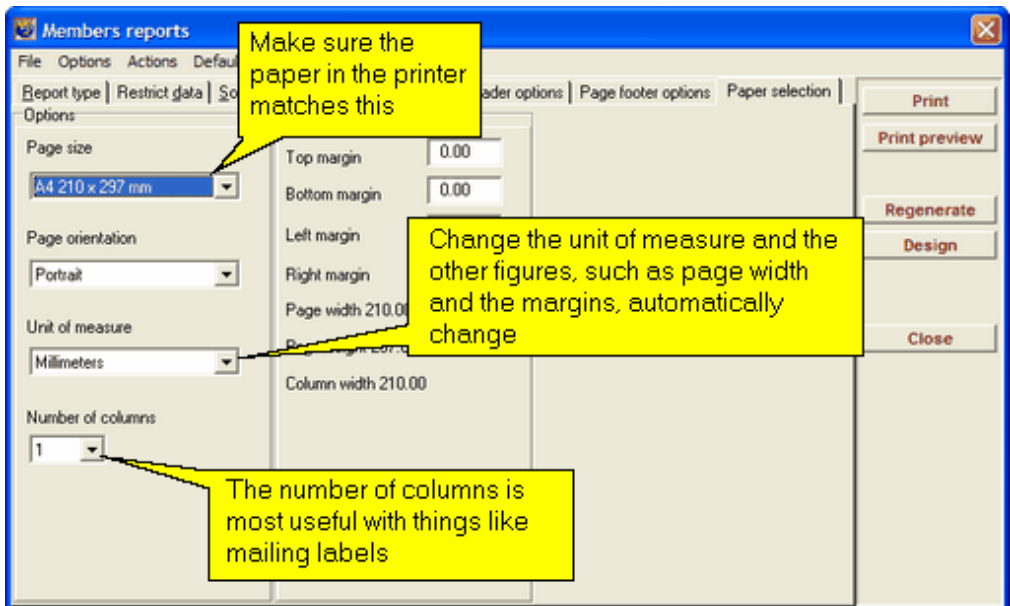
The field "title" is only used when the "include column titles" is ticked at the bottom of the screen. Sometimes titles are wanted, but not for all the fields. In that case simply delete the title shown in the title item so that it is blank. The title only occupies as much space as needed.

Note: *"band" is a physical line or space in the report, and its size is specified here in pixels. In the top right hand corner of the screen is the band information. There are bands for these details, as well header and footer bands if they are requested. The height of the text, within the band, will depend on the font being used, and would normally be less than the height of the band. Where the underline item is ticked for this band, the line is drawn at the base of the band and will be the thickness of the "line height" item, specified in pixels.*

The "underline titles" item only applies when the "include column titles" item is ticked and indicates the titles are to have a line drawn under the

titles in the heading band.

4.10.5 Printer paper options



The paper selection tab allows you to change the paper in use on the printer. Most of the information on this screen does not change the report layout and therefore does not require a regeneration of the report. Even so, changing the paper or orientation may make the report unusable without regeneration or modification in the designer (e.g. the report lines may go past the end of the page).

The one item that does change the layout significantly is the number of columns. Without a regeneration, changing the number of columns would typically mean the report lines are truncated and unreadable.

The paper size should be the same as that found in your printer. The page orientation will depend on your needs and can be portrait or landscape.

Choose the unit of measure with which you are most comfortable and familiar. The report layout does not change, just the numbers shown to you on this screen will change. This can be millimeters or inches.

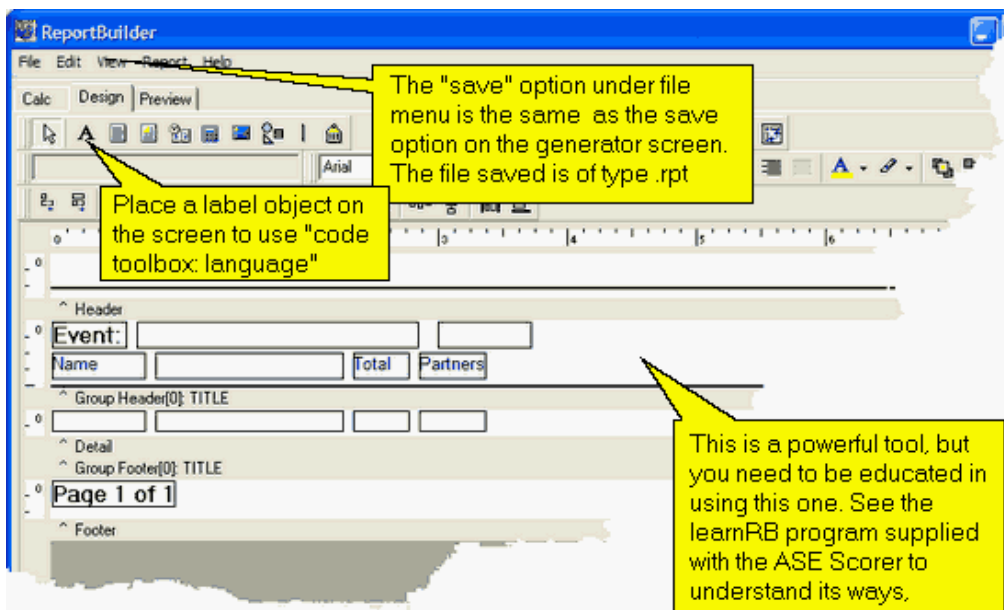
The margins specify the amount of white space you want around the

edge of the page, and so dictates the amount of room for the report. Increasing the left margin will move the report to the right of the paper, and so can be used to centre the report in the middle of the page.

The number of columns can be 1, 2, 3 or 4. This is most useful where the amount of room on the page far exceeds the width of the line of information you wish to print. The type of report will influence the choice here.

4.10.6 The report builder designer screen

The "report builder" designer screen is for use by trained users only. Use the [Help] menu item for more details on most features :



The screen has three main tabs: [Calc], [Design] and [Preview].

The [Calc] tab has the data available for the report and the programming tools to manipulate the data.

The [Design] tab allows you to specify the layout of the report, changing fonts, positions etc and adding lines, pictures and other graphics as you need.

The [Preview] tab displays the resulting report, and also allows you to print it.

The menu items has many tools and other facilities that allow you to change the structure of the report. Under the file menu item you can save and load the report to an external file. See saving reports^[54] for the recommended procedures.

Any report is reliant on the data available from the query^[59]. It is important to have the query correct before spending a lot of time in refining the report layout.

4.10.7 The report builder calc tab

Where you want to place special values in the report use the report [Calc] tab. The example here shows the special values available in event reports.

Click your Label object

Then right-click on "OnGetText" event and click[New]

Specify the text source

Special information available in the toolbox

Choose the information you wish to display in that label

```

procedure Label1OnGetText(var Text: String):
begin
    Text := Parameter(SessionPairs2Win["No 1"], 1);
end;

```

Name	Definition
MemberType	function MemberType(const PlayerNo: integer): s
MPRank	function MPRank(const PlayerNo: integer): string
PaidToDate	function PaidToDate(const PlayerNo: integer): str
Parameter	function Parameter(const PlayerNo: integer): string
PostCode	function PostCode(const PlayerNo: integer): string
TelephoneNo	function TelephoneNo(const PlayerNo: integer): integer

To assign a special value to a label on your report use the [Calc] tab. Click on your "Label" then right-click on the "OnGetText" event. Click the menu item [New]. The "OnGetText" event code is then shown on the lower left. Choose the [language] tab in the toolbox on the lower right and select the source function. The specials include "UserDetails", "EventDetails" and "PlayerDetails". Click on your choice

and the items in that function are listed.

Use drag and drop techniques to move your selected item from the toolbox to the event on the left where "Text := " is shown. For details of the player you must supply the "player number" with the value of choice as a "parameter". The user and event details do not require any parameters.

To assign values to the label that are part of the report query use the [Data] tab on the lower right. The [Objects] tab contains the properties of the objects in your report and are not available for inclusion in your report.



Part



Creating a new event

5 Creating a new event

To make a new event, one which has not been set up before, select the [New event] option on the main screen^[27]. The quick key^[30] command is [Ctrl-N].

The event wizard is presented to step you through the process of creating the new event.

An event is structured so that there is one or more sessions in the event. An event must have at least one session. Therefore the first step is to define the properties of the event with the event wizard^[66]. Each session has one or more sections of play. Swiss teams events only ever have one section.

5.1 Event wizard

After you select the new event option, the event wizard screen is presented.

The items shown on this screen are specific to the event, but generally they can be changed at a later time using the event properties^[178] option. The only item that cannot be changed later is the Event type^[67].

All other items can be changed later in the event properties: Estimated

field strength^[178], Title^[178], Date^[178], Masterpoint grade^[178], Director^[178], Club database^[178] and Club event^[178] indicator. In the case of a Swiss teams event, the [Teams tie split method^[178]] can be changed but it is not recommended.

The button shown on this screen are

- [Help^[69]]
- [Finish^[69]]
- [Next^[69]]
- [Cancel^[69]]

5.1.1 Event wizard event type

The key item on the event wizard screen is the event type. To change the event type requires the set up of new event.

Event type

There are 5 different types of events.

Pairs, Swiss pairs, Teams, Swiss teams and Individuals.

The event type dictates the nature of the following session and/or section wizard steps, the screens and their content. They will be specific to the event type.

Pairs events are those with any number of pairs competing, and using any of the many scoring methods available. There will be either one or two winners in the event.

A Swiss event is one where the next round's draw is determined by the relative positions of the pairs/teams in the event field.

In a Swiss event a "round" is equivalent to a "session". The first session details are supplied during this setup stage. Details of subsequent sessions will be supplied later or automatically generated by the ASE Scorer.

When a session is created manually (rather than the automatic Swiss) the "movement" is automatic (based on the number of tables specified)

and the "draw" is determined by the numbers you enter.

In a Swiss *pairs* event the numbers must be unique across the whole event. Where the session consists of a number of sections care is needed. **Note:** *multiple sections are needed where there are more than 45 tables in the field - this is an internal limitation the ASE Scorer - but the management of the sections in subsequent rounds is handled automatically and is invisible to the players.* The ASE Scorer checks that the numbers are unique.

When creating Swiss *pairs* events, the section information is reduced to simply the board set number and the number of boards in the set. Where a half table is involved, the last table is assumed to contain the sit-out pair. Where an odd number of pairs are in the Swiss draw, the lowest ranked pair that has not sat out is placed at the sit out table.

In a Swiss *teams* event there are no sections, and each session has all the teams (maximum of 500). Each session in the event may have a different number of teams (but the results may need care) and teams may be withdrawn using the "out of draw" option on the teams name entry screen.

In ordinary teams there are sections, and each section is limited to 45 teams.

A Swiss *pairs* event is scored by "round", and a session contains only one round. Typically a Swiss *pairs* event is scored using "Butler" methods, but may be scored in all available methods. Where the accumulated results are Victory Points, they are used in determining the draw.

Teams events involve teams of 4 to 6 players (plus non-playing captains) in many and varied types of movements and scoring methods.

Individuals events only involve single players, and will produce one winner. Any of the individuals movements will work here, but only matchpointed scoring is available.

Where a teams event is created, the section information is limited. The

scores on each board are not recorded, but rather the IMP and VP results are captured as session scores.

5.1.2 Event wizard buttons

Help

The [Help] button shows this help topic.

Finish


The [Finish] button will terminate the wizard at this point. Only the event type has been defined.

None of the properties of the sessions or sections of the event have been defined.

Typically the main reason for doing this is so that you may have an event to which you can assign the players. The number of tables, sections or sessions are as yet undefined.

After the entries to the event are known, and the pairs organised into some order (such as seeding) the section(s) of the event are defined. The pairs entered in the event are then assigned to their seats.

Next


The [Next] screen of the event wizard is shown, which is the session wizard  screen. The properties of the session are then entered, and the dialogue proceeds to the section wizard if applicable.

From the [Next] screen you may use the [Back] button to return to this screen.

Cancel

The [Cancel] button terminates the event wizard. To return to this screen you will need to start a new event again.

5.2 Session wizard

The session wizard screen is shown after the event wizard  first screen, and whenever the new session option is selected for any event.

ASE Scorer Event Wizard

When is this session of play ?

Session time

Date: 28/07/2004

Day: Wednesday

Time: Late

Session details

Title: Late session

Number of Winners: 2

Buttons: Help, Back, Next, Cancel

Callout 1: The number of winners is the most important item to get right, though all items may be changed at a later time. For teams and individual events this is set to 1 and cannot be changed.

Callout 2: Press back to return to the previous screen

Callout 3: Press next to proceed to the section screen

This screen allows you to set all the properties of the session. All information is documentary, and available to be placed on any reports. These properties ⁽¹⁸⁰⁾ can be changed later if need be.

By default the date is today, or the same as that on the event screen.
 The day is based on the date.
 The time is the current time.
 The title is based on the time by default.

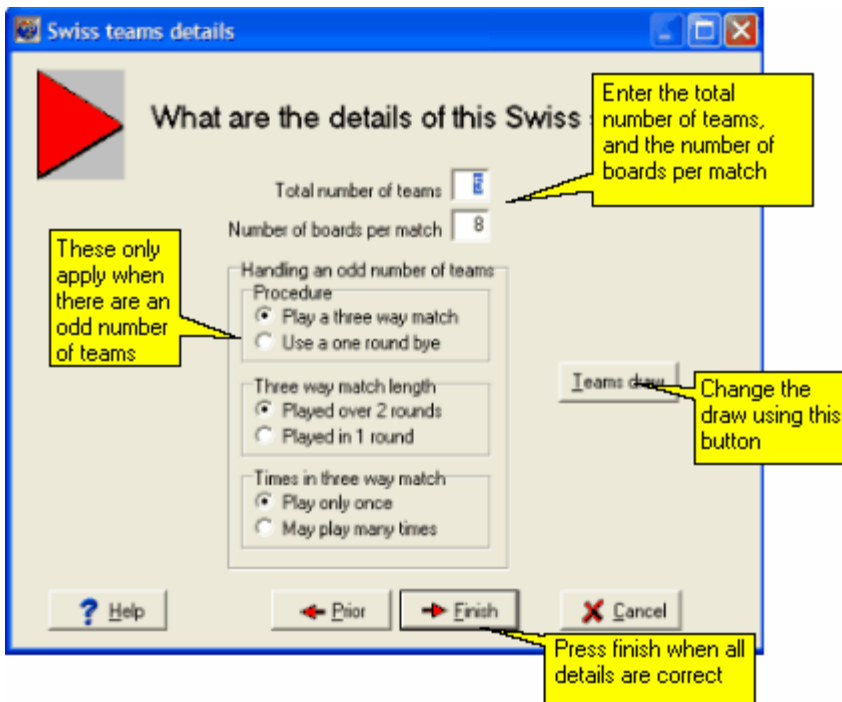
The number of winners may be 1 (one) or 2 (two) depending on the movement type(s) you are using. The number of winners could also be called the number of "fields".

With a Howell movement there is only one winner. With a Mitchell type movement it is possible to have one or two winners.

Most Mitchell movements are conducted with N-S and E-W fields producing two winners. Normally you will specify the number of winners for only the first section of the session. For the second and subsequent sections in a session the number of winners will be the same. Even so, the ASE Scorer will allow you to change the number of winners for the session at any time. Care is needed though as the movement for the previously defined sections may not be applicable.

When the [Next] button is selected the Section wizard⁷³ is shown.

5.2.1 Swiss teams session details



In a Swiss teams event there are no sections, and each session has all the teams (maximum of 500). Each session in the event may have a different number of teams (but the results may need care). Teams may be withdrawn from a session using the "out of draw" option in the outright team names entry screen. A team that is in an earlier session cannot be deleted from the event (they did play after all) but can be withdrawn from later sessions.

Enter the total number of teams in the session, and the number of boards per match.

Handling an odd number of teams

Where the number of teams is odd, the options for handling odd numbers of teams are enabled. These are applied during the automatic calculation of the Swiss draw. You may change these options on each round as the draw is determined.

Procedure

Play a three-way match

Three teams participate in a round robin, each playing the other two teams. The match length and times in the three-way match options are now enabled.

Use a one round bye

The odd team out does not play for the round. They are awarded an adjusted score.

Three-way match length

Play over two rounds

The three-way match is played over two rounds. Therefore the match lengths will be the same as the other matches in the event.

Play in one round

The two three-way matches are played over one round. Therefore the match lengths will be only half as long as the matches played in the rest of the event.

Times in three-way match

Play only once

a team may only play in a three-way match once

May play many times

a team may play in a three-way match as many times as they are drawn in a three-way match


Teams draw button

The table numbers and team numbers may be entered.

The team numbers must be unique in the session, and preferably match the team numbers in the event. The table numbers may be set to the team numbers or the match numbers. They may also be set to zero when no table numbers are needed.

There are options which allows you to modify the table and team numbers as a group. These options allow you to re-sequence the pair and table numbers to suit your requirements.


You choose and apply an option by clicking your selection and pressing [Apply renumber]. Each time you press [Apply renumber], the numbers are changed to match your request.


This process is the same as that available in pair and table number assignment  for pairs.

5.3 Section wizard

Depending on the event type, the section properties screen will be shown.

Pairs .

Swiss pairs .

Teams .

Individuals .

Note: *There are no sections in a Swiss teams events.*

See the Swiss teams session details .

5.3.1 Pairs section, movement properties

For each section included in a session of play you will need to be specified its properties using this screen.

The screenshot shows the 'ASE Scorer Event Wizard' dialog box. The title bar reads 'ASE Scorer Event Wizard'. The main heading is 'What is the movement for this section'. Below this, there are several input fields and a list of movement types.

1 Callout: 'Specify the number of tables. If there is only one pair at a table then that is still a table in this count.' Points to the 'Number of tables' field, which is set to 5.

2 Callout: 'Select your movement. Click the button to see the list of possible movements available.' Points to the 'Movement type' dropdown menu, which is currently set to 'Mitchell'. A separate window shows the list of possible movements: Howell, Mitchell, 3/4 Howell, User Defined, Appendix Mitchell, 1.5 Table Appendix Mitchell, Web Mitchell, Whist Mitchell, North-South Rover Mitchell, Skip Mitchell, and Rover Mitchell.

3 Callout: 'When there is a 1/2 table, specify the details here.' Points to the 'Half table details' section, which includes radio buttons for 'None', 'NS missing', and 'EW missing', and an 'At table number' field set to 0.

4 Callout: 'Then press NEXT'. Points to the 'Next' button at the bottom of the dialog.

Other fields visible in the dialog include 'Number of winners' (set to 2), 'Number of rounds' (5), 'Number of sets of boards' (5), 'Number of boards per set' (3), and 'Number on tables 1 on round 1' (1). There are also 'Back' and 'Help' buttons.

The number of tables and the movement type will have been chosen by the tournament director when setting up the section of play. These two properties will limit the possible values in the other properties on this screen.

Once you are happy that the section has been correctly specified press the Next button. Depending on what you have entered on this screen the next screen will be tailored to the situation that you have specified.

Number of tables

The number of tables specifies the physical number of tables. Where there is a half table, where a pair is missing from the table and the pair sitting there has to sit out for the round of play, you will need to supply the half table details.

Number of winners

The number of winners normally is not changed on this screen. When the session of play is first specified the number of winners is defined and all sections in the session will have the same number of winners. If this is changed here, all sections in the current session will be changed also.

Movement type

The movement type ^[86] is limited to the list contained in the pull down menu shown when you click the button to the right of the field. It is most important to get this right, otherwise the movement generated will not match that which is in play.

You need to be specific in the movement selected. "Howell" is not sufficient if the movement in play is actually a "¾ Howell" movement. "Skip Mitchell " and "Rover Mitchell" only apply when the number of tables is even.

There is no movement that cannot be defined here, with the most unusual types of movements needing to be set up as user movements. Where you are to use a user movement, that movement will need to be defined prior to its use in this screen. See non-standard movements ^[196], user movements ^[201] for this procedure.

Number of rounds

The number of rounds to play is usually equal to the number of sets of boards in play. This will produce a complete movement where all players play all boards. Where the game that you are going to play has a truncated movement then you can enter a number that is less than the expected normal number of rounds.

Where you are conducting a movement that is stopped earlier than normal due to unforeseen circumstances is not necessary to re-specify the sections in play. Simply leave out the later rounds in the event and the scorer will handle any score adjustments that are needed.

In certain types of movements, such as a Howell or user movements, the number of rounds of play is an important and integral part of the specification of the movement that is in use. If you do not enter the correct number of rounds the scorer will be unable to locate the correct

movement(s).

This field should contain the number of rounds of play occurring in this section. Normally, in Mitchell type movements this would be equal to the number of tables and in the Howell movements it equals the number of pairs less one. Occasionally this varies. For example, a curtailed Mitchell.

The number of rounds you use is checked by the ASE Scorer. If the number of rounds is incompatible with the movement type or some other parameter then an error message will be displayed. For example in a Mitchell movement, if the number of rounds is greater than the number of board sets error message 21 is displayed: "number of rounds greater than number of sets".

Number of sets of boards

This contains the number of sets of boards in play in your movement. Normally in a Mitchell movement this is equal to number of tables. In a Howell movement it is equal to one less than the number of pairs in the movement. There are exceptions to these rules.

For example, Webb and Appendix Mitchells generally do not have a number of sets of boards equal to a number of tables. The $\frac{3}{4}$ Howell has less sets than a standard Howell movement.

The number of sets of boards in play typically will be equal to the number of rounds in the event. While it is possible to reduce the number of rounds in an event after the event has started it is not possible to reduce the number of sets of boards.

Each board set may consist of one or more boards. See below "number of boards per set".

Each set of boards in play will contain the same number of boards. It is normal for "number of sets of boards" times "number of boards per set" to produce a session length of around 25 to 35 boards.

The ASE Scorer checks the number of board sets. When an error occurs a message will be displayed. For example, error message 35: "Not Enough Board Sets".

Number of boards per set

This is the number of boards contained in each set of boards. This value is generally not restricted except by the total number of boards. That is, the number of board sets times the number of boards per set should not exceed the system limit (90).

Most movements have a predefined number of rounds and number of sets of boards. The number of boards per set will dictate the length of the event. The total number of boards in play is equal to the number of sets of boards times the number of boards per set.

Board set number on table 1 on round 1

This is normally one, as most movements are set up with board set one on table one. For example, if you have 3 boards per set, then boards 1, 2 and 3 would normally be on table 1.

All movements used in the scorer have the board sets assigned in order starting a table 1. This means that table 1 has normally got board set one, and sets are in sequence from one to the highest numbered board set. Even so, it is possible for the director to place the boards otherwise. For example, if board set 3 is placed on table one for round one, then the board sets would be sequenced from 3 upwards to the maximum number of board sets in the movement. The table thereafter having board set one. For example, a five table Mitchell movement with board set 3 on table one, has set four on table two, set five on table 3, set one on table four and set two on table five.

This order of distribution of the board sets can be simply changed here by indicating the number of the board set on table 1. The order of the sets then proceed in sequence from this number as before, returning to board set one after the highest board set number has been assigned.

In barometer movements this value has an additional implication. All the tables in a barometer movement play the same board set therefore the board set number entered here for round 1 is the same for all tables.

This happens frequently where there are multiple movements playing the same boards in a barometer event: Section one plays board set one on round one, section two plays board set two on round one and

so forth.

In a movement with haphazard board numbers, change the board numbers using the 'boards' option on the section menu.

It is recommended you generate movements that conform to the defaults used in the ASE Scorer thereby reducing the work required to define movements.

Boards are shared across movement (barometer)

Tick this option when you have a movement which is a barometer movement. All the tables in the movement will play the same boards on each round. In addition, it is assumed that the event will be scored round by round when this option is selected.

Section identifiers

Colour

This is for documentation purposes only and can be shown on reports specific to the section.

Letter

This is for documentation purposes only and can be shown on reports specific to the section.

Half table details

Missing pair

Where you have a section that contains a half table it is specified here by indicating which pair is missing.

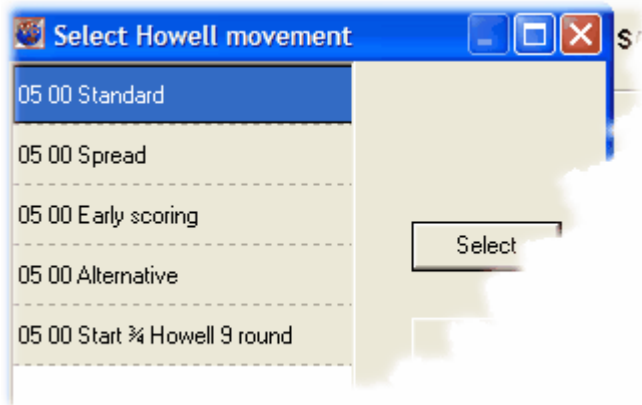
At table number

Enter the table number where the pair is missing.

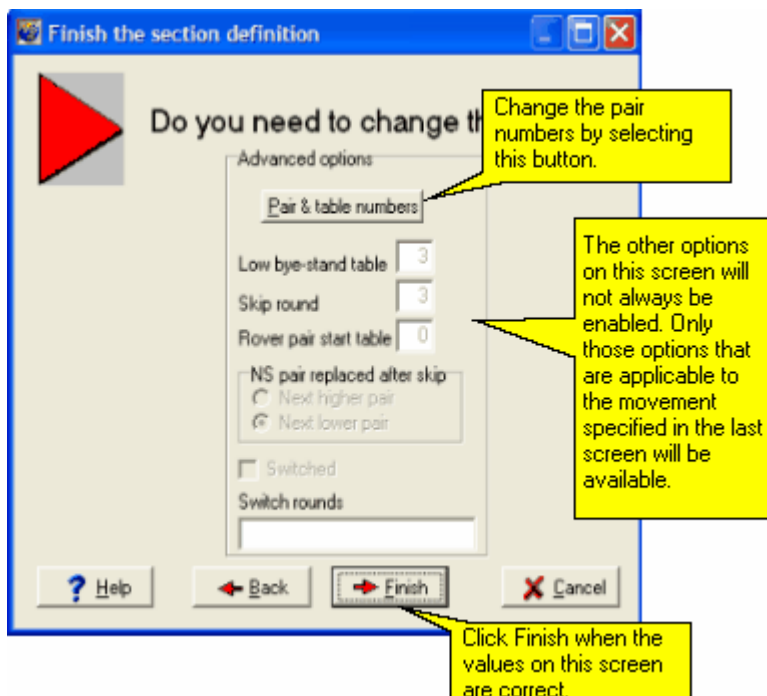
5.3.2 Pairs section, final properties

When the [Next] button is selected on the movement properties screen one of a number of screens will be shown, depending on the movement chosen.

Some of the movements such as "User" and "Howell" require that you select the movement from a list of available options. All the Mitchell type movements will skip this step.



Then the final properties screened for the section will be shown.



The advanced options are:

Pair & table numbers

When you select this option the list of tables and their default pair numbers are shown on the pair and table number assignment ⁸²

screen.

Low bye-stand table

Where you have chosen a Relay Mitchell, the ASE Scorer presents you with the option to enter the position of the bye-stand table (also known as the relay table).

You enter the table number of the lower numbered table of the two between which the bye-stand boards are placed.

For example, with an 8 table relay Mitchell the bye-stand boards would normally be placed between tables 4 and 5. Enter 4 indicating the lower of the two.

Note: *When the bye-stand is between the end tables the lower is considered to be the last table in the movement.* In the 8 table example, if the bye-stand boards are placed between tables 1 and 8, the lower numbered table is 8.

Skip round

Where you have chosen the Skip Mitchell movement, the ASE Scorer presents you with the option to enter the round number after which the skip occurs.

The ASE Scorer will validate this number to be within the allowable range for this number of tables and proceed.

If the number is invalid, error message 20 is presented "Skip Round Not Valid". For example, with an 8 table Skip Mitchell the latest round after which the skip may occur is 4.

Rover pair start table

Where you have selected a North-South Rover Mitchell movement the ASE Scorer presents you with the option to enter the table number at which the N-S pair is replaced by the Rover pair on the second round.

It is normal procedure for the North-South Rover pair to enter the movement at table 2.

North-South pair replaced after skip

Where you have selected a North-South Rover Mitchell movement and the number of tables and board sets is even, a Skip Mitchell is used.

In this case the North-South Rover pair has the option of replacing the next higher pair or the next lower pair (from the original start table) after the Skip round. You have the option of selecting either of these.

Switched

This field only appears on the screen when the movement type is in the Mitchell category. If you are using a switch Mitchell, tick this item.

Switched rounds

This is available when you choose to use a Switch Mitchell. Any Mitchell movement may have switching where the number of winners in the movement is one.

Having chosen a Switch Mitchell this panel is available so that you may enter the rounds where the switching is to occur. You enter the rounds one at a time separated by commas. For example, if you have a Switch Mitchell where you are wanting the switching to occur on rounds 2, 5 and 7 simply enter "2,5,7".

5.3.3 Swiss pairs section properties

A Swiss event is one where the next round's draw is determined by the relative positions of the pairs in the event field.

In a Swiss event a "round" is equivalent to a "session". The first session must be supplied by the user. Subsequent sessions may be supplied by the user or generated by the ASE Scorer.

When a session is created manually (rather than automatic Swiss generator) the "movement" is automatic (based on the number of tables specified) and the "draw" is determined by the numbers on the pairs screen^[82]. The numbers must be unique across the whole event, so where the session consists of a number of sections care is needed (multiple sections are needed where there are more than 45 tables in the field). The ASE Scorer checks that the numbers are unique.

Swiss pairs board set

Movement

Number of tables

Half table details

None
 NS missing
 EW missing

At table number

The movement generation in Swiss pairs is automatic.
 The draw is supplied in the next screen. Please supply
 the boards in use information:

Board Set number

Number of boards in set

OK

Back

Enter the number of tables

OK to continue

Enter the board set number. The number of boards per set should be the same for all sessions.

When creating Swiss events, the section information is simply the board set number and the number of boards in the set. Where a half table is involved, the last table is assumed to contain the sit-out pair. Where an odd number of pairs are in the Swiss draw, the lowest ranked pair that has not sat out is placed at the sit out table.

The board set number dictates the default boards in play. Board set one starts with board number one. Subsequent board sets contain board numbers based on the number of boards per set. For example if there are 8 boards per set, then board set 3 will have boards 17-24.

A Swiss event is scored by "round", and a session contains only one round. Typically a Swiss event is scored using "Butler" methods, but may be scored in all available methods. Where the accumulated results are Victory Points, they are used in determining the draw.

5.3.4 Pair and table number assignment

In all pairs events you may change the default values assigned to the pairs and table numbers. The screen presented is:

Table	NS Pair	EW Pair
1	10	1
2	8	9
3	6	4
4	7	3
5	2	5

Done

Re-number options

- Standard defaults
- Add 1 to all NS
- Add 1 to all
- Add 1 to all NS
- Add 1 to all EW

The table numbers are shown on the left of the screen, with table one at the top of the list. The North-South and east-west pairs are shown to the right of these with the numbers depending on the type of movement chosen.

It is possible to change the pair numbers manually but an easier way is to use the re-number options shown on the right-hand side screen. These options allow you to make global changes to the pair numbers.

Done

Re-number options

- Standard defaults
- Add 1 to all NS
- Add 1 to all EW
- Add 1 to all NS and EW
- Add 10 to all NS
- Add 10 to all EW
- Add 10 to all NS and EW
- Sequence NS/EW
- Sequence EW/NS
- Sequence NS
- Sequence EW
- Sequence NS to EW
- Sequence EW to NS
- Flip-flop NS\EW
- Flip-flop EW\NS
- Snake NS to EW
- Snake EW to NS
- Add 1 to all table nos
- Add 10 to all table nos
- Add 100 to all table nos

Apply re-number

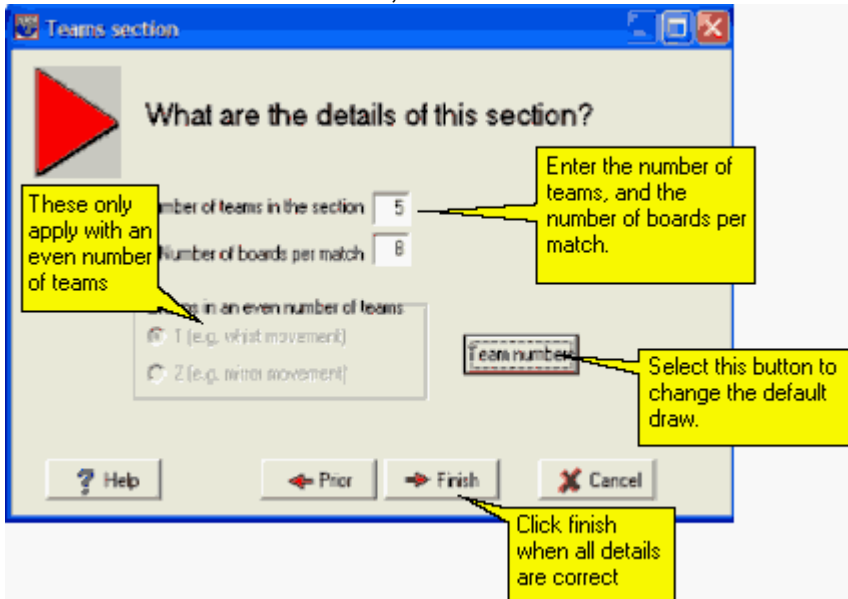
Select the re-number option that you require and then click the apply re-number button. To return the standard default values click the standard defaults and apply.

The table numbers cannot be changed individually but can be changed globally with the options available on this screen. You may add 1, 10 or 100 to all the table numbers.

When you are satisfied with the changes simply press the [Done] button.

5.3.5 Teams section properties

In teams there are sections, and each section is limited to 45 teams.




Only the number of teams and the number of boards per match may be entered. The number of boards per match is only used in the calculation of the masterpoint awards.

When creating a new section for a teams event, the number of groups may be 1 or 2. All teams are assumed to play all others. When the number of teams is odd, there is only one group. When the number is even this may not be the case, for example, in events such as Mirror teams, where half the field play the other half.

Where the number of groups is 1, all teams play all others. Where it is 2, all the teams in group 1 play all teams in group 2, but do not play the teams in group 1. Similarly for group 2.

Select the team numbers button to change the team numbers. Enter the numbers of the teams in the section. The numbers must be unique for this section. It is desirable that all the team numbers in the session are also unique as that simplifies the entry of players names etc.



5.3.6 Individuals section properties

The section screen for individuals is the same as that for pairs .

There are some restrictions though.

The number of winners is always 1.

The movement type is always "user defined".

When the [Next] button is selected the list of available movements  for the number of tables and rounds are shown as in pairs events and then the final properties  screen is shown. None of the pairs options are enabled.



5.3.7 Pairs event movement types

This field determines the type of movement you are using in this section. Consult your tournament directing books for details on each movement type used, or see "Bridge Directing Complete".

A list of the movement types available are shown below together with the checks that the ASE Scorer places on these movements.

Howell

This does not include the $\frac{3}{4}$ Howell which has a separate entry. The actual Howell movement used is determined by your selection on the next screen. Only the movements that satisfy the criteria on the section details screen are shown in the list.

The Howell movements are defined from the main menu item [Movements]. The non-standard Movements  need to be defined prior to their use. There are Howell movements  supplied with the scorer and you may add your favourites.

The Howell movement requires the number of winners to be 1. If you have specified two winners you will need to change it to 1 before proceeding.

Where the number of tables includes a half table, the Howell movement used is for the next highest number of whole tables. For example, with a four and a half table section you would use a five table


Howell movement.

$\frac{3}{4}$ Howell

Procedures with $\frac{3}{4}$ Howell movements are the same as for standard Howell movements. The difference between the Howell and $\frac{3}{4}$ Howell is the number of rounds played. In the $\frac{3}{4}$ Howell the number of rounds must be less than in the standard Howell.

When you click [Next], a list of $\frac{3}{4}$ Howells that satisfy the values (number of tables and rounds) are shown for you to choose the movement in use.

Mitchell

The Mitchell movement only applies where the number of tables is odd. The session may have 1 (one) or 2 (two) winners. With an even number of tables the system uses the default  movement (skip or share and relay Mitchell movement).

When a Mitchell movement is selected with one winner an additional field is enabled to select "Switched". This allows you to use a switched Mitchell, with the switch rounds being entered on the same screen.

Skip Mitchell

You may use the Skip Mitchell when the number of tables is even. After pressing [Next] you are able to enter the round when the Skip occurs.

Relay Mitchell

You may use the Share and Relay Mitchell when the number of tables is even. After pressing [Next] you are able to enter the position where the relay table occurs.

Whist Mitchell

The Whist Mitchell movement is only useful where the number of tables is odd. The session may have 1 (one) or 2 (two) winners. With an even number of tables the North-South pairs play the same East-West pairs after half way.

Appendix Mitchell

The Appendix Mitchell (Beynon Appendix Mitchell) appends a number

of tables onto a base Mitchell movement with a prime number of tables. The number of board sets specified on this panel dictates the size of the base. e.g. with a 17 table section and 13 sets of boards the movement is a 13 table (base) Mitchell with 4 appendix tables.

One and one half table Appendix Mitchell

This movement requires that the number of tables in the section includes a half table and that the number of tables is a valid number for this movement. The skip Mitchell is used where the base includes an even number of tables (e.g 11.5 Tables uses a 10 table base and so a skip occurs after 5 rounds).

North South Rover Mitchell

This requires that the number of tables includes a half table. The half table number must be equal to one more than the whole number of tables, the last table number. For example a 7.5 table movement is defined as having 8 tables, E-W missing at the last table, number 8.

The ASE Scorer Version 8 checks that the number of whole tables are not be divisible by three or equal to twenty five. These are not valid movements.

This movement requires that the N-S pairs are stationary.

Where the number of whole tables is an even number, (for example, 10.5 tables) you will be shown the round where the skip will occur, and this is fixed.

There are special N-S Rover Mitchell movements available for numbers of tables divisible by three. For example, 9 ½ tables. These are not valid with this movement type. If you require such a movement you will need to generate the movement using the USER type movement.

Usually the N-S Rover Mitchell proceeds with the North-South Rover pair replacing the pair at N-S table 2 on the second round. You are given the opportunity to change this value.

When the number of whole tables is even (eg. 14.5 tables) after the skip round the N-S pair replaced by the Rover pair is the next higher


pair from the first pair replaced. e.g. where the N-S Rover replaces N-S 2 on round 2, next higher is the pair at table 3.

Web Mitchell

This movement requires the total number of tables be even. Therefore 15½ tables is considered an even number. The number of rounds and board sets should be equal and may be an even or odd number.

Where the number of board sets is even you will be required to skip at some point in the movement. You are shown the round number after which the skip occurs.

User defined movement

You specify this movement type only when you require a movement that is not available in the standard set. To use this type you must define the complete movement round by round, table by table using the user movement  option.

Once you have defined the movement you may use it any number of times. The definition is only required once. Having defined the movement you may choose to vary the other parameters on this screen.

You may have a different number of boards per set, a different board set on table one in round one, non-default pair numbers or you could use the movement as a barometer where the boards are shared across the field.

Note: the difference in the terms **movement** and **section**. A **movement** is used to define a **section**.




Part












Working with events

6 Working with events

Once you start a new event or open an existing event, there are nine tabs showing on the main screen . You can switch between the tabs very simply by pressing the number of the tab on the keyboard. Also you can step through the tabbed pages using the [Ctrl-Tab] key combination, or to step backwards use the [Ctrl-Shift-Tab] combination.

Within a tabbed page you can move about the options using the [Tab] key (or reverse using [Shift-Tab]).

The 9 main tabs are:

- [1 Start ] start another event
- [2 Names ] enter the names of players participating in the event
- [3 Scores ] enter the scores achieved by the players
- [4 Score up ] calculate the results of the event
- [5 Results ] view the results of the event
- [6 Reports ] print or view the reports about the event's results
- [7 Advanced ] use advanced options applying to the current event, session or sections
- [8 Finish ] finish up the event, save or finalise
- [9 Details ] View the details of the properties of the event


6.1 Start

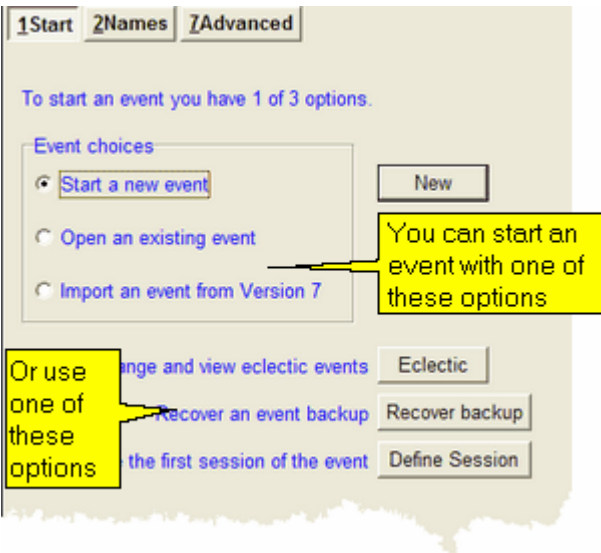
To start a new event or to open an existing event use a [File] menu option

or

the [1 Start] tab (see below)

or

by using one of the quick keys .



Selecting the "Start a new event" option [Ctrl-N] will start the event wizard ⁶⁶ that will lead you through the process of creating the event you are about to conduct.

Selecting the "Open an existing event" option [Ctrl-O] will present an open file dialogue where you will need to select the event that already exists. The file extension defaults to ".ase" so that you can select a file called, for example, "my event.ase".

Selecting the "Import an event from Version 7" option [Ctrl-I] will present an "Open File" dialogue where you will need to select the event that already exists. The file extension defaults to ".vnt" so that you can select a file called, for example, "ABC.vnt". Only event files that can be opened using ASE versions 6 or 7 can be opened here. Once opened, the event should be saved in the Version 8 format. Any event changed in Version 8 cannot be then re-opened in Version 6 or 7 with those changes included.

Where you have created an event without any session details, by using the [Finish] ⁶⁹ button in the event wizard, you may choose to define the session details by selecting the [Define Session] button. This will take you to the session wizard ⁶⁹. The [Define Session] option will not be available when the event already has a session.

At any time you may look at or define the eclectic events on this club database. These are special events that have results based on other events previously finalised. For example the results might be the sum of the best 3 results from 5 sessions in two other events. Select the [Eclectic] button or use the quick key [Ctrl-E] to use this option.

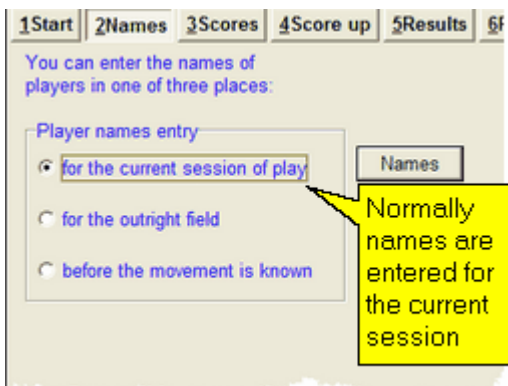
When an event is finalised¹⁰² the results are saved in the club database. At the time you finalise the event you are asked if you want to make a backup copy of the event.

For what ever reason, you may find that you want to go back to the original event, using this backup at finalisation. The [Recover backup] option allows you to do just this. Once the button is clicked [Ctrl-R], you will be shown an "Open File" dialogue to locate the desired backup event. Then you will be required to choose a folder and file name to save the old event in. Then you will have the option of opening the event as though it were an original event. Care is needed as the event can be finalised again, and so duplicating the results in the club database.

Where you open an event that has been finalised (but where the name is unchanged) the ASE Scorer Version 8 checks if you want to reset (take the event out of) finalisation.

6.2 Names

The players' names can be entered in an event in one of three places:



Normally you would enter the names of the players for the session of

play. However there are times when you would enter the names for the first session of play, before the session has been organised. Also there are times when you would enter the names for the outright field and copy them to the session of play.

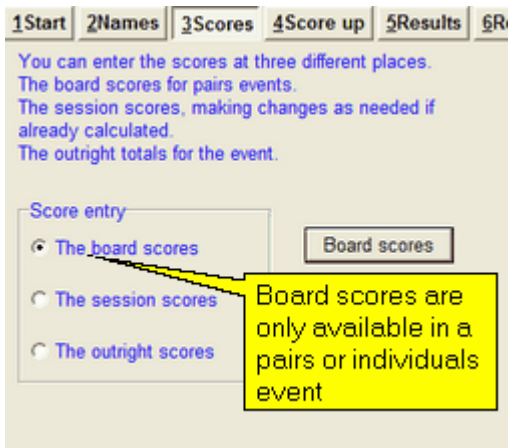
How you organise yourself will depend on the circumstances.

How you organise your pair numbers will affect the way you capture the names of the players. See "What is the best way of assigning pair numbers in an event?"^[258] for more details.

See "entering players names"^[106] for the procedures in entering the names.

6.3 Scores

Enter the scores achieved by the players on the [3 Scores] tab.



You can enter scores^[118] for the section, session or event depending on the type of event and your needs.

To enter the session scores use the quick key [F5].

The board scores are for pairs and individuals events only. In any event type, including pair and individuals, it is possible to enter only the session results, bypassing the board scores.

Therefore normally the session scores are only entered in teams

events. During this entry is it possible to get the ASE Scorer to convert IMP results to VP scores. The outright scores are calculated by the ASE Scorer.

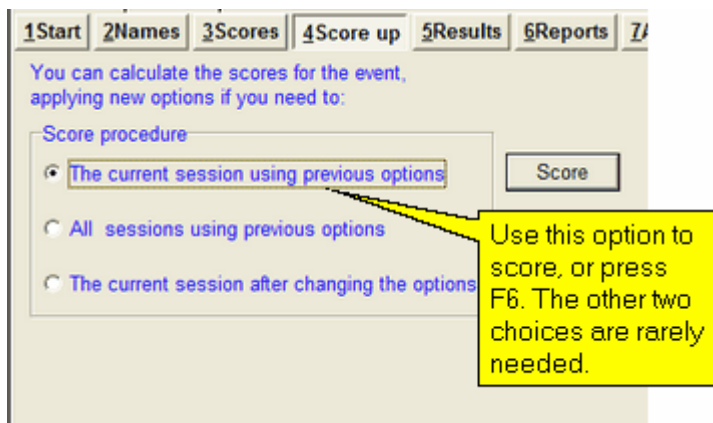
Even so, the session scores may be changed for a pairs or individuals event. Care must be taken here as the ASE Scorer will "re-score" the session if you go back to an earlier session and change any data, and so replacing any changes made for the session. Only make changes to the session scores after you are happy that the session scores are final.

Another reason for entering the session scores in a pairs event is where an event has been scored manually. The sessions scores are entered to get the ASE Scorer to calculate the masterpoints and report the results.

The outright scores can be altered as needed too. An important reason for entering the outright scores is to include scores brought forward from a previous event. Enter these after scoring the first session. Normally the automatic carry forward score procedures would be used in the ASE Scorer, but manual changes are sometimes required.

6.4 Score up

After entering all the scores, you need to calculate the results.



The easiest way to calculate the scores is to press [F6]. This is equivalent of the first option "Score the current session using previous options". Where the session has not been scored previously, you will

be asked to supply the scoring options.

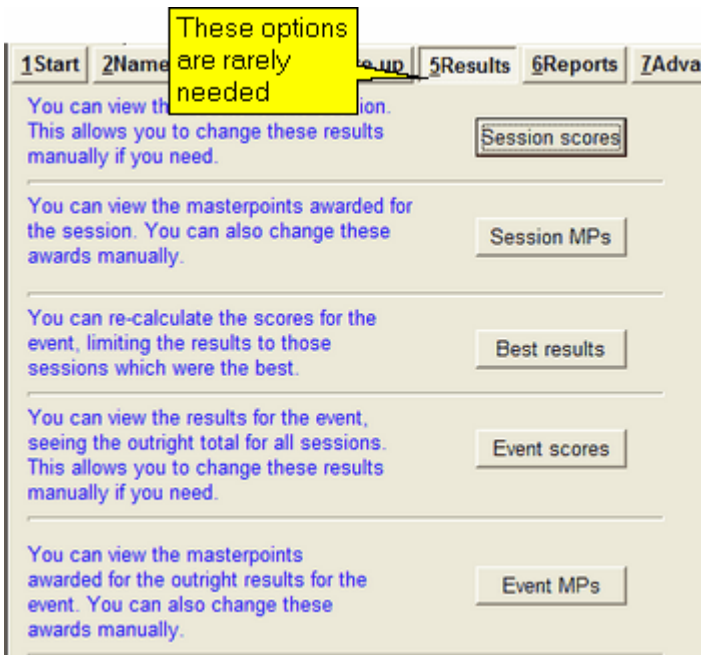
You will rarely need the score "All the sessions using the previous options", but is useful where you want to reset all the outright scores, and make sure the calculations are correct.

Any time you want to change the options used in the scoring use the third option, score "The current session after changing the options". Changes to some of the scoring options will require a re-score of all sessions for a valid result. The ASE Scorer Version 8 detects this situation and automatically re-scores all sessions.

6.5 Results

The results tab is rarely needed.

After score up, you would usually view the results using the options available under the "Reports" tab.



Session and event scores can be viewed, entered and changed using the respective options. These are presented in number order, and are not designed for reporting.

Similarly the session and event masterpoints may be viewed, entered and changed using the respective options. These are presented in rank order.

After an event is finished you may require that some of the lowest scores are eliminated from the totals. Use the "best results" button for this. You will be asked to enter the number of "best" sessions to be included in the outright results. Re-scoring the event in the normal way will override this selection. See "best scores" ¹⁰¹ reporting options for similar functionality.

Session scores

This allows you to change the final scores for the session ¹³⁵. This should only be used after all other scoring changes have been made. e.g. If the scores on a board are changed, the system will automatically update these totals on the next re-score. The masterpointing is recalculated after these changes are made.

Session MPs

This allows you to change the master points found on the rank file for the event. You may modify the master points produced automatically or enter them manually.

Event scores

This allows you to change the results before printing the final report on the results ¹³⁷. The ASE Scorer automatically recalculates the masterpoint awards after selecting this option.

Event MPs

This allows you to see the results of the event, and change the awards from those produced by the ASE Scorer. **Note:** *if you change the players' scores in any way, the masterpoint awards are automatically recalculated.* Only make manual changes after the scores are known to be correct.

This screen also allows you to enter the carried forward scores, where they differ from the scores achieved by the players. These may be used in the event advanced ¹⁶⁶ options, copy c/f ¹⁶⁶.

6.6 Reports

There are a number of reports available for the current event.

The screenshot shows the 'Reports' tab selected in the ASE Scorer 8 interface. A yellow callout box highlights the 'Reports' section with the text: "Not all these reports are available in some events." The 'Reports' section includes buttons for Session, Outright, Personal, Players, Event Field, Guides, Seating/Draw, and Travellers. The 'Destination' box has radio buttons for Printer, Screen, File (selected), and Web page. The 'Report select' box has radio buttons for Automatic and Manual (selected). The 'File type' box has radio buttons for HTML, PDF, and Text (selected).

The normal reports required are the results for the session and the outright results for a multi-session event. The other reports are needed at various times. The "use best scores" only applies to the [outright] report. This differs from the [Best results^[97]] option which has only one variable, the number of sessions to include in the outright totals. Choosing "use best scores" will give you a number of options^[101] to apply to the report.

The key option is the "Report select" box. The default value is "Automatic" and the simplest choice of reports. The ASE Scorer Version 8 will choose the best report for the event and report of choice. When you select "Manual" the menu items available increase and the Right-click on any report will show a pop-up menu for your selection.

The "Destination" box on the right hand side of the screen indicates where the reports are to appear. If you select "File" or "web page" then the "File type" box will appear allowing you to choose one of three file types.


The report layouts are not fixed, and may be changed as you require.

To do this choose the "change" menu item in the pop-up menu.

Left-click on the button for the report you require. The automatic, current or last selected report will be printed, directing the output to the destination, printer, screen or file.

When in manual mode, right-click the button to change the report you have currently selected. A pop-up menu is shown listing all the reports that have been opened recently, allowing you to choose a different report from the current one associated with that button.

From this pop-up menu the [Open] option presents an "Open File" dialogue, to select a report file.

The [change] option presents the generator interface  screen for you to make changes to the current report, or select a new report as you require.

The [Defaults] option will list all the default reports available for the report type. Choose the one you require. If you are not sure which report you need, try them one at a time until you are happy with the one selected. Once selected that report is the current report and will appear each time the report button is clicked.

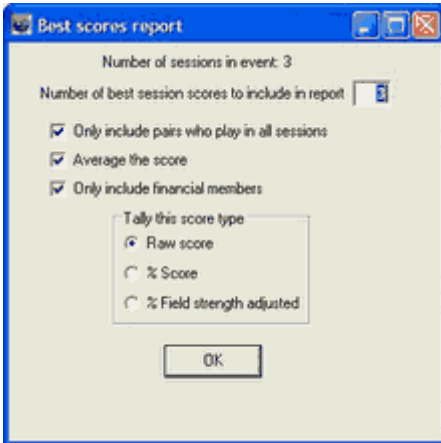
Any of the reports listed under these options may be selected as you require.

Destination

The destination is the printer, screen or file. If you need to direct a report to a file of type that is not shown in the list when "file" is selected, use the "printer" option, and choose "print to file" during that dialogue. The additional file types are extensive and include Excel, rich text files etc.

When you are using the screen option it should be noted that the display can remain there while you do other things. For example you might re-score the session and the report display showing the session results will be automatically refreshed.

6.6.1 Use best scores options



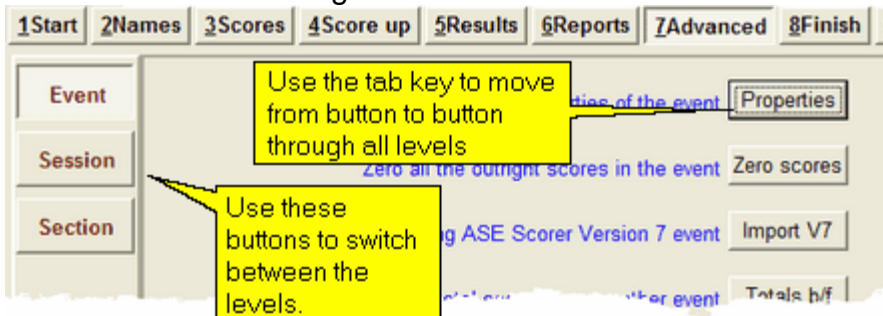
Where you choose the "Use best scores" option for the outright report this screen appears. The number of best scores you can choose must be less than the total number of sessions in the event. The other options here allow you to vary the report to suit your needs. The % Field strength adjusted only applies where you have player ratings installed.

This is purely a reporting option and does not change the internal outright scores.

The option [Results⁹⁷][Best scores] does something similar to this option but totals the outright scores and shows them in the [Results][Session scores]. The outright scores produce this way are used for masterpointing, carried forward scores and any related issues.

6.7 Advanced

This tab is available to get to all the extra features in the event.



All the [7 Advanced] options on this tab are available through the standard menu items. They are organised here, with descriptions, so that you may find the option you need.

The three buttons on the left will change the display to the options for the event^[166], session^[171] and section^[173] respectively. See the event advanced options^[166] for more details.

6.8 Finish

The ASE Scorer always prompts you to remember to save the event when you close down or open another event. It is not essential to save an event and it is possible, though unusual, to score a whole event without ever saving. Generally it is recommended that the [File]/[Automatic Save] option be enabled so that the ASE Scorer Version 8 will always save the event each time you leave a data entry screen (names, scores etc).



During the life of the event it is recommended you save the event often. The worst case is when your computer loses power and all the work is lost. Keep those power cords away from feet. The quick key^[30] method to save is [Ctrl-S].

Sometimes you need to save an event under a different name. Use the [Save As] option.

Use the [Close] option when you no longer need the event open, but may want to do other things.

The last step in any event is to [Finalise].

Finalising the event saves away a summary of the results in the current club database. Finalised events may be reported and viewed through event history^[51] in the club management section. The masterpoints are retained in this history and are sent to the national organisation when the export option^[216] is used. Only finalised events are candidates for export. Similarly for the ratings information.

When you [Finalise] the event you are asked if you want to make a backup copy of the event, unless the "Generate event text file results" in system defaults^[213] is ticked when it will be done automatically. This allows you to copy the event to another folder, disk or diskette just in case you need it again later.

In addition you are asked if you want the original event to be deleted. To make a backup copy, and delete the event file is the safest procedure. The event is then unavailable to be opened accidentally. When you choose to do these, you have the safety of the event being placed in a backup file, as well as being able to view and report on the results summary.

6.9 Details

Anytime you need to check on the structure of the current event select the details tab.

The screenshot shows the ASE Scorer 8 interface with several tabs: 3Scores, 4Score up, 5Results, 6Reports, 7Advanced, 8Finish, and 9Details. The '7Advanced' tab is active. On the left, there is a tree view for 'Session 1' containing '1 Red', '2 green', 'session 2', '1 blue', '2 yellow', and '3 grey'. 'session 2' is selected. A yellow callout box points to this selection with the text: 'To change your selection click on the session or section in the tree view here, or change the session or section numbers on the other side. All other details on the screen are for your information and cannot be changed.' To the right, the details for 'The current session' (Session 2) are shown, including a date of 17/06/2004 and 3 sections. Below this, details for 'Section 1' are shown, including a date of 17/06/2004, a letter 'B', the name 'Mitchell', and 8 tables.

Select the section you are interested in, and the details are shown on the right.

To change the properties of the event or any session or section within the event, use the [Advanced¹⁰¹] tab.



Part



Entering players' names

7 Entering players' names

The players' names can exist in two main places: the outright field and the session of play.

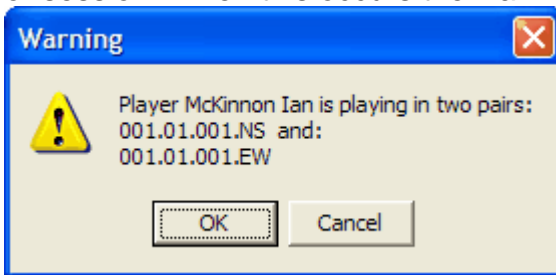
To enter the names for the current session use the quick key [F4].

The outright field is not required in an event where the play is only in one session. Any multi-session event requires an outright field. The outright field is automatically generated when the session name are defined, and the event numbers are unique within all the sections of play in the first session.

Substitutes are handled very effectively by having the names of the players in each session which may differ from those names in the outright field.

You can enter the players' names prior to the session of play^[113], or after the session of play^[107] has been defined, or in the outright event^[111] field.

When you finish entering the names by clicking the [Done] button the ASE Scorer checks that players are not in two pairs for the same event or session. When this occurs the warning appears:



This warning says the player is sitting at two seats, "session.section.table.seat" as 001.01.001.NS and 001.01.001.EW.

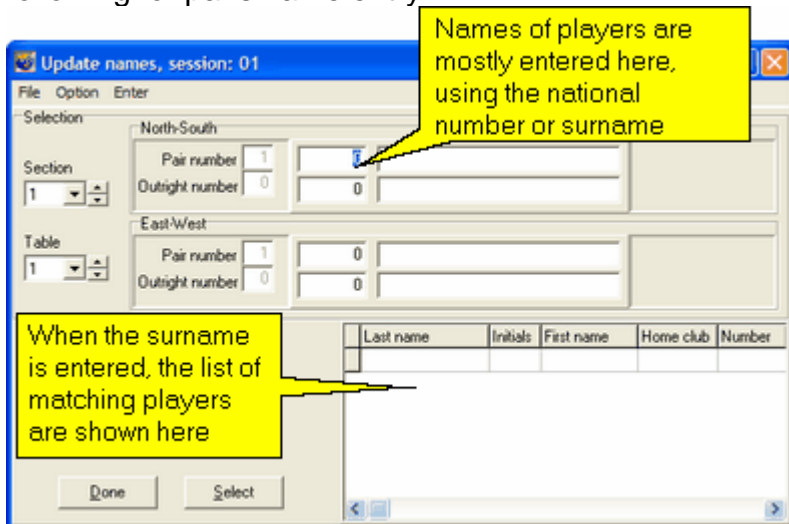
To continue the checking press [OK]. Continue to press [OK] while there are further errors until you return to the name entry screen where the corrections can be made.

If you press [Cancel] the scorer ceases to check the pairs and exits the

screen.

7.1 Entering session names

Whether the event is pairs, individuals or teams the name entry procedures are very similar. The screen presented will look like the following for pairs name entry.



The section number and table number are shown on the left. You can change these as needed so that you can enter the players for that seat. Normally the names are entered in table number order so that other selections are not required.

The North-South and East-West pairs are shown separately. Their pair number, which was specified at the time the section was defined, is shown on the left of the names. Immediately under the section pair number is the outright, event pair number.

In a single session event the need for the outright pair number is not essential and frequently not used. The N-S and E-W pair numbers need not be unique in the section, but will be within their field. For example in a Mitchell movement the pairs are frequently given numbers starting at 1 at table 1 through to the highest tables number, with both E-W and N-S having the same sequence of numbers.

Where the pair numbers are unique within the section, as in a Howell movement, and there is only one section in the session of play, then

the ASE Scorer assumes the outright numbers are the same as the section numbers. Similarly in a Mitchell movement where the pair numbers are unique, for example, NS 1 through 13 and EW 14 through 26.

See "What is the best way of assigning pair numbers in an event?"^[258] for more details on pair numbers.

Next to the pair number field is the place to enter the players national number. The players name is shown next to that.

The names are usually captured by entering the player's National number, but there are options to enter their local club player number, the local club pair number, the player's surname.

The number entry field will accept either form of entry. You can enter the player's number, followed by the [Enter] key, or the player's surname.

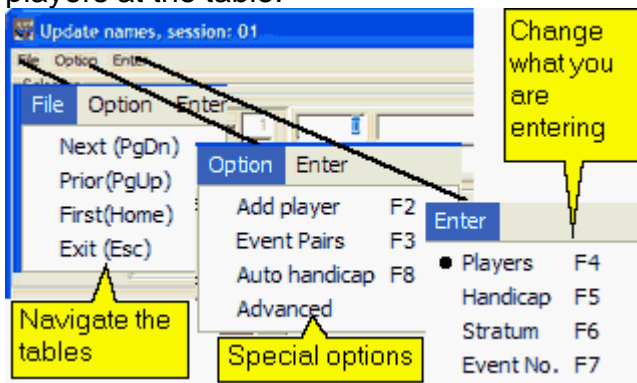
When the player's number is entered, the whole number is required. After [Enter] the ASE Scorer checks the validity of the number and shows the player's name, and moves the cursor to the next player on the screen.

When the player's name is entered, the list of valid names that satisfy the letters entered so far is shown in the display at the bottom of the screen. When you press [Enter] the name at the top of the list, the one highlighted, is that selected. You can also click on another name in the list and click [Select], or double click on a name. The up-arrow [↑] and down-arrow [↓] keys also move about the list of names, so you may make a selection.

Where you have a common surname, such as "Brown", you may find that the list is very long. The list may be narrowed by entering a space in the name followed by the first initial. Therefore "brown j" will show all the "J Brown" people, including, for example, "J Brownlee". Most frequently the first 4 letters of the surname and the initial narrows the list to a small number of candidates.

After you have entered all the players for a table, [Page Down] will

move you to the next table. Pressing [Enter] on each player simply moves the cursor to the next player on the screen, cycling through all players at the table.



All the options available on the name entry are shown above.

File

The [File] options allow you to navigate the tables in the session file. The [Page Up], [Page Down], [Home] and [Esc] key are the quick keys to these options.


Option

The [Option] list has all the special or unusual options.

[Add player] [F2]. When a player is missing from the club masterfile you can add them using this option. See "add a new member or player³⁸" for more details.

[Event Pairs] [F3]. The Event pairs option presents a list of all the pairs in the outright field. This is a modeless screen (it stays open while you do other things) and so can be left there showing while you enter other pairs until you need it. Anytime the pair you need is in the outright list you can double-click on that pair and they will be copied into the current seat at the table.

[Auto handicap] [F8]. Selecting this option will turn the function on or off, shown by a tick next to the item. When this option ticked, each pair's handicap is automatically calculated and shown in the handicap field to the right of the names.

[Advanced]. Selecting this option will show a set of advanced options  on the bottom left of the screen.

Enter

The normal function of this screen is to enter the players' names for all the pairs. There are times when other things need to be entered for the pairs. The item with the bullet showing next to it in this menu is the "current" thing being entered.

- Players [F4]: enter the names of the pairs.
- Handicaps [F5]: enter the handicaps of the pairs
- Stratum [F6]: enter the stratum (an alpha letter) of the pairs. Only used in stratified pairs events.
- Event numbers [F7]: enter the outright field pair numbers.

The item selected will restrict the fields available to you on this screen.

To enter the pairs handicaps, press [F5] and the cursor is positioned in the handicap field. Enter the pairs handicaps as required. When the scores are calculated, you are given the option of scoring using the handicap or not. A 50 handicap will give the player a 50% score. A 150 handicap means their score is multiplied by 1.5. A zero handicap is treated as 100% or the original score.

In matchpointed pairs, a handicap of 120 will give a pair their score plus 20% of the maximum score available. A handicap of 80 will give them their score minus 20% of the maximum score.

To enter the event pair numbers, press [F7] and the cursor is positioned in the event pair number field. Enter the pair numbers of each pair. This option is only applicable in a multi-session event, where the scores are accumulated over all sessions against an event pair number. This number only needs to be entered when it is different from the session pair numbers and particularly when the session numbers are not unique for all pairs.

To enter the pair "types" or Stratum, press [F6] and the cursor is positioned in the "Stratum" field. The letter entered here is an arbitrary value, and corresponds to the pair type that may be selected during the

printing of the results. This is only used where there are several types of pairs in an event. For example, in an open field of pairs, reporting may be required over all the field, as well as for women's, men's and mixed pairs. The type for men may be 'M', women 'W' and mixed 'X'. During scoring of the session, the stratum is set to blank (for the whole field) or 'W', 'M' or 'X' for those pairs in the respective strata. Each stratum is scored and reported one at a time. The scoring option "score stratum" needs to be set for each scoring.

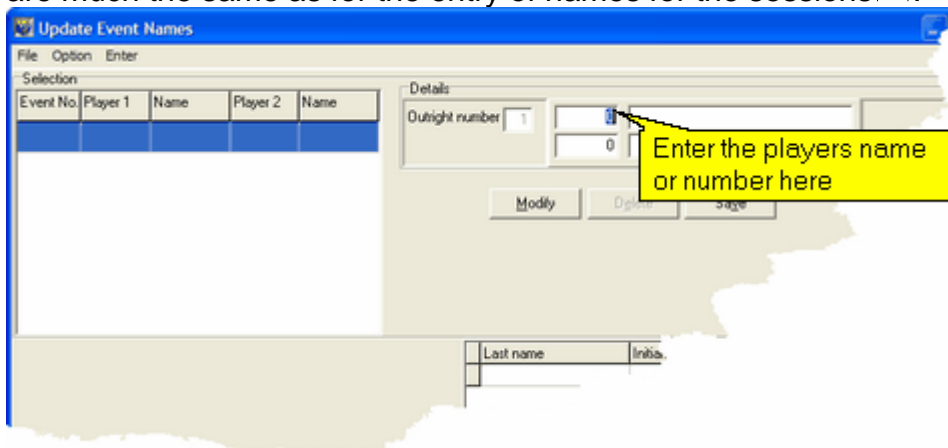
Typically you would either enter all names at the same time. The same for handicaps, event numbers or pair stratum.

The [Event Pairs] option [F3] is available to allow you to scan the existing event outright field, selecting the pairs you require in the session field.

Scroll this list as you require, using the arrow keys or the [Page Up] and [Page Down] keys. When the cursor is positioned on the required pair press [Enter]. The pair names are transferred to the session field and the event number is inserted in the session "event number" field. The cursor is advanced one place on both the session and event screens.

7.2 Entering outright names

The procedures for entering the players' names for the outright field are much the same as for the entry of names for the sessions¹⁰⁷.



The main difference is the lack of table information. Each event pair is

listed on the left of the screen. Click on a pair you wish to change and make the changes. Press [Enter] after each player, or to step through the players names.

The menu items are the same as with the session pairs entry. The one difference is the option [F7], which is the same as pressing the [Add] button.

To insert a new player press the [Add] button. Once complete press [Save], or to continue with more pairs, press the [Enter] key.

To switch to modifying the pairs already on file use the [Modify] option.

This option allow you to enter the pairs for an event. This may be done where the complete set of movements is not yet known, allowing you to capture pair's names for later assignment to a particular seat, table and section.

Normally this option is only used in multi-session events. In single session events, the names are entered in the session^[107] names function. Pairs may appear in this list without actually playing in the event (they did not show up, even though they entered the event).

It is not required that names be entered in this event list for they may be entered into the session^[107] names list, together with their event numbers. For example you may have run a single session event, which was then converted to a multi-session event the following week. Introducing event pair numbers is enough to automatically set up the event pairs list.

Therefore in a multi-session event, the list of pairs entered is found in the event list, and the pairs playing are found in the session list. Normally these are the same except where a pair has a substitute in a session.

The [Add] event pairs option allows new pairs to be added. Enter the players' numbers or names in the same way as with session pairs. You are required to enter the pair number, which must be unique within the list of pairs. Typically you would enter the pairs in sequence, starting with pair 1. They do not have to be in sequence.

Enter the event pair number, the number or name for each of the players in the pair, and press [Enter]. One or both of the players may be blank where you are not sure who the players are at the time of entry.

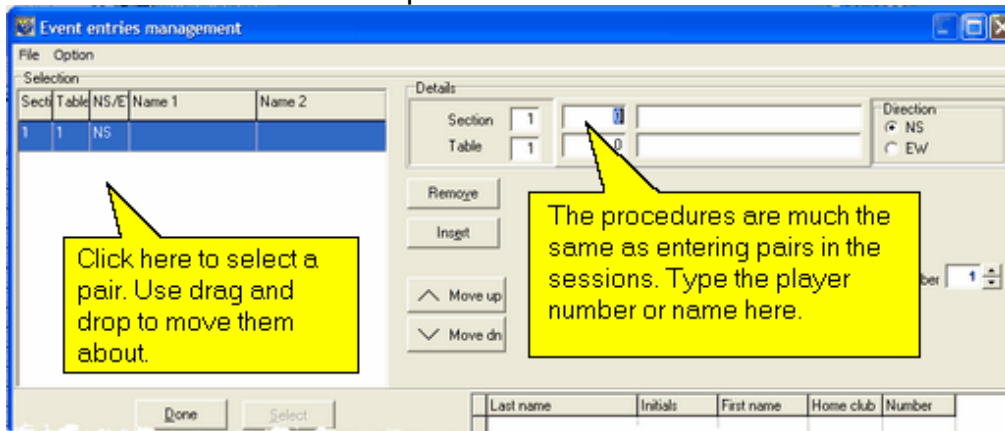
Where you are using handicaps and pair stratum, enter those values as required. Handicaps are not available in Swiss pairs at the event level, only at session level.

The [Modify] event pairs option allows you to scroll through the list of event pairs, changing the details as you require.

The [Delete] event pairs option allows you to scroll through the list of event pairs and place the cursor on the pair you need to delete and press [delete]. You are then asked to confirm the need to delete. Press [Yes] to proceed with the deletion and [No] to cancel the request and so not delete the pair.

7.3 Entering names before the event

This option is primarily designed to allow you to enter the pairs in an event that has not been set up. You would choose to do this when all the pairs of the event are not known, and the size of the section(s) and movements have not been specified.



See Entering session names ¹⁰⁷ for more details on the ways to use this screen, particularly the entering of player numbers and names.

The pairs listed on the left may be moved about as needed. The move

up and down buttons move the currently selected pair. The pairs may also be moved about using the standard Windows™ drag and drop techniques (left click on the pair and hold the button down while you move the mouse pointer to the place you wish to move the pair, and let go the button to drop the pair in the new slot).

The [Remove] and [Insert] options are available to delete and add new pairs. These are also available with a right-click pop-up menu on the list at the left.

The list of pairs can be saved to a text file using the "Save to file" option under the file menu. These files can be re-loaded to this screen using the "Load from file" option. This is a convenient way to move pairs from one event to another. Used in conjunction with the "Load pairs from session" [F4] option the list can be populated from an existing session of any pairs event.

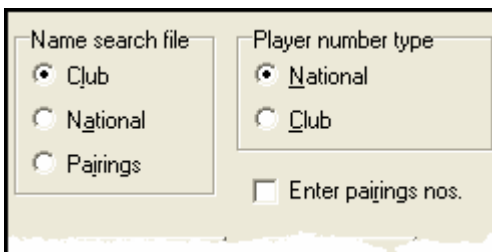
Once you have a list of pairs, in their correct seats, you can save them into the current session using the "Copy pairs to session" [F3] option. The current session number is shown on the right of the screen, and can be changed as required. These options are not available until you have created a new session ⁹² in events that have no session defined.

The pairs are placed in sections as you require, and you able to change the section number by using the right-click pop-up menu on the list at the left. You can add a section, or convert to one section using these options. The [Add section] option uses the current selection in the list as the position to start the new section, and all pairs after that have their section number increased.

The "Order by seeding" [F5] option will automatically order the pairs from the top seed to the lowest. This is only available when the system uses ratings.

7.4 Advanced options for name entry

When the "Advanced" option is selected during name entry the following panel appears in the lower left hand corner of the screen.



The screenshot shows a dialog box with two main sections. The left section, titled "Name search file", contains three radio button options: "Club" (selected), "National", and "Pairings". The right section, titled "Player number type", contains two radio button options: "National" (selected) and "Club". Below these sections is a checkbox labeled "Enter pairings nos." which is currently unchecked.

It consists of three parts.

Name search file

When players surnames are entered, the ASE Scorer will search a masterfile for the player. Depending on the Masterfiles available, you have the choice of three. The club masterfile is the normal choice, and is typically available.

The National masterfile is a complete list of all the players in the national database. This is only available in countries where this file is has been installed. In Australia this is the ABF file.

The pairings file is found in the current club masterfile. The pairs in this file are placed there using the "Add pairings" option on the Session Advanced options^[171]. This is a collection of pairs that normally play at the club. The search will return two players in the chosen pair.

Player number type

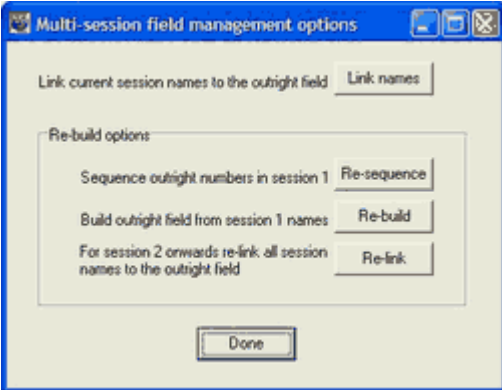
When you enter the players number, the number type selected here is used to determine which number is used. The national number indicates the use of the national number and any check digit checks. The club number is the local player member's number on the local club database.

Where the "enter pairings numbers" is selected (see below) the player number type selected here is used to indicate the number shown for the players in all the pairs.

Enter pairings numbers

When this is ticked, the number entered next to the players is assumed to be the local pair number in the club members database. These pairings are added to the database using the "[Add pairings]^[171]" option.

7.5 Link sessions to outright results



The option [Event][Multi-session] will show this screen. The [Link names] options will automatically take all the pairs names in the current session and place them in the outright field. This is particularly useful when each session in the event does not contain the same complete group of players. The ASE8 matches the pairs on their names and if a pair has not played before they are added to the outright list as a new pair. This is great when you are using the BridgeMate table top score entry devices as the players can enter their entries at the table using their National player numbers. After the option [Get BM Names] use [Link names] to links all the pairs to the previous session(s).

The rebuild options will establish the outright field from scratch. You will need to re-score the sessions to produce the latest list of results.



Part

A large cyan circle containing a black rectangular box. Inside the box, the Roman numeral 'VIII' is written in a bold, yellow, sans-serif font.

VIII

Entering the scores

8 Entering the scores

The procedures for entering the scores varies depending on the event type and the scores being entered.

In a pairs or individuals event the board scores may be entered so the ASE Scorer can produce the session scores, using the scoring method chosen. The data entry method may be shorthand^[118] or longhand^[133] depending on the option selected in the session properties^[180].

The session totals^[135] can be entered or modified for any event. The event scores^[137] can be modified in all events where there is an outright field.

In teams events^[134] only the session scores can be entered.

8.1 Entering the board scores in shorthand

The board scores can be entered as shorthand value "420+" or a longhand^[133] value "4SN10". This section deals with the shorthand entry method.

This panel is used to enter the scores achieved by the players. When

the panel is first shown it displays the first board of the first set in the current section (or in the case of a barometer movement, it shows all the boards played on the first round).

From then on you may switch between the current board display and the current round display selecting the Round or Board option in the "show scores for" option box.

The scores can appear in the order of the round number, table number or NS number depending on the "show in order of" option. The initial value of this choice is set in the session properties [180](#).

The real board number (the number shown on the boards sitting on the table) may differ from the system internal board number. Use board mapping in the section properties [181](#) to change these.

The real board number is used by the system to determine the vulnerability of the board.


The default colour scheme is as follows. Each entry on the board is shown in black with a yellow foreground except for the entry that is currently under consideration which is shown in green. In addition, the current entry is marked by a "<" character on the right, instead of the "*" .

To change these colours see "colour scheme changes" [127](#) .

On the left hand side of the display is the table number, then the North-South and East-West pairs numbers with a "v" between them. If North-South is vulnerable on the board a "<" is shown on the centre of the board display. If East-West is vulnerable there is a ">" character shown.

As you move the current score pointer from one score to another the "board", "round" and "table" numbers on the currency indicator panel on the right are changed. Note the board number shown in the current score indicator is the *internal board number* while the "real board number" is shown on the top of the screen.


When I refer to the keys on the keyboard in the following description it


is assumed the default keys are in operation. You have the option of changing the keys you use on this screen by selecting the "key mapping" option on the file menu item. The key mapping screen  is then shown:

You may press the plus [+] or minus [-] key on the numeric key pad to move the pointer from one score to the next, either up or down. Note as you do this the round number and table number are changed.

Also you can change the current line by clicking on the line with the mouse.

Depending on the keyboard in use on your computer it may be desirable to press the [Num-Lock] key so you may enter the scores using the numeric key pad.

See "score entry options " for details on how to enter the scores in shorthand.

For other options available on this screen see "special options .


8.1.1 Score entry options

All scores are entered using the function keys, screen buttons or the numeric key pad in combination with the (plus) or (minus) keys.

[+] (PLUS)

Enter a North-South score. Whenever you wish to enter a North-South score, press the required numbers followed by the [+] key. For example, to enter 620 for North-South, enter 62+. **Note:** *that the trailing zero character is not entered to speed up data entry.*

Entering the [+] key alone moves the pointer to the next score on your panel. Therefore, to enter a PASS (no bid) you use function key [F12].

If you attempt to enter a score that is not possible on this board and vulnerability, the ASE Scorer will issue an error message "49 - Impossible Score", and the warning bell is sounded if you have sound turned on (see system options .

Similarly, if you enter a score which is unusual, the ASE Scorer will

issue a warning message "50 - Warning-Last Score Unusual" and proceed to the next entry. **Note:** *an unusual score is where the contract is doubled and makes two or more over-tricks or more than two under-tricks.*

When entering **Epson %** scores a zero is not appended to the score. Also, the complementary % score for the EW pair is produced automatically

[-] (MINUS)

Enter an East-West score. The minus key is used in the same way as the plus key but enters an East-West score. All edit checks are the same but the East-West vulnerability is used. If you press the minus [-] key alone, the pointer moves back one entry.

ENTER

Pressing [Enter] copies the score immediately above the current entry into the current entry and advance the pointer one score on. This is used to speed up data entry where the scores are the same on a given board. **Note:** *this can be used independently of the COPY^[124] [F7] and PASTE^[124] [F8] functions.*

[F12] (NO BID OR PASSED-IN SCORE)

Pressing [F12] will place a NO BID score in the current entry and advance the pointer to the next score. "NO BID" is shown in the current entry and an indicator is placed on the right hand side of the score (the letter "N" appears).

Note: *a NO BID score is equivalent to zero for North-South and East-West pairs. The match pointing is based on zero. It is less than all North-South scores and greater than all East-West scores.*

NO BID should not be confused with an average [F2] or the set no score [F5].

When entering Epson % scores [F12] allows you to enter a zero percentage for the NS pair. Alternatively you could enter 100 for the EW pair i.e. 100-.

[F2] (AVERAGE SCORE)

Pressing [F2] will place an AVERAGE SCORE in the current score and advance the pointer to the next score. "AVERAGE" is shown in the current entry and an indicator is placed on the right hand side of the score (the letter "V").

Note: A computer scored average is different from manual scoring. With a computer the WBF formula is applied.

In *manual* scoring an AVERAGE SCORE awards half the match points to the North-South pair and half the points to the East-West pair. The TOP of the board is reduced by one match point and the BOTTOM is increased by one match point.

See handling average scores  for a details on this subject.

[F3] (SET percentage SCORE)

This allows you to award an exact PERCENTAGE SCORE to both the North-South pair and the East-West pair. See function [F4] (SET percentage MATCH POINT) and [Ctrl-F1] (enter two scores) for similar functions.

See "Set percentage score " for more details.

[F4] (SET percentage MATCH POINTS)

This function is very similar to [F3] (SET PERCENTAGE SCORE). The North-South and East-West pairs are awarded percentages, but when determining the match points awards the nearest whole match points equivalent to the percentages are used. The decimal fractions are truncated.

Therefore in summary, [F3] awards the *exact percentage score* (with decimals) whereas this function awards *whole match points* closest to the percentage awarded.

See "Set percentage score " for more details.

[F5] (CHANGE TO "NO SCORE")


This function allows you to delete any score on the current board. This is used where you have accidentally entered a score against a pair, and the correct entry is not known. During scoring this has exactly the same meaning as not entering a score though it does show a score has been deleted from the entry.

This should not be confused with NO BID (function [F12]) and AVERAGE SCORE (function [F2]).

When match pointing a board where a score has not been entered (or this function has been selected showing no score) the TOP is based on the number of entries on the board, not including this score.

After match pointing, all the board's scores are factored to the same TOP as all other boards in this session. The pairs with no score on this board do not receive an average. Their total score is factored up to the same number of scores as all other pairs in the session.

[F6] (FORCED SCORE)

This function allows you to force in a score which would otherwise be inadmissible. This usually only applies where you are wishing to force in a score  as an adjusted or an awarded score.

The [F6] key is used in two ways:

(1) It is used to force in an impossible score after you have entered it in the normal way. For example, on a board where North-South are vulnerable, you enter 45+. The ASE Scorer issues an error message "49 - IMPOSSIBLE SCORE". You force the score with [F6] and it is accepted as the North-South score.

(2) Alternatively, you may wish to force a score you have not entered first. Press [F6] and a panel is presented to enter the score you wish to force in. The score you enter on this panel may be positive or negative (North-South or East-West) and may have a value that does not end with zero. For example, -635 may be entered.

[Ctrl-F1] (TWO SCORES)

This function allows you to award special scores to both the North-South and East-West pairs. A new screen is presented to enter the

scores. This function is used when the tournament director has chosen to award special scores ¹³¹ to both the North-South and East-West pairs.

For example, the North-South pair may be awarded +420 and the East-West pair +120. The North-South pair will receive match points determined using +420 as the score. The East-West pair will receive match points determined by scoring the board with +120 (as though their opponents scored +120).

The rest of the scores on the board will receive match points based on an average score being awarded to the two pairs in question. Where there is more than one entry on a board containing two scores all the special North-South scores are considered in determining the match points for the North-South pairs and all the special East-West scores are used in determining the East-West match points.

Note: *fouled boards may also have two score awards.*

It is possible to award average-minus, average and average-plus scores to North-South and East-West pairs.

[Ctrl-S] (SIGN change)

The most common data entry error is to use the incorrect sign on the score. (eg, plus 120 instead of minus 120) This may be corrected using the [Ctrl-S] keys. Simply place the current cursor pointer on the score that has been incorrectly entered. Press [Ctrl-S] and the East-West score is swapped to North-South or vice versa.

8.1.2 Special options

[Page Up]

[Page up] selects the prior board or round to that currently shown.

[Page Down]

[Page down] selects the next board or round to that currently shown.

Occasionally when displaying the current round it is not possible to show all the tables on the one screen. In that case, [page down] gets the next series of tables for the current round. This differs from the

[page up] key which always displays the prior board or round.

[↑]UP-ARROW

The [↑] key moves the current entry selection pointer to the last entry in the prior block of scores. For example, when the current round is being displayed, [↑] moves the current pointer to the last score of the previous table.

[↓]DOWN-ARROW

The [↓] key moves the current pointer to the top of the next block of scores. For example, when showing the current round, [↓] moves the current pointer to the first score on the next table.

TAB

The [TAB] key moves the cursor to the board or round number in the current entry display (on the right of the screen shown above) depending on whether the current board or round is being displayed.

You can [TAB] from field to field changing any of the values shown there. This is useful where you want to select a particular board or round without paging through all the intervening boards or rounds. Having selected the required table, round, board, section or session, return to the score entry by pressing [Enter]. If you place an invalid number in any of the fields in the top line, the ASE Scorer ignores the change. All the values in the entry must be valid for the selection to take place.

[F7] (COPY)

This takes a copy of the last score entered for use with the [F8] function (PASTE). The copied score is shown on the lower left hand corner of the screen, and remains there as you move to the next board or round.

[F8] (PASTE)

This places the copied score (see the previous function [F7] COPY) in the current entry on your screen. You may PASTE the same score any number of times.

Note, the copied score may be PASTED on subsequent boards or

rounds. This means you may PASTE a score which is inconsistent with the vulnerability shown on the screen.

There is a faster form of the copy and paste available by pressing the repeat key [Enter]. This copies the score immediately above into the current entry without being placed in the intermediate copy field. These two operations may be used independently of each other.

[F9] (SWITCH)

This switches the pairs shown on the current entry. The North-South pair number is placed in the East-West position and the East-West pair number is placed in the North-south position.

The "v" shown between the pair numbers is changed to an "x". An "S" switch is shown on the right hand side of the display and the current pointer advances one place.

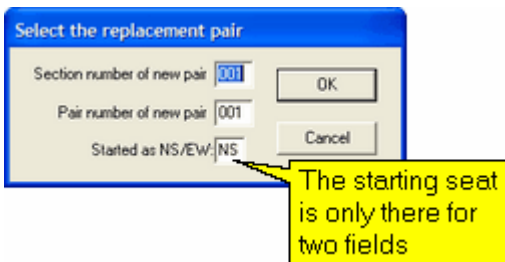
You may switch back any switched pairs by pressing the [F9] key again while positioned on that entry.

[Ctrl-F3] (CHANGE NORTH-SOUTH PAIR NUMBER)

This allows you to change the pair number of the pair sitting at the North-South seat of the current entry. The new pair number may be that of any pair playing in this session.

You are required to enter the section number, the pair number and their original starting seat position (NS or EW).

This is useful where a pair has sat in the wrong section and played a board. Usually some other compensatory actions would need to take place. An average or adjusted score may need to be awarded to pairs involved in this board at other tables.



This screen allows you to specify the pair replacing the current North-South or East-West pair. Press [Esc] to return without any changes to the current pairing. Once you have selected the new pair correctly, press [Enter] to process and return to the main screen.

Section number of the new pair specifies the section number of the replacing pair. This only applies where the current session has more than one section. The initial value is the section number of the current pair.

Pair number of the new pair contains the pair number of the replacing pair. The initial value is the current pair number.

Started as NS/EW is optional and only appears when there are two fields in the session. This indicates the original direction the pair was sitting in round one. The initial value is the starting seat position of the current pair.

[Ctrl-F4] (CHANGE EAST-WEST PAIR NUMBER)

This function works the same way as [Ctrl-F3] above. It allows you to change the pair number of the East-West pair in the current entry.

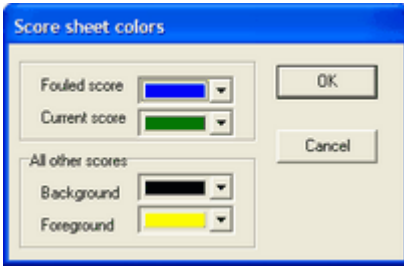
[Ctrl-F5] (FOULED BOARD)

This function marks the current entry as a score on a fouled board. When using a color monitor the entry is shown in a different color and a flag is set to "F" indicating the foul.

During match pointing all fouled scores are combined to produce the result. The calculation of the match points for the fouled board are produced using the WBF formula^[262]. All scores marked as fouled are combined together as a fouled board. The ASE Scorer Version 8 only handles one instance of a fouled board. When a board is fouled more than once the results become unmanageable, particularly as the WBF formula treats groups of scores less than 4 with adjustments.

8.1.3 Colour scheme changes

During score entry you are able to change the colour scheme for the scores on the screen.



Select the colours option to change the colours in this screen. The colours shown above are the default values.

The first colour shown is that used for the "fouled board" entries on this board. Default blue.

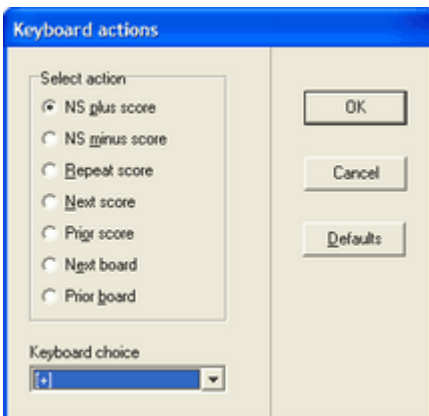
The second is that shown for the current entry, the score currently being entered or changed. Default green.

The other two colours are the foreground and background colours for all other information on the screen. Default black and yellow.

Use the combo box lists to change these colours to the other standard Windows™ colours available.

8.1.4 Data entry key mapping

The shorthand score data entry key mapping option presents the screen:



To make changes to the default keys, select the key action, then select the keyboard choice you require. Click [OK] to enforce the changes. [Cancel] will discard the changes.

The default setting for the actions are:

NS plus score [+]
NS minus score [-]
Repeat score [enter]
Next score [up][↑]
Prior score [dn][↓]
Next board [PgUp]
Prior board [PgDn]

The possible values for the keyboard choices are:

[+] the plus key
[-] the minus key
[enter] the [enter] key
[up] [↑] the up arrow key
[dn] [↓] the down arrow key
[PgUp] the page up key
[PgDn] the page down key
[/] the / key on the numeric key pad
[*] the * key on the numeric key pad
[space bar] the long bar for a space
[Home] the home key
[End] the end key
[=] the equal key
[.] the dot key on the numeric key pad

8.1.5 Set percentage score



This panel is presented to you each time function [F3] or [F4] is selected in score entry ¹²⁰. It is used to award specific scores to both the North-South and East-West pairs on the current entry.

Each field should contain a value between zero and 99 percent. If you do not wish to proceed with the explicit score press [Esc] to return.

Enter the two percentages and press [Enter] or click [OK].

This score is treated differently depending on the scoring method chosen.

Match point scoring

With match point scoring the North-South and East-West pairs receive the match points equivalent to the percentage of the top score. During the match pointing of the rest of the scores on the board, this entry is considered an AVERAGE SCORE ²⁶².

When this panel is selected using [F3] the pairs are awarded explicit percentages including decimals of match points, rounded to one decimal place.

Where this panel was selected with the function [F4], the nearest whole match points to the requested percentage are awarded to the pairs.

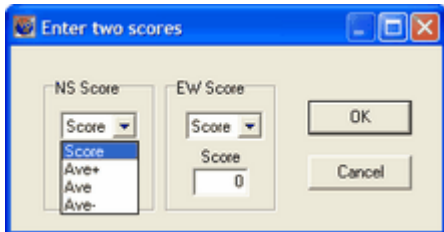
IMP scoring

With IMP scoring methods (e.g. Butler) the North-South and East-west pairs receive the IMPs awarded rather than a percentage. There is no meaning to a percentage in this scoring method. The screen still refers to the entered scores as a %, as the ASE Scorer has no idea what scoring method you may choose at the time you score up.

When this panel is selected using [F3], North-South and East-West pairs receive the difference in the awarded scores. Therefore if NS is awarded 15 and EW 35 then NS will receive -20 and EW +20.

Where this panel was selected with the function [F4], the North-South and East-West pairs receive the awarded scores. Therefore if NS is awarded 15 and EW 35 then NS will have 15 added to their score and EW 35.

8.1.6 Award two scores to a result



This panel is presented when function [Ctrl-F1] is selected in score entry^[120]. It allows you to specify two different scores for the North-South and East-West pairs. A different match point result is obtained for each of these pairs.

When match pointing the rest of the scores on this board, the score for this entry is treated as an average^[262].

You may enter any score for North-South and any score for East-West. Either score may be positive or negative. For example, North-South may be awarded -145 and East-West +423.

When the board is scored it is first match pointed with the North-South score to obtain the North-South pair's match points and then match pointed again with the East-West score to obtain the East-West pair's match points.

Once you have entered the scores, press [Enter] to proceed, or click [OK]. If you do not wish to award the 2 scores, press the [Esc] key to return without change.

In addition, it is possible to award special "average" scores. See the list (as above) in the combo box.

The combo box shows the possible values:

Score
Ave+
Ave
Ave-

[F2] (AVERAGE MINUS)

The pair awarded an "average minus" score receives 40% of the match points available on the board.

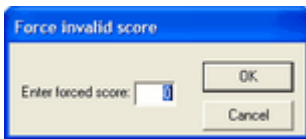
[F3] (AVERAGE)

A pair awarded an "average" receives half the available match points on the board.

Note: *this is very different to awarding an average²⁶² to both pairs on the round.*

[F4] (AVERAGE PLUS)

The pair awarded an "average plus" receives 60% of the available match points OR their average on the session whichever is the greater.

8.1.7 Force an unusual score

This panel is presented to you whenever you press [F6] in score entry¹²⁰.

This allows you to enter a score which would otherwise be rejected by the ASE Scorer. It is used when you are awarding a special score.

The board is match pointed in the normal way, with no other special considerations.

The score is entered as a North-South score. For example, where you enter a score of 425- it is shown as an East-West score of 425.

8.2 Entering the board scores in longhand



Longhand score data entry

This allows you to enter the scores achieved by the players in the complete form. The choice between score entry methods depends on the method specified on the session properties^[180].

This method is useful when you wish to capture the complete scores achieved by the players. Here you may enter 4SW10 for a score of -420 whereas in shorthand^[118] you simply enter the -420 score.

Apart from the entry of the score, all other control keys and function keys operate in the same way as for shorthand. See the "score entry options^[120]" and "Special options^[124]" for details.

You may enter the scores achieved by the players on the board or round shown on the screen. The current entry is shown in the same colours^[127] as shorthand, with "<" on the right. This current pointer may be moved up or down by pressing the + or - key on the numeric key pad also.

When the display is showing the current round, only the current table for the round is shown. The next or prior table may be selected by

using the [Page Up] or [Page Down] keys.

When entering the scores, special characters are used to indicate the suits and the seat positions of the players. For example, to enter 4 Spades by West making 10 tricks you enter 4SW10.

If you have chosen data entry method 3 (Long hand verify) in the session properties ^[180], in addition to the contract, you are required to enter the score in the same way you enter the short hand score. In the above example you enter 62-. The ASE Scorer validates this score with the score produced by the contract entered.

The keys used for the suits etc. are defined in the system defaults ^[18]. You can change these keys as you require.

As each score is entered the current pointer is advanced to the next score. The new board/round/table on the top row of the screen are updated to reflect the current entry.

8.3 Verifying the scores entered

Whether you are entering the score in shorthand ^[118] or longhand ^[133] methods you are able to verify the scores.

In shorthand method at the end of a board the scores you have entered are summed and you are required to enter the total net value. Enter the sum, including the last zero, and press [enter]. When wrong, an error message is displayed. Press [Enter] (for [OK]) and the correct total is shown in the field. Press [Enter] again to proceed.

In longhand the verification is at the score level. For example 4SW10 (4 spades, by west, 10 tricks) is entered followed by the [Enter] key. You are then required to enter the score in shorthand method. In the example 42- is entered (420 for EW).

8.4 Entering teams scores

The score entry screens for the teams and Swiss teams are slightly different, but in principle the same. The teams screen looks like:

Teams scores entry

Match result	Team 1	Team 2
	1 win	6 loss
	BROWN	SMITH
This session IMPs	23.0	4.0
This match VPs	21.0	9.0

Data entry method:

- Enter IMPs only
- Enter VPs only
- Enter both

IMP to VP conversion:

- Auto convert to VPs
- VP Scale: WBF08Board

Section: 1

Buttons: Done, Missing score, Prior team, Next team, Prior opponent, Next opponent

Callout 1: Type the IMPs, [Enter] and step through the teams

Callout 2: Set the data entry method and let the computer do the work

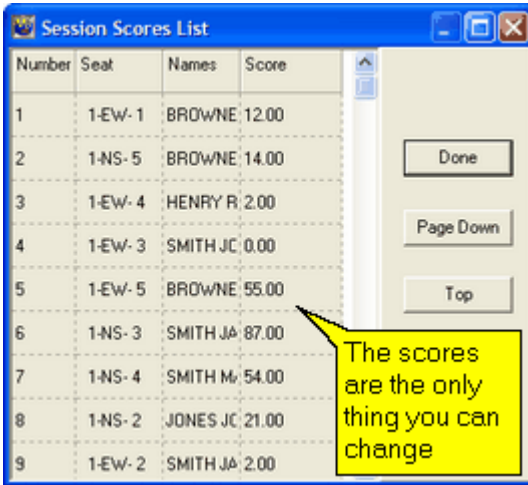
Callout 3: Use [page-up] and [up-arrow] etc instead of buttons

The biggest difference is in the way the data entry method is defined. In teams the options are shown on the screen, as shown above, where as in Swiss teams you need to click the "options" button. The other difference is the availability of the Section number in teams. Swiss teams have no concept of sections as the field is always made up of just one section.

You can enter the IMP results, the VP results or both. The most common method is to enter the IMP results and have the ASE Scorer convert those to the VP result using the VP scale^[138] chosen and shown in the conversion panel on the screen.

8.5 Entering session scores

In a pairs event you can enter or change the session scores as you require.



Number	Seat	Names	Score
1	1-EW-1	BROWNE	12.00
2	1-NS-5	BROWNE	14.00
3	1-EW-4	HENRY R.	2.00
4	1-EW-3	SMITH JC	0.00
5	1-EW-5	BROWNE	55.00
6	1-NS-3	SMITH JA	87.00
7	1-NS-4	SMITH M.	54.00
8	1-NS-2	JONES JC	21.00
9	1-EW-2	SMITH JA	2.00

In most pairs events it is normal to enter the board scores and have the ASE Scorer calculate the session scores, using the scoring method of your choice.

In teams events it is not possible to enter the board scores, just the session results are entered. The ASE Scorer often is asked to convert the IMP results to VP results during the entry of those scores.

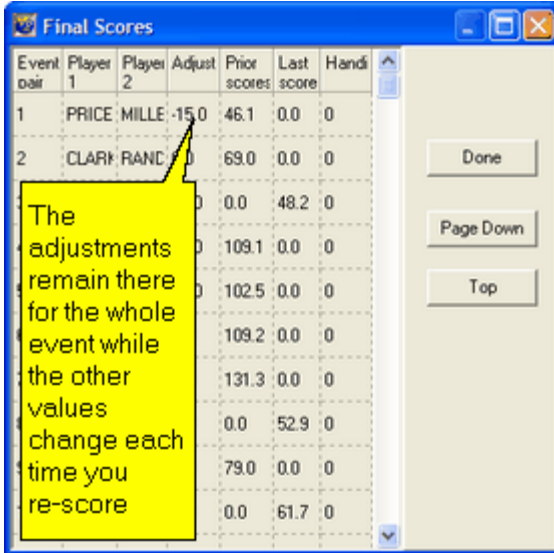
Even so, there are times when you might want just to enter the session's scores for a pairs event too. For example the session may have been scored manually (the computer was not available) and the results are known. The ASE Scorer can accept the session results via this screen, then score, masterpoint and report the event as usual.

When you score up the event, the ASE Scorer realises you do not have any board scores, and ignores the scoring method options and proceeds with all the other options you select in masterpointing etc.

When you make changes to these scores in an event that has the board scores entered, care is needed. When a change is made to the board scores the ASE Scorer will replace the scores on this screen with the new ones after recalculation. Therefore any changes that are made in terms of adjustments or penalties should be made in the event scores ¹³⁷ "adjustment" field. This will only work in a multi-session event or where there are outright pair numbers assigned to the pairs.

8.6 Entering event scores

The usual reason for entering event scores is to make adjustments to the pair or teams outright score, usually to assign penalties or award some bonus such as the carried forward score from a previous event.



The pairs event scores entry screen is depicted above, and is very similar to the teams event equivalent. The teams event screen has additional fields as it contains both IMP scores and VP scores.

It is possible to enter directly the outright scores for the last and prior sessions or rounds, but that is an unlikely use for this screen. The prior and last session scores are updated each time a session is re-scored.

Where adjustments are made to an event it is not necessary to re-score the event to see the results of the changes. The reports^[99] and results^[97] will reflect these changes immediately.

8.7 Victory point scales

W.B.F. Scale - 8 Board m	IMP	Win	Lose
W.B.F. Scale - 12 Board	0	15.00	15.00
W.B.F. Scale - 14 Board	2	16.00	14.00
W.B.F. Scale - 16 Board	6	17.00	13.00
W.B.F. Scale - 20 Board	9	18.00	12.00
W.B.F. Scale - 24 Board	12	19.00	11.00
W.B.F. Scale - 28 Board	15	20.00	10.00
W.B.F. Scale - 32 Board	18	21.00	9.00
W.B.F. Scale - 36 Board	21	22.00	8.00
W.B.F. Scale - 40 Board	24	23.00	7.00
W.B.F. Scale - 44 Board	27	24.00	6.00
W.B.F. Scale - 48 Board	30	25.00	5.00

Current VP Scale
WBF08Board

Description
W.B.F. Scale - 8 Board match

Buttons: New, Save, Delete, Close

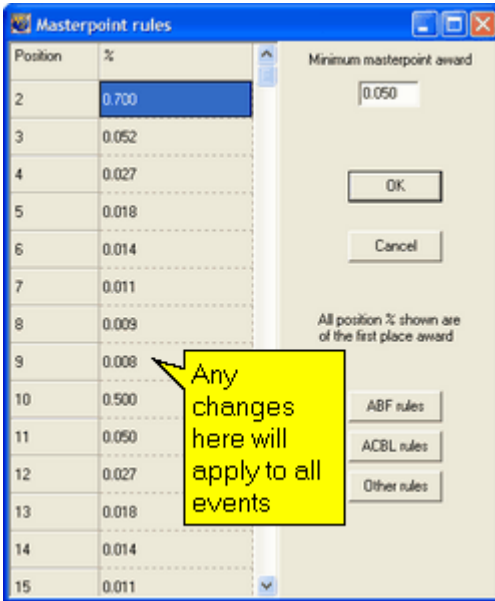
The description of the Scale is optional, but is helpful when choosing the scale from a list.

The IMP column should contain ascending values. The first value is the lowest score for a draw. Each subsequent value is the lowest value for which the WINNING VPs are awarded. The last IMP value is the Maximum win allowed by the scale.

The winning VPs are the Victory Points awarded to the pair/team that win by that margin. The loser VPs are awarded to the pair/ team losing by that margin.

8.8 Masterpoint place rules

The rules for the 2nd and subsequent places Masterpoint awards may be changed here.



Click the ABF rules to get the standard percentages for the ABF. Similarly for the ACBL.

The other rules option just allows you to use another standard set. Manual changes are also possible.

Press [OK] will save and apply the changes to all new events, or any events that are re-scored.

[Cancel] will leave the settings as they were.



Part



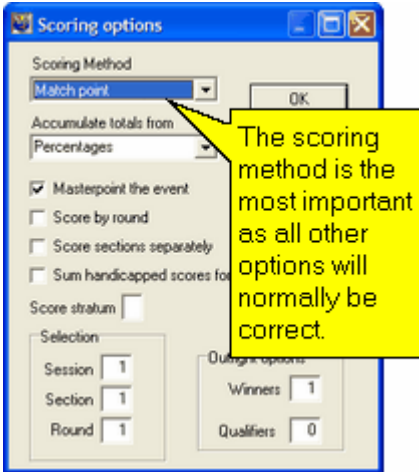
Score up the event

9 Score up the event

The score-up option takes the board scores and calculates the session results using the scoring method and its associated options. Scoring the session results will then lead to the outright results with the accumulation of the multi-session scores into the totals.

The main scoring options¹⁴² will dictate the second phase or other scoring options¹⁴⁸ available to the scorer.

9.1 Main scoring options



This panel is presented when the [Score] option is selected on scoring menu. It allows you to choose the scoring options.

This function scores the event and/or session according to the parameters shown in this panel.

A valid result may be produced at any time. The more scores entered the more accurate the result. All results are factored to the same top on all boards and the same number of results for each pair.

If you have changed any scores (scoring by round) in any previous rounds the ASE Scorer will re-score up to and including the current round.

Where there are no changes made to the scores in the current session and you request a re-score, the ASE Scorer does not recalculate the scores.

Scoring Method

Press the Combo box button to the right to see the complete list of options available. Choose the scoring method^[144] required. Depending on the scoring method chosen, the subsequent screens will vary.

Accumulate totals from

Press the Combo box button to the right to see the list of options available. The possibilities are 'Scores', 'Percentages' and 'Victory Points'. Where percentages and VPs are chosen, they are used to produce the session or round scores depending on the 'score by round' option below.

Where you are scoring by round, the % or VPs are used (not IMPs) to produce the scores on each round. Where you are not scoring by round, the % or VPs are produced at the end of the session and accumulated in the event outright scores.

Note percentages are only available in Match Point scoring. Using a VP scale with other than IMP scoring (Butler) or signed matchpoint scoring is unusual, but still possible; the choice of the VP scale is important. After you press [OK] a screen is presented so you may choose the VP scale to be used.

Masterpoint the event.

If you require automatic masterpointing^[147] tick this field. With manual masterpointing (or none) leave it un-ticked.

Score by round

When this is ticked only the current round (shown in the selection panel) is scored.

Note an exception is when the scores of previous rounds have been changed, then the system automatically re-scores up to the current round.

This function only applies where the sections in the current session are

barometer movements.

Score sections separately

Occasionally for organisational reasons it may be necessary to combine and report the results of several sections that are of a different size and are playing different boards. In this case, and when using matchpoint scoring, you need to carefully select the "factor-to-tables" so that the scores have some meaning to the players.


When this field is ticked, each of the sections are scored independently, but with the same top on all boards. Generally this is not recommended, rather you should treat each of the sections as a different event.

Sum handicap scores for outright

When this field is ticked all scores are adjusted by the handicaps before summing the outright result. The handicap is applied to these scores before ranking the results. Masterpoint awards are not produced when the handicap is applied to the results.

Score stratum

The field of pairs or teams in the event can be divided into strata, making the event a stratified event. By leaving this field blank all the results are combined.

Where you wish to report on a particular stratum, enter the letter representing the stratum here. See the name entry  screen for more details on setting up such an event.

Selection

These fields may be changed to select the session/section or round which are to be scored. Normally these are not need to change as the current choice is the one needed.

9.2 Scoring methods

The pairs scoring methods available are:

Match point

Each score on a board is treated as separate entity and is ranked with all other scores as to its relative performance. Each pair is

assigned a matchpoint score of 2 for every other pair they outscore and 1 for every other pair with whom they tie. They receive zero for every other pair by whom they are out scored. There are variations on the way these scores are represented, but in principle the scores are an accumulation of wins, draws and losses. The size of the difference in the original board scores are not considered, just that they are different.

Average Butler

All forms of Butler scoring rely on a datum score with which all the scores for a board are compared. The difference between the score a pair achieved and the datum score is then converted to an IMP score.

With average Butler the datum is determined by taking an average of all the scores on the board after eliminating an arbitrary number of the highest and lowest scores.

Halfway Butler

With halfway Butler the datum is determined by taking the middle (median) of all the scores on the board. Where there are an even number of scores on the board you will be asked whether you wish to use the score counting halfway from the top or bottom.(e.g. with 10 scores the top uses the 5th score, the bottom the 6th score).

Leaders Butler

With Leaders Butler the datum is determined by taking an average of all the scores from the leading tables in the session. This form of scoring only applies to a Swiss pairs event and a barometer scored event, scored round by round.

You are asked to supply the number of leading results to use in the determining the average for the board after eliminating either one or two of the highest and lowest scores from that group.

The leaders are sitting at the top tables in the event. Table 1 has the two winning pairs, table 2 the next two pairs etc.

Field Butler

With field Butler the scores achieved at each table are compared

with all other tables in the event. Each pair is teamed up with every other pair sitting in the opposite seat at all other tables, and the result converted to IMPs. The total IMPs is the result on the board for that pair.

Epson %

This scoring method only applies to events where the Epson percentage score has been entered as the scores achieved on the boards.

The scores are entered as a percentage of the top available on the board. Those scores are then converted to matchpoints based on the top for the board. Scores are then accumulated based on those awarded scores.

Percentage IMP

Normal matchpoint scores are produced, and the scores expressed as a percentage are then used to produce an IMP score. The IMP score is produced by subtracting 50 from the percentage achieved on each board. Therefore a 54% score by NS is 4 IMPs to NS and -4 IMPs to EW. The IMPs are summed over all boards to produce the overall session score. These total scores can be converted to VPs as a last step in producing the event outright scores.

Total point

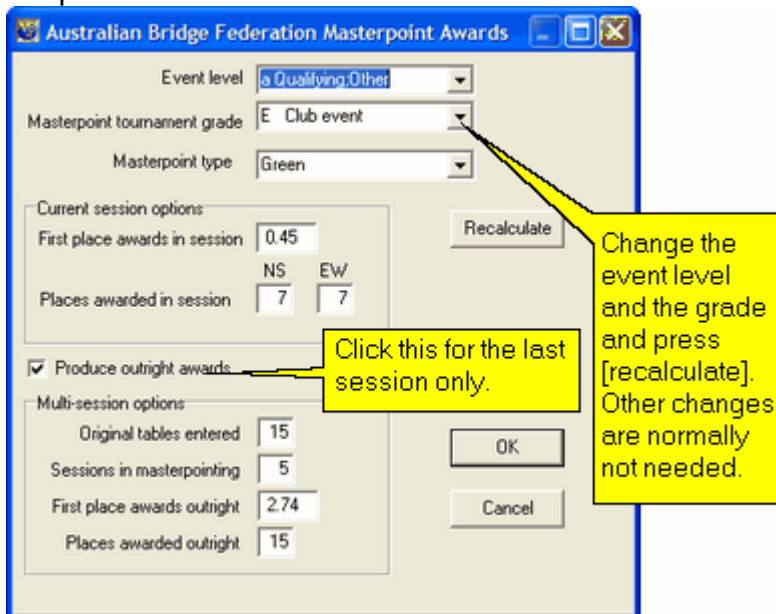
The sum of the original scores achieved by each pair are summed to produce the total for the session. These scores are accumulated to produce the event outright scores.

Check total

This is not a true scoring method. The sum of the scores achieved by each pair are summed to produce the total for the session. These scores are *not* accumulated to produce the event outright scores. This is used to produce a check total of the scores achieved by each pair and are published as a session score for pairs to check the data entry.

9.3 Australian masterpoints

The Australian specific (ABF) masterpoint rules are defined with this screen. See Managing Australian masterpoints^[210] for more details on the procedures.



FIRST PLACE MASTERPOINT AWARDS

This specifies the masterpoint awards for the first place in the event. Subsequent places are awarded masterpoints on a pro-rata basis determined by the standard percentages table.

The master points specified in this field are of the type shown in "masterpoint type".

No masterpoint awards are given when this field is zero. The masterpointing is recalculated the next time you score.

MASTER POINT TYPE

This may Gold, Red, Green. It is used to indicate the type of master points being awarded in this event. In the combined masterpoint files this is converted to 1,2,or 3 as is the ABF standards. The file name Extension produced will vary according to this number. See export MPs^[190] for more details.

NUMBER OF PLACES RECEIVING MASTERPOINTS

This field is only used in masterpointing. It indicates the last position receiving masterpoints.

9.4 Matchpointed pairs options

When matchpointed pairs is chosen as the scoring method then you will be asked to enter the factor-to-tables value.

This field should be equal to the number of times the board is played in this session and dictates the TOP on the boards of the current session.

Occasionally you may require this field **not** to be equal to the number of times the board is played in the session.

1. Where the players usually see their results match pointed to a particular size field, (for example, 13 tables) and the section being scored does not have that number of tables, you may still require the results be produced with the same TOP as 13 tables.
2. Where you are scoring a session with more than one section, and the sections have different numbers of tables, you need to score the session by section. See score by section¹⁴². Using the same factor-to-tables value for each of the sections when scored, the results are comparable when combined in the one session.

See the club's default options²¹³ for other Matchpointing rules applying to the scoring.

These include double or single matchpoints, signed matchpoints and matchpoint type.



Part



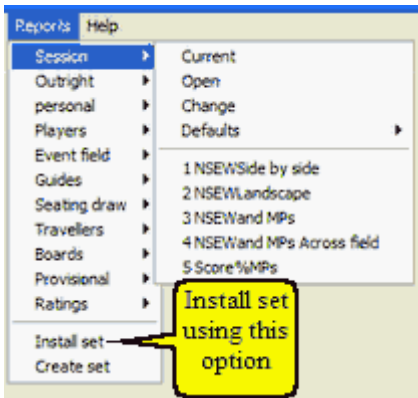
Working with report sets

10 Working with report sets

The ASE Scorer Version 8 comes standard with default reports. These are found under the [Default] menu items within the reporting options.

The additional feature of "report sets" is a way that users may share their efforts in developing reports. There are reports sets available on the ASE Scorer web site. See the web site at [ASE Computing report sets](#)

A "report set" is a single file that contains a whole collection of report templates that any user can choose to use at any time. Once a report set is installed the reports are shown on the reporting menus as names listed under the line below the defaults menu item.



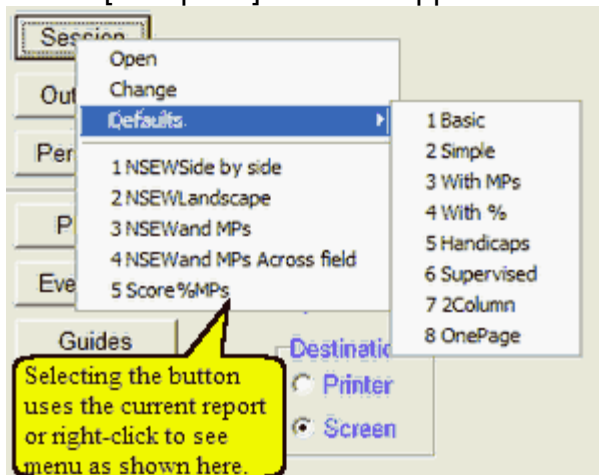
The above picture shows the expanded main menu item [Reports]. The report type [Session] is shown selected, with the options for session reports listed to the right.

- Selecting [Current] will print the last used session report.
- Selecting [Open] will allow you to open a report file, a file of type .rpt, and a file of the type found in a report set.
- Selecting [Change] present the report generator ¹⁵⁶ screen, allowing you to produce a new report or change an existing report.
- Selecting [Defaults] will show a list of the default reports available for the report type you are interested in, [Session] in this example.

After these menu selections is a line below which are found a list of the most recently opened reports of the selected type, [Session] in this

case. Any of these may be used immediately by clicking on them, and so making them the [Current] report.

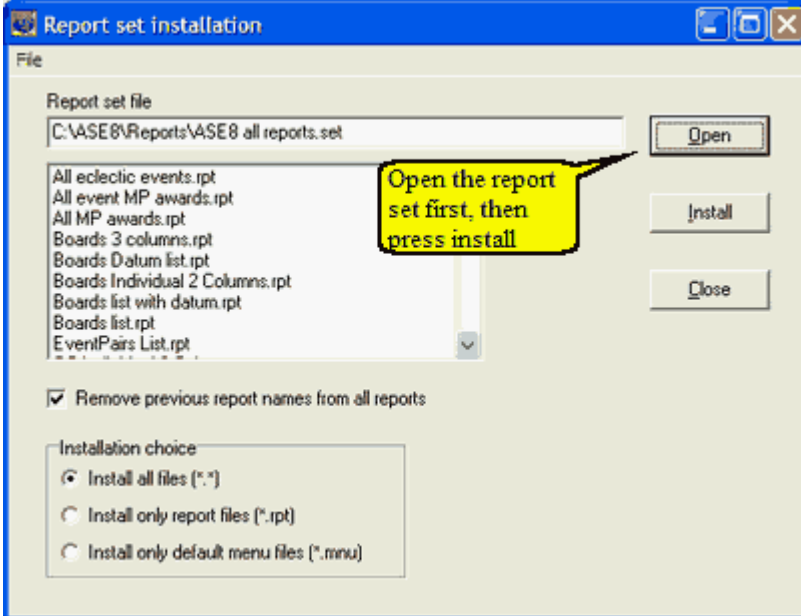
A similar menu is shown when you Right-Click the event report buttons on the [6 Reports]⁹⁹ tab. It appears like:



At the bottom of the [Reports] menu shown above are the [Install Set]¹⁵² and [Create set]¹⁵³ options. These allow you to install a new set of reports or even create a new report set if you had a collection of reports that you would like to share with other users.

10.1 Installing report sets

When you choose the [Install set] menu option this screen appears:



Open the report set file (shown as "ASE all reports.set" in the example above). You will have placed the report set file in a folder of your choice before using this option. The [Open] option will present you with an [Open dialogue] where you can choose the folder and report set file you wish to use. Once you open the file a list of reports in the set are shown in the list box to the left.

Before you choose to [Install] the "report set", make sure the other options are set to your needs. The option "Remove previous report names from all reports" should be ticked in most cases. Where you already use report files (.rpt) then these can be opened again as required using the "open" option in the [Reports] menu. When this "Remove previous report names from all reports" option is not ticked an attempt is made to leave any existing reports in the menu lists, but they are pushed down the list (which is limited to 9).

The "Installation choice" shows three options:

- All files
- Only the .rpt files
- Only the .mnu files

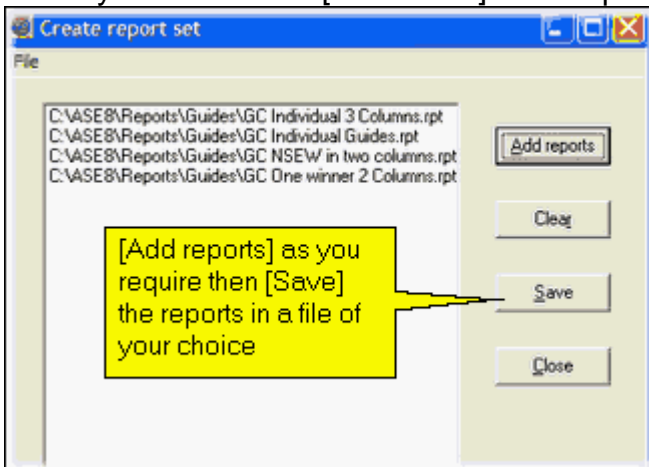
The .mnu files contain the default reports, and these will replace the standard installation .mnu files. If you have changed these files (by adding reports to the default lists) then you would choose not to replace these. Alternatively you may choose to save a backup copy of those files before this installation. They are found in the data installation folder (usually C:\Program Files\ASEComputing\ASE Scorer 8\Data).

Many report sets will not contain .mnu files. Most report sets will only contain .rpt files, therefore normally only the .rpt files will be selected for installation.

Once the report set is opened select the [Install] button. You will be asked to select a folder where all the reports (*.rpt) are to be placed. Perhaps the best spot is the same folder where you placed the report set file being installed (shown as "C:\ASE8\Reports in the above example). Do not install the reports in the ASE Scorer 8 install directory.

10.2 Creating report sets

When you choose the [Create set] menu option this screen appears:



The [Clear] option removes all the files listed. To add new report files to the list use the [Add reports] option. An Open file dialogue is shown, allowing you to select any report files you wish to add the report set file. Once the list is complete use the [Save] option to copy the files in the list to a report set. A Save dialogue is shown for you to choose a file of your own choice.



Part



Report generator in events

11 Report generator in events

The report generator is available for all reports in the events as well as for the club member's reports ^[52].

The toolbar only appears when ticked under Options. You may place it separate from this screen or in the dock to the right

The field properties applies to the one selected in the included list

Put in a blank column with the + button

The report generator screen for events is a sub-set of that available for members reports. The biggest difference is in the information available for the report. It is pre-determined by the type of report requested.

The procedures for using the report generator for events or members reports are much the same. See member reports ^[62] for details on using the designer.

Depending on the report ^[99] requested for the event the information on the report generator screen will change. There is no query needed to retrieve the data ^[59], as with the member's reports.

The procedures and techniques for the event reports are the same as those used in the member's reports.

See saving reports ^[54], include in the report ^[59], sort data ^[58], paper selection ^[61], saving reports ^[54] and designer screen ^[62] from the member's reporting for more information on these tabs and options shown on this screen.

11.1 Reporting options

There are a number of options available in the report generator. See the options menu item:

Options	Actions	Defaults
	Regenerate	F5
	Design	F6
✓	Auto Generate	F7
	Export raw data	
	Data layout	
✓	Toolbar	

- Regenerate [F5]: this regenerates the report currently specified. The current report details are replaced entirely.
- Design [F6]: the designer screen is shown so that you may make detailed changes to the report. The regenerate option replaces a report that has been changed with the designer.
- Auto Generate [F7]: each time you choose to print or preview the report the report will be automatically regenerated. This allows you to make changes to the specifications and view the results without needing to explicitly select the regenerate option.
- Export raw data: is the way to write a text file containing all the data used to produce this report type. You are presented with a save dialogue to select the name and place of the file you wish to write the information to.
- Data layout: allows you to write the layout information depicting the raw data produced in the Export raw data option. You are presented with a save dialogue to select the file to write the information.
- Toolbar: ticking this option means the reporting toolbar will appear. The toolbar may be placed in the docking locations on the top and side of this screen.

11.2 Designing a new report

When you want to design a new report it is often best to start with an existing report available under the defaults option. Where you do not wish to start there, select the New option under the file menu item [Ctrl-N].

The tabs available to you allow changes to various parts of the report. These tabs are:

- Include in report^[159]: this allows you to select the items appearing in the report, and change the properties of each item.
- Sort data^[161]: select the items you wish to sort or order the lines of the report. Grouping of the data occurs here too.
- Page header^[161] options: allows you to select items that will appear on the header of the report, change the properties, set the font etc.
- Page footer^[162] options: allows you to select items that will appear on the footer of the report, change the properties, set the font etc.
- Group header^[162] options: allows you to select items that will appear on the group header of the report, change the properties, set the font etc. This only appears when the grouping option is selected in the Sort data tab.
- Paper selection^[163]: allows you to select the paper size, and the layout including the margins, columns, and orientation.

You may work on any of these tabs in any order. It is not until you have selected the regenerate [F5] option^[157] that these values are applied to the report. Normally the best way to work is to set the Auto Generate [F7] option before doing anything else. This is already set "on" when a New or Default report is selected.

With the auto regenerate option set, each time you preview or print the report the latest selections will appear on the report. Therefore an effective way to work with the generator is to make changes and press preview [F3] to see the effect of the changes.

11.3 Designing an example report

Let us look at an example exercise in designing a report.

Firstly open or create^[66] a pairs event. Make sure there are players' names in the event so we can see more information in the report. Use outright numbers in the field of players.

For the purposes of this example right-click on the [Event Field] report on tab [6 Reports]. Select the [Change] option from the menu.

Start a new report with [File]/[New] or [Ctrl-n].

Then

- Set up the items you want¹⁵⁹ in the report
- Specify how you Sort the data¹⁶¹
- Include a page header¹⁶¹
- Include a page footer¹⁶²
- Make a group header¹⁶²
- Select the paper¹⁶³ you prefer

Check the report out at anytime, using [Print Preview] or [F3]. When satisfied with the report save⁵⁴ it for later use.

11.3.1 Include items in the report

Continuing with the example¹⁵⁸ report:

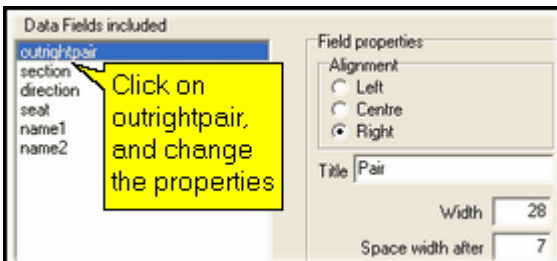
From the [Include in report] tab start moving in the fields you want:



Then do the same for the other fields we want:

section
direction
seat
name1
name2

Then select the included fields one at a time to change the properties:

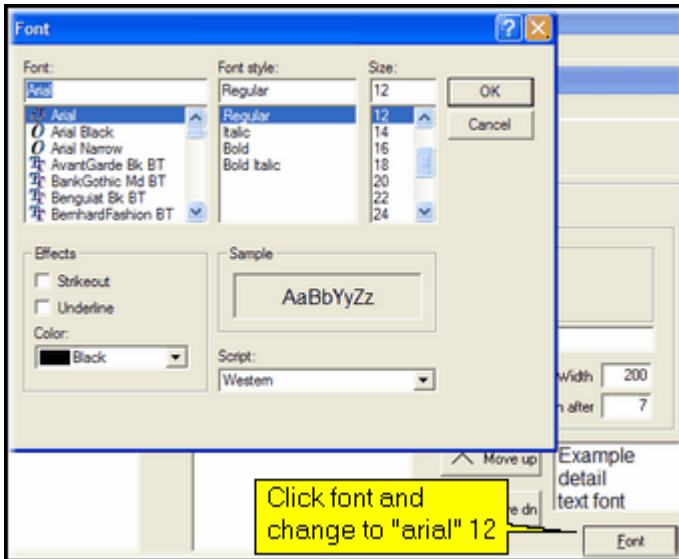


Change the alignment to "right", Title to "Pair", width to 28.

Then the other fields:

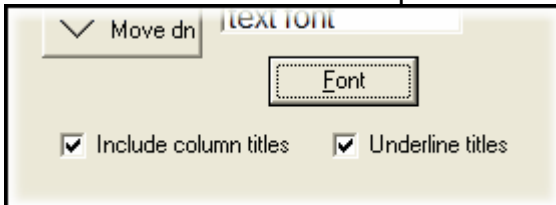
- section...Change the alignment to "right", Title to blank, width to 21.
- direction...Change the alignment to "centre", Title to "Seat", width to 35.
- seat...Change the Title to blank, width to 25.
- name1...Change the Title to "Names", width to 200.
- name2...Change the Title to blank, width to 200.

Next set the font for this detail band:



Use the [Font] button and change the font to arial, regular, size 12 and press [OK].

Then ask for the titles to be printed and have them underlined:



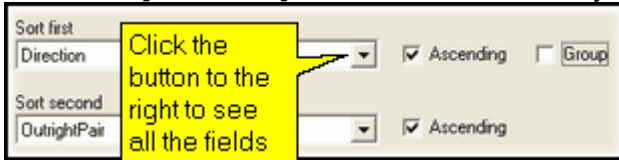
Click these two items and so make them ticked.

Next sort¹⁶¹ the results in the report.

11.3.2 Sort the items in the report

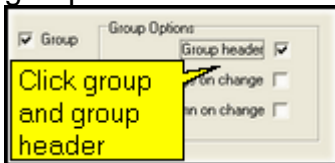
Continuing with the example ¹⁵⁸ report:

From the [Sort data] tab select the sort keys:



Select "direction" as the first sort item.
For the second choose "OutrightPair".
The third is not used, so leave as it is.

Now we will group the report based on the direction, and include a group header ¹⁶².



The group header tab will now appear and be available for you to change.

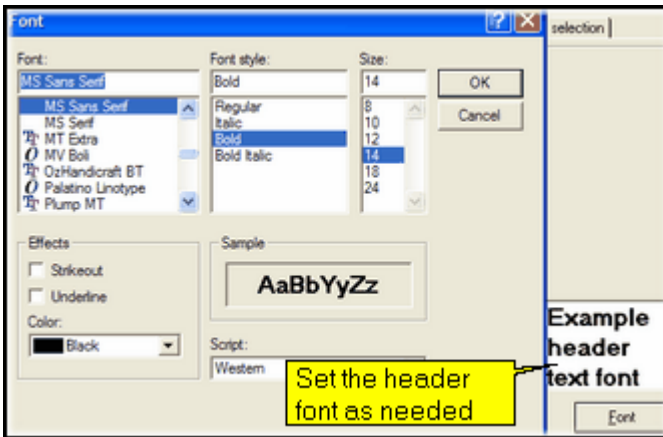
Next go to the page header ¹⁶¹.

11.3.3 Add a page header to the report

Continuing with the example ¹⁵⁸ report:

From the [Page header options] tab select the header item required. Using a similar technique as that used in the details ¹⁵⁹ line, move in the "event. ¹⁶³title" item to the fields included.

Change the font for the header:



Choose MS Sans Serif, Bold, 14 and press [OK].

The band height will change automatically to a height that can display the header information correctly.

11.3.4 Add a page footer to the report

Continuing with the example ¹⁵⁸ report:

From the [Page footer options] tab select the header item required. Using a similar technique as that used in the details ¹⁵⁹ line, move in the "system.¹⁶³PrintDateTime" item to the fields included.

Change the font for the footer as we did in the header ¹⁶¹, but choose MS Sans Serif, regular, 12 and press [OK].

The band height will change automatically to a height that can display the footer information correctly.

11.3.5 Add a group header to the report

Continuing with the example ¹⁵⁸ report:

Where you are requiring information on the group header use the same techniques used in the header ¹⁶¹. From the [Group header options] tab select the header item required. Using a similar technique as that used in the details ¹⁵⁹ line, move in the items to the "fields included".

In this example we do not require any items in the group header. The titles ¹⁵⁹ selected in the detail line will be shown on the group header for

each new group. If we did not choose the group header option in the sort^[161] items tab we would not get the detail titles repeated on the change of group.

11.3.6 Select the paper for the report

Continuing with the example^[158] report:

Use the [Paper selection] tab to change the description of the paper in use, and where on the paper you want the report.

The page size should match the paper in your printer.

The unit of measure is your choice, and may be inches or millimeters. Use the number of columns where you want the report to have two or three rows down the page.

In this example change the top, left and right margins to 1 inch, or 25mm.

Preview the results using [F3].

Go to the page header tab^[161] and change the header band height to 50. View again.

Continue to experiment as needed.

11.4 Header event. and system. fields

In the report header and footer, the available items include information from the system and the event.

The event items are found in the event properties^[178], scoring^[142] options or saving the event.

The event report items available are:

- Name the Event file name
- EventType the Type of event (pairs etc)
- Title the Title of the event
- DATE the Date of the event
- Director the tournament Director
- ClubDB the name of the Data Base in use
- MPGrade the masterpoint Grade
- Sessions the number of Sessions
- Session the current Session number
- VPScale the VP Scale in use

The system items are related to the date and time today or the report page numbers.

The system report items available are:

- Date Current system date
- DateTime Current system date and time
- DocumentName Name of the document, as given in the PrinterSetup.DocumentName property
- PrintDateTime Date and time the report was printed (prints same date and time on every page)
- PageCount Total number pages in the group or report
- PageSet Current page number and total pages in group or report ('1 of 5')*
- PageSetDesc Textual summary of page number and pagecount ('Page 1 of 5')*
- PageNo Current page number
- Time System time





Part





Advanced options

12 Advanced options

The [7 Advanced] tab for an event supplies all the options for managing the event outright field, adding sessions or rounds to an event, and changing section information.


See the event advanced  options for options to save, change or restore the entire outright field. To move the outright field to the next session based on the results of this event see the qualifying field management  options.

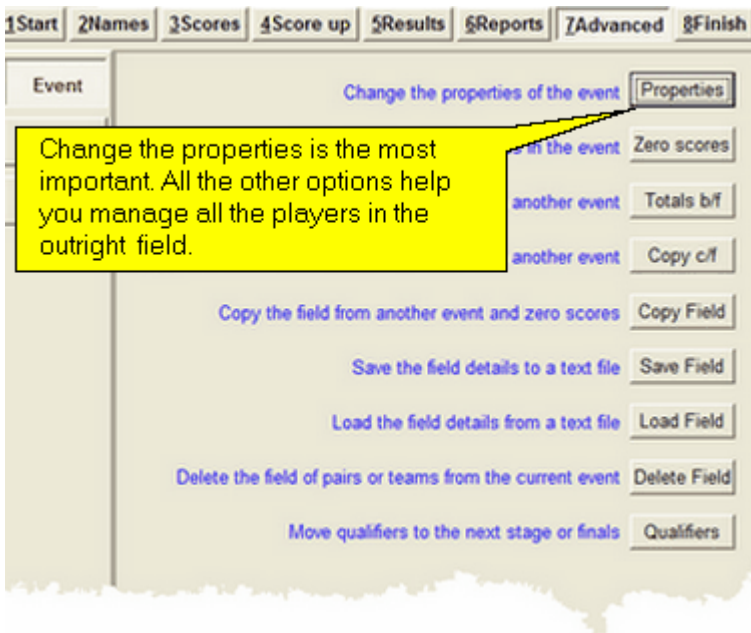
See session advanced options  for adding second or subsequent sessions or rounds to an event, or to change the properties of the session.

See section advanced options  for adding, changing, saving or reporting the section information, or changing the properties of the current section.

12.1 Event advanced options

The event advanced options include access to the properties of the event.

Select the properties button to see the event properties  screen.



All the other options allow you to make global changes to, or manage the organisation of the entire outright event field of players.

Zero scores


All the scores in the event field are reset to zero. A re-score of the event will calculate the scores anew.

Totals b/f

Copy the final scores from another event to the field as brought forward. All pairs in the source event are copied to the current event, with their total scores carried forward as the brought forward scores of the current event.

A screen is presented to select the event from which the scores are to be copied. Only the pairs existing in the current event and having pair numbers the same as the source event are processed. No new pairs are introduced to the current event.

Copy c/f

The carried forward scores may be entered on the ranking list found in the Event MPs  option under the [5 Results] tab. They would have been entered previously when working on the qualifying event.

Using this option these carry forward scores are copied to the current event file as brought forward scores. The pair numbers found in the ranking list are used to match up with the pair numbers in the current event. The players and pair numbers are not copied with this option.

Note: *the carried forward scores are generally not the same as the pairs total score in the prior event.* Where the total scores are required, use the [Totals b/f] option above.

This function is quite often used in conjunction with function [Copy field] below. All the pairs are copied from the event file with zero scores, then the carried forward scores are obtained from the ranking list of the same event using this function.

Copy field

All pairs in the source event are copied to the current event, with zero as the brought forward scores for the current event.

A screen is presented to select the event from which the pairs are to be copied.

Save field

Save the event field on a text file.

This function saves all the pairs/teams of the current event onto a text format file. This file may be built and modified external to the ASE Scorer. It is the same file that is used in the Load field function below.

Note: the player numbers used are the national numbers. Players without national numbers are not written to the file.

For a pairs event the layout of these records is:

Character Position	Length	Contents
1-7	7	Player Number 1
8-14	7	Player Number 2
15	1	Pair stratum
16-18	3	Handicap

For a teams event the layout is:

Character Position	Length	Contents
1-7	7	Player Number 1
8-14	7	Player Number 2
15-21	7	Player Number 3
22-28	7	Player Number 4
29-35	7	Player Number 5
36-42	7	Player Number 6
43-49	7	Player Number 7
50	1	Team stratum
51-53	3	Handicap
54-71	18	Team name

Load Field

Load the event field from a prior text file save, or edit session.

All pairs in the source event text file save (created using the Save field option immediately above) are copied to the current event. This text file may have been changed (using a text editor) before using this load event option.

The pairs loaded in this way are given pair numbers in sequence from the next available pair number in the current event. Where there are no pairs in this event, the pairs loaded will have the same pair numbers as in the original event.

Delete field

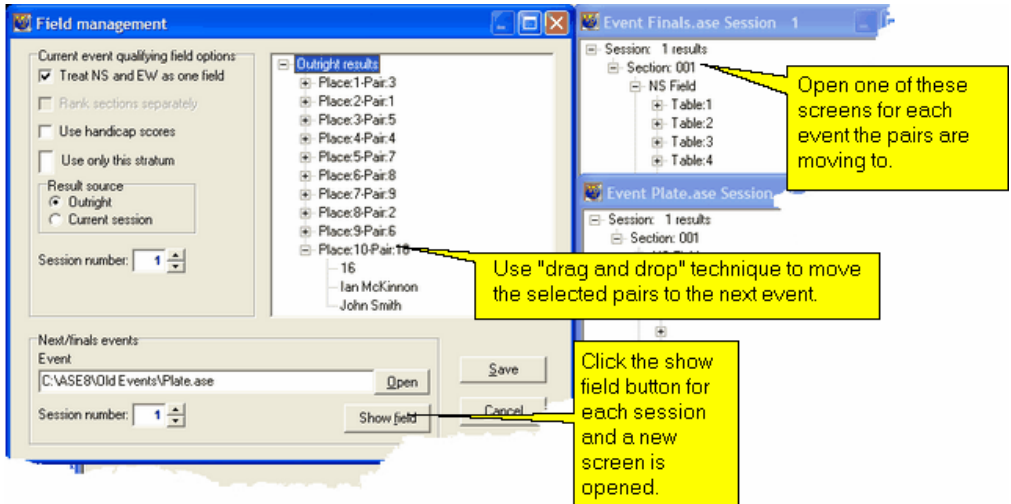
Delete all pairs in the event field.

All the pairs in the event file are removed. The pairs in each session of the event remain intact. Therefore where the pairs in the sessions have "event numbers", a re-score of the event will automatically rebuild the event pairs file.

Qualifiers

This option is only used when selectively moving pairs from a qualifying event to one or more finals events. See the field management [\[17b\]](#) screen for details on using this option.

12.1.1 Qualifying field management.



When you select the qualifiers option, the procedure is to move the pairs from the current event to one or more other events.

You can move them from a session in the current event, or use the outright results.

Each of the next or final events need to already exist so they may be opened using the [Open] option. Then the session of that event is selected (usually this would be session 1) and the field of that session is shown by clicking the [Show field] button. Open all the "next" events before moving the qualifying pairs to the next events.

Once the next event sessions are opened, click on the Pair, Field, Section, Session or Event that you wish to move to the next event. Hold the left button down while you slide the selection to the destination, where you let go the button on the mouse so that you "drop" the pairs.

One of the uses of this function is to move pairs from one session of an

event to the next session. The next session can be in the same event.

On the next event screen the option "Outright pairs" refers to pair numbers of the outright field in the next event.

Use existing numbers

The numbers already assigned to the session players will be used in the outright field. The players moved from the qualifying event will be used for that pair in the session and the outright field.

Generate new numbers

The outright pair numbers will be assigned starting with 1, in sequence, to the session pairs.

Do not generate

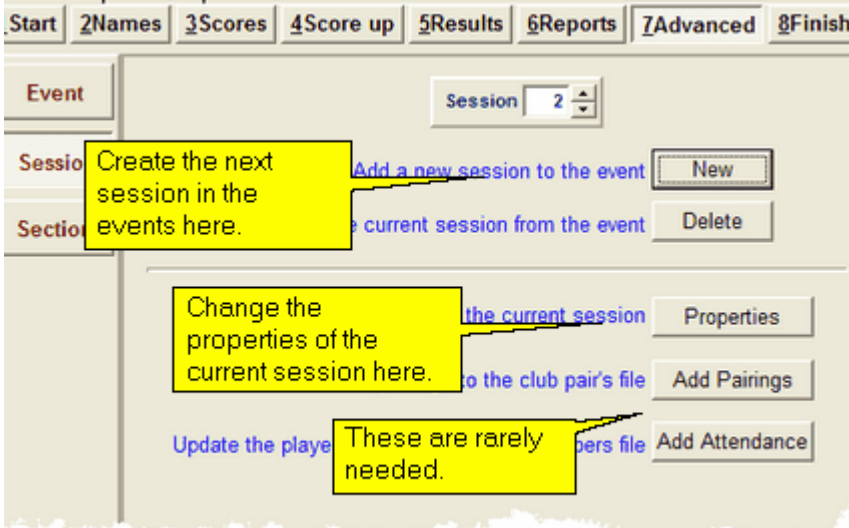
There will be no outright pairs established. The outright pair numbers for the session pairs will be set to zero. Note, care is needed here. Where the Session pairs have unique pair numbers across the entire field, the pairs in the session will be automatically assigned outright pair numbers the same as the session pair numbers and so the outright field will be created as if the first option is used: "Use existing numbers".

Once you are happy with the results, click the [Save] button to complete the exercise.

Click [Cancel] to exit without any changes.

12.2 Session advanced options

Create, change and remove the sessions of the current event from this tab.



New

Add a new session to the current event. The event wizard is invoked to create the next session. The new session number will be one more than the last session in the event.

Delete

Delete the current session in the event. The current session number is shown at the top of this screen. All other sessions are renumbered from one, with the current session being replaced by the original next higher numbered session.

Properties

The properties dialogue ¹⁸⁰ for the current event is shown, allowing you to make as required.

Add Pairings

All the pairs in the current session are added to the club's pairs file. During the entry of names for any event this pairs file is available so that you can choose pairs from there. In most clubs it is normal for the same pairs to play from week to week so that using this option allows you to select a pair rather than the players individually.

Add Attendance

This option updates the players' attendance records with today's date.

This option is done automatically when a player's name is entered into any event. Where the names are entered over a number of days prior to the start of an event, this option is selected so that their attendance (last in date) is updated to today.

12.3 Section advanced options

The section advanced options are split into 4 parts: properties^[181], creating^[73], scores and movements.


The screenshot shows the 'Advanced' options menu with the following options and callouts:

- Properties**: Change the properties of the section here
- Board numbers**: Change the board numbers in the section (pairs only)
- New**: Add, change or delete the section movement here
- Delete**: Add, change or delete the section movement here
- Replace**: Add, change or delete the section movement here
- Save Scores**: Save or load the board scores here
- Load Scores**: Save or load the board scores here
- Save Movement**: Take a copy of the current movement and place in a text file if you need to use it again later in another section
- Save Section**: Take a copy of the current movement and place in a text file if you need to use it again later in another section

The current section number is shown on the top of this screen. The first section in a session of play is created when the session is first setup. Many sessions have only 1 section. [Properties]^[181] and [Board numbers]^[182] may be changed using the first two options.

New


The [New] option adds a new section to the current session. The section number will be one more than the highest section number in

the session. The event section wizard  will be used to guide you through the process of creating a new section.

Delete

The [Delete] button is an option to delete (remove from the session) the current section of the session. The other sections in the session will be renumbered, so that the sections with numbers higher than the current are reduced by one. The section numbers within a session are always in sequence.

Replace

The [Replace] button allows you to change the movement in the current section. The pairs on file for the session will be retained, but any scores you might have entered will be lost. Use the [save scores] option below if you need to retain the scores from the section. The event section wizard  will be used to guide you through the process of creating the replacement section.

Save Scores

The [Save Scores] option allows you to save the scores from the current section, placing them in a special file type. The default file type is .BDX.

You might use this function where you have generated a section and entered many scores before finding you have generated the incorrect movement.

Save all the scores entered using this option and then use the [Replace] option above to replace the current section with the correct movement. Use the next option on this menu to reload the scores saved.

Load Scores

The [Load Scores] option allows you to load into the current section the scores previously saved using the [Save Scores] option above.

The scores on the save file are in round number order. They are reloaded to the current section in the same order. The pair numbers are not saved or restored.

If there are more scores on the boards of the save file than the section being reloaded, the excess scores for each board are discarded. Where there are less scores on the save file than on the current section needs, the scores found on the save file are loaded to the current section and the extra scores on the current section are left blank.

Save Movement

The [Save Movement] option saves the details of the movement for the current section onto a text file. The format of the file is the same as that used for the user movement^[201] "load" option. The details saved are those of the movement as originally defined, without any changes such as switching of pairs. This is a good starting point for a movement you wish to change in a text editor before loading the movement into a user movement.

Where you need a printed copy of the movement the standard see the [6 Report]^[99] tab, [Print Movement] option.

Save Section

The [Save Section] option is similar to the previous one. The details of the current section are saved. This function is handy where you have modified a movement to suit your needs and wish to save it for use in future movements. The format of the file is the same as that used for the user movement^[201] "load" option. Any changes in seating or board arrangements are reflected in this file.

Where you need a printed copy of the section the standard see the [6 Report]^[99] tab, [Print Section] option.

Save/load Names

The save names option is only available from the main menu [Section][Save names] and is not found on this screen. This is a special option related to the [save scores] and [load scores] options. The names saved can be loaded again using the [Section] [Load names] option.

The options Save/Load scores and Save/load names can be used to move the details of one section to another event. Also the [Save

section] option can be used to produce a files that can be used to create the new section in the other event by using the "File defined" movement type in the section wizard [73](#).

See moving sections [267](#) from one event to another for more details on these options.



Part

A large cyan circle containing a black rectangle. Inside the black rectangle, the Roman numeral 'XIII' is written in bright yellow. The 'X' is on the left, followed by three vertical bars representing 'III'.

Properties

13 Properties

Each of the levels of an event have their own properties which you are able to change as you need. See the three main areas of control of properties at event^[178], session^[180] and section^[181].

13.1 Event Properties

The properties of an event are initially defined when you first setup the event^[66]. Once it has been established the following fields may be changed.

The event has the following properties:

Title

This is used in the reporting of the results. It describes the event to any person looking at the results. It contains a default value, based on the date, and is not required to be changed. This is not to be confused with the name of the event. The event name is the "file name" where the event will be saved.

Date

This contains the date of the event, and by default contains today's date. Used in documentation, recording and reporting. Each session can have a different date to that of the event.

Masterpoint grade

This is used as the default value during the scoring of the event, so

that the correct masterpoints may be awarded to the players. This can be changed at the time the sessions are scored. The masterpoint grade is country specific.

Director

This is only used in documentation and reporting. Put in the name of the director.

Club database

Each event is associated with a club database. The default value of this is the current club database and typically will not need to be changed. The selected masterfile will be used to find the players names, and when the event is finalised, the details will be stored in this masterfile.

Club event

This is an indicator as to whether the masterpoints for this event are to be included in the summary report to the national body as being earned in this club. If not ticked the masterpoints may only be processed by the national body as an independent event, not included in the periodical processing.

Estimated field strength

You do not need to change this, and it is only used in the determining the ratings.

Tie split method (Swiss teams only)

In Swiss teams events, tied teams need to be separated for the purpose of determining the next round draw. There are three methods of tie breaking available, and one of those must be chosen when the event is first set up. The three methods are based on total IMPs, the sum of the opponents scores and IMP quotient.

Total IMPs

The net total IMPs achieved by each team are compared to break a tie between two teams with the same score.

Sum opponents scores

The outright scores of all the opponents each team have played are summed and compared to break a tie between two teams with the

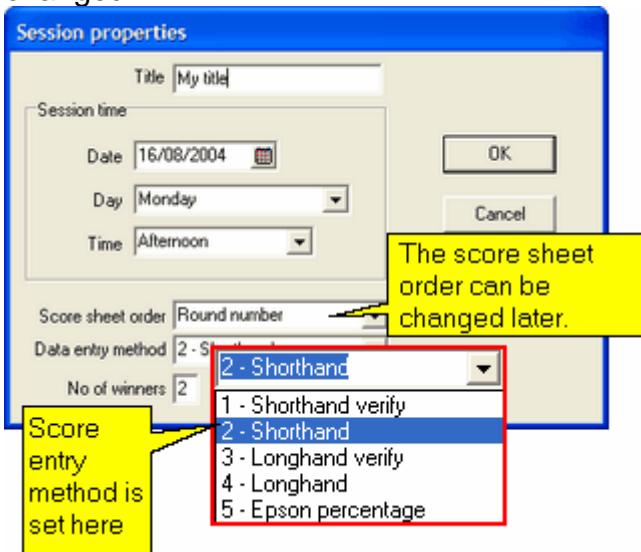
same score.

IMP Quotient

The total IMPs won in all matches are divided by the total IMPs lost in all matches to give an IMP quotient that may be compared to break a tie between two teams with the same score. If this option is changed you will need to re-score all sessions to get a reliable result.

13.2 Session Properties

The properties of a session are initially defined when you first setup the event^[69]. Once it has been established the following fields may be changed.



The day, date, day and time are documentary information and may be changed anytime. The event^[178] may have a different date from the session. These are all available to appear on the session reports.

The score sheet order is the initial value used in the score entry screen, but may be changed once data entry^[118] has commenced.

The data entry method is selected here and will dictate the way the score entry^[118] is done. Once the method is changed here, the chosen method will be the default method in future events. See shorthand^[118], longhand^[133] and verifying^[134] scores for more details.

Epson scoring method requires you to enter the score as a percentage (supplied by the organisers) and the score entry screen is the same as that used in the shorthand method.

The number of winners may be changed, but it is unusual. The sessions in most events are setup as a one or two winner and the movements selected in the sections are based on this decision. Even so there may be times when that decision changes after a section or two have been setup for the session. Changing this will effect a number of other decisions such as the way the pairs are numbered ²⁵⁸ in the sections and event.

13.3 Section Properties

The details of the section movement are shown like this.

	NS	EW	Set	NS	EW
Tables 1-5	10	1	1	8	9
Tables 6-10					
Tables 21-25					
Tables 26-30					
Tables 31-35					
Tables 36-40					
Tables 41-54					

You can only change the Colour and Letter on this screen. To change any other properties (other than board numbers, see below) you will need to replace the section with another.

The term color is not necessarily accurate as you may enter any string of characters in this field, but frequently sections are named by colors. The colour may be printed on reports that are specific to this section;

that is, when you score the session by section.

All other information shown is documentary, describing the current section.

Most information shown is self explanatory and is based on the information entered when you defined the section using the section wizard⁷³.

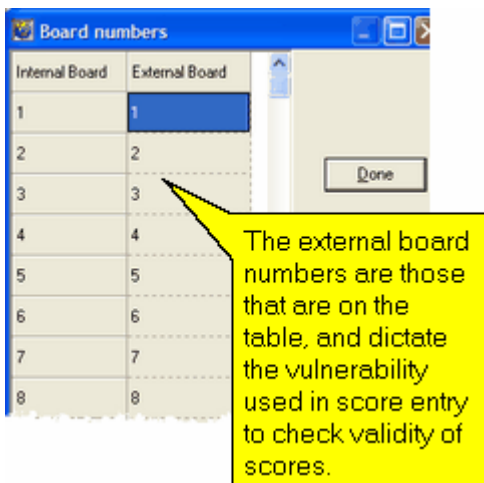
The table and board-set layout describes the section setup for round one. This should not be confused with the movement description originally used to define this section:

Consider a Howell movement. The Howell movement is defined with N-S v E-W for each table with the number of board sets between each table on a bye-stand. When it is later shown on this panel as a section, round one information shows the seating for round one (including any pair number changes) and the board set number played at each table (distinct from the number of sets between each table on the bye-stand).

This distinction is important as the first set played on round 1, at table 1 need not be set 1. In addition it is not necessary for the N-S and E-W pairs to be the same as the pair numbers in a Howell movement. These pair numbers are the same as the original movement only when the default pair numbers are used.

13.4 Section board numbers

The board numbers are mapped one-to-one with the internal board numbers. The internal board numbers are assigned in sequence starting with 1. Board set 1 starts with board one, and each set has as many boards as defined in "boards per set"⁷³. Normally the external board numbers will always match the external ones, but things do go wrong at times, and the director needs the flexibility to change things easily.



There are no restrictions in the external board numbers, and the same board number can occur more than once, but of course will have different deals.

When generating a section the system works with a specific number of board sets. Each board set contains a number of boards. These boards are then sequenced automatically through to the last board set. Under most circumstances this is quite adequate and simplifies your procedures. Conforming to these rules makes it easy for you.


Occasionally things do not go to plan. For example, board number 27 may have been placed in the second board set and board number 3 may have been placed in the ninth board set (with 9 board sets of 3 boards). Use this function to modify those specific boards.


Note: *this function does not change the "number" of the boards within the scoring system.* The ASE Scorer keeps the board numbers in its internal form and maps them to an external board number. The external board numbers (the number you may change) dictates the vulnerability of the board you are dealing with.

During scoring these internal and external board numbers are used differently depending on the session being scored. If the session has one section then the internal board numbers are used to determine which scores are combined for match pointing. This allows you to use any number of boards with the same external numbers.

When the session consists of more than one section, the sections are combined together for scoring. In this case the external board numbers are used to determine which scores are combined to produce the result. This may have some strange effects if you have not set up your sections correctly. The first section in the session is used to determine the (external) board numbers to be scored. If a board is missing from the first section and exists in the second and subsequent sections, no scores will appear for it. If the first section has a board not found in subsequent sections, the scores are factored up for all the pairs in the subsequent sections.

Normally the internal and external board numbers are identical. Occasionally the boards are placed on the tables different from the original movement.

The external board number is the number shown on the board on the table. It is shown on the score entry  screen with the title "Real Board Number" and is the number used in determining the vulnerability of the board.

The internal board number is the number used by the ASE Scorer when sequencing through the boards for display on this screen and is shown in the currency panel  as the current board number.

Change the external board numbers on this screen as you require. Where the board numbers are in sequence it is possible to use a short hand method of entry. Change the board number of the first board in the sequence and zero all the following board numbers. The system automatically sequences the board numbers from that number. No board number is ever left as zero. A zero external board number is always changed to one more than the number of the previous board.



Part

XIV

Working with the club system

14 Working with the club system

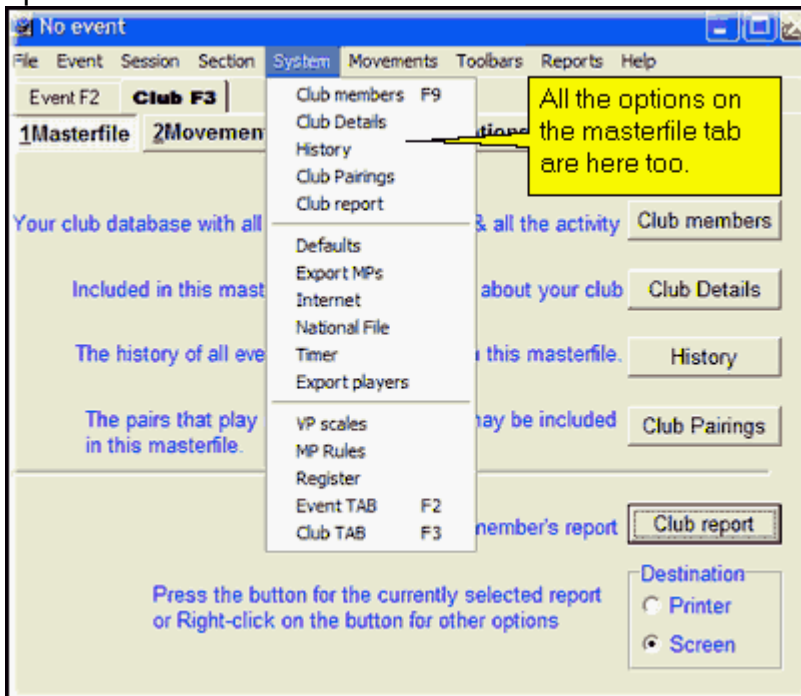
The club management system is the second of the major parts to the ASE Scorer Version 8. With these tools you will be able to manage the club membership, look after the results for all the past events, change the way the events are appear, produce reports about the events and members and generally control the ASE Scorer Version 8.

The club management is set out in four parts:

1. members masterfile^[186]
2. movements^[188] used in the events
3. advanced^[190] facilities
4. options^[191] and information about the club

14.1 Masterfile

The [1 Masterfile] tab gives you access to the basic club management options.



The [Club members] [F9] button will display the members^[40] list and

details. It also supplies access to a number of options and facilities associated with the club membership.

The [Club details]^[50] button displays all the details of the club. This option is also available from the club members screen.

The [History] button presents the event history^[51] screen where you can look at all the results of the events that have been finalised. You can also delete the unwanted events from there.

The [Club pairings]^[187] button presents a screen showing all the pairs that play regularly at the club. These pairs are included in this list using the session "add pairings" option in the session advanced options.^[171]

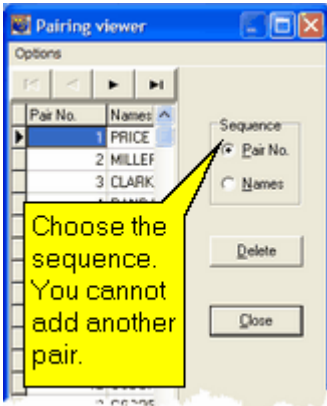
The [Club report] button will produce the currently selected report on the destination selected. Use the right-click on the mouse to view the pop-up menu of further options.

If you select "change" from this menu the report generator^[52] screen is shown. From there you may design, change, view and print the reports.

The "default" option list all the available default reports. Any report files installed are shown under the respective report type options on the menu.

14.1.1 Club pairings viewer

When you press the club pairings in your members options^[41] the pairings viewer is shown:



The pairs shown in this list are placed there using the "add pairings" option in the session advanced options [171](#) where all the new pairs in the session are added to this list.

The pairs can be selected from this list during the entry of the players names, either for the session [107](#) or outright [111](#) field. The names entry advanced options [114](#) include the use of this pairs file.

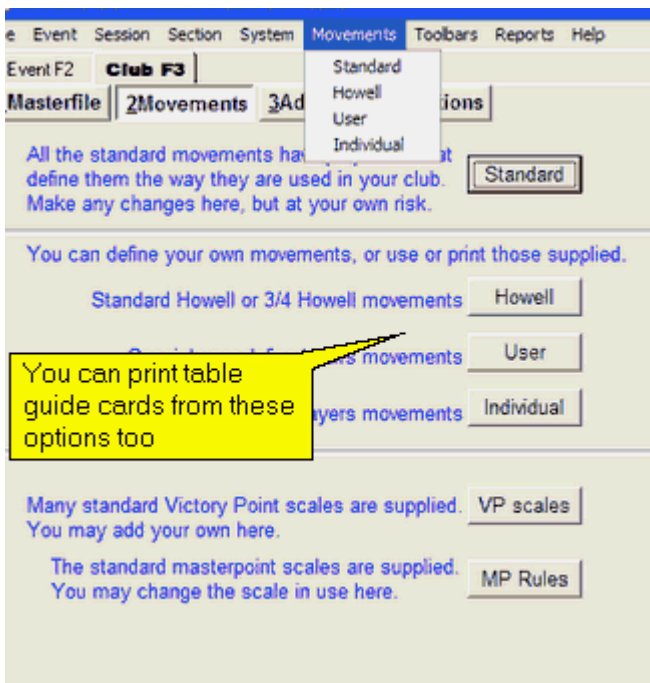
This screen allows you to delete pairs from the list, or simply view it.

Choose the order that you wish to view the pairs, clicking the pair number or name sequence as required. When the pair number sequence is selected the pairs appear once. When the name is used the pair appears twice, once under each name in the pair.

14.2 Movements

The ASE Scorer Version 8 allows you to use any movements you like. There are the standard movements like Mitchell that are generated automatically whenever needed, those that are standard types like the Howell but may need to be defined by you and the non-standard movements.

There is not a movement that cannot be defined and used in ASE Scorer Version 8.



The first option [Standard¹⁹⁶] movements should be used with care. While it is possible to change the basic principles used in most standard movements, it is not recommended you change them unless the club has a particular movement that is regularly used and not of the original standard definition. Changing the standard movements here will change them for every time they are used.

The other movement types, Howell¹⁹⁷, User²⁰¹ and Individuals²⁰⁵ require the full definition of the movement. The Howell is the strict Howell movement, following the mathematical definition of a Howell. Any other pairs movements will need a user movement to be defined. The Howell movement is defined by the first round of play, while all others require the full definition, round by round.

The Individual and User movements require full definition, with all rounds of play defined.

The Victory Point scales¹³⁸ are also accessible from this screen. While these are not movements they are used in many events and are a standard club defined table of information related to movements of all

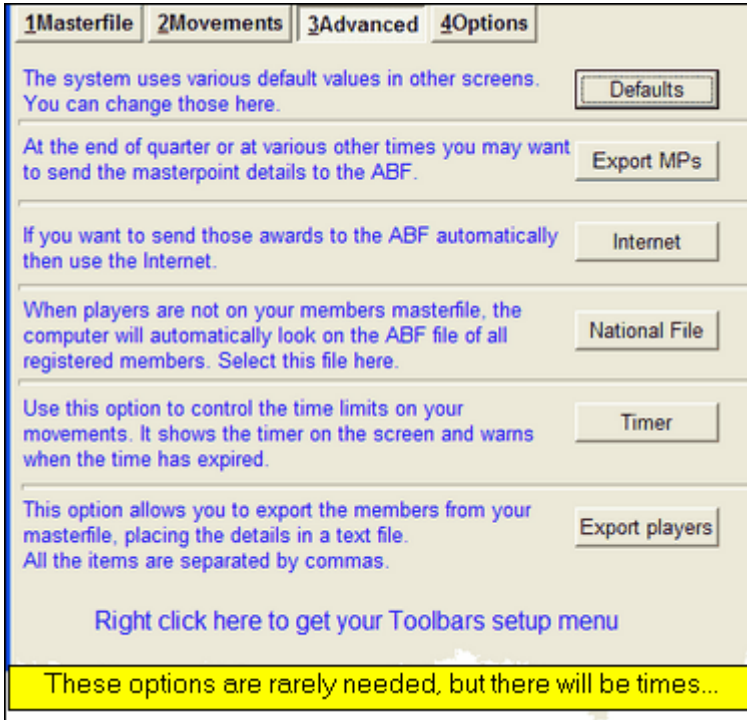
types.

The Masterpoint awards ^[138] to place rules are also accessible.

See "Bridge Directing Complete" for more details on the definition of movements.

14.3 Advanced

The club's advanced option are not used very often, and usually by the club administrator or senior director.



The [Defaults ^[213]] supply a series of values that will be used by the ASE Scorer Version 8 when the initial value for the items are required. The first time the scorer is started you will have the opportunity to set these values, and any time the club's requirements change.

The [Export MPs ^[216]] option is used periodically, depending on the national administrator's requirements, and the players achievements are output to a file. Optionally these files are sent to the national

organisers.

When the [Export MPs] option is used the destination of the masterpoints etc are defined in the [Internet]²¹⁸ options screen. There the email addresses and other options are defined.

When entering players names in events it is very handy to be able to look for players who are not on your club's masterfile, and find them via their national number. The [National file]²¹⁹ is setup here, and always available for all future events.

The [Timer] option will display a timer screen²¹⁹, and will sound whenever the time allocated to a round has been exceeded. This screen can remain open and visible while the ASE Scorer Version 8 is used to score the event and look after other club management needs.

The [Export players] option will produce a comma separated volume (CSV) text file for all the players on the current club masterfile. You will be asked to select a file into which to place these.

All the toolbars²²¹ available in the toolbar menu item can be defined and otherwise organised using the pop up menu that will appear when the right mouse button is clicked on this screen. Select the toolbar of interest from that menu.

14.4 Options

The club's basic options allow you to change things that are used in other places.

The screenshot shows the 'Options' tab of the ASE Scorer 8 software. The form contains the following fields and options:

- User name: Paradise Palms Inc.
- User title: Paradise Palms Bridge Club
- Report date: 27/07/2005
- Preferred name format: Surname, first name
- Always show name title:
- Club database: PARADISEBC.GDB
- Paradise Palms Bridge Club
- Player number checks: None
- Player name type:
 - Surname
 - Bridge name
- Use sounds in score entry:
- Use BridgeMate for score entry:

Two yellow callout boxes provide additional information:

- One points to the Club database field, stating: "You can open the club members' database in other places too".
- Another points to the top section, stating: "All the fields on this screen allow you to make changes that will affect the way things appear or happen in other places".

The user name, title and date are available in reports, and are useful in report headings. The name and title are arbitrary values depending on the situation the scorer is used and are distinct from the name of the club shown below. The report date defaults to the date of "today" but can be varied as you need.

The preferred name format specifies how you would rather the players' names are to appear in reports and on the screens where their names are shown. The "always show name title" option when ticked means the player's title (e.g. Mr.) is also included at the start of a player's name shown in the "preferred name format".


One of the options in the preferred name format is "best available". This means the first name is used unless there is no first name, and then the initials are used.

The club database is shown here for convenience, but may be selected in the other more normal places for the masterfile ¹⁸⁶.

The club name can be changed on this screen, but the club details ⁵⁰ screen is more normal for this change.

The player number check will depend on the national player numbers

in use in the club, and indeed, whether the club uses national numbers at all. The check digit routine for the national number selected here is invoked each time a players number is entered into the scorer.

The players name is usually the surname, and the name searched for when entering players names  into events or session. The bridge name is planned for at later times when the player may use a unique name.




Part



Non-standard movements

15 Non-standard movements



Use at your own risk

These are the movements that are considered standard

Moving unit	Mitchell types	Howell types	Appendix Mitchell	Whist
E-W	+ 1	- 1	- 2	+ 2
N-S	+ 0	- 1	+ 1	+ 0
Board	- 1	- 1	- 1	+ 1
In base	<input type="checkbox"/>	<input type="checkbox"/>	EW	<input type="checkbox"/>

Note these represent the number of tables moved up (+) or down (-) by each of the moving units, at each change. When these are changed from the original values there is no guarantee that the movements generated will be valid.

This screen shows all parameters used by the ASE Scorer while generating movements. Generally you should not change these values. If changes are needed, do so with care as there is no guarantee that movements produced are valid.

Note, once changed these values will apply to all movements of the type changed. Therefore if a Tournament Director changes these values for their own use and a second director uses the system without knowing of the changes, the consequences could be disastrous.

Most of the fields shown on this panel are represented by two characters, the first character is a sign, + or - (plus or minus) and the second character is the number of tables moved up or down. Where the sign is + (plus) the movement is up a number of tables. Where it is - (minus) it is down a number of tables.

The screen is presented as an array. On the left hand side of the array is the moving unit and the top of the array is the type of movement in consideration. The moving units are defined as the E-W pairs, the N-S pairs and the boards.

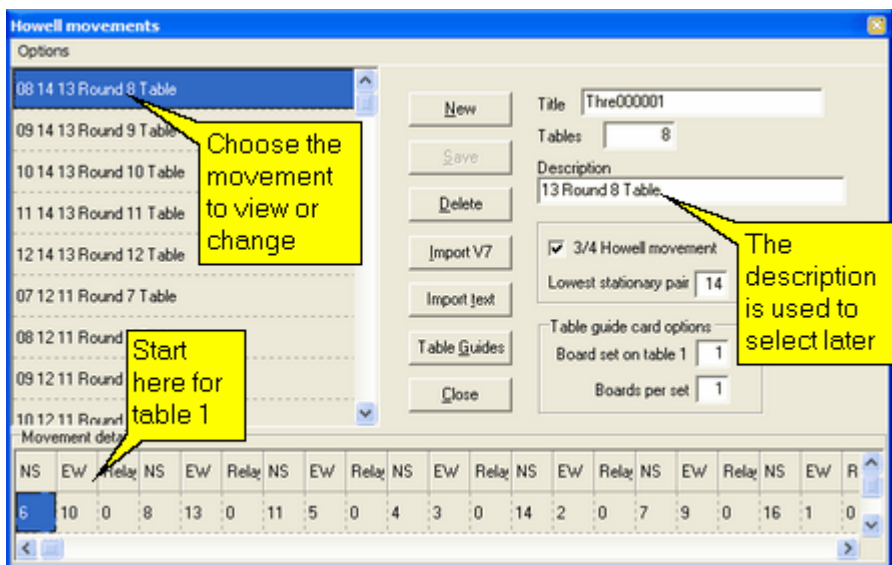
Consider the default values shown for Mitchell movements. The East-West pairs are shown as moving up one table (+1), the North-South

pairs are shown as stationary (+0) and the boards are shown as moving down one table (-1). The Mitchell movement works with various permutations of these numbers. e.g. the E-W pairs may be stationary (+0), the N-S pairs down one (-1) and the boards up one table (+1). You would change these values to reflect the type of movement you require.

The meaning of these values are slightly different for the Howell movement. The default value shows minus one in each of the fields. This indicates the boards move down one table and the E-W and N-S pairs follow the next lower pair. If the pairs are required to follow the next higher numbered pair then set all three values to +1.

The last moving unit is described as the base and only applies to the appendix Mitchell movement. The possible values for this base are EW and NS. It is used to indicate whether the EW (east-west) pairs or the NS (north-south) pairs are the moving unit in the base of the appendix Mitchell.

15.1 Howell movements



This screen is presented when adding or changing a Howell movement. Howell movements saved in this way are later available for use in the generation of a section. A standard set of Howell movements are available.

To add a new movement press the [new] button and then fill in the fields on this panel to best describe the movement to be entered.

The title is used internally and is not that important apart from being unique.

The description is the name of the movement you wish to create. The name is used to uniquely define the movement. Choose a name that helps you to remember the movement.

Tables

Enter the number of tables in the movement you are to define. Note this is the number of tables in the movement and not the number of tables in the section using this movement. For example, a Howell movement of 5 tables may be used in a section containing $4\frac{1}{2}$ tables.

Lowest stationary pair

This field only applies when a $\frac{3}{4}$ Howell movement is being defined. Enter the pair number of the lowest numbered stationary pair. For example, with a 7 table $\frac{3}{4}$ Howell movement there are 14 pairs and if there are 11 rounds in the movement the lowest stationary pair is 12. This must be less than the total number of pairs in the movement.

Defining the movement

This screen shows an array of entries for tables 1 through to the number tables being entered. For each table enter the North-South pair number, the East-West pair number and the number of relays between the tables. Table 1 is at the left of the screen, and the tables are numbered sequentially from there.

Note: *this is the movement definition rather than the section definition.* The North-South and East-West pair numbers are numbers between 1 and the number of pairs in the movement (which is equal to twice the number of tables in the movement). When the movement is used (to define a section) the pair numbers may be any numbers you wish between 1 and 999.

The number of relays between each of the tables can be a value between 0 and the number of boards out of play on the first round. Also it may be 99 to indicate the two tables are sharing the board sets. The

total number of board sets in play is equal to one less than the number of pairs. In a $\frac{3}{4}$ Howell movement, it is one less than the lowest stationary pair number.

Normally board set 1 is on table 1 during round 1. It is possible to place a different board set on table one, round one when the section is generated. For example, if the number of relays between tables 1 and 2 is 1 and board set 3 is on table 1 then set 4 is on the relay (between tables 1 and 2) and set 5 on table 2 etc.

Consider the following 4 table Howell movement. On round 1 the movement is set up as follows:-

At table 1 - 8 versus 1 playing board set 1

At table 2 - 6 versus 3 playing board set 4

At table 3 - 7 versus 2 playing board set 6

At table 4 - 4 versus 5 playing board set 7

Notice there are 2 board sets (numbers 2 and 3) on the relay table between tables 1 and 2. Similarly board set 5 is on the relay table between tables 2 and 3.

Therefore you enter this movement in the following way. NS v EW and then the number of board sets on the relay after the table.

8 v 1 2 6 v 3 1 7 v 2 0 4 v 5 0

Where you have chosen a barometer movement the same board set is played by all tables on each round. Therefore, you are not required to enter the number of relays between each table but you may enter 99 in all the relays. Where they are all zero it is assumed they are shared, and 99 is automatically placed in all relays when you next attempt to use it.

Table guide cards

Select the [Table guides] button to produce a printout of the selected movement. The "Table guide card options" apply to the movement you print.

Board set on table 1 will be used as the starting board set number, and the sets are numbered sequentially through the tables and bye-stands

defined in the movement.

Boards per set will allow the print to show the correct boards in play at each table. Board set 1 will start with board 1.

New

Use the [New] button to add a new movement to the file. Enter the details as required.

Delete

use the [Delete] button to delete the currently selected movement. The ASE Scorer Version 8 checks with you before deleting the movement.

Import V7

The user movements shown on this screen are held in a file called howell.mvt in the install directory. It is possible, using the import option, to copy all the movements from another such howell.mvt file. This is useful when another user of the ASE Scorer Version 8 has a series of movements you wish to use.

The usual use of this option is to import the howell.mvt from ASE Scorer Version 7.

Import text

This allows you to load Howell movements from a text file. The file could be typed up using any text editor, or generated by another computer program.

The file is a Comma Separated Volume (CSV) ASCII text file.

The format of the file is:

- number of tables (Howell) or number of tables/lowest stationary pair ($\frac{3}{4}$ Howell)
- description
- combinations of "NS number"-"EW number" and "number of relays"R

with a comma between each field and one movement per line.

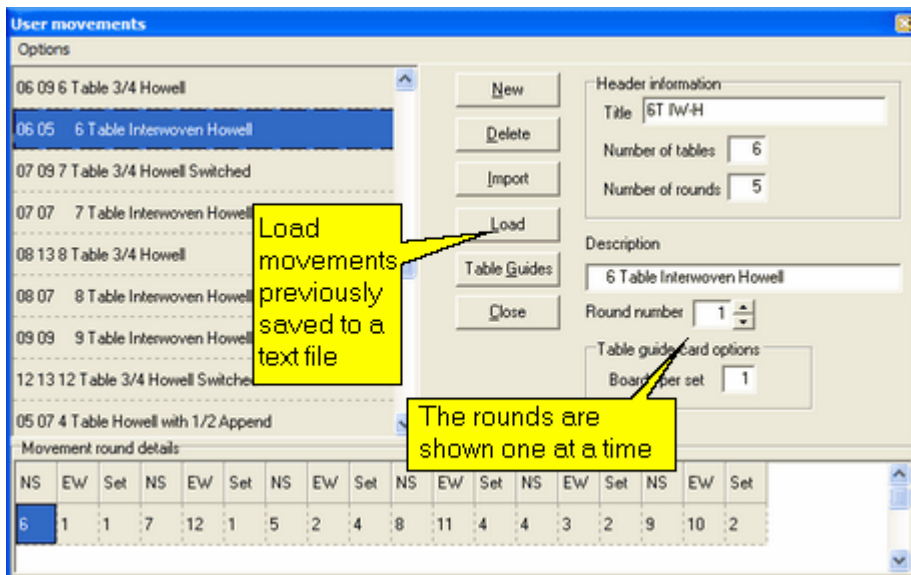
for example, the "Standard" 5 table Howell included in the default library is entered like:

5,Standard,10-1,8-9,6-4,4R,7-3,2-5

and the "6 round 4 table" $\frac{3}{4}$ Howell with 7 the lowest stationary pair is:

4/7,6 Round 4 Table,8-1,R,7-5/4-6,2-3,2R

15.2 User movements



This screen is presented when adding or changing a User movement. User movements saved in this way are later available for use in the generation of a section. A standard set of User movements are supplied.

To add a new movement press the [New] button and then fill in the fields on this panel to best describe the movement to be entered.

The Title is used internally and is not that important apart from being unique.

The Description is the name of the movement you wish to create. The name is used to uniquely define the movement. Choose a name that helps you to remember the movement.

Number of tables

Enter the number of tables in the movement you are to define. Note this is the number of tables in the movement and not the number of tables in the section using this movement. For example, a User movement of 5 tables may be used in a section containing 4 ½ tables.

Number of rounds

Enter the number of rounds in the movement. You are required to enter all the rounds of the movement before it is complete. When the movement is used to define a section, the number of rounds is used to choose applicable movements. Only movements with the corresponding number of tables and rounds are shown to you for selection.

Movement round details

This panel shows an array of entries for tables 1 through to the number tables being entered. For each table enter the North-South pair number, the East-West pair number and the board set number to be played at each table.

Note: *this is the movement definition rather than the section definition.* The North-South and East-West pair numbers are numbers between 1 and the number of pairs in the movement (which is equal to twice the number of tables in the movement). Where the movement is used to define a section with 2 winners the pair numbers are between 1 and the number of tables.


When the movement is used (to define a section) the pair numbers may be any numbers you wish between 1 and 999.

The board set numbers are between 1 and the number of sets in the movement.

Normally board set 1 is on table 1 during round 1. It is possible to place a different board set on table one, round one when this movement is used and the section is generated.

Load

Using the Load option it is possible retrieve a movement from a text file that has been entered using your standard word processing software, or produced using the "save movement" or "save section" options

available under the section advanced  options.

The user movement file must conform to a particular format. It is easily generated using any of the standard word processing or text editor packages available for the PC. A record is entered for each round of the movement. Each record is terminated by a carriage-return and a line-feed.

There is an entry for each table on each round. Each table entry consists of a North-South pair number, an East-West pair number and a board set number.

For example, the first round on a very simple 5 table Mitchell movement should be depicted as follows:

Note: <C/R> indicates a carriage return character, and <L/F> a line feed character.

```
010101020202030303040404050505<C/R><L/F>
```

Further, the second round is:

```
010502020103030204040305050401<C/R><L/F>
```

and rounds 3, 4 and 5 are:

```
010403020504030105040201050302<C/R><L/F>
```

```
010304020405030501040102050203<C/R><L/F>
```

```
010205020301030402040503050104<C/R><L/F>
```

This file would appear as follows opened in your editor:

```
010101020202030303040404050505
```

```
010502020103030204040305050401
```

```
010403020504030105040201050302
```

```
010304020405030501040102050203
```

```
010205020301030402040503050104
```

The following editing is carried out on the numbers in each round. The N-S and E-W pair numbers are checked to be less than or equal to the number of tables in the movement. The board set number is checked to be equal to or less than the number of board sets shown above.

The number of rounds for this movement must be equal to number of records in the file, each record must contain the information for all tables.

Therefore, if there are 10 tables in the movement, then there must be 10 sets of 3 numbers in each record.

Note: *valid movement files are produced by the Section options¹⁷³ mentioned above.* Having created a file in this way you may modify it using your text editor and use it as a User movement.

Take care with switching. In a Mitchell movement with two fields and switching, the movement saved on the file will not include any switching. With one winner the switching is saved on file because of the unique pair numbers. In addition, with 1 winner in the movement, if you switch the pairs during score entry¹¹⁸, the switching will only be reflected in the saved movement if switching occurs on the first board of a set. For example, in a board set containing 3 boards, (boards 1, 2 and 3), if you switch the pairs on board 2, they will not be shown as switched if that movement is saved using "save section". Only the switching of the first board of a set is reflected.

This feature can be useful when you are using a Howell movement where there is occasional switching for a round at one table. Generate a standard Howell section and apply switching where required. For this exercise, single board sets are used. Having made the desired switching changes in score entry, save the movement using "save section".

Use this movement in any future sections requiring this movement and so eliminating the need to re-do the switching.

Import

The user movements shown on this screen are held in a file called user.mvt in the install directory. It is possible, using the Import option, to copy all the movements from another such user.mvt file. This is useful when another user of the ASE Scorer Version 8 has a series of movements you wish to use.

The usual use of this option is to import the user.mvt from ASE Scorer

Version 7.

Table guide cards

Select the [Table Guides] button to produce a printout of the selected movement. The "Table guide card options" apply to the movement you print.

Board set 1 on table 1 will be used as the starting board set number, and the sets are numbered sequentially through the tables and by-stands defined in the movement.

Boards per set option will allow the print to show the correct boards in play at each table. Board set 1 will start with board 1.

New

Use the [New] button to add a new movement to the file. Enter the details as required.

Delete

Use the [Delete] button to delete the currently selected movement. The ASE Scorer Version 8 checks with you before deleting the movement.

15.3 Individual movements

The individual movements screen allows you to add, change, load, import or delete movements in the same way the user movements^[201] are managed.

The main difference is the number of tables is replaced with the number of players.

Number of players

Enter the number of players in the movement you are to define. The section generated will need to have the same number of players. Note the ASE Scorer Version 8 shows the number of players as an even number even when you initially enter an odd number. This is not a problem as the missing player is not mentioned in the movement.

Number of rounds

Enter the number of rounds in the movement. You are required to enter

all the rounds of the movement before it is complete. When the movement is used to define a section, the number of rounds is used to choose applicable movements. Only movements with the corresponding number of tables and rounds are shown to you for selection.

Movement round details


This panel shows an array of entries for tables 1 through to the number tables being entered. For each table enter the North, South, East and West player numbers and the board set number to be played at each table.

Note: *only the complete tables are entered.* Players sitting out on each round are not considered.

Note: *this is the movement definition rather than the section definition.* The player numbers are numbers between 1 and the number of players in the movement. When the movement is used to define a section the player numbers can be changed as required and may be any numbers you wish between 1 and 999.

The board set numbers are between 1 and the number of sets in the movement which is also equal to the number of rounds. Normally board set 1 is on table 1 during round 1. It is possible to place a different board set on table one, round one when this movement is used and the section is generated.

Load

Using the Load option it is possible retrieve a movement from a text file that has been entered using your standard word processing software, but it is not possible to produce movement text files using the "Save Movement" or "Save Section" options available under the section advanced  options.

The individual movement file must conform to a particular format. It is easily generated using any of the standard word processing or text editor packages available for the PC. A record is entered for each round of the movement. Each record is terminated by a carriage-return and a line-feed.

There is an entry for each table on each round. Each table entry

consists of a North, South, East and West player number and a board set number. Because the individual movements are based on pairs movements, but with two entries per tables, the file looks like the user movement^[201] for pairs but with twice the number of tables actually in play. Therefore for each table the entry is like: NNEEbbSSWWbb with the boards in play repeated for North/East and South/West. e.g. the first line for a 12 player, 3 table movement is:

```
010301020401050704060804091107101207<CR><LF>
```

i.e. 1,3,2,4 play set 1 at table 1; 5,7,6,8 set 4 at table 2; 9,11,10,12 set 7 at table 3.

The player numbers are checked to be less than or equal to the number of players in the movement. The board set number is checked to be equal to or less than the number rounds. The number of rounds for this movement must be equal to number of records in the file, each record must contain the information for all tables. Where the number of players is not divisible by 4, the residual sit-out players are not shown on each round.

Import

The Individual Movements shown on this screen are held in a file called `indiv.mvt` in the install directory. It is possible, using the import option, to copy all the movements from another such individual.mvt file. This is useful when another user of the ASE Scorer Version 8 has a series of movements you wish to use.

Table guide cards

Select the [Table guides] button to produce a printout of the selected movement. The "Table guide card options" apply to the movement you print.

Board set 1 on table 1 will be used as the starting board set number, and the sets are numbered sequentially through the tables and by-stands defined in the movement.

Boards per set option will allow the print to show the correct boards in play at each table. Board set 1 will start with board 1.

New

Use the [New] button to add a new movement to the file. Enter the

details as required.

Delete

Use the [Delete] button to delete the currently selected movement. The ASE Scorer Version 8 checks with you before deleting the movement.



Part

A large cyan circle is centered on the page. Inside the circle is a black rectangle. Within the black rectangle, the Roman numeral 'XVI' is written in a bold, yellow, sans-serif font.

Club's advanced options

16 Club's advanced options

16.1 Managing Australian masterpoints

Overview

Masterpointing of Australian events is routine in the scorer. When the event is scored you select the option "Masterpoint the event" on the first score-up screen and fill in the options for masterpointing when they appear. Reporting includes the masterpoint awards. Once an event is completed it will need to be "finalized" before the masterpoints can be exported to the ABF masterpoint centre.

To produce the masterpoint files that may be sent to the ABF or masterpoint secretary use the [Export MPs] option. It is also possible for the ASE Scorer 8 to send the files via email automatically if the computer is connected to the internet. Often the local masterpoint secretary wishes to check the totals before being sent. The files produced may be audited as required before dispatch.

Creating the event

The first screen^[66] in the "New event" dialogue with the computer shows an option that is relevant to the production of masterpoints. This can be changed later and the default values are those normally required for local club events.

The option is in "Main details" and is called "masterpoint grade". The default value is "E Club event". When you masterpoint the event during the scoring, the initial values for awards are set based on this grade shown here. This means the person scoring the event will not need to make any decisions on the session awards.

Masterpointing the event

Where the "masterpoint grade" has been set correctly in the first screen^[142] of the new event (see above) then the values on this screen will be correct and no changes needed.

The "masterpoint awards^[147]" screen has many options but the director/scorer of the club events need only apply the simple rules using the following three options (with the default values shown).

Event level: "a Qualifying; other"
Masterpoint tournament grade: "E Club event"
Masterpoint type: "Green"

Then select [Recalculate]. The awards will be updated to reflect the ABF rules for such an event. While it is possible to change the awards manually it is not recommended. The ASE Scorer 8 will calculate the awards based on the ABF rules.

The option "Produce outright awards" should only be used in multi-session events and be [ticked] when the last session is scored. Ticking this option will invoke the automatic calculation of all awards. Again, changing these awards is not recommended. Use recalculate if needed restore the values.

Finalization of the event

When an event has been completed, the results are final and no more reporting is needed the event should be finalized^[102]. Once finalized, the event will be included in the list of events available for dispatch to the ABF.

A finalized event is also available for eclectic events, where the results of several events are combined to produce a new set of results for players rather than pairs. These are never masterpointed.

Producing masterpoint files

Masterpoint files can be produced using any or all finalized events. Typically most bridge clubs will produce masterpoint files for the ABF at the end of a month and usually only includes green point events. All such events are combined into one file.

Clubs do run red point events too and so produce red point files. These will require an authorization number. Gold point events are run independently of the clubs and the masterpoint dispatch is done by event or a collection of events at a single congress.

To produce masterpoint files in the ASE Scorer 8 select the option [System]/[Export MPs^[216]] from the main menu or [Club F3]/[3Advanced]/[Export MPs] from the main screen.

The first thing to do is select the collection of events you wish to work with.

See [Options] and choose one or both of [Show exported events] and [Show non-exported events]. At the end of month you would normally select [Show non-exported events] and expect to produce a masterpoint file for all these events.

To produce masterpoint file(s) from the listed events choose the option [Export]/[All club events] from the screen menu. You will be presented with a dialogue showing the paths and files where the masterpoints will be written. All three types are shown, but normally only the green MP file will be produced. The gold points are written to the .gld file, the green to .grn and the red to .red.

The file name is constructed from the ABF club number and date. For example the masterpoint file D2120405.grn is a club file for club 2120 in quarter 4 year 2005 and contains green masterpoints. The date used is that shown as "Period end date" on this form, and typically is the last day of the month being processed. It is also possible to select one or more events out of the complete list. To select an event click on the left hand column where an indicator will appear like ?>.

That event can then be exported to a file using [Export]/[One selected event]. The file names of the export files is constructed from the quarter number the event was run and the three-character event identifier assigned by the ABF. For example Y4ABC.gld is an event MP file for the 4th quarter with identifier "ABC" and the masterpoints are gold. To change the identifier for the selected event before export use the [Event]/[Change] option. Enter the "ABF event ID" field and press [OK].

More than one event can be selected by holding down the [Ctrl] key while clicking on the needed events. After clicking all the required events (all selected events will now be marked with ? the left hand column) choose the [Export]/[All selected events] option. The file names will be the same as those generated by the [Export]/[All club events] option.

Any masterpoint files produced in this way can be viewed using the standard ABF MP file tools. The program MPFiles.exe is one such program. See that on the ASEComputing web site at

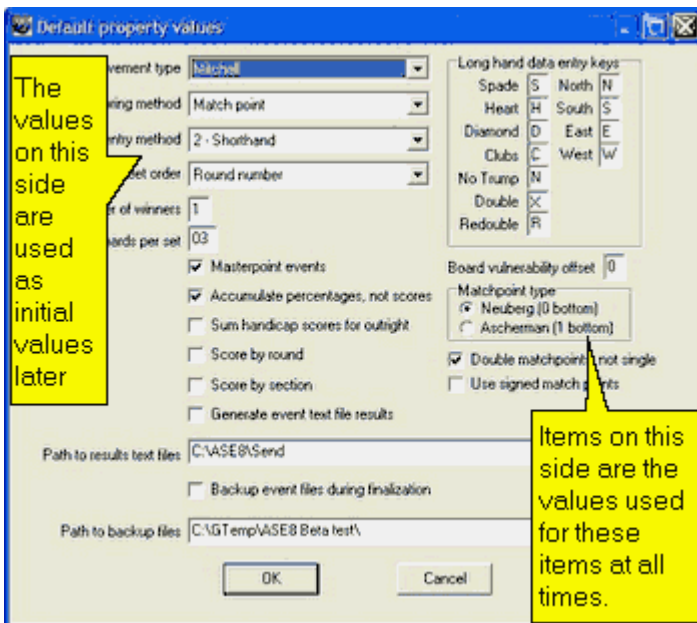
<http://www.asecomputing.com/Downloads/MPFiles.exe>.

Auto-email of Masterpoint files

The ASE Scorer 8 allows you to automatically email the files to the ABF. See the [System]/[Internet²¹⁸] option from the main menu or [Club F3]/[3Advanced]/[Internet] option from the main screen. This option is also available from the Export MPs screen under [Options]/[Internet parameters]. If you *do not* want this option make sure that the "Automatically send masterpoint files" option is *not ticked*.

If you do use this option then this option should be ticked and the option "Send mail to host" should contain your SMTP email server address. Your Internet Service Provider supplies you that information, for example "mail.optusnet.com.au". When auto-sending red masterpoints to the ABF you will be asked for the authorization number(s) to include with the dispatch.

16.2 Default options



Two field movement type

This is used in conjunction with the "number of winners" below, and when the number of winners in the section is set to 2. The movement selected by default in the scorer is selected here.

Scoring method

The scoring method shown the first time an event is scored is that selected here.

Data entry method

The initial data entry method for any session of play is set to the method selected here.

Score sheet order

The first time the score entry screen is shown the order of the scores is the same as the value selected here.

Number of winners

In a pairs event the number of winners in the first session of play is the same as that shown here. It can be 1 or 2.

Boards per set

Each time a new section is set up the boards per set field will be the same as that shown here.

Accumulate percentages, not scores

When an event is first scored, and there are outright scores being accumulated, the scores used will be the same as that selected here.

Sum handicap scores for outright

When an event is first scored, and there are outright scores being accumulated, the scoring option will show "scores used will be handicapped" if this is true. Normally the scores without handicaps are accumulated for the outright results.

Score by round

It is unusual to score by round except for barometer type movements. This is normally set to false (not ticked).

Score by section

It is unusual to score the sections separately, but if your club does this often then this option would be ticked and so set to true.

Longhand data entry keys

The values shown in this panel are the keys pressed for the trump suits and seats for entering the longhand scores. Therefore to enter 4 Spades doubled by South making 10 tricks, using the default values, is 4SSX10.

Board Vulnerability offset

This may be zero or 1. This is needed where the set of boards vulnerability pattern changes. The zero indicates (USA) the vulnerability starts on board 1 as NIL. The one (1) indicates (English) vulnerability starts on board 1 as N-S.

Matchpoint type

It would be unusual to change this value from Neuberg, where a zero bottom is used in matchpoint scoring. With Ascherman the bottom is 1.

Double match points, not single

Matchpoint scoring can be double or single.

With double match points each score beaten receives 2 points, a tie receives 1 point and loss received zero points. With single match pointing, a win receives 1 match point, a tie $\frac{1}{2}$ match point and a loss zero match points.

Use signed match points

Signed Matchpointing is unusual, but if used the average is always zero. Signed match pointing is where the average on a board (session etc.) is zero. The match points for a TOP are the same as for a BOTTOM, with the opposite sign. The scores are derived by subtracting average from standard match point scores.

Generate event text file results

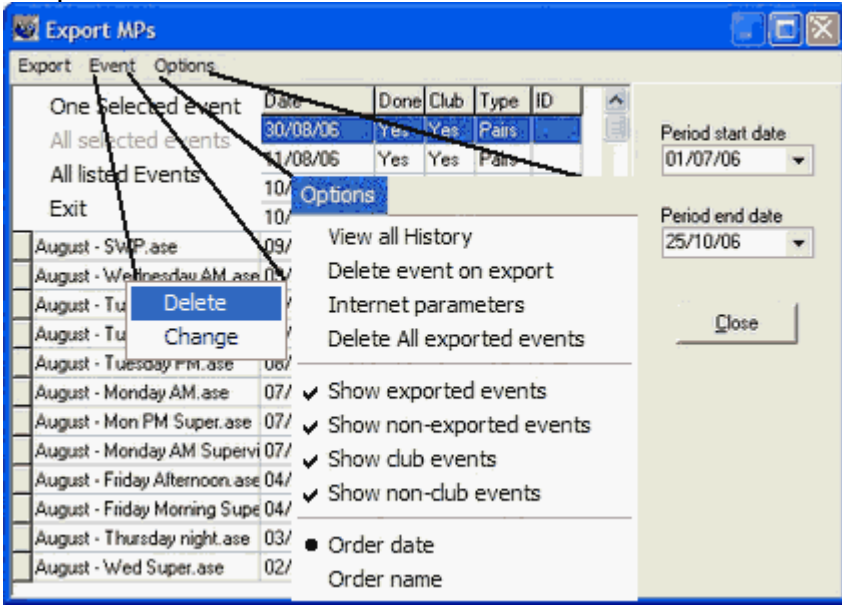
This option when ticked produces a complete set of text files containing all the results information. These files can be used outside the scorer for extended reporting or analysis. When ticked the "path to results text files" needs to point to a valid folder.

Backup event files during finalisation

This option when ticked produces a backup copy of the event. When ticked the "path to backup files" needs to point to a valid folder.

16.3 Exporting masterpoints

See Managing Australian masterpoints^[210] for more details on the procedures.



All the options on this screen are found in menu items. To exit this screen press [Close] or use the [Esc] key.

Export

The export menu items show the possible actions.

One selected event. This will export the selected event. To select an event click on the left hand column of squares, marking the selected row. To select more than one row hold the [Ctrl] key before clicking the second and subsequent rows. Each row will show as marked for export.

If more than one row is selected then the option to export all selected events will be available.

All selected events will export all events shown in the list.

Event

The Event menu item will allow you to [Delete] the currently selected

event (one only). Also the properties of the currently selected finalised event can be changed by using the [Change] option.

Options

The options menu has:

View all history

The history screen^[51] is shown, with all the finalised events on the club masterfile.

Delete event on export

Clicking this option sets the tick against the item, and when an event is exported it is also deleted from the club masterfile.

Internet parameters

This will show the internet export option^[218] screen.

Delete all exported events

This option will delete from the club masterfile all events that have been previously exported.

Show exported events

Ticking and enabling this option will redisplay all the events here that have been exported. It is used in conjunction with the next option. When both are ticked (enabled) then all events are shown.

Show non-exported events

Ticking and enabling this option will redisplay all the events here that have not been exported. It is used in conjunction with the prior option. When both are ticked (enabled) then all events are shown.

Show club events

Ticking and enabling this option will redisplay all the events here that are marked as a club event^[178]. It is used in conjunction with the next option. When both are ticked (enabled) then all events are shown.

Show non-club events

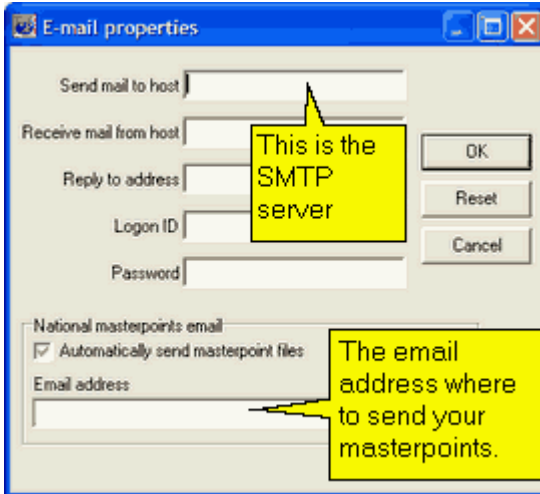
Ticking and enabling this option will redisplay all the events here that are marked as a non-club event. It is used in conjunction with

the prior option. When both are ticked (enabled) then all events are shown.

Period start/end dates

Change these dates to reflect the range of dates of the events that you wish to export. Only events between and including these dates will be shown. Typically the [export][all listed events] will be used once these dates are selected.

16.4 Internet options

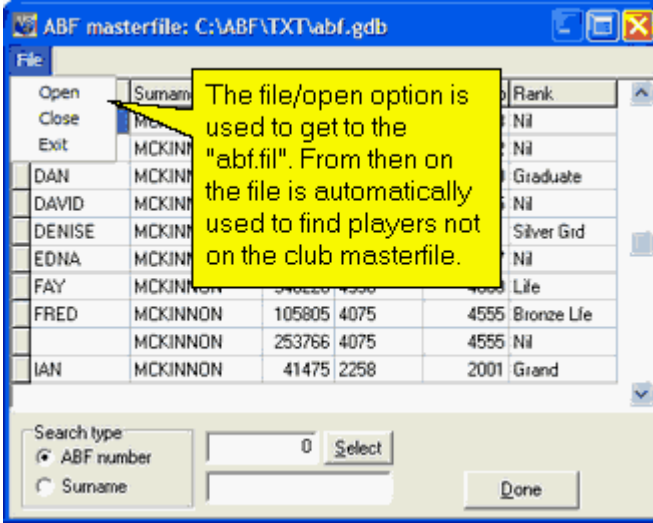


You only need to fill in the options in use. If you are automatically sending emails to the national body then the SMTP server is needed, and the email address of the national body. Tick the "Automatically send masterpoint files" option and they will be sent.

Also you would need to enter your reply to address, your current email address. Currently the ASE Scorer Version 8 does not receive emails but if needed in the future enter the "Receive mail from host" (POP server) and the corresponding logon-ID and Password.

16.5 National database

Not all national bodies supply a list of all players on their files.



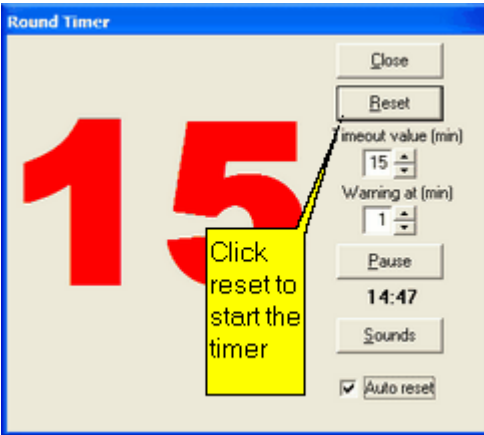
The Australian Bridge Federation have a file of players that is available to any person wanting the limited data.

The ABF supply the abf.fil file. To use that file, go to the file/open menu item and using the open dialogue locate the file. The ASE Scorer Version 8 then loads and converts that file to an abf.gdb file, making it available to find players not found on the club masterfile.

You can also locate players using this screen, either through a player number search or name search.

16.6 Round timer

The timer allows you to set a time limit on the rounds of play. The timer screen can be open and visible while you do any other things in the ASE Scorer Version 8.



The [Close] button will stop the timer, and remove the screen from vision. The timer screen will be minimised with the main screen, but continue to count down. If you lose track of the timer screen while in countdown, it is hidden from sight, then click on the [Timer] button in the club advanced¹⁹⁰ screen

The [Reset] button will start the timer again, using the values in Timeout and Warning. The timeout value is the number of minutes to expire before the bell is sounded. A warning bell is issued when the timer reaches the value in Warning. All values are shown in minutes.

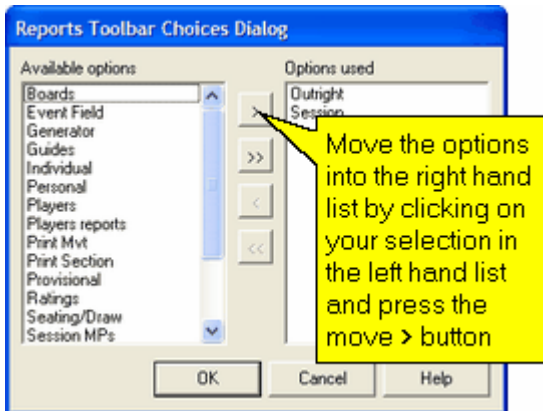
The timer can be paused (timeout) by pressing the [Pause] button. Once pause is pressed the caption on the pause button changes to [continue] which when pressed will continue the countdown. The current time left, including seconds, are immediately below the pause button. The larger red numbers show the number of minutes left.

If you tick the Auto reset option, then when the timer stops sounding the bell for the end of one round, then the timer is automatically reset for the next round.

If you want to change the sounds (the bell) use the [Sounds] button. A sound dialogue is displayed.

16.7 Toolbar setup

Each of the toolbars can be tailored to your needs.



The toolbars are available from the toolbar menu item on the main screen ²⁷. When the toolbar is ticked, it is visible. The toolbar can be moved about or placed in the docking locations at the top or bottom of the main screen.

The content of the toolbars may be tailored to your needs by right-clicking on any toolbar, or the advanced ¹⁹⁰ options screen and selecting the toolbar of your choice.

The options available for the chosen toolbar are shown on the left hand side of this screen. The options in use on the toolbar are shown on the right hand side of this screen. You can move the options from one list to the other by using the buttons in the centre.



Part


A large cyan circle is centered on the page. Overlaid on the bottom half of the circle is a black horizontal rectangle. Inside this rectangle, the Roman numeral 'XVII' is written in a bold, yellow, sans-serif font.


XVII

Conducting events



17 Conducting events

17.1 Running a single section pairs' event


This is the most basic of events. From the main menu select the [New] event option [Ctrl-n]. The event wizard  screen is shown.

Choose "Pairs" as the event type. Fill in the other options as you need, but the default values already showing are typically adequate. The title should conform to your club standards. All values in the other options may be changed later if you need using the [Event properties ].


Click [Next].


The session wizard  is now showing. Change the values as you need, but the default values already showing are typically adequate. The "Number of Winners" is the only item that needs particular consideration. A Mitchell event will need this to be 2, a Howell event 1. All values may be changed later using the [Session properties] .

Click [Next].


The Pairs section wizard  is now showing. Change the values as you need. The "Number of Winners" is the same as the previous screen, but can be changed here too.

The number of tables in the section is the most important item. This number includes any half or phantom tables. Where there is a half table in the section this is indicated in the "Half table details" panel. Click "NS missing" or "EW missing" as the case may be. Also enter the table where the half table is on the first round.

All the other "Details" should be supplied carefully. If a mistake is made here then you will need to [Replace ] the section later.

The section identifiers, Colour and Letter, are optional and only for documentation purposes and can be changed later in the [Section properties ].

Click [Next].

The final section properties  screen is shown. Normally the values here are correct and only apply to very unusual movements. Only the

options that apply to the movement you have specified in the previous screen will be available for change.

The [Pair & table numbers] option is always available. This allows you to change the pair numbers and table numbers from the default values, which are normally correct for most situations.

Click [Finish].

The [Save As¹⁰²] dialogue is shown. Normally you would enter the file name of the event at this time. The event will be saved in the file specified, and each time you [Save] the event it will be placed in this file.

Click [Save].

The [2 Names⁹⁴] tab is shown with "for current session of play" selected. Click the [Names] button or [Enter]. The "Update names¹⁰⁷" screen is shown. Enter the players names or numbers as required. Page through all tables entering the players' names. When all tables are entered, press [Esc] or

Click [Done].

The [3 Scores⁹⁵] tab is shown with "The board scores" selected. Click [Board scores] button or press [Enter]. The "Pairs scores - data entry¹¹⁸" screen is shown. Enter all the scores achieved by the players. When all tables are entered, press [Esc] or

Click [Done].

The [4 Score up⁹⁶] tab is shown with "The current session using previous options" selected. Click [Score] button or press [Enter]. Because you have not scored the event before, the "Scoring options" screen is shown. The default values showing will usually be correct. Only the scoring method is critical in a single section event and normally will be "Match point". Click [OK] or press [Enter] and for Match point scoring the "Factor to tables" screen is shown. The default value will be correct. Click [OK] or press [Enter] and the masterpoint awards screen is shown. Change the values as needed, click [Recalculate]. Click [OK] or press [Enter]. The Monitor screen is shown listing all the steps in the scoring process.

Click [OK].

The [6 Reports] tab is shown. Click the report destination "Printer" or "Screen" as needed. Click the [Session] report button.

When the results are known to be correct the event should be [Finalised]. See [8 Finish¹⁰²] for more details.

17.2 Running a multi-section event

Here we are looking at setting up an event that is played in one session, but where there are two sections playing the same duplicated boards.

Firstly set up a one section event as explained in "Running a single section pairs' event²²⁴". Once you have saved the event to a file do not proceed any further, not entering names or scores until the second section has been set up.

Select the [7 Advanced¹⁰¹] tab, and click the [Section] on the left. The section advanced options¹⁷³ will be showing. **Note:** *this same screen can be displayed using the main menu items [Section]/[Advanced].*

Use the "Add a new section to the current session" option by clicking on [New]. **Note:** *this same option can be selected **directly** using the main menu items [Section]/[New].*

The Pairs section wizard⁷³ is now showing. Change the values as you need. The "Number of Winners" is the same as in previous section, but can be changed here too. If changed here then it is changed for all sections in the session.

The number of tables in the section is the most important item. Where there is a half table in the section click "NS missing" or "EW missing" as the case may be. Also enter the table where the half table is on the first round.

All the other "Details" should be supplied carefully. If a mistake is made here then you will need to [Replace¹⁷³] the section later.

The section identifiers, Colour and Letter, are optional and only for

documentation purposes and can be changed later in the [Section properties¹⁸¹].

Click [Next].

The final section properties⁷⁸ screen is shown. Change these as required.

The [Pair & table numbers] option is available. This allows you to change the pair numbers and table numbers from the default values. This is normally required for the second or subsequent sections in a session, though not essential. See "Assign pair numbers in an event²⁵⁸" for a discussion on the issues surrounding pair number choices.

Where you want to change the pair numbers from the default values click the [Pair & table numbers⁸²] option. Make the required changes and click [Done] or press [Esc].

Click [Finish].

When you enter the names⁹⁴ and scores⁹⁵ you will find that the section number is 1 or 2 indicating which section you are currently dealing with.

When you score up the event, the option¹⁴² "Score sections separately" should **not** be ticked when you score across the field. This option only applies when the boards in each section are not duplicated.

17.3 Running a multi-session event

Here we are looking at setting up an event that is played over two or more sessions.

Firstly set up a one section event as explained in "Running a single section pairs' event²²⁴". Once you have saved the event to a file, create any further sections for the first session if it is a multi-session session²²⁶.

Consider the pair numbers²⁵⁸. Usually the pairs in the first session are assigned unique numbers which are automatically given to the outright event pair numbers. This makes the assignment of pair numbers in the

second and subsequent sessions simple and automatic.

Conduct and score the first session in the same way you would for a single session event. When the details of the second session are known, which could be before or after the first session has been run, you can add the second session to the event.

Select the [7 Advanced¹⁰¹] tab, and click the [Session] on the left. The session advanced options¹⁷¹ will be showing. **Note:** *this same screen can be displayed using the main menu items [Session]/[Advanced].*

Use the "Add a new session to the event" option by clicking on [New]. **Note:** *this same option can be selected **directly** using the main menu items [Session]/[New].*

The Pairs session wizard⁶⁹ is now showing. Change the values as you need. The "Number of Winners" is the same as in previous session, but can be changed if needed. Set up the sections in this new session as you require.

Follow a similar procedure for the third and subsequent sessions.

Score each session in the normal way. The reports⁹⁹ for the session and outright will be needed. The event outright pair numbers are essential to produce the accumulated results for the event. When you score the outright field of pairs are normally scored across-the-field rather than keep the pairs in two fields of North-South and East-West. Of course this is only possible when the movements used in the session have two winners. If you wish to keep the field separated, and produce two winners in the outright results, change the number of winners in the outright scoring options¹⁴² to 2.

The outright masterpoint awards are only applicable after the last session of the event has been scored. When scoring the last session of the event tick the "Produce outright awards" option in the masterpoint options¹⁴⁷ and click [Recalculate].

17.4 Running a Swiss pairs' event

A Swiss pairs event is one where the results of the previous rounds are used to determine the opponents the pairs play on the next round. In the ASE Scorer Version 8 the main conceptual difference between a Swiss pairs event and a multi-session event is that the term "round" is used instead of "session". The terms "round" and "session" are used interchangeably in Swiss events.

The big difference from other pairs' events is the movement. Each pair has only one opponent on each round. A "draw" of opponents is published before each round.

From the main menu select the [New] event option [Ctrl-n]. The event wizard ⁶⁶ screen is shown.

Choose "Swiss pairs" as the event type. Fill in the other options as you need, but the default values already showing are typically adequate. The title should conform to your club standards. All values in the other options may be changed later if you need using the [Event properties ¹⁷⁸].

Click [Next].

The session wizard ⁶⁹ is now showing. Change the values as you need, but the default values already showing are typically adequate. All values may be changed later using the [Session properties] ¹⁸⁰


Click [Next].

The Swiss pairs section properties is now showing. The number of tables in the section is the most important item. This number includes any half or phantom tables. Where there is a half table in the section this is indicated in the "Half table details" panel. Click "NS missing" or "EW missing" as the case may be. Also enter the table where the half table is on the first round.


The board set number, and number of boards per set are essential values. All boards for any round are the same for all tables. For example if the number of boards per set is 3, and boards set number is 4, then the boards in play are 10, 11 and 12. Board set one is 1-3, set two 4-6 and set three 7-9.

Note: where the number of tables in the event exceeds 45, you are required to set up a second section. This is an internal limitation, and does not effect the way a Swiss pairs' event is conducted. The size of the sections is not important either. For example a 60 table event can be initially set up as two 30 table sections, or one of 45 tables and another of 15.

Click [Next].

The Table and Pair numbers  screen is shown. Normally the values here are correct. The pair numbers must be unique and usually are in sequence.

Click [Done].

The [Save As ] dialogue is shown. Normally you would enter the file name of the event at this time. The event will be saved in the file specified, and each time you [Save] the event it will be placed in this file.


Click [Save].


Enter the pairs' names and the scores as with other pairs' events. Score up will produce the results for the first session of the event.

The second session is produced by selecting [Session]/[New]. You will be asked if you want an automatic Swiss draw produced. Normally the answer is [Yes]. Where you wish to enter your own draw for the round click [No].

Conduct the second and any subsequent rounds in the same way as the first. The outright results report will show the accumulation of the pairs' results over all rounds.

17.5 Running a barometer pairs' event

A barometer event is where the boards are shared across all tables on each round of the session. Set up the event in the same way as any one session pairs  event.

The option "Boards are shared across movement (barometer)" needs to be ticked on the section wizard  screen. The board set number on table 1 on round 1 dictates the set number in play on the first round for

all tables. Where the board set number on round 1 is other than 1, the "number of rounds" indicates the total number of board sets in play. For example where the board set number on round one is "2" the board set in play on the last round will be one.

It is normal for a barometer movement to enter the scores by round and score by round. The option "Show scores for [118]" is set to "round" by default in score entry. The option "Score by round [142]" is ticked by default in the scoring options.

Typically the results would be published after each round and therefore a barometer report is needed showing the last round score as well as the total.

17.6 Running a teams' event

This is the most basic of events. From the main menu select the [New] event option [Ctrl-n]. The event wizard [66] screen is shown.

Choose "Teams" as the event type. Fill in the other options as you need, but the default values already showing are typically adequate. The title should conform to your club standards. All values in the other options may be changed later if you need using the [Event properties [178]].

Click [Next].

The session wizard [69] is now showing. Change the values as you need, but the default values already showing are typically adequate. All values may be changed later using the [Session properties] [180]

Click [Next].

The Teams section wizard [85] is now showing. Change the values as you need.

The number of teams in the section is the most important item. The number of boards per match is used for VP scales and masterpoint rules.

It is assumed that all teams play all other teams in the section. A result is expected from each match. The exception is when there are an even

number of teams. In a mirror movement the teams from one half meet those of the other half, not playing the teams in their own group.

Click [Team numbers] to change the team numbers from the default values.

Click [Finish].

The [Save As¹⁰²] dialogue is shown. Normally you would enter the file name of the event at this time. The event will be saved in the file specified, and each time you [Save] the event it will be placed in this file.

Click [Save].

The [2 Names⁹⁴] tab is shown with "for current session of play" selected. Click the [Names] button or [Enter]. The "Update names¹⁰⁷" screen is shown. Enter the players names or numbers as required. Page through all tables entering the players' names. When all tables are entered, press [Esc] or

Click [Done].

The [3 Scores⁹⁵] tab is shown with "The session scores" selected. Click [Session scores] button or press [Enter]. The "Teams score entry" screen is shown. Enter all the scores achieved in the matches. When all results are entered, press [Esc] or

Click [Done].

The [4 Score up⁹⁶] tab is shown with "The current session using previous options" selected. Click [Score] button or press [Enter]. Because you have not scored the event before, the "Scoring options" screen is shown. The default values showing will usually be correct. Click [OK] or press [Enter]. The Victory point scale screen is shown. Select the scale you are using. Click [OK] or press [Enter] and the masterpoint awards screen is shown. Change the values as needed, click [Recalculate]. Click [OK] or press [Enter]. The Monitor screen is shown listing all the steps in the scoring process.

Click [OK].

The [6 Reports] tab is shown. Click the report destination "Printer" or "Screen" as needed. Click the [Session] report button.

When the results are known to be correct the event should be [Finalised]. See [8 Finish¹⁰²] for more details.

17.7 Running a Swiss teams' event

A Swiss teams event is one where the results of the previous rounds are used to determine the opponents the teams play on the next round. In the ASE Scorer Version 8 the main conceptual difference between a Swiss teams event and a multi-session event is that the term "round" is used instead of "session". The terms "round" and "session" are used interchangeably in Swiss events.

The big difference from other teams' events is the draw. Each team has only one opponent on each round. A "draw" of opponents is published before each round.

From the main menu select the [New] event option [Ctrl-n]. The event wizard⁶⁶ screen is shown.

Choose "Swiss teams" as the event type. Fill in the other options as you need, but the default values already showing are typically adequate. The title should conform to your club standards. All values in the other options may be changed later if you need using the [Event properties¹⁷⁸].

Click [Next].

The session wizard⁶⁹ is now showing. Change the values as you need, but the default values already showing are typically adequate. All values may be changed later using the [Session properties]¹⁸⁰

Click [Next].

The Swiss teams session details⁷¹ screen is now showing. The number of tables in the session is the most important item. The maximum number of tables allowed with this version of the ASE Scorer Version 8 is 500. The number of boards per match is used for VP scales and masterpoint rules.

Click [Teams draw] to change the table numbers and the team numbers from the default values.

Click [Done].

The [Save As¹⁰²] dialogue is shown. Normally you would enter the file name of the event at this time. The event will be saved in the file specified, and each time you [Save] the event it will be placed in this file.

Click [Save].

The second session is produced by selecting [Session]/[New]. You will be asked if you want an automatic Swiss draw produced. Normally the answer is [Yes]. Where you wish to enter your own draw for the round click [No].

Conduct the second and any subsequent rounds in the same way as the first. The outright results report will show the accumulation of the teams' results over all rounds.

17.8 Running an individuals' event

Conducting an Individuals' event is very similar to a pairs' event. The main differences are the number of winners is limited to one and the movement used must be an individuals' user movement²⁰⁵ defined prior to setting up a section.

On the section details screen the number of tables is replaced with the number of players. Care is needed when defining the section. The number of rounds and board sets will need to match the movement in use.

17.9 Running an eclectic event

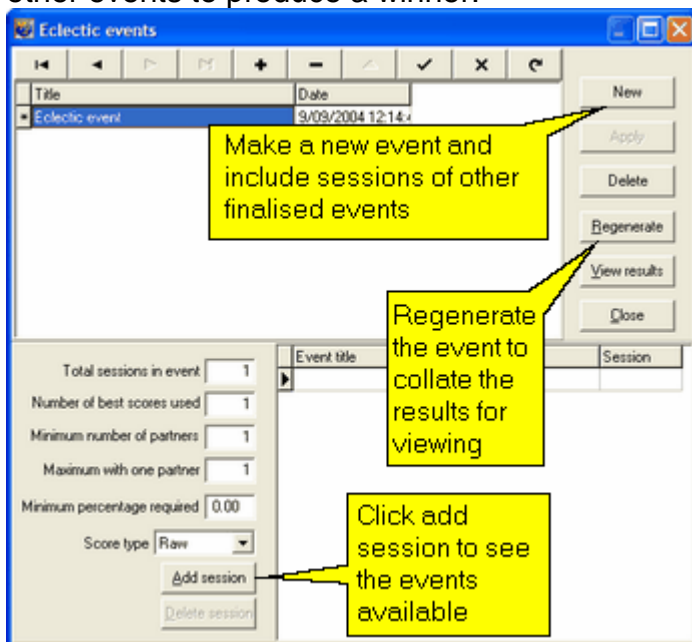
An eclectic event is one made up of the results of two or more completed events. Only finalised¹⁰² events may be included in an eclectic event.

Use the "Define, change and define eclectic events" option on the [1 Start] tab. Click the [Eclectic] button.

The "Eclectic events²³⁵" screen is presented. See that topic²³⁵ for more details.

17.9.1 Eclectic events

An eclectic event is a mega-event, using the results of one or more other events to produce a winner.



Use the buttons on the right to make a new event or delete the one currently selected.

You can use the navigation  bar at the top too.

The total number of sessions in the event is updated each time you add sessions, but you may change this as required. The results are based on the players in the event, and each player's number of best scores are included in the total score.

Only players that satisfy the criteria are included. If the minimum number of partners is specified, only players that have that number, or more, will be included.

The maximum with one partner will use the best score with those partners.


Where the minimum percentage required is greater than zero, only the

scores greater than that percentage are included in the tally.

The score type dictates the score included in the totals.

- Raw: the score achieved at the table whatever the scoring method.
- Percentage: the percentage achieved, and only applies to matchpointed pairs events.
- Normalised: the percentage score derived by normalisation, and can apply to any scoring method. The mathematical normal curve is used.

Once all the sessions are included the event needs to be regenerated. Then the results can be viewed.


Reports on these events are available in the members report generator  screen.

17.10 Qualifying and final events

Where the results of one event will lead to the pairs in the later events you can use the option that allows you to move the pairs between events.

For example this is handy where qualifying event(s) lead to finals, plate and consolation events.

Note: *Before you use the qualifiers option you must create the events involved.* For example if you have a qualifying event, which leads to final and consolation events, the final and consolation events need to be created before the pairs can be moved from the qualifying event to them using this option.


With the qualifying event open, select the [7 Advanced] tab. The [event] tab option "Move qualifiers to the next stage or finals" [Qualifiers]. Alternatively use the [Event]/[Qualifiers] option on the main menu. Click this option and the qualifying "Field management  screen appears.

Once you exit this option you will be shown an "Open" file dialogue.


This allows you to open an event other than the current qualifying event. For example you may wish to open the final event.

17.11 Handling pre-event entries

Often with larger events the entries will be known before the start. It will save a lot of time on the day if you have the names entered before you set up the event. Also sometimes it is desirable to enter the names as the players arrive at the club, ready for the event definition later.


The first step is to create a new event. From the main menu select the [New] event option [Ctrl-n]. The event wizard  screen is shown.

Note: *you cannot conduct an individuals' event in this way.*

Choose the event type that you will be running. Fill in the other options as you need, but the default values already showing are typically adequate. The title should conform to your club standards. All values in the other options may be changed later if you need using the [Event properties .

Click [Finish].

You now have an event with an unknown movement and extent of entries. [Save] the event under the name of your choice.

From [2 Names] use the "Player names entry"/"before the movement is known" option [Add entries .

Using that screen enter the pairs' or teams' players in much the same way you would enter them for ordinary events.

The major advantage with this approach is you are not required to place them in any particular order as that will be done at a later time. From this screen you organise the field, moving them up or down, dividing them into sections, apply seeding rules as needed and so forth depending on the needs of the event.

It is also possible to save the list to a text file for use in later events.

Once the first session movement is known go to the [1 Start] tab where the option "Define the first session of the event" [Define session] should be selected. This option is also found on the main menu

[Session]/[Define session].

The session wizard^[69] is then shown, allowing you to define the session in the same way it is usually done. Once that is completed and all sections for the session have been defined, return to the [Add entries^[113]] option. The option "Copy pairs to session" or "Copy teams to event" (depending on the event type) is now available.

Select this option and the pairs or teams will be moved into the event in the order shown on the screen. If the order of the entries was not right it is possible to correct the order and re-copy the field to the event.

17.12 Handling late changes

Changes to the draw in a Swiss pairs event

A situation may arise where an event is set up with all the entries, the pair numbers assigned and seating published. Then some pairs do not arrive.

Normally the director simply moves pairs from the last table(s) and seats them in the missing pair's spots. Also the pairs moved will usually keep their originally assigned numbers. This keeps things simple "on the floor". There are a few ways to handle this in the ASE scorer.

To help understand the management of pairs let us look at the LISTS of pairs. In any event that has outright results (ie multi-session or multi-round events) there are three lists of pairs to consider.

1. **The pairs before the movement is known.** This is a raw list with no pair numbers assigned even though you can place the pairs in tables and seats and reorganise as needed.

2. **The session field.** This is the list of pairs in the session (ie initially session 1) and is setup for any event be they single or multi-session events. This is the list of pairs playing in the session and may differ from the outright list of pairs because of substitutes in any given session. The pairs have been allocated their SEATING, their pair numbers for the SESSION and their OUTRIGHT numbers.

SEATING: the seating can include section, table and direction. For example a pair sits in section 2, table 3 as EW.

SESSION: the pair number for the session often reflects the seat the pair is in and is based on the movement in use. In the example immediately above, if the movement was a Mitchell, the session pair number could be simply 3 (EW). "The pairs use their table number as their pair number on the score sheet". In a Swiss pairs event that would not be the case as all pairs would have a unique number, usually between 1 and the number of pairs competing.

OUTRIGHT: the outright number is the number used in each session (also called the EVENT number) to tally their outright total. Pairs typically look for that number in the outright results as well as looking to find their seat in the next session. The outright number in a Swiss pairs event will typically match the session number.

3. The outright field. This is a complete list of all pairs competing in the event. Typically this list is the same as the list in each session, but may not be. Substitutes may be playing in any session, or a pair may drop out of the event after playing in one or more sessions (eg illness or other misadventures).

Now back to our Swiss pairs problem. Consider a simple example. We have an original entry list of 12 pairs. We set up an event with session one having 6 tables, put the pairs in the session list and print the seating.

Table	NS	EW
1	1	7
2	2	8
3	3	9
4	4	10
5	5	11
6	6	12

The session pair numbers are 1 to 12, and the outright numbers are the same for each pair. If you go to the [Names] [for the current session of play] you will see the pair number and outright numbers match.

Then the problem we are considering arises. In the example, say, pairs

2 and 10 do not arrive. The director moves pair 6 to NS table 2 (where 2 was) and pair 12 to EW table 4 (where 10 was). The IMAGINARY move is for pair 2 to go to 6 NS and 10 to 6 EW. Table 6 is actually empty now and out of play.

To reflect this change in the ASE Scorer go to the [Session] [Names^[107]] "for the current session of play" screen and change the OUTRIGHT numbers (option F7) at table 2, 4 AND 6 to those in the session as changed by the director. Produce the SESSION seating printout and it will look like:

Table	NS	EW
1	1	7
2	6	8
3	3	9
4	4	12
5	5	11
6	2	10

Then session proceeds normally, the scores entered and scored. Table 6 scores will not be entered but that is no problem for the ASE Scorer. It does report that scores are missing, but the results will be valid irrespective of the scoring method used.

One other change is needed to tidy up the event. Go to [Event] [Field^[111]] "for the outright field" and un-tick the "in Swiss draw" option for the two missing pairs (2 and 10). Pairs 2 and 10 will appear in the SESSION report (in last place and no scores) but do not appear in the outright results. The next round is produced in the normal way with [session] [new^[171]] and use automatic Swiss draw, and the next session will only have 5 tables, with pairs 2 and 10 missing.

Another way to handle this is to use the [Entries^[113]] "before movement is known" names option. This is a little more complicated but will produce the definitive answer to this problem. All directors should experiment with this method as it does help in other situations (eg extra pairs arrive late).

We have an original entry list of 12 pairs. We set up an event with session one having 6 tables, put the pairs in the session list (Copy

Pairs to Session) and print the seating. It is the same as the first list shown above. The session pair numbers are 1 to 12, and the outright numbers are the same for each pair. If you go to the [Names] "for the current session of play" you will see the pair number and outright numbers match.

Then the problem arises in the example: pairs 2 and 10 do not arrive. As before the director moves pair 6 to NS table 2 (where 2 was) and pair 12 to EW table 4 (where 10 was). What we now have "on the floor" is:

Table	NS	EW
1	1	7
2	6	8
3	3	9
4	4	12
5	5	11

To reflect this change in the ASE Scorer go to the [Names¹¹³] "before the movement is known" screen and select the [Load pairs from session] option. Move pairs 6 and 12 to their new seats and [remove] pairs 2 and 10 from the list. Select [done]. Go to option [advanced] [session] [delete¹⁷¹] to delete the ONLY session in the event.

Use the [start] [Define session] option to set up the 1st session again, but with the pair numbers defined as in the new layout. In the last screen of the session definition change the pair numbers to be:

Table	NS	EW
1	1	7
2	6	8
3	3	9
4	4	12
5	5	11

Return to [Names¹¹³] "before the movement is known" screen and use the [Copy pairs to session] option to move the new list of pairs back to their seats.

Produce the SESSION seating printout and it will be the same as the last

list. Note this last method should also be used where additional pairs arrive for the event before session 1 starts.

Where additional pairs need to be handled after session 1 use the [names¹¹¹] "for the outright field" to add the new pairs, using pair numbers greater than the existing ones. The next round will include those pairs in the draw. Note you would need to give these pairs some adjustment score using [results] [event scores⁹⁷] to produce sensible results.



Part

A large cyan circle is centered behind a black horizontal rectangle. Inside the rectangle, the Roman numeral 'XVIII' is written in a bold, yellow, sans-serif font. The 'X' is the largest, followed by 'V', and then three 'I's of equal size.

CARDS Ratings system

18 CARDS Ratings system

CARDS is a rating system for bridge players. Your rating in CARDS gives you a good idea of your current standing at bridge. This is so because the system takes into account the strength of your partner and that of the opponents. Ratings range from about 30 to about 70 with 50 being average. The majority of players are in the range of 45 to 55.

It is similar to the ELO rating system for chess players. Indeed, one of the consultants to the ELO system worked on the CARDS project. A CARDS rating gives you a truly accurate measure of your current standing at the game. It also allows you to identify changes in your performance as your career develops.

CARDS seeds the field in every session. That is, it predicts the finishing order. You will soon see that these predictions are surprisingly reliable at club events. Players can check their CARDS rating by going to www.bridgecentral.com and logging in with their "bridgename" usually first initial and surname.

To establish your club in the CARDS ratings system there are a few basic steps that must be followed.

- Set up a members' database or masterfile. You may already have this.
- Define the ratings club name^[244] for the CARDS system.
- Check^[245] there are no members that are already in the CARDS system.
- Produce a members' ratings export file^[245].
- Email the ratings export file to support@asecomputing.com
- Load^[246] the latest CARDS file into your members' masterfile.

From then on your club and its members are in the CARDS system.

18.1 Define the CARDS club name

You need to define the CARDS ratings club name in your member's masterfile. This name is used as the default file name during export and import options used each month. It is also the name used by the CARDS system to identify the club during the update procedure.

From your main screen select [System] [Club details]. Alternatively from the members masterfile screen (F9) select [Options] [Club details]. Click in the

last field "name" within the group "Ratings club name". Enter the name you prefer as the CARDS club name. For example the "Cairns bridge club" might choose "cairns" as the name. Choose a single word that best describes your club. Click [OK].

18.2 Check for existing members of the CARDS system

Once players are in the CARDS rating scheme they are identified by one "bridge name" in all the clubs they participate. This is used in preference to a "number" like the ABF number as it only means another number to remember.

Even so the CARDS system will use the national ABF number to identify players if no other information is available about the player. Therefore there is no need to worry about identifying players who have an ABF number and play at other clubs where they are already participating in the CARDS system.

On the other hand there is an issue where you have players who do *NOT* have an ABF number AND are already participating in the CARDS system. In that case you will need to find out what their "bridge name" is from the other club or from CARDS at support@asecomputing.com. Once you have that "bridge name" go to that member's details in the masterfile and enter their "bridge name" before the next step.

18.3 Produce a members' ratings export file

Go to the members masterfile screen (F9) and select the option [File] [Export players for ratings] and save the file as a text file (e.g. cairns.txt). Email this file to support@asecomputing.com. Making a zip file of the text file before sending via email would make it smaller and also eliminated problems caused by some email software that interferes with text files.

Once this file is processed by the CARDS system your club will be part of the ratings system. You will be emailed (or choose to download from the Internet) your club's CARDS file (e.g. cairns.cds). This should happen within 24 hours of sending the initial ratings export file. Once this file is loaded into your members' masterfile your club is fully participating in the scheme (see below for details on this procedure).

NOTE the members' masterfile used to produce the ratings export file will

always be the CARDS members' masterfile. You should take care in managing this file with regular backup copies made. This file contains all your ratings information and the event history.

18.4 Load the latest CARDS file


For the first time you will receive the CARDS file via return email. For the months following this procedure can be done manually or automatically. When the ASE Scorer 8 is started it automatically checks to see if there is a recent CARDS file on the Internet. Clearly the computer needs to be connected to the Internet for this to succeed.

Whether you get the CARDS file via email or Internet download the procedure is the same. From your masterfile screen use the option [Imports] [Player ratings] (this appears automatically if you have chosen to get the latest download from the Internet). The screen will give you the option of download (you placing the file in a convenient folder). Once you have the latest file select the [Update] option, selecting the latest .cds file (e.g. cairns.cds) in the [Open] dialogue.

You also have the choice of update type. The update can be "Start of month" or "mid month". The first time you load the CARDS data use the "Start of month" option, and the first time in any month. If there is ever a second update available during the month use the "mid month" option.

Once the initial load of the CARDS file has taken place your club will be participating. You must realise that the rating information does not work for about three months as we need about 13 results from a player before they are rated. So it will be happening in the background for a while. Every time an event is scored the ratings impacts for players are recorded in the event.

18.5 Reporting the ratings

After any session of bridge is played the results are published as usual. Produce the session report  and the ratings report as required.

The ratings report shows the impact the session has had on the players' rating. The strength of the field is also shown. The impact is greater in a stronger field. Doing well in a strong field will improve your rating more (have a greater impact) than in a weak field.

18.6 Processing dates of events and session

An event is only included in CARDS month-end processing once it has been finalized. The session date is used during the ratings' update (but see below for further details on this point).

When you run the export^[216] option at the end of month all the events in the date range selected will be displayed in the list. NOTE this is the *event date*, not the date of the sessions within the event. The *session dates* within those events are used during the update process and are used to identify the uniqueness of the sessions of play.

Therefore events with many sessions need to be handled carefully, particularly where it spans the end of month. This can be handled in one of two ways.

18.6.1 Always process an event in the current month

The event is finalized at the end of the month and exported with all other events for the month. When the next session of the event occurs, open the event and re-set finalization when asked. Proceed with the event as usual. Date the sessions correctly during the next month. *It is also possible to change the event date to the start of the new month so that it will appear in the list of finalized events for that month (this is purely for your convenience and is not necessary).*

At the end of the second month finalize the event as usual and export this event again. The sessions from the previous month will be ignored during the next update (as they have already been done last month).

Do not change the name of the event as it will be considered a new and different event.

Do not change the dates of sessions previously finalized as they will be considered new and different sessions in the next run.

18.6.2 Only process the event once it has finished

The event is finalized only when finished. The sessions for the previous month(s) will not appear in the previous month's reporting. This only occurs

when the event is finalized. The impact on the player ratings will remain as calculated during the previous month. The players will not see that impact until next month or the month when the event is ultimately finalized.

In the update, the sessions from the previous months will be processed as if they were from this month. It is of no consequence to your reporting or management of your events at the club.

18.7 Meeting the monthly deadline

It is important that the rating's impacts are supplied at the end of month so the next month will use the latest player ratings as the starting point. We have made a decision to process on the first day of the next month irrespective of whether the impacts of all clubs are available or not.

It is important to realize that you do not need the events from all the days of the month in any month's run. It is better for you to process the month-end a day or two early than to miss the month-end run. Therefore if you think you will be unable to do it on the last day of the month then do it a day or two early, at your convenience.

18.8 Consequences of missing a month-end update

Sometimes for various reasons a club misses the month-end run. When this occurs the month-end update will proceed as usual on the first of the next month. Any clubs that are not in the run will still receive the latest CARDS file for new month and so will have a new starting position for all the players in the events for that month.

Note the players will usually have a slightly different rating from the previous month despite not having an impacts from your club applied to their previous rating. This can be due to the players having impacts applied from other clubs. It also can be due to an across the board adjustment made during month-end processing. This part of the calculation is used to maintain the relative positions of the players in the system.

All the events from the previous month should be included in the next month's run. Leave the event dates as they are and include the events for the past two months. The impacts that the players receive in all the events will be applied in the next monthly update.

18.9 Handling player's membership

Any new players to the club are handled automatically. Just add the player to your club file as needed and they will be included in the next monthly run.

Care is needed in the paid up membership. A player is deemed to be paid up in the CARDS system when their paid-to-date is not less than the processing date. A player in more than one club is paid up when they are paid up in at least one of the clubs they are attending.

When a player is not paid up their ratings impacts do not occur. Their rating remains as it was and may be effected by all other player's rating changes in each month. The unpaid players tend to have their rating reduced over time, though it may increase, but their relative position in the list of participants tends to remain where it was or at a lower point. Eventually their rating will disappear because of non-participation and they will need to re-establish their position.

The player's "bridge name" should not be changed in the scorer. The player becomes a different person in the CARDS system if this is changed. The ratings data on file will not be correct for the new person even if the new "bridge name" is correct. To change the person in the system you must delete the *wrong* player from the scorer and add a new player with their correct "bridge name". Their rating information will not be updated until the end of month run.

18.10 Producing the ratings file

Ratings files can be produced using any or all finalized events. Normally this is done once at the end of each month. It is done at the same time you produce your club's masterpoint files.

Once your club is in the CARDS rating system you will see an additional option in the export^[216] screen for you to produce the ratings file as well as your masterpoint files. Follow the same procedure as the masterpoint^[216] files production. The main difference is the ratings file can be automatically uploaded to the Internet. You will be asked if you want to do this. If you do not you will need to email the "rat" file later at your convenience.

18.11 Conducting special events

The situation you have is you want to conduct a special event that has players from other clubs attending and you want to have the ratings processed as normal. The players attending are not on your normal members file and particularly their rating information is not on file.

First consider how rating information is on your masterfile. The only players that are rated are those at your club and play regularly there. In other words they are members of your club. If the players are likely to play at two clubs regularly they should be permanently on the file. The ratings of a player are only on file after the cards file is applied at start of the month.

Now for the special event situation. Any such event can be run using a special masterfile for the event. Request from the CARDS administrator a cards file with the clubs involved included. In this case ask for a "special" ratings file with participating club members from the list of clubs included. In the club details of the new masterfile (specialevent.gdb) put 'myspecial' or something meaningful in the "ratings club name". Do not add any players to the file as that will be done from the cards file sent to you. Then when you get the myspecial.cds file use the [imports][player ratings] option, update using the myspecial.cds file, applying as start of month (or read start of event). All the players at the participating clubs will be added to the file but the details of the players will not include addresses etc., but they are not needed for this purpose.

Run the event using this special masterfile, finalise the event as usual. Then [export] the event as the "myspecial.rat" file. You typically do not use that masterfile for any other occasions, but there may be several "events" (qualifying/finals/plate...etc) in the export.

After the next month end update the players' statements online at <http://www.bridgecentral.com> will include this event.



Part

A large cyan circle containing a black rectangle. Inside the black rectangle, the Roman numeral 'XIX' is written in a bold, yellow, sans-serif font.

Bridgemate table top devices

19 Bridgemate table top devices

The Bridgemate scoring system is an advanced scoring system for bridge, developed to make recording of the results easier, reduce errors to a minimum, have real-time registration of the results in the scoring program and increase the speed of publishing final results. Both players and directors will benefit from using the Bridgemate: players will find the Bridgemate an easy to use device and will enjoy the instant feedback on their results after entry of each result, directors can now focus completely on supervising the tournament without worrying about picking up score sheets, recording player names etc. The Bridgemate system does it all for you.

The Bridgemate wireless scoring system consists of table-top terminals at which player enter their player numbers (member codes) and the board results. A central receiver is connected to the computer for picking up scores from the Bridgemates and transferring them to the scoring program. Wireless radio-transmission is used to transmit the data. The communication is bi-directional, offering the possibilities to send data back from the receiver to the Bridgemates, like obtained percentage for the board just played, overview of other results on the board (similar to a traveler).

19.1 Bridgemate installation

Bridgemates are installed using the instruction supplied by the Bridgemate organisation.

To use them in the ASE Scorer Version 8 you must tick the option "Use Bridgemates for score entry" found under [Club F3][4Options]. Once this is ticked the other options for Bridgemates will appear as required.

19.2 Bridgemate options

To start the Bridgemate devices you need to use the [Bridgemate] option found under menu item [Event] [Bridgemate]. There is also a button on the [Event F2][3Scores] page.

The Bridgemate options screen appears with three main buttons showing. [Auto start] [Close] and [Advanced]. For most situations the [Auto start] option will do all you need.

To setup or change the Bridgemate behaviour you will need to click the [Advanced] option and change items as required.

There are 4 key buttons in the [Advanced] screen, grouped as "Manual startup options".

[Create].create a new database for BM (and use the [settings] in that database). Makes the database file ?.bws

[Load]...put the ASE scorer session details in the database

[Start]...start the bridgemate program

[Start read]..once running start reading the results entered by the players

These are equivalent to the four options in the "Auto start options".

Typically these 4 things will need to be done on a first time startup of an event. Therefore these should be normally ticked. They are done in the order shown in this box: create database, load session, start Bridgemate, Commence reading.

When the Bridgemate program starts (whether automatically or manually) the four options shown in "Bridgemate start options" apply.

{Open database}...if not the next two do not apply.

{Initialize}...resets the Bridgemate server and uploads the tables to the Bridgemate server.

{Start capture}...begins getting the results from the tabletop devices.

{Minimize}...will the Bridgemate program be showing on the screen or not, in which case it will only appear on the task bar.

The initialise option resets the Bridgemate server and uploads the tables to the Bridgemate server. It does not reset the Bridgemate table top devices.

The best procedure in clearing the old event is to close BMPro, create a new database for the new event and start up BMPro with initialize (the normal auto start method). All the BM devices will automatically reset to the new movement after the first communication to the server (you may have to answer a couple of questions that were "left over" from the last event before this takes place).

To change the movement without having to get the players to reinput

their first board(s) again use the option "update from round". e.g. The event has started, normal way, using autostart. Another pair arrives during round 1, and you add them to the last table where there was a sitout.

[replace¹⁷³] the section in ASE.

The Bridgemate database, Bridgemate program, server and the Bridgemates on the tables are all left as is.

Go to Bridgemate options screen in ASE (advanced) and use [Update] the Change current session details panel.

Before you do this, set the "update from round" to 2. The scores from round 1 are left as is. The last table can start from round 1 though as they have not entered any scores yet. Note you must start reading again, and also set the "re-read" option "on" as the ASE scorer session scores have been lost when you replaced the section.

Where you have changed the movement completely, enter 1 in the update from round field. Round 1 scores will need to be re-entered. This method can be used to add a new table to the movement too.

Normally the [Auto start] button will do as required when replacing a movement. Where the database exists it will check you do not want to replace the BM database file and so with replacing a section say [No]. Then it will ask "Do you wish to replace the movement in this file?" and say [yes]. You will be asked if the "Update from round" number is the one you want (and the default should be correct) and say [Yes]. If not the correct round use the manual method explained above.

When the Bridgemate program starts up it has a series of settings it uses. These can be setup in ASE Scorer Version 8 using the [settings²⁵⁵] button on the bottom of this options screen.

The two options "Auto-rescore session on every 3rd read" and "Show late tables on every 3rd read" apply when reading the scores from the Bridgemate server.

"Auto-rescore session on every 3rd read" is useful where you want the results to be shown on the screen on a regular basis. For example if you view the session results and leave the screen open it will be

refreshed automatically after each rescore.

"Show late tables on every 3rd read" allows you to view a list of results received from all the tables in the current round. It allows the director to identify the tables that are slow and tables with the missing scores.

The "re-read" option only applies to the [start read] command. When ticked all the scores from the server are read again and applied to the current session of bridge. This is essential where you have replaced a section with a new movement and where the scores have already been read.

19.3 Bridgemate settings

The Bridgemate settings apply each time the Bridgemate program (BMPro.exe) is started. The settings on the ASE Scorer Version 8 settings screen will apply if not overridden in the BMPro program with the [Tools][Options] "Use Bridgemate settings in Bridgemate Pro Control and override scoring program settings" option. So long as this is not ticked the settings on the ASE Scorer Version 8 settings screen will apply.

On the left are the data entry options and the right the results display options.

Change these options as you require and then press [OK] for them to be saved for the next time you start Bridgemate Pro Control program. They will not apply to the Bridgemate Pro program until it is stopped and re-started.

19.4 Restarting

Restarting the capture of scores from Bridgemates may be needed for several reasons such as the ASE Scorer is closed down or power is lost to the computer. Of course if you lose power then re-boot is essential.

Where ASE Scorer Version 8 has been lost start it up again. The ASE Scorer Version 8 will follow its standard recovery procedures and answer any questions that might occur.

Then ASE Scorer Version 8 will start OK and restart BMPro using the

[Auto start] option. When you are asked if you want to create the BM database say [No]. When asked if you want to replace the session details also say [No]. ASE Scorer Version 8 will start BMPPro and begin reading the scores.

If ASE Scorer Version 8 is still running and BMPPro controller disappears for some reason (or just simply closed accidentally) the procedure is the same.



Part



How do I...?

20 How do I...?

20.1 Creating a 3/4 Howell with switching

Enter the basic $\frac{3}{4}$ Howell movement in the usual way.

Enter the first round seating with relays e.g. 14-1 0 4-6 0 9-10 0 7-3 0
12-2 0 11-13 0 5-8 4
(note last table relays make up rest of board sets)

Save it and then create a new event using this movement (7 tables 1 winner) using the default pair numbers. **Note:** *only one board per set is necessary for this exercise.*

Go to the board scores entry screen and use [F9] to switch the pairs as required by your movement.

Then use [Advanced]/[Section]/[Save Movement] to save this movement (with switching).

Then from [Club]/[Movements]/[User] use [Load] to load this movement from file just created and create the movement with 7 tables 11 rounds, including the switching.

In future use this User movement for this type of event.

20.2 Assign pair numbers in an event

The way you assign pair numbers will make a big difference in setting up the event. Organising your event may be a simple exercise or complicated depending on your needs. It is generally better to assign your pair numbers when you are creating the sections. Even so there are times when you need to assign your pair numbers at a later date.

There are basically three places to assign pair numbers:

- a) When the section is first defined
- b) When the names are entered for the session
- c) When new pairs are included in an event

Which procedure you use will depend on the circumstances.

1) Single section events.

Where you are conducting an event where there is only one section you create the event with one section to match the standard movement.

e.g. a 13 table section with pair numbers 1 to 13 NS and 1 to 13 EW. Here you have two fields and two winners. You enter the pairs names [F4] for the session and you never need to report on the outright results, and so only the session report is ever produced.


When you have a single winner (Howell movement) the procedure is the same.

2) Multi-section, single session events.

In single session events where you are conducting more than one section you create the event with each section matching the standard movements. If you require the pairs have the same numbers as their table numbers, the procedure is much the same as a single section (item 1) above.

e.g. The first section is set up as a 13 table section with pair numbers 1 to 13 NS and 1 to 13 EW. The second section is added and defined in the same way: 1 to 13 NS and 1 to 13 EW.

The names are entered for the session [F4]. During reporting show the section number as well as the pair numbers, separated into two fields NS and EW. The outright event report is neither requested nor produced.

If you require the pairs have unique numbers across the field (outright event numbers) then the procedure is slightly different. When defining the sections assign the pair numbers using [Pair and table numbers] button under the Advanced options . e.g. The first section is set up as a 13 table section with pair numbers 1 to 13 NS and 14 to 26 EW. The second section is added and the pair numbers are defined as: 27 to 39 NS and 40 to 52 EW.


The names are entered for the session [F4]. The reports do not need to show the section number but only the pair numbers, separated into two fields NS and EW. The event (outright) report is neither requested

nor needed. Where the movements are originally defined as having 1 field (e.g. switch Mitchells) then the session report only shows one field and one winner.

3) Multi-session events, with the pairs having unique numbers.

The event and all sessions will have one winner.

The first session.

When defining the sections assign the pair numbers using [Pair and table numbers] button under the advanced options . e.g. The first section is set up as a 13 table section with pair numbers 1 to 13 NS and 14 to 26 EW. The second section is added and the pair numbers are defined as: 27 to 39 NS and 40 to 52 EW.

The names are entered under session [Names] [F4]. The reports do not show the section number but only the pair numbers. The event report is requested and produced. The event and session reports only show one field and one winner.

Second and subsequent sessions


Define the sections using the pair numbers identical to those used in the first session.

ALL PAIR NAMES ARE AUTOMATICALLY LINKED TO THE PREVIOUS NAMES via the unique pair numbers. Only substitutes in the second session will need to be entered in [Names] for this session.

Where you have two winners in the outright field, define two fields in the sections and request two winners in the event outright report. It is the responsibility of the organisers to make sure the NS and EW fields do not play in the opposing field.

4) Multi-session events, where the pairs do NOT have unique numbers.

The first session.

When defining the sections assign the pair numbers using [Pair and table numbers] button under the advanced options  e.g. The first section is set up as a 13 table section with pair numbers 1 to 13 NS

and 1 to 13 EW. The second section is added and defined in the same way: 1 to 13 NS and 1 to 13 EW.

The names are entered under session [Names⁹⁴]. The event numbers are also entered at this point (use [F7] to switch to event numbers). Use unique numbers here so that all the pairs can be correctly identified.

Alternatively use the [Event][Multi-session¹¹⁶] option. This option allows you to link the pairs in each of the sessions. [2Names][Link names] does this automatically for you.

The session report normally shows the section number as well as the pair numbers. The outright event report will show the unique outright pair numbers.

Second and subsequent sessions.

When defining the sections assign the pair numbers in a similar way to session 1, and so pair numbers are only unique within the section. Use option session [Names] to enter only the event numbers [F7]. The link to the event pairs is made at this point.

Only substitutes in the second session will need to be entered in [Names] for this session.

5) Swiss pairs events.

These events are similar to item 3 above: Multi-session with unique pair numbers.

Use outright field [Names] to introduce new pairs into the event after the first session. To withdraw pairs from the event un-tick the "In Swiss draw" option. Once a pair has played in the event it is not possible to delete them.

Various permutations of the above procedures may be used as required.

20.3 Enter pairs before the event has started

Set up the event with no movement^[237]. Start a new event and on the first screen in the wizard select the [Finish] button after you have chosen a pairs event. This has created an event without any properties. The section and session properties will need to be defined later when the number of entries are known.

On the names tab select the "before the movement is known" [Add entries^[113]] option to enter the pairs for the event.

When all the entries have been received and the movement(s) are known use the "Define the first session of the event" [Define session] button to create the first session of the event.

Assign the pair numbers while you create the sections.

Use "before the movement is known" [Add entries] in the [2 Names] option to organise the pairs and to assign the pairs to their tables in the movements. The [Copy pairs to session] option is used to place the pairs into the session.

20.4 Handle average scores

Assigning average scores and adjusted scores is a simple process during score entry. The average score is entered using the function key [F2].

It is important to realize that the ASE Scorer uses the WBF formula for fouled boards and adjusted scores. There have been some inquiries regarding the results produced in these situations. The rules are reported in the ACBL Bulletin June 1991 pages 15 and 16.

The basic formula is: $M = (N \times S)/n + (N - n)/2n$

Where:

M=final matchpoints on board

N=number of scores on the board

S=matchpoint score in group

n=number of scores in group

This applies to groups of 4 or more scores

It also applies to a group of 3 if it is the largest group (else 70%,60%,50%)

Group of 2 gets 65% and 55%

Equal scores share arbitrary scores

Single scores get 60% rounded to nearest 10th.

Where averages are awarded, the other pairs in the field have this formula applied.

When scores are missing from the results the ASE Scorer does adjust for them. The scores other than the missing scores are factored to the correct top (the WBF formula is not used) and the pairs results are factored up to the equivalent result on a pro-rata basis. When scores are missing the results can only be viewed as an estimate until a decision is made by the tournament director as to what the scores should be.

20.5 Use a Howell-Mitchell movement

You can do it one of two ways.

Set up one section using a user defined Movement or set up one session with two sections.

The 1st section is a Howell and the second a Mitchell (or vice versa). Use unique pair numbers across the field and factor to 11 tables in the Matchpointing.

20.6 Handle different score sheet order

Some score sheets have North-South numbers entered. Other score sheets have no numbers at all. In score entry you can select the order of the score sheet by using the "show in order of" option.

The scorer handles one of three orders.

1. Round number, where score sheets are in the order of the rounds play.
2. Table number where score sheets are shown in the order of the tables, with table 1 first.
3. North-South number where score sheets are shown in the order of

the North-South numbers. This is used with the pre-numbered score sheets.

20.7 Get event pairs into the session

In session [Names] where you are using (outright) event pair numbers, enter them using [Event numbers] [F7]. As you enter the event numbers the names in the event list are shown in the session names.

Another way is to use the [Event Pairs] option [F3]. This gives you a list of the pairs in the event, then click the pair you want, and click select. (or simply double-click the pair) This places this pairs number and players into the current slot.

When this event pairs list is visible [F3] the entry of event pair numbers using [F7] behaves slightly differently from when not visible. The names are not transferred from the event to the session, just the number is changed.

20.8 Importing members' names

The users of Version 7 of the scorer normally import the names from their version 7 using the [Import] version 7 option. Where you are not a user of Version 7 it is still possible to use the same option to import the names and addresses of your members from another external source.

All you need to do is produce a comma delimited file using the database manager of your existing master file. Then reorganise your data in the format that is required for the Version 7 import.

The following are a list of the fields in the ASE V7 "Save" file of members.

Each field is separated by a comma.
The only required field is the surname.

If there exists a comma in a field then it should be surrounded by a double quote ".

Commas are required for all missing fields.

National number
TITLE

1ST-NAME
INITIALS
SURNAME
Date of birth
ADDRESS-LINE-1
ADDRESS-LINE-2
ADDRESS-LINE-3
POST-CODE
HOME-CLUB
RANK
PHONE
PARAMS (1)
PARAMS (2)
PARAMS (3)
PARAMS (4)
PARAMS (5)
CLUB-MEMBER (player number used in club)
PAID-TO (date)
LAST-IN (date)
MEMBER-TYPE (text)

All dates should be in one format (eg ddmmyy or yymmdd)


20.9 Run a Round Robin teams event

A Round Robin teams event may be conducted using the Swiss teams.

At the beginning in each session you define the draw for teams in the event. This allows you can report on and produce results for each session of the event as you do in a Swiss teams event. Each time a session needs to be defined, select the manual option rather than the automatic Swiss draw option.

You will then be required to manually enter the draw for each session of the event. Odd numbers of teams can be handled in the same way as they are in Swiss events.

20.10 Handle carry forward scores

Carry forward scores can be entered in the event masterpoint  entry screen. Make the changes to this screen only after the event has finished and the results complete.

Once the new event has been established, use the copy carried forward ¹⁶⁶ option to move the pairs and their carried forward score to the brought forward or adjustment ¹³⁷ column.

20.11 Player numbers checking

The method for calculating the player number check digit in the ABF numbers is calculated in the following way.

Consider the first 6 digits of the number as the number of the player with the 7th digit (the least significant digit) the check digit.

A weighting is applied to each of the digits starting from the left hand side.

The weightings are 7, 6, 5, 4, 3, 2 applying to digits 1 (one) through 6 (six) respectively.

The first digit is multiplied by 7, the second multiplied by 6, the first digit is multiplied by 7, the second multiplied by 6, the multiplied by 3 and sixth multiplied by 2.

The resulting multiplications are summed to give a grand total.

This total is divided by eleven giving a remainder. If the remainder is less than 2 the remainder is used as a check digit else the remainder is subtracted from eleven to give the check digit.

eg. Consider player number 0041475.

The check digit is 5 and is produced in the following way:-

$$0 \times 7 = 0$$

$$+0 \times 6 = 0$$

$$+4 \times 5 = 20$$

$$+1 \times 4 = 4$$

$$+4 \times 3 = 12$$

$$+7 \times 2 = 14$$

sum is 50

Divide 50 by 11 = 4 with remainder 6

Then $11 - 6 = 5$ (the check digit)

20.12 Design my own reports

The best way to produce a new report layout is to use the report generator available for all event reports ^[156] and member's reports ^[52].

For event reports it is important to understand that to produce a report layout for a particular situation requires that type of event exists. You need the data from the scorer to produce the report. Therefore to generate a report requires that an event is opened and scored that satisfies the situation. You then open the report type for change ^[99] and generate that report with your requirements.

20.13 Move sections from event to event

Consider an event where you have a two section session, the first section with 13 tables and 26 boards and the second 7 tables and 28 boards. Scoring this event across the field will produce 2 winners, one for NS and the other EW. While it is possible to score the sections separately the reporting still shows this as one event. At the end of conducting this event you could choose to save all the details to external text files using the [Save scores ^[173]], [Save names ^[173]] and [Save section ^[173]] options.

Then create two new events. The new sections are created as usual (or use the "file defined" movement type in the section wizard ^[73]) and the names loaded using the [Load names] ^[173] option and the scores loaded using the [Load scores ^[173]] option.

This can also be used to easily combine the results of many sections scored on many different computers. For example where 10 clubs conduct 10 different sections using the same boards. Each club saves their movement, names and scores to files and sends them to the central scoring computer. There the results are loaded into the single event where they are scored across the field.

The format of the names file is a CSV file with a layout:

```
Table,Seat,national number,1st name,surname,national number,1st name,surname
```

Note double quotes around the names. For example:

```
1,EW,1724,"Shereen","Smith",1769,"Wendy","Jones"  
1,NS,1492,"Nik","Brown",2976,"Craig","Black"
```

2,EW,31781,"Tara","White",270946,"Myra","Smith"

The format of the board scores file is a fixed format with layout:

Board number characters 1 and 2

Status character 3

NS score characters 4 to 8

Contract characters 9 to 12

Tricks made characters 13 and 14

Score for EW when two scores awarded by the director characters 15 to 19

All fields should be included on each line. For example:

03X0300-5CXS090000+

03X0000+AV**000000+

04S0000+SO**000000+

05 0000+ 000000+

06X0000+NO**000000+

Status values:

S = sit out X = score entered space = score not entered

Contract is:

level, suit, double, seat

where level = 1 to 7; suit = S, H, D, C, N; double = space, X(double), R(re-double); seat (declarer) = N, S, E, W

Contract special meanings:

AV* = average score NO* = no bid

When two scores are entered the EW score is entered as a NS score so that 0600+ is an EW score of 600-.

Special status values are:

SWITCHED	"1"	"2"	"3"	"4"				"8"
TWO-SCORE			"3"	"4"	"5"	"6"		
FOULED-BOARD		"2"		"4"		"6"	"7"	

Note "1", "5", "7" = entered score and "8" not entered.



Part



XXI

Glossary of terms

21 Glossary of terms

The following terms are more specific to bridge and organising bridge tournaments. Generally speaking most tournament directors and organisers would be familiar with these terms. They are terms you would expect to find in most tournament director reference manuals.

Board

A board is one hand of play consisting of 52 cards and played by the 4 players at the table. The score they achieve is entered on a score sheet for that board.

All the results of that board are then combined and scored.

Generally, boards are combined together as a set. Two pairs play each other over that set of boards. A set of boards may have up to 45 boards.

Event

In any single tournament there are a number of events. An event generally produces a winning player, pair or team. An event may be completed in one session or over several sessions.

Movement

The movement is used to describe the section of play in a session of bridge. The movement has many properties that help describe the way the players will move, and how many boards they play on each round. The properties include movement type and the number of boards per round.

Round

A round of play is, generally speaking, where two pairs play against each other over one set of boards. For example, with a 13 table section, playing a Mitchell movement, it would normally have 13 rounds.

It is possible with the ASE Scorer to score a barometer movement round by round, as each board is played by all tables during the one round.

Session

A session of bridge may be considered one sitting of play. At the end of the session the scoring takes place. Normally the length of a session is around 25 to 32 boards. A session is one unit of scoring. Where there are a number of sections in a session they are combined to produce one or two winners. Several sessions of play may be combined together to produce a winner of the overall event.

Section

A section of bridge generally consists of one movement of play. There may be several sections in one session of bridge. For example, you may have one session consisting of 2 sections both of 13 tables being scored over the 26 tables.

Table

The table is where the pairs sit and play the boards against each other. The tables are usually numbered in sequence from 1 to the total number of tables in the section.



Part



Error messages

22 Error messages

- 11 Howell movements are limited from 3 to 20 tables
This version of the ASE-Scorer limits the number of tables in a Howell movement to between 3 and 20.
- 12 Barometer movements are limited from 3 to 43 tables
This version of the ASE-Scorer is limited to 43 tables for barometer Howell movements.
- 16 No pair numbers available
During entry of non-standard pair numbers the pair numbers at table 1 are zero.
- 17 Event not found
The requested event was not found on the current tournament library file.
- 18 $\frac{1}{2}$ Table no. too high
The number of the half table is greater than the number of tables in the movement.
- 19 First board set no. > total
The board set number, placed at table 1 on round 1 is greater than the total number of board sets in the movement.
- 20 Skip round not valid
In a Skip Mitchell the round number after which the Skip is to occur is invalid. The movement does not work with the number entered.
- 21 No. rounds > No. sets
The number of rounds in the movement requested is greater than the total number of board sets. Impossible situation.
- 22 No. boards > tournament limit
The number of boards in play in the movement is greater than the tournament library file limit. The number of board sets times the number of boards per set is greater than the system limit.
- 23 This movement requires an even no. tables
The movement specified requires an even number of tables.
The movement does not work with an odd number.
- 24 Not enough board sets
There are not enough board sets for the movement specified.
- 25 No. of tables whole; $\frac{1}{2}$ table needed
The movement specified only works with a number of tables which includes a half table.
- 26 $\frac{1}{2}$ table must be last
The number specified for the half table must be the last table in the

- movement.
- 27 No. board sets > limit
The number of board sets requested is greater than the number allowable in the movement type you have requested.
- 28 Invalid no. tables
The movement type does not work with the number of tables in this section.
- 29 N-S not stationary in movement
Movement requested requires the North-South pairs to be stationary. The movement parameters specified shows the North-South pairs as moving.
- 30 N-S start outside movement
The North-South rover pair is attempting to start at a table outside the number of tables in the movement.
- 31 Too many tables for this movement
The number of tables specified is too great for the movement type requested.
- 32 Not enough tables for this movement
The number of tables specified is too small for the movement type requested.
- 33 Invalid no. tables; must be prime
A prime number of tables is required in the movement requested. The movement will not work with the number specified.
- 34 Warning: pair number(s) missing from session
One or more pair numbers are missing from the session file. Event reports are not possible.
- 35 Not enough board sets
The number of board sets specified is less than the number of board sets required for the movement.
- 36 This movement requires an odd no. tables
The movement specified requires an odd number of tables. It will not work with an even number.
- 37 Movement type incorrect
The choice of Mitchell movements is incorrect for the number of tables.
- 38 No. rounds must = No. tables
The number of rounds specified in the movement must be equal to the number of tables. The movement does not work otherwise.
- 39 Lower bye-stand > no. tables
The table number of the lower table next to the bye-stand for a

- share and relay Mitchell is greater than the number of tables in the movement.
- 40 Howell movements must have 1 winner
A Howell movement has been selected after specifying two winners. You need to create a new session with one winner to use a Howell movement.
- 41 Howell movement not defined
No Howell movement exists on the tournament library file for the number of tables selected. Specify a non-default Howell movement and enter the movement you require.
- 42 Invalid Howell movement
The Howell movement entered is an invalid Howell movement.
- 43 No Event current or no boards available.
You have requested a function which requires an event to be current with a valid movement.
- 44 Lowest stationary pair wrong
The lowest stationary pair specified in a $\frac{3}{4}$ Howell movement is outside the number of pairs in the movement.
- 45 Invalid switching
The switching rounds specified on panel do not conform to the rules of entry.
- 46 $\frac{3}{4}$ Howell movement on file has different no. sets
The default $\frac{3}{4}$ Howell movement requested has a different number of sets than the movement. That is, the $\frac{3}{4}$ Howell movement on file is not the same as the $\frac{3}{4}$ Howell movement requested.
- 47 Player name only on file; not full details
The player requested has been found on file, but only the name details are available not the full details.
- 48 Invalid pair number
When changing a pair number the new pair number specified is invalid. The pair does not exist on file.
- 49 Impossible score
The score entered is not possible. The ASE-Scorer has checked the vulnerability of the board and found the score entered is not possible.
- 50 Warning - Last score unusual
This is simply a warning indicating that the score entered is an unusual score. It should be checked for validity.
- 51 Invalid player number (check digit error)
You are using player numbers that contain a check digit. The

- number entered does not produce the check digit entered (the last digit in the number).
- 52 No prior score to copy
You have requested to copy the last score entered and no score has been entered.
- 53 No score saved
You have requested the paste of a score that has not been copied.
- 54 Score verification failure
During score verification the figures have not totalled correctly. Your total of the scores does not correspond with the computer's total.
- 55 Re-enter score
During verification of the long hand score entry, the score has been found to be incorrect and you have requested to re-enter the score a second time.
- 56 Invalid movement file
The movement specified is a user movement and your file is invalid. The number of rounds on the file is not equal to the number of rounds in the movement.
- 57 Invalid pair number on file
In a user defined movement a pair number found on your file is outside the range of the movement.
- 58 Invalid board set number on file
In a user defined movement the board set numbers on the file are outside the range specified for the movement.
- 59 Cannot save/print user movement
Function requested is not available for user defined movements.
- 60 Number of tables exceeds system limit-score by section
The total number of tables in the session (combining all sections) exceeds the system limit. The standard version of the ASE scorer is limited to 200 tables.
- 61 Must be barometer movement to score by round
You have requested to score the movement by round. The movement must be a barometer movement for this to take place.

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