Pinner Bridge Club
Using EBUScore & Bridgemates
Common problems and how to fix them

Version 2.1 , revised, October 2019

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Acknowledgements

This guide is based on the excellent documents produced by Oxford Bridge Club that are available on their website. Thanks to Kathy Talbot and Liza Furnival for sharing your work on line.

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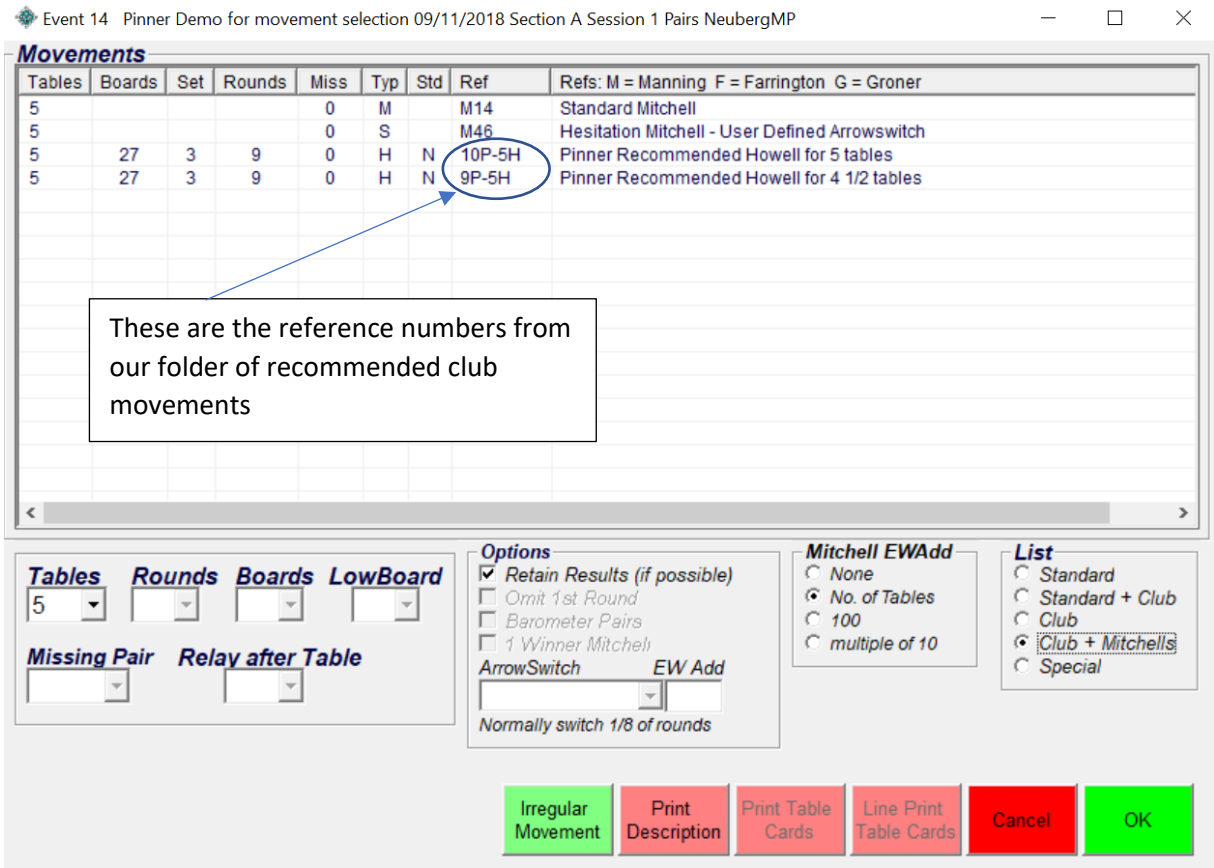
1 Issues with Movements

1.1 You can't find the movement?

Look at the "List" at the bottom right of the screen. The normal recommended choice is "Club + Mitchells". This will enable you to select EBUScore generated Mitchell movements (standard, hesitation and skip versions) plus the pre-programmed recommended pinner movements for howell movements. This is sufficient to cover the most commonly played movements for sessions at the club.

The example below shows the options for 5 table movements that will be available under "club + Mitchells".



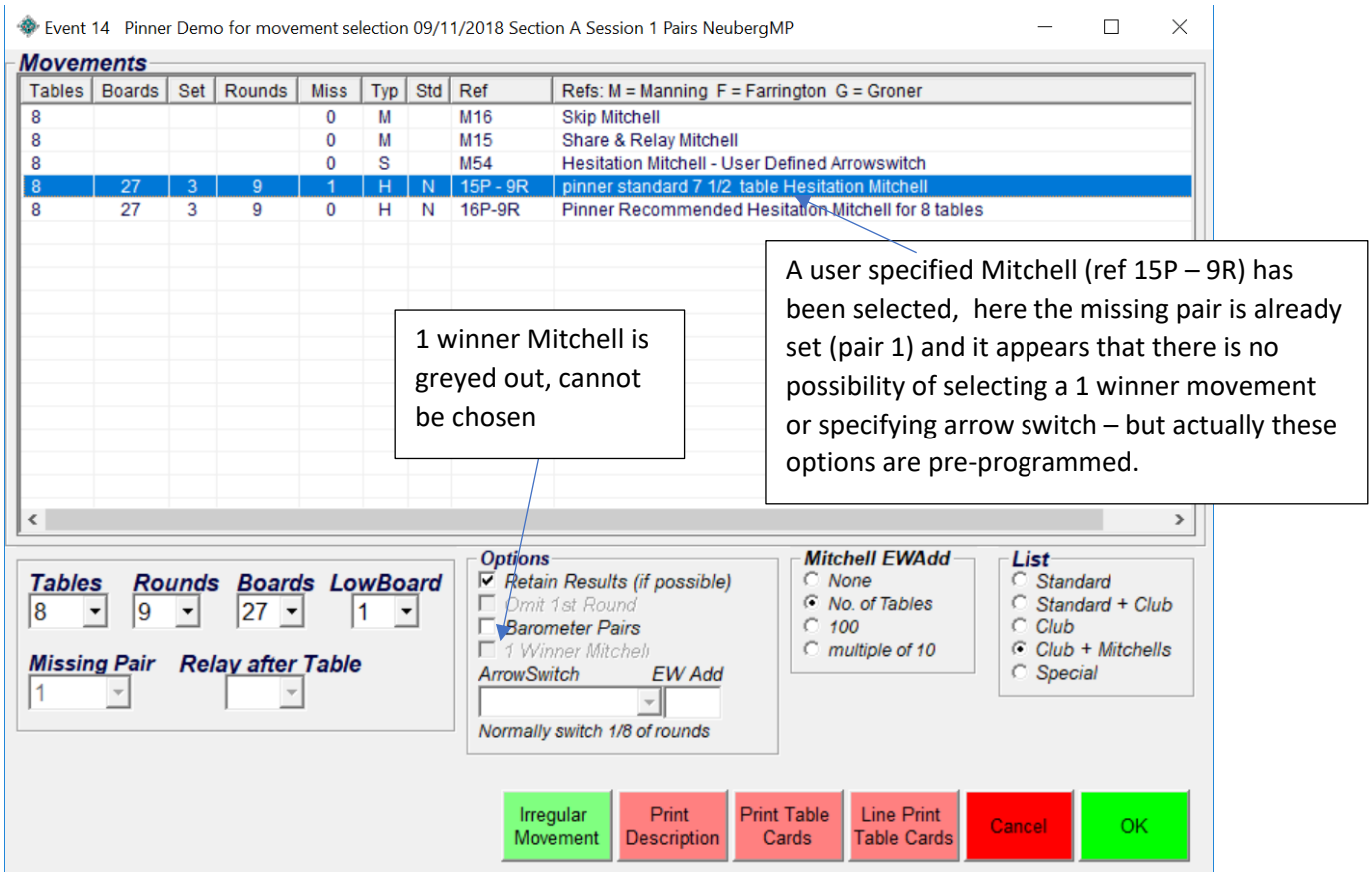
If you cannot find the movement you want, widen the search by changing the setting in the "List" box to "standard" or "special".

For example, our folder of recommended movements does suggest a hesitation bowman movement for 9.5 tables. This can be chosen by selecting "standard" movements in the list and specifying 10 tables.

1.2 Problems specifying 1 winner movements and arrow switch

The best way to specify Mitchell movements is to generate them each time from the templates that are presented to you when you choose "club + Mitchells". These give you the maximum flexibility to specify missing pair and the number of arrow switch rounds (make sure you select "one winner Mitchell" if it is available to you.

If the options to choose a missing pair, or select a single winner movement and specify arrow switch rounds are greyed out (not available for selection) then it is likely that you have chosen a pre-programmed Mitchell where these choices have already been pre-programmed in to the movement. For example there is a pre-programmed 7½ table pinner standard hesitation Mitchell movement. Set up, chosen below:



This corresponds ***exactly*** to the movement 15P-9R described in the folder of recommended movements for 7 ½ tables. The missing pair is already defined, and there is no further option to specify 1 winner Mitchell or change arrow switch. ***How do we know this?*** By checking the table cards, click "Print Table Cards" and you will see the detail of the movement. In this case these are shown below:

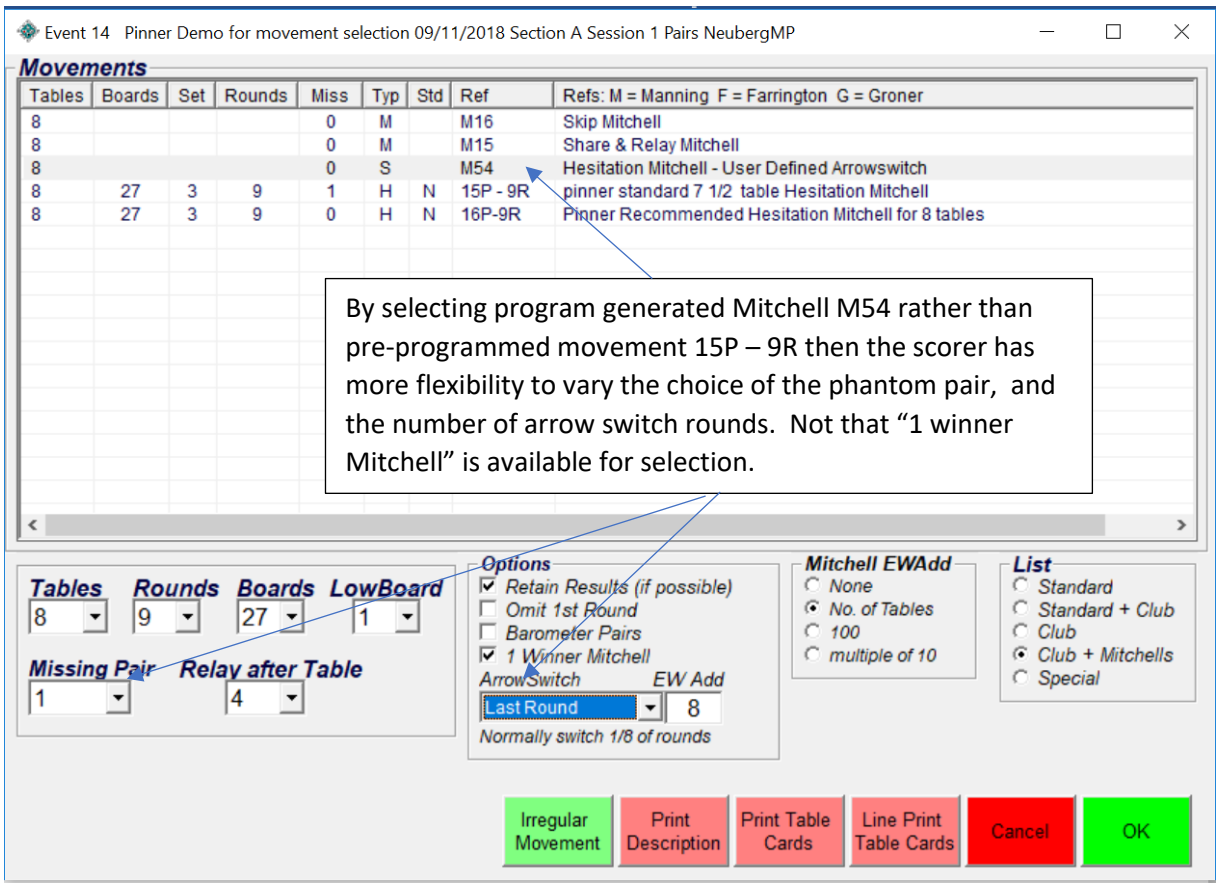
Move Cards pinner standard 7 1/2 table Hesitation Mitchell

8 Tables: pinner standard 7 1/2 table Hesitation Mitchell

Table 1				Table 2				Table 3				Table 4				Table 5				Table 6				Table 7				Table 8			
Rd	NS	EW	Set	Rd	NS	EW	Set	Rd	NS	EW	Set	Rd	NS	EW	Set	Rd	NS	EW	Set	Rd	NS	EW	Set	Rd	NS	EW	Set	Rd	NS	EW	Set
1		9	1~3	1	2	10	4~6	1	3	11	7~9	1	4	12	10~12	1	5	13	19~21	1	6	14	22~24	1	7	15	25~27	1	8	16	1~3
2		8	4~6	2	2	9	7~9	2	3	10	10~12	2	4	11	13~15	2	5	12	22~24	2	6	13	25~27	2	7	14	1~3	2	16	15	4~6
3		16	7~9	3	2	8	10~12	3	3	9	13~15	3	4	10	16~18	3	5	11	25~27	3	6	12	1~3	3	7	13	4~6	3	15	14	7~9
4		15	10~12	4	2	16	13~15	4	3	8	16~18	4	4	9	19~21	4	5	10	1~3	4	6	11	4~6	4	7	12	7~9	4	14	13	10~12
5		14	13~15	5	2	15	16~18	5	3	16	19~21	5	4	8	22~24	5	5	9	4~6	5	6	10	7~9	5	7	11	10~12	5	13	12	13~15
6		13	16~18	6	2	14	19~21	6	3	15	22~24	6	4	16	25~27	6	5	8	7~9	6	6	9	10~12	6	7	10	13~15	6	12	11	16~18
7		12	19~21	7	2	13	22~24	7	3	14	25~27	7	4	15	1~3	7	5	16	10~12	7	6	8	13~15	7	7	9	16~18	7	11	10	19~21
8		11	22~24	8	2	12	25~27	8	3	13	1~3	8	4	14	4~6	8	5	15	13~15	8	6	16	16~18	8	7	8	19~21	8	10	9	22~24
9	10		25~27	9	11	2	1~3	9	12	3	4~6	9	13	4	7~9	9	14	5	16~18	9	15	6	19~21	9	16	7	22~24	9	9	8	25~27
Sitter stay/switch				Sitter stay/switch				Sitter stay/switch				Sitter stay/switch				Sitter stay/switch				Sitter stay/switch				Sitter stay/switch				NS to 1			
Mover to 2				Mover to 3				Mover to 4				Mover to 5				Mover to 6				Mover to 7				Mover to 8EW				EW to 8NS			

As you can see, this movement has the arrow switch last round, and the missing pair (pair 1) pre-specified. So there is ***no need for the scorer to specify them***.

To avoid possible confusion it is better to avoid selection of pre-programmed Mitchell movements, and instead to generate these each time, so for this 7½ table example it would be better to select Movement M54, this is not a pre-programmed user specified movement, and allows the scorer more freedom to make choices.



1.3 You can't find table cards for the movement

Go into the movement screen and highlight the movement you have selected. Hit "Print table Cards". You can send these to the printer, or verify that they show the same information as the green table cards in the movement folder.

1.4 You need to change the movement

Sometimes players arrive late, or the director counts the number of tables incorrectly. Then you need to change the movement.

Changes to the movement has always been a source of delay and disruption, particularly when using the previous Scorebridge program. So any changes should be at the discretion of the director.

The most likely situations in which you may want to change the movements are as follows.

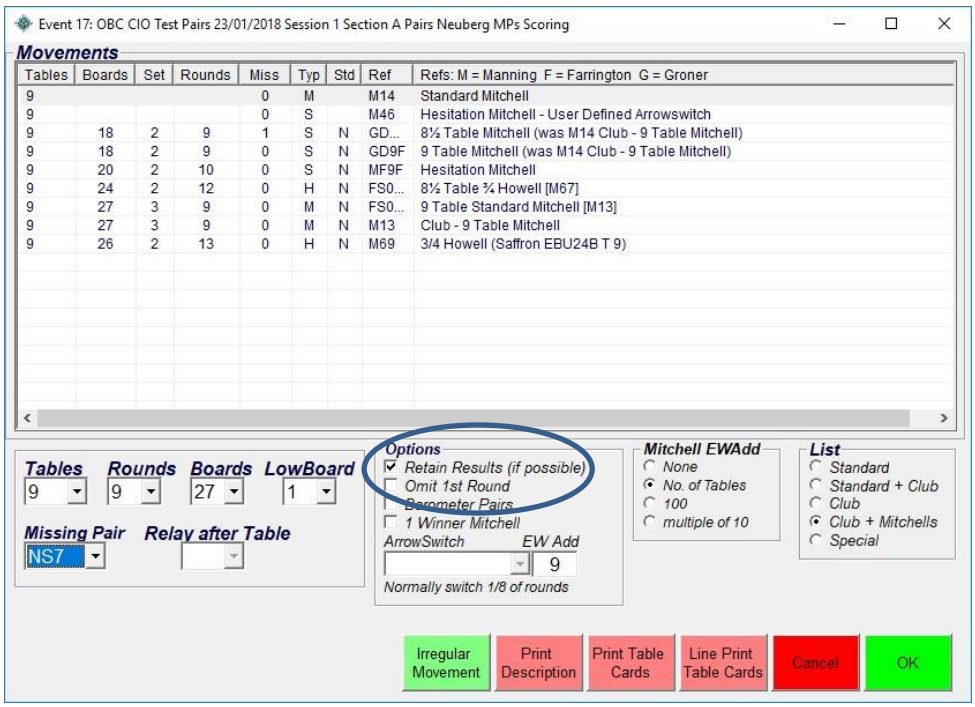
- The simplest and most common time to adjust the movement is when you start with a half table but an additional pair arrives. It's often convenient to everyone to add them.

- Another reason to change the movement is if you wish to reduce the number of rounds to end the session early, you can also do this by updating the movement as described here and selecting the desired number of rounds. For further details on ending the session early see Section 1.7.
- Additionally, you may have realised that you set the initial movement for a Mitchell without specifying the arrow switch. This can be fixed by updating the movement, see Section 1.5.

To revise the movement do the following:

From the Event Menu, go back to the Movement screen and make the required changes to the movement, for example remove the missing pair, or reduce the number of rounds.

Tick the "Retain Results (if possible)" box. Then hit OK

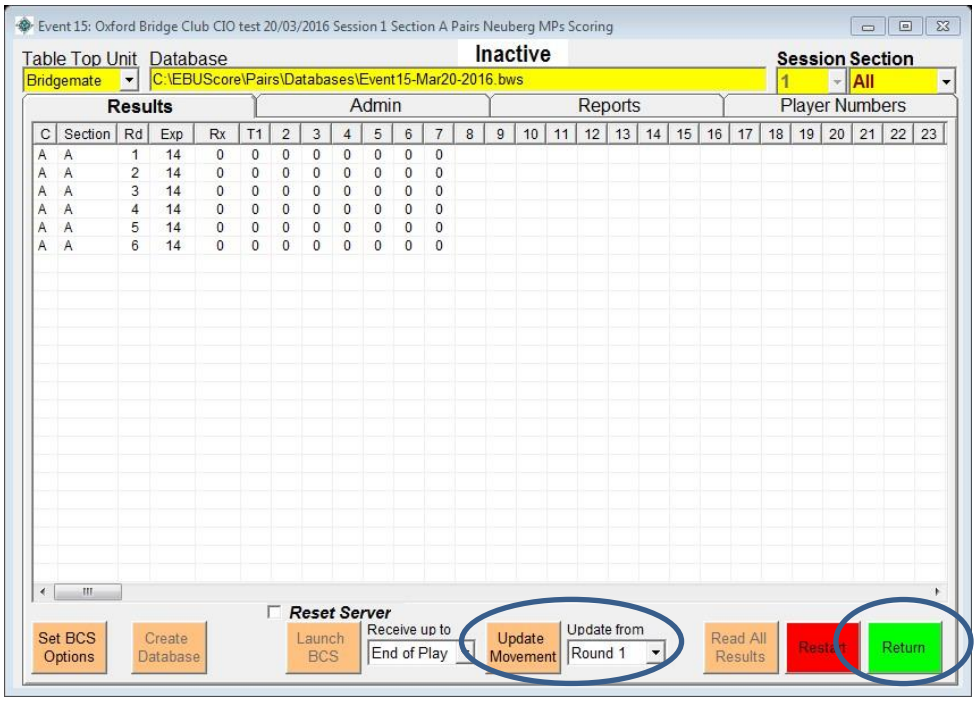


After specifying the required changes to the movement it is necessary to return to the "Bridgemate Scoring" menu and ensure that the revised movement details are updated in the BCS program and sent to the bridgemates. This is done as follows.

In the Event Menu, select "Bridgemate Scoring"

.

Now select “Update Movement”. You will be asked from which round the change will take effect. This will normally be Round 1. If it’s later than Round 1, you may have gone too far to allow a fix. Hit “Return”.



Take care when updating the movement! Any scores that are incompatible with the new movement will be lost. If updating the movement doesn’t work, you’ll need to reset the whole event – see Section 1.6 for details.

1.5 You forget to include the Arrow Switch when you set up the movement

If you realise that you’ve forgotten to include the arrow switch before play reaches the rounds that are due to be switched, you can update the movement to include the arrow switch as described in Section 1.4 above. Set the “Update from Round” drop-down box to the number of the first arrow switch round, and set the arrow switch in the Movement window as required.

If you don’t realise until the arrow switch round has started, and it’s a simple Mitchell movement, you can ask players (after checking with the director) to arrow switch as normal, and enter the scores into the Bridgemates as usual. You can then arrow switch all the scores manually at the end of the session via EBUScore as described in Section 3.3 below.

If you don’t feel confident to use either of these options, leave the movement as it is – it will be scored as a two-winner Mitchell.

1.6 If updating the movement doesn’t work

If you run into problems updating the movement, the only solution may be to exit the event, reset the Bridgemates and start all over again. To do this go back to the event menu and hit “Exit Event”.

To reset the Bridgemates. There are two recommended methods

1. Manually reset each bridgemate via the TD menu (the TD PIN xxxx), select option 0 on the TD menu to reset it, OR
2. Reset from the Bridgemate Control Software. (See Appendix 3 for details)

Once all the Bridgemates have been reset, set up a new event from scratch. You may need to ask the players to re-enter some results.

1.7 Reducing the number of rounds to end the session early

If you need to end a session early for any reason you can do this by updating the movement, as outlined in 1.4, and reducing the number of rounds by one (or more). For Mitchell movements you will need to reassign the arrow switch to the final last round.

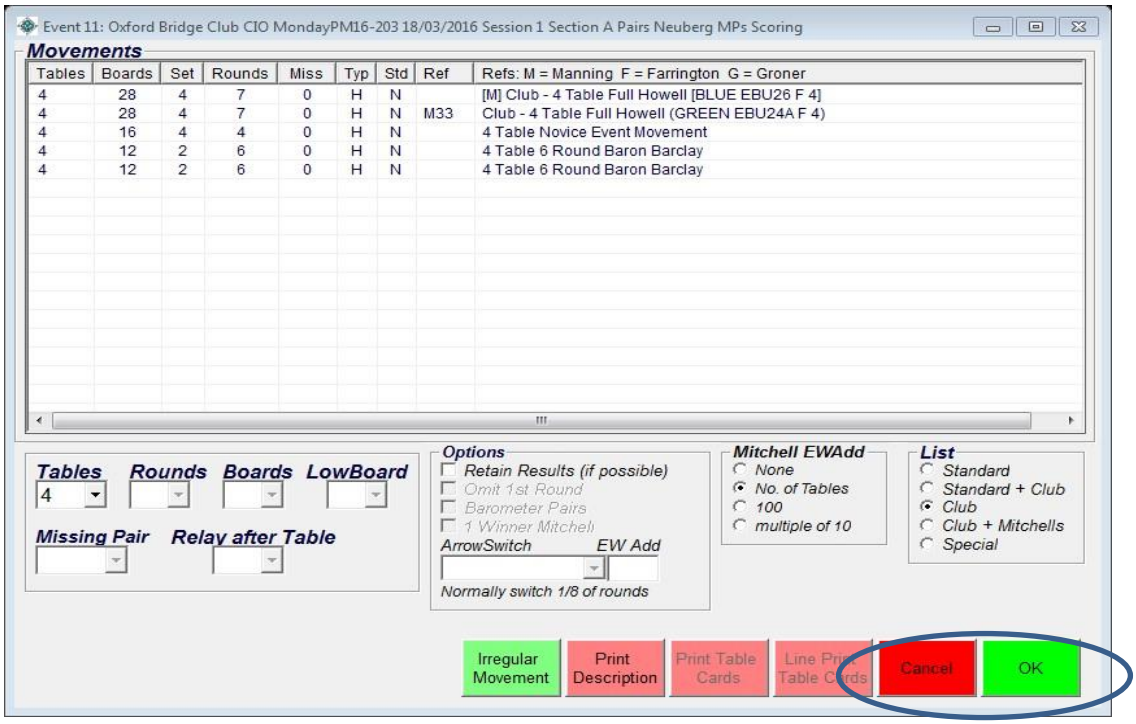
An alternative method of ending a session early is to enter “NO PLAY” into the Bridgemates for the unplayed boards. If you use this method EBUScore won’t recognise that the session has finished. To end the session close down the Bridgemate Control Software window (having first checked that all the results have been received into EBUScore).

1.8 Removing a pair from a session

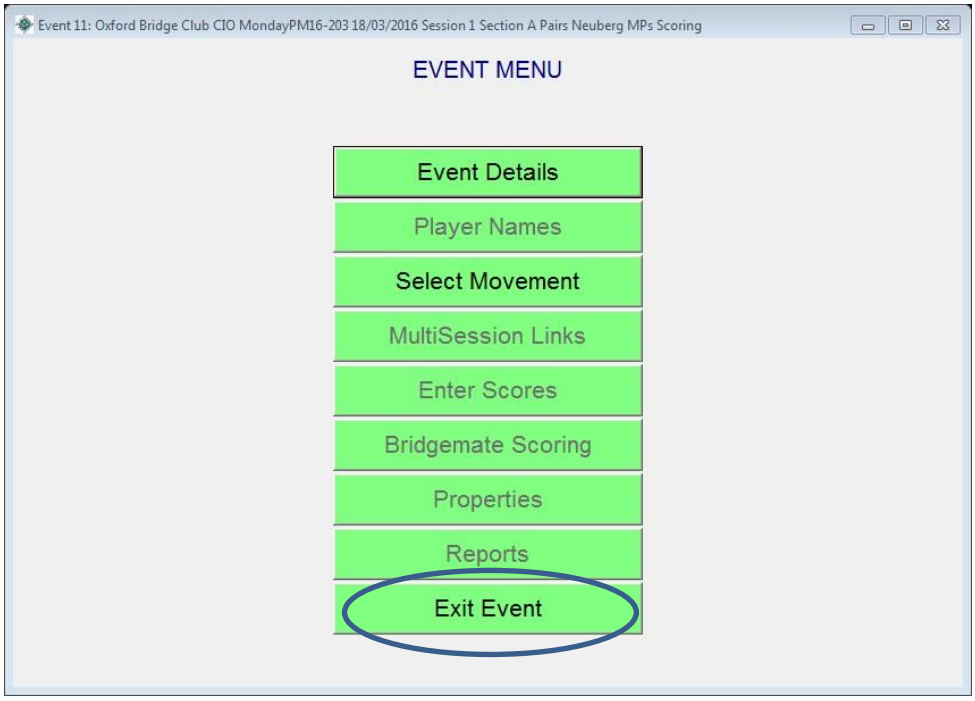
In the event that, after play has started, a pair has to leave the session, for example due to illness or an emergency. This can be handled without having to amend the movement. From the Event Menu, select Properties. This enables you to mark the relevant pair as “missing”. Instruct players to enter No Play on the bridgemates if the bridgemates indicate the need to play against the absent pair.

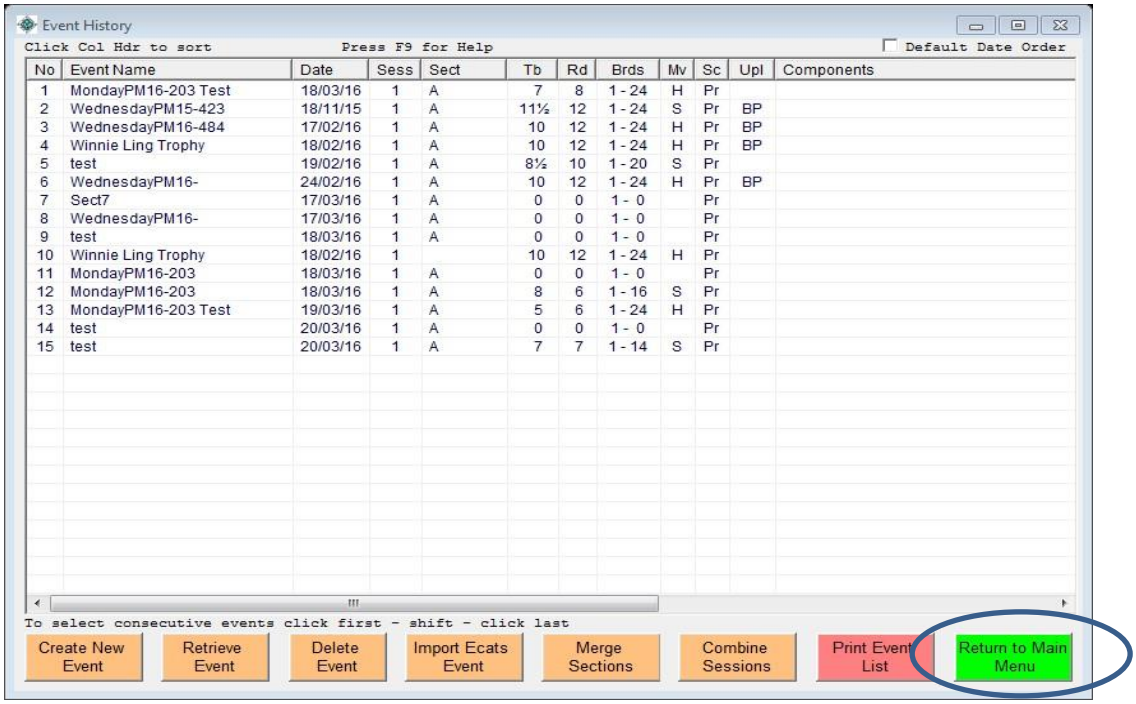
2 Navigating around the program

If you have problems navigating within EBUScore you can always get back to the main menu by hitting “Cancel” or “OK”.



If you are in the event, that takes you back to the main Event Menu, from which you can exit the event and return to the Main Menu:





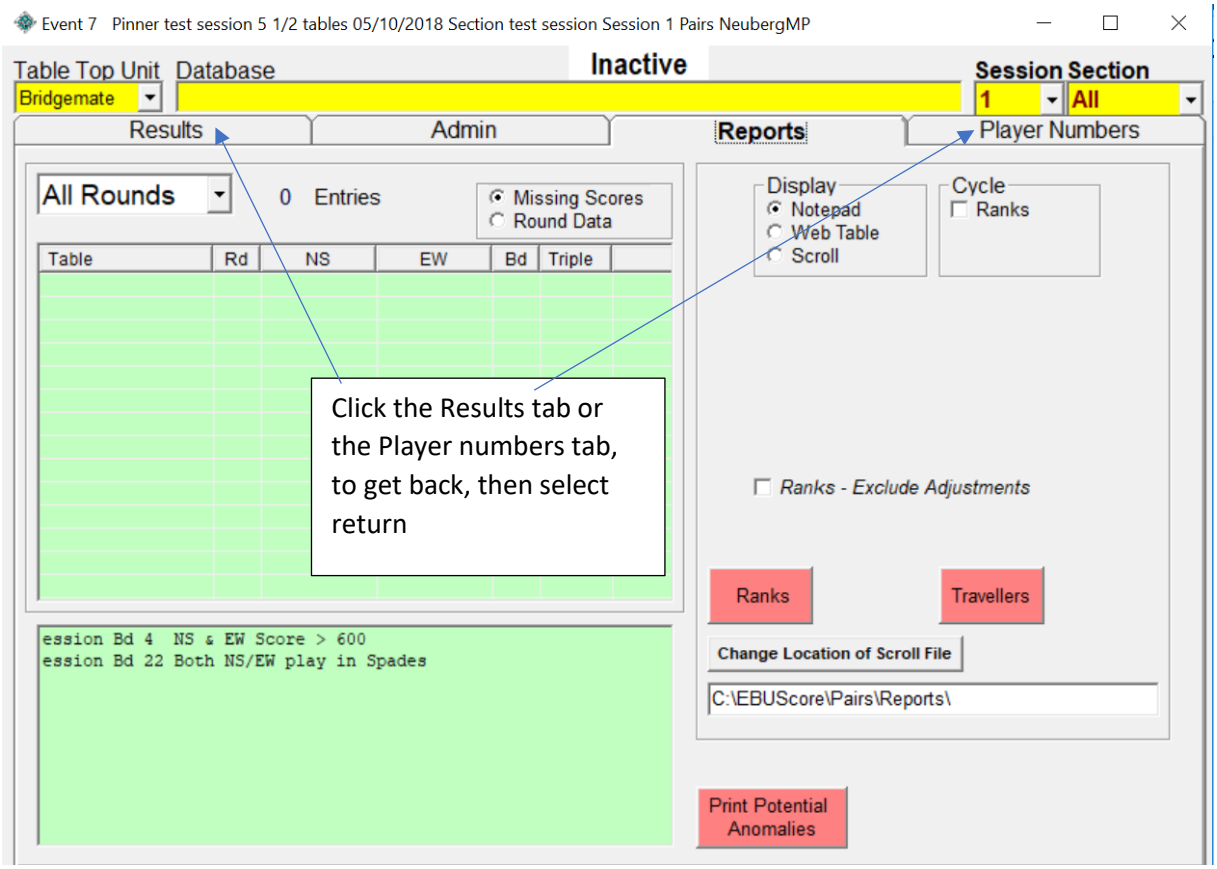
No	Event Name	Date	Sess	Sect	Tb	Rd	Brds	Mv	Sc	Upl	Components
1	MondayPM16-203 Test	18/03/16	1	A	7	8	1 - 24	H	Pr		
2	WednesdayPM15-423	18/11/15	1	A	11½	12	1 - 24	S	Pr	BP	
3	WednesdayPM16-484	17/02/16	1	A	10	12	1 - 24	H	Pr	BP	
4	Winnie Ling Trophy	18/02/16	1	A	10	12	1 - 24	H	Pr	BP	
5	test	19/02/16	1	A	8½	10	1 - 20	S	Pr		
6	WednesdayPM16-	24/02/16	1	A	10	12	1 - 24	H	Pr	BP	
7	Sect7	17/03/16	1	A	0	0	1 - 0		Pr		
8	WednesdayPM16-	17/03/16	1	A	0	0	1 - 0		Pr		
9	test	18/03/16	1	A	0	0	1 - 0		Pr		
10	Winnie Ling Trophy	18/02/16	1		10	12	1 - 24	H	Pr		
11	MondayPM16-203	18/03/16	1	A	0	0	1 - 0		Pr		
12	MondayPM16-203	18/03/16	1	A	8	6	1 - 16	S	Pr		
13	MondayPM16-203 Test	19/03/16	1	A	5	6	1 - 24	H	Pr		
14	test	20/03/16	1	A	0	0	1 - 0		Pr		
15	test	20/03/16	1	A	7	7	1 - 14	S	Pr		

You will not lose the event.

2.1 I can't see how to get back to the main menu!

The most likely place to appear trapped is in the bridgemate scoring Menu, if you have selected the Reports tab or the Admin tab. See below – there is no apparent way back. ***DO NOT Click on the x in the top right hand corner of the window – this will exit the program.***

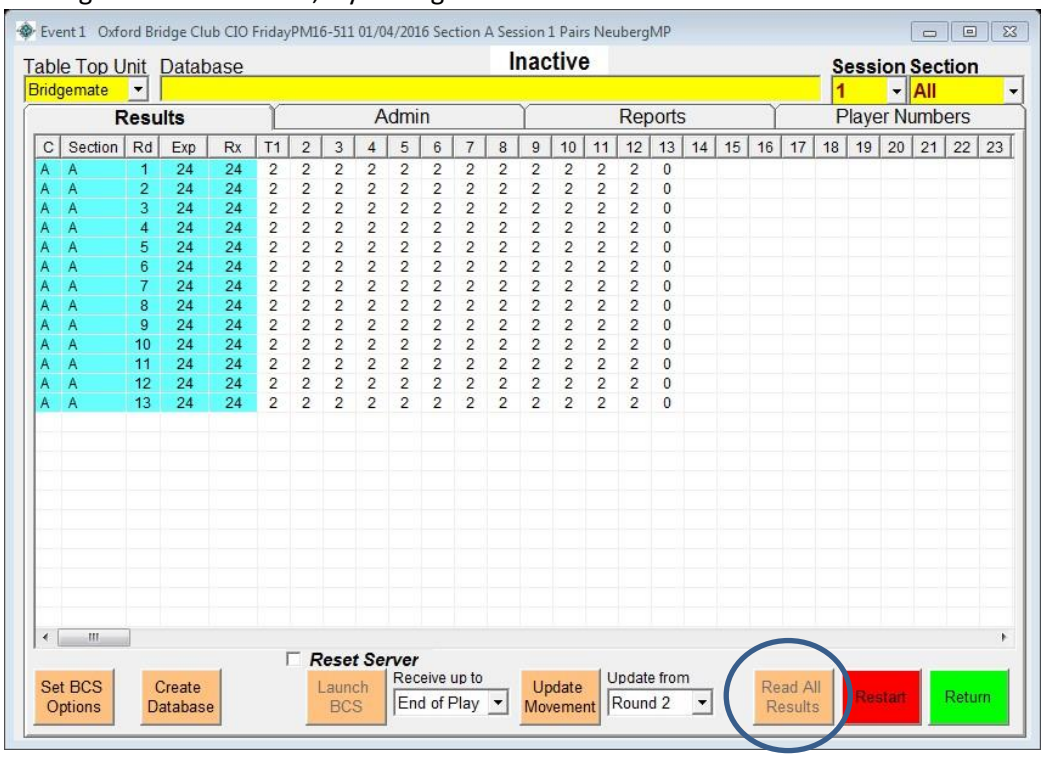
Instead, just click either the results tab or the player numbers tab, and then choose return.



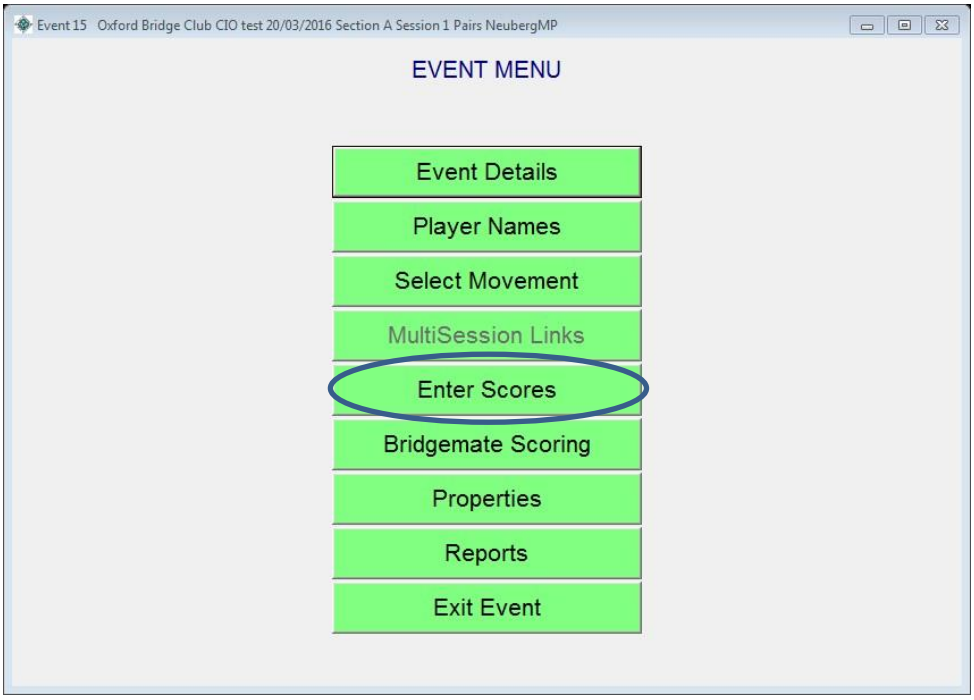
3 Score adjustments

3.1 Missing scores

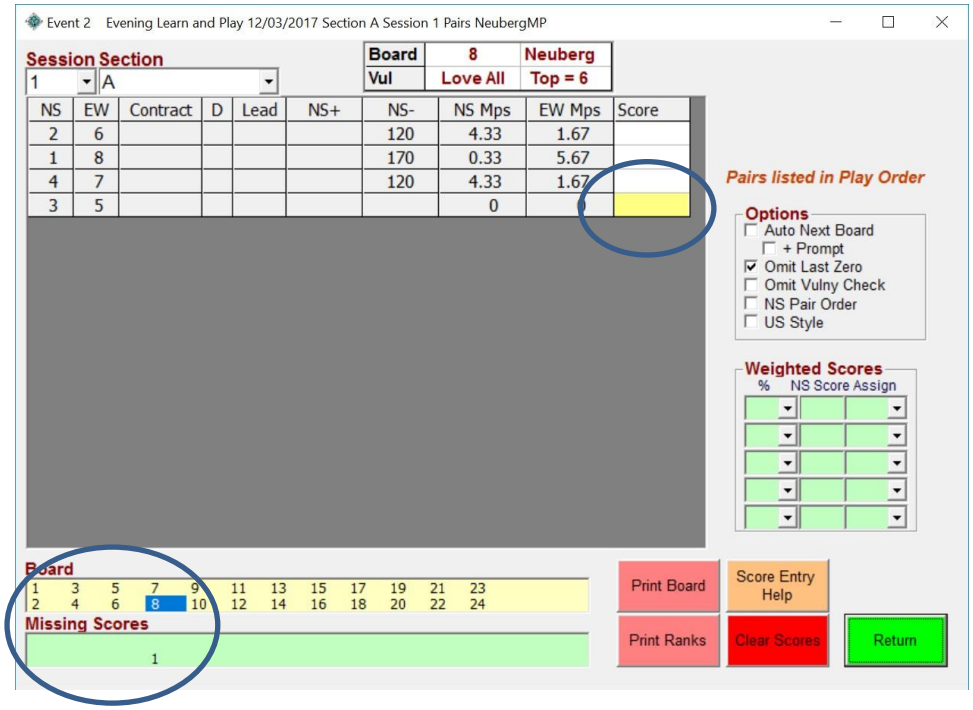
When play is finished all of the dots in the Bridgemate Scoring window will turn red and the Bridgemates will turn themselves off. If any dots stay green it may be because there are some missing scores. First of all, try hitting the “Read All Results” button.



If this doesn’t help, go to the “Enter Scores” window to check if some results are missing.



Look in the “Missing Scores” box at the bottom of the window. In the example below the last score is missing from board 8. Ask the pairs involved (here pairs 3 and 5) to put the missing score into Bridgemate number 8.



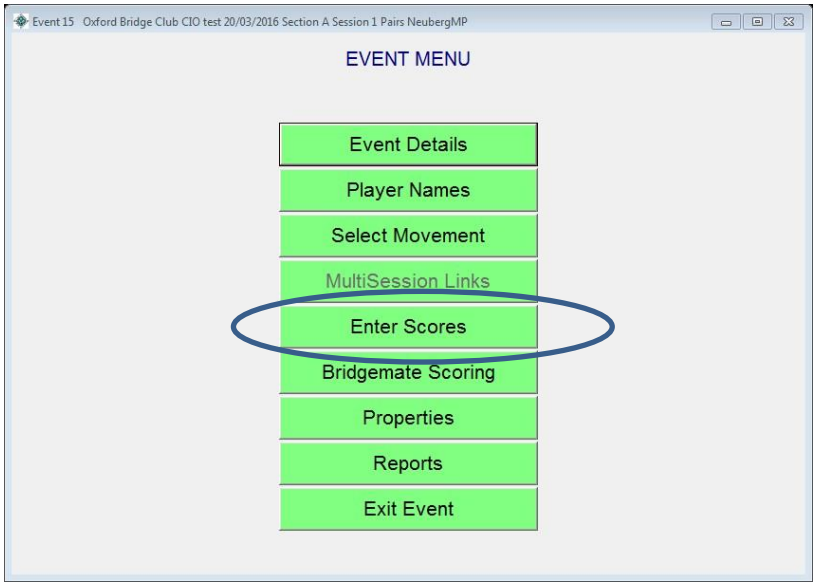
If the players have left the premises without entering a score, tell the TD, who will usually award the offending pairs an average minus (40%) score for that board. This should be done via the TD menu on the relevant Bridgemate, using the PIN code . For further details on using Bridgemates to give averages, go to Appendix 1.

3.2 Score corrections

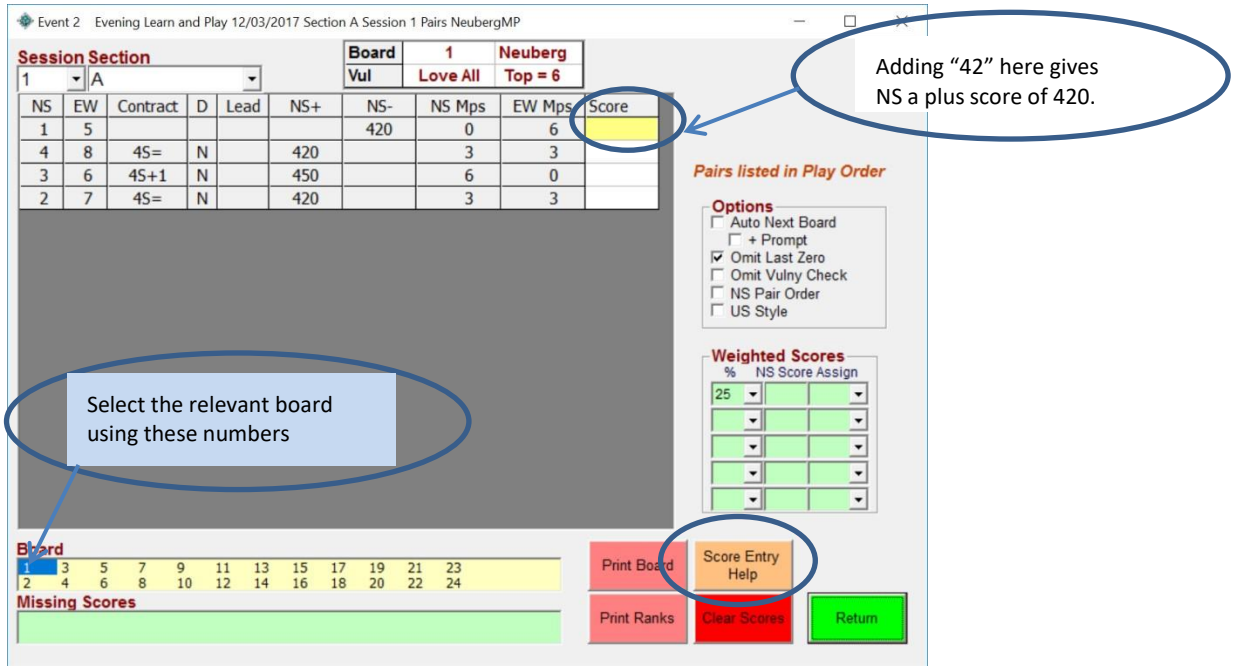
These should normally be done via the Bridgemates as play progresses and may be done by the players themselves, or by the scorer. See Appendix 1 for more details.

If you need to make a correction using EBUScore, use the "Enter Scores" section. Again, this should be done once all the scores have been collected from the Bridgemates, and after the "Read All Results" button has been pressed.

IF YOU PRESS THE "READ ALL RESULTS" BUTTON AFTER YOU'VE MADE SCORING CORRECTIONS OR ADJUSTMENTS IN EBUSCORE, THEY WILL BE LOST!

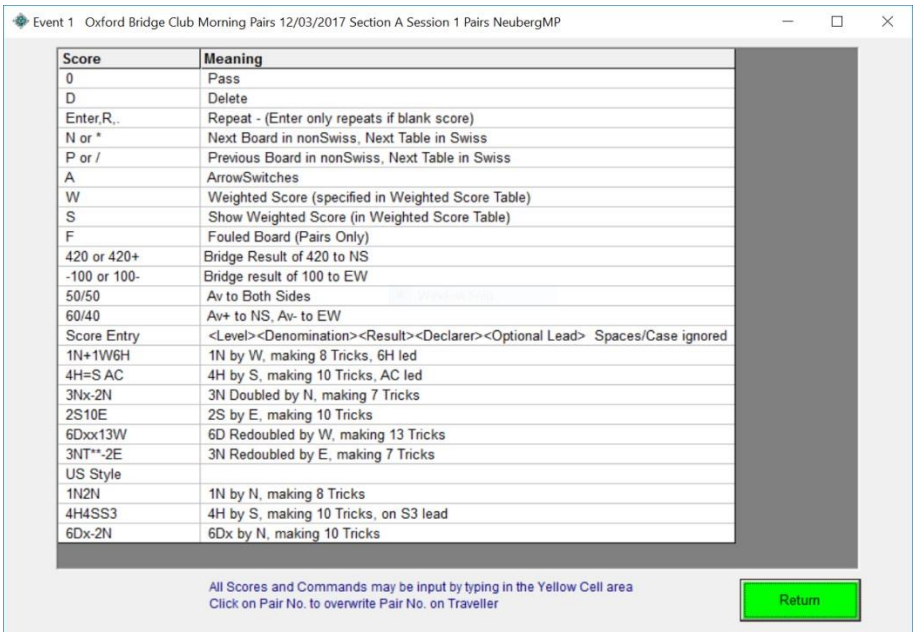


All score corrections are entered in the Score column (with yellow cells) on the right.



We normally enter the scores leaving out the last zero. Scores are added from the point of view of NS. So "42" will be +420 for NS. "-5" will be -50 for NS.

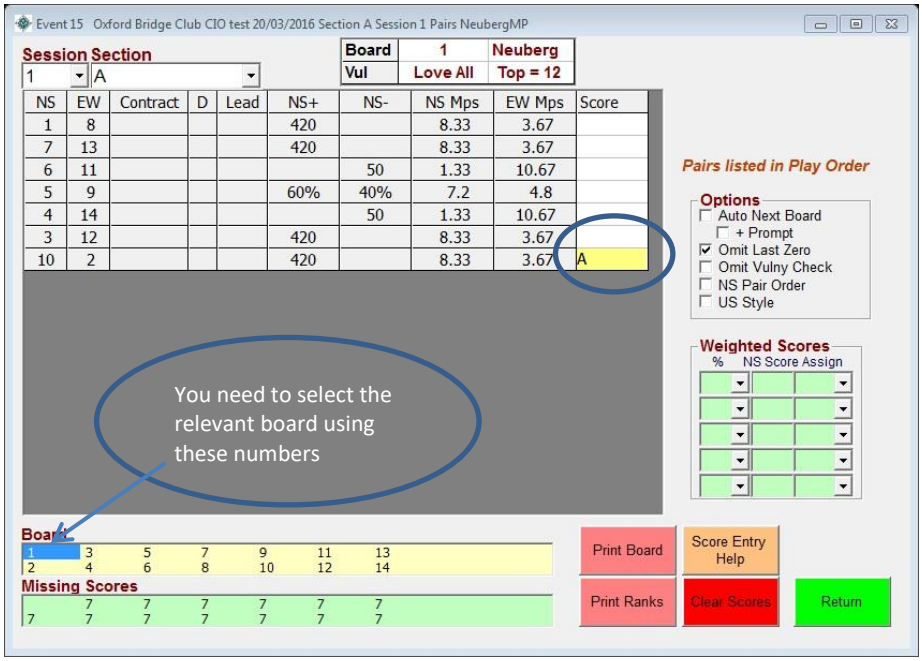
Recommended - If you want to include the contract and declarer, enter scores in the format 4S=N (4 spades by North, making 10 tricks); 1NT+2E (1NT plus 2 by East); 6DX-1W (6 diamonds doubled by West, minus 1). For further help on entering scores hit the "Score Entry Help" button.



Hit Enter/return on the keyboard to record the new score. The matchpoints will be recalculated.

3.3 Someone forgets to Arrow Switch

Once again, do this at the end of the session, once all the scores have been collected from the Bridgemates and after you have pressed "Read All Results" on the Bridgemate Control Window. Go to the Event Menu and select "Enter Scores" as above. Select the right boards and the right pairs. Then type a capital "A" in the yellow cell in the Score column:



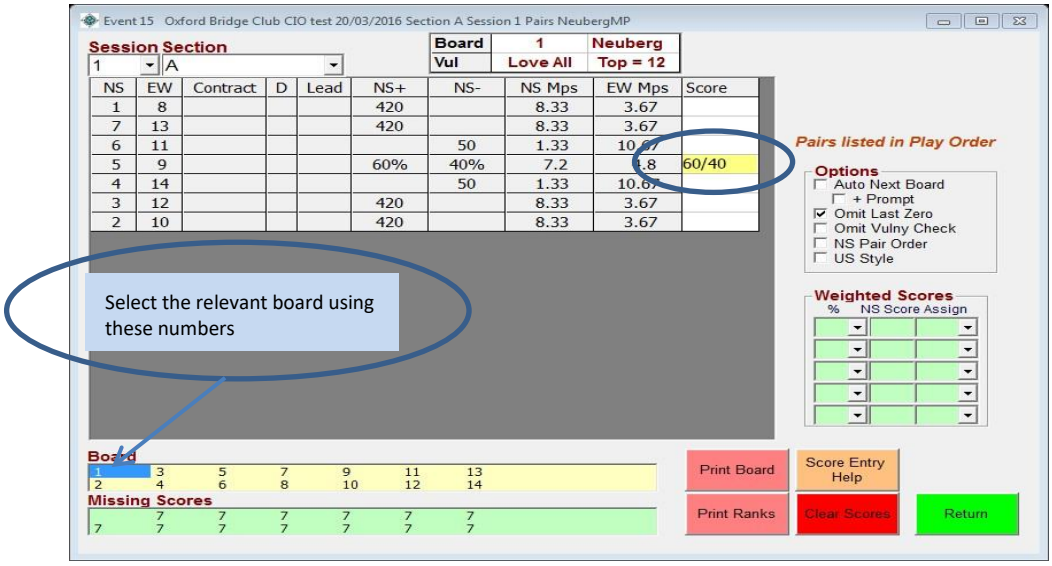
You will be asked to confirm the ArrowSwitch:

The scores will be updated and the matchpoints recalculated.

3.4 Giving averages

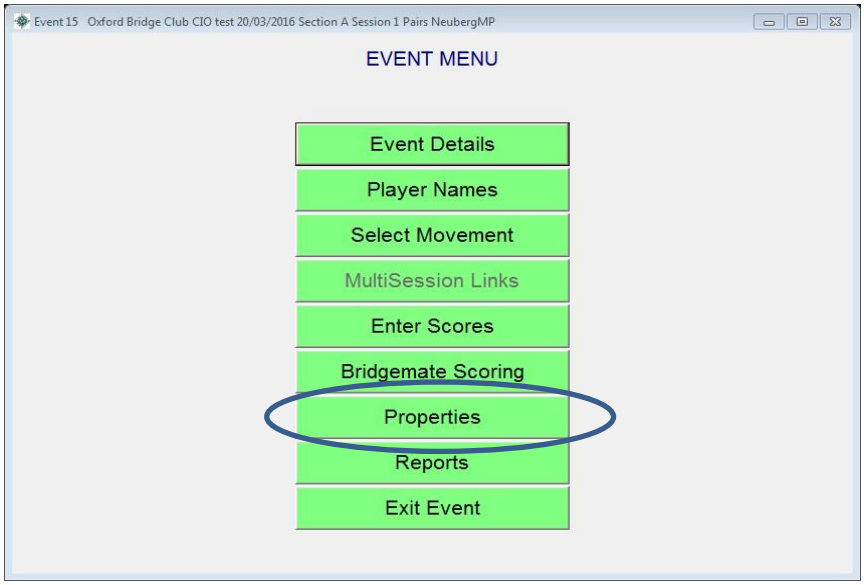
This should normally be done using the Bridgemates. See Appendix 1 for details. If it needs to be done at the end of the session, make sure that you have pressed the "Read All Results" button in the Bridgemate Control Window first. The Bridgemate dots should all be red. Go to the Event Menu and select "Enter Scores" as shown in Section 3.2 above.

Add the required percentage in the Score column, taking care to assign it the correct way round to the correct pair on the correct board. Inserting "60/40" will give 60% to NS and 40% to EW (average plus and average minus). "50/50" will give an average to both sides. When you hit "enter" on your keyboard, percentages will be assigned and the matchpoints will be recalculated.

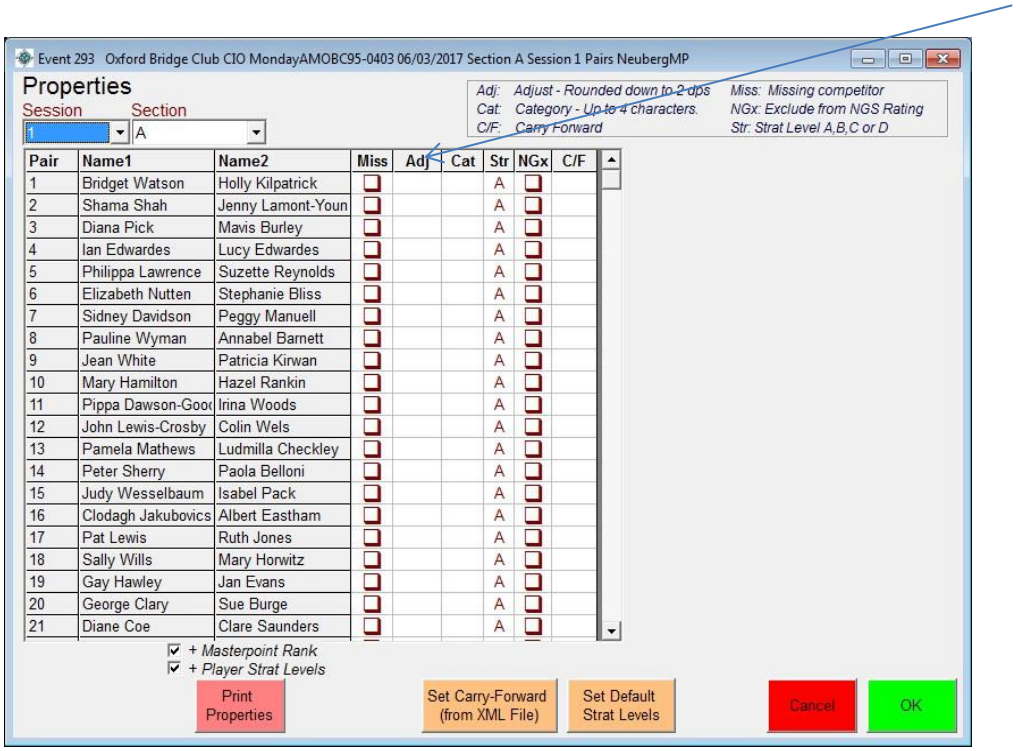


3.5 Penalties/fines

Penalties are imposed by the TD. They may be procedural penalties (Law 90) or disciplinary penalties (Law 91). Penalties are implemented via the "Properties" tab on the Event Menu.



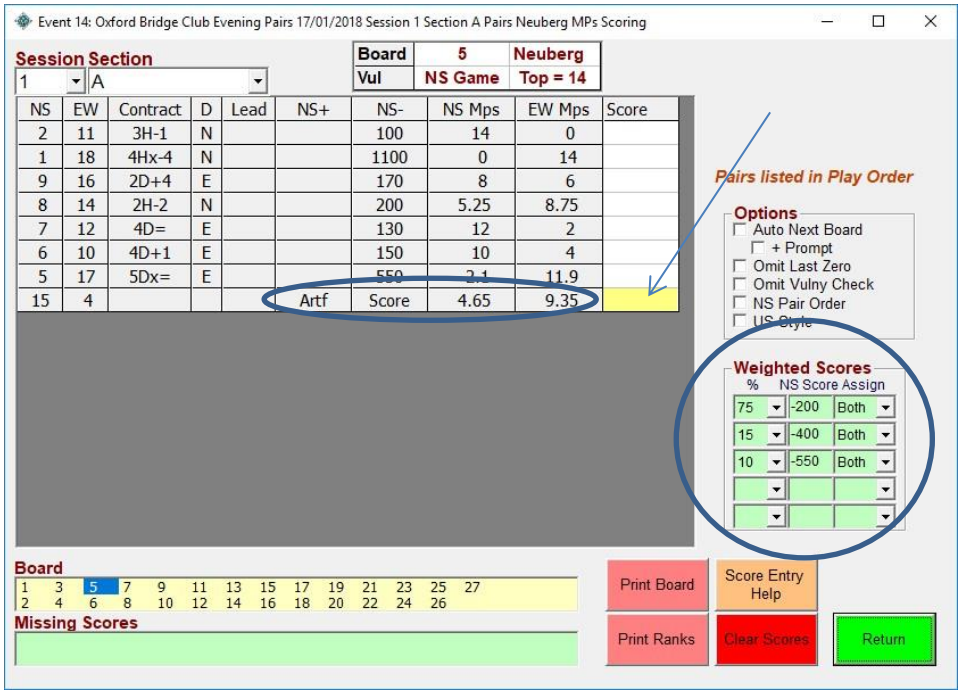
Penalties are usually multiples of the matchpoint top on a board and are entered as a negative number. Enter the number (eg -2) against the names of the pair concerned in the "Adj" column.



3.6 Weighted and split rulings

Weighted rulings arise from Law 12C1(c) and are assigned to both sides playing the board. These are given through the "Enter Scores" page. For example, on board 5, there is a ruling affecting the score between pairs 15 and 4, with assigned scores of

- 75% 4H-2N NS -200 15% 5D=E NS -400
- 10% 5DX=E NS -550



To enter the weighted assigned score:

- Enter the details in the **Weighted Scores** table
- Then type **W** in the **Score** column
- The result appears as **Artf Score**
- Match points for this and some other results will change.

Split rulings occur in a few rare cases when NS and EW are assigned different scores. For example, on board 1, if the director decides that pairs 6 and 11 have both made an error and both are to be treated as non-offending, they can rule:

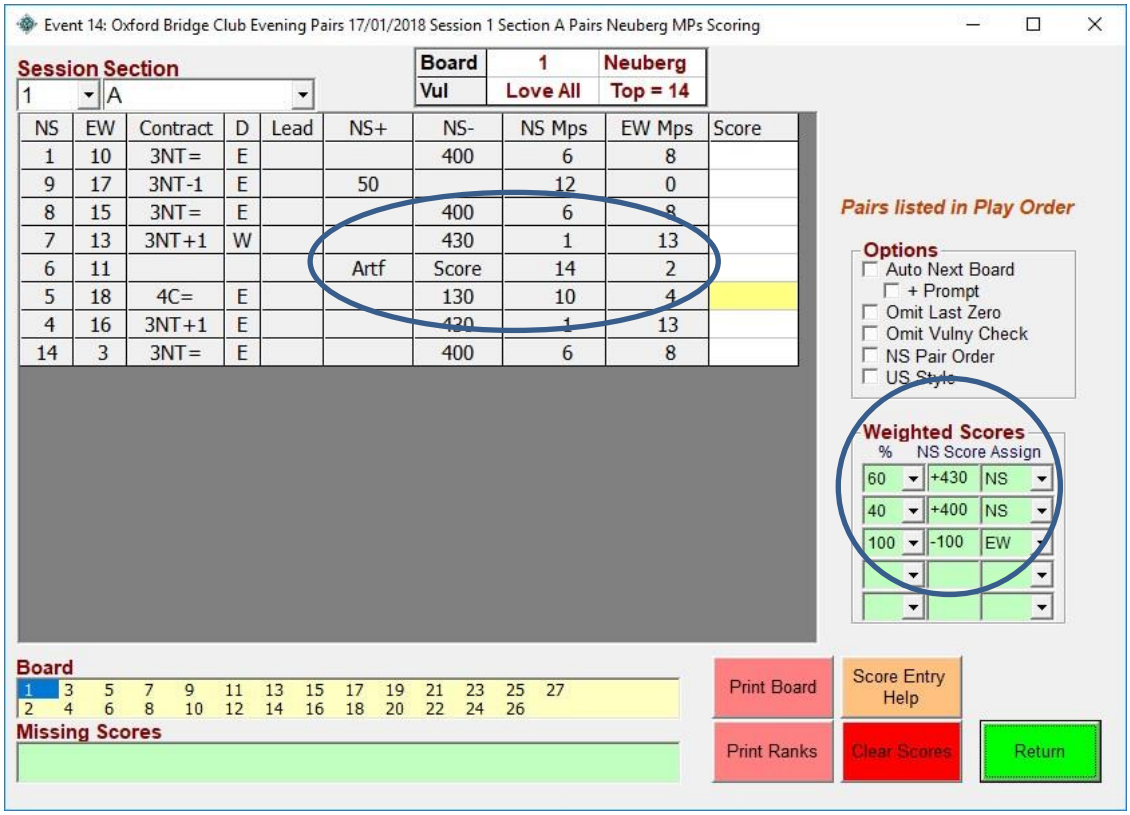
NS score

- 60% 3NT +1 N NS+430
- 40% 3NT = N NS+400

EW score

- 100% 3NT -1 N EW+100 (that is NS -100)

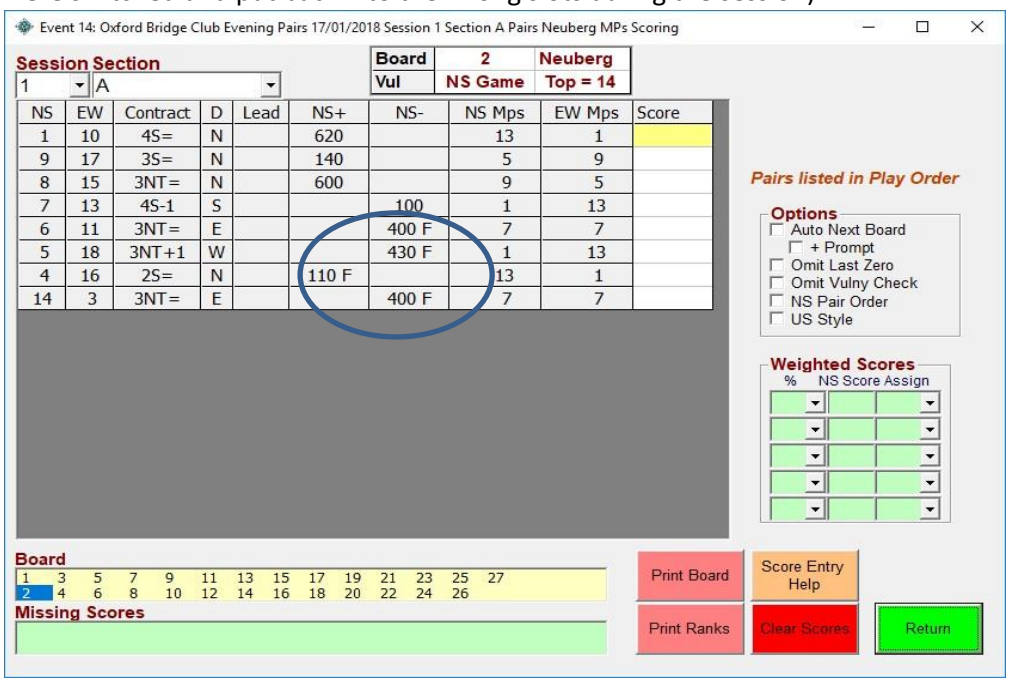
This is entered in the **Weighted Scores** table as before:



Weighted and split rulings don't happen very often, and if you don't feel comfortable dealing with them score up without the adjustment and then notify the Chief Scorer or Chief TD.

3.7 Fouled board

Players notice that some of the scores on a particular board don't make sense, and the TD discovers that the hands were different the last 4 times that the board was played (for example, two hands were switched and put back into the wrong slots during the session).

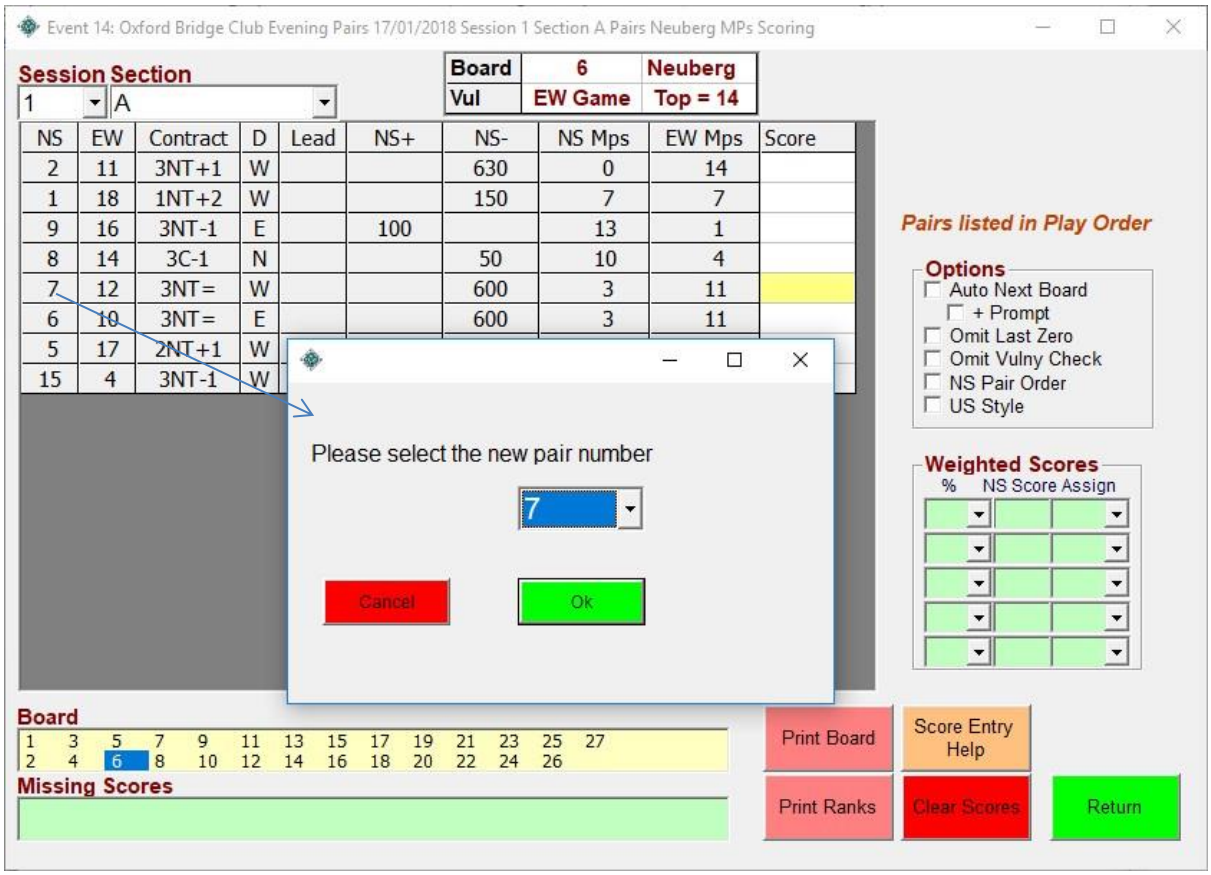


The board is fouled (Law 87) and must be scored so that only results that were obtained on the board in the same form are compared. For each board that was played after the hand had been

changed, type F in the **Score** column. The affected results will be marked with an F, and the match points for the two groups of scores will be calculated separately.

3.8 Changing pair numbers on the travellers

Sometimes odd things happen when the movement has been changed, or players sit at the wrong table and play the wrong board against the wrong opponents. In these cases the scores obtained should stand and the travellers adjusted to match who actually played the board (Law 15B). You can change the pair numbers by clicking on them.



Click on pair 7 as in the example above, and a pop-up window opens. Change the pair number to the one required using the pull-down list. Click OK in the pop-up. Repeat for any other pair numbers that need to be changed.

3.9 Boards played by the wrong pairs (Law 15B)

In the new Law Book (2017), Law 15B requires that boards that are started by the wrong pairs are completed, and the result stands. The following examples show what the scorer will have to do to implement score adjustments arising from Law 15B, using the methods described in the preceding sections. These examples have been extracted from the EBUScore Pairs Manual issued by the EBU.

3.9.1 Example 1: a pair start playing at the wrong table

In a 5-table Howell in round 3, pair 6 move to the wrong table and play against pair 10 and they start to play board 13. The TD applies Law 15B and the players are instructed to complete the play of board 13. Pair 10 were supposed to be playing pair 3 in this round, so pair 3 cannot play board 13. Pair 6 were due to play board 13 in round 5, against pair 8, so pair 8 will not be able to play board 13.

Ruling:

- Board 13: pair 10 versus pair 6 score stands (3NT-1 by E)
- Board 13: pair 3 and pair 8, both receive AVE+ (60%)

To implement the score changes

- Select "Enter Scores" and board 13
- Using **Changing pair numbers on the travellers** as above (Section 3.8): change EW line 3 to pair 6, and change NS line 5 to pair 3
- Enter the score for 10 versus 6 on line 3
- Enter **Artificial score** 60/60 on line 5

Event 20: Wild West Pairs 17/10/2017 Session 1 Section Black Pairs Neuberg MPs Scoring

Session Section: 1 Black

Board	13	Neuberg
Vul	Game All	Top = 8

NS	EW	Contract	D	Lead	NS+	NS-	NS Mps	EW Mps	Score
9	5	3NT+1	W			630	0.25	7.75	
7	4	1NT+2	W			150	2.75	5.25	
10	6	3NT-1	E		100		7.75	0.25	
2	1	3C-1	N			100	5.25	2.75	
3	8				60%	60%	4.8	4.8	

3.9.2 Example 2: board played at sitout table

In a 7½-table Hesitation Mitchell , the wrong move happens after round 1 and in round 2 pair 8 and pair 15 start to play board 4. The TD applies Law 15B and the players are instructed to complete the play of board 4. Pair 15 were supposed to be playing pair 16 in this round, so pair 3 cannot play board 4. Pair 8 were due to sitout in round 2 (at table 1, notionally sharing boards with table 8) and so pair 8 would not play board 4.

Ruling:

- Board 4: pair 8 versus pair 15 score stands (5C= by S)
- Board 4: pair 16 receive AVE+ (60%)

To implement the score changes

- Select "Enter Scores" and board 13
- Using **Changing pair numbers on the travellers** (Section 3.8) above: change NS line 2 to pairs 8
- Enter the score for 8 versus 15 on line 2
- There is nowhere on board 4 to enter the AVE+ for pair 16. Instead the scorer/TD has to calculate the overall score for 16 and enter the correction as a penalty/fine via the "Properties" tab on the Event Menu, and "Adj" column (see Section 3.5 on Penalties/fines)

Calculation:

On the final ranking list, pair 16 have played 23 boards, with 132 matchpoints (Top = 12, so their maximum is 276, provisional percentage = 132/276 = 47.8 %).

The AVE+ due for board 4, is 60% x 12 = 7.2, so their percentage score should be: (132 + 7.2)/(12 x 24) = 139.2 / 288 = 48.333 %.

Converting this back to matchpoint, based on a maximum of 276, gives:
48.333 % x 276 = 133.4 matchpoints.

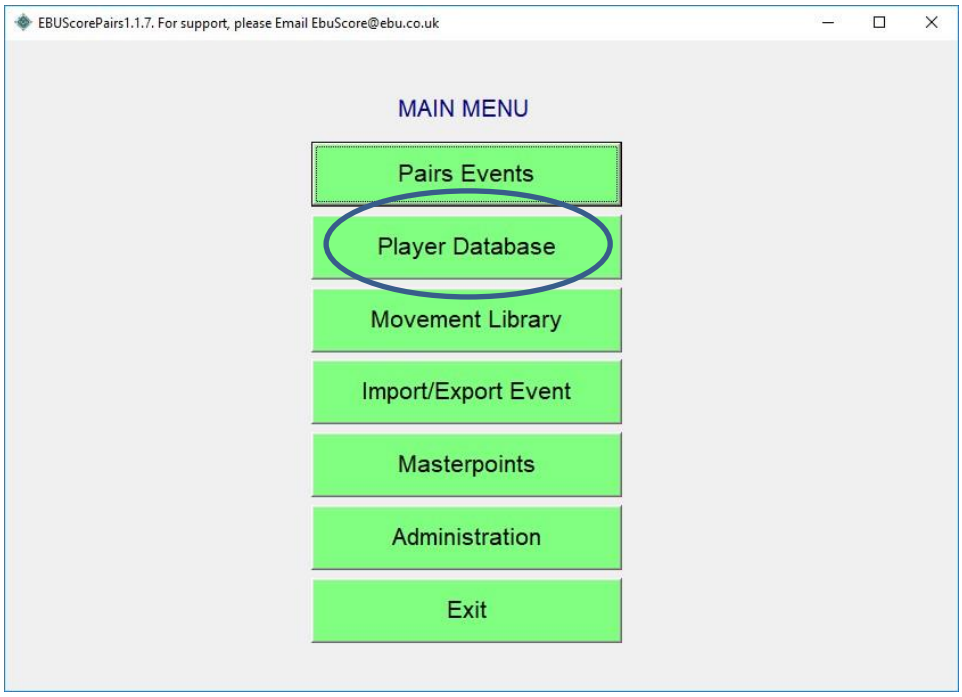
So the required **Adjustment** is 133.4 – 132.0 = 1.4 matchpoints

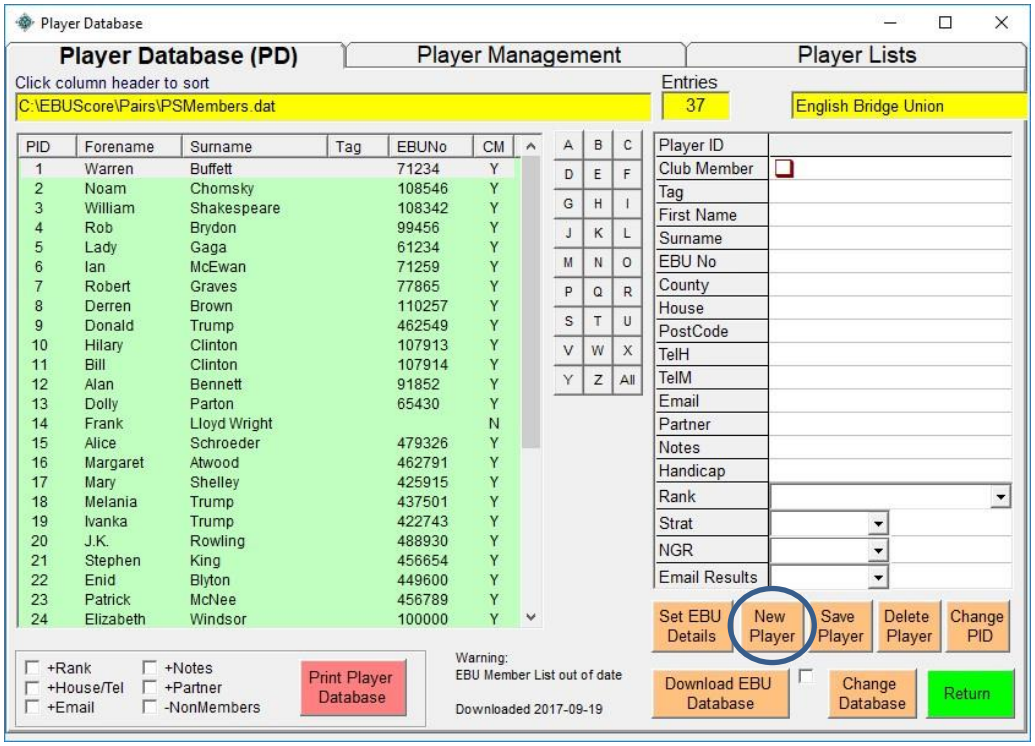
4 Player names

4.1 Adding a new player to the Player Database

If a first-time visitor arrives at the club and gives you their details, you can add them to the Player Database as a new player, either before the session starts, or at any point during the session.

Select "Player Database" from the Main Menu.

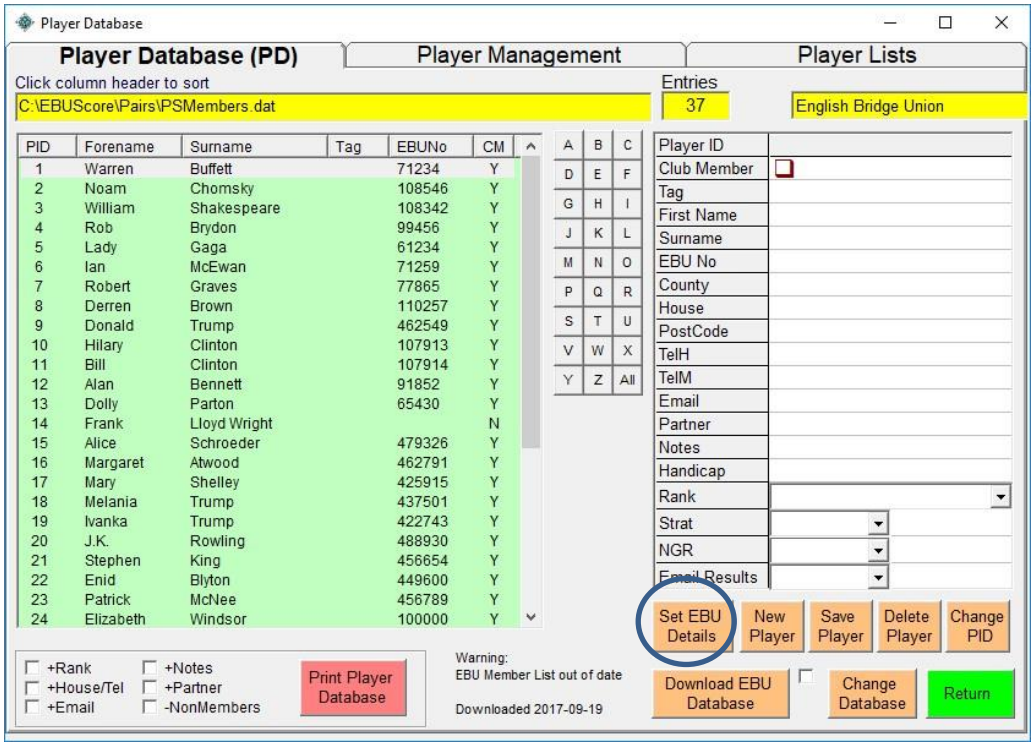




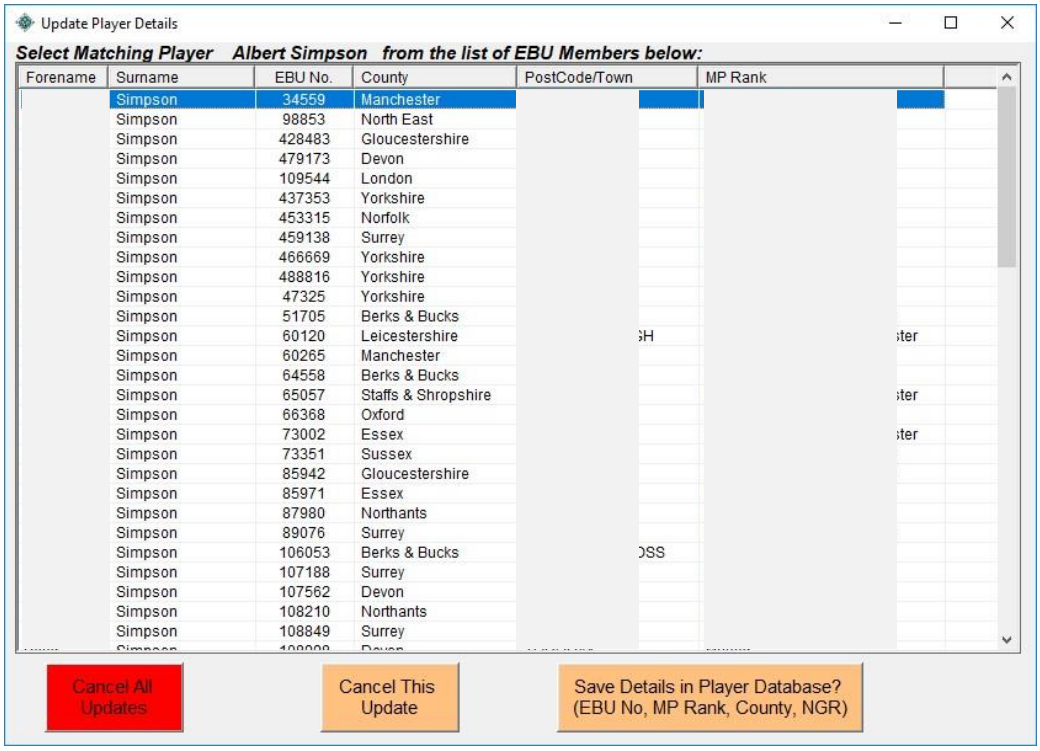
Select “New Player”. Then type in the player’s name (and EBU number if you know it) in the righthand panel. Then click “Save Player”.

A dialogue box pops up asking you to confirm the change. Select Yes, and the new player will be added to the Player Database.

If the player has an EBU number but has forgotten it, select “Set EBU Details”.



A new window listing EBU members with the same surname opens (some columns are blanked out for privacy reasons). You may need to ask the player where they normally play (county and post code town) so that you can identify them correctly.



Select the name that you want and click “Save Details in Player Database?”.

If you can’t find the person, check that you have the correct spelling of their name. If you still can’t find them, click “Cancel This Update”, and assume that they don’t have an EBU number. They will still be added to the Player Database.

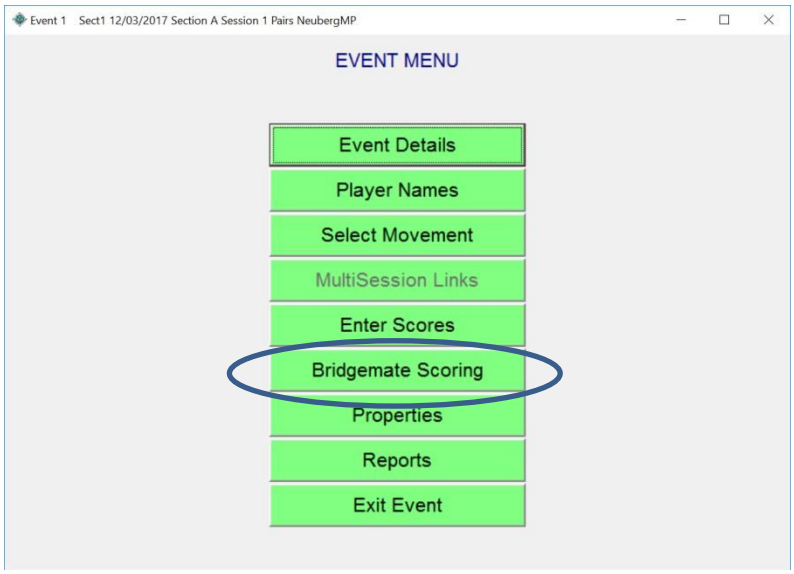
4.2 Missing names

When there is a half-table, name spaces for the missing pair are highlighted in green – these can be ignored.

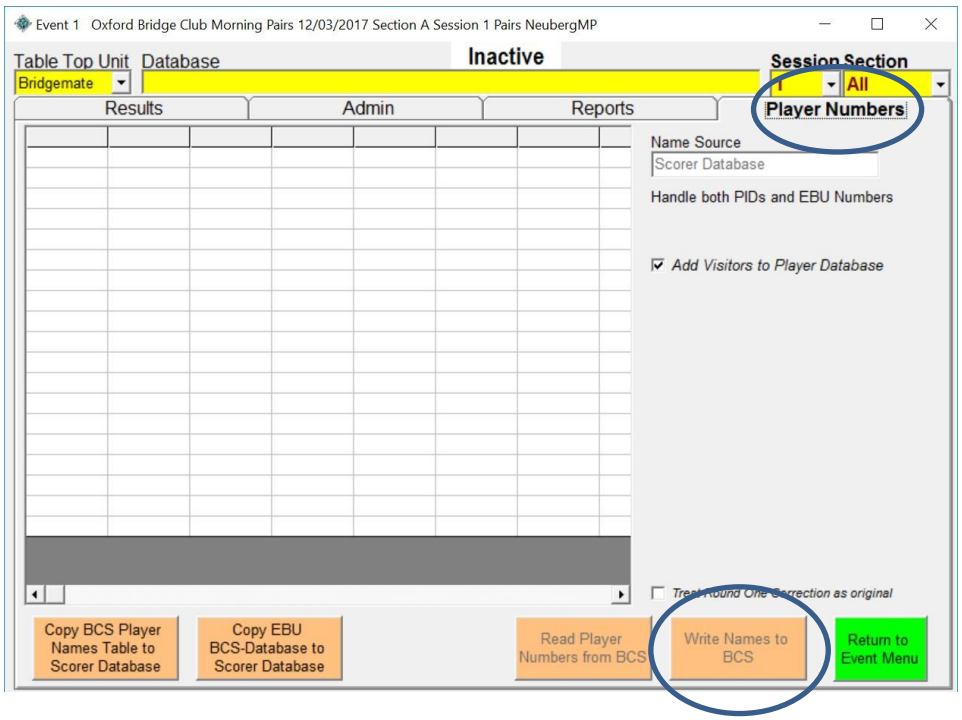
After play has started you may find that one or more names are missing from the Player Names window, and the name space is blank. It is important to fill in blank name spaces before the event is completed. This is covered in section 5.2 of the Pinner Bridge Club document "Scoring a Pairs Event using the EBU Score Program."

When you have added names into EBUScore manually, you can send them back to the Bridgemates.

Go back to the Event Menu and hit "Bridgemate Scoring".



Then select the "Player Numbers" tab, and hit the "Write Names to BCS" button.

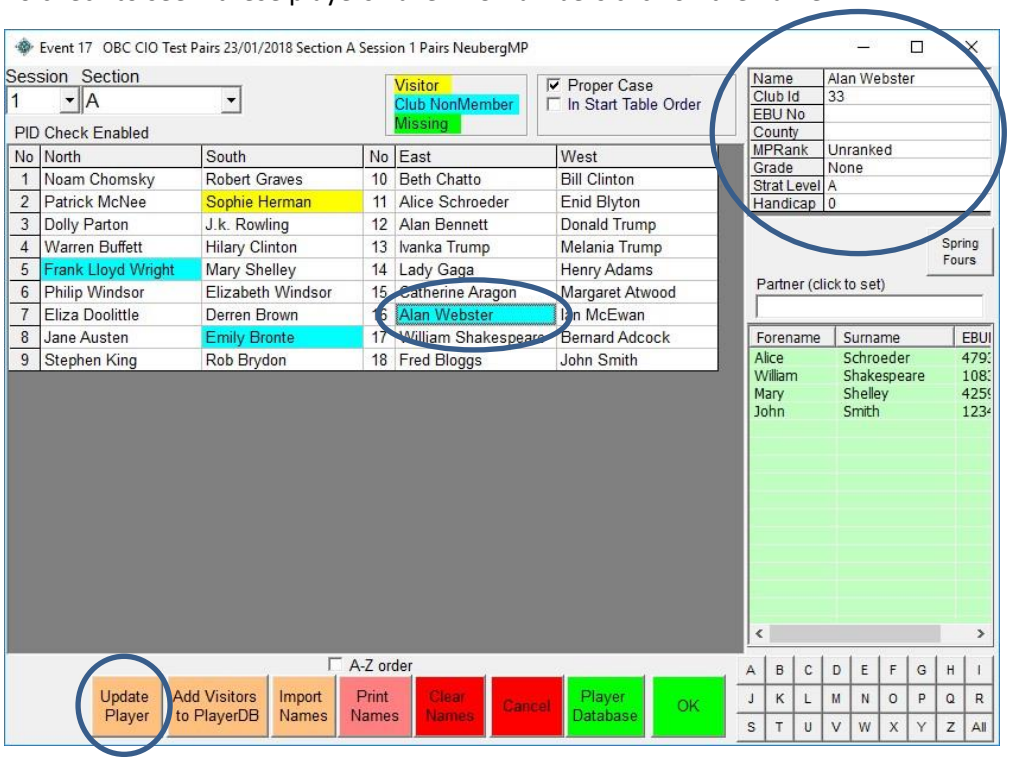


4.3 Missing EBU Number

YOU MUST ADD EBU NUMBERS FOR ALL PLAYERS WHO HAVE THEM!

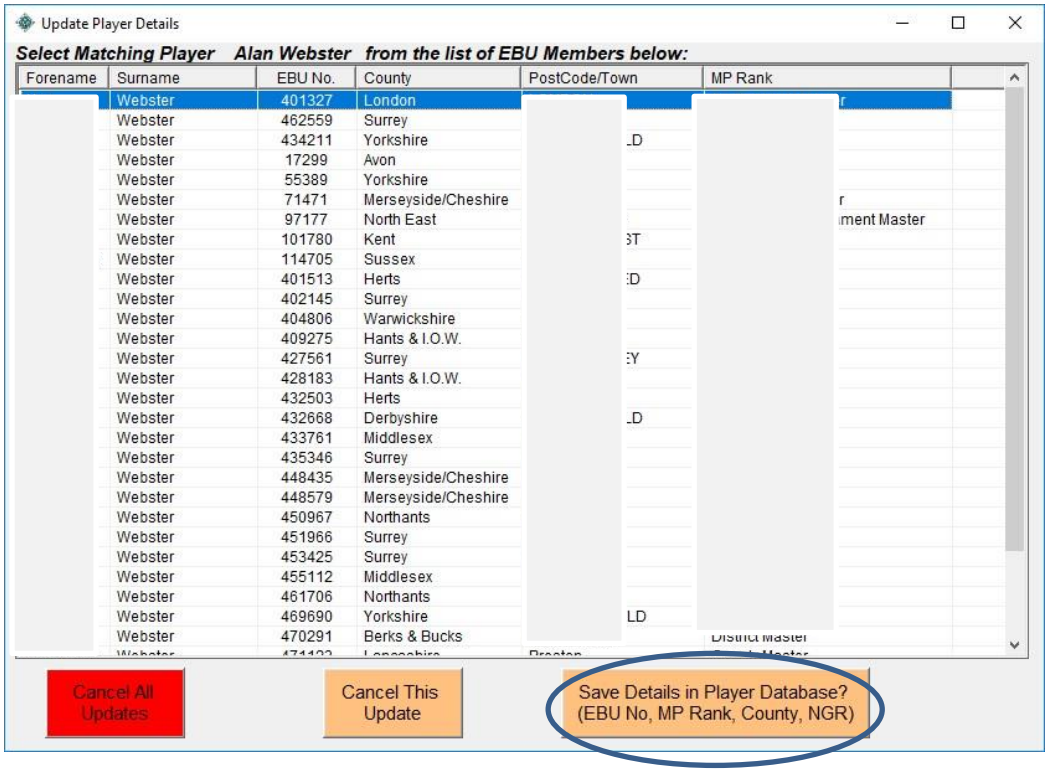
This is so that the results can be submitted correctly to the EBU.

To check to see if these players have EBU numbers click on the name.



Look in the box in the top right-hand corner to check the entry in the Player Database. In the example above there is no EBU number for this player.

To look for an EBU number for him, click the “Update Player” button. The following window opens:



The window that opens is an extract from the EBU database listing EBU members with the same surname (some columns are blanked out for privacy reasons). You may need to ask the player where they normally play (county and post code town) so that you can identify them correctly. Select the name that you want and click the "Save Details in Player Database?" button.

If you can't find the person, check that you have the correct spelling of their name. If you still can't find them, click the "Cancel This Update" button, and assume that the person doesn't have an EBU number.

Repeat this step for any other players without EBU numbers.

4.3.1 8.6 Player names highlighted in yellow

Visitors who are playing at the club for the first time and who haven't supplied an EBU number are highlighted in yellow in the Player Names window.

Give all first-time visitors a Visitor form to fill in.

If visitors without an EBU number fill in a Visitor form then, as part of the processing of the session results and the details on the form, they will be allocated an EBU number. If they don't fill in a Visitor form, then they will be regarded as a "Guest" and no information will be recorded apart from their name and their result.

NB: those who are playing at the club for the first time, but who enter their EBU numbers into the Bridgemates at the beginning of the session will be identified automatically by EBUScore, and their names will be highlighted in blue.

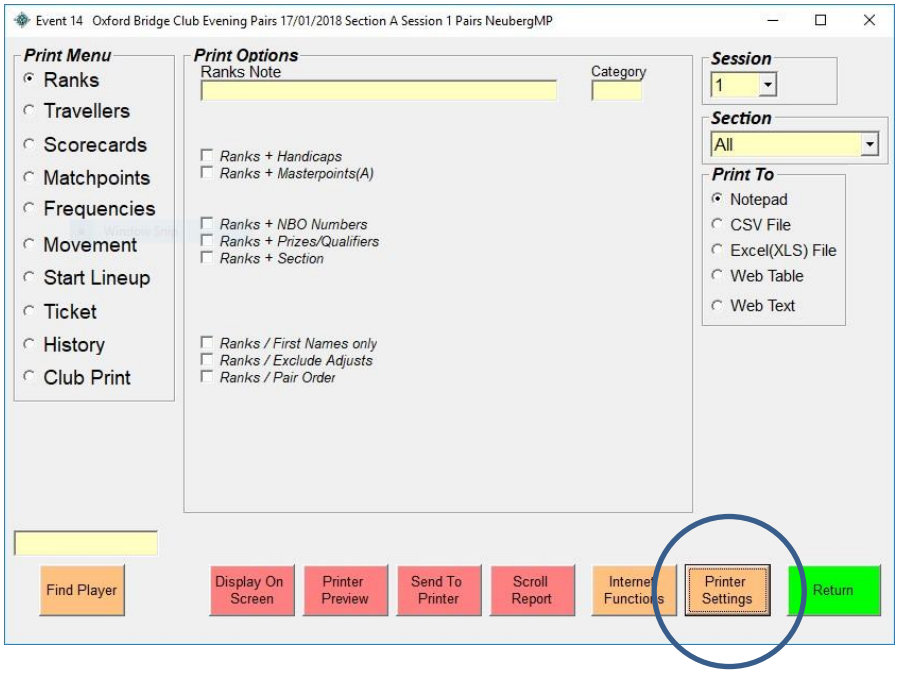
PLAYER NAMES HIGHLIGHTED IN YELLOW MUST BE ADDED TO THE PLAYER DATABASE!

Refer to section 5.2 of the Pinner Bridge Club document "Scoring a Pairs Event using the EBU Score Program."

5 Uploading and printing problems

5.1 The printer won't print

First of all check that the printer is turned on. Then hit the "Printer Settings" button and check that you're using the correct printer.



If you still can't print anything, upload the results as normal and report the problem to Lewis, Mark or Tony.

5.2 You need to correct the results file after it's been uploaded

There are several reasons for this – for example, you've forgotten to update the name of the event, the wrong deal file has been assigned, the date of the event is wrong, or a score needs to be corrected. Correct the results file and upload it again. You will be given the option to overwrite results uploaded to the PBC Bridgewebs website.

6 Problems with deal files and entering the opening lead

6.1 Bridgemate doesn't accept the opening lead entered

EBUScore has been set up to ensure that the opening lead is validated by the bridgemate against the hand record. This means that when entering the contract and lead there is a validation step to ensure the lead is actually contained in the hand that EBUScore thinks is on lead. If a lead is entered that does not correspond with the hand on lead then the bridgemate will not accept it. This will help players spot if they have incorrectly entered contracts, or are playing the wrong board or a fouled board.

So, if players advise that the lead is not accepted, then suspect the following causes:

1. The declarer has been entered incorrectly when specifying the contract (ie 3NT by N rather than by S). The players should fix this at the table using the bridgemate.
2. The players are playing the wrong board, ensure the correct board number is entered in to the bridgemate
3. The board is fouled
4. Play has started with the wrong deal file imported, i.e. the incorrect deal file has been uploaded at the start of the event. See 6.2
5. Duplimation error – some of the boards may have been fed in to the duplimating machine in the wrong order, or the operator of the duplimation machine has chosen the wrong deal file.

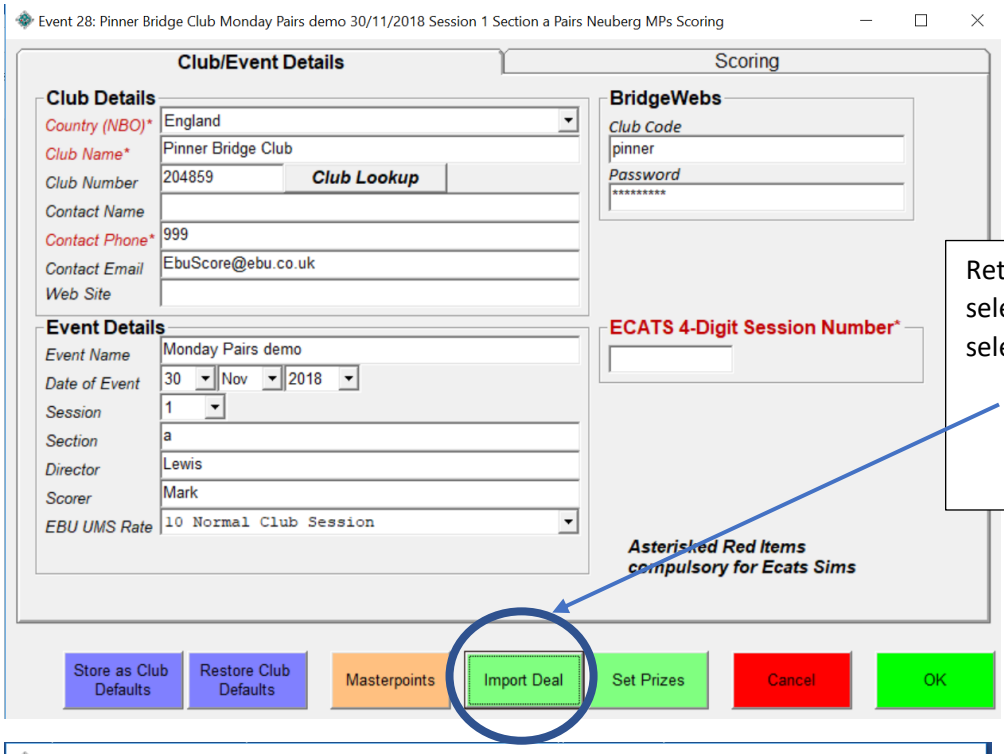
Note - One way to fix some of the problems listed above is to turn off lead verification (see section 6.3) however this is NOT the preferred response because lead validation is a useful function to ensure the accuracy of scores.

If possible, try to address the root cause of the issue, for example as explained below.

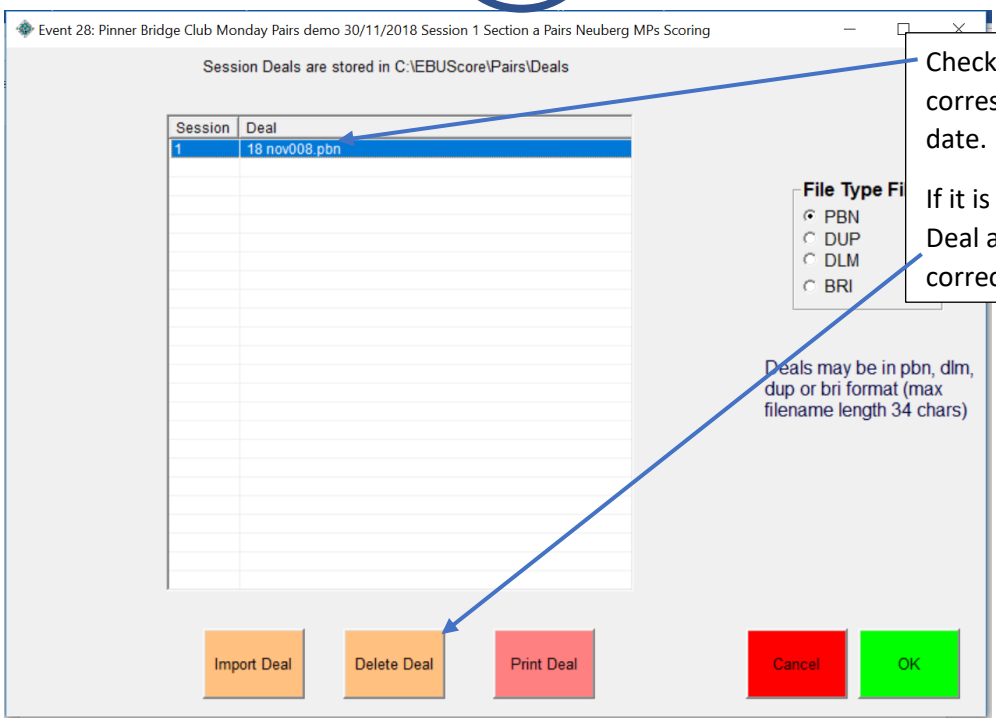
6.2 Play has started with the wrong deal file imported

If, when setting up the event, the scorer has imported the wrong deal file then this will quickly become apparent when players attempt to enter the scores for the first round as the lead card is unlikely to be accepted in the bridgemate.

The correct procedure is to immediately delete the incorrect deal file in the EBUScore event menu, replace with the correct deal file for the boards being played and then import the new hand records to the bridgemates. This is done as follows.



Return to the event menu, select "Event Details". Then select Import Deal



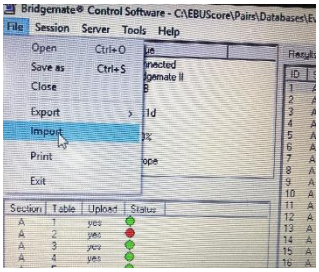
Check that the deal file corresponds to the correct date.

If it is wrong, then Delete Deal and re-import the correct deal file

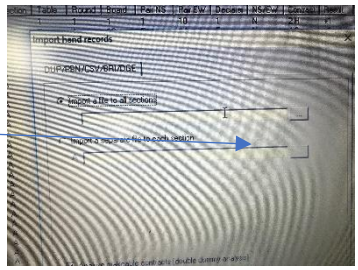
To check the contents of the deal file, click on Print Deal and a notepad file will appear with the hand records. If this is file does not agree with the actual boards in play then suspect a duplimation error and it is best to delete the deal and return to the event and continue without having a deal imported. You would then need to turn off lead verification to allow scores to be entered in to the bridgemates.

The new hand record now needs to be imported to the bridgemates. This is done via the Bridgemate Control System (BCS) program.

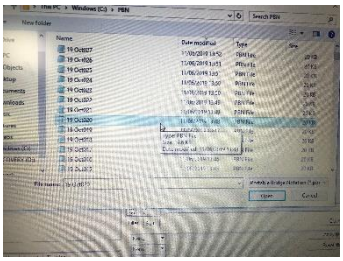
1. Click on the Bridgemate Control Software window, and select the File menu, then Import.



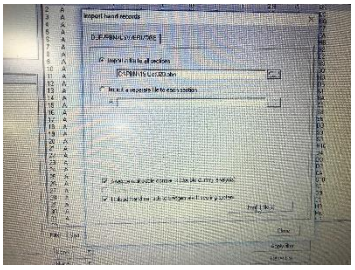
2. Select “import a file to all sections” and then click on the 3 dots to choose the file.



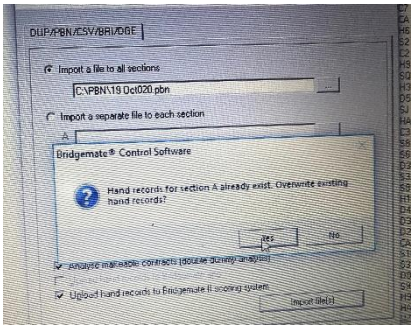
3. Choose the correct deal file for the date of the event



4. Click on Import files to confirm the choice



5. This will bring up a message “Hand records for section A already exist. Overwrite existing hand records?”
6. Select Yes
7. BCS will then ask if you want the program to complete double dummy analysis of the hands. Click No.
8. The hand record will now be updated in the bridgemates.

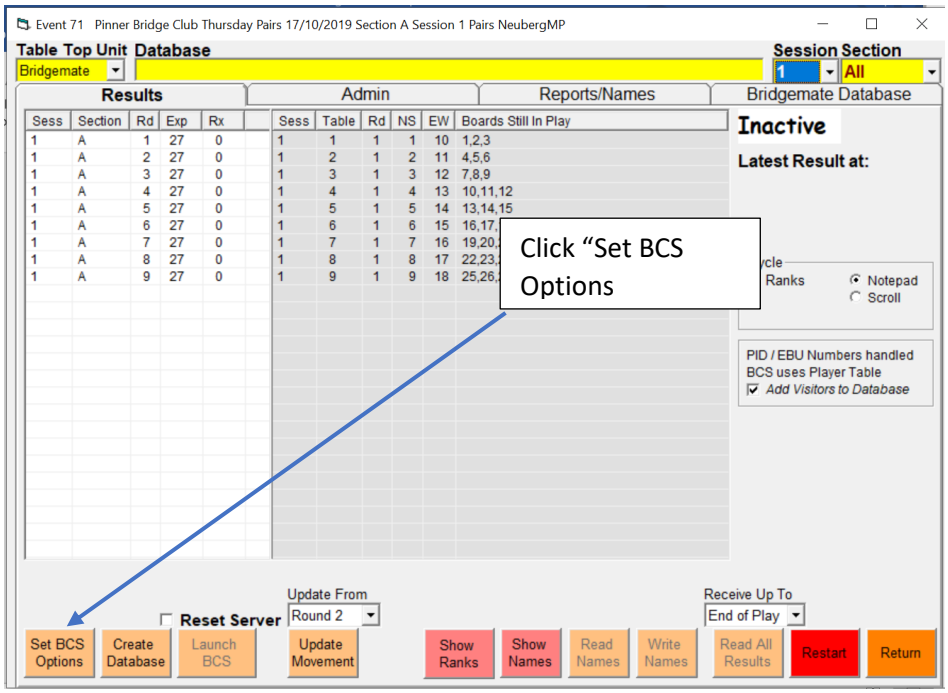


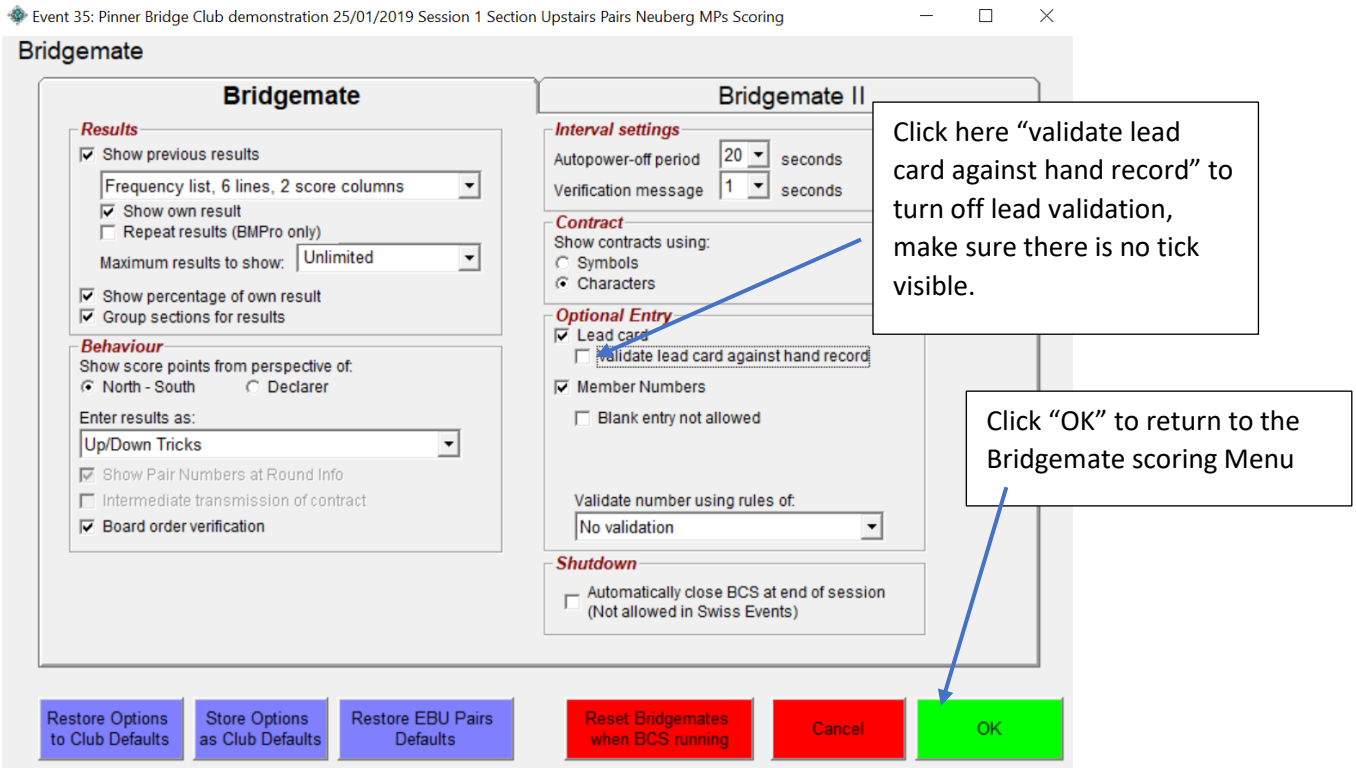
Return to the EBUScore bridgemate scoring window to continue to monitor the event as per normal procedure.

6.3 How to Turn off lead validation

In the event of a duplimation error, such that the actual boards do not agree with the correct hand record, it may be necessary to switch off lead validation, to allow a lead to be accepted by the bridgemate.

This can be done from the Bridgemate Scoring screen, on the “Results” tab, as follows





7 Appendix 1 – Bridgemates

You need to access the TD menu to delete, amend scores or record averages via the Bridgemates. It isn't visible on every screen, so, press "cancel" or go forwards to another screen until you find it.

Enter the TD PIN code (available from the director).

The TD menu consists of two pages. Use the up and down function key to navigate between the two pages. To exit the menu, press the BACK function key.

The TD menu has nine options:

1. To enter an arbitral (adjusted) score, press '1'.
2. For an overview of the entered scores, press '2'.
3. To delete an entry, press '3'.
4. If you would like to view the corresponding table and section of the Bridgemate and/or the corresponding round and pairs, press '4' (retrieve status).
5. To retrieve an overview of the board numbers not yet entered, press '5'.
6. To retrieve a score recap of the current round, press '6'.
7. To reset the Bridgemate, press '0'.
8. To set the contrast of the screen, press + or -.
9. To retransmit all scores to the server, press the RESEND function key.

You won't normally need to use all these options. The most relevant ones are detailed below.

7.1.1 To enter an arbitral (adjusted) score

Select option 1 on the TD menu. Enter the adjusted score for each pair. Press:

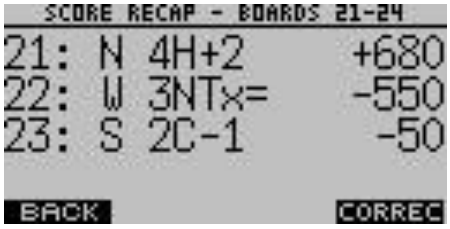
- 4 or – to enter 40% (average-minus)
- 5 or = to enter 50% (average)
- 6 or + to enter 60% (average-plus)

Then press OK. The Bridgemate will return to the result entry screen and the assigned score is displayed at CONTR. Press OK to confirm this, and confirm the verification screen. The Bridgemate has now saved the new score for this board and will send it to EBUScore.

7.1.2 To delete an incorrect score

Players can do this themselves on the Bridgemates if they notice the error before the round is completed. Tell them to press the SCORES function key

Then the CORREC function key.



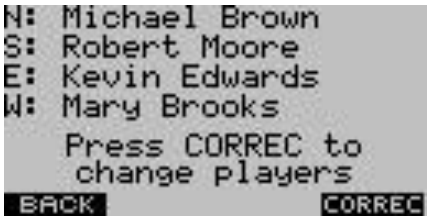
Enter the board number when asked, then select OK. The result is erased and can be entered again by the players as normal.

The scorer can also delete an incorrect score via option 3 on the TD menu. The screen will say “Erase Result?”. Click OK and then enter the board number. Click OK again. The players can now enter the correct result.

7.1.3 To correct a name or add a missing name

This can be done by the players at any time during the session. Press the NAMES function key on the Bridgemate

Then the CORREC function key.



The EBU number can be added or corrected as normal. Then confirm. The name will be saved and sent back to the scoring computer.

8 Appendix 2 – Bridgemate Server

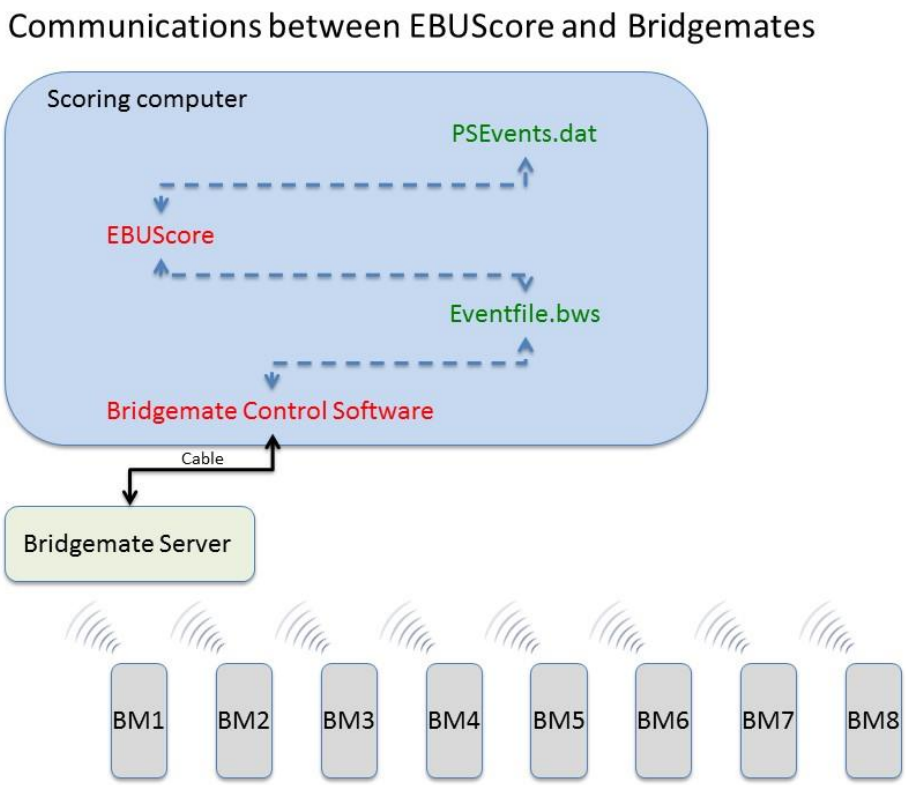
8.1.1 The server battery light flashes red

This is usually because the batteries need to be changed, so if the light is flashing red before the session starts, check that the batteries have been inserted correctly, and if that doesn't work, change the batteries. If it continues to flash red, don't use that server – use the spare one, and let the Chief Scorer know that there may be a problem with one of the servers. Don't switch servers or change the batteries during the playing session – this could result in loss of data.

8.1.2 Communication problems between EBUScore and Bridgemates

The scoring computer occasionally loses communication with the Bridgemates.

The figure below illustrates the communication between the four main processes of the system and their connecting files.



The **Eventfile.bws** file is the 'Database' you create before launching the Bridgemate Control Software (BCS); BCS communicates with EBUScore through this file.

The **PSEvents.dat** file is where EBUScore stores details of the event.

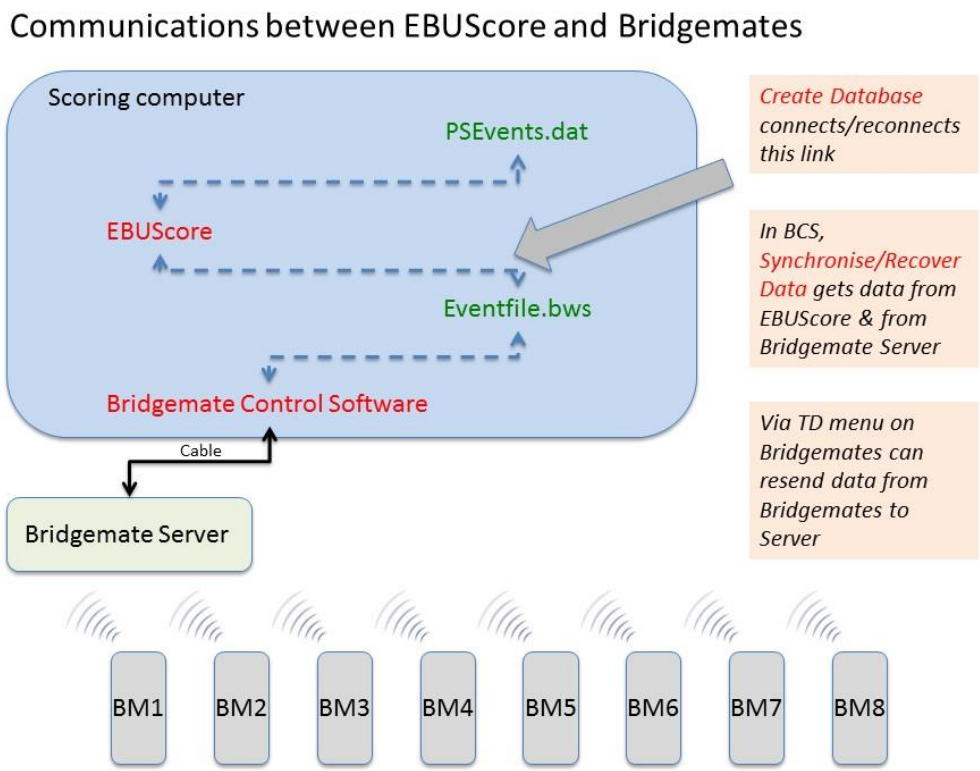
Each Bridgemate retains in its own memory all the results for its table.

The Bridgemate Server also keeps all the results for the whole session within its own memory <u>and</u> in Eventfile.bws.

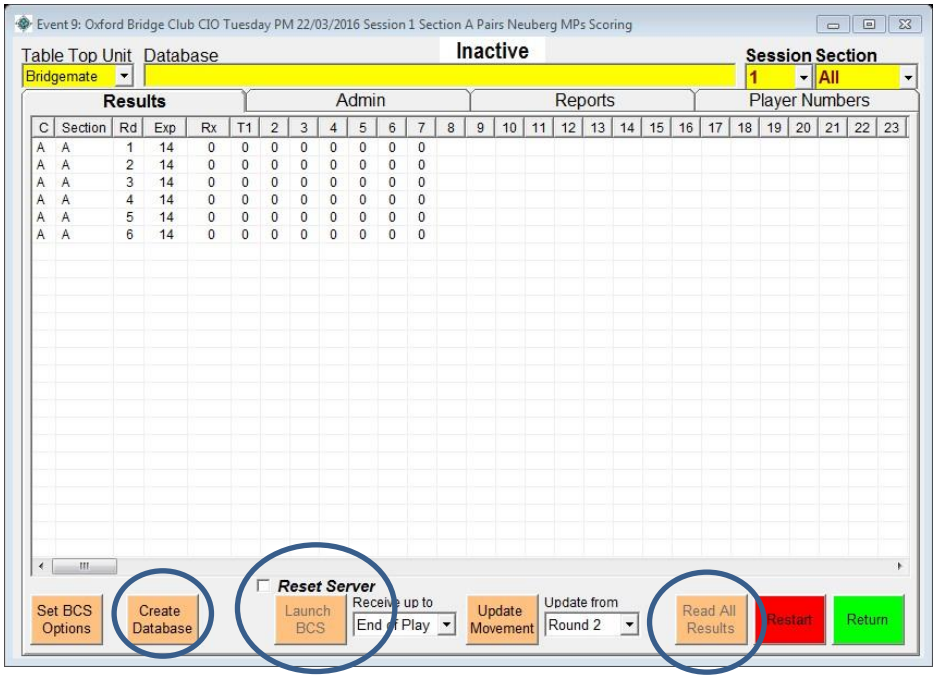
This means that whenever communication is lost or hardware fails you can always (in principle) retrieve all the results. For example if the main computer goes down after the event has begun, you

can eventually retrieve all the results from the server (assuming its batteries are working since it is normally powered from the main computer). If the server and the computer go down, all results will be in the Bridgemates and can be retrieved. So you should never have to type in results by hand.

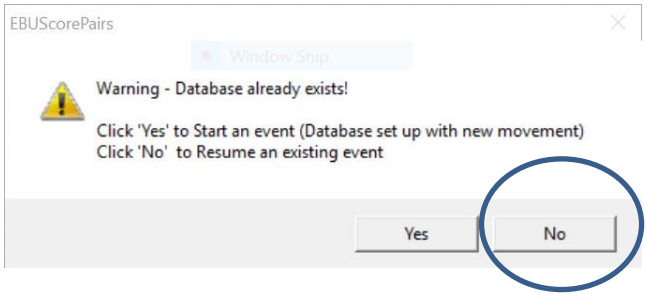
Methods of retrieving results are described on the following pages.



If communication temporarily stops between the server and Eventfile.bws file (or maybe you logged off EBUScore or BCS by mistake), you can click "Create Database" (on the Bridgemate Scoring menu)

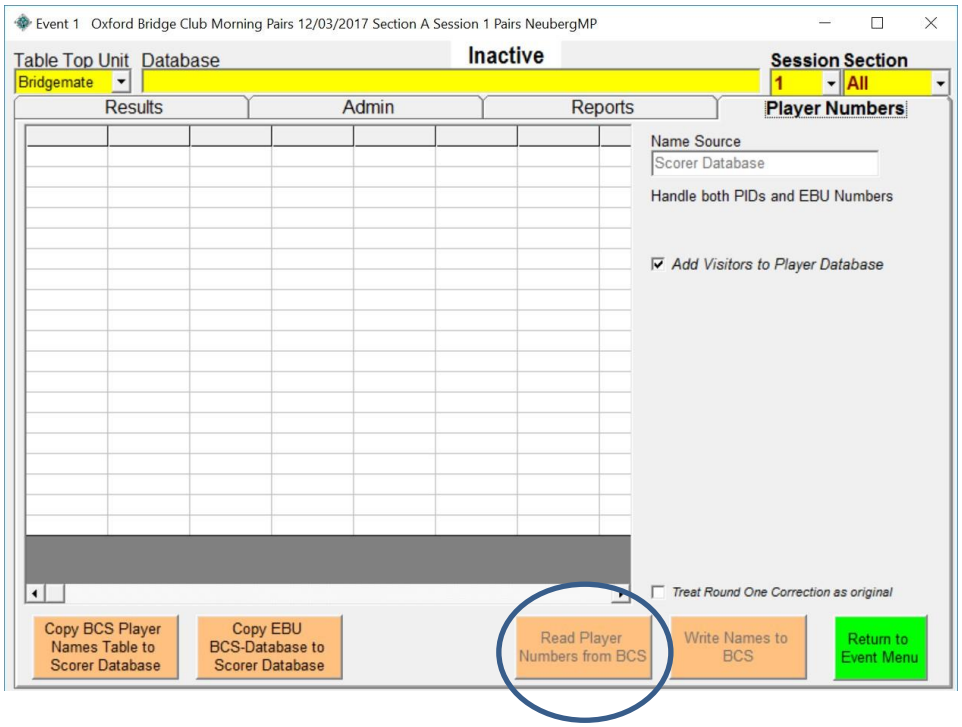


and hit “No” when it warns you that the database already exists.

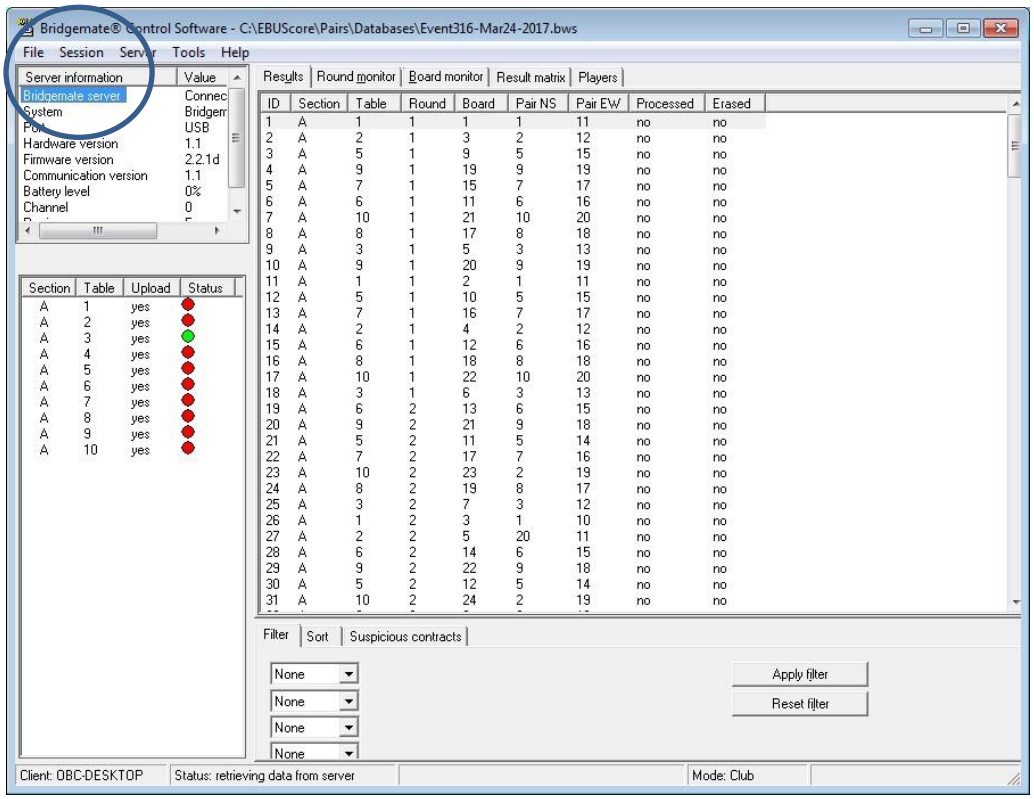


Then hit “Launch BCS” again and BCS should be reactivated.

“Read All Results” (from the same menu) updates EBUScore with any results in the Eventfile.bws file which have not got across. If EBUScore has lost everything you also need to resend player details. Use “Read Player Numbers from BCS**”** which is on the Player Numbers sub-Menu of the Bridgemate Scoring window.



If you lose all data in the server (perhaps by turning it off by mistake), it can be restored from the Eventfile.bws file by the “Session” tab at the top of the BCS window.



It gives you an option to “Sychronise/Recover” – choose “Recover”. This restores the information in the Server and the Bridgemates.

It is also possible to update everything from the Bridgemates – there is a TDMenu item on the Bridgemates to resend all scores, it would have to be done from each Bridgemate.

8.2 The laptop shuts down or undergoes a windows upgrade during a session

The bridgemate server should continue to operate on batteries and will therefore retain the results. To 'reconnect', you basically need to restart BCS without restarting the server or overwriting the bws file.

1. From EBUScore, retrieve the event & go to the Bridgemate scoring screen.

2. Click on "Create Database" (this might be counter-intuitive!) but click on "NO" when it warns you about overwriting existing database. This serves only to enable the other buttons that were previously greyed out. (If the “Create Database” button is greyed out then press the red “restart” button)

3. Click on "Launch BCS", but making sure that the "reset server" tickbox is NOT ticked.

4. Assuming that the server is plugged in, then communication should be restored.

8.3 Restarting Bridgemate Control Software if it has shut down unexpectedly

On some occasions there have been incidents where the BCS software has shutdown unexpectedly, very soon after the event has been started. One cause of this could be that the scorer inadvertently closes the BCS window, but there may be other software glitches that have caused the same problem.

If you notice that BCS is not running there is no need to panic, the bridgemate server should continue to communicate with bridgemates. However you should restart the BCS software to ensure the

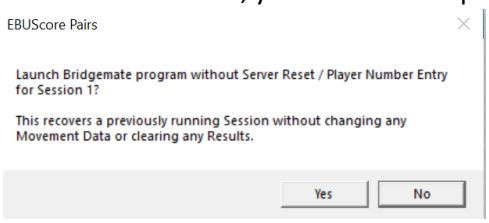
results are read in to EBUScore. The best way to do this is from the Bridgemate Control Menu in EBUScore:

1. Select Restart (red button) and confirm this choice when prompted

2. Select “Create Database”, depending on the version of EBUScore that you are running you may get a prompt advising that the database already exists and asking you to confirm the choice between starting a new session or resuming and existing session. If given a choice then you should choose to resume and existing session.

3. The “Create Database” button should now be active (where previously it was greyed out). Check that “Reset Server” is NOT ticked, hit “Create Database”.

4. Now hit Launch BCS, you should see a prompt as follows,

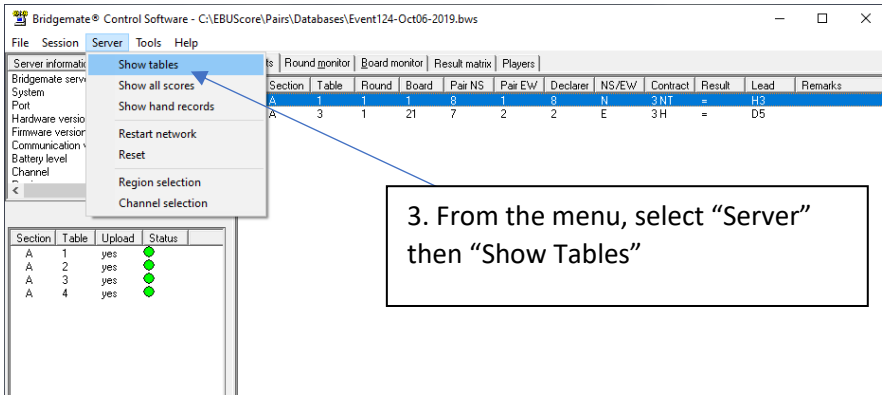


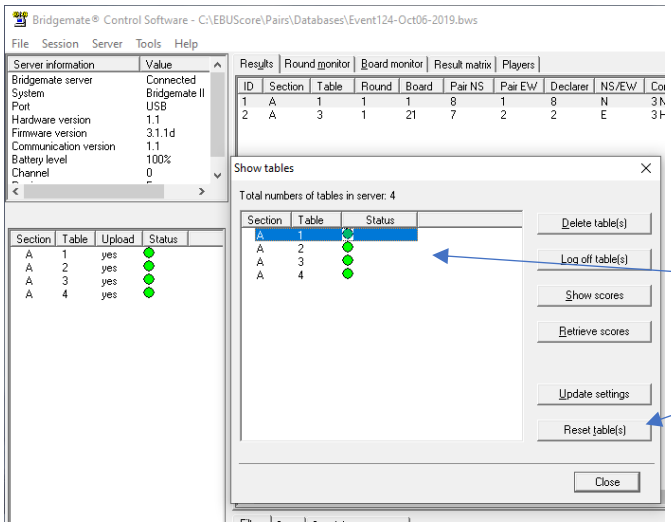
5. Select Yes and BCS should resume operation

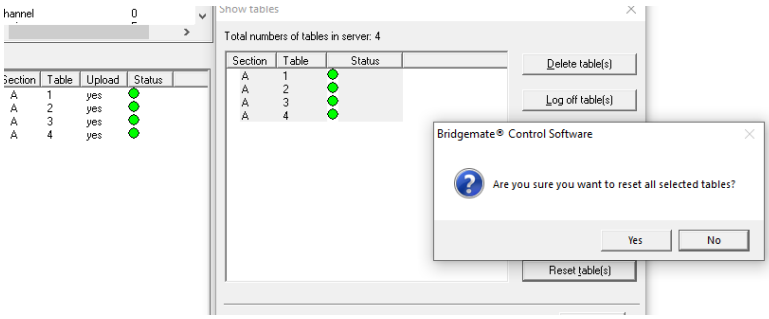
9 Appendix 3 – Procedure for re-setting Bridgemates via BCS

This quickest and simplest method to reset the Bridgemates is as follows:

1. In EBUScore exit the event and minimise the EBUScore wnidow.
2. Select the Bridgemate Control Software window, this will be running behind EBUScore







6. Confirm "Yes" , BCS will display a confirmation and the green dots will turn to red as the server communicates with the Bridgemates, this may take 30 second or so.

7. Exit BCS software