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BOS Package

On installation

You can skip this section if you do not feel that you need any advice on how to install software.

0. PREVIOUS INSTALLATIONS

You can run the BOS setup without uninstalling older versions of the BOS PACKAGE. The installation will not affect your old events. That is to say, you do not have to do anything with those. All old events (and files belonging to them) will not be affected by the upgrade.

Duplimate package

If you have DUPLIMATE PACKAGE you must uninstall it before installing the BOS PACKAGE. You will find the shortcut to the uninstall of the Duplimate package in START/PROGRAMS/DUPLIMATE PACKAGE/ UNINSTALL DUPLIMATE PACKAGE.
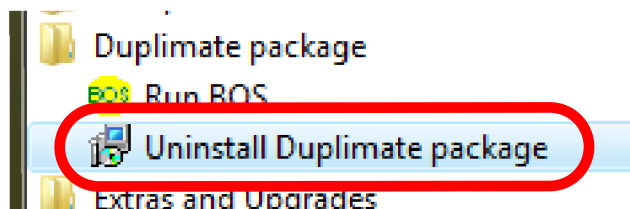
Note that uninstall will not interfere with your old events. That is to say, you will not have to do anything with your old Duplimate events; they will (re)appear where you had them before the uninstall once you have installed the BOS package.

1. INSTALLATION

Log on as Administrator and insert the USB stick (or CD) that you got with the machine.

If you downloaded the BOS package from the Internet, or the message shown below doesn't show when you insert the USB stick, then you need to click the setup.exe file in the BOS package folder. (You might have to unzip the downloaded file before you can click on the SETUP program.)

2
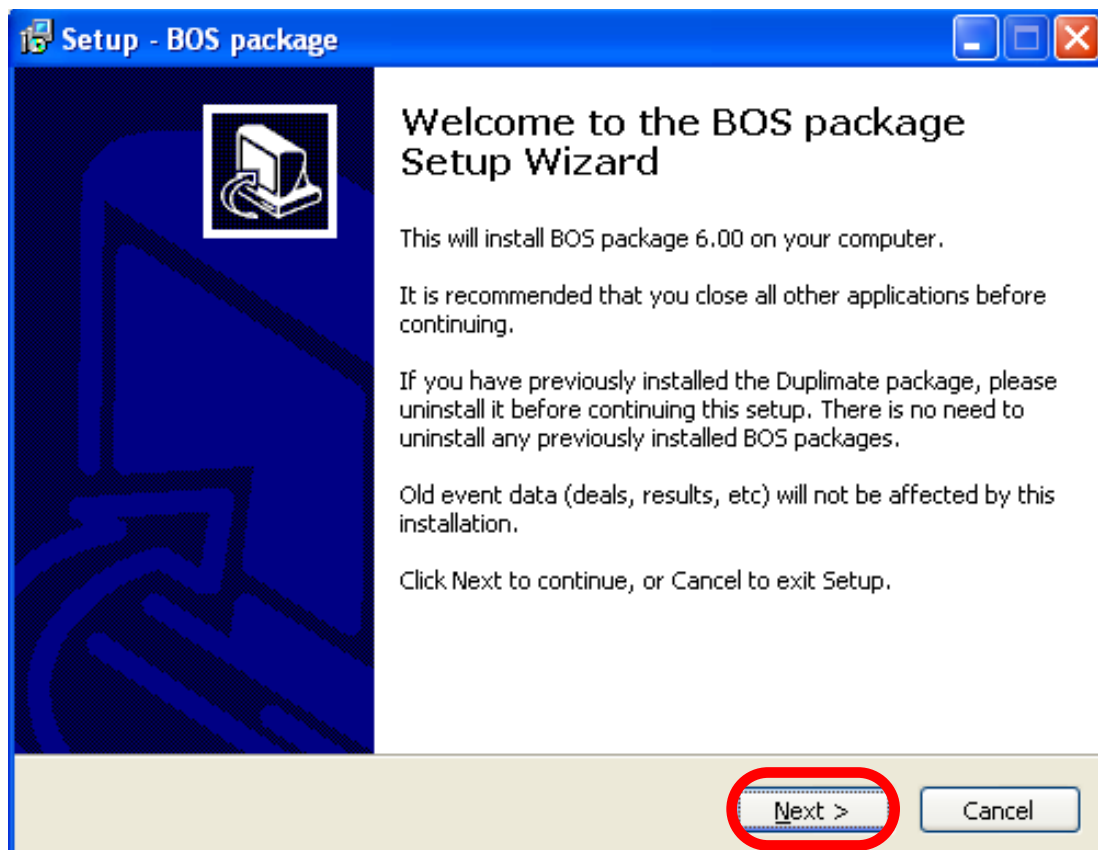
2. SEVERAL INSTALLATIONS

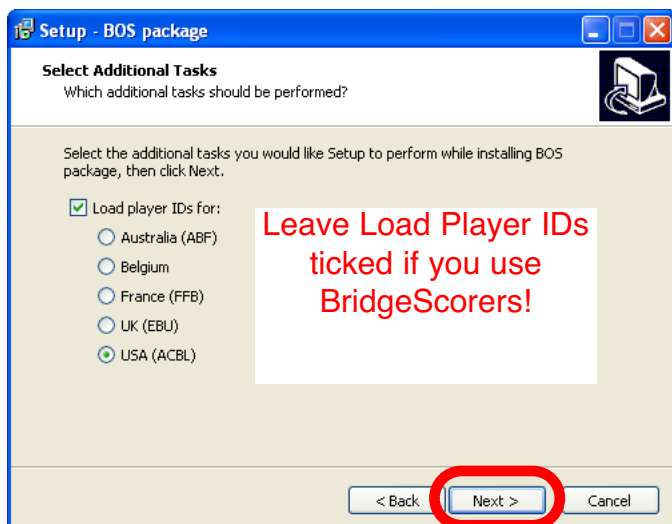The BOS package setup will launch a series of installations needed for the software in the package. This is so for legal reasons. You should accept all installations and OK all messages that appear until the entire setup is (eventually) completed.

3. SELECT HARDWARE

You must first of all select the tupe of dealing hardware that you have got, if any. Note that there are different versions for different series of BridgeSorter and Duplimate.

4. SELECT COMPONENTS

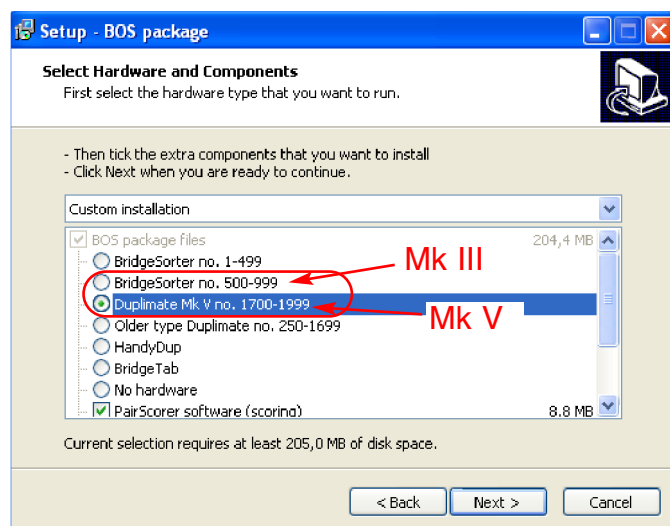Select (tick) all components (programs) that you might want to use.
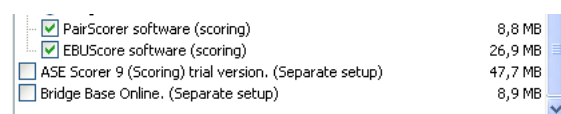
5. SETUP COMPLETED

The BOS icon should appear on the desktop when the installation has been completed. You can create a shortcut to C:\BOS\BOS.exe manually if needed. A double click on the icon opens BOS.

Note that you will need to have a BridgeTab licence or duplicate one board of the Demo event with a BridgeSorter, Duplimate or HandyDup to unlock the software before you can create your own events.

ADDENDUMS

There are a number of supplementary, *gratis* software that you can downlad from the web. Just follow the links on www.jannersten.com.

CUSTOM BUILT SOFTWARE

There are a number of custom built programs for various purposes that you can try if you do not find what you need among the freeware found on our site.

You can ask support@bridgesorter.com or support@duplimate.com for advice on where to find third party software. But please study what the software that is included in the BOS package can do for you BEFORE contacting support.

The BOS
(Bridge Organizing Software)

The BOS ensures that all files belonging to a certain event are not mixed up with files belonging to other events.

Start BOS by clicking the "Run BOS" icon on the desktop.

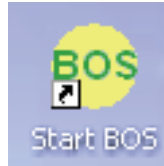You have to select "Resume" Demo event at the first start after installation. You can create a new event when you have purchased a licence or used BOS with a dealing machine or BridgeTab scoring.

Resume
Resume opens the stated event ("Demo" in the example).

Open old
This alternative is used to retrieve an existing event other than the one that you opened last time.

Create new
This option creates a new BOS event from scratch.
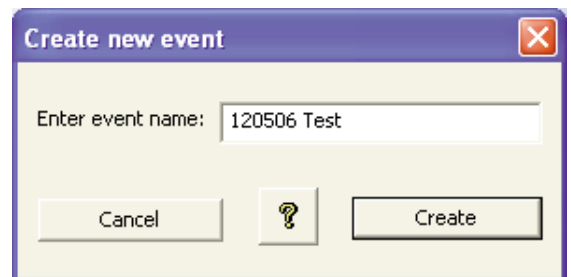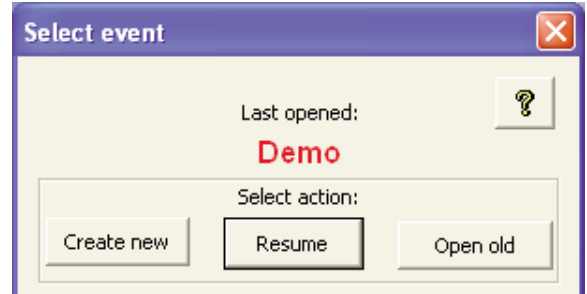
SELECT FUNCTION
The recommended order at normal club usage is descri-bed in the flowchart on page 7.

Note that several functions can be used at the same time. You may for example find it useful to use Vugraph and Deep Finesse simultaneosly.

Also note that options will be sup-pressed when the "—" button is pressed and will re-appear when you click "+". Which options that are shown and suppressed also depends on if deals exist for the current event or not.

Randomize generates a new set of deals.

Import imports deals from .dlm, .dup, .lin or .pbn format into the current BOS event.

Reading deals means that the deals in [played] boards are registered and can be used by BOS.

Tailor make is useful when you want to create deals with certaincriteria.

Type deal is what it says.

Hand dealing makes the machine deal hand shuffled decks.

Edit means changing existing deals.

Export is used to create deal files that can be used outside the BOS system.

Dealmaster Pro implies seamless usage of that program (if installed).

Start duplication starts duplication (sorting) of the deals in the current event.
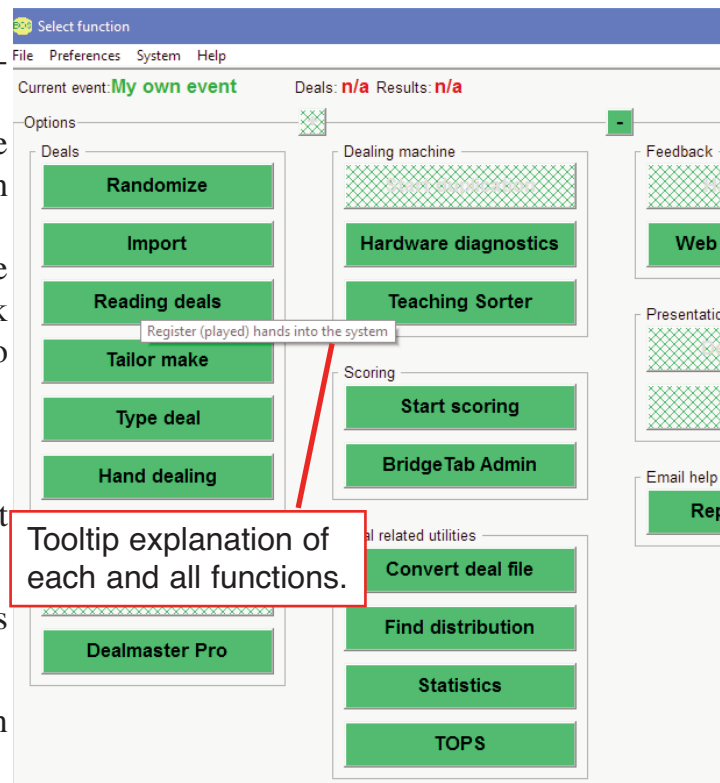
Hardware diagnostics can be used to check the dealing machine (n/a if you use HandyDup).

Start scoring is what is says. Programs for all kinds of tournaments are included in the BOS package as well as connections to some commercial software that you need a license to use. Please contact support@duplimate.com if you want to include more programs in the list.

BridgeTab Admin can be used to display the BridgeTab screen interface. (The program will start in minimized mode when you *Start scoring*.)

Convert deal file can be used if you want to export/import deal files in other formats than the standard.

Find distribution can be used to locate deals with a certain card holding.

Statistics produces long term statistics.

Tops is a series of prescored events for pair games.

Handrecords generates .pdf files that can be printed and/or internetted.

Web Publish admin is a complimentary service generating web pages with deals and results. Contact support@bridgetab.com if you want to set up an account that is dedicated to your club.

Deep Finesse shows the winning/losing play.

Vugraph is a tool with which you can prepare presentations of bidding and play.

Report problem can be used to report problems with the included programs. Only note that problems with third party software (c.f. the copyright notice) should preferably be addressed to the respective programmer/publisher and that support on BridgeTab requires a support agreement.

THE FILE MENU
New

It is not permitted to have more than one BOS event running. You should, generally speaking, finish the ongoing session before you create a new BOS event.
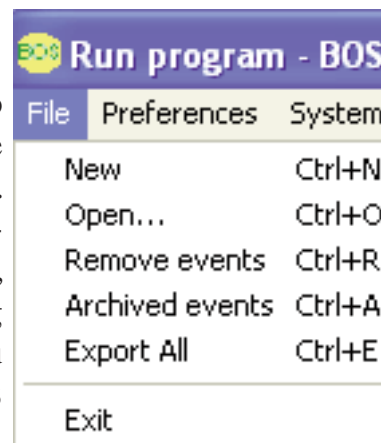
You will be asked to enter an event name when creating a new event. We recommend that you choose a file name that is descriptive. E.g. the session name and the date when the boards are going to be played. Windows will sort the files in chronological order automatically if the event name starts with YYMMDD (rather than MM/DD/YY).

Open
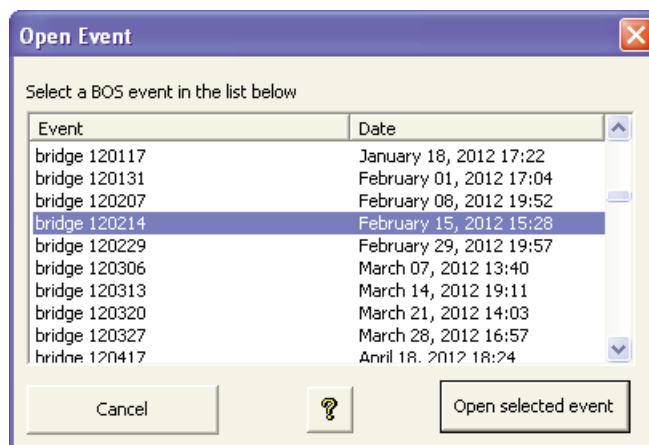
You will (for the aforementioned reason) be warned before leaving the current event. You can continue with the current event by selecting it in the list that appears if you have accidentally left it.

Double-click, or highlight, the event that you want to open and click the *Open selected event* button (or use the *Return* key on the keyboard).

Note that you can change the sort order in the list by clicking the Event and Date headers respectively. Clicking *Event* will change between ascending/descending alphabetic order. Clicking the *Date* header will switch the sort order between ascending/descending creation date.

REMOVE EVENT(S)

You can either *Archive* or *Trash* an event.

Note that you can shift-click if you want to apply the same action on several events in the list.

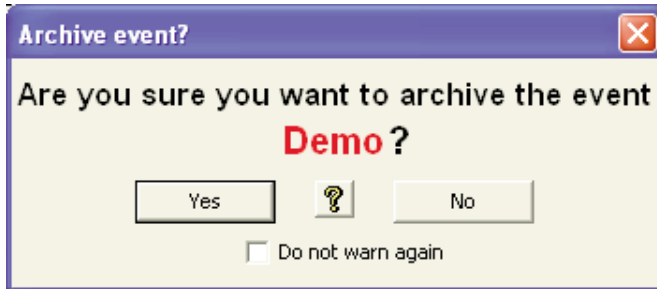**Archive** has the effect that the selected events will be suppressed from the list. Archived events can be restored via the Archived events option (see below).

Archived events

Select the event(s) that you want to bring back into the list of active events by clicking the "Restore" button.
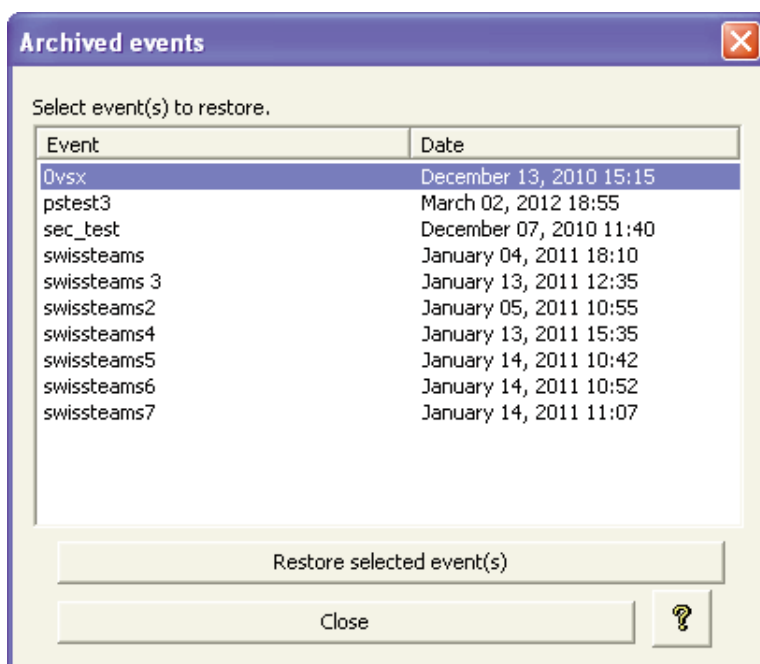
Trash moves the selected events to Windows Bin. You can rescue an accidentally trashed event by moving the event folder back to the BOS/EVENTS folder.
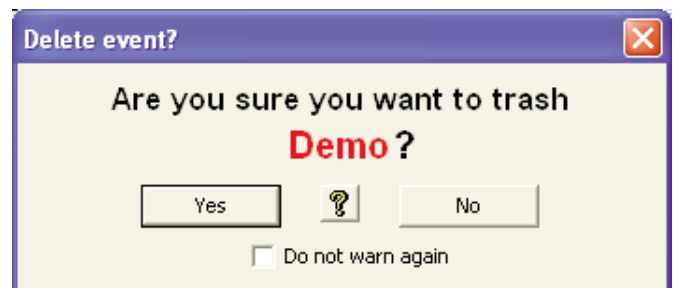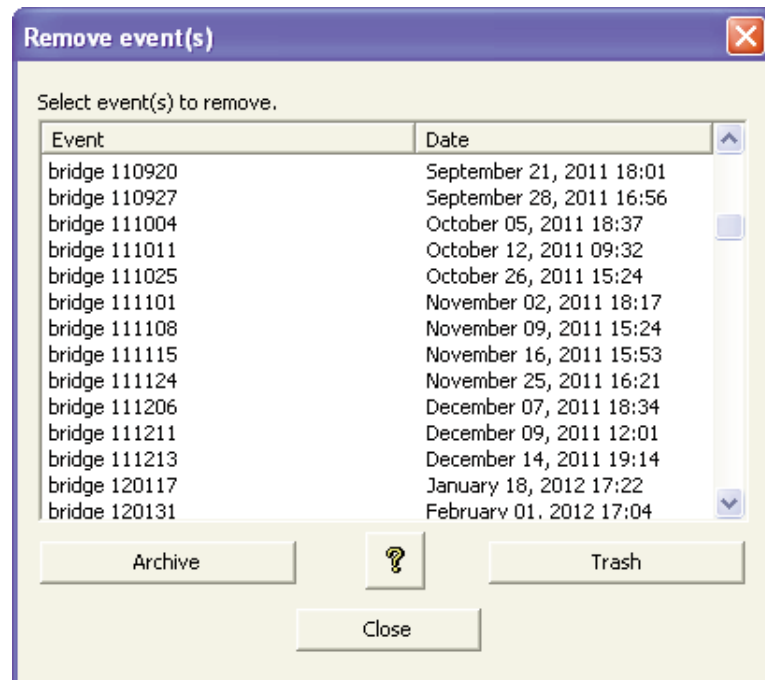
A warning is by default displayed before removing an event. You are advised to keep these warnings (i.e. refrain from ticking "Do not show..."). You can activate the warning via *Preferences/Warn* if you regret that you ticked: "Do not show again".

EXPORT

There are two ways to export a BOS event:
• *Export all* (once and for all)
• Enter *Subscribers*. See further SYSTEM.
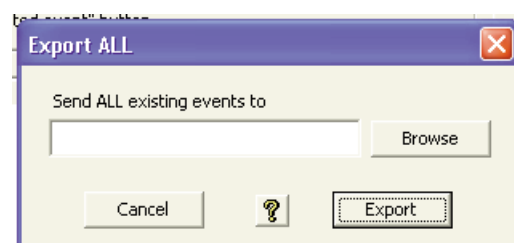
Export all

This function transfers BOS-events to another location, either on the same PC, or another PC in the network. The safest method is to BROWSE for the target location, or copy/paste a path that you know works.

6
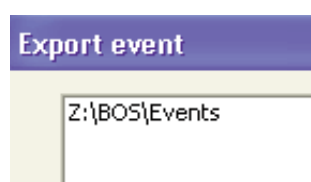
THE PREFERENCES MENU

Warnings
Indicates that warning messages are enabled for these events. Highlight the option that you want to change.
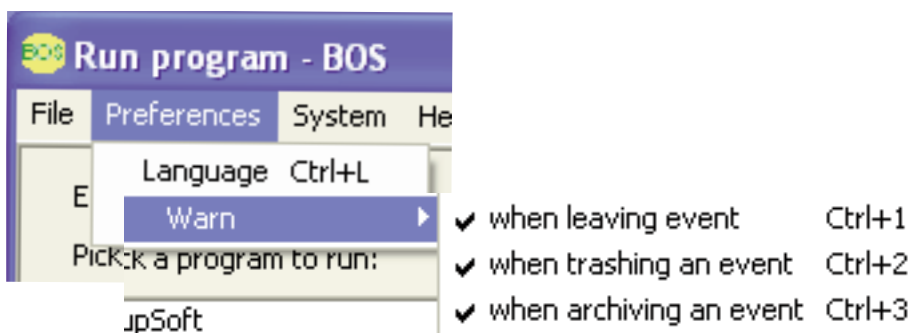
Language
Note that the language settings will affect the language in which Help is presented when the PC is online. Translation of Help pages is limited to the BOS, BridgeScorer Control, BridgeTab and DupSoft programs.
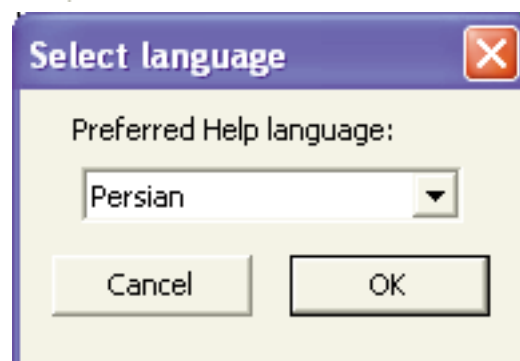
THE SYSTEM MENU
Subscribers
Note that you can enter *subscribers* in the *System* menu to avoid manual export each time. The principle is that the current event is transferred to another PC's BOS as soon as you leave the event. This is the recommended procedure when you use BOS on more than one PC; e.g. one PC for the duplication and another for the scoring.

   You should FIRST create the target folder when you set up this type of export. That is to say, first install BOS on the target PC. You can browse for its location once the target BOS has been set up.
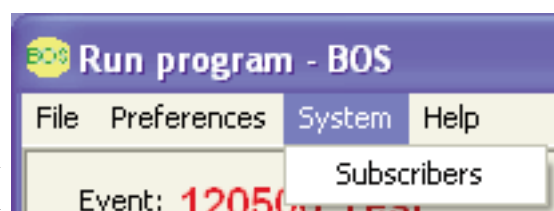
THE HELP MENU
Search for updates will bring your installation up to date. BOS, BridgeScorer Control, BridgeTab and DupSoft have inbuilt help that give instant advice related to the dialog from where you called for help.

You will find the search function at the bottom of the help pages useful if your PC is online. You can use the *List pages* function (also found at the bottom of all Help pages) if your PC is off line.

You can use the REPORT PROBLEM option if you come across a problem you cannot fid the answer to in the inbuilt Help.
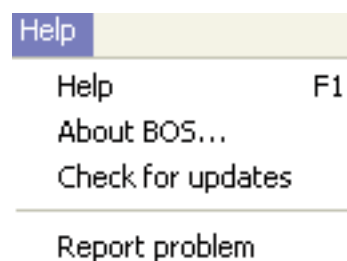
RECOMMENDED WORKFLOW FOR CLUB USAGE

THE CLUB'S PC(S)[1]

1. Start BOS

2. Run DupSoft

The deals become accessible for the other BOS programs.

3. Run Scoring program

HandRecords with results

4. WebPublish[2]

Web pages with personal recaps etc

5. Other BOS programs

For postmortem analysis.
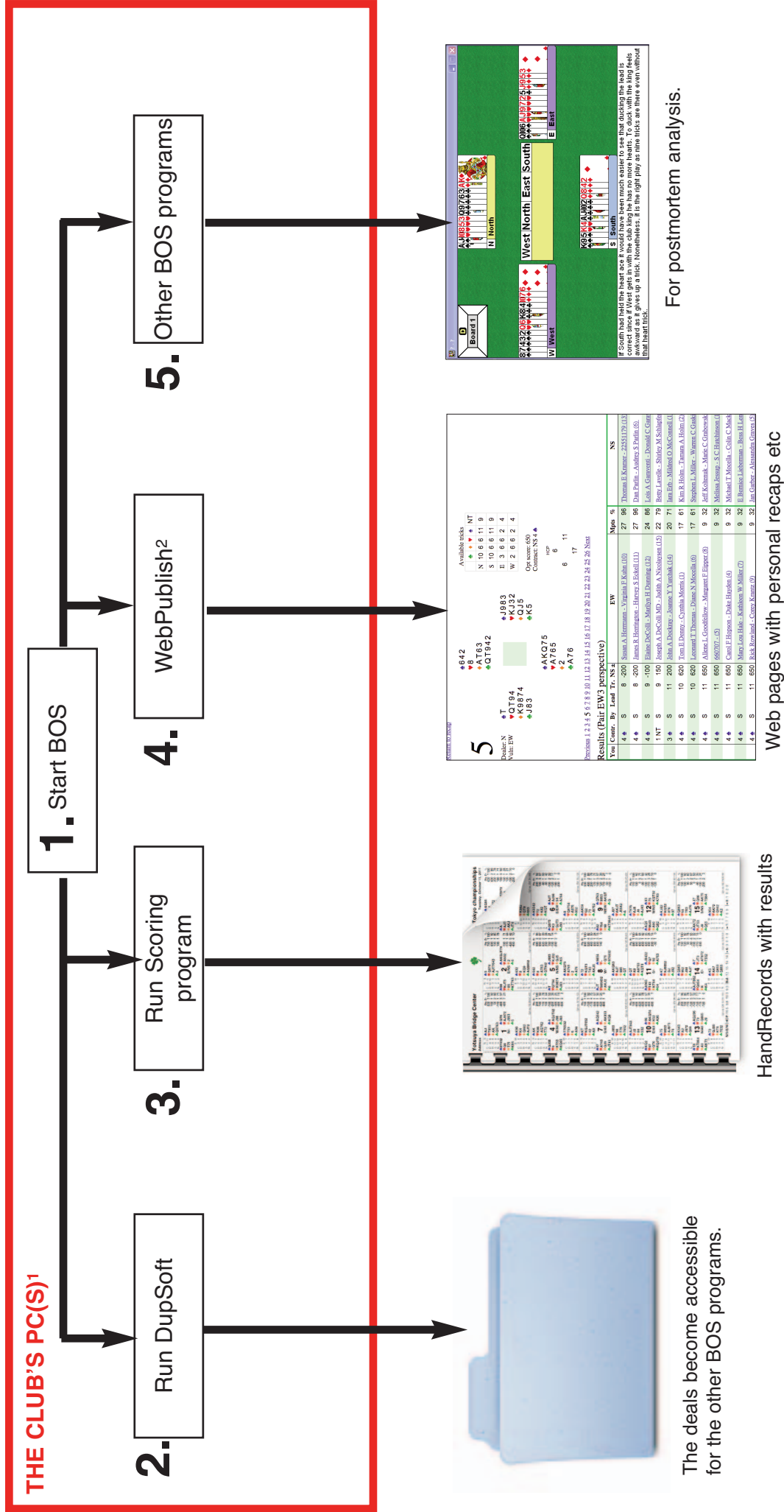
[1]The work flow will be the same if the club has several networked PCs for dealing and scoring.

[2]Requires that the results are available in BOS.

Owner's manual

BridgeSorter® Mk III, Duplimate® Mk V and HandyDup®

Unpacking

Check that you have got:
- Power adapter (not HandyDup)
- The machine
- USB cable
- BOS package on CD or USB [memory] stick
- 1 set of board no. stickers (only BridgeSorter)

Installation

1. DupSoft will be installed automatically when you insert the BOS CD. Our recommendation is that you confirm the default values and install the complete package.

2. Connect the computer and the Dealing Machine (DM) to an *earth grounded* power outlet (this is important also for the function) (220/240 50Hz or 110-120V 60Hz doesn't matter.)

3. Start BOS.

4. Start (run) DupSoft from BOS. Select your machine type and fill in club name and preferred settings in the dialogs that appear at the first start.

5. Start duplication when the DM is powered and connected with the USB cable.

6. You can leave the "Demo" event as soon as the DM has duplicated at least one (1) board.

You have not selected the correct hardware if communication error message appears even though the machine is powered and connected. Please see Owner and hardware below for advice on how to rescue this situation.

You can probably skip the following two sections, if you are an experienced Windows user; i.e. you can go straight to the headline "*Avoiding Problems*".

The Screen-layout

From/to board defines the range of deals to be sorted.

Copies indicate how many of each board that you want. Asterisk (*) = indefinite number.

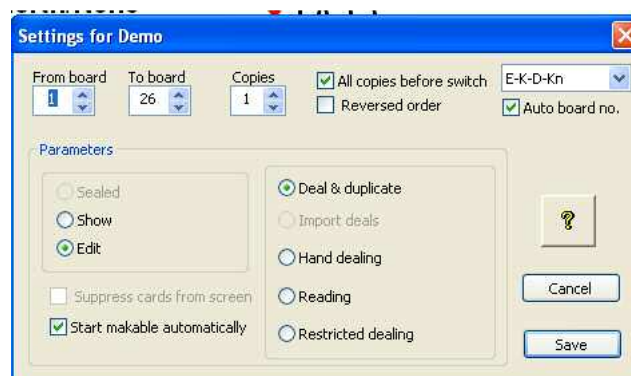**All copies before switch** means that all copies will be duplicated before the deal number is changed. You should only tick this box if the boards are sorted with all number 1 in one pile, board 2 is another pile, etc.

Reversed order means that the board no. set under "To board" will be the first to be duplicated.

Indices type need to be set when you use a BridgeSorter with other card indices than A-K-Q-J (Dutch, French, etc). Note that index type can only be changed in the Default Settings dialog and that re-start of BOS is required after change.

Auto board no. can be used when the board no. is indicated on an extra sticker on the back of the boards.

Sealed (default) means that the deals are invisible and not possible to view, manipulate or print.

Show displays the cards on the screen. Once you have shown the cards, you cannot seal the file again; but you can **suppress cards from the screen** (Ctrl + H).

Edit enables you to manipulate the deals in various ways. This is not recommended at tournaments and you should not have Edit enabled during duplication.

Start makable should be ticked if you want to have makable contracts on the hand records.

Deal & duplicate enables the dealing machine.

Import deals Note that dlm files can be imported by double-clicking on the file BEFORE BOS and DupSoft have been opened. The event name will then be taken from the source file.
   .dup, .dlm, .lin and .pbn files can be imported into DupSoft, so long as no deal has been created or selected for the current event. You can use *Batchconverter* as an inbetween step if the source file would be in another format.

Hand Dealing means that the DM will NOT shuffle, only deal in the same way as you would deal by hand. The deals can be duplicated, analysed, printed, etc. once they have been (hand) dealt by the machine.

Reading means that you can read [played] deals into the system so that they can be analysed, printed, etc. Useful e.g. when the boards in a team match have been dealt at the table.

Restricted dealing is useful for creating deals with certain criteria.

Owner's manual

DupSoft's main interface consists of four elements (from top to bottom):

i. Dropdown menues.
ii. Toolbar.
iii. The [deal] display area.
iv. Statusbar.

The Menues

FILE

Print

You can select another layout if you would not be happy with the outcome of the default print layout; i.e. what comes up when you type Ctrl + P, or click the printer icon.

You can change an existing layout, or create your own, via the *Edit* and *New* buttons in the print dialog. Click on the ? mark in the dialog for detailed advice.

Export deal

The program that you run (start) from BOS will get the same deals as you see in DupSoft automatically. You are advised to use BOS's *export* and *subscribe* functions if the deals need to be transferred to another PC (e.g. the PC used for scoring). DupSoft's export function puts copies of the deal files on the Desktop from where you can pick them.

EDIT

This option requires that you have selected Edit in SET-TINGS. See the inbuilt Help for advice.

Makable

You need to command makable manually if you have modified the deals in Edit mode.

SETTINGS

You can change most settings via this command. The alternatives that are dimmed can only be altered via the Default Setting dialog.

DUPLICATION

Auto duplication should be your choice except when you need an extra copy of a certain board.

Single duplication is to prefer if you want only one board.

DECK sorted in chronological order

You can use "Deck sorted" if the card recognition does not work for some reason. The order of the cards must be: Spade Ace, King, Queen...2, Heart Ace, King...2, Diamond Ace, King...2, Club Ace, King...2. That is to say, the first card that the machine shall pick up must be the deuce of clubs and the last card (on top of the deck) the Ace of Spades.

HARDWARE

c.f. the the inbuilt Help and the chapter *Hardware Diagnostics* in the BOS Manual for detailed advice.

VIEW

Hide deals (Ctrl + H) has the same effect as *Suppress deals from screen* in SETTINGS. You can overrule the settings that you entered in Settings via this command.

SYSTEM

OWNER & HARDWARE

BridgeSorter

You need to tell if you have a MkIII (number from 500 and up on the back of the machine) or an older unit (lower number under the machine).

Duplimate

You need to tell if you have a MkV (number from 1700 and up on the back of the machine) or an older unit (lower number). You also have to enter the machine number, unless you have a MkV.

DEFAULT DOCUMENT SETTINGS

The default settings will come up in the Settings dialog every time you create a new event.

Information messages & warnings

We recommend that all warnings are enabled (ticked).

SOUND

We recommend that you use a relative loud sound level while duplicating.

HELP

You should choose on-line help (tick this alternative in HELP SETTINGS) if your computer is connected to the Internet (as this will give you up to date help).

Please submit a Report Problem from the Help menu when the event that you have problems with is active, if you need more help than you get from the ? mark buttons. This is crucial to get good advice.

THE TOOLBAR

The toolbar is a quicker alternative to the dropdown menues. The fastest is, however, to use the keyboard shortcuts as shown to the right-hand side in the menues. Alt+A, for example, is the fastest way to start the duplication and Ctrl+P is useful for printing.

THE DISPLAY AREA

The deals and the dialog boxes will appear in this area.

THE STATUS BAR

The status bar has two purposes:
i. It explains the icons in the toolbar. (Point at any symbol and read the explanation in the status bar.)
ii. It tells the status of the duplication process.

Dealing method

DupSoft's *BigDeal* is considered to be the ultimate dealing method. BigDeal uses a very sofisticated dealing algorithm and in the DupSoft version the operator's speed is used as the random factor.

For a Class

The main difference between the deals for a class and those for a tournament is that the latter should not be known to anybody before game start, whereas you must have control over what your class is doing. You can:
i. Import the deals.
ii. Create hands to your liking.
iii. Read deals from boards into the system.
iv. Type the deals from e.g. a textbook.

i. Import

Importing is only possible so long as there are no deals in the event. The fastest method is to close BOS (or not open it) and simply double click on a .dlm file. You can alternatively open an event that does not contain any deals and select *Import* in SETTINGS. The source file can either be dragged into the message box that appears, or located with standard Windows (browse) methods.

You can use Convert Deal File function if the source file would be in another format than .dup, .dlm or .lin.

ii. Restricted dealing

Restricted dealing generates deals meeting certain criteria.

iii. Read deals

DupSoft's read function is useful if you need to register deals that are (only) found in boards.

Note that if you first tick *Deal & Duplicate* in SETTINGS, and then switch to *Read* mode, you risk to end up with a mix of computer dealt hands and registered (read) hands.

a. Reading a **whole set**. If you need to import a whole set of hand dealt deals, you should first select *Reading* in SETTINGS, then run the *Auto Cycle*.

b. Reading a **single deal**. This option is useful when you need to read a fouled board into the system, (to get the fouled board printed in the handrecords). First switch to *Reading* in SETTINGS, then select the command single duplication (Alt+S).

iv. Edit

You can modify a deal by typing, dragging, or sending, one or several cards to another hand.

You will find a more detailed description on how to edit the deals in DupSoft's inbuilt *Help*.

Duplicating

1. Switch on the power.

2. Put at least two packs of cards in the hopper at the DM's far right end. (One deck if you use a HandyDup.)

3. Make it a habit to organize the boards in the order they shall be duplicated BEFORE you start the duplication.

4. Put the cards from the first board to be duplicated in the hopper and insert the board in the machine.

5. You can insert the next board to be duplicated after successful duplication. Otherwise, see headline "*Error messages*".

6. When you have duplicated the last board in the set, you will get the question: *Do another set?* If you for some reason have come out of pace with the machine (i.e. you have boards left, while the machine says that you are finished), we recommend that you re-duplicate the whole set as this will be both quicker and safer than trying to correct the error(s).

TIP FOR TOP

Top performance (maximum boards per hour) is reached by keeping the machine busy most of the time. This can be done in the following way:

i. As soon as the machine stops, take out the duplicated board with one hand and insert the next with the other.

ii. While the machine is working: Close the duplicated board and make the next one ready (put the cards in the next board GENTLY into the hopper, open the board, and hold it ready for insertion).

See further the video clip found on the web site. Note that the speed of the computer affects the speed of the dealing machine.

Owner's manual

Error messages

Communication problem

If you get *a communication* message, please check:
- That the power is on.
- That the USB cable is properly connected.
- That you have the correct selection in HARDWARE SETTING. Restart BOS if the problem persists.

No board

The DM won't start until you have inserted a board.

Card already dealt

You should check the distributed cards in the board if the bottom card in hopper is the card indicated in the msg-box.

You have a misread if the bottom card is not the card indicated on the screen, or if the indicated card is not found in the board. If you have several misreads, see *Avoiding problems*.

In any case you should NOT EVEN THINK OF CORRECTING THE DUPLICATE YOURSELF when you have got an error message as this could result in a fouled board.

Retry

Put the distributed cards back in the *bottom* of the hopper BEFORE clicking retry.

Flush

Flush means that the remaining cards are moved from the hopper to the board. Note that the deal has to be re-sorted after a flush.

Exit

You will leave the Auto duplication mode with this choice. Again: put cards back in the bottom of the hopper if the deck was not finalized.

Card not recognized

Flush remaining cards or put the distributed cards back in the bottom of the hopper before retrying. There is something wrong with that card if the same problem occurs with the same card repeatedly. Replace the card (or turn it so that the other edge will be read).

See *Avoiding problems if* you get this error type frequently with different cards involved.

IMPORTANT NOTE 1

Duplicate with at least three decks in the hopper. Make sure that the cards are not curled.

The cards should preferably be flat or slightly concave (i.e. the way the players tend to bend them).

IMPORTANT NOTE 2

Duplicate with at least three decks in the hopper. Make sure that the cards are not curled.

The cards should preferably be flat or slightly concave (i.e. the way the players tend to bend them).

Avoiding problems

You will disturb the duplication when you put cards in the hopper. Experienced duplicators put cards in the hopper with care while the machine is working as this saves time. You either have to be more careful, or wait until the machines has stopped, if you provoke errors when filling the hopper.

Note that the boards are easiest to close by pushing just inside the edge (white spots in the illustration above).

We had to make some assumptions when we designed the machine. For example that the cards should be reasonably clean and flat. Stained cards and cards with worn off print that cause problems should be replaced.

The machine will collect dust and dirt coming with the cards. The rubber moving the cards from the hopper should be kept clean. The easiest way is to rub off the dirt that the roller has collected with a finger. (Do NOT use your nails!)

The five card sensors (black, sugar lump shaped forks sitting on the inner panel) in the card path will eventually collect so must dust that you have to blow them clean.

You will find more detailed Help advice instantly on the problem in question, when you click on the ?-mark in the error message that is displayed on the screen.

You will get personal advice if you use the Report Problem (in BOS's Help menu) when the event that you need help with is active.

Support

You should make it a habit to use the Report Problem that you find in BOS´s Help menu when you need further advise than you find in the inbuilt help.

You may communicate your problems in any way you like, of course, but please note that our staff will have to write an email to the technicians if you would call, and you might not have the best advice. For obvious reasons it is better that you, if at all possible, communicate the relevant information directly to the technicians.

D. DAILY MAINTENANCE

We do not expect you to do the maintenance described below daily, but when needed. The machine will tell when you need to act.

1. CARD SENSORS

The machine will in some cases tell which sensor is blocked. Otherwise: clean all.
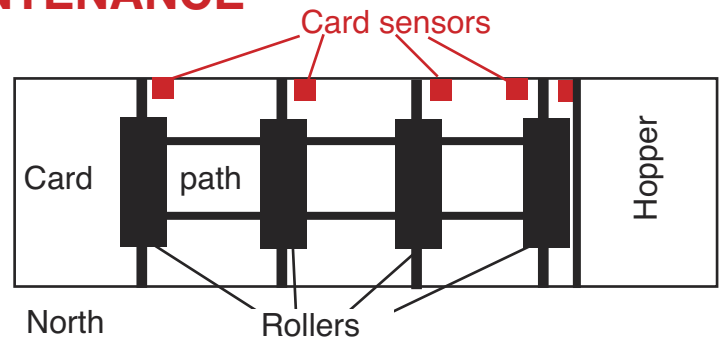
The numbering of the counters are in the same way as the cards move. i.e. from the hopper to the left.
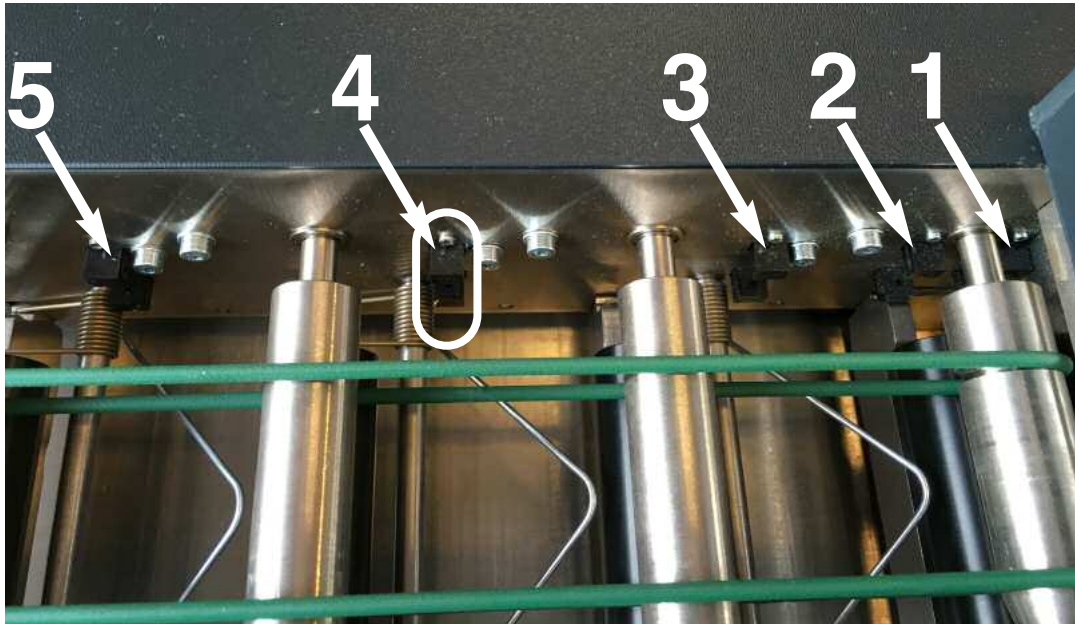
The 1st sensor is close to the hopper and easily missed if you do not know that it sits there.

Make sure that you clean all five sensors with compressed air while you are at it.

2. FEED ROLLER

The Feeding Problem message will tell if the roller must be cleaned. The symptom of a roller that has picked up dirt and needs cleaning is that the duplication takes longer.
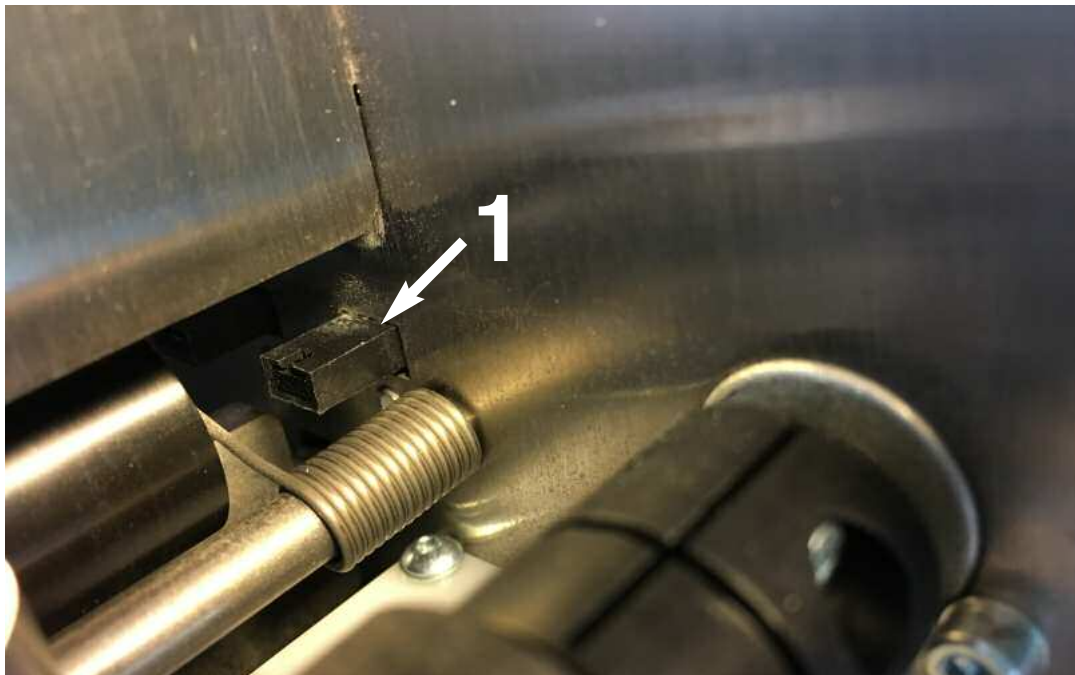
The easiest/best way to clean is to rub off the dirt with a finger. Do not under any circumstances use detergents or liquids like thinner or petrol! You can, however, use Isopropyl Alcohol, if rubbing would not be sufficient.
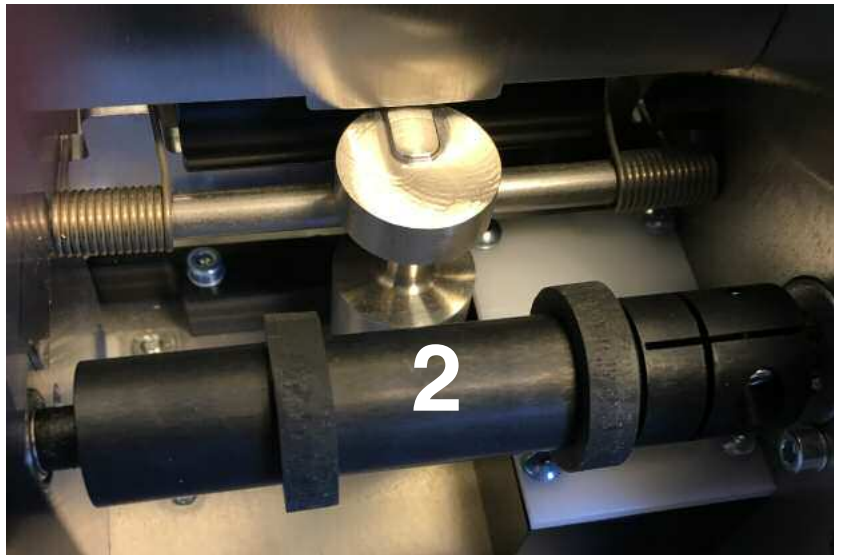
3. CAMERA

Dust should be blown off the camera (2) if it is totally covered (=when the machine has problems to recognize the cards).

Please do not use any liquids or tools on the camera!

Warranties

"NO EXCUSE" WARRANTY

We only want happy customers and therefore offer a unique "No Excuse" warranty. The rules are simple: You can claim your money back for the machine, would you not be happy with your choic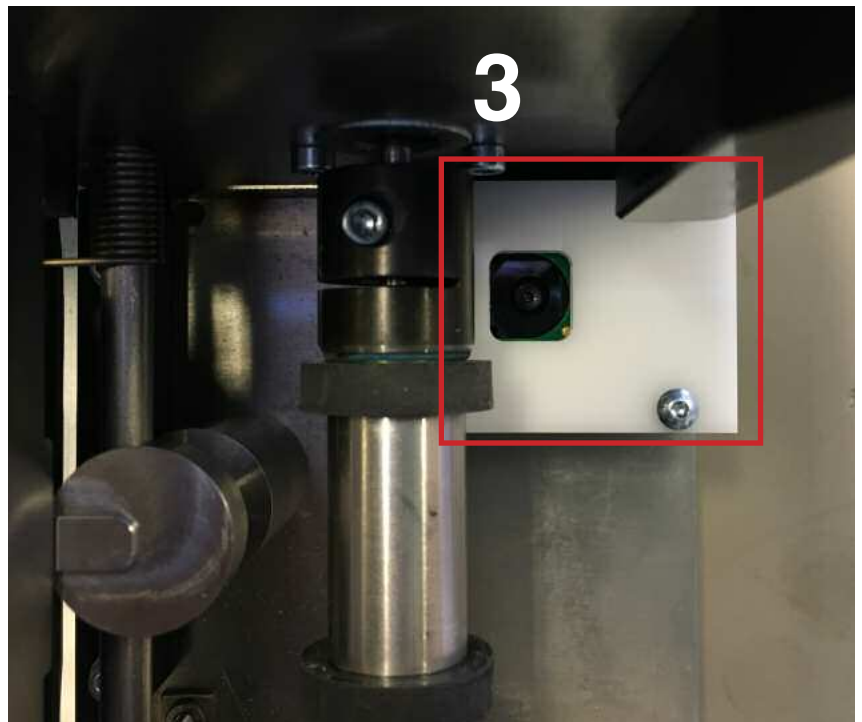e. That is to say, we will refund what we charged you for the machine, if you return it within the stipulated time limit (see below). The machine must be complete with its accessories and not damaged whe it is returned for refund.

STANDARD GUARANTEE

There is also a standard guarantee. The Standard Guarantee covers repair/replacement of faulty parts and/or incorrect manufacturing. Note that the guarantee does not cover normal wear and tear. Nor does it cover cleaning that you are expected to do yourself, or shipping costs for sending the machine back to us. See further "Policy" below.

10 YEARS PARTS GUARANTEE

We guarantee that parts will be available for at least 10 years after purchase of a new machine.

POLICY

Our policy is that you during the "No Excuse" warranty period may send your machine to us as many times as you like. The freight to us must be paid from your end, however, unless otherwise is agreed with Jannersten *in advance*.

We will pay the costs for shipping the machine back to you when we, within the "No Excuse" warranty period, havec corrected a fault that is covered by the Standard Guarantee. The freight has to be paid from your end in all other cases.

Terms in a glance

BridgeSorter and Duplimate	HandyDup terms
The following terms apply when you buy a new BridgeSorter or a Duplimate: • 12 months "No Excuse" warranty. • 60 months Standard guarantee.	The following terms apply when you buy a new HandyDup: • 6 months "No Excuse" warranty. • 12 months Standard Guarantee. • can any time be used as part payment for a new Duplimate (no time limit).

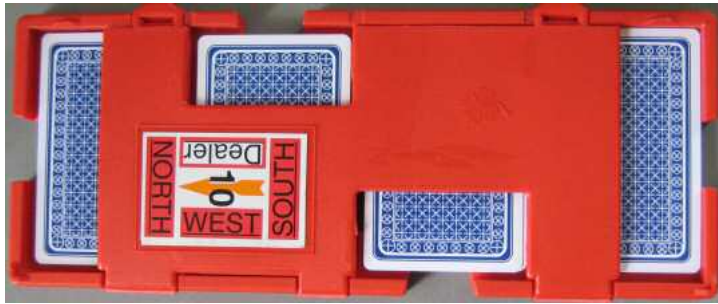## Jannersten Förlag AB
Bridgeakademin

Banérgatan 15
S-752 37 UPPSALA

+46 18 52 13 00
Fax: +46 18 52 13

www.bridgesorter.com • www.duplimate.com • www.handydup.com • www.jannersten.com

The boards

Please give a copy of this page to those who are to handle the boards

LABELING

i. Make sure that you put North in the right direction. (North shall be to the left hand side when you have the hinges towards you.)

ii. You are advised to put the small number on the edge of each and all boards, as shown on the back of the sheets carrying the stickers. It is worth while to bother about this, because it will make it easier to check that the boards in a pile are complete and stacked in numerical ord

Board number barcode

You must be careful to put the (optional) sticker showing the board number in barcode (digital) form at NORTHS end. The indent on the stickers must match the indent on the board. (Verify that you got it right by testing the first set before continueing.)

HANDLING THE BOARDS

The recommended procedure is as follows:

i. Put the sets of boards to be duplicated on the right hand side of the machine.

ii. Have at least two (preferably three) decks in the hopper when you start.

iii. Open the first board to be duplicated and put the cards in the hopper.

iv. Insert the just emptied board.

v. Open the next board and put the cards in the hopper.

vi. When the machine stops, remove the just duplicated board, close it, and put it upside down to the left hand side of the machine.

vii. Insert the emptied board (according to v.)

viii. Open the next board and put the cards in the hopper, etc.

Convert deals

You can convert a wide variety of formats with this tool:
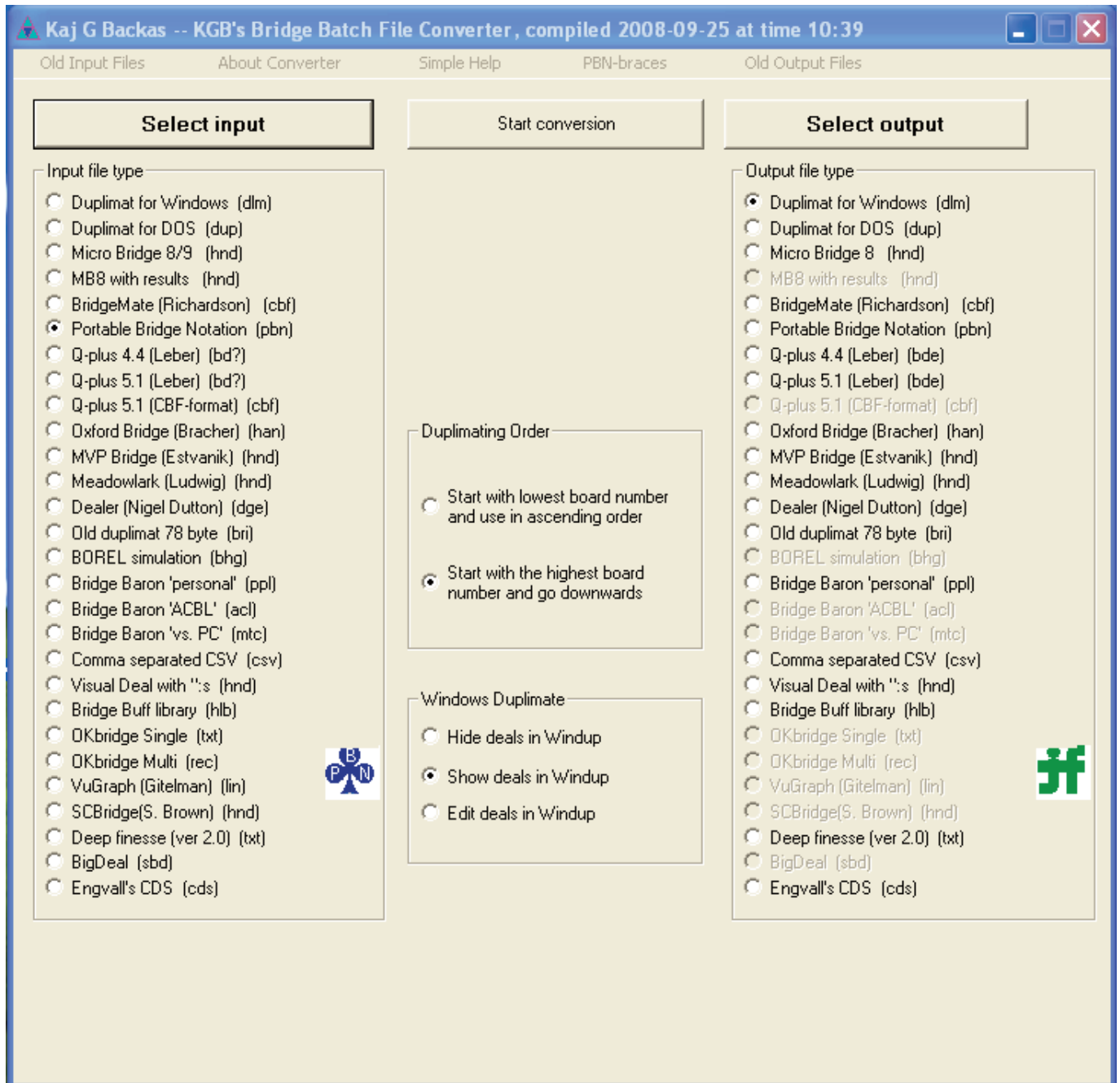
To operate the program:
1. Select the input type to the left.
2. Click the ”Select input” button.
3. Choose the source file to convert deals from.
4. Select the desired output file format to the right.
5. Click the ”Select output” button.
6. Choose where to put the converted file.
7. Click ”Start conversion”

Vugraph

Vugraph files cannot be created directly by the BOS. We advise you to do the following work around while we are finding a better solution.

1. LOG IN TO BBO

Locate the folder on the Desktop that was created when you commanded printing in *DupSoft*. (You can print again with the box "Save deal files to Desktop" ticked, if there is no folder to be found on the Desktop.)

Locate and click the LIN or PBN icon in the aforementioned folder. We suggest that you right hand click (or Ctrl + click) and select "Open with" *NetBridgeVu*.)

When the file has been opened by NetBridgeVu, click the save icon in the lower left corner of the NetBridgeVu window.

Click the (large) button "Log in to BBO" in the main menu when it appears.
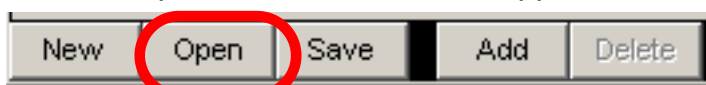
3. OPEN THE DEAL FILE IN BBO
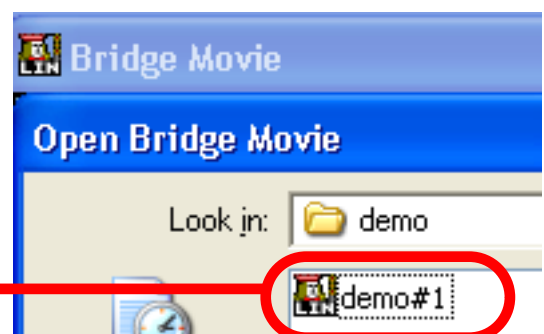
When you have logged in to BBO:

a. Click the MOVIE button

b. Click "Open" in the window that appears.

c. Select the .lin/.pbn file that can be found in the aforementioned folder on the Desktop (cf. p. 1 above)

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4. ENTER BIDDING AND PLAY

When you have loaded the deal file, the first deal should appear to the right in the window. You can navigate to another deal number in the scoreboard if you so wish.

a. Click the button *Annotate* if you want to add annotations,
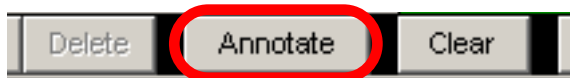
b. You can enter the name of the players in the mode *View* (NOT *Annotate*) by clicking above the hands. We suggest that you enter "North" if North's name is irrelevant, or not known to you.
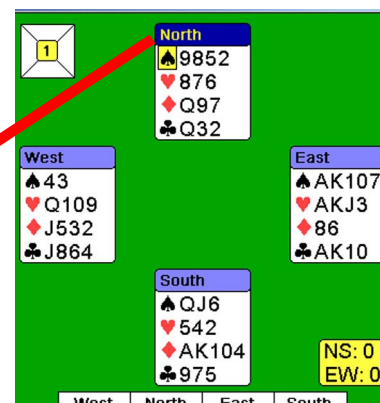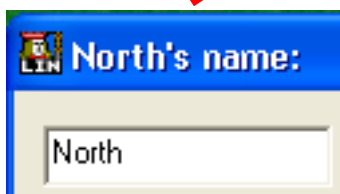
c. Enter the bidding by clicking in the bidding table area. P = Pass, 1C = 1 Club, D = Double, R = Redouble.

c. Continue with the play of the hand (click on each card played in turn). You can restart by moving the cursor to the scoreboard area. And the other way around: If you do not want to restart the entry of the play, you should be careful not to move the cursor to the scoreboard area. You can also (to some extent) use the keyboard to enter the played cards.

d. Save the file to the deal folder on the Desktop.

5. VUGRAPH PRESENTATION

You can double-click the (.lin) file that you saved anytime.

We suggest that you save (or rather move) the .lin file that you created to the BOS *Data* folder for the event in question if you want to show the play of the hands repeatingly. The generic form for the path to the DATA folder is: C:\BOS\Events\<eventname>\DATA.

The illustration below shows where the DATA folder belonging to the "demo" event is located.
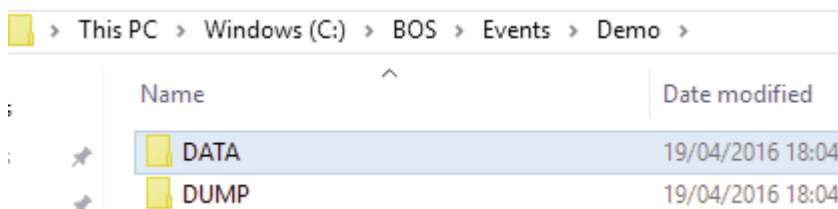
The point is that .lin files that are saved in the DATA folder can later on be opened by clicking *Vugraph* in the BOS.

VUGRAPH AND DEEP FINESSE

Note that you can run both *Vugraph* and *Deep Finesse* simultaneosly (showing the same deal). We suggest that you toggle between these software; showing the actual play of the hand in Vugraph style and analysis of various ways to play/defend the hand in Deep Finesse.

Deep Finesse

The very first time you run Deep Finesse it will start in demo mode. Just close Deep Finesse and start it again to run it with the deals from your own event.

If the message to the right would appear, you need to command print of the deals again. This is so because the print comm-mand generates a file that can be opened by Deep Finesse.

> **Demo Deal #1**
> This slam hand dates back to the 1930's. West leads the heart king against six

> **Can start DF only in DEMO mode**
> DeepFinesse DEMO mode

The dialog below will be presented when a deal file for the current event has been found.

> **This form starts DeepFinesse with selected deal**
> Click the scrollbar to navigate to any deal number
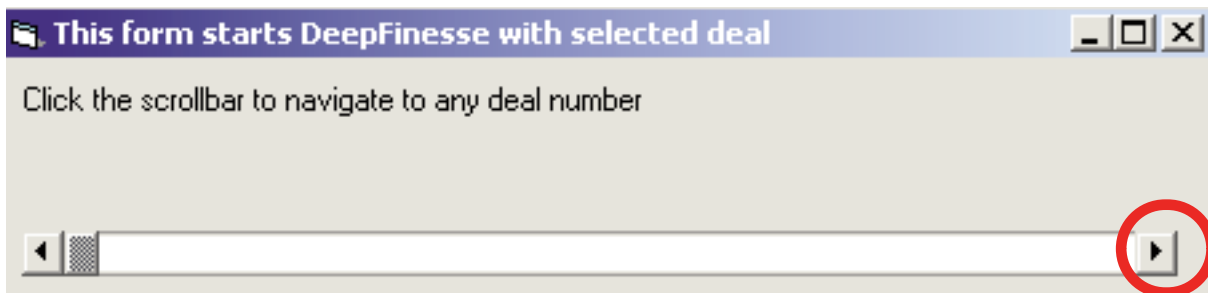
Use the scroll button (above) to navigate to the desired deal number (in the example #1):

> **This form starts DeepFinesse with selected deal**
> Click to start, selected deal number is: 1

Note that you, in most cases, will have to "Modify contract". Otherwise Deep Finesse is self-explanatory.

If you have problems with Deep Finesse and/or want to buy the full license, please go to www.deepfinesse.com.

Dealmaster manual

for BridgeSorter™, Duplimate® & HandyDup® users

Table of contents

To you, who never read manuals

Import: Miscellaneous / Import deals
Export: Option "F" (file format .dlm) in Output Options dialog.

Installation

1. First install the BOS package

2. Install DmPro
We recommend that you install DmPro to the default folder i.e. C:\BOS\

When DmPro's Master Menu appears, choose Miscellaneous

Click "My name and Preferences" and enter the identification that you want to appear on the print-outs (typically = the club's name).

Click OK to confirm your settings and you will revert to the Master Menu.
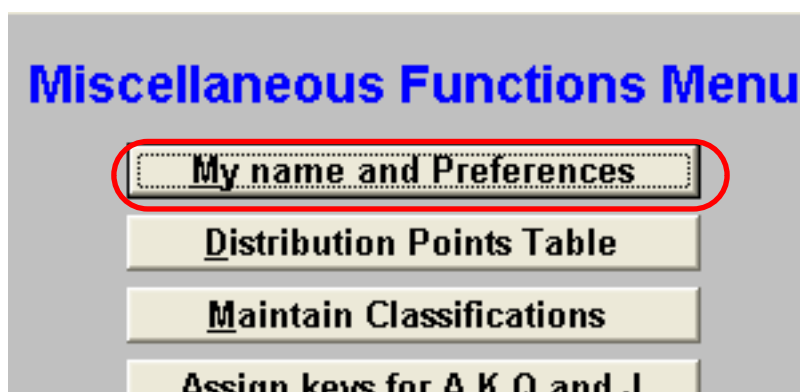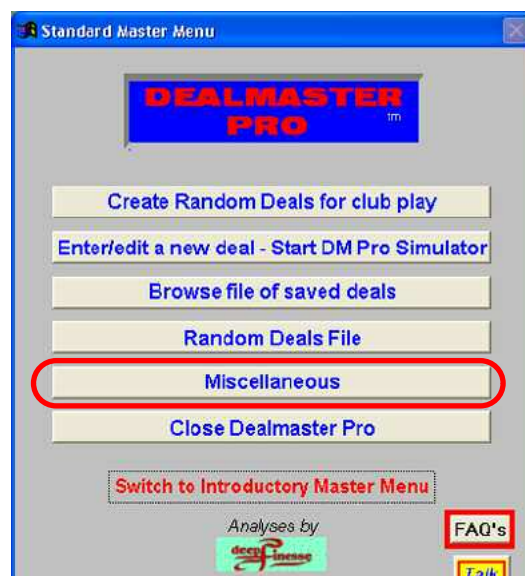
Importing deals

1. Start BOS

2. Choose event
Select the event (in BOS) that you want to import deals from into DmPro.
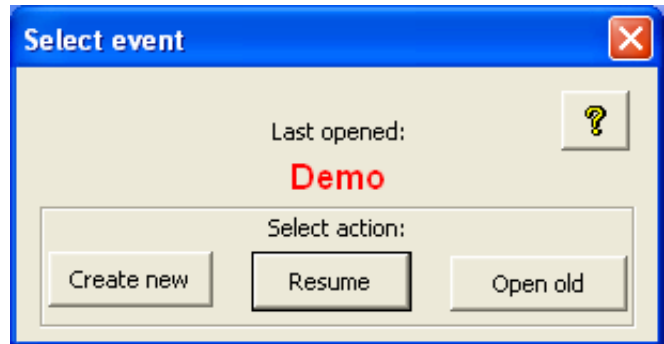
3. Run Dealmaster
Note that you must start DmPro via *BOS*.

4. Select Import deals
DmPro's import files option is found in the MISCELLANEOS menu.

5. Import dlm
Just confirm (OK) the default value in the OUTPUT dialog when it appears.

DmPro will confirm the importation, cf. below.

If DmPro would report that the importation was not successful it is probably because the file name is too long, or contains characters (or spaces) that DmPro cannot cope with. We suggest that you work around that type of problems by putting a copy of the file (with a simple name) on the Desktop.
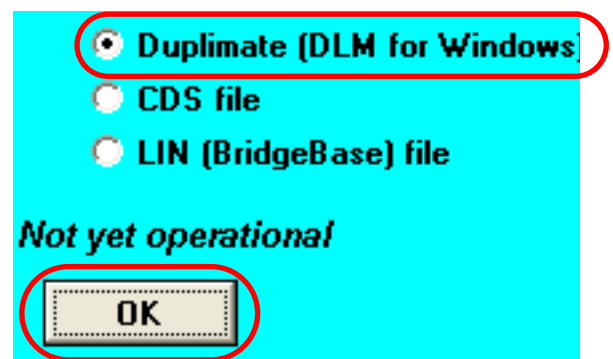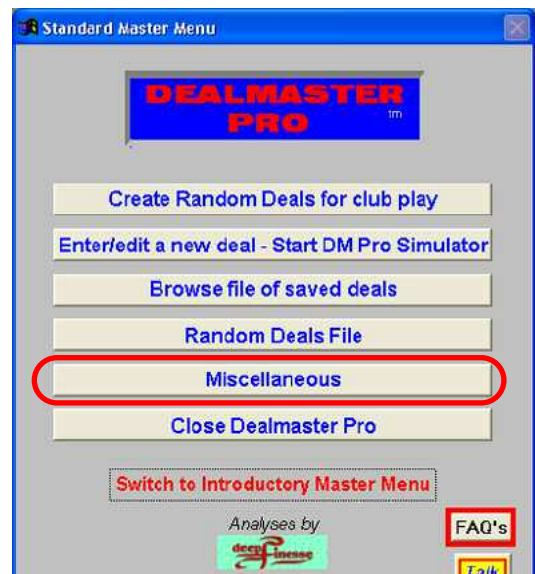
File C:\Duplimate\BOS\demo\data\demo#1.dlm has been imported.

Saving deals

IMPORTED DEALS
You can save the deals that you have imported in DmPro. If, for example, you find a couple of instructive hands in the duplimated set that you are playing, you could save the deals in DmPro for future use in e.g. a class.

1. Import
Make sure that you have imported the deals that you want to save in DmPro as described above.

2. Add selected deals
Tick the "Add selected deals" option (A) in the Output Options dialog that comes up automatically after the Import Files function.

2b. Classify
If you select "Classify selected deals" here, ALL deals in the file will have the same classification. You can change the classification later in the *Deal Edit Screen*. You can alternatively disregard the option.

3. Save
The deals will be (automatically) saved in DmPro (but NOT in BOS) when you OK the Output Options settings as shown above. See EXPORTING DEALS to have them saved in BOS.

Creating deals

Select ENTER/EDIT NEW DEAL in DmPro's Master Menu.

The following DEAL EDIT SCREEN is self explanatory when you are to type a hand from a text book.

The DMPRO SIMULATOR (for dealing hands with certain criteria) is rather complex, however, so you will probably have to study DmPro's manual.
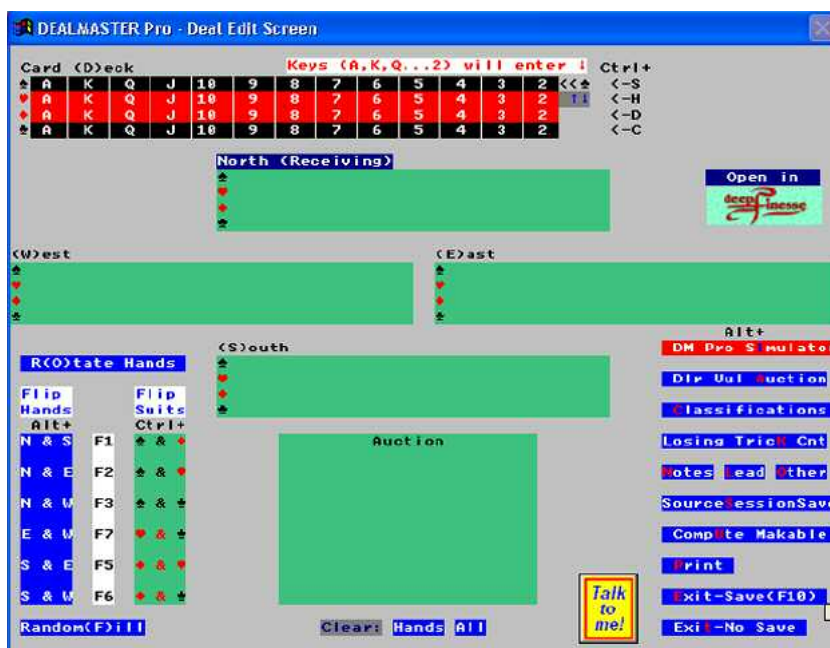
Exporting deals

Deals that have been saved in DmPro can be exported to BOS.

1. Target file (event)

Create an event in BOS into which you want to export the deals. It should be a new event as any existing deals would otherwise be overwritten. Start (run) Dealmaster from (within) BOS.

2. Browse deals

Select BROWSE FILE in the Master Menu.

3. Select the deals

If the deals are organized by classification or session, you can choose that option here. Otherwise click ALL DEALS and make your selection in the following dialog:

4. Export the deals

Choose .dlm format in the following dialog and click OK to export the deals. The deals can thereafter be accessed by the other software in BOS.

Find a card-distribution

Fill in as many cards as you wish in the diagram. You can type the cards in any order. e.g. A9Q7T43, HAT9x4x, HHxHxxx, A***, -, where H = any honor as defined below, x = any non honor card, * = any card and - = a void (that is: a dash defines a void)

Search options

H =
- ⦿ AKQJT   ○ AKQJ   ☐ Include rotated deals in search

Suit length search options

⦿ More or equal card amount in the suits

○ Exact suit lengths

H matches at least one honor and any amount of non honor cards. KH5x matches at least two honors whereof one is the king and at least two non honor cards whereof one is the 5. * matches one or several cards. H* and x* are relevant search criteries that match a suit with a length of at least 2 cards, where at least one is a honor card repectively a non honor card. If card specification is empty no check is done for this hand/suit.

Report deal format

⦿ Handwritten mode   ○ Standard PBN

Start

N

♠ HHH
♥
♦
♣

♠   ♠
♥   ♥
♦   ♦
♣   ♣

♠
♥
♦
♣
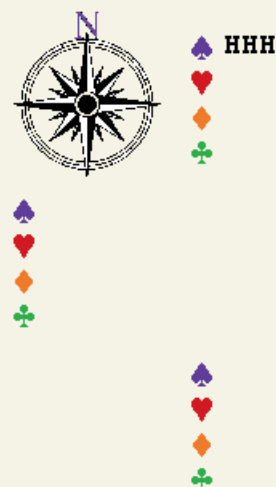
EXACT MATCH

If you need to find a particular deal that you remember in detail, you can type the entire deal. But you will most probably find the deal that you are looking for if you tick the *Exact suit lengths* option and type only a part of e.g. North's hand.

CERTAIN DEAL TYPE

If you for example want to find deals with a heart holding AQT9 sixth, you can type AQT9xx and tick the *Include rotated deals* and *Exact Suit lengths* options.

Statistics
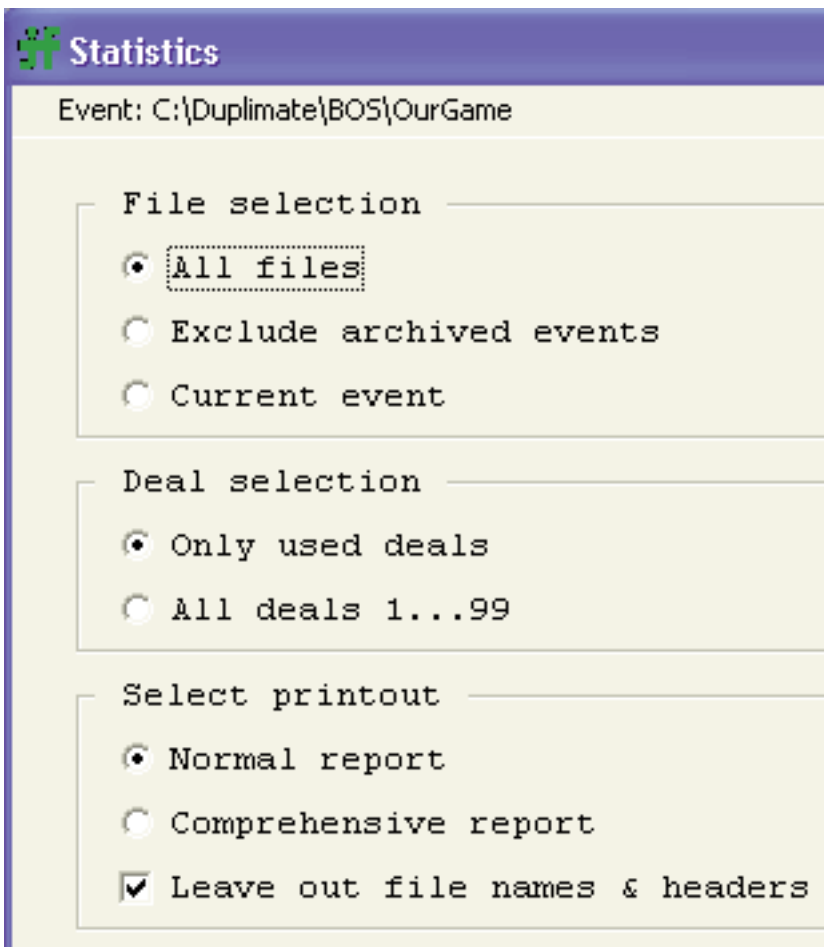
You can run *Statistics* if the players would complain that the hands are weird.

The statistics on one deal file should deviate from the expected values, but the bigger number of deals the closer to the expected values you should come.

SELECTION

We suggest that you leave the default as is.

Only used deals means that only the deals that you have played (duplicated) will be used. (A dlm deal file always contains 99 deals of which a part is used.)

Diagnostics

Diagnostics can be used to verify that your dealing machine works correctly.

CONNECT
Click the *Connect* button to start with. The machine should connect automatically. You will be informed about what happens in the text area to the right.

TEST BUTTONS
You can test each and all functions once the machine has been connected.

Gates, Motor, Feed motor, Sort deck
These buttons can be used if you have an idea about what the problem is and want to explore it more in detail.

The button *Gates* starts the gates, *Motor* starts the motor, etc., and a second press on the [same] button stops the test.

Camera - card recognition problems
You can investigate card recognition problems with the help of the Camera section. Note that *Turn on* [Camera] does not lit the light until you insert a board. That is to say, the image will be black and "Card not recognized" unless a board is inserted.

It will be apparent in most cases what the problem is when the light is on and the card is still not recognized. Note that a blurred image indicates that you have changed the camera's focus when you cleaned your BridgeSorter I or II. (The focus is permanently set on BridgeSorter Mk III.)

Save image
You need to click Save Image if you come across problematic images that you need help with.

REPORT PROBLEM
Note that you have to click this button before you close Diagnostics if you have a problem to report from Diagnostics.
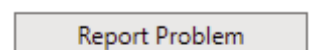
Details
You should only use this button when told to by Support. Click the (forward) tab button to create a series of images. (What you see on the screen will not make sense to you but could be needed for the support team if you have a problem that they cannot repeat.)

MANUAL

Table of contents

1. THE BRIDGETAB SYSTEM

```
            ┌ ─ ─ ─ ─ ─ ─ ┐
            ¦   Dealing   ¦
            └ ─ ─ ─ ─ ─ ─ ┘

            ┌ ─ ─ ─ ─ ─ ─ ┐
            ¦ Hand record ¦
            └ ─ ─ ─ ─ ─ ─ ┘

            ┌ ─ ─ ─ ─ ─ ─ ┐
            ¦    Admin    ¦
            └ ─ ─ ─ ─ ─ ─ ┘

            ┌ ─ ─ ─ ─ ─ ─ ┐
            ¦    etc.     ¦
            └ ─ ─ ─ ─ ─ ─ ┘
```

If you have a Duplimate (dealing machine) you should first of all duplicate the boards.

1. First you must start the BOS (Bridge Organizing Software) as the BOS starts BridgeTab Admin (BT Admin), which is required for the communication between the tables and the scoring software.

2. Wireless scoring requires contact with a scoring program at the start and at the end. You should start the scoring program from the BOS, if at all possible. This is so because the BOS will then link data between all associated programs automatically.

```
┌───────────────┐       ┌───────────┐
│    Bridge     │   1   │    BT     │
│ Organization  │───────│   Admin   │
│  Software     │       └───────────┘
│   (BOS)       │           2
└───────────────┘       ┌───────────┐
                        │  Scoring  │
                        │  program  │
                        └───────────┘
                            3
                        ┌───────────┐
                        │  Scoring  │
                        │  database │
                        └───────────┘
                            4
  ┌ ─ ─ ─ ─ ─ ─ ┐       ┌───────────┐
  ¦ Web Publish ¦ ─ ─ ─ │    BSC    │
  └ ─ ─ ─ ─ ─ ─ ┘       │  software │
                        └───────────┘
                            5
```

```
┌────┐ ┌────┐ ┌────┐ ┌────┐ ┌────┐ ┌────┐ ┌────┐ ┌────┐ ┌────┐ ┌────┐
│ BT │ │ BT │ │ BT │ │ BT │ │ BT │ │ BT │ │ BT │ │ BT │ │ BT │ │ BT │
└────┘ └────┘ └────┘ └────┘ └────┘ └────┘ └────┘ └────┘ └────┘ └────┘
```

2. The scoring program creates a database.

3. The scoring program starts the BridgeScorer Control ("BSC").

4. BridgeScorer Control activates the link to the tabletop units, the BridgeTabs (BT).

5. The results will be uploaded from the Bridgetabs and the feedback downloaded (unless feedback is disabled by the TD in the BSC Game Settings).

6. Rulings etc. can be entered instantly at the table, in BSC or in the Scoring program afterwards.

Technical note

The following links are established when you run the BridgeScorer System.
Scoring program <—> database (file name)
Database <—> BSC (file name)
BSC <—> BridgeTab (hardware no. and table no.)
Bridgetabs <—> Player (ID no. and PIN code)

Note that the BridgeTabs are NOT like wireless keyboards; they are smart devices that indepently complete their tasks. This is, generally speaking, an advantage but there are also certain dangers, cf. the headline *Avoiding problems*.

Upgrade/info

The latest versions of software and firmware can be found via www.bridgetab.com's tab *Downloads*. You can alternatively subscribe on new, complete, setup packages by sending a request to info@bridgetab.com.

2. SCORING WITH BRIDGETABS

Overview

We recommend that you use BOS to avoid that files are mixed up and that you accidently (re)start programs with other events than the current.

The TD selects a suitable movement in the scoring program at the start of the session (e.g. a 9 table Skip Mitchell with one pair missing).

When *BridgeScorer Control* (BSC) is started by a scoring program, the movement data (i.e. the boards, pair numbers, tables etc) is passed on to the BSC program, which in turn forwards the data to the BridgeTabs, c.f. the flow chart on the previous page.

So, bear in mind that you have **four** programs running when you use BridgeTabs:

i. BOS.

ii. The Scoring program (*SP*) sends movement data to, and receives names and results data from, the BridgeTabs via the BSC software.

iii. The *BridgeScorer Control* software (*BSC*) transfers data to/from the BridgeTabs.

iv. The SP via BT Admin and the WiFi network and the BSC exchange data via a database (with the extension *BWS*). The database holds the session's basic data, specifically:
• the movement
• the player IDs
• the results

The SP extracts the results from the database and calculates the scores. In summary: The BridgeTabs replace guide cards and score cards (travellers); and the tedious task for the TD to enter the results via the keyboard on the PC afterwards.

The same principles apply with all scoring programs, but the details vary.
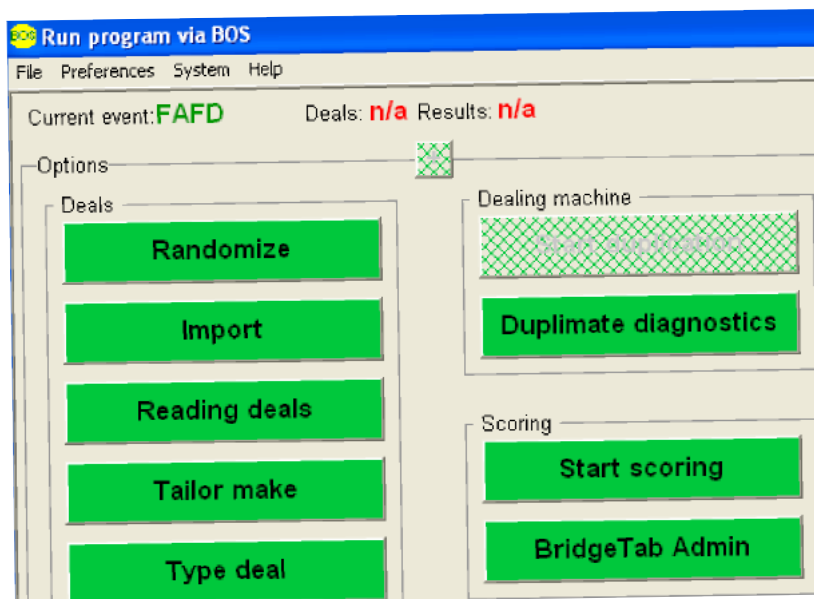
Starting a normal pair game

i. If you start your SP without the BOS you have to make sure that you select the right event in the SP. Our advice is that you use the same event ID as for the deals that are going to be played. You can disregard this point if you start the SP from the BOS as the matching of results with deals will then happen automatically in the background.

ii. SELECT [a suitable] MOVEMENT, e.g. a 9 table Mitchell if you have 17 pairs in the room.

iii. START BSC from the SP.

iv. Confirm BSC's GAME SETTINGS

v. Click the START button in BSC. Then tell the players to log in on the BridgeTabs. (You should put a BridgeTab on table #9 in the example if the players are to register at the tables and/or EW is to confirm the results with PIN code.)

vi. IMPORT RESULTS into the SP once all results have been received by BSC.

PLAYER NAMES

The recommended procedure is to make all possible (also guests') names available for the BridgeTabs before start as that makes it possible for the players to register at the tables with instant validation (automatically) of the entered IDs.

You might have your national name list installed automatically at the setup. You can also use IMPORT PLAYER NAMES (under FILE) to import ID's for as many players you like, regardless of if your scoring program contains a list of players.

Note that if you let your scoring program write names to the database at the start of the game, then those names will supersede those that you imported via BSC/FILE/IMPORT PLAYER NAMES.

Also note that the names (and ID nos.) that you have imported into BSC will be kept on file to be available until replaced (or removed).

See the BridgeScorer Control section for advice on how to handle names after the start of the session and the inbuilt Help and/or the appendix *Player names* for details.

Running a session

RESUME

The SP and the BSC should (both) remain running during the session. BT Admin MUST run in the background.

Some SP are very easy to handle when BSC needs to be restarted while it is equally easy to go wrong with others. We suggest that you start anew from BOS (with the same event) if it is not obvious to you how to do.

Changing the movement

We will, and you should, separate the two types of changes:

i. Amendment of the movement.

ii. Replacing the movement with another.

It is the latter case that often creates problems (not only with the names) why you must handle it with great care. But also simple amendments can cause you headache with certain SP, so you should run some desktop tests to understand how your SP handles changes of the movement.

AMENDMENTS

By amendments we mean changes where all pairs keep their pair numbers.

Adding a pair

You can easily add an 18th pair during the 1st round in our example (with 17 pairs) if you followed our advice and started with a Bridgetab on the sit out table. That is to say, if you did start in exactly the same way as if you would have had 18 [physical] pairs [from start]. When two more players arrive, you simply tell them to take the seats of the phantom pair at the sit out table. If there isn't time for the late arrivals to play all boards, you tell them to enter "skip board" (crossed over board icon) when they come to the deals that they shall skip.

If you have started a movement for 18 pairs and indicated "missing pair" in the SP, you have to modify the movement in the SP and then perform an UPDATE DATABASE procedure.

You can add a *Rover pair* (or *Appendix pair* if it is a Howell) in a similar fashion if you started with an even number of pairs in the room. See further what we write about the subject in the BridgeScorer Control section and in the appendix *Odd number of pairs*.

Update database

You can UPDATE DATABASE when play has started if you do not want to restart from scratch. The database must be updated AFTER you have changed the movement in the SP. This is so because a change of movement data is a three step process:

i.   Change of the movement settings in the SP.

ii. UPDATE DATABASE from the next round onwards before the next round has started.

iii. Force the BridgeTabs to (re)START WITH UPDATED MOVEMENT.

Adding a table

We recommend that you append a rover, or appendix, table in the aforementioned way if you get more players than you expected when you selected the movement.

REPLACING THE MOVEMENT

If you have started the session, but the players have not yet started to play, then you can RESTART with another movement as described above. If the players have registered at their tables and you need to give them other pair numbers, then we recommend that you to start a (totally) new event in BOS, if at all possible (as the registration of the players will otherwise be wrong).

Play has started

You can consider to restart from scratch if the deals were dealt at the tables. But with preduplicated boards that is hardly an option. You want them to finish play of the boards that they have started to play.

Your dilemma is:

• That slow players should continue to play according to the old movement until they reach the point of change.

• That the faster players should not play any boards according to the old movement after the point of change.

The safest way to cope with this dilemma is to bring all Bridgetabs to the Start screen before play is continued with the new movement. (The same principle is used in Swiss Pairs.)

So, you shall FIRST of all change the movement; then UPDATE DATABASE in the SP (i.- ii. above). You will then be asked: *Do you want to update the movement in the tabletop units via the safe start with updated movement procedure?* The safe answer is "Yes" which will make all movement data from the update point and onwards to disappear from the BSC grid. (The new movement will appear when you command start with the updated movement.)

The inbuilt Help gives examples when you can safely answer "No" and bypass (i.e. skip) the *start with updated movement* procedure. Here we describe what happens when you opt for (the safe) "Yes" alternative.

When all results up to the update point have been received by BSC, i.e. when all cells in the BSC grid have become green, you should check that the results have been imported into the SP before you change the movement. The steps that you should perform are (in summary):

1. IMPORT RESULTS into the SP

2. PRINT the results in case you would mess up everything

3. CHANGE the MOVEMENT

4. UPDATE DATABASE (in SP)

5. Make sure that you have the correct value for UPDATE FROM ROUND (normally "2")

6. LOAD MOVEMENT (under FILE in BSC). The Tbl column shall now become blue.

7. Click START WITH UPDATED MOVEMENT button that appears once the grid has become ALL green, (c.f. Note 2 below). Use *Forced start* under BSC/SYSTEM if the button START WITH UPDATED MOVEMENT does not appear as it should.

Note 1: UPDATE FROM ROUND = 1 leads to a restart from scratch with the important difference that the players keep the IDs and PIN codes that they entered at the first start.

UPDATE FROM ROUND = 2 means that all data belonging to round 2 AND ONWARDS will be overwritten. That is to say, only the results from round 1 will be kept while any previously entered results for round 2 and onwards will be lost. (UPDATE FROM ROUND 0 = no update whatsoever.)

Note 2: You should tell the players to stop play immediately if the update must include the ongoing round (this should be avoided, if at all possible). When you have updated the database with the new movement, you simply tell the players to report all boards as skipped (the crossed over board icon) until they reach the START position in their BridgeTab.

If a table shows blue in the table column, while all Round columns belonging to that table are green, the BridgeTab has passed the update point. You can force that BridgeTab to the Start screen by commanding RECOVER (in the BridgeTab's hidden menu), or ask the players to enter any result (e.g. "skipped board") until the BridgeTab reaches the Start screen. Anyhow, please make sure that all BridgeTabs have come to their Start screen BEFORE you START WITH THE UPDATED MOVEMENT.

In summary: You can safely command START WITH UPDATED MOVEMENT
• when the grid is all green (with the possible exception of tables that have not logged in) and
• all BridgeTabs are in their START position

Please remind the players to check their pair nos. extra carefully after the restart as they might have to change seats before they start playing according to the updated movement.

Note 3: The PIN codes should be disabled if the pairs are renumbered. And the feedback (traveller/frequencies and ranking) given at the tables might be wrong (depending on how the SP copes with the case). We therefore suggest that you disable all feedback options in the GAME SETTINGS if the feedback would not be correct after the change.

Note 4: If you have to renumber the pairs (e.g. because a sitting pair refuses to become a moving ditto), you need to handle the consequences in the scoring software. You should disable all options that are not absolutely needed for the continuation when you have renumbered the pairs to preempt that you will come across situations that can be difficult to cope with.

We recommend that you test to update (e.g. a 3 table Mitchell) from round 3, to make sure that you get the scoring right before you have a real case in front of you.

Note 5: If a BridgeTab has passed the update point it will show the movement data according to the old movement. You must see to that the players "skip board" (crossed over board icon) the boards that they shall not play according to the old scheme. That is to say: Please make sure that all BridgeTabs display the START screen BEFORE you click the START WITH UPDATED MOVEMENT button.

Change result

The players can correct incorrect entries until the moment when EW has (re)confirmed the result.

You can make it possible for the players to review the results and change them at the end of the round (see GAME SETTINGS).
Changes can also be made anytime via RESULTS in the BridgeTab's Hidden menu, c.f. the headline *BridgeTab's screen interface*.

RULINGS
We recommend that the board is reported as "skip board" (crossed over board icon) if the players do not agree on a result and the TD is not prepared to make an instant ruling in the case. That is to say, the players should continue to play while the TD thinks about how to rule.

Rulings can be entered anytime via the BridgeTab's TD MENU or via BSC/FILE/DISPLAY RESULTS, but please check that your scoring software understands BridgeTab's annotations, c.f. the inbuilt Help for detailed info about this.

Table A1; Round 1; Pair 1/1					
bd	contr	decl	tricks	lead	pts
1	4S	W	11		−450
2	2D	N	7		−100
3	3N	E	9		−600

Deals
The deal will be shown to the right if BOS is running an event containing deals, c.f. the inbuilt Help.
.

Show all deals

```
N/-        A5
Opt:       T6
-300       9654
           A9532
KQ876              J432
J                  KQ8753
AJT872             -
6                  QT8
           T9
           A942
           KQ3
           KJ74
```

Makeable in C/D/H/S/NT

N	S	E	W
9	9	4	4
6	6	6	6
6	5	7	7
3	3	10	10
8	8	5	5

3. BRIDGESCORER CONTROL (BSC)

3.1 HELP/SUPPORT

You should first of all select the preferred language in BOS/PREFERENCES.

Click the ?-mark icon in the dialog that you have problems with if you have a question related to the BSC.
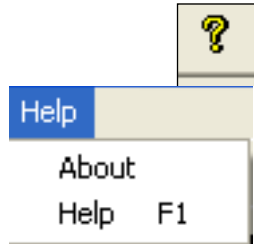
Please use the search function (requires Internet) or browse the Index (works off line) that you find at the bottom of each Help page if the ?-mark does not lead you right.

Alternatively you can access the entire Help file via the Help menu (or F11). Please use the "Report problem" button that you find in the ABOUT dialog if the inbuilt help (and this manual) doesn't give you any helpful advice.

Note that questions related to the scoring (i.e. other questions than the transmission of data between the tables and the control software) are best answered by your scoring software's support people.

In this document we try to answer some of the most frequently asked questions.

3.2.1 DEFAULT GAME SETTINGS

You can preset your preferred settings in the default settings dialog to avoid having to tick the settings repeatedly.

3.2.2 GAME SETTINGS

The only difference between GAME SETTINGS and DEFAULT GAME SETTINGS is that the latter has a tickbox that permits the scoring software to govern the settings.

You should tick all desired alternatives BEFORE start. This is because all options can be turned off during a game, but only some can be enabled once the game has started,

Movement/Individual

The BridgeTabs will display four player numbers [instead of two pairs] when this option is ticked.

Show go to info

The BridgeTabs will tell the players where to play in the next round when this box is ticked.

TD PIN

The TD PIN is the code required when you want to reach the BridgeTab's hidden menu. (Hold the ON button pressed when the BridgeTab is ON and the PIN entry screen is displayed.) The TD PIN can also be used instead of player PIN.

PIN codes

The players are prompted to select a PIN code at start. The PIN code is later used when EW confirms the results. (EW's confirmation of the result will be without PIN when this box is not ticked.)

Player ID

This option is recommended when the players have a unique number, typically a member no. of some sort. The function is that the number that a player enters is automatically linked to the player's name. See also IMPORT NAMES under the headline THE MENUES below.

Lead

LEAD means that the players first lead can be entered at the table.

Deal

DEAL means that the players are prompted to enter the deal (that they have dealt at the table) so that the deal can be shown on the BridgeTabs and handrecords. Note that DupSoft contains an option (called READ) that makes the Duplimate/HandyDup read hand dealt deals into the system. That method is less error prone.

Bidding

The BridgeTabs offers a possibility to enter the entire bidding. This option is used instead of the standard procedure when only the final bid is entered.

Reconfirmation: The (extra) EW confirmation screen can be shown or suppressed.

Rotate compass directions

Rotated compass directions means that the screen will show the situation at the table from North's perspective. i.e. with West to the right and East to the left.

Points to declarer

Undertricks will always show as negative points when this alternative is ticked. (Otherwise the points will be from NS perspective.)

Total number of tricks

This is what it says: 4 hearts with an overtrick is reported as 11 tricks. If declarer went down 2, 8 tricks are entered. This option is recommended when you have a field of players coming from different cultures.

+ / - / = (Eur standard)

The result is related to the contract. 4 hearts with an overtrick is reported (at the table) as 1 overtrick, while 4 hearts down two is reported as 2 undertricks.

Tricks made/minus tricks (US std)

4 hearts with an overtrick is reported as 5 tricks. 4 hearts down two is reported as 2 undertricks.

MP

The feedback at the tables will be based on matchpoints. Note that this will be the case regardless of how you score the results in the scoring program.

IMP

The feedback at the tables will be based on IMPs [instead of matchpoints]. The feedback is presented as percentages, c.f. the inbuilt help for details.

Across the field

The frequencies and ranking feedback given at the tables includes all sections when this box is ticked. (The travellers will only show the results from the own section regardless of this setting).

GIVE FEEDBACK

Tick this box if you want to give the players an idea of how they are doing. Note that the accuracy of the percentages is dependent on how many results that have been reported on the board. The players should be informed that their percentage and ranking might change when more results are reported and that rulings (other than changed results) are not considered.

Traveller/frequencies

This (default) option implies that the results are presented in traveller form so long as there are few results. The feedback will automatically switch to frequency form when there are more results on the board.

Traveller

The players will see what they would have seen if a paper traveller would have followed the board; plus a provisional percentage if there are comparisons.

Include deal
The players can see the deal in conjunction with the Traveller and Frequency screens when this option is enabled. This requires that the deals are available in BSC, i.e. that you have created or imported the deals into DupSoft before you run BSC.

Include makable
Information about what contracts that make (double dummy) can be shown either as total number of tricks or as contract level.

Show ranking
The ranking is based on the instant scoring made by BSC. That is to say, adjustments made in the scoring program are not considered. The list will become very long when there is a big field, in which case you should consider to tick the ONLY TOP 10 option.

Show names
There is no need to untick this option if names are not used in your system. The point is that you can untick this option to avoid the confusion that follows when faulty names are shown at the tables.

Show round summary
The players will see a summary of their results at the end of the round when this option is ticked. If you tick PERMIT PLAYERS TO CHANGE RESULTS, it will also be possible for them to change their results by clicking on a result.

Recap at the end
Personal recaps are made available at the end of the session when this box is ticked.

Web publish
"Web publish automatically" implies that the results will be immediately available on the Internet when you close BSC. The results will by default be published on the BridgeTab web site. You are advised to ask support@bridgetab.com for a page of your own. This service is complimentary.

Save
SAVE saves the settings and starts (resets) the base station.

3.3 BSC MAIN INTERFACE
See illustration above.

3.3.1 Board/player view
The boards to be played in each round are shown in the BSC matrix by default. BSC can alternatively show what pair nos. that are playing each other.

3.3.2 Start/Stop
It isn't possible to use the BridgeTabs until you have clicked the START button and the text in the button has changed to STOP. Note that "Stop" indicates that the server is running (i.e. that it can be stopped by a click on the red STOP button.)

If you click STOP (once the game has been started) it does NOT stop the play — it only stops the communication with the BridgeTabs. The BridgeTabs will continue to run off line. So, you will have to TELL the players if you want them to stop play.

3.3.3 Red (blue) table
You should be alarmed if not all tables (the column to the far left) turns green shortly after start as it means that the players sitting at the red marked table no. have not logged on their BridgeTab.

Blue in the table column indicates that the table has not yet got changed settings and/or a changed (updated) movement.

3.3.4 Non green rounds
You need not to be too alarmed if a table's row does not become all green during the session. But when the session is finished all rows MUST be green (or some results will not be considered by the scoring software). The usual remedy is to bring the BridgeTab that appears red in the matrix closer to the Base Station, and initiate upload of the results from there.

The worst case scenario is that the red-marked BridgeTab has ceased to communicate because it is broken, c.f. *How to recover.*

3.3.5 Change & annul results
You can click on a cell and a yellow "tool-tip" box will appear. Then click on the line that you want to change and that line will be highlighted. Type the correct result in the highlighted area, or leave it blank if you want to annul it. Note that an annulled board will appear as a board that remains to play on the BridgeTab — if the players have not finished the round.

FILE/DISPLAY RESULTS PER BOARD offers an alternative method to change the results that you might find easier to use. c.f. the inbuilt Help for detailed advice on both methods.

Note that you should change a faulty result (that you for some reason prefer to handle in the scoring program) to NP (for Not Played) to prevent that it is included in the feedback given at the tables.

3.3.6 Rulings
Rulings can be entered via the tooltip box or FILE/DISPLAY RESULTS PER BOARD. Please check that your scoring software understands the notations, c.f. what we wrote under the headline RUNNING A SESSION. See the inbuilt Help for further advice.

How to change in the grid
i. Click on the cell where you have the board result that shall be amended.
ii. Click on the line containing the incorrect entry in the tooltip box that appears.
iii. Type the correct entry in the box: *Contract, Declarer, Total number of tricks* taken, *Lead* (may be omitted) with at least one space between parameters.

Contract can be 2-5 characters, e.g. 7NTxx; 1H; PASS; NT

Declarer is entered as N; S; E; W (1 position)

Total number of tricks: 1-13 (i.e. 1-2 positions)

Lead 0-2 positions, e.g. H2, CA, C, or no entry at all.

There must be at least one space between the parameters, lead can be skipped, and caps (or not) does not matter.

3.3.7 The deals
The deals are shown automatically in the tooltip boxes (when a result is highlighted), provided that BOS is running with an event containing deals. There will be no problem if you follow our general advice to let BOS command both the dealing- and scoring software. If you have closed BOS accidently, you can close BSC and restart it when you have opened BOS with the current event.

You can import the deals into the BOS if they were not created within the BOS. Usually import can be made by a double click on the deals file BEFORE you start BOS. c.f. appendix IMPORT DEALS and (the first page in) the DupSoft part of the BOS package manual for detailed advice.

The link SHOW ALL DEALS is displayed when the deals are available. It leads to Dupsoft where you can edit deals (useful if a board has become fouled), recalculate makable tricks, etc. You can also bring up the deals in DeepFinesse and other software via BOS. c.f. the BOS part of the manual.
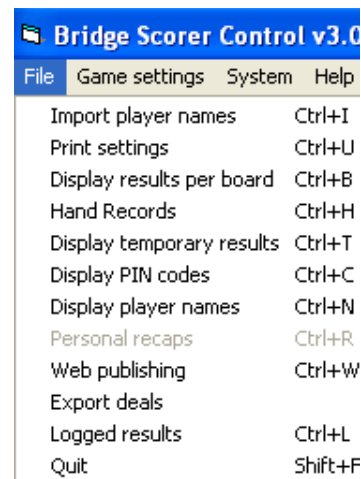
3.4 THE FILE MENU
FILE can be used for import and export of data and it is also useful if/when you need to look up something. The options that are not explained below should be self explanatory.

3.4.1 Import player names
You can disregard this option if you use ACBL-score.

The IMPORT PLAYER NAMES function opens a standard Windows Open file dialog. Select (open) the file containing the names and import will be automatic.

BSC will tell if the source file is not in the right format. The correct format is <memberID>,<name>. MemberID can be up to 12 digits and the names can be of any length. You can set which part of the name you deem to be the most important in the PREFERENCES, see that headline.

3.4.2 Display results

DISPLAY RESULTS PER BOARD is useful both when you want to study all results on a board and when you need to change (enter) a result or ruling. DISPLAY TEMPORARY RESULTS gives a printable results summary for all boards.

3.4.3 Hand records

The Hand Records option will only show when the deals are available. See the inbuilt Help for advice on the print dialogs.

3.4.4 Display player names

This dialog is useful when a player name is wrong (or missing) and also when you need to look up where people are (or should be) seated. You can:

• search for Table, Pair, Player ID and/or Name.
• Double-click a name to change it. (This will remove the Player ID that belongs to the original name.).
• Double-click a player ID to change it. (This does not affect the name.)

See the appendix *Player Names* and the inbuilt Help for more detailed description/advice on how to handle names.

3.4.5 Web publishing

This alternative can be used if you for some reason opt to disable "Web publish automatically" in the DEFAULT GAME SETTINGS.

3.4.6 Export deals

This alternative can be used when the players have entered the deals at the tables. i.e. when "Ask players for deals" is ticked in GAME SETTINGS. Remember to run DupSoft before Web publishing when you have exported deals.

3.5 GAME SETTINGS

Start and **Stop** have the same effect as the START/STOP button, see above.

When communication has been established it shall show STOP (red) and the Base station indication shall say "OK" (green).

Settings can be used when you need to change the GAME SETTINGS. Note that some settings cannot be changed once the game has been started. The registration of players, i.e. the PLAYER ID option can for example not be activated once play has started.

3.6 SYSTEM

3.6.1 Communication

Channel needs not to be set when BridgeTabs are used.

3.6.2 Default settings

You should set what you want to appear in the Game Settings dialog at start. See the headline DEFAULT GAME SETTINGS for explanation.

3.6.3 Preferences

contains the following options:

Upgrade firmware starts the program that installs new firmware in the BridgeTabs. You will need to upgrade when BSC tells you that BridgeTabs have too old program. c.f. UPGRADE OF FIRMWARE section in this manual.

Forced start should only be used if the START WITH UPDATED MOVEMENT button would not be displayed as it should. That is to say, the situation should be that all results (before the change of movement point) have been transmitted to BSC.

Do not show Game settings at start means that the GAME SETTINGS DIALOG (shown above) is bypassed when BSC is launched by the scoring software.

On/offline Help is a switch between the up to date Help found on the Internet and the local Help that you got when you installed the BOS package. You can update your local Help by downloading the most recent help pages from www.bridgetab.com/Help/html.

Names. First/Mid/Last implies that the indicated part of the name will be the last to be shortened when long names are truncated to 20 characters by BSC.

Load movement forces BSC to reload the movement, names, etc. from the database immediately. (BSC checks if there are any changes every 60 seconds.)

4. THE PLAYERS' SCREENS

The BridgeTabs (the tabletops) are very easy to use. But it could be a good idea to ask those who are not used to operate this type of devices to practice with the Demo event before you start your first session with wireless scoring. You may also draw the players' attention to the fact that they should use their fingertips to tap distinctively (not press or move the finger on the glass).

5. THE TD'S SCREENS IN THE BRIDGETAB

5.1 THE HIDDEN MENU
The hidden menu can be reached by pressing the ? button until the TD PIN question comes up.

5.2 TD PIN
You can look up the TD PIN in the BSC Game Settings dialog. The PIN code can be changed in GAME SETTINGS temporarily and in DEFAULT GAME SETTINGS permanently.
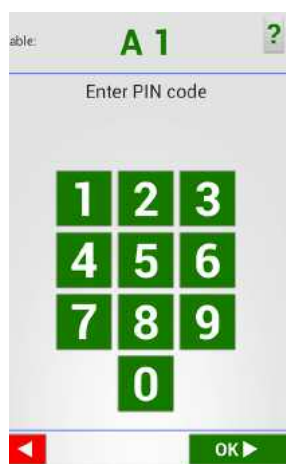
5.3 TD MENU
The TD menu's various options are explained briefly below, see the inbuilt help for details.

5.3.1 Results & records
Results and *Records* can be used when you want to look up what results were entered at the table.

Note that the results and records are available also when the BridgeTab shows its START screen. The results stay in the BridgeTab until it has logged on to a new game.

Results permits you to change results and to enter rulings. Just click on the result that you want to change.

Your options are shown in the illustration.

%/% = Ruling.

Note that you can enter other rulings than those offered here via the Control Software's main interface, or directly into the scoring software.

Records contains a timestamp, which can be useful in some cases.

5.3.2 BT as home
BT as home is used to lock and unlock the tablet to the BridgeTab mode.

5.3.3 BT Admins IP
You can look up the IP that BT Admin uses and compare it with the IP that the BridgeTabs use if the latter would not communicate.

5.3.4 Load names
This alternative is used to load names in non Western Characters (e.g. Chinese) into the BridgeTab. (The BSC can only handle ASCII characters.)

5.3.5 Show names
Displays the names of the players according to the movement.

5.3.6 Set section/table
You can preset the section and table no. That is to say, instead of letting the players enter the table no. at the start of each session, they will only need to confirm that they are correctly seated. An entry without section and table no. releases the BT from preset mode.

5.3.7 Report problem
You can use this function when you need personal advice, or you can reach the same via BSC's Help menu.

5.3.8 Replace
The REPLACE command can be used to replace a unit that has ceased to operate. Note that unsent results will be lost at Replace. That is to say, check that the tabletop does not contain results that should be transferred to the BSC before you perform Replace. i.e. you should compare the results in the BridgeTab with the ones that you find in the grid.

You can enter any missing (not yet uploaded) results into the "new" BridgeTab when the replacement has been completed. You can let the players continue as usual when you have done that.

5.4 NEW GAME on RESUME
NEW GAME shall ONLY be used when a BridgeTab has been left in an unfinished state and you want to force it to its *Start* position.

CURRENT GAME shall be used when you want to resume an ongoing game.

That is to say, do NOT choose "NEW GAME" unless you are absolutely sure that you want to leave the current game.

6. HOW TO AVOID AND SOLVE PROBLEMS

We will give some general advice on how to recover when there is a problem under this headline. You will most probably have to study your scoring program's (SP) manual as well because most problems are created by, or related to, the SP.

Note that you do not have to stop the game while you (re)start the SP and/or the BSC. The results will be stored in the BridgeTabs until you have (re)started the game in BSC. So, **don't panic**, but take your time to make sure that you get everything right before (re)starting/resuming!
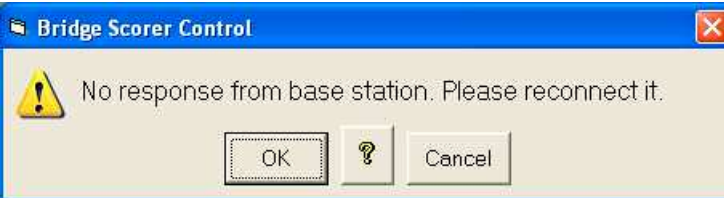
6.1 PC SHUT DOWN

You have to be careful when you have restarted the PC. Remember that your goal is to restore (resume) the situation you were in when the PC was shut down. That is to say, you should NOT start a new event and/or create a new database, but let your SP resume with the same event without tampering with the database.

The easiest way to restart is to resume with the [same] event in BOS and run (start) the SP from there as you did at the first start. You can use BOS's function OTHER SCORING SOFTWARE if you are not sure how to restart BSC from your SP. Click the ? mark in the dialog that appears if you need help with the details.

6.2 NO COMMUNICATION

If no results are communicated and no feedback is available at any table, it is either because you have clicked the STOP button (so that it now shows START), or the WiFi connection has ceased to function. In the latter case you normally need not do anything; BSC will reset the communication automatically provided that you have not closed BT Admin, or let the PC or BridgeTabs connect to another network than you started with. c.f. the inbuilt Help for details.

6.3 BT DOES NOT UPLOAD RESULTS

You should first of all bring the BridgeTab closer to the WiFi router if a PARTICULAR BridgeTab fails to upload its results.

You can consider to move the table if the BridgeTab communicates when brought closer to the router. We suggest, however, that you explain to the players (at the table concerned) that they will have to point their BridgeTab towards the router while transmitting, or they will have to live without feedback and names. That is to say, the worst case scenario is that you at the end have to bring the BridgeTab closer to the router to have the results uploaded.

Note that the WiFi transmitter should preferably be placed high up in the center of the play area.

If a BridgeTab would cease to work, i.e. the players cannot enter any results on that unit, then you should replace it in the way described under the headline REPLACE UNIT. (You can ask these players to use pen and paper meanwhile.)

6.4 "TABLE ALREADY TAKEN"

You should do nothing until you know exactly what has happened if a BridgeTab says *Table already taken*.

Let's say that the BridgeTab at table #3 shows *"Table already taken"*. Your first remedy should be to check how table #3 looks in BSC's grid. You can instruct the players to log in again as table three and nothing else if table 3 is red.

If you would find that table #3 is green in the grid, it means that the players at another table has made the mistake to log on as table #3. Assume that you find that table #13 has mistakenly logged on as table #3. Your remedy now depends on how far the players at table #13 have come before you revealed their mistake. The key question is if they have reported any result(s). We will discuss the possible cases in chronological order.

6.4.1 No result reported

You can, so long as no result has been reported from the incorrectly logged on table (check in the grid), ask the players at the foul table (#13 in our example) to log in again with their proper table number (#13). This will release table #3 so that the players at table #3 can log on as usual. You can either disable the display names option, or put it right via the DISPLAY NAMES dialog (Ctrl+N) if the players have registered their IDs.

6.4.2 Result reported

If the players at table #13 has played, and reported, a result as table #3, then the easiest way to put things right is to ask them to (physically) move with their BridgeTab to table #3. The players that originally sat at table #3 will hence bring their BridgeTab to table #13, where they can log in [as table #13] as usual.

You must perform a number of steps if you for some reason do not want the players to trade places as described above.
i. Command NEW GAME on the incorrectly logged on BridgeTab (#13 in the example).
ii. Tell the players at table #13 to log on with the correct table number.
iii. Annul the result(s) that the players at table #13 have entered as table #3.
iv. Ask the players at table #3 to log on as usual.

Note that the third step is crucial. BSC will not permit a complete log on from scratch if there are results reported from the table. You can bypass that hurdle by using the REPLACE function, but then you will have a number of other problems (with already registered names and results).

6.5 A BRIDGETAB HAS BLOCKED

The BridgeTab will (automatically) resume from its last saved position if it would crash. Please accept to send the report.

6.6 ACCIDENTAL START OF NEW GAME (IN THE BRIDGETAB)

You can use RECOVER if you have (accidentally) pressed NEW GAME instead of CURRENT GAME. Note that the last entry (before you went to the Hidden menu) might be lost in which case you have to ask the players to enter the last result again.

6.7 LONG GAMES

Some type of games (e.g. Barometers and Swiss) run over several days even though they are (technically) only one long session with pauses between rounds. If you keep everything intact between rounds it will be as easy as changing rounds in a normal club game. But you have to watch out if you for some reason cannot keep everything intact from one day to the other. This is so because you will find yourself in trouble if you break up the links that were established at the [first] start of the game.

Changing the PC

You are advised to export the event to the new PC if you want to change PC between sessions. See further the BOS manual (or Help) for advice on how to do this. You should also make sure that all files that the scoring software uses for the event are intact after the transfer. **Note** that this alternatively requires a BT dongle containing your licences as the BT licences are otherwise locked to one PC.

You must start a completely new event containing the remaining rounds if you do not follow our aforementioned advice. This is so because the links that BSC established with the BridgeTabs are in the old (now inaccessible) database. The system cannot work without links and new links can only be established before the first round of a new event...

Storing the BridgeTabs

Our advise is that you mark the BridgeTabs (physically i.e. on the plastic housing) when you have an ongoing game and the BridgeTabs need to be stored away during the break. By doing so it will be easier to see which table each BridgeTab is associated with.

6.8 EVERYTHING MESSED UP

If you have messed up everything, i.e. you have overwritten/erased all data that have been uploaded from the tables, you have a choice between:

i. Let the game go on as if nothing had happened.

ii. Force all BridgeTabs to start (via the TD menu) and set up a new game with the remaining rounds.

i. Game goes on

When play has finished you can treat the BridgeTabs as score cards. That is to say, you use the RESULTS option in the BridgeTab's HIDDEN MENU to extract the results and enter them manually into the scoring program (if you do not find a method to upload them automatically).

ii. Start a new event

• Stop play when everybody has finished the ongoing round.

• Extract the results that have been played so far via the RESULTS option.

• Select NEW GAME in all BridgeTabs.

• Create a new database containing the remaining rounds.

• Start BSC as if it had been a new game.

• Merge the results from the two events (the two databases) in the scoring program.

iii. Results lost

You can extract the results that have been sent to BSC via FILE/LOGGED RESULTS if you forgot to save the results before starting with a new database.

Import deals

IMPORT .DLM FILE
Double click on the DLM file = four leaved clover. "120208_M" in the example.

The double click will create a BOS event containing the deals with the event name from the source file.

Bridge Organizing Software

Current event: **120208_M**

Pick a program to run:

IMPORT OTHER FILE FORMATS

1. Start BOS

Run BOS

2. Select new event

Select event

Last

De

Create new | Res

Create new event

Enter event name: | 120506 Test

Cancel | ? | Create
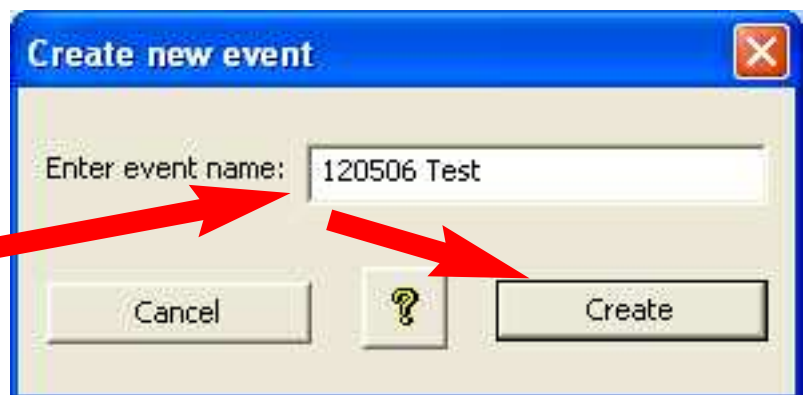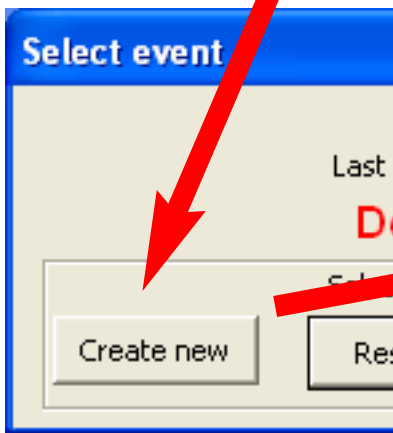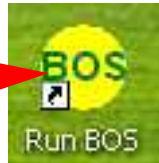
3. Enter event name
4. Create the event

.dup, .lin or .pbn files

5. Select *Import*

Import

6. Drag and drop (or browse) the source file

Import deals

Drag and drop a DLM, DUP, LIN or PBN file into this box
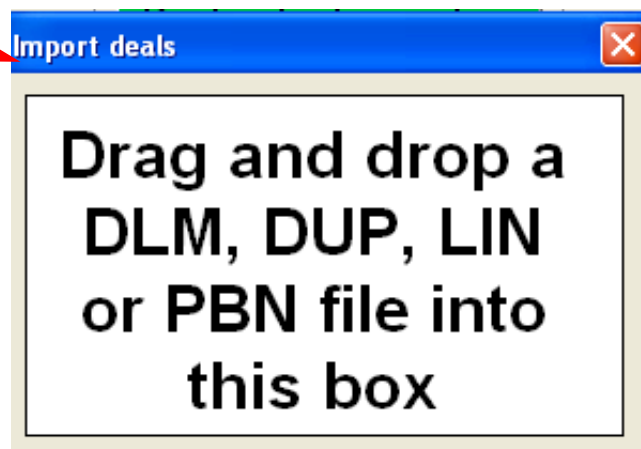
Last revised 140807

Other formats
Run (or double-click) *Convert deal file* and convert the source file to .dlm format.
Then close *DupSoft and BOS* and double-click the .dlm file as described above.

Convert deal file

Re. PLAYER NAMES

BSC only supports names written with Western characters, Names written in e.g. Chinese can be shown at the table, however. See the BT's inbuilt Help.

A. NO ASSIGNMENTS MADE

The BridgeTab system offers a unique validation when the players register at the tables. A basic requirement for immediate validation is that the name corresponding to the entered ID number is available at the start of BridgeScorer Control (BSC).

1. SOURCES OF NAMES
1.1 Text file

The recommended procedure is to keep a list of all possible IDs and names in a comma separated text file in the BridgeTab folder. The file can contain all registered players in the world, if you would so wish. The process to create such a text file is automatic with some scoring software and semi automatic with other.

The IMPORT PLAYER NAMES OPTION can be used to create a names (text) file in the BridgeTab folder. Note that you must perform IMPORT PLAYER NAMES BEFORE you click the START button (F2). BSC loads the names on file automatically at every start. So there is no need to perform IMPORT PLAYER NAMES repeatedly, unless you want to update the names list.
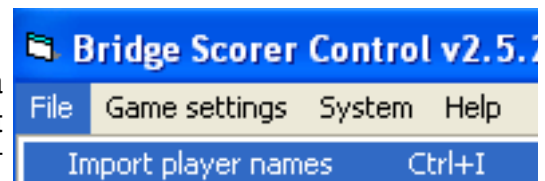
1.2 Database

There is no need to use a text file (as described above) if the scoring software writes the players names to the database BEFORE start. The drawback with a large number of names in the database is that it takes long to load the names when there are many entries.

2. MERGING NAME LISTS

The BridgeScorer Control (BSC) software will merge entries found in the text file with names found in the database automatically. We therefore recommend that you let your scoring program write your own members' names to the database and that all possible visitor's names are imported once and for all into BSC. BSC will assume that the database contains the most up to date entries.

3. DISPLAYING

You can untick the alternative SHOW NAMES in the GAME SETTINGS dialog anytime if the players have messed up things to the extent that the names that are shown at the tables do more harm than good.

4. UPDATING NAMES DURING GAME

You can change IDs and/or names anytime in BSC/FILE/DISPLAY PLAYER NAMES. The Bridgetabs will use the amended entry from the next round and onwards.

47
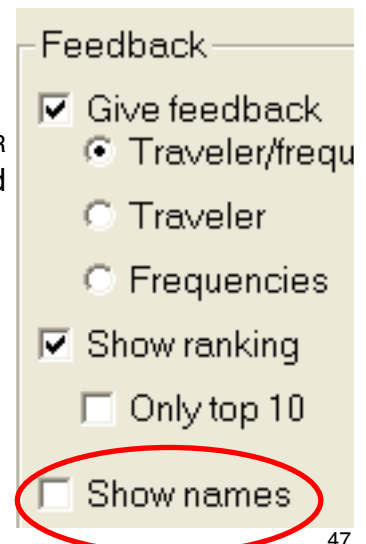
B. ASSIGNMENTS MADE

The names will be shown at the tables without the players having to enter their member IDs if the scoring program has written their start order to the database. Provided that you have selected SHOW NAMES in GAME SETTINGS, that is.

If, finally, you have assigned starting positions in the SP, but your SP does not handle names, then you can consider to enable ASK PLAYERS FOR ID in GAME SETTINGS. This will make the player names appear at the tables (if you have IMPORTED PLAYER NAMES).

<div style="border:1px solid black; padding:10px;">

SUMMARY

i. BOS\BridgeTab\names.txt is used **BEFORE** START (F2).
ii. <eventname>.bws is merged with imported names **AT** START (F2).
iii. FILE/DISPLAY PLAYER NAMES is used **AFTER** START (F2).

</div>

Related help pages: Load_names (BT Admin), Load_names (BT) import_names, player_names and show_names.

ODD NUMBER OF PAIRS

A. ODD NUMBER AT START

The easiest way to handle an odd number of pairs is to select a movement for the next higher even number. We suggest that you do NOT tell the scoring program (SP) that one pair is missing. That is to say, ignore the fact that you have a phantom pair and put a Bridgetab on the 13th table, as if you had had 26 [physical] pairs in the room.

This is so for two good reasons:
— The pair sitting out in the first round can register at the table as usual.
— You have an easy task if a pair would arrive late.

Scoring

Some SP (not all) will refuse to calculate the scores unless all results are in. There are two ways to cope with this problem. The safe way is to enter "Skip board" (the crossed over board icon) on the BridgeTab(s), or enter "np" (Not played) in the BSC until the grid becomes all green.

You can, alternatively, tell your scoring program that the just finished game contained a phantom (missing) pair. You can for example "Change movement parameters" in ACBL-score, i.e. introduce a missing pair **when play has finished**. You are advised to run a desktop test with your preferred SP to make sure that you will get it right.

B. ODD NUMBER AFTER START

If you have started with an even number of pairs and a pair arrives late (i.e. after start), then it is (generally speaking) easier to append the pair arriving late to the movement, rather than changing the movement completely.

Howell

In a Howell the added [odd] pair is called *Appendix*. A 5 table Howell can for example be augmented anytime to 11 pairs by an appendix. The appended pair is nothing but a stationary pair taking a position that the moving pairs would otherwise use.

Mitchell

Similarly, a "Rover" can be used to add a pair to an ongoing Mitchell. The Rover knocks (bumps) out the stationary pairs one after the other.

Remedies

i. Amend the movement in the SP to include an appendix, or rover, FROM THE NEXT ROUND and onwards.

ii. You can safely skip the *Start with updated movement* procedure when you augment the movement with a pair in the described way.

You have no choice but to use the method described in the document *Adding a table* if your SP does not give you the option to add a pair.
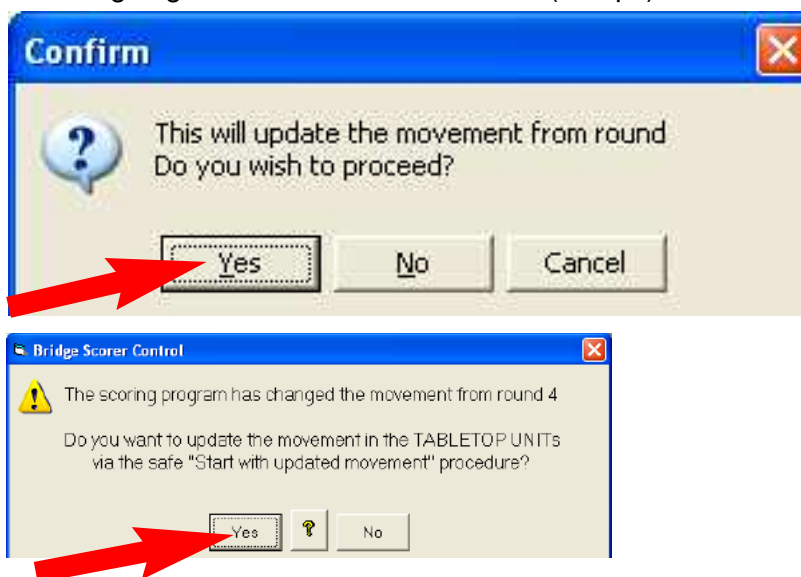
ADDING A TABLE

A. SAFE METHOD

The safe method to increase the number of tables after start is:

i. Change the movement in the scoring program (SP) as soon as possible.

ii. Select "Update from" the NEXT round.

iii. Say "Yes" to the safe procedure *Start with updated movement?* (Take system/Load movement if you want this question to come up immediately after the change in the SP.)

iv. Let play continue until all results from the ongoing round have been reported.

v. Click the button *start with updated movement* when it appears. (Use SYSTEM/FORCED START if this button would not appear as it should.)
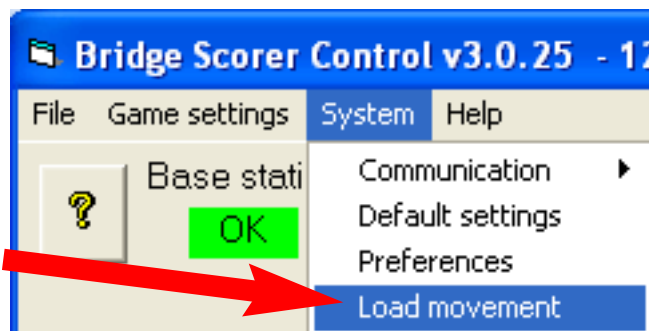
B. RISKIER METHOD

Do not consider to use this method unless you understand how your SP handles changes of movements. This is so because you must avoid to change the movement data (pair and board nos.) at tables that are currently using these data. The situation will, for example, be very confused if you change a 7 table Howell to 8 tables in the middle of a round. To switch from a 6 table Relay Mitchell to a 7 table Mitchell also requires that you understand what you are doing. You should therefore use the safe method described above if you are in doubt.

If, however, you are SURE THAT PAIR AND BOARD NOS. WILL NOT BE AFFECTED (at the tables that are in play) then you can use the following, faster (but riskier), method:

i. Change the movement in the SP (say "Yes" to "Update movement").
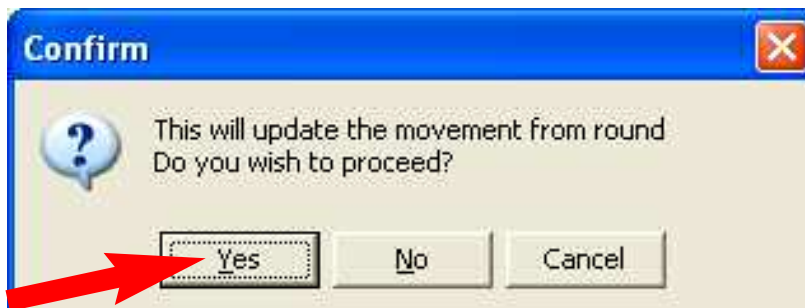
ii. SYSTEM/LOAD MOVEMENT (or wait for the dialog below to appear).
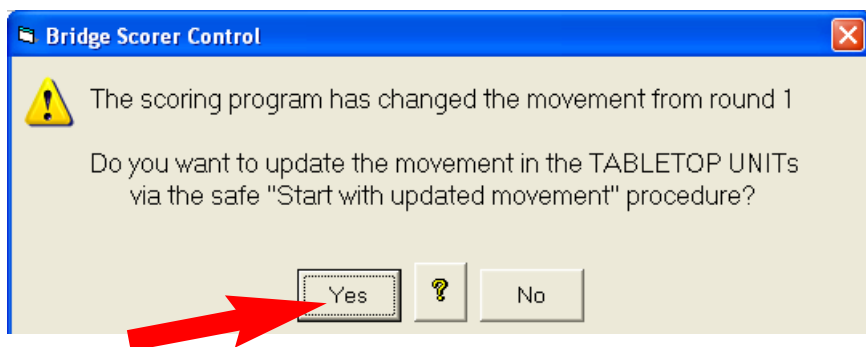
iii. Say "No" to the S*tart with updated movement* procedure.

Please run some desktop tests to make sure that you get it right before trying this method in real!

WEB PUBLISH

Events will by default be published on a generic web page intended for tests. For regular use you should apply for a complimentary site dedicated to your club's results. See further below.

PART 1 - SETUP
1. Apply for a BridgeTab account. i.e. send an email to support@bridgetab.com with the following informa-tion:

Club name*
Club address
Contact person
Web page
Email*
Preferred user name
*required
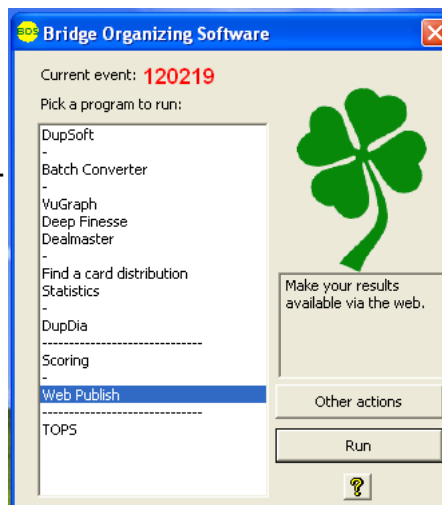
2. When you have received username and password:
• Start a new event in BOS.
• Run WEB PUBLISH.
• Enter username and password in the dialog that appears (see illustration to the right):
• Save the data
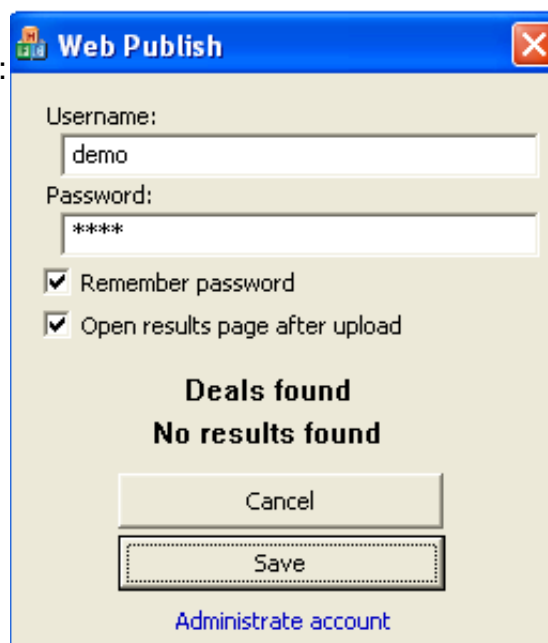
PART 2 - DAILY USAGE
1. Start BOS

2. Run DupSoft and either generate the deals or import them. Make sure DupSoft has calculated the makable contracts before you close it. See the appendix *Import Deals* for details.

3. Run the scoring program of your choice.

4. Start the BridgeScorer Control (BSC) from your scoring program (SP).

5. Tick "Web publish automatically" in the DEFAULT GAME SETTINGS dialog.
or
5b. Run *Web Publish* from BSC, or BOS, each time you want to publish the results.

PART 3 - LINK TO RESULTS PAGES

Follow the instructions below if you want to email (or publish in another way) a direct link to an event:

1. Make sure that you have selected the event that you want to link to.

2. Run Web Publish from BOS, or BSC.

3. Copy the address that your browser shows when the ranking list is displayed.
You can append
```
&target=1
```
to the end of the link (without any spaces) if you want the browser to show the results in a new window.

Example (when club ID = 2)
http://www.bridge-scorer.com/results/games.php?ClubID=2&target=1

PART 4 - SHOW LIST OF EVENTS ON AN EXISTING WEB PAGE

The following code snippet will insert a 400x600 box showing a list of your games on any web page of your choice.

```
<iframe height="600" frameborder="0" width="400" src="http://www.bridge-scorer.com/results/games.php?ClubID=2&target=1"></iframe>
```
• Change *ID=2* to your own ID no. (that you got when the account was set up).
• Change *Height = "600"* and *width "400"* as appropriate.

PART 5 - RESULTS BUTTON
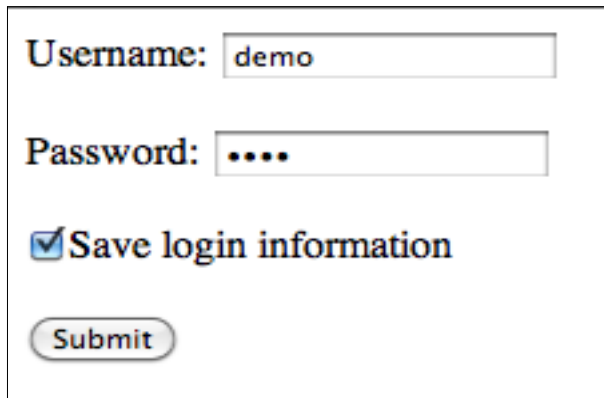
The following code snippet will put a Results button on a web page of your choice:

```
<a target="_blank" href="http://www.bridge-scorer.com/results/games.php?ClubID=2"><img src="http://www.bridge-scorer.com/assets/images/RESULTS.jpg"></a>
```
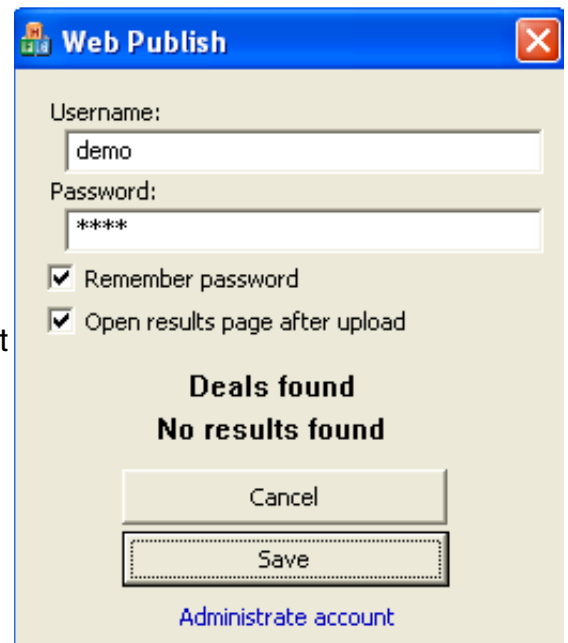
The same thing here: Change *ID=2* to your club's ID.

PART 6 - REMOVE [OLD] RESULTS

1. Open BOS with any event.

2. Run WEB PUBLISH

3. Click the *Administrate account* link

4. Enter Username and Password in the dialog that appears

5. Click *Submit.*

6.Tick the results files that you do not want to appear on your results pages any longer.

7. Click "Delete".

Note that you can perform Web Publish if you have accidentally deleted an event to make it reappear.

Running BridgeTabs with ACBLscore

You can continue to run ACBLscore in the way you are used to. The main difference will be that you will spend less time with ACBLscore when you are using BridgeTabs.

0. Install BOS Package

Run the BOS setup when (after) you have installed ACBLscore. See the BOS manual if you need advice on that. Note that a shortcut to the manual will appear on the desktop after installation.

1. Start BOS

Double click the yellow BOS icon that you find on the desktop and the dialog shown to the right will be displayed. Select "Create new event".

2. Run DupSoft

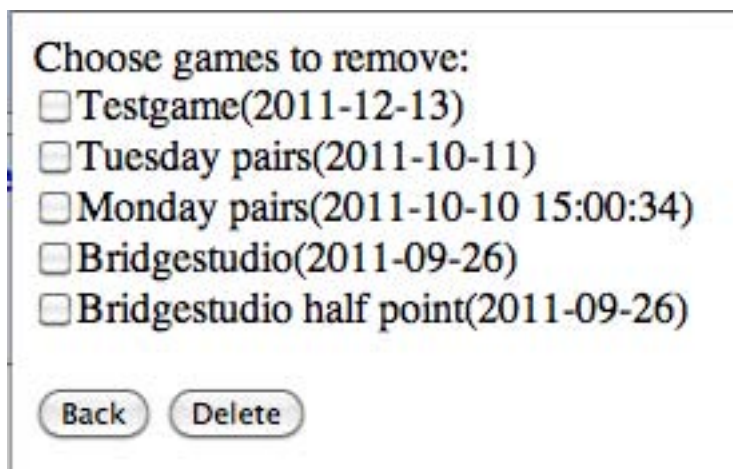The recommendation is that you let DupSoft generate the deals.

Alternatively you can import the deals with the methods described below. Note that you can click the ?-mark in the dialog that you do not understand for instant advice.

.dlm file

Double click on the .dlm file (four leaved clover) that is going to be used BEFORE you start BOS. This action will create a BOS event containing the deals from the .dlm file.
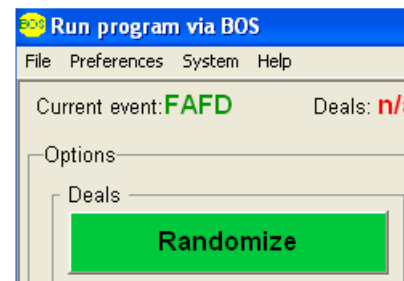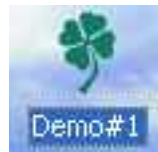
.dup, .lin or .pbn file

Start ("Run") Dupsoft and select "Import deals" in DupSoft's settings dialog.

Deal file in other formats

Run *Convert deal file* to convert the source file to .dlm; then proceed as shown above.

3. Run ACBLscore

Start ACBLscore

Run *Scoring* and select *ACBLscore* in the list that appears.

Tick the box "Remember this choice" at the bottom of the dialog to make ACBLscore to your default scoring program.
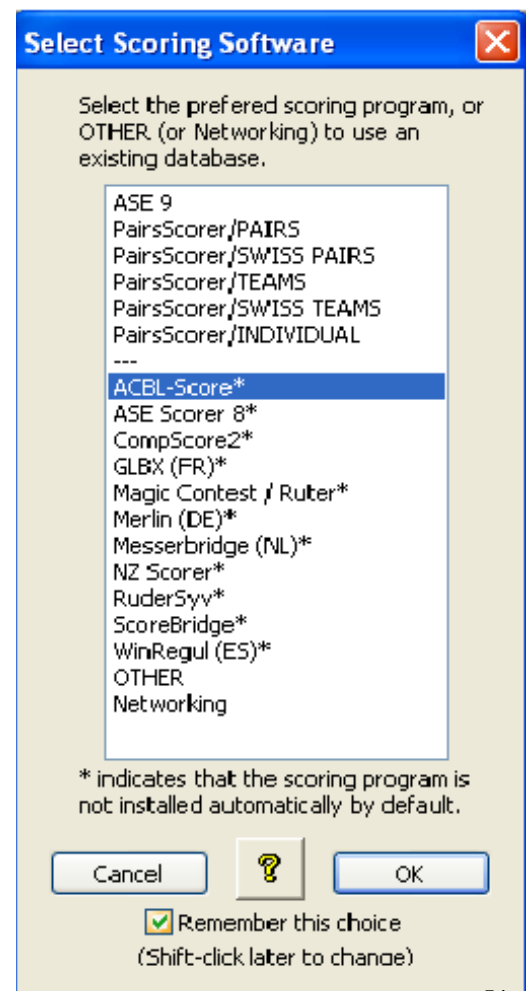
ACBLscore Setup

You have to set *Allow Remote score entry* in Setup/Game options the first time you are to run with BridgeTabs.
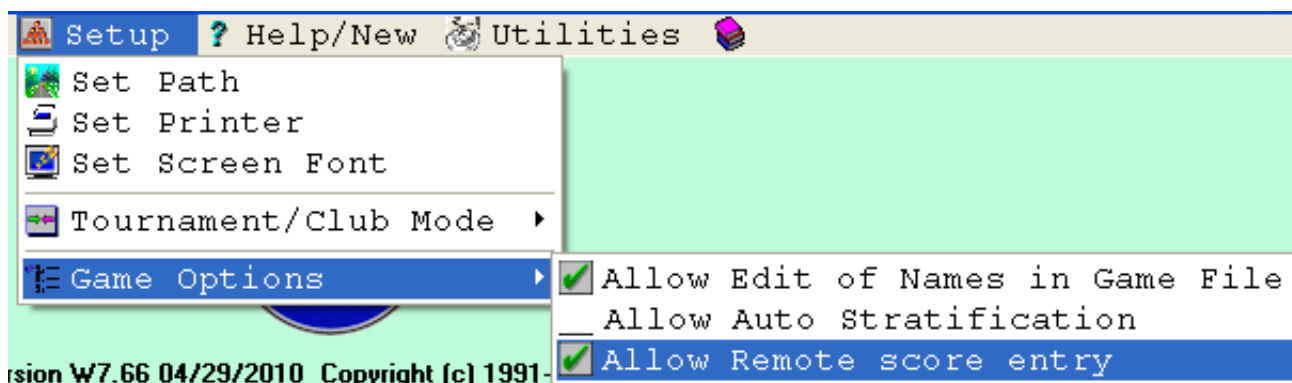
4. Setting up a game file in ACBLscore

GAME PARAMETERS

You can set up your game in the way you are used to, but you must remember to say "Yes" to the question shown to the right.
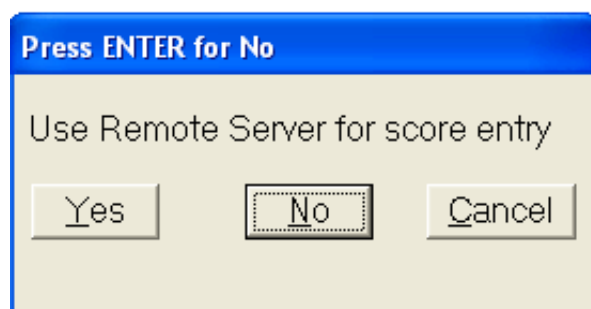
Odd number of pairs

You will avoid several (potential) problems, if you say "No" to *Phantom Pair* when you have an odd number of pairs. c.f. the Appendix *Odd number of Pairs*

5. Start BridgeTabs

You can follow ACBL-score's instructions when you have set up the game.

> Score entry enabled from Remote Server
> Start Remote server AFTER all sections are configured (F11, BMS)

That is to say, open the control commands list with F11 and select (or type) "BMS" but, **important**, make sure that your game parameters reflect the situation in the room BEFORE you start the BridgeTabs.

> BMP   Post scores from Remote (Ctrl-P)
> BMS   Start Remote server - reset server - beginning of session
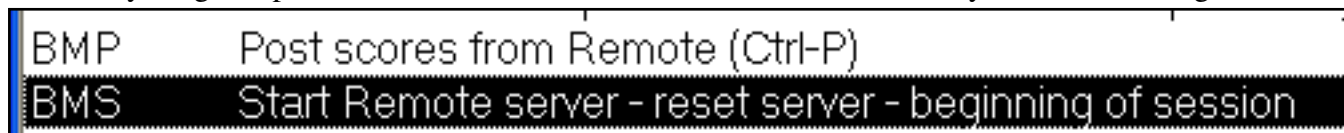
You should be aware of the fact that the BridgeTabs (the tabletops) will act like players. You should, for example, not start the BridgeTabs until you are sure that you got the movement right. This is so because you will be in trouble if some BridgeTabs follow the old movement, while others start using the new.

So, LOOK BEFORE YOU LEAP! That is to say, check that you have chosen the right movement and the desired Game Settings BEFORE you click the Start button. It is better to let the players start playing without the BridgeTabs, than having the trouble to change a started game. Started in the Control Software, that is.

Confirm your choice and the following message will be shown:

Close the message box shown below (with OK) as soon as it appears, or it can otherwise seem as if ACBLscore has blocked.

This message has no meaning.

6. Running the game

See the Bridge Scorer Control (BSC) part of the Manual if you need advice on how to manner that program. Note that BSC has an inbuilt help that you can access by a click on the ?-mark in the situation that you have problems with.

7. Restart

You can restart the BSC if it has been accidentally closed via F11/BMS in ACBLscore. You need to watch out, however, because ACBLscore might change the suffix (M/A/E). Reset it to what it was and the ongoing game will be retrieved.

8. Handrecords

We recommend that you print handrecords during the last round via BSC File/Handrecords to get the actual results included.

9. Webpublish

We also recommend that you leave the box *Web publish automatically* ticked if the PC is connected to the Internet.

10. Import results

Press **Ctrl-P** (or go to the command menu with F11 and type "BMP") WHEN THE
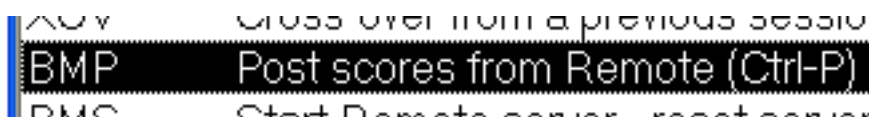
BRIDGESCORER CONTROL GRID IS ALL GREEN (not before).

Note that ACBLscore does not accept **skipped boards** (not played, or "np"). These will appear as "Late play" and require manual handling directly in the scoring program.

Rulings entered at the table, or in the grid, will not be taken into account by ACBLscore automatically. i.e. you have to handle the rulings manually in ACBLscore.

APPENDIX A. Odd number of pairs

We suggest that you say "No" to *Phantom Pair?* when you enter the game parameters. If another [late] pair arrives you need not do anything, but if you end up with a missing pair you need to:
i. Make sure that all results are in = the grid is all green
ii. Change to Phantom Pair "Yes"
iii. Post (Ctrl-P) the results.

APPENDIX B. Change of movement

CHANGES BEFORE START
You can change the movement in any way you like without any problems so long as you have not clicked the *Start* button in BSC. Just close BSC, amend the movement, and restart BSC with the BMS command.

RESTART AFTER START
Close BSC and ACBLscore (but not BOS) if you realize that you have got it all wrong. Then restart ACBLscore via BOS/Scoring, but please note that:
i. You need to add a suffix (one digit, or letter) to the date when you set up the same New Game in ACBLscore. We suggest that you double the suffix, i.e. if you had 120304M you make it 120304MM.
ii. The BridgeTabs that have already logged in (and got the faulty movement) need to be forced to their Start position via the *New game* button in the BridgeTabs hidden menu.

CHANGE OF MOVEMENT AFTER START
You can apply our general recommendations for changes of the movement with one addition: You must close BridgeScorer Control and restart it from ACBLscore when you insert a pair as an appendix, or rover. c.f. the document Odd number of pairs.

APPENDIX C. Things have gone out of hand

THERE IS NO REASON FOR YOU TO PANIC if, for example, the PC is shut down. The BridgeTabs will continue to guide the players and register their results, but they will not show any names or comparisons. The worst case scenario (if you do not manage to restart the system) is that you will have to access Admin/Results on the BridgeTabs and type in the results on the PC as if you had used pick up slips.

APPENDIX D. Names

A complete list of ACBL members will be downloaded automatically at the first start and every three months thereafter, if the PC is connected to the Internet. Tick "Do not ask again" and then click "Yes" when the dialog to the right appears.

You should first of all check the Internet connection if you get the message shown below.

You can download the names on another (connected) PC if the scoring PC is off line. Then use BSC's *Import* function (in the File menu).
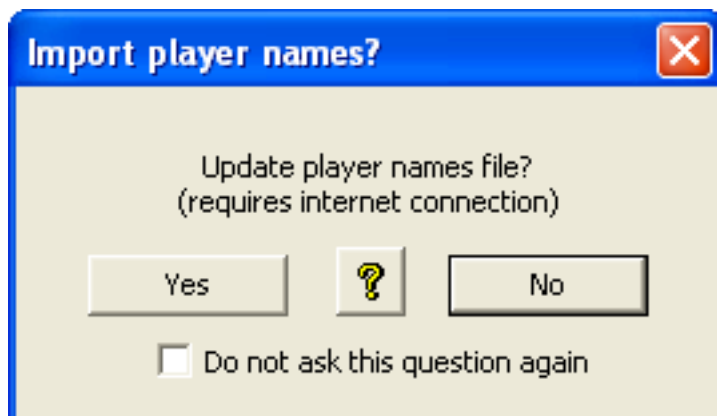
Start ASE and BridgeTabs

See the *Using BridgeTabs with ASE* manual (below) for detailed explanations

1. Start BOS
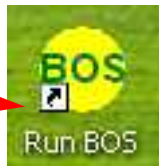
2. Create a new event (if not already done)

Select event

Last

De

Create new   Res

Create new event

Enter ever   120506 Test

Cancel   ?   Create
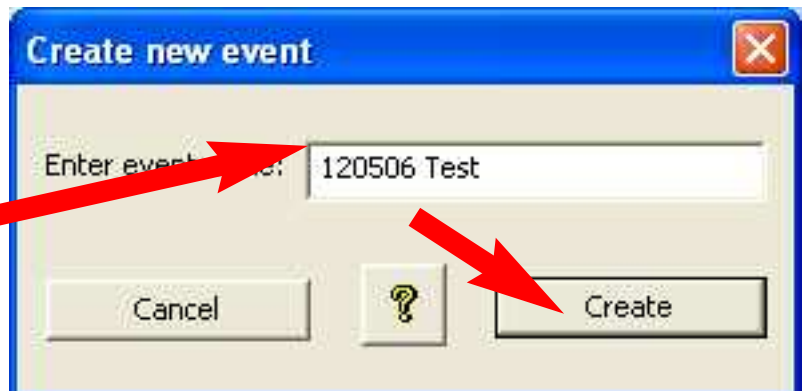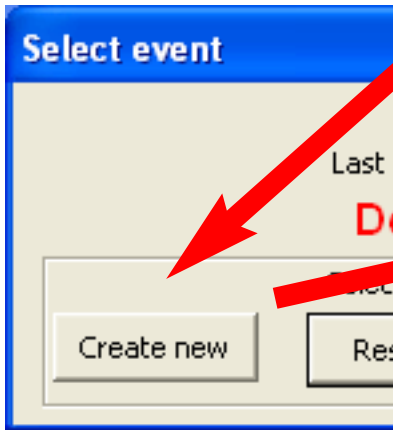
3. Enter event name
4. Create the event

5. Run (or double-click) Scoring

Scoring
-
Web Publish

Individual and teams)

Other actions

Run

7. Select ASE

Select Scoring Software

Select the prefered scoring program, or OTHER (or Networking) to use an existing database.

ASE 9
PairsScorer/PAIRS
PairsScorer/SWISS PAIRS
PairsScorer/TEAMS
PairsScorer/SWISS TEAMS
PairsScorer/INDIVIDUAL

ACBL-Score*
ASE Scorer 8*

8. Enter the game parameters

ASE Scorer Event Wizard

What type of event do you wish to create?

Event type   Sessions in the event

9. Auto Start BridgeTabs

Use remote scores - new database

Section Option

☑ Auto Start Bridgescorers for this session
☐ Show advanced options screen   Finish

7b. Tick the box <BILD> if you want to use ASE every time.

10. Check/set BridgeTab's settings

Bridge Scorer Control v3.0.25 - 120210_A

Game Settings

Start (F2)
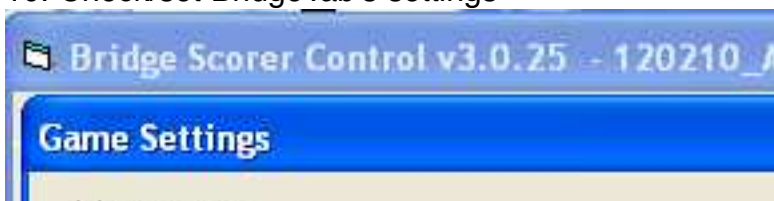
11. Click Start when you are sure that everything is right (not before)

Restart ASE and BridgeTabs

See the *Using BridgeTabs with ASE* manual (below) for detailed explanations

A. BridgeScorer Control accidentally closed

Click YES when this message is displayed

Confirm

The remote server appears not to be running
Do you wish to restart server?

[Yes]   [No]   [Ignore]

B. ASE and BridgeScorer Control accidentally closed

1. Click the SCORING button in BOS

Scoring
-
Web Publish

Individual and teams)

Other actions

Run

Select Scoring Software

Select the prefered scoring program, or OTHER (or Networking) to use an existing database.

ASE 9
PairsScorer/PAIRS
PairsScorer/SWISS PAIRS
PairsScorer/TEAMS
PairsScorer/SWISS TEAMS
PairsScorer/INDIVIDUAL

ACBL-Score*
ASE Scorer 8*

2. Say YES to these:

Confirm

Do you want to start reading remote scores database?

[Yes]   [No]

Confirm

The remote server appears not to be running
Do you wish to restart server?

[Yes]   [No]   [Ignore]

C. Everything (BOS, ASE and BridgeScorer Control) accidentally closed

1. RUN BOS

BOS
Run BOS

2. Open (select) the current event

Open Event

Select a BOS event in the list below

Event	Date
bridge 120117	January 18, 2012 17:22
bridge 120131	February 01, 2012 17:04
bridge 120207	February 08, 2012 19:52
bridge 120214	February 15, 2012 15:28
bridge 120229	February 29, 2012 19:57
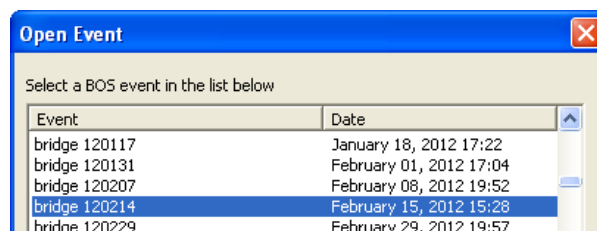
3. Follow steps under B. above
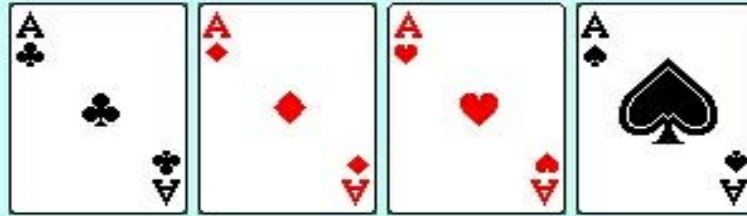
ASE Scorer version

9

For Windows™

BridgeScorer
reference manual

Table of Contents

Part

1   General overview

Note: this documentation applies to:
- *ASE Scorer 9 release 1.0.2.0 or more recent*
- *BridgeScorer control 2.5.0.41*
- *BridgeScorer table unit firmware 1.39*
- *BridgeScorer base station firmware 1.4*

In many situations those releases or more recent are required for the features to be available.

The key idea behind BridgeScorers is that the scoring program, ASE Scorer 9, is in charge and all "the work" is done using ASE Scorer 9.

To use BridgeScorers with the ASE Scorer 9 you must tick the option "Use BridgeScorers 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].

Also note, ticking this option will show the advanced setup screen for terminal use. At other times when you do not have an event open, un-tick and re-tick this option to see the options.

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.
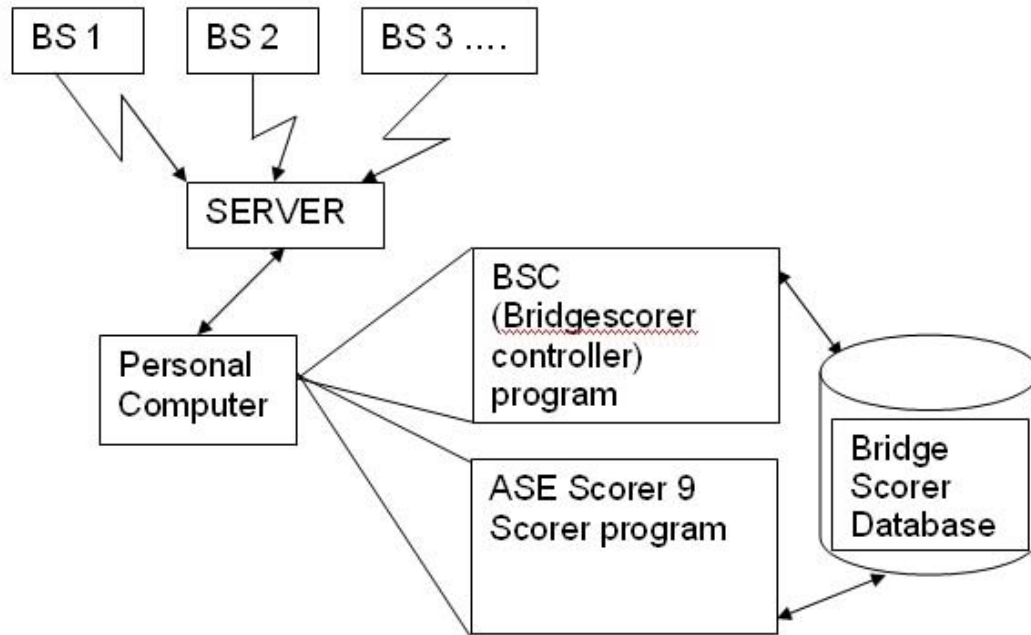
The BridgeScorer relationships between the various components.

The diagram above shows the BridgeScorer devices on the tables (BS1, BS2 etc.). These communicate with the server using wireless communications. The base station gathers all the scores etc. independently of the personal computer that houses the two programs, ASE Scorer and BSControl. The personal computer and the base station are connected using a cable that is attached to the computer's serial or USB port.

The two programs, BSControl and ASE Scorer 9, uses a common database to save and communicate information such as scores and player numbers. The BSControl program gathers the information from the server and places it in the Database. The ASE Scorer 9 gathers the information from the database and uses it within the scorer to produce the results.

All the information relating to an event is stored in the BridgeScorers and the database. The two programs, BSControl and ASE Scorer 9, can be closed down and restarted at any time and the process of scoring is not interrupted. The base station continues to operate independently of the programs.

All control of the programs is through the ASE Scorer 9 scorer. ASE Scorer 9 will start BSControl, setup and define the database, retrieve the scores and produce the results.

Part II
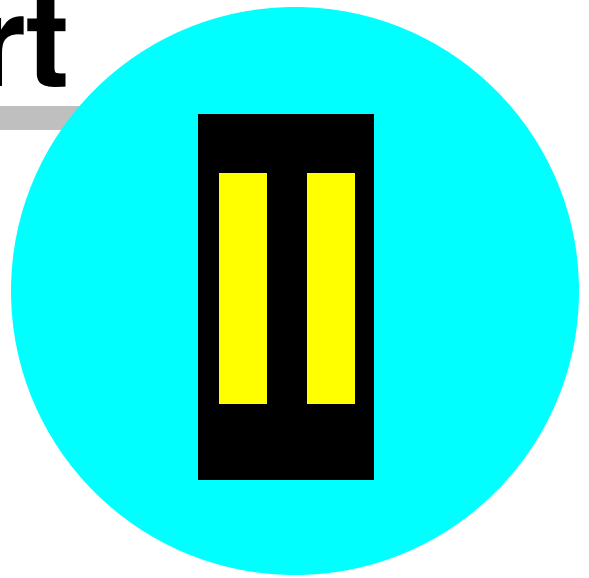
2 Pre-Session Preparation

2.1 Setup

Before using the BridgeScorers you must install the Bridge Scorer software supplied with the terminals or downloaded from the Internet.

The download is the BOSPackage.zip file. Unzip and the run the setup.exe. If using a CD insert the CD in your drive and it should start automatically. If not run the setup.exe program.

Follow the instruction for that installation.

See the BOS manual for more details.

Part Ⅲ
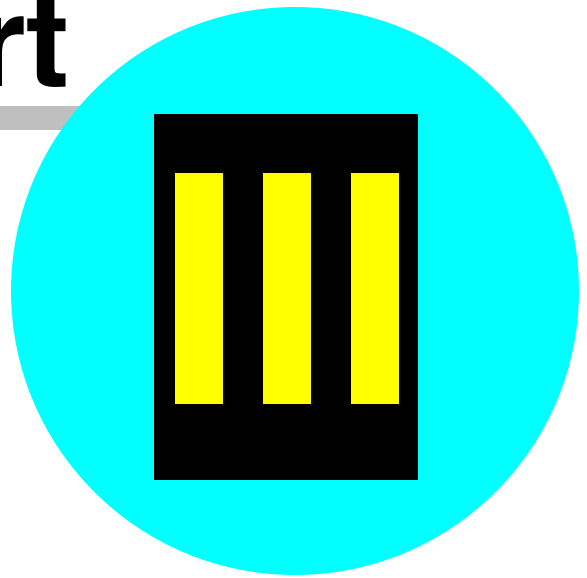
3 Initial session settings

3.1 Setting Preferences

The BridgeScorer settings and options are only available when you have an event open. Once the settings are established it is unlikely they will need changing again. Therefore whenever the BridgeScorer [Remote scores] option is selected the screen that appear is simple.

The first time you do this you will need an event open. Maybe the best way is to create a dummy pairs event and the screen above will appear as the last screen. Tick the "show advanced options screen" and click [Finish] so that you may finish the installation.

Sometimes when using an event that has been previously set up the following screen will appear. [Auto start] will perform the required steps needed for most events and situations and is equivalent to the [Finish] button on the "Remote scores" screen above.
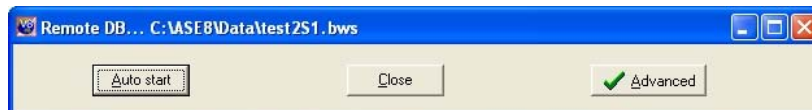
The "advanced" screen appears like this below. Select [Advanced] to see the available options (and then [simple] to hide the options). They appear as: -
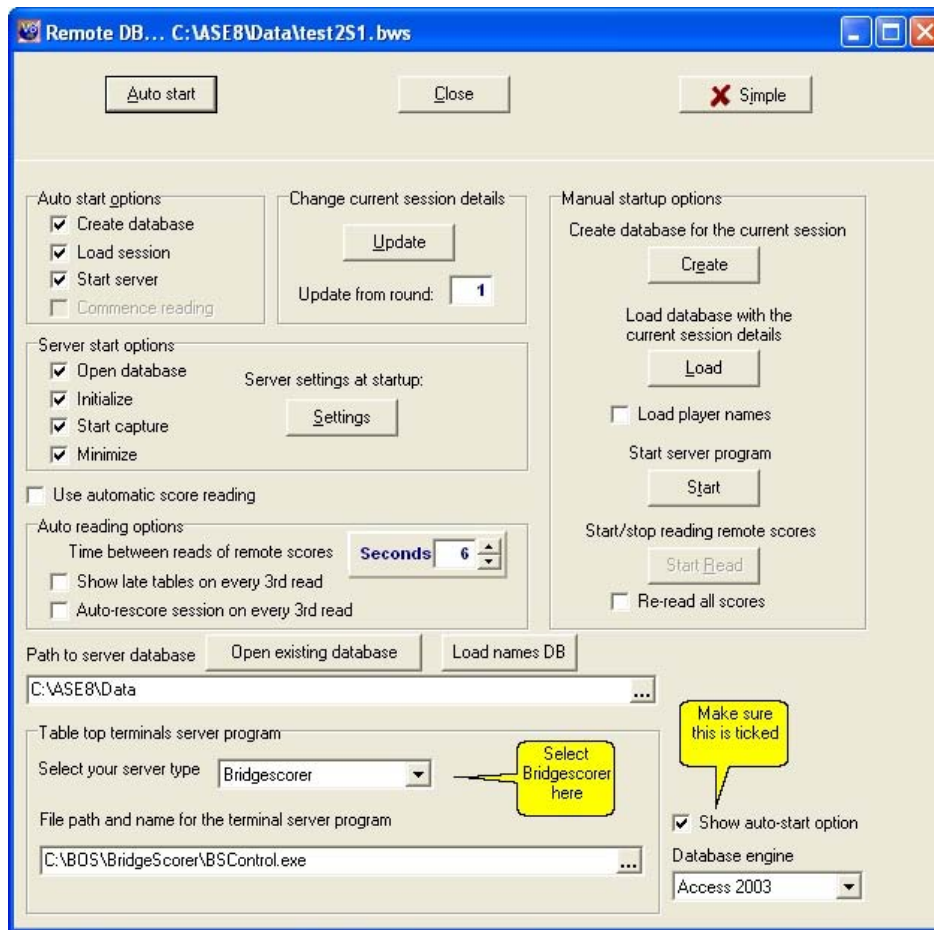
Set up preferences as required. The setting shown above are the default and should generally appear this way. The most essential item is the bottom left box labelled "Table top terminal server program". Select "BridgeScorer" as your server type. This will change the item "File path and name for the terminal server program". The default value should be correct if the BSControl controller was installed using the standard procedures. To change this value click on the button to the right [...] to browse for the BridgeScorer program on your computer. The path shown above is typically the location where you would find the program BSControl.exe.

The other path required is "Path to server database". This may change as your needs change but typically would be something like that shown above. In addition make sure the "Show auto-start option" is ticked. This means the first screen "Use remote scores" shown above will appear at the end of setting up a new session of bridge.

The manual startup options on the right should only be used by persons who understand the procedure completely. See "manual startup options 10". They are

further explained where you might need to use them. The [Finish] on the first screen or the [Auto start] option is the normal button used to start BridgeScorer for an event. The "Auto start options" on the left should all be ticked and apply when the [Finish] or [auto start] button is pressed. The "Server start options" only apply to the BridgeScorer program when started by ASE Scorer 9 and are all normally ticked.

In the center of the "Server start options" is an option to set server settings at startup with the [Settings] button. Click this and set the options to suit your needs. These will apply each time BSControl is started but can be changed any time on the first screen "Game settings".

One option that some users prefer is the "Use automatic score reading". The auto reading options may be changed as needed and during the running of an event. The seconds between reads should be set to a number that satisfies your needs. Do not use a number less than 20 seconds. If you want to see the results frequently and while play takes place then tick the "auto rescore session on every third read" option.

It is not recommended that you use the automatic score reading for technical reasons but the feature is available. The alternative is to use the option [Event] [read remote scores] (F8) from the main screen whenever you want to update the scores to the latest in ASE. At the end of the session it is recommended you use the option [Event][re-read remote scores] (Ctrl-F8) so that any amended scores are also retrieved. Using F8 at the end of each round is typically enough "reads".

Lastly on this setup screen we need to consider the way we handle player's names. There are two methods of delivering the player numbers and names to the BridgeScorers.

- On the right under the [Load] button there is an option "load player names". Once ticked each time a new database is setup for a session the names of your members are placed in the database. For small clubs this is an ideal method as this process is quick and effective.
- The second method is to use the button [Load names DB] in the middle lower part of the screen. This option places all the numbers and names in a file (called names.txt) available to BridgeScorer and is used by BridgeScorer in preference to the first method. For clubs with a large membership this option is preferable as it only needs to be done occasionally when the membership file has been updated.

3.2   Manual startup options

The [remote scores] [advanced 7] screen shows four buttons under "manual startup options".

1. Create
2. Load
3. Start
4. Start read

Create
Click this to create a bws file to be used later. This file is unusable by BridgeScorer as there is not event details included.

Load
This places all the details of the current session in the bws database file that is currently open. It overwrites any existing details.

Start
The BridgeScorer Control program is started using the options showing in the "server start options". The initialize option should be used the first time BSControl is started. Otherwise do not initialize.

Start Read
This option is only available when "use automatic score reading" is ticked. Tick "reread all scores" before [start read] if you need to read all the scores on the database otherwise only the scores that have not previously been read will be retrieved.

Part

IV

4   Event Details

Start ASE Scorer 9 and click on the [New event] option on the main screen. The event wizard steps you through the process of creating the new event. In this part we will deal with setting up a single session, one section pairs event.

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

4.1   Section Movement Details

Complete the movement screen and click "Next".

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

Note: These section numbers within BSControl do not match directly to the section numbers within ASE Scorer 9.

> *The letter used in the section properties within ASE Scorer 9 allows the director to control which sections in ASE Scorer 9 correspond to which sections within the playing room. Normally the director chooses section 1 in ASE Scorer 9 to be section "A" and section 2 "B" etc. for convenience and ease of memory but they can (as an example) be the other way around. More importantly, when there are several events being run in the one room using one BridgeScorer server it is not possible for the section numbers in all events to correspond to the letters in sequence (see chapter 8 and particularly 8.2 "Each section is independent* 25 *").*

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

You will be asked to save and name the event. This is required when using the BridgeScorers because ASE Scorer 9 needs to know the name of the event to name the common database file used by ASE Scorer 9 and BSControl. Once saved the "Use remote scores" screen appears (unless this option is disabled).
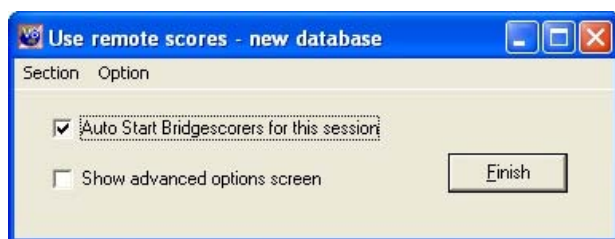
Note the caption on this screen shows "New database".
If it shows "Use remote scores - share database: ..." this indicates that the remote scores database is/was being used for other sections. For this example use the [Option][Use new database] to force the use of a new database. With this option ticked you are using a new database, unticked you are sharing.

Before you click [Finish] make sure the BridgeScorer base station is connected to your USB port of the computer.
Click [Finish] and the BridgeScorer screen will appear and the event is under way.

If you need to define more than one section in this session of play use the normal ASE Scorer 9 options. Select [Section][New] to define a second and any subsequent section in the session of play. See <u>Two or more sections</u> 23 for more details.

4.2   Player Name entry

At any time you can enter the players names. ASE Scorer 9 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 BridgeScorers you can capture those player numbers at any time. Click the option [2Names][Get names] and you will be asked "Do you want replace all the session names from remote?". Click [Yes] to proceed. This can be repeated at any time, particularly where it was first done before all the names have been entered by the players.

4.3   Viewing the results

The results of the event may be viewed at anytime. Where you have specified automatic reading and asked for the session to be "rescored every three reads" scoring takes place automatically. If not, you will not need to rescore manually by pressing F6.

When not using automatic reading press F8 and the latest scores are retrieved and the session scored. The first time ASE Scorer 9 scores the session you will be notified that there are scores missing. Click [ignore] so that dialogue will not appear again.

The session report of results can be viewed any time by selecting [6Report] [session] with the report destination set to "screen" and the report selected set to "automatic". Leave that report showing on the screen at all times and the ASE Scorer 9 will refresh the display each time a rescore occurs.

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

Part V

5   The Final Results

At the start of the last round it is worthwhile reminding the players that after the last board has been entered and verified they should then press OK until the start new event screen appears.

Once the last result on the last round has been received, you should go to the board scores screen (F5) and press "missing". There should be no missing scores except where the board has not been played. When using the F8 option to retrieve scores the caption will show "completed" when all scores are in.

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

If the event is not complete (e.g. a next session is expected) then shutdown ASE Scorer 9 leaving the event open so the event will be opened automatically the next time you start.

Close the BSControl program.

Part VI

6   Using auto-start screen

The "Use remote scores" screen appears whenever a new session or section is added to an event.
Note: that is unless this option is disabled in the advanced options where the "use auto-start option" is ticked or not.

Note the caption on this screen shows "New database".
If it shows "Use remote scores - share database: ..." this indicates that the remote scores database is being used for other sections. In this case to click [finish] will add the current section to the shared database.

Where you know you should be using a new database and it shows "Use remote scores - share database: ..." this indicates that the remote scores database is/was being used for other sections. For this case use the [Option][Use new database] to force the use of a new database. With this option ticked you are using a new database, unticked you are sharing.

Before you click [Finish] you need to decide what you want to do.

If you want to start the BridgeScorers then leave "Auto Start BridgeScorers for this session" ticked and click [Finish].

If you want to go to the advanced options screen then tick "Show advanced options screen" and click [Finish].

If you DO NOT want to start the BridgeScorers then untick "Auto Start BridgeScorers for this session" and click [Finish].

Before clicking [Finish] there are other possibilities.
The [section] menu item has three options:

- [replace]
- [board numbers]
- [Properties]

[Replace] allows you to change the section you have just completed with another one. Maybe you realize you have made a mistake in the previous setup.
[Board numbers] allows you to change the board numbers 49 in the section before proceeding.
[Properties] allows you to change the properties of the current section.

Before you click [Finish] make sure the BridgeScorer base station is connected to your USB port of the computer.
Click [Finish] and the BridgeScorer screen will appear and the event is under way.

Part VII

7 Setting up a Session in Advance

With no server attached, start ASE Scorer 9 and define a new event in the normal way. The BridgeScorers will not be used until you [Auto start] the BSControl program and BridgeScorer server.

Where the session has two or more sections use the [Section][new] option to add more sections.

7.1 Setting up a BridgScorer database in advance.

Sometimes it is desirable to setup the BridgeScorer database in advance. After setting up the event as described above, the final screen "use remote scores" will appear. Tick "show advanced options screen ". (If not using the auto-start option, select [event][remote scores] and click on [advanced].)

These manual steps are only used by those who wish to have somplete control over the steps taken and understand the procedures.

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 remote database", Press [OK]. This database is now ready to be used by BridgeScorer and ASE Scorer 9 programs.

You can [close] this screen and close the ASE Scorer 9 if you require, saving the event on exit. The event and BridgeScorer database is setup and ready to use later.

7.2 Starting the Event

With the BridgeScorers all in position, and server attached, open ASE Scorer 9 (if not already open) and open the previously created event.

An alternate approach is to use the [Advanced] screen and click "Start server program" [Start] and you will be asked if you want to initialize and the answer is [Yes].

Part VIII

8 Two (or More) Sections

If running two or more sections that are to be scored independently you must run a separate ASE Scorer 9 event file for each section. If you try to run both sections using only one ASE Scorer 9 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 <u>match point purposes</u>. *Even so the session total scores are comparable and the session is scored across the field.*

8.1 More than one section in one single event

Follow the procedures outlined above for one section. 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.

BridgeScorers 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 9.

The letter assigned in the ASE Scorer 9 section is the letter applying to the BridgeScorer 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 9 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.

Generally it is not easy to have two sections of the same letter as ASE knows what the last section letter was and uses the next available.

Note if you have accidentally named two sections "A", ASE Scorer 9 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 [advanced][load] again. [Start] BSControl with initialize set on.*

For example you have a 3 section event, sections 1 (A), 2 (B) and 3 (C).

Setup a new event and define the first section (A). Save the event and then the "Use remote scores" screen appears. Untick "Auto Start BridgeScorers for this session" and click [Finish].

Use [section][new] and define the second (B) section.
When "Use remote scores" screen appears untick "Auto Start BridgeScorers for this session" and click [Finish].

Use [section][new] and define the third (C) section.
When "Use remote scores" screen appears leave "Auto Start BridgeScorers for this session" ticked and click [Finish].
Note make sure the caption on the "Use remote scores" screen reads "new database". If not click [option][new database].

BSControl will commence and the session is underway.

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

8.2   Staggered start multi-section

Sometimes when you have more than one section in an event it is not possible to define each section before the session starts. The director sets up one section and start play. Then a second section is added and so forth.

For example you have a 3 section event, sections 1 (A), 2 (B) and 3 (C).

Setup a new event and define the first section (A). Save the event and then the "Use remote scores" screen appears. With the "Auto Start BridgeScorers for this session" ticked, click [Finish].
Note make sure the caption on the "Use remote scores" screen reads "new database". If not click [option][new database].

The database is created and BSControl will commence and the session is underway.

For the second section use [section][new] and define the second (B) section.
When "Use remote scores" screen appears leave "Auto Start BridgeScorers for this session" ticked and click [Finish].
Note the caption shows "Use remote scores - share database: ..." this indicates that the remote scores database is being used for other section. This new section is added to the existing database and the message "section B added to the

database" is issued.

In due course section "B" will appear in BSControl.

For section C and each subsequent section use the same procedure as that used for section B.

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

8.3 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). **BridgeScorers 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 9.**

To setup these types of events the procedures outlined in Staggered start multi-section 24 apply.

8.3.1 Setup an event for the first section

Setup a new event and define the first section (A). Save the event and then the "Use remote scores" screen appears. With the "Auto Start BridgeScorers for this session" ticked, click [Finish].
Note make sure the caption on the "Use remote scores" screen reads "new database". If not click [option][new database].

The database is created and BSControl will commence and the session is underway.

Note if there are more than one section in this event use the procedures in **More than one section in one single event** 23 or if the sections start at different times use Staggered start multi-section 24.

8.3.2 Create the event for section two

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

that suits the second section.

When "Use remote scores" screen appears leave "Auto Start BridgeScorers for this session" ticked and click [Finish].

Note the caption should show "Use remote scores - share database: ..." this indicates that the remote scores database is being used for other section. If not untick the [option][Use new database].

This new section is added to the existing database and the message "section B added to the database" is issued.

In due course section "B" will appear in the list of sections in BSControl.

8.3.3   Create the events for third and subsequent sections

Follow the same procedures that are used in **Create the event for section two** 25 for each subsequent event.

Note if there are more than one section in any event use the procedures in **More than one section in one single event** 23 or if the sections start at different times use Staggered start multi-section 24.

8.3.4   Re-Starting the BSControl program with multi-events

If you close ASE Scorer 9 for some reason the procedure for starting up again is simple.

If the BSControl program is still running when you restart ASE Scorer 9 then you need to re-establish contact with the remote database.

Where you are using continuous read it should start automatically. Where the event(s) have not been saved before ASE Scorer 9 was closed it is important to go to [remote scores][advanced] and tick "Re-read all scores", and then click [Start read].

Where you are not using continuous reading use the [F8] to retrieve scores as usual. Where the event(s) have not been saved before ASE Scorer 9 was closed it is important to use [ctrl-F8] to re-read all scores.

Where this has happened for more than one of the events this procedure must be followed for each event. Close/save the event, open the next, retrieve scores etc.

Where the BSControl program is not running you will be asked if you want to

start the remote server? Click [yes].

8.4 Alternate approach

This method is an alternate approach to adding sections from many events to the one BSControl database.

Create the first event and section (A) and when the "Use remote scores" screen appears select "show advanced options screen" and click [finish]. In the auto-start options untick "start server" and click [close].

Then click [remote scores] and with the "auto-start BridgeScorers for this session" ticked click [finish].
This will define and save the database but not launch BSControl.

Create the second event and section (B) and when the "Use remote scores" screen appears it will show "new database" on the caption. Click [option][use new database] to untick this option and it will use the previous database with "share database..." showing on the caption. With "auto-start BridgeScorers for this session" ticked click [finish].

Continue this with additional sections in this event or additional events.

Once all sections have been added to the database click [event][remote scores] [advanced] and In the auto-start options tick "start server" for future use. Then click [start] to start the server program BSControl. The initialize option is set so you will be asked if you want to continue. Click [Yes]. BSControl will start and all sections will be under way.

Part

IX
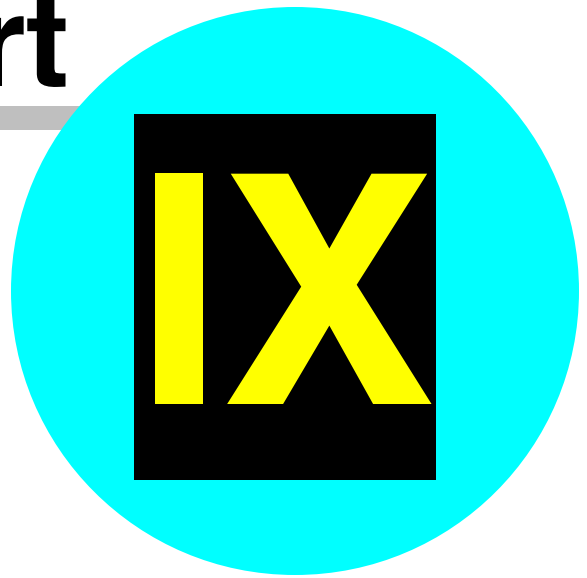
9 Multi-Section Situations

When using BridgeScorers with ASE Scorer 9 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 9 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 BridgeScorer	Section
1	Pairs Qualifying Section 1	Section A
1	Pairs Qualifying Section 1	Section B
1	Pairs Qualifying Section 1	Section C
2	Open Pairs Section 1	Section D
3	Open Pairs Section 2	Section E
4	Swiss teams	Section F

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

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

Part X
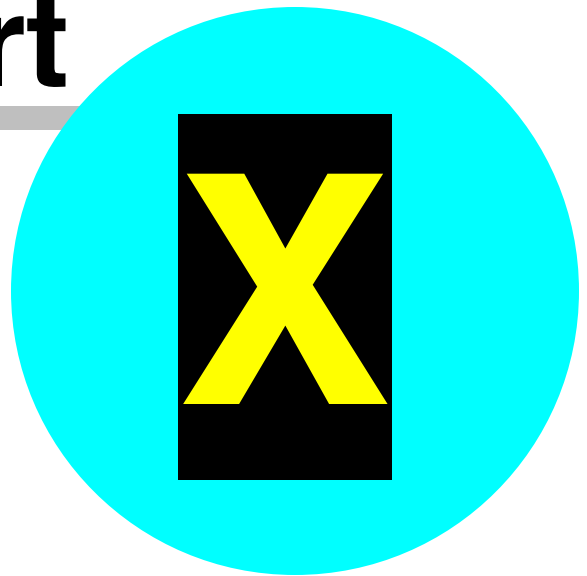
10   Swiss pairs

Swiss pairs events are handled routinely by ASE Scorer 9 and are no different when using the BridgeScorer devices. Create the event in the normal way for a pairs event as described above. The main difference is the choice of and event type "Swiss pairs".

The only complication occurs when the number of tables exceeds 45. The ASE Scorer 9 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 BridgeScorer devices as the section identifier.

When ASE Scorer 9 generates the draw for round 2 and higher it automatically generates the first section with (up to) 43 tables and any tables higher than that are placed in section 2 etc. (*Note it is 43 because the minimum size section is 3 tables, so if you have exactly 45 tables there will be only one section of 45 tables but if more than 45 it will be 43 + 3 or more*). Again section 1 is "A", 2 "B" etc. Therefore for convenience to the organisers you should setup the first section with 43 tables too. That means the table-top devices will be initially set to A 1 through 43 and B 1 through n etc. The BridgeScorers will not change for the whole event.

After setting up the first round (***note "round" is the same as "session" in ASE Scorer 9 terminology***) start the BridgeScorer session in the usual way.

Where you wish to setup the next round while a round is in play or use round-robin draws see Swiss teams Set-up in advance 38 and round robin draw 39.

10.1   Round 1

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

Towards the end of the round, instruct players to keep pressing [OK] after the last board has been entered until the start of new event appears. When all scores for round 1 are in, score-up in the usual way.

Close the BSControl program.

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

10.2 Draw For Round 2

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

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

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

10.3 Round 2 and other Subsequent Rounds

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

10.4 End of Event

Towards the end of the round, instruct players to keep pressing [OK] after the last board has been entered until the new event screen appears. When all scores for the last round are in score-up in the usual way.

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

10.5 Advance Set-up

ASE Scorer 9 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 9 as described above in <u>setting up a session in advance</u> 21.

XI

11 Swiss teams

Swiss teams events are handled routinely by ASE Scorer 9 and are no different when using the BridgeScorer 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 BridgeScorer 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 BridgeScorer devices to the tables of play you would choose to use "A" 1 playing "B" 1 etc.

With the default tables=teams the tables are numbered A1, A2,...

Note: when the number of teams is odd 34 *the last three teams can be involved in a three way match.*

After setting up the first round (*note "round" is the same as "session" in ASE Scorer 9 terminology*) start the BridgeScorer session in the usual way. Note this will use the default table number and section letter assignments mentioned above.

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

11.1 Handling odd numbers of teams

Handling odd numbers of teams in Swiss teams is a real nuisance for organisers even using three-way matches.

3-way means you take three teams out of the draw for two rounds, and they play

a "Mitchell" for those two rounds and so completing two matches in two rounds.

e.g. round 1: 11v12 (1), 12v13 (2), 13v11(3) with the board set in brackets.
round 2: 11v13(3), 12v11(1), 13v12(2).

This called "playing a 3-way over two rounds".
NOTES:
1. The scoring can only take place after playing two rounds.
2.   There are three board sets used whereas other teams in the event play only two sets in the same time. A board duplication issue.
3.   Usually the teams in the 3-way are at the bottom of the draw and are seen as disadvantaged or even punished.
4.   If the first round of the 2 is before "lunch" no discussion can take place.
5. Where the total number of rounds is odd the last round match cannot be completed except by halving the boards in each match.

A 3-way can be played over one round by halving the number of boards in each match. This is inherently a disadvantage to the players and also with a low number of teams these three teams have played each other for the purpose of future draws and so may run out of new opponents.

Both these situations are handled by ASE Scorer, entering the results of each match (and possibly half match) where the results are calculated by the players.

There are two scoring methods available in Swiss teams in the ASE Scorer.
(1) Teams
(2) IMPs from boards.

"Teams" means the players calculate the scores and the results entered by the director as mentioned above.
"IMPs from boards" the board scores at all tables are entered by the director (as in pairs events) or captured using table top devices. Scoring compares the results at the two tables and converts this to IMPS and ultimately VPs.

Where the number of teams are even this method is routine. An odd number of tables changes this situation.

When setting up the event you will be asked if 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 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. You still have the option of entering board scores for all the other head-to-head matches and score using "IMPs from boards".

NOTE: If you tick this option then all 3 way matches will share the boards on each round.
Also you will notice the draw shows, for example, in the first round of the two:

Table
11   - 11 v 12
12   - 12 v 13
13   - 13 v 11

and it will appear the same for the second round.

The "home" team is the result for that team and 11 is playing both 12 and 13 etc. in each round, once as NS and once as EW.

Organise the pairs to play different people in the second round, just have the two pairs in each team swap places.

You tell all three teams to swap the NS and EW pairs (not the normal move)
Then the numbers are correct and both the pairs in each team meet the other pair.

11(1) v 12(2)
12(1) v 13(2)
13(1) v 11(2)

Then next round
11(2) v 12(1)
12(2) v 13(1)
13(2) v 11(1)

This procedure was put forward to the administrators by Matthew McManus and was accepted; and for very good reasons:

(1) It means there are no "extra" boards in play.
(2) All teams play the same boards in a session.
(3) There can be an odd number of rounds.
(4) You can break at lunch with no boards "hanging", so discussion is possible over lunch.
(5) Teams can score up after each round.

The only disadvantage is the teams involved do not play the same team at the other table but as the three teams involved are typically at the bottom of a long list (it is a Swiss event after all) their result is less likely to effect the outright result. The scores are still valid and meaningful even if this is not the case.

This innovation also makes the collection of board scores in ASE when using table top devices very simple.

Therefore: when there is a 3-way match in the event you can only score "IMPs from boards" in the 3-way matches where the boards are shared. Otherwise the scores will need to calculated manually (for the 3-way only) and entered as an IMPs result for the session.

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 BridgeScorers. A bye for one round is handled correctly and is an acceptable solution.

11.2   Round 1

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

Towards the end of the round, instruct players to keep pressing [OK] after the

last board has been entered until the start of new event appears. When all scores for round 1 are in, score-up in the usual way.

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

11.3   Draw For Round 2

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

Produce the draw report for the teams with the [reports][seating/draw].

11.4   Round 2 and other Subsequent Rounds

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.

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

11.5   End of Event

Towards the end of the round, instruct players to keep pressing [OK] after the last board has been entered until the new event screen appears. When all scores for the last round are in score-up in the usual way.

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

11.6   Set-up in advance

ASE Scorer 9 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 9 as described above in setting up a session in advance 21.

11.7 Draw in advance

Sometimes the organisers may wish to compute the draw for the next round before play has completed in the current round. Produce the next round draw using the [session][new] option and select [Yes] when asked "Do you wish to produce and automatic Swiss draw?". This will produce the next session (round) in ASE Scorer 9. The draw can be published.

For sessions prior to the last make sure you score the event up to and including the round the draw is to based upon.

You DO NOT want to start the BridgeScorers so untick "Auto Start BridgeScorers for this session" and click [Finish] on the "use auto-start" screen. Then go back to the previous session in ASE (which is still running in BSControl) and finish scoring. Once the scoring is complete and reports produced, select the next (new) session in [9details] and use [event][remote scores] to start the next session using a "new database".

11.8 Round robin draws

Using a Swiss teams type of event in ASE Scorer you can conduct a round robin event. In the session definition click the [Teams draw] button (alt-T) and define your own draw. On subsequent rounds using [session][new], choose [no] to "automatic draw" and the same draw option is available on each round.

Care is needed with an odd number of teams where you want to play a 3-way match. The 3-way is over two rounds/sessions and so in the second round of the two, the teams in the 3-way should not be included in the number of teams and the draw for that round. If you have an odd number of teams (after eliminating those in the 3-way,e.g. a team drops out) then a bye must be played for that round only.

When doing a manual draw for 3-way matches over two rounds you must specify a different number of teams in the draw on each round.

For example with 7 teams to start, the draw is:
7 - 4
6 - 5
1-2-3 (over two rounds)

Because it is over two rounds the next round for 1,2,3 is already defined. Then for the next round add a session but with 4 teams not 7 and use draw

4 - 6
5 - 7

and next (7 teams)
2 - 6
3 - 7
1-4-5 (over two rounds)

and next (4 teams)
7 - 2
6 - 3

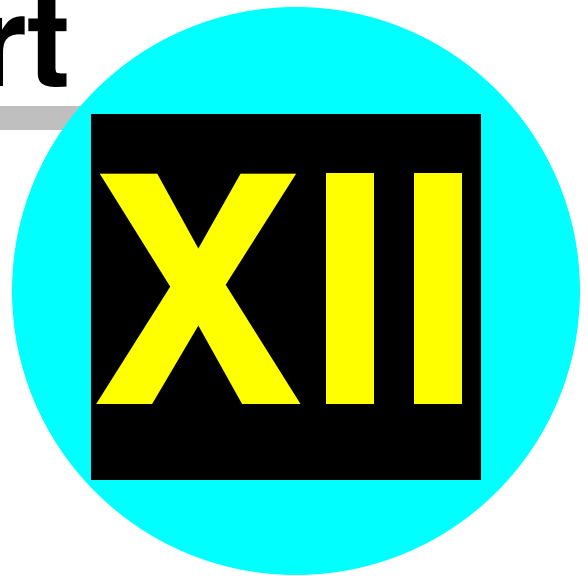and next (7 teams)
2 - 4
3 - 5
1-6-7 (over two rounds)

and last (4 teams)
5 - 2
4 - 3

Part XII

12 Dealing with problems

12.1 Changing the Movement

Generally it is recommended you make changes to the movement as soon as possible so that any effected tables are updated as soon as possible.

Whenever you change the movement in any section the first step is to change the section details in the ASE Scorer.

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.

Alternatively use the [7Advanced] tab and select [section] on the left side. Change the section number showing in the center to that required. The click [Replace]

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.

12.1.1 BSControl started but no BridgScorer logged on.

Close BSControl.

Change the section 42 movement in ASE.

Select [Event][remote scores] and select the [Advanced] option.
The update from round should be showing 1.
Click [Update].
A message is displayed:
"Do you wish to proceed"
click [Yes]

Select [Event][remote scores] and click [Auto start].
You will be asked "Do you wish to ONLY start remote server?"
Answer [Yes] and BSControl will start as usual.

12.1.2 BSControl started and BridgeScorer(s) logged on, no results in.

In this case one or more tables will be showing in BSControl with green background but no result has been received.

It is possible to handle this the same way as in the revious paragraph: '**BSControl started but BridgeScorers not logged on** 42'.

Alternatively you may Change the section 42 movement in ASE.

Select [Event][remote scores] and select the [Advanced] option.
Change the update from round to 1.
Click [Update].
A message is displayed:
"Do you wish to proceed" click [Yes]

In due course BSControl will notice the change and the new movement will appear.
If you wish to hurry the recognition in BSContol click [stop] (F4) and then [Start] (F2).

If the button [Start with updated movement] appears click it.

12.1.3 BSControl started, BridgeScorers logged on, some results in.

There are basically two situations that you can encounter. The first is where the movement has changed *including round 1* (or the current round in play). The second is where the change occurs in a round later than the current round.

Normally the need for changes will occur in round 1 or 2.

12.1.3.1 The movement change includes the current round

This case can include simple or complex situations. An example of a simple situation is where a movement has started with a half-table and new arrivals take the place of the phantom pair and start play immediately. A more complex situation might be where the director sets up the movement in ASE Scorer 9 with 3 board rounds but physically distributes 4 boards per table. Both of these need to be corrected in round 1.

12.1.3.1.1 Filling a half table

Here a half table has been set up and play started. A pair walks in and is placed at the vacant spot and start play.

Change the section 42 movement in ASE.

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" will show 2 if scores have been read in

ASE, otherwise it shows round 1. Change this to 1 if necessary. 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 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 screen showing the question 'Are you sure you want to bypass the start with new movement procedure?' appears in BSControl, choose [Yes].

If the table where there is a half table has logged in click [OK] until the start screen appears. On the start screen they press [start] and proceed normally as if session was starting a fresh. All other tables proceed without interruption.

12.1.3.1.2 Change the direction of sit-out pair

A table with a corrected sit out needs special mention.
For example you set up a section with NS missing and the correct movement is EW missing.
You update from round 1 with the corrected movement, as above.
The table where the NS sit out is showing will notice the problem but it will be unable to correct it. Use the director's menu "replace unit" for that table. The pair will then be able to enter their player numbers if required. After this the correct missing pair will be shown for round 2 onwards.

12.1.3.1.3 Adding a table

Two pairs walks in and are placed at the next vacant spot and start play.

Change the section 42 movement in ASE.

> **NOTE:** *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 sit out. The boards on the relay are placed on table 7. Use [Section][board numbers] to change the sequence 49 of board numbers before updating the movement in BridgeScorer.

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" will show 2 if scores have been read in

ASE, otherwise it shows round 1. Change this to 1 if necessary. 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 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.

In due course the changed section will appear in BSControl.

Where the number of boards per round changes see "**Changing the number of boards per round** 46 "

12.1.3.2 The movement change commences in a later round

This procedure assumes that play is under way in round 1 and some scores have been entered.

Make sure you make the changes to the section before the current round has finished.

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.

Change the section 42 movement in ASE.

> **NOTE:** *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 sit out. The boards on the relay are placed on table 7. Use [Section][board numbers] to change the sequence 49 of board numbers before updating the movement in BridgeScorer.

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" will show 2 if scores have been read in

ASE, otherwise it shows round 1. Change this to 2 if necessary but it is important to read all scores from round 1. Click [Update] and a screen message then shows "This will update from round 2. Do you wish to proceed?". Click [Yes]. Where you have a session where there are more than one section you will asked, for each section, "Do you want to update from round 2 in section 1" etc. Click [Yes] for the section(s) effected, [No] for the others.

In due course this will appear in BSControl or press [F4] then [F2] to speed up the process:
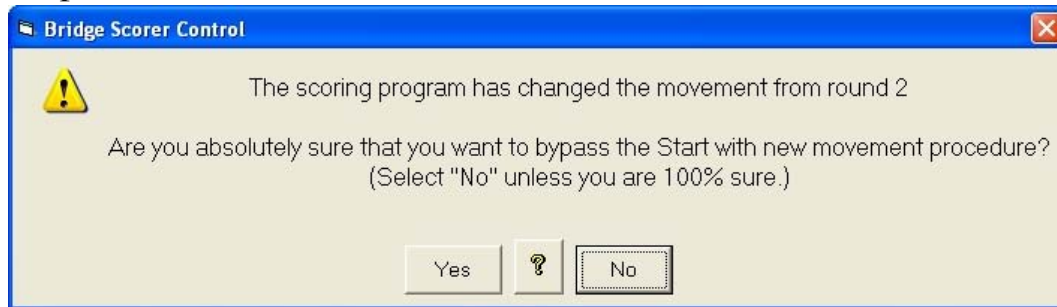
Click [No].

If a table has finished round 1 it will show boards that are not to be played. In that case ask the players to enter NP until the start screen appears. Players then can [start] afresh with the new movement. Alternatively you can use the "replace unit" option in the director's menu on the unit.

12.1.4 Changing the number of boards per round

Where you have changed the number of boards being played at each table care is needed. See "changing board numbers 49" for one restriction.

Where the section has not commenced play changing the number of boards per round will not be any different from other changes to the movement. Close BSControl and start it again with the correct movement.

If some boards have been played BSControl handles the change if the same boards and pairs are in play on the round. The scores are retained and no special action is required.

Where some players have played some boards and entered their results and after the change they are no longer playing that board(s) the movement has essentially changed completely.

12.2 A BridgeScorer needs to be replaced during an Event

A table unit may be replaced at any time. Use the director's admin functions in the new terminal unit.

"Replace unit" and enter the section and table identifier.

Note you can let a table unit replace itself if it is not in phase with the movement in the BSControl program.

12.3 Computer closes down during an Event

Restart the computer then restart ASE Scorer 9. If message appears about ASE Scorer 9 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.

If you are using the continuous reading option that should start as usual and you will be asked "do you wish to restart server?" click [Yes]. If continuous reading does not start use [Event][Remote scores][advanced] and Click [start read].

If you are using the manual read option click [F8].
You will be asked "do you wish to restart server?" click [Yes].

Alternatively use the [remote][scores]. Select [Event][remote scores] and click [Auto start].
You will be asked "Do you wish to ONLY start remote server?"
Answer [Yes] and BSControl will start as usual.

When the BSControl program starts click [start] (F2).

The system is back and operating as before. During the failure the players may have seen "comparisons not available" or similar no-communication type messages. The players should disregard such messages and continue to use their terminals in the usual way. The next time they send in results BSControl will retrieve all unsent results and operate normally from that point.

12.4 ASE Scorer 9 is closed inadvertently

The ASE Scorer 9 has been closed in the middle of a session and the BSControl program is still running and the base station is still operating normally.

Start ASE Scorer 9 in the normal way. The last event you had open should still be open, but if not open the event in the normal way. Use ASE Scorer 9 as

though no problems had occurred.

12.5 BridgeScorer controller program is closed inadvertently

The BSControl program has been closed in the middle of a session. ASE Scorer 9 is still running and operating in the normal way.

If you are using the continuous reading option you will be asked "do you wish to restart server?" click [Yes].

If use the manual read option click [F8].
You will be asked "do you wish to restart server?" click [Yes].

Alternatively select [Event][remote scores] and click [Auto start].
You will be asked "Do you wish to ONLY start remote server?"
Answer [Yes] and BSControl will start as usual.

When the BSControl program has started click [start] (F2).

The system is back and operating as before. During the failure the players may have seen "comparisons not available" or similar no communication type messages. The players should disregard such messages and continue to use their terminals in the usual way. The next time they send in results BSControl will retrieve all unsent results and operate normally from that point.

12.6 Attaching a database to an event

Sometimes things go wrong after the event has finished. For example you lose the event file, say it is deleted. You have the database of scores (the bws file) and you have created a new event or the two are simply not connected.

Another case may be you have the BSControl program open capturing the scores but when you go to [remote scores] you notice the file being read by ASE Scorer 9 is not the same (see the caption).

To attach the database use [event] [remote scores] and choose [advanced]. Click [Open existing database] and select the bws file you wish to use with the event. If using automatic score reading click "re-read all scores" and click [start read]. If not click [close] and the [Ctrl-F8] to re-read all the scores.

When asked if you want to start the server program it is your choice [yes] or [no] depending on whether the session is in process. If asked this question and the server is already running click [ignore].

Save the event.

12.7 Changing board numbers

Changing board numbers from the default values is a standard option in ASE Scorer. See [section][board numbers] on the main menu for the applicable option.

Also sometimes you need to change the board numbers before clicking the final [finish] on the "use remote scores 18" screen. The option [section][board numbers] on that screen also supplies the same option.

Care must be used when you change board numbers while using the BidgeScorers. Do not change the board numbers so they are out of sequence.

For example the board numbers in a section are numbered by default in sequence. Say you are playing three board rounds then the following changes to the sequence is valid:

Internal board numbers	External board numbers
1	4
2	5
3	6
4	1
5	2
6	3
7	10
8	11
9	12
10	7
...	...

The following changes to the sequence is NOT valid because the new external boards are not in sequence within the sets of three boards played each round:

Internal board numbers	External board numbers
1	4
2	5
3	7
4	1
5	2
6	6
7	10

8	11
9	15
10	3
...	...

12.8   Changing scores

Sometimes players inadvertently enter an incorrect score. Maybe the EW pair accept the score as correct when it is not. Changing these scores after they have been entered by the players can be done in the director's menu in the terminal, or within BSControl or in the ASE Scorer.

The best choice is the terminal unit as that can be done at the table and unusual scores, adjusted scores or other rulings may be entered in the presence of the players.

At other times (the players approach after the round change) it is recommended you change the scores in BSControl. Once the score is changed there you are able to read scores in ASE Scorer 9 using F8 as usual and the changes are received into the ASE Scorer even if they have been read previously. The corrected score is also used in ASE Scorer 9.

Changing the score in ASE Scorer 9 should be done only if the session is complete and BSControl has been closed. Any changes made in ASE Scorer 9 will be overwritten if you re-read all scores from the database at any time after the change.

12.9   Using other terminals

Sometimes where the club owns two terminal types (for example BridgeScorers and BridgeMates) it may be necessary to use both in one event because you do not have enough terminals of the one type.

Both controller programs will use the same database (the bws file) and many sections can be on that one file as usual (e.g. two sections A and B).

Start the session in the usual way so that the BridgeScorer control program is started and operational as it normally is.

Use the ASE scorer menu option [event][start second server] and navigate to or enter the path and name of the alternative server program. After the first time ASE will remember this. Click [open] and the second server program will be started with the same database (bws file). Make sure the second base station is also connected and operational in the usual way.

Distribute the table top terminals as you need and the two controllers will handle the terminals that connect in the usual way. For convenience it is recommended you place the units in order on the tables so the players will use the same units for longer periods as they move, or use different units in different sections when running more than one.

Part

XIII

13   Using BOS with ASE Scorer 9

13.1   Starting a new event with BOS

First close ASE Scorer 9 if it happens to be running.

Using Bridge Organizing Software (BOS) define a new event and setup the deals etc.

Select [Scoring] [run] and click the ASE Scorer bullet and click [OK]

ASE Scorer 9 is started and you are asked for details of the first session's movement in the normal way.
The only difference is the placement and saving of the event file and the BridgeScorer database. These are placed in the BOS\events directory where the BridgeScorer control program can find all the deal information and the various other files.

The procedures for additional sections etc are the same as that described above in **More than one section in one single event** 23

13.2   Starting an existing event with BOS

First close ASE Scorer 9 if it happens to be running.
Also it is assumed the BSControl program is not running.

Using Bridge Organizing Software (BOS) select the required event.

Select [Scoring] [run] and click the ASE Scorer bullet and click [OK]

ASE Scorer 9 is started and the main menu of ASE Scorer 9 shows with the selected event's name showing on the caption.

What happens next depends on whether you have previously created the BSControl database. Click on [Event][Remote scores].

Where "show auto start option" is ticked in the advanced settings 7 and the database does *not* exist the "use remote scores" screen will appear and you click [finish] - noting that "new database" is on the caption.

Where the database exists *or* the "show auto start option" is *not* ticked in the advanced settings 7 the "remote DB" screen appears like:
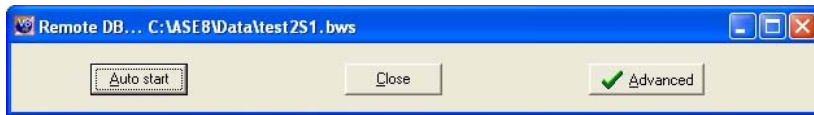
Click [Auto start].

Where the database does *not* exist you will proceed to create it and start BSControl.

Where the database does exist you will be asked "Do you wish to ONLY start remote server?"

Answer [Yes] and BSControl will start as usual.

Alternatively if you know the database exists and you wish to restart the BSControl program you may use one of the following procedures.

If you are using the continuous reading option that should start as usual, but if not use the [Event][Remote scores][advanced][start read] option. You will be asked "do you wish to restart server?" click [Yes].

If you are using the manual read option click [F8].

Either way you will be asked "do you wish to restart server?" click [Yes].

When the BSControl program starts, click [start] (F2).

13.3 Adding a new session to an existing event with BOS

Where you are to define an additional session for the same event close ASE Scorer 9. Using Bridge Organizing Software (BOS) select the required event.

Select [Scoring] [run] and click the ASE Scorer bullet and click [OK]

ASE Scorer 9 is started and the main menu of ASE Scorer 9 shows with the selected event's name showing on the caption.

> *NOTE*: If ASE is running when started from BOS you will simply get focus on the current ASE session and nothing else changes.

Define a new session with [Session][New]. At the end of that dialogue the "Use remote scores 18" screen appears. The caption on this screen should show "New database", if not click [option][new database].

> *NOTE*: if the first session of the event is still running (BSControl is still collecting scores) then you cannot start the next session until BSControl is closed. In this case when the "Use remote scores" screen appears,

untick "auto-start BridgeScorers for this session" and click [finish]. Once the first session is completed and scored, select session 2 in [9Details] and click [session] [remote scores] and when "Use remote scores" screen appears, tick "auto-start BridgeScorers for this session" and click [finish]. Make sure the caption reads "new database".

If you run two different events from BOS and use one BridgeScorer database (see each section is independent 25 above) in the one session of play then the deal information for the second and subsequent events will not be available to BSControl.

Even so it is possible to have two events in the one session.
Start the first event from BOS as described above. Section letter will be A.
Close ASE Scorer 9 and save the first event.
Start the second event from BOS and start ASE Scorer 9 from BOS.
Setup the new event making sure the section letter is B.
When "Use remote scores" screen appears select "show advanced options screen" and click [finish]
Click [Open existing database] and locate the BWS file for the first event and click [open]
Click [Load] and you will be asked if you want to add this event? Click [yes] and then [Close].

Close down BSControl and start again as described in Create the event for section two 25 above.

Index

Running BridgeTabs with PairsScorer

Starting a normal pair game

i. Start PairsScorer from BOS Scoring.
ii. Fill in Club/event details in PairsScorer
iii. Select [a suitable] movement.
iv. Select (click) the BridgeScorer Scoring.
v. Create Database
v. launch BCS
vi. Confirm BSC's game settings etc.
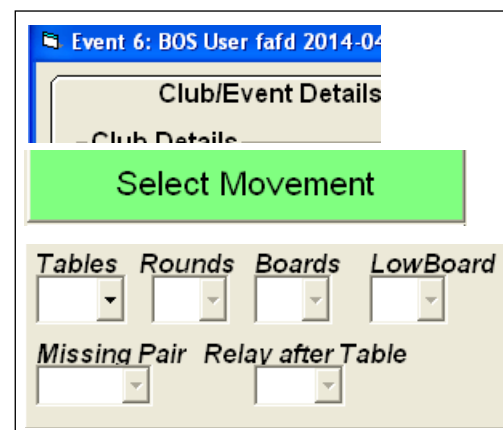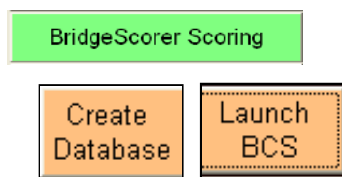
Note that you should use the READ ALL RESULTS button only in emergency. This is so because the effect of READ ALL RESULTS is that any previously made amendments (changed results in the SP) will be lost (overwritten by the results that you have in BSC).

Running a session

RESUME
PairsScorer, BSC and BT Admin should remain running during the session. Restart from BOS if you have (accidentally) closed these programs. PairsScorer will act differently than at the first start. Your actions shall be:

i. Start PairsScorer from BOS Scoring.
ii. Select (click) the BridgeScorer Scoring.
iii. Create Database
iv. **Do NOT overwrite the existing database, i.e. click "No" when the warning shown to the right appears.**
v. Confirm BSC's game settings etc.
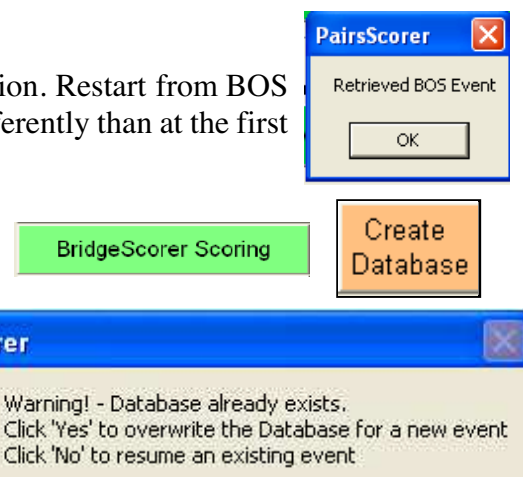
RESTART
Restart should be avoided because ALL data will be lost, including the results entered at the tables when you RESTART. Or, the same thing in other words: Use the Restart option (only) when you want to restart the game from scratch, or are prepared to re-enter the results on played boards.

An safer alternative to the RESTART button is to start from scratch (in the BOS) with a new event.

Multi Session Events

When a tournament consists of a series of sessions you have a choice between:

i. Treating each session as a separate event and then combine the scores from the various sessions in PairsScorer.

ii. Creating a multi session event before the (first) start of PairsScorer and then create a database. (The ill. shows this method.)

The difference is that the overall ranking will be shown at the tables in the latter case, while the ranking will be for the current session (only) in the first mentioned scenario. So, why not choose the latter solution, you may ask. Well, you need to know what you are doing as pair no. 1 might not consist of the same people in session 1 and 2. i.e. you have to make sure that the MULTISESSION LINKS are correctly set. See further the PairsScorer's manual for details.

Swiss (Swiss PairsScorer)

In a Swiss event you have to UPDATE DATABASE after each new *Assignment*. When the Swiss PairsScorer is about to perform an update it presents a message: *Last Update was from Round x. Confirm that you want to update the movement from Round y onwards*. This is to preempt disaster.

You can manually OVERWRITE the LAST ASSIGNED ROUND textbox if necessary. But please note that UPDATE DATABASE is not just a minor modification of data. This command actually overwrites any previously entered results from the set round and onwards. So, you need to handle the possibility to overwrite results with greatest care.

Changing the movement

A change of movement data is a three step process:
i. Change the movement settings in the PairsScorer
(take Return to reach the Movement button).
ii. SELECT (change to) a suitable MOVEMENT
iii. Tick RETAIN RESULTS and OK the new movement
iv. Go back to BRIDGE UNIT BRIDGETAB
v. Set the correct value for UPDATE FROM ROUND (normally "2")
vi. Click UPDATE DATABASE
vii. LAUNCH BSC

Networking

In this paper we advise:
i. How to use a Windows 7/8 (A.) or Apple computer (B.) as a WiFi hotspot.
ii. How to network several computers (Part II) running the same event (scored across the field).

Note that the range will be shorter with a computer as hotspot than with a router. You can bring the tablets that are out of range closer to the PC when they log on, or use several PCs (or source a WiFi router).
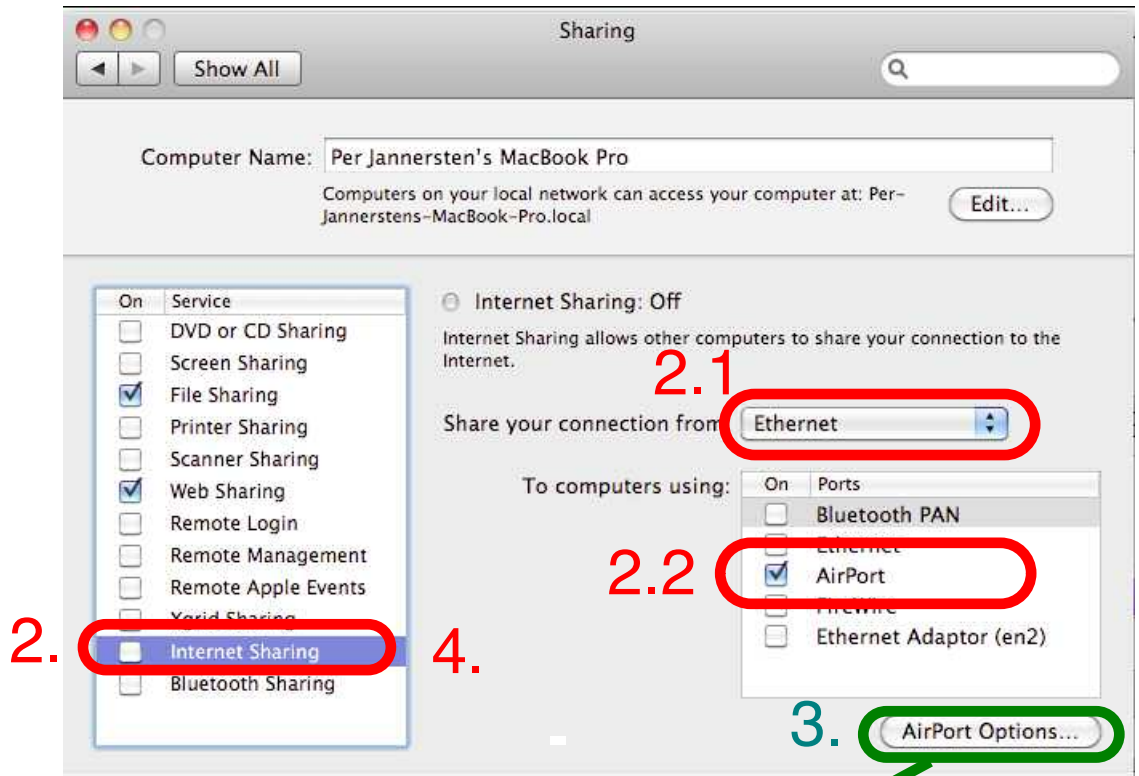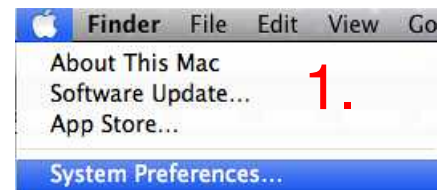

WiFi network "BridgeTab"

B. How to turn your Mac into a WiFi hotspot

1. Go to Preferences (under the Apple)

2. Click on "Network", select "Sharing" and highlight "Internet sharing". Then select:

2.1 **From** Ethernet
2.2 **To** Airport

3. We suggest (optional) that you call your WiFi network "BridgeTab" to make it obvious what to do at the table end.

4. Tick "Internet sharing" to start WiFi.

5. Select WiFi network "BridgeTab" on the tablets.

PART II

In this part we describe how you can network computers when there is a large event playing in several rooms; and also how BridgeTab can be used with other eScoring hardware like Bridgemate, BridgePad and BridgeScorer.

Networking several computers

The layout described below can be used to network several computers, of which one will be master. The master PC will run the scoring program making the comparisons across the entire field. The other PCs (the two to the right in the illustration below) are slaves in the system.
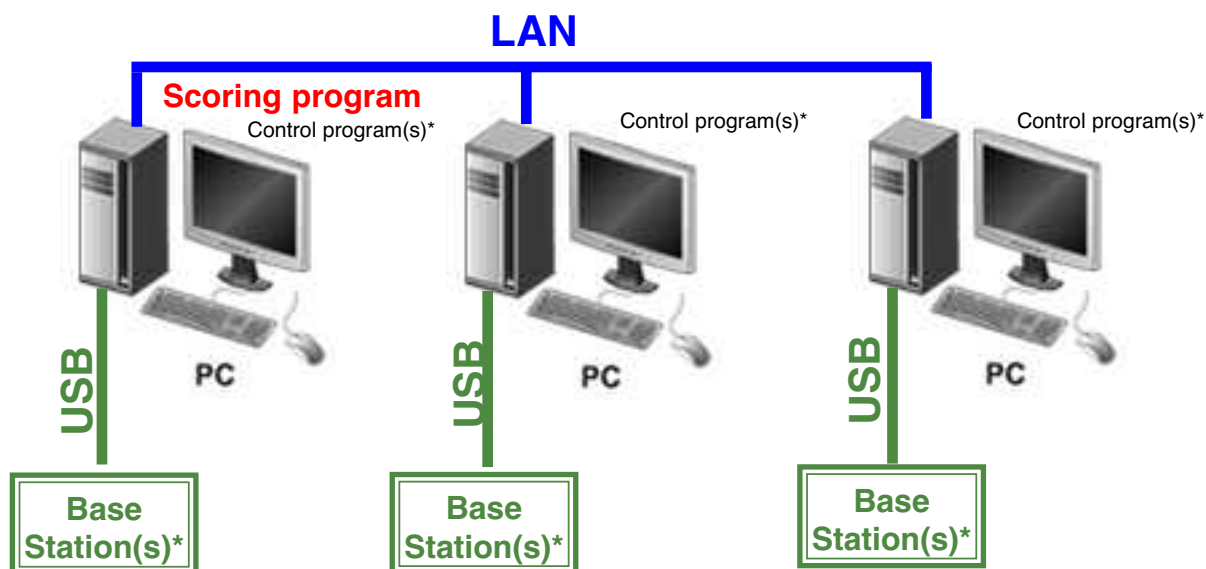
*Each type of tabletop hardware requires its own dedicated hardware
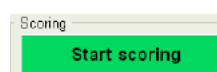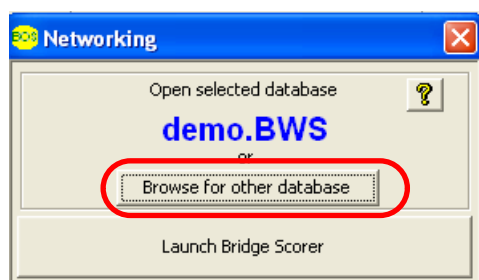
THE MASTER

The scoring software and the BridgeScorer Control are started as usual on the master PC.
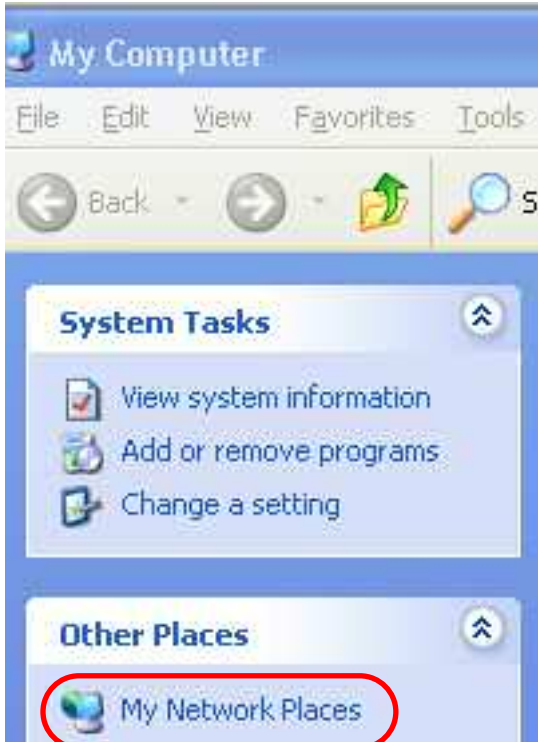
THE SLAVES

The slave(s) can be connected to the master PC as soon as the scoring program has created a database for the event.
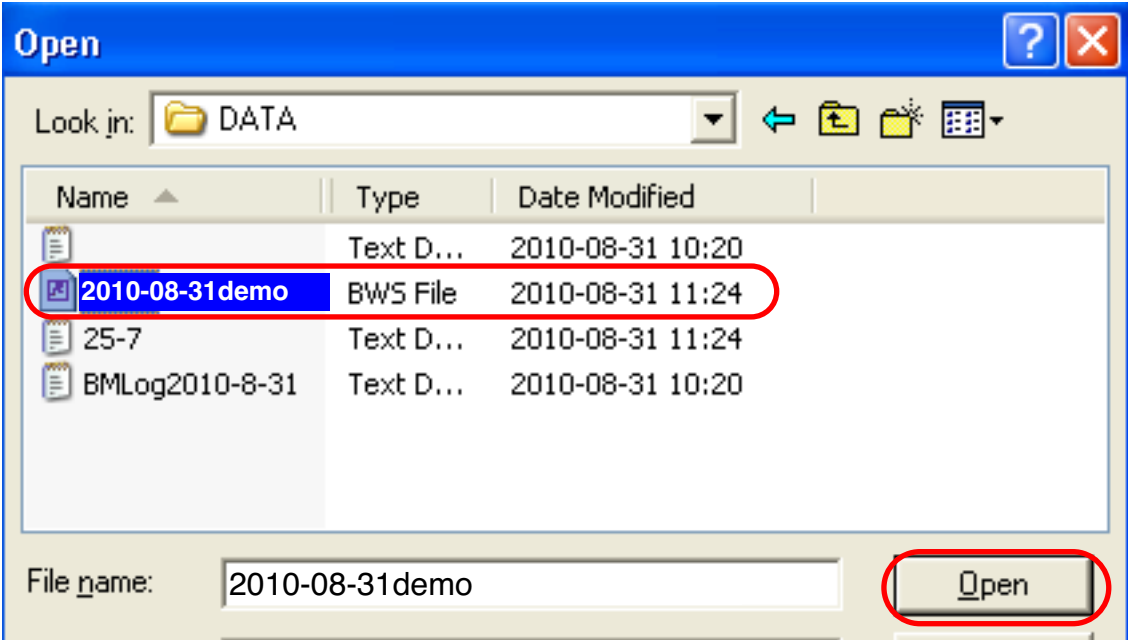
1. Select "Networking" via BOS/SCORING

2. Click "Browse for other database" in the dialog that appears:
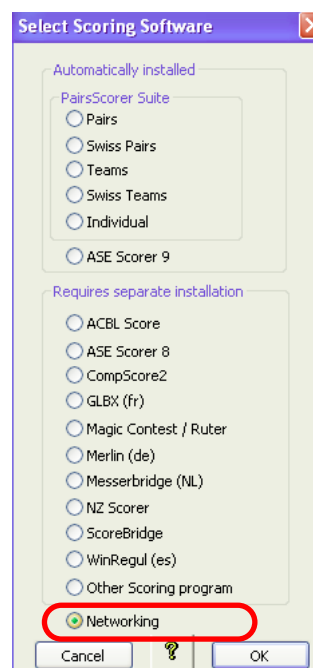
3. Click "My Network Places"

4. Locate the current (just created) database on the Master PC. The default path is:
 C:\BOS\Events\<Eventname>\Data\<Eventname.bws>

5. Click "Launch BridgeScorer" when you have verified that the "Selected database" is the desired one.