

BridgePad™ Wireless Bridge Scoring System

Directors Guide

Table of Contents

Software Installation and Configuration.....	1
ASE Scorer Configuration	2
Game Setup	2
Running The BridgePad™ Software	4
Main Menu Commands	4
FILE	4
Score.....	4
Display Security Codes	4
Print Tables	4
Reset Table.....	4
RF Upgrade	4
About.....	7
Quit	7
COMMUNICATION	7
GAME OPTIONS.....	7
SEND DATA	7
Intermediate results display	8
Traveler options	9
EW Security Code.....	9
Display Options.....	9
Game Mode	10
This option is used for Swiss Pairs (not Swiss Team).....	10
Game Details	10
SECTION DISPLAYED	10
STATUS BOXES	10
RUNNING THE GAME.....	12
Player Name entry	12
Viewing the results	12
Initial Set-up	13
Setting up a BridgePad™ database in advance.....	13
Starting the Event.....	14
Two (or More) Sections	14
More than one section in one single event	14
Each section is independent.....	15
Setup an event for the first section.....	Error! Bookmark not defined.
Create the event for section two	Error! Bookmark not defined.
Create the events for third and subsequent sections	Error! Bookmark not defined.
Start the BridgePad™ program and the Bridgepads.....	Error! Bookmark not defined.
Re-Starting the BridgePad™ with multi-events	16

Multi-Section Situations.....	16
Swiss Events.....	18
Swiss pairs	18
ASE Scorer 8	18
Round 1	18
Round 2 and other Subsequent Rounds.....	19
End of Event	19
Advance Set-up	19
Swiss teams	20
ASE Scorer 8	20
Handling odd numbers of teams	20
Round 1	21
Round 2 and other Subsequent Rounds.....	22
End of Event	22
Set-up in advance	22
Setting Up The BridgePad™ Terminal.....	23
RESET.....	23
Contrast adjustment	23
Control menu	23
APPENDIX A – Driver Installation.....	25
Manual Driver Installation	25
APPENDIX B– Replacing Batteries In BridgePad™ Terminals.....	27
APPENDIX C – Changing Movement Data After The Game Starts	28
The movement change includes round 1.....	28
The movement change commences with round 2	29
APPENDIX D – Recovering From A Failure During A Game	31

Software Installation and Configuration

Before the *BridgePad*[™] system can be used, *BridgePad*[™] software must be installed on the scoring computer. This software controls the wireless network used to communicate with the *BridgePad*[™] tabletop terminals and to communicate with the ASE Scorer 8 scoring program. Begin by inserting the *BridgePad*[™] Installation CD into the computer's CDROM reader and clicking on the "Setup.exe" icon to start the installation program.

The installation program first determines whether or not the Microsoft .NET 2.0 library has already been installed on the system. Under Windows XP and Windows VISTA, this library will usually already be installed and a popup window will appear to tell you that the .NET library V2.0 has been found already installed.

The installation program will automatically install the library if it has not already been installed. The .NET library is very large and installing it takes approximately 15 minutes.

After installation of the .NET library is completed, the installation program will install a driver to allow communication with the *BridgePad*[™] base station through one of the computers USB ports. On most computers this should happen automatically, but on some systems problems may be encountered. If so, please see the section "**Manual Driver Installation**" (on page 25).

At this point the "*BridgePad*" icon should appear on your desktop. Before you start any game using the *BridgePad*[™] system, you should start the *BridgePad* program by double-clicking on this icon. Set the game options as explained below. During the game, all the results from the *BridgePad*[™] tabletop units will be displayed in real time by this program so you will be able to see the progress of the game at each table. If you do not want to view this display, you may **minimize** the program but **DO NOT CLOSE IT**. If the *BridgePad* program is closed, there will be no communication with the tabletop *BridgePad*[™] units.

ASE Scorer Configuration

The key idea behind *BridgePad™* is that the scoring program, ASE Scorer 8, is in charge and all “the work” is done using ASE Scorer 8.

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

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

Game Setup

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

As you finish setting up the first event the last screen appears that offers you some options:

- Use remote scores for this section
- Show advanced options screen

The first time tick both these options and press [finish].

The [Advanced] screen shows the available options (and then [simple] to hide the options). Once these options are set they will not need to be changed again.

Set up preferences as required. The most essential item is the last one “File path and name for the BridgePad server program”. Tick the “default” option next to this. The value of the path should be:

C:\Program Files\BridgePad\BridgePad.exe

if the *BridgePad™* server was installed using the standard procedures. To change this value click on the button to the right [...] to browse for the *BridgePad™* server program on your computer.

The other path required is “Path to server database”. This may change as your needs change but typically would be where the event is found. Only use the manual startup options on the right if you understand the procedure completely. The [Auto start] option is the normal button used at the start of an event and is automatically done after [finish] is clicked on the last screen of the event where “Use remote scores for this section” has been ticked.

The “Auto start options” on the left should all be ticked and only apply when the [auto start] button is pressed. The “Server start options” only apply to the *BridgePad*[™] server program when started by ASE Scorer 8 and are all normally ticked.

The “Use automatic score reading” option when ticked means scores will be retrieved automatically using the “Auto reading options”. These may be changed as needed and during the running of an event. The seconds between reads should be set to a number that satisfies your needs. Typically this should be no less than 20. If you want to see the results frequently and while play takes place then tick the “auto rescore session on every third read” option.

Note it is highly recommended you do not use the automatic reading option. This process is inherently prone to problems because of the need for software gating and therefore you should choose to use the main menu option [event][Read remote scores] or (F8) to read and score whenever you feel it is necessary. Ctrl-F8 re-reads all scores.

Once [Auto start] is pressed for any game, after about 30 seconds the names “RF *BridgePad*” will be visible in the active program area of the taskbar at the bottom of the screen. This indicates that the *BridgePad*[™] program, which provides communication between ASE Scorer and the *BridgePad*[™] terminals, are running. **DO NOT terminate these programs or close the windows they are running in. They can be minimized, but they must stay running throughout the game to collect scores from tabletop units.**

Running The BridgePad™ Software

Before starting a game, several options must be selected from the main screen. Once these options have been selected, they will be stored and, unless you change them, are used as the default for the next game.

Main Menu Commands

FILE

Score

The *BridgePad™* scoring program saves all of the results of a game in a small (approximately **200Kbytes**) file, which is automatically assigned a name based upon the date and time of the game. A saved game may be reloaded so it can be studied by using the *Load Old Game* option.

Display Security Codes

This command is used to display the EAST-WEST authorization codes that have been entered by the EAST-WEST pairs at the start of the game if the use of these security codes has been enabled (see ***EW Security Code*** on Page 9).

Print Tables

This command allows you to print the game tables from the screen on the printer

Reset Table

If two different BridgePad™ terminals have identified themselves at the start of the game as being at the same table in the same section, this command allows the Director to clear the information for these terminals. Once the information has been cleared from the system, the correct information should be entered at the terminals.

RF Upgrade

You may occasionally be directed by BridgePad Company technical support to upgrade the firmware running the BridgePad tabletop terminals to a new version. The “firmware” is the software that runs on processor in the terminal. A firmware upgrade might be required in order to fix some problem that has been identified or to add a new capability to the system. Usually, the firmware upgrade is performed from the BridgePad software on your computer using wireless communication with the BridgePad™

terminals. A BridgePad™ terminal can also get the firmware from another BridgePad™ terminal that has the latest version of the firmware.

Firmware Upgrade from server computer (typical)

You should download the latest version of the firmware to your computer from the BridgePad website (<http://www.bridgepadrf.com/page4.php#firmwareUpgrade>) using your web browser (Internet Explorer, FireFox, etc). Make a note of the path to the downloaded firmware file (which will be called something like `BPAD_244.BPU`).

In the *BridgePad* software, select the RF Upgrade option. You will be asked to supply the path to the saved upgrade file. Enter the path to prepare the upgrade process.

Select a set of BridgePad™ terminals to upgrade at one time. For each BridgePad™ terminal:

1. Press the **PWR** key to turn the terminal on
2. Press the **BACK** key and a menu will appear on the screen.
3. At the password prompt – press **Q** followed by **K** and **NEXT**
4. Select Option 6 from the menu, “**RF upgrade**”
5. Select Option 2 – “**Receive upgrade**”.
6. The terminal is now prepared to have its firmware upgraded, but the upgrade process **must be started from the server within 2 minutes** or the terminal will revert to its normal mode.

Once you have completed the process of readying all the terminals in the set for the upgrade process, go back to the *BridgePad* program on the computer and select “**Start upgrade**”. The upgrade process should take about 30 seconds. When a terminal has been successfully upgraded, it will return to the main (Power On) screen. If an error occurs during the upgrade process, then an error message will be displayed and you will have to reattempt the upgrade for that terminal.

If you have more terminals to upgrade, select another set of terminals and repeat the process (starting at step #1 above) until all of your terminals have been upgraded.

BridgePad™ terminal to BridgePad™ terminal firmware Upgrade

If you have one BridgePad™ terminal that has the upgraded firmware, you can use it load another BridgePad™ terminal with the upgraded firmware.

At the receiving (to be upgraded) BridgePad™ terminal:

1. Press the **PWR** key to turn the terminal on
2. Press the **BACK** key and a menu will appear on the screen.
3. At the password prompt – press **Q** followed by **K** and **NEXT**
4. Select Option 6 from the menu, “**RF upgrade**”
5. Select Option 2 – “**Receive upgrade**”.
6. The terminal is now prepared to have its firmware upgraded, but the upgrade process **must be started from other BP within 2 minutes** or the terminal will revert to its normal mode.

At the transmitting (already upgraded) BridgePad™ terminal:

1. Press the **PWR** key to turn the terminal on
2. Press the **BACK** key and a menu will appear on the screen.
3. At the password prompt – press **Q** followed by **K** and **NEXT**
4. Select Option 6 from the menu, “**RF upgrade**”
5. Select Option 1 – “**Send Upgrade**”.

DO NOT attempt to perform a firmware upgrade during the game – *It will interfere with the collecting of the scores*

TD Password

This command allows you to change the password for the Directors many. The factory default is Q,K. You can change it to any numeric password.

About

Display an information window with information about this program.

Quit

Exit the program. This should only be selected after the end of the game.

COMMUNICATION

Under “Communications” in the main menu, you will find a list of wireless communication parameters that are used to communicate through the USB port and the *BridgePad™* base station with the *BridgePad™* tabletop terminals. These parameters should normally be left with their default values.

If for some reason the “Connected to RF” status indicator stays red after the program starts, make sure that RF receiver is connected to USB port. If you connect it at this point or for some other reasons the server did not connect to RF receiver, select Connect RF receiver. The server will attempt to reconnect with the RF receiver.

If you are running more than one server in the proximity of each other (300 feet), each RF receiver has to operate on a different channel. You can change the channel on this menu. You will then have to change the channel on each BridgePad that communicates with this server. The default is channel 16 but you can use any channel from 10 to 20. (See on Page 28 for details.)

GAME OPTIONS

Once the first BridgePad tabletop unit is connected to the BridgePad™ software, some of these options cannot be changed.

SEND DATA

This set of options selects a number of features of *BridgePad™* that can be enabled or disabled. These options will affect the display of information on the *BridgePad™* tabletop units as well as how the players view and enter information.

Player Member #

This allows players to enter their ABF or national membership number directly into the *BridgePad*[™] terminals from the tables instead of having this done by the Director using ASE Scorer. The data is transmitted to the ASE Scorer program on the computer. Nonmembers should use the member number 0. If this option is disabled players will not be asked to enter their member numbers. Where your club does not use ABF (national) numbers the option in names entry [Options][advanced] “player number type” choose “club” and the local club numbers may be used.

The option [2Name] [Get names] will retrieve the player numbers within the ASE Scorer and should be done after the game is under way and after the players have entered their numbers.

Lead Card

If enabled, players will be asked to enter a lead card for each hand. The information will be displayed on the computer screen for game analysis.

Scoring method

Choose the method required.

Intermediate results display

- a) This option allows the players to see a display on the BridgePad[™] terminal during the game showing how good their results are up to that point. If enabled, the BridgePad[™] terminal will display each board's score after each round along with a comparison of their results with results obtained by other teams' previously played hands on the same boards at other tables (from the NORTH-SOUTH point of view). If no option is selected, no intermediate results will be shown.

Intermediate results may be displayed in one of three formats:

1. **COMPARISON FORMAT** – Current score on this board is displayed as Top, Above Average, Average, Below Average, or Bottom score.
2. **PERCENTAGE FORMAT** – Current score on this board is displayed in terms of the percentage of other pairs who have better scores on this board.
3. **TRAVELER FORMAT** - All the previous scores obtained on this board for other NS pairs are displayed.

The **N-S** pair may disable the display of traveler information **at the beginning of the game.**

These options can be changed during the game by the Director.

Traveler options

In multisection game the traveler can show comparison with only one section or with all sections in the tournament

You also have an option to show the results of other tables with a display of each result at each table or to show how many times each result was made.

EW Security Code

When enabled, the EAST-WEST pair will be asked to enter a private approval code into their terminal before the start of the first round. EAST-WEST can select any 2-digit number as their code. In the Howell movement both EW and NS pairs will be asked to enter their code. That code is transmitted and stored on the computer. After each board, before the scores are sent from the *BridgePad*[™] terminal to the *BridgePad*[™] base station, the EAST-WEST pair must enter their approval code after verifying the contracts and results. The score will be transmitted only if the approval code matches the saved code value for the specific EAST-WEST pair.

If an EAST-WEST pair forgets their code, the Director can check it for them using the Display Security Codes command under the FILE menu where all the codes are stored. The Director also has an overriding password (99) that will be always be accepted by the base station. If this option is disabled, the EAST-WEST pair approves the results shown on the *BridgePad*[™] terminal by simply pressing the **NEXT** key.

Display Options

- **Display Contract** - Normally the results displayed in the tables show the round number and the score – (“2/110” – for round two, score 110 for NS pair). If you choose “Display Contract” then the results will be displayed showing the contract, declarer, and the result (2H,E, 2 for two hearts, by East, made 2)
- **Display Pair #** - If this option is chosen, then the pair numbers will also be displayed for each board (2 vs. 4 – NS pair 2 against EW pair 4)
- **Lead Card** – when this option is enable, the lead card will be displayed for each hand (Lead card –AH – ace of hearts)

Game Mode

This option is used for Swiss Pairs (not Swiss Team)

Game Details

This option disables automatic incrementing of boards played in a round. If checked, the player will have to enter board number for each hand. This is very useful when two tables are sharing the same set of boards so some boards are always out of sequence.

SECTION DISPLAYED

In a multiple section game this option controls which section's results matrix is displayed on the *BridgePad*[™] program screen. You can switch between sections being displayed by pressing space bar

STATUS BOXES

Two status boxes are also displayed in the menu bar.

- **CONNECTED TO RF UNIT** – If this box is green, the scoring computer is communicating with the *BridgePad*[™] base station unit. If the box is red, there is a communication problem. Among the reasons for the box to be red are:
 1. The *BridgePad*[™] base station unit is not connected to one of the computer's USB ports. Check the cable.
 2. Try Connect RF receiver command under Communication
 3. The *BridgePad*[™] base station unit has been set to a different communications rate from the server software. Unplug *BridgePad*[™] base station unit from the USB port, set the baud rate in the COMMUNICATION options to 19200, re-connect the *BridgePad*[™] base station unit to the computer's USB port, and restart the program.
 4. The WINDOWS driver for the port is not installed correctly. Please check with the Windows Device Manager, under PORTS to confirm that there is a Port named *CP210x USB to UART Bridge Controller (COMx)* (where x is a port number). If you do not see the controller listed, then there was a problem installing the driver. Please see the section "**Manual Driver Installation**" (on page 25) for instructions.
 5. In some instances it may also help unplugging RF transmitter, plugging it back to USB port and restarting *BridgePad* program.

- **Movement installed** – If this box is green, then ASE Scorer is started and connected to the *BridgePad™* scoring program. If the box is red, the *BridgePad™* scoring program will still work. It can collect scores from *BridgePad™* terminals but since the system does not have any information about movement, the players will have to enter their pair numbers and boards they have played at the end of each board. If at any point in the game (typically during the first round) ASE Scorer software starts and connects to *BridgePad™*, the movement info will be sent to the *BridgePad™* terminals. From that point on it movement data from ASE Scorer will be used to check for correct pair and boards at each table.

RUNNING THE GAME

As each *BridgePad*[™] terminal unit sends its section number and table number the *BridgePad*[™] program will display the word “Initialized” in the display matrix in the column corresponding to the table number. All the table columns should display “Initialized” as the first round starts.

If two units try to register as the same table or the same unit tries to register twice as two different tables or tries to register as an invalid table number, a popup alert box with an error message will appear on the screen. The table or tables involved will have to be reset (using the Reset Table command under File in the main menu). The *BridgePad*[™] terminal(s) should be restarted (see “**Setting Up The BridgePad**[™] Terminal”, **RESET**) and the correct table number and section number entered.

As each table sends its results, the scores are displayed in the appropriate cell showing round number and the score (from the NORTH-SOUTH point of view). If the appropriate option is selected it can also display contract and the results and the pair numbers.

Scores are posted to ASE Scorer on a regular basis, depending on the value of the [remote scores] [advanced] option “time between reads of remote scores”.

Player Name entry

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

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

Viewing the results

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

Similarly if you do not use automatic score reading but press [F8] at the end of each round, ASE also automatically scores as though [F6] was also pressed.

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

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

If during the game one of the tables entered NP (NO PLAY) at the Bridgepad, or one of the scores is missing, the Director may enter the missing score manually into ASE Scorer. If any of the scores from *BridgePad™* terminals are missing ASE still scores the event with full adjustments.

Setting up a Session in Advance

Initial Set-up

With no server attached, start ASE Scorer 8 and define a new event in the normal way. The Bridgepads will not be used until you [Auto start] the *BridgePad™* program and *BridgePad™* server. The final “Use remote scores for this section” option when ticked does an automatic [Auto start].

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

Setting up a BridgePad™ database in advance.

Sometimes it is desirable to setup the *BridgePad™* database in advance. After setting up the event as described above, select [event][Remote scores].

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

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

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

Alternatively use the automatic setup process. The BridgePad server program will start but it may be closed down when you exit ASE. When you start ASE again, with the event open, press[F8] and you will be asked if you would like to start the BridgePad server.

Starting the Event

To manually start the event, with the Bridgepads all in position, and server attached, open ASE Scorer 8 (if not already open) and open the event created above.

Select [event][Remote scores] and click [Auto start].

Where the BridgePad™ database has already been setup as described above you will be asked some questions.

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

“Do you wish to start BridgePad™ Controller?”. Answer [Yes].

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

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

Two (or More) Sections

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

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

More than one section in one single event

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

<p>Bridgepads must be set up as Section A: tables 1 to n and Section B: tables 1- m etc. to match the choices made in ASE Scorer 8.</p>
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The letter assigned in the ASE Scorer 8 section is the letter applying to the BridgePad™ sections. It is possible to have section 1 in the ASE Scorer using letter “B” and section 2 letter “C” and section 3 letter “A” or similar. The letter can be changed at any time within ASE Scorer 8 by using the Section properties option. It is also possible to use letters that do not start with “A”. For example they could be “C”, “D” and “E” or similar.

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

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

You can tick the “Use remote scores for this section” in the final screen of creating a new event or section. The first section creates the BridgePad database and starts the BridgePad server. Make sure you have created all the sections before play starts because each time a new section is added to the event the event is initialized afresh. If score entry on the BridgePad terminals commences in one section before the others are defined the scores will be lost.

Each section is independent

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

<p>Bridgepads must be set up as Section A: tables 1 to n and Section B: tables 1- m etc. to match the choices made in ASE Scorer 8.</p>
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To setup these types of events the procedures outlined above using the “Use remote scores for this section” still work as expected.

Create an event (the first of a few say), at the end it asks "Use remote scores for this section" [finish]. Click finish. Bridgepad server starts with a new database. Some time later (maybe after finishing getting the first event going) create a second event (making sure there are no duplicate section letters).

Do the same at the final screen, tick "Use remote scores for this section" and click [finish]. ASE Scorer automatically adds the second event to the first database. Everything works normally for the second event. It is only when you add sections to an event that some care is needed. It still works the same but all sections need to be added to the event before the players may enter scores.

To setup multiple events in advance just follow the same procedure. Tick "Use remote scores for this section" as you define each event and additional sections in each event. The main thing is to make sure the all the sections in the events have unique section letters assigned.

Once setup as needed, close ASE Scorer, close BridgePad server. When the event is to start open ASE Scorer and one of the events created before should be open. If not open an event. Press [F8] to retrieve scores and you will be asked if you want to start the BridgePad server. Say [yes], Bridgepad server starts. As you switch between events press [F8] to retrieve the scores.

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

Note: as each event is opened the previous event will need to be saved otherwise the scores captured will be lost. You will be asked "Do you want to save the event?" Answer [Yes] or press [enter].

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

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

At the end of each event produce the final results. Have the players in each event finish off the BridgePad™ sessions, finishing with an "end of session" message. Only close BridgePad server when all the events are finished.

Re-Starting the BridgePad™ with multi-events

Open the event, if not already open, and press [F8]. You will be asked if you want to start BridgePad server. Choose [yes].

Multi-Section Situations

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

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

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

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

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

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

You would need to set up 4 events: -

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

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

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

Swiss Events

Swiss pairs

ASE Scorer 8

Swiss pairs events are handled routinely by ASE Scorer 8 and are no different when using the BridgePad™ devices. Create the event in the normal way for a pairs event as described above. The main difference is the choice of an event type “Swiss pairs”.

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

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

After setting up the first round (***note “round” is the same as “session” in ASE Scorer 8 terminology***) start the BridgePad™ session in the same way as usual using [Event][remotes scores][Auto start].

Round 1

Instruct players to check their Bridgepads for table and pair numbers and that they are all seated correctly.

When all scores for round 1 are in, score-up in the usual way (F6).

Close the BridgePad.exe program.

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

Draw For Round 2: Produce the 2nd round draw using the [session][new] option and select [Yes] when asked “Do you wish to produce an automatic Swiss draw?”. This will produce the second session section. *Where there are more*

than 43 tables, the first section has 43 tables, the second with next set of tables etc. Section 1 will be “A”, 2 “B” etc.

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

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

Round 2 and other Subsequent Rounds

Start the BridgePad™ session in the same way as session 1. Use [Event][remote scores][Auto start].

Instruct players to check BridgePad™ and they are all seated correctly; if data on screen is correct they proceed.

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

End of Event

When all scores for the last round are in score-up in the usual way (F6).

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

Advance Set-up

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

Swiss teams

ASE Scorer 8

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

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

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

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

Handling odd numbers of teams

When setting up the event you will be asked: do you want to "use board scores to calculate IMPs" in 3 way matches. If you tick this option then all 3 way matches will share the boards on each round. The 3 way matches will play the same board set as all other teams in the event. The teams in the 3 way will complete the match in one round even though they are playing different teams at each table.

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

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

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

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

Care is needed where the numbers of teams is originally odd and becomes even in the next round when a team is added or removed. Where you have specified the 3-way is over two rounds those teams are already committed to a second session as opponents, therefore there will be one team left out of the draw as they have no opponents. If you are aware of this then conduct the 3-way over one round, not two. To avoid a bye when you were not aware of this situation (a team drops out) then you will need to delete the session and redo the draw using one round for the 3-way and re-load the scores from the Bridgepads. A bye for one round is handled correctly and is an acceptable solution.

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

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

Round 1

Instruct players check on their Bridgepads they are all seated correctly; if data on the screen is correct, then proceed.

When all scores for round 1 are in, score-up in the usual way using (F8) or (F6).

Close the BridgePad™ program.

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

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

Round 2 and other Subsequent Rounds

Start the BridgePad™ session in the same way as used in session 1, using [Event][Remote scores].

Choose [Advanced] so you can assign the BridgePad™ devices to the sections and tables using the [Table tops] option. Change the section and table numbers to reflect the layout you are using for Bridgepads. Press [OK].

Click [Auto start] and BridgePad™ server will startup in the normal way.

Instruct players to check their Bridgepads and they are all seated correctly. Proceed in the same way as round 1. The report at the end of each subsequent round is the [Report][Outright] report. Close the BridgePad™ program, produce your session results and next round draw.

End of Event

When all scores for the last round are in, score-up in the usual way using (F8) or (F6). Produce the Outright report to post the results. Close BridgePad server.

Set-up in advance

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

Setting Up The BridgePad™ Terminal

The *BridgePad™* terminal has a number of features available only to the Director.

RESET

The first and most important command resets the terminal. Hold down the **XX** key and press **PWR** key to reset the terminal. The main screen will display three numbers – channel number (ch=16) and the software revision (rev= 0.85)

Contrast adjustment

When the unit leaves the factory, the contrast is set to the optimal value. Due to weak batteries or some other reasons, you may need to adjust the contrast. To do so, after the unit is powered on, press the **PASS** key to increase contrast and press the **ERROR** key to decrease contrast. Once set, the unit will maintain this setting.

Control menu

The Control menu displays a list of options that the Director can set.

To access the Control Menu press the **BACK** key when you are at the initial screen. You will be asked for a password. Press the **Q** key followed by the **K** key. The option menu will be displayed.

1. **Set Section/table** - Some clubs may want to permanently assign section and table number to each BridgePad. This command allows Director to set this up so that when the game starts, the player will not have to enter this information. It can also be disabled so that Bridgepad will work in normal mode.
2. **Set Channel Number** – This is the communication channel used by the server. The default value is 16. When multiple servers are being used, the director must change the channel number for each BP in that group so it matches the channel in the. If many terminal units need to be reprogrammed, a shortcut can be used to quickly change the channel used by the terminal. At the initial screen, press **8** twice and then change channel number to the desired value.
3. **Screen Timeout** – This determines the elapsed time without a key being pressed that causes the terminal screen to go blank (to save power) – the default value is 1 minute
4. **Replace Failed Unit** - If a unit fails during a game this option will allow this terminal to be used in place of the failed unit. All the scores transmitted up this point will be resend to the new terminal so that new terminal can continue the game where the defective terminal failed
5. **Show RF Settings** (for factory use)
6. **RF Upgrade** – this function allows upgrading the BridgePad firmware.

7. **Resend game data** – this function restores the scores from the game in an emergency. During the game all the scores are saved in the BridgePad™ terminal. If the computer crashes for any reason and all the scores on the server are lost, the scores can be resent to the server from each of the terminals. The Director must restart ASE Scorer 8, re-start the BridgePad™ software with the same movement , and when the empty game matrix shows on the screen, use this function at each terminal to upload all the scores from the played boards to the server.

Score review

The Director may look back at all the scores previously played at any table. At any time during the game the Director can press the **PWR** key 4 times and the information will be displayed on the tabletop unit.

APPENDIX A – Driver Installation

Manual Driver Installation

If automatic driver installation has failed, follow these steps to isolate and fix the problem:

First you must determine whether the driver has been installed on your computer

- Go to Control Panel
- If you are using Classic view select *SYSTEM*
- If you are using Category View select *Printer and Other Hardware* and in the left window select *SYSTEM*
- In the *SYSTEM* window, select *Hardware*, and then select *Device Manager*.
- On the list of the Hardware devices you should see *PORTS (COM & LPT)*
- If you do not find *PORTS* listed, you will have to install this device type manually Continue at **No Port Showing Under Windows Device Manager**). Otherwise, you have a port but the driver did not install. Continue at **No Driver Installed** below.

1. No Port Displayed Under Windows Device Manager

If no port is installed on your computer, you must install one manually.

- On the *SYSTEM* screen, go to *ADD NEW HARDWARE* and then start the *ADD HARDWARE WIZARD*
- The wizard will ask you if your hardware is already connected to the computer.
- Answer *YES* (even if it is not connected).
- The wizard will display a long list of device types. Go all the way to the bottom of the list.
- The last entry is “*Add a new hardware device*” – please select this entry.
- On the next screen the wizard will ask you if you want to install hardware automatically or manually.
- Select *Manually*
- The wizard will again display a long list of hardware devices – select *PORTS*.
- The wizard displays a list of different types of ports
- Select Manufacturer “*Standard port types*”, Model “*Communication Port*” and click *Next* and *Next* again on the following screen.
- You have completed the installation of a serial port.
(Microsoft does not make this easy.)

2. No Driver Installed

If the driver is installed under *Unknown Devices* (look under *Device Manager*, hardware devices list) with a question mark next to it, the driver must be reinstalled, using the Hardware Update Wizard.

- Double click the question mark in the device manager and the Hardware Update Wizard will start
- Select manual installation and point to the location of the driver:
C:\SiLabs\MCU\CP210x\Windows_2K_XP_S2K3_Vista

If you are still unable to get the driver installed properly, or if you are unable to communicate with the *BridgePad™* terminals, contact BridgePad Company Technical Support at 800.373.8181

APPENDIX B– Replacing Batteries In BridgePad™ Terminals

If the batteries in a *BridgePad*™ terminal die during the game, they can be replaced without loss of information. After replacing the failed batteries with new ones, press the **PWR** key and then the **3** key. The game will restart at the board and state it was in before the battery failure.

APPENDIX C – Changing Movement Data After The Game Starts

In some situations, it may be desirable to change the movement data after the game has started, some of the tabletop terminals have already been initialized, and some results have already been sent to the scoring computer.

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

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

The movement change includes round 1

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

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

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

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

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

Once the movement is correct, select [Event][remote scores] and click [Advanced]. Note the panel in the middle headed "Change current session

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

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

In ASE Scorer 8 [remote scores] screen click [Stop read] (if it has been reading scores), tick "Re-read all scores", and then click [Start read]. The [remote scores] screen will close and normal procedures commence. Alternatively use the [event][Re-Read remote scores] (Ctrl-F8) option when not using automatic reading.

The movement change commences with round 2

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

- With an even number of tables playing a skip Mitchell, the new arrivals are installed EW at a new highest-numbered table and an extra set of boards placed on that table. Movement is turned into an odd-table Mitchell with no skip.
- In other Mitchells the new pair become a "rover" sitting out the 1st round
- In Howell type movement, the new pair sits out the 1st round and are then installed as a stationary NS pair at a table that had 2 moving pairs.

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

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

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

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

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

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

If ASE Scorer 8 had been automatically reading scores prior to this change it will continue. If not, select [Event][remote scores] [Advanced] and click the [Start read] option. Otherwise press (F8) to retrieve scores manually.

APPENDIX D – Recovering From A Failure During A Game

Communication between the *BridgePad™* program and the *BridgePad™* Tabletop terminals and/or ASE Scorer may be interrupted due to one of these conditions:

1. The scoring computer crashes or loses power or gets shutdown.
2. ASE Scorer has terminated for any reason;
3. The *BridgePad™* program has terminated for any reason;

Follow the procedures outlined below to reestablish communications and recover the scoring system processing from the point where it was interrupted.

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

You should be able to restart the event automatically by pressing (F8). You will be asked if you want to start BridePad server, click [yes].

To restart manually, select [Event][remote scores] from the main menu. Click [Auto start]. You are asked “Do you wish to update the movement in this file?”. Click [No]. Next you are asked “Do you wish to start remote server?”. Click [Yes]. Next you are asked “Do you wish to initialize the server (first time start)?”. Click [No].

The system is back and operating as before. Any results sent from the Bridgepads to the server while the computer was down are now entered into *BridgePad™* server and ASE Scorer 8. Using this method the server retains all the data it had before the crash as well as any results sent from the Bridgepads while the computer was down

Where the ASE Scorer 8 has been closed in the middle of a session and the *BridgePad™* server is still running and the server is still operating normally, restart ASE Scorer.

Start ASE Scorer 8 in the normal way. The last event you had open should be open but if not open the event in the normal way. Press (F8) if using manual reading of scores.

With automatic score reading select [Event][remote scores] from the main menu. Click [Auto start]. A message is shown saying “Remote server is running. Do you simply wish to start reading?” Click [Yes].

Where you are running several events using the same *BridgePad* database, see above for more details. In general though (F8) should retrieve scores as required.

Where the *BridgePad*[™] server program has been closed in the middle of a session and the ASE Scorer 8 is operating in the normal way, press (F8) and you will be asked if you want to start the server.

To start manually, use the following procedure: Select [Event][remote scores] from the main menu. Click [Auto start]. A message appears “Do you wish to start remote server?” Click [Yes]. Next “Do you wish to initialize the server (first time start)?”. Click [No].

Depending on how the *BridgePad*[™] server was closed sometimes the ASE Scorer 8 may think the *BridgePad*[™] server is still running. Likely questions include:

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

“Remote server is running. Do you wish to stop remote session?. Click [Yes]. Then try this process again, select [Event][remote scores] from the main menu. Click [Auto start].