

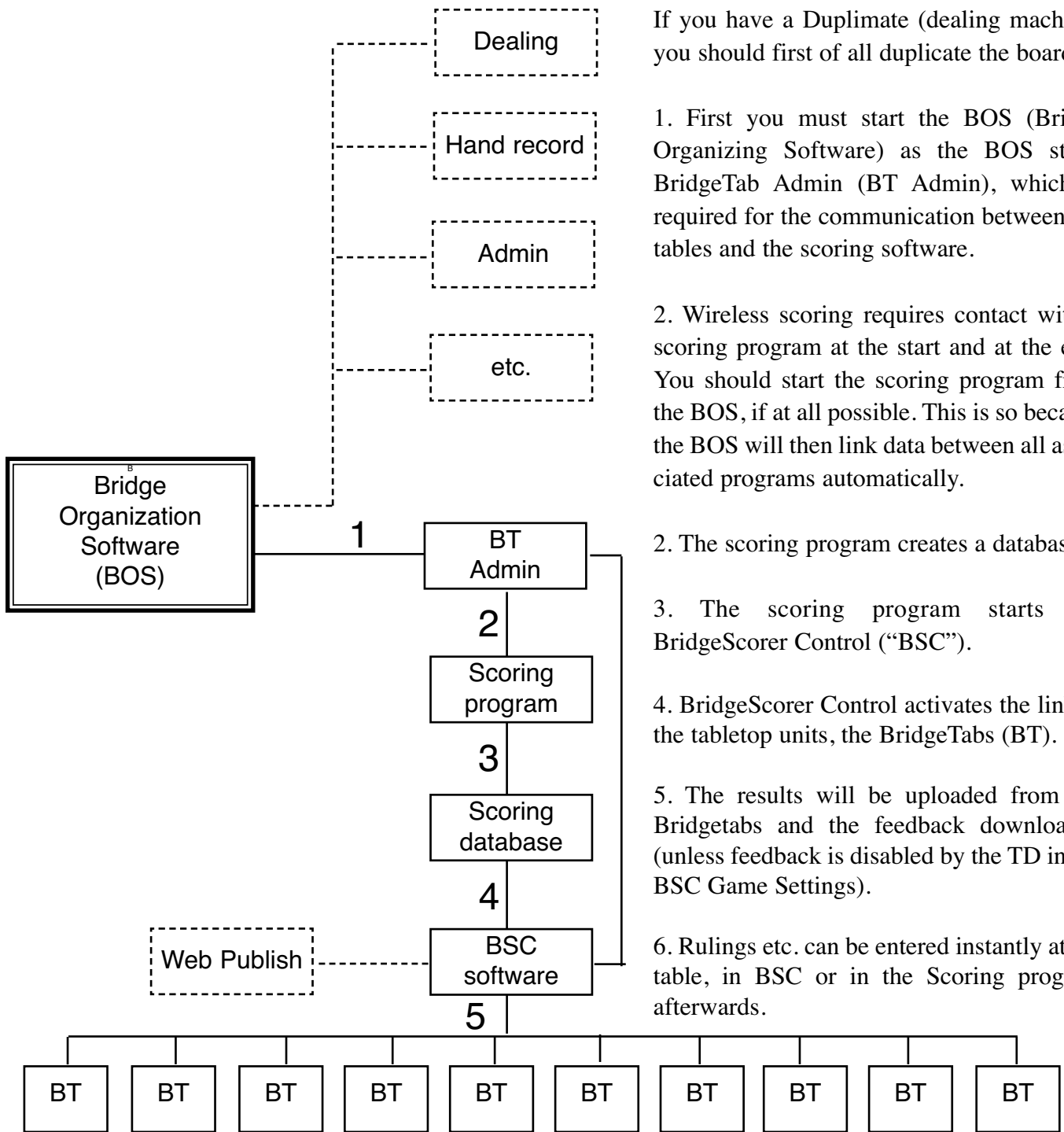


# MANUAL

## Table of contents

Main	Appendices
The BridgeTab System (flow chart) .....	Import Deals .....
30	46
Scoring with BridgeTabs .....	Player names .....
31	47
Overview .....	Odd number of pairs .....
31	49
Starting a normal pair game .....	Adding a table .....
32	50
Running a session .....	Web publish.....
32	51
Changing the movement .....	Running BridgeTabs with ACBL-score .....
32	54
Change result & rulings .....	Start ASE and BridgeTabs .....
34	58
BridgeScorer Control (monitoring software).....	Restart ASE and BridgeTabs.....
35	59
Help/Support .....	Using BridgeTabs with ASE .....
35	60
Game Settings .....	Running BridgeTabs with PairsScorer .....
35	120
BSC Main Interface .....	Networking.....
37	122
The File Menu.....	
38	
The Players' Screens .....	
41	
The TD's Screens in the Bridgetab.....	
41	
How to avoid and solve problems .....	
43	
PC shut down .....	
43	
No Communication.....	
43	
Bridgetab does not upload results.....	
43	
"Table already taken" .....	
44	
Bridgetab has blocked.....	
44	
Accidental start of new game in Bridgetab ..	
44	
Long games.....	
44	
Everything messed up.....	
45	

# 1. THE BRIDGESCORER SYSTEM



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.

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 independently 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](http://www.bridgetab.com)'s tab *Downloads*. You can alternatively subscribe on new, complete, setup packages by sending a request to [info@bridgetab.com](mailto:info@bridgetab.com).

## 2. SCORING WITH BRIDGETABS

### Overview

We recommend that you use BOS to avoid that files are mixed up and that you accidentally (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).

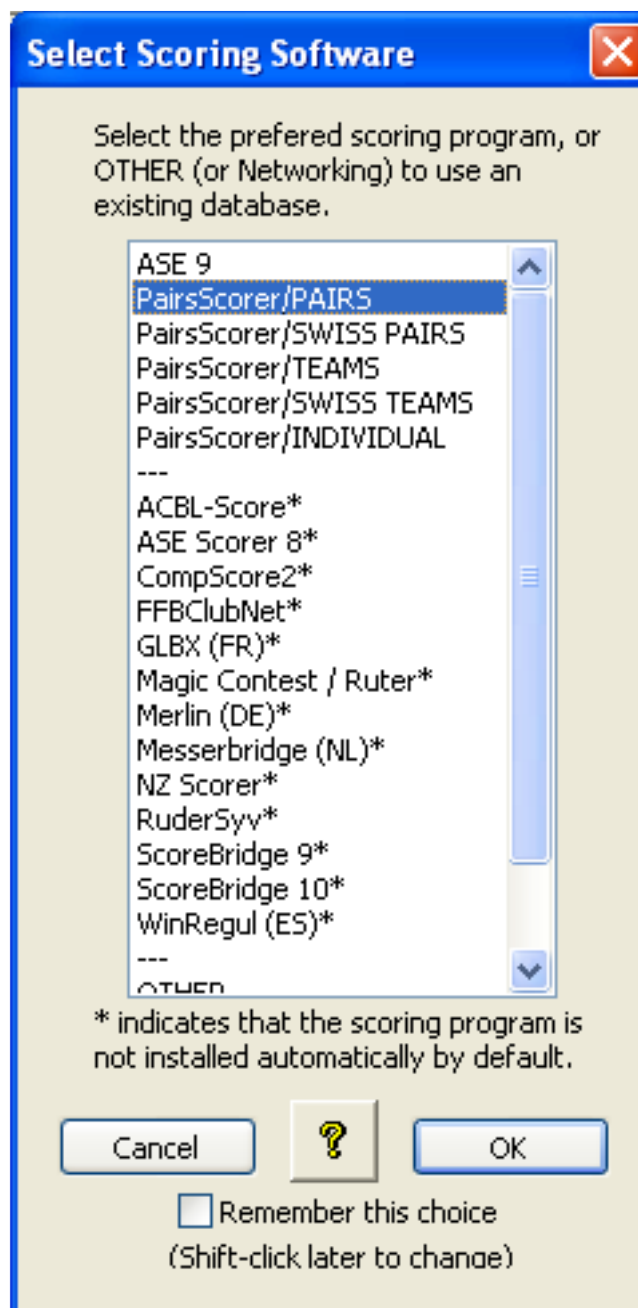
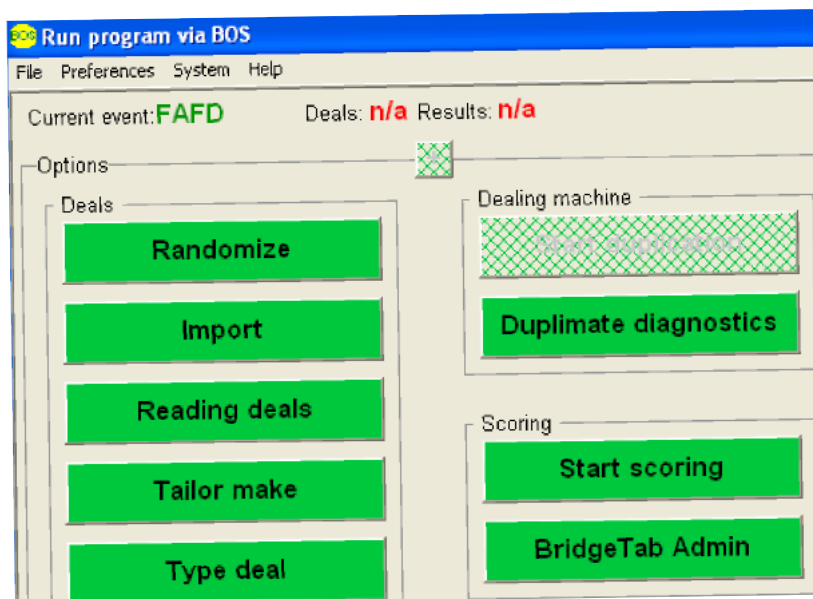
When *BridgeScorer Control* (BSC) is started by a scoring program, the movement data (i.e. the boards, pair numbers, tables etc) is passed on to the BSC program, which in turn forwards the data to the BridgeTabs, c.f. the flow chart on the previous page.

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						<a href="#">Show all deals</a>				
bd	contr	decl	tricks	lead	pts					
1	4S	W	11		-450	N/-	A5			
2	2D	N	7		-100	Opt:	T6			
3	3N	E	9		-600	-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	

**Deals**

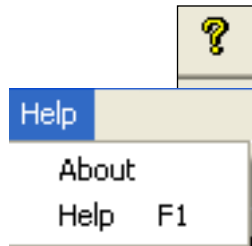
The deal will be shown to the right if BOS is running an event containing deals, c.f. the inbuilt Help.

# 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.

Game settings	System	Help
Start		F2
Stop		F4
Settings		

## 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](mailto: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.

7
8
9
10

### 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.

OK	OK	28..
25..	28..	1,2,3
OK	OK	4,5,6
OK	OK	7,8,9

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 accidentally, 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.

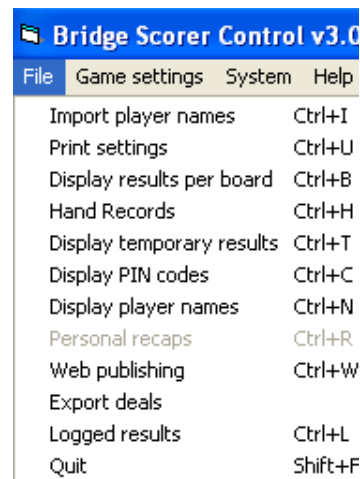
## 3.4 THE FILE MENU

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



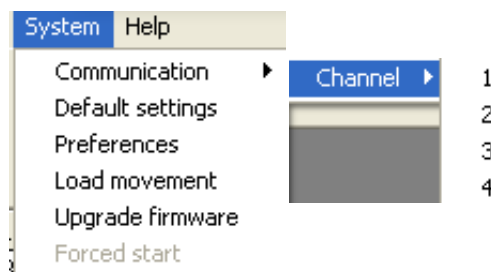
**Start** and **Stop** have the same effect as the START/STOP button, see above.

Start	F2
Stop	F4
Settings	

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

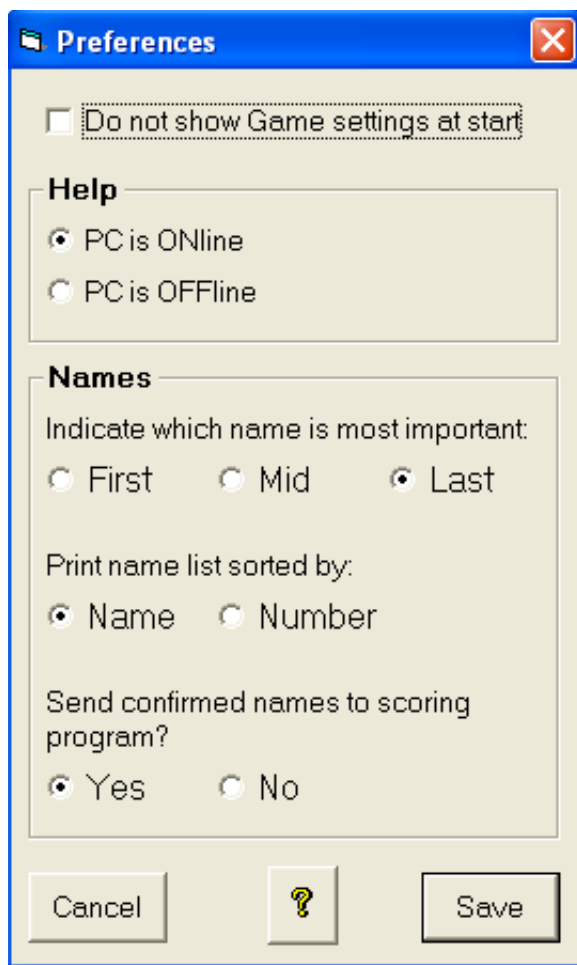
Channel needs not to be set when BridgeTabs are used.

### 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:



**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](http://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.)

**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.

## 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

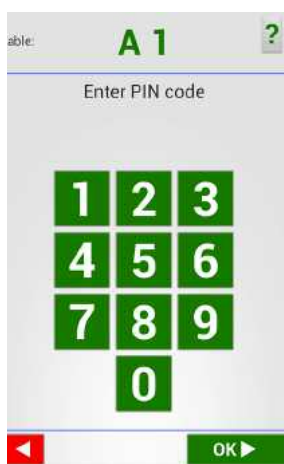
### 5.1 THE HIDDEN MENU

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.

60%/40%	50%/40%
50%/50%	40%/40%
40%/60%	40%/50%
60%/60%	60%/50%
50%/60%	Skip

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

21:26:23; Round 1; NS 1;EW 14; Bd. 2; 4 ♥ Sx 10; Suit lead: ♥ A; Sent
21:51:45; Round 1; NS 1;EW 14; Bd. 1; 2 ♥ Nx 8; Suit lead: ♥ A; Sent
19:08:48; Round 2; NS 1;EW 26; Bd. 3; 3 ♠ Ex 9; Suit lead: ♠ A; Sent
16:04:25; Round 2; NS 1;EW 26; Bd. 4; 3 ♥ W 9; Suit lead: ♠ Q; Sent
16:07:08; Round 2; NS 1;EW 26;

#### 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

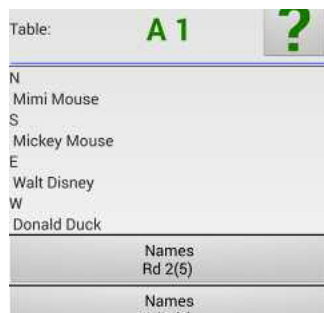
You can look up the IP that BT Admin uses and compare it with the IP that the BridgeTabs use if the latter would not communicate.

#### 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.



The screenshot shows a software interface with a table. At the top, there is a label 'Table:' followed by 'A 1' in green and a green question mark icon. Below this is a table with the following content:

N
Mimi Mouse
S
Mickey Mouse
E
Walt Disney
W
Donald Duck

Below the table, there is a summary row: 'Names Rd 2(5)'. At the bottom, there is another row: 'Names'.

### 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!

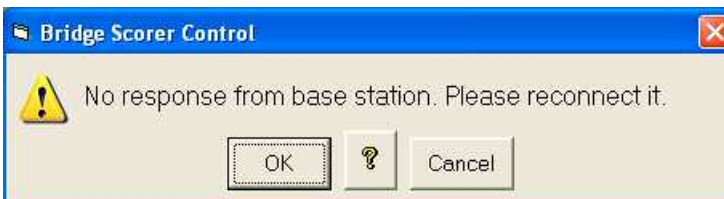
## 6.1 PC SHUT DOWN

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 automati-



cally 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.)

4	OK	OK	16..	1
5	OK	OK	19..	2
6	OK	OK	25..	2
7	OK	OK	28..	1
8	25..	28..	1,2,3	4

## 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

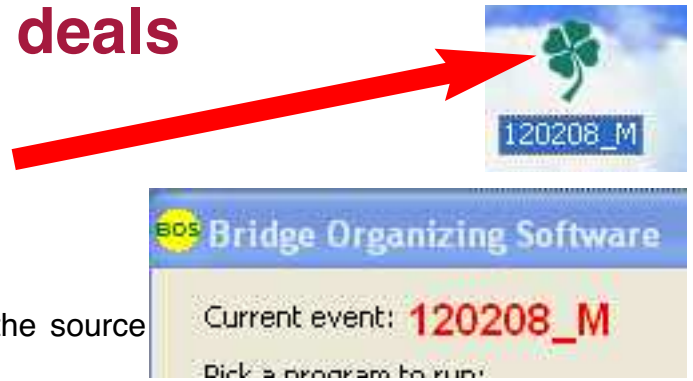
You can extract the results that have been sent to BSC via FILE/LOGGED RESULTS if you forgot to save the results before starting with a new database.

# Import deals

## IMPORT .DLM FILE

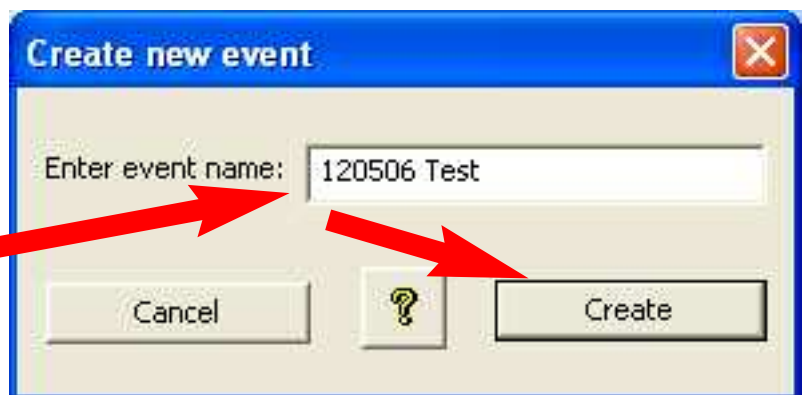
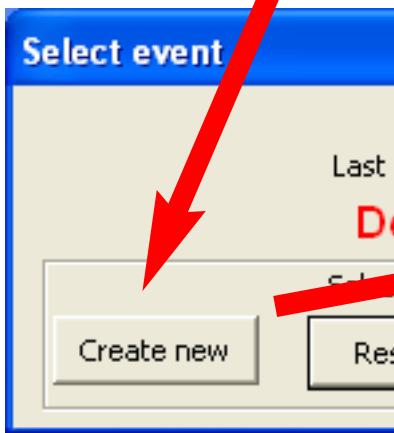
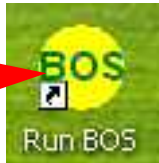
Double click on the DLM file = four leaved clover. "120208\_M" in the example.

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



## IMPORT OTHER FILE FORMATS

1. Start BOS
2. Select new event



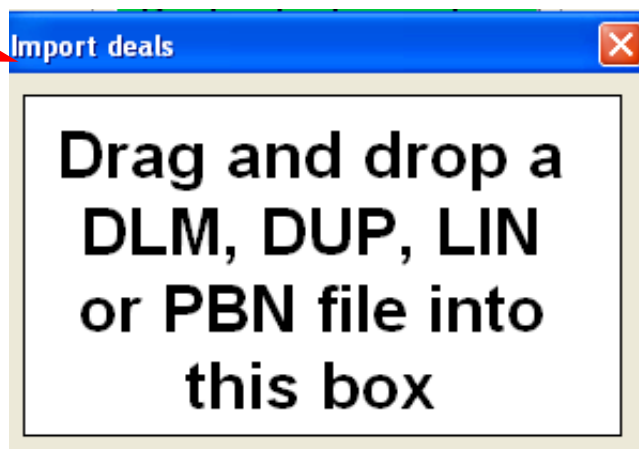
3. Enter event name
4. Create the event

## .dup, .lin or .pbn files

5. Select *Import*



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



Last revised 140807

## Other formats

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



# 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

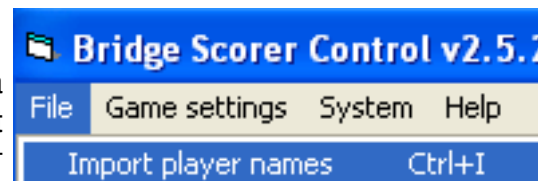
The BridgeTab system offers a unique validation when the players register at the tables. A basic requirement for immediate validation is that the name corresponding to the entered ID number is available at the start of BridgeScorer Control (BSC).

### 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

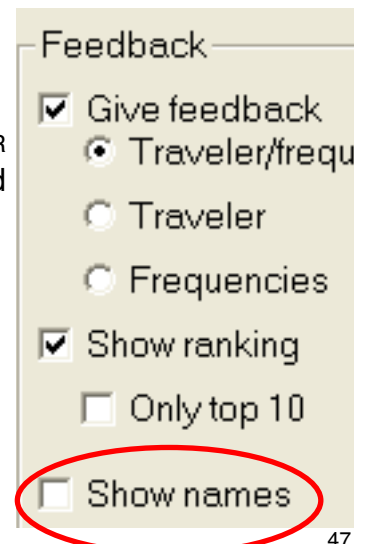
The BridgeScorer Control (BSC) software will merge entries found in the text file with names found in the database automatically. We therefore recommend that you let your scoring program write your own members' names to the database and that all possible visitor's names are imported once and for all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



## 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).

### 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).

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 any-time 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

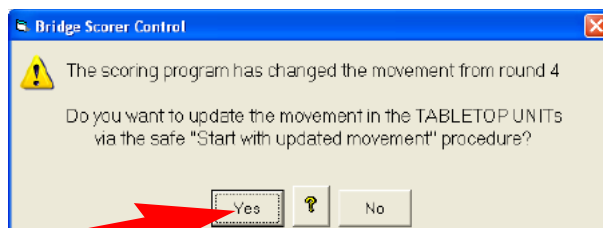
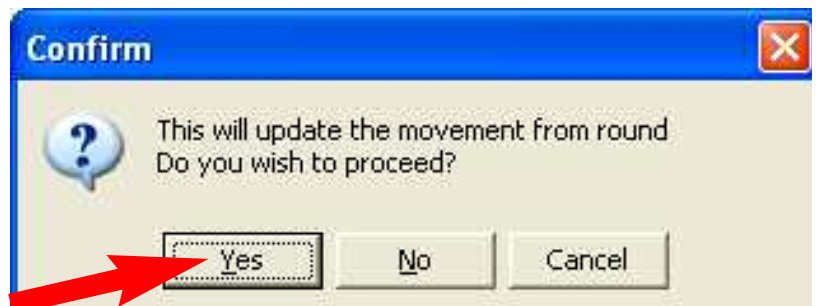
Similarly, a “Rover” can be used to add a pair to an ongoing Mitchell. The Rover knocks (bumps) out the stationary pairs one after the other.

## 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.)



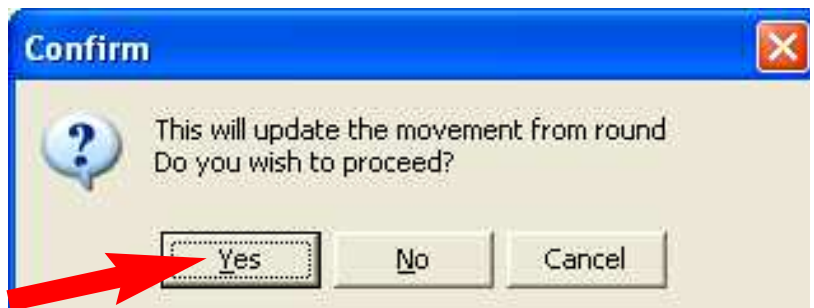
---

## B. RISKIER METHOD

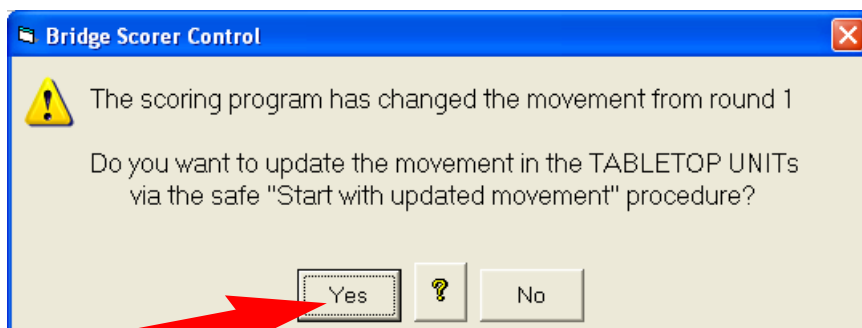
Do not consider to use this method unless you understand how your SP handles changes of movements. This is so because you must avoid to change the movement data (pair and board nos.) at tables that are currently using these data. The situation will, for example, be very confused if you change a 7 table 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 *Start with updated movement* procedure.

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

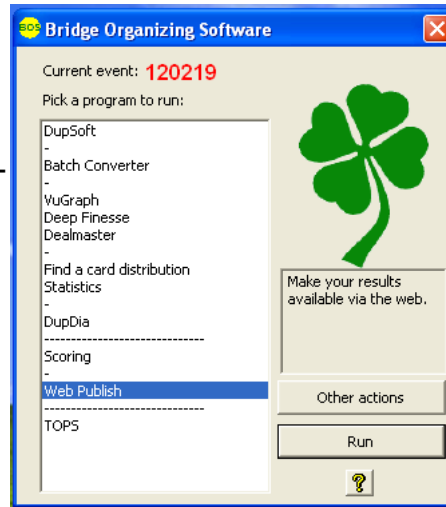
# WEB PUBLISH

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

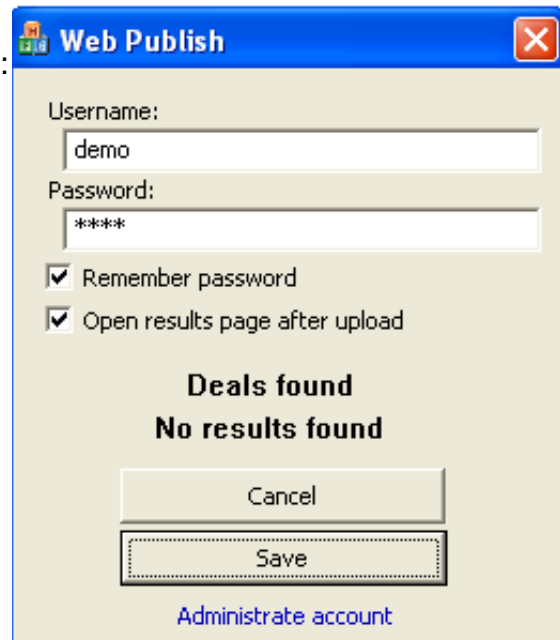
1. Apply for a BridgeTab account. i.e. send an email to [support@bridgetab.com](mailto:support@bridgetab.com) with the following information:

- 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:

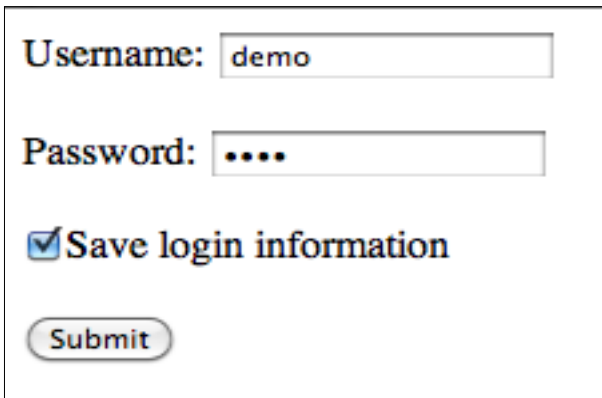
```
<a target="_blank" href="http://www.bridge-scorer.com/results/games.php?ClubID=2"></a>
```

The same thing here: Change *ID=2* to your club's ID.

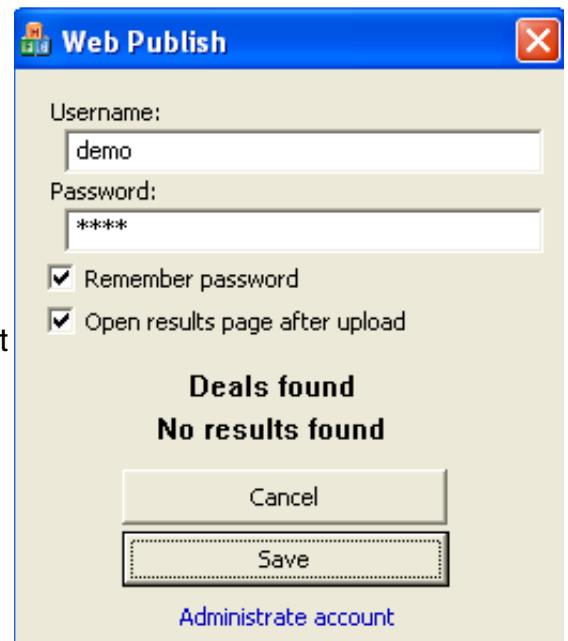


## PART 6 - REMOVE [OLD] RESULTS

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

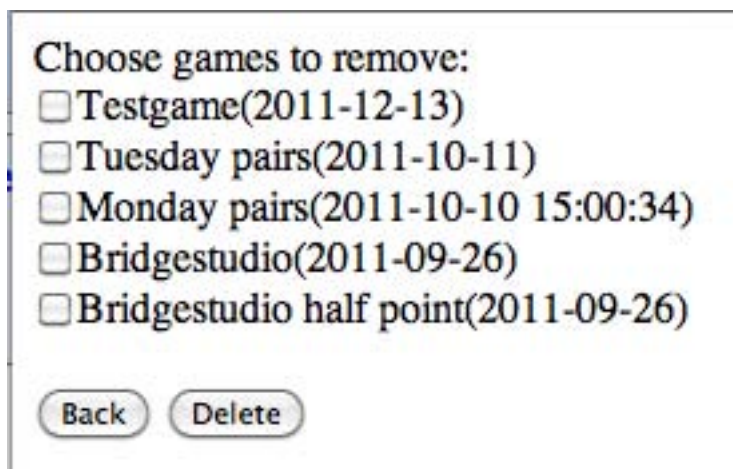


A screenshot of a web-based login dialog box. It features two text input fields: the first is labeled 'Username:' and contains the text 'demo'; the second is labeled 'Password:' and contains four asterisks. Below the password field is a checked checkbox labeled 'Save login information'. At the bottom left is a 'Submit' button.



A screenshot of a 'Web Publish' dialog box. It shows the same login fields as the previous image, but with the password field now empty. Below the fields are two checked checkboxes: 'Remember password' and 'Open results page after upload'. The dialog displays the text 'Deals found' and 'No results found'. At the bottom, there are 'Cancel' and 'Save' buttons, with the 'Save' button highlighted with a dotted border. A link labeled 'Administrate account' is visible at the very bottom.

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



A screenshot of a dialog box titled 'Choose games to remove:'. It contains a list of five items, each with an unchecked checkbox: 'Testgame(2011-12-13)', 'Tuesday pairs(2011-10-11)', 'Monday pairs(2011-10-10 15:00:34)', 'Bridgestudio(2011-09-26)', and 'Bridgestudio half point(2011-09-26)'. At the bottom are 'Back' and 'Delete' buttons.

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

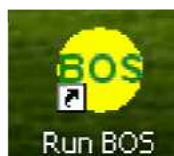
You can continue to run ACBLscore in the way you are used to. The main difference will be that you will spend less time with ACBLscore when you are using BridgeTabs.

## 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".



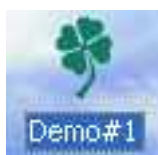
### 2. Run DupSoft

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

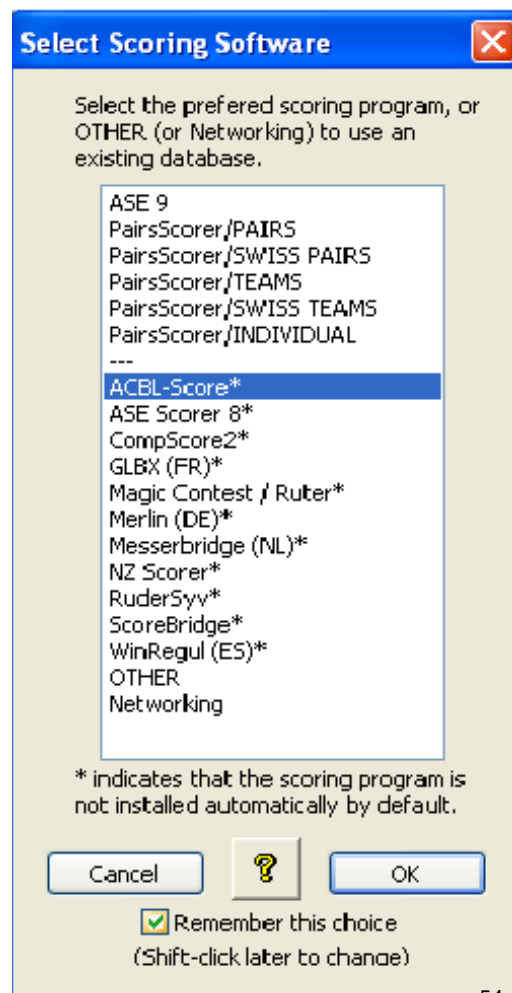
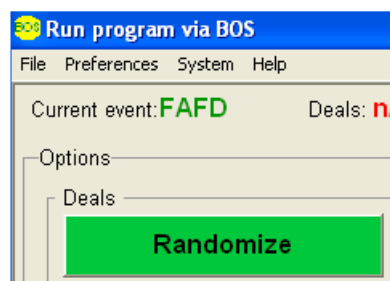
Run *Convert deal file* to convert the source file to .dlm; then proceed as shown above.

## 3. Run ACBLscore

### Start ACBLscore

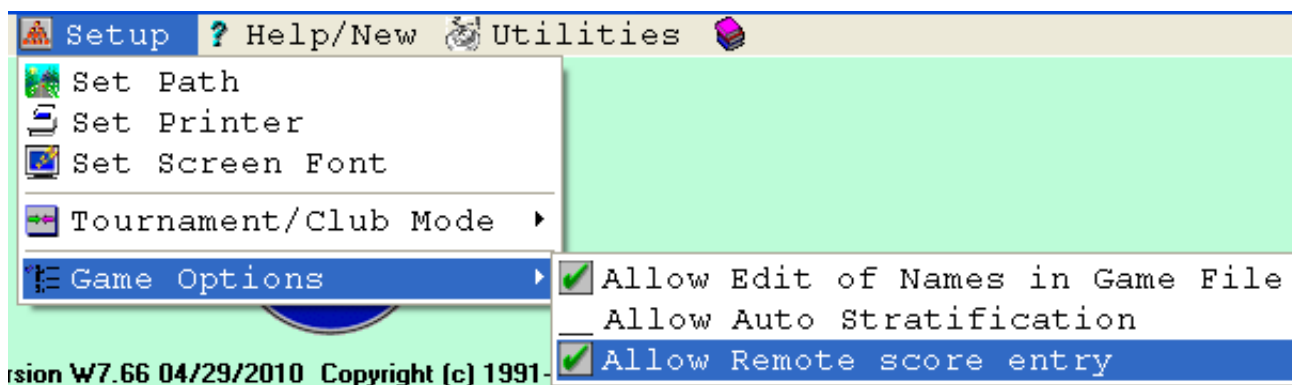
Run *Scoring* and select *ACBLscore* in the list that appears.

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



## ACBLscore Setup

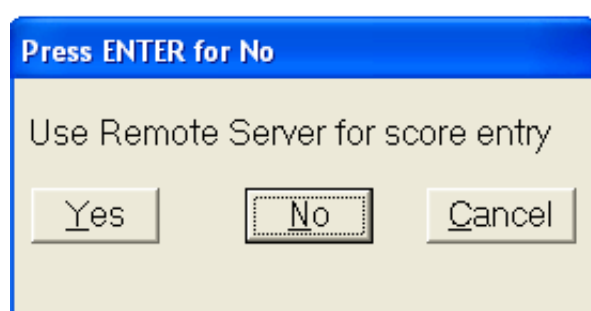
You have to set *Allow Remote score entry* in Setup/Game options the first time you are to run with BridgeTabs.



## 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)

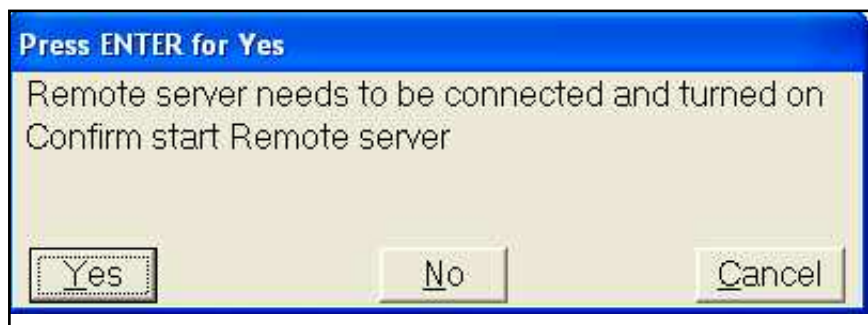
That is to say, open the control commands list with F11 and select (or type) “BMS” but, **important**, make sure that your game parameters reflect the situation in the room BEFORE you start the BridgeTabs.

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.

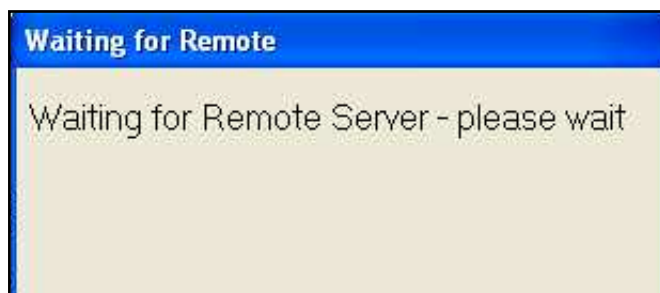
So, LOOK BEFORE YOU LEAP! That is to say, check that you have chosen the right movement and the desired Game Settings BEFORE you click the Start button. It is better to let the players start playing without the BridgeTabs, than having the trouble to change a started game. Started in the Control Software,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

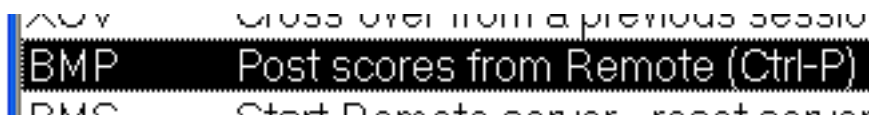
We recommend that you print handrecords during the last round via BSC File/Handrecords to get the actual results included.

## 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.

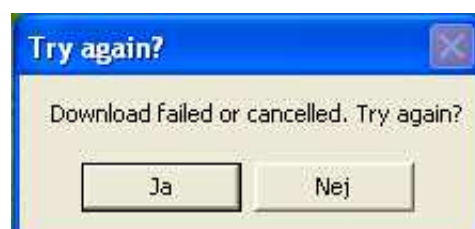
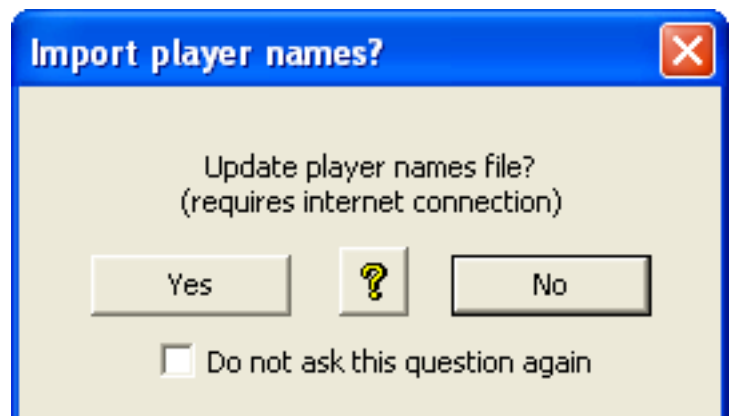
---

## 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.

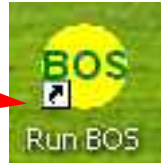
You can download the names on another (connected) PC if the scoring PC is off line. Then use BSC’s *Import* function (in the File menu).



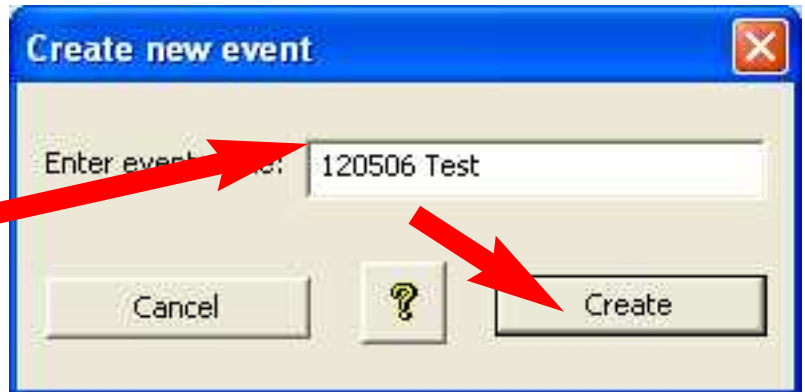
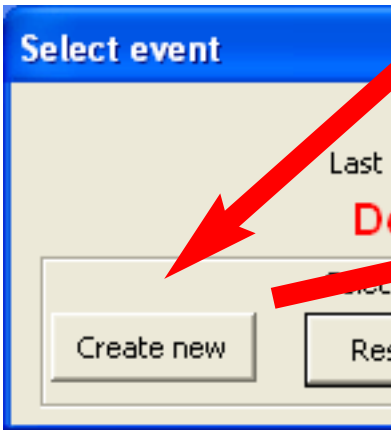
# Start ASE and BridgeTabs

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

1. Start BOS



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



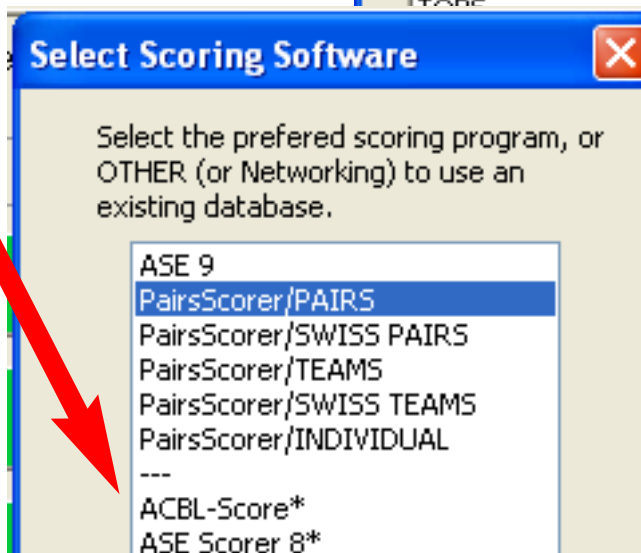
3. Enter event name

4. Create the event

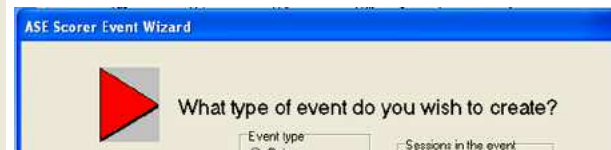
5. Run (or double-click) Scoring



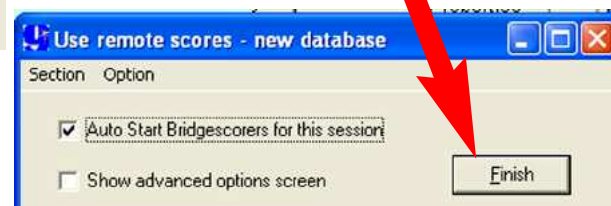
7. Select ASE



8. Enter the game parameters

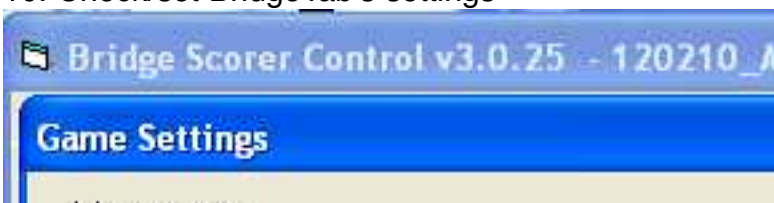


9. Auto Start BridgeTabs



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

10. Check/set BridgeTab's settings



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

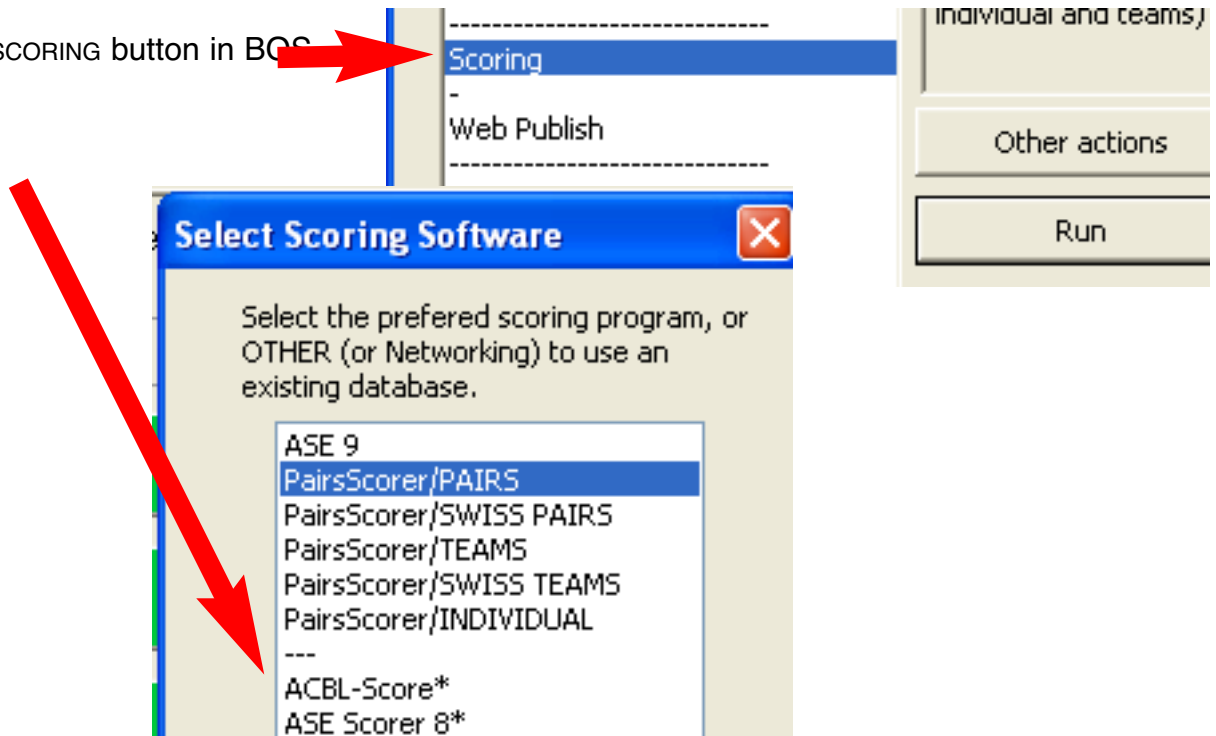
## A. BridgeScorer Control accidentally closed

Click YES when this message is displayed

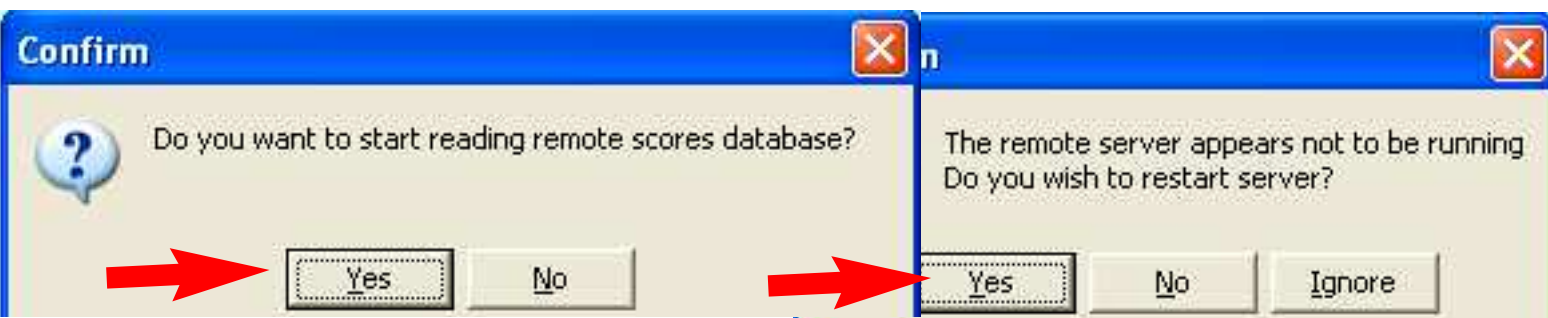


## B. ASE and BridgeScorer Control accidentally closed

1. Click the SCORING button in BOS



2. Say YES to these:

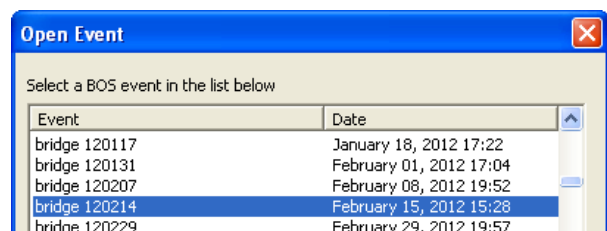


## C. Everything (BOS, ASE and BridgeScorer Control) accidentally closed

1. RUN BOS



2. Open (select) the current event

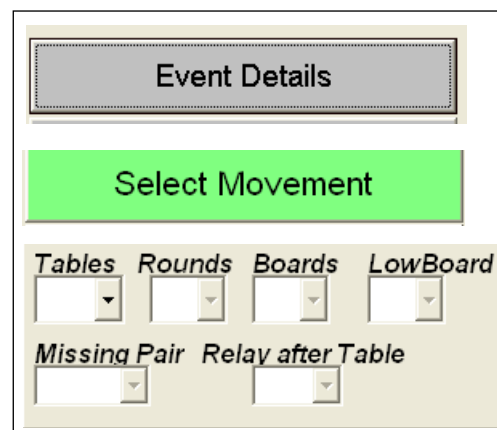
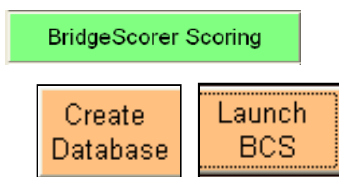


3. Follow steps under B. above

# 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.



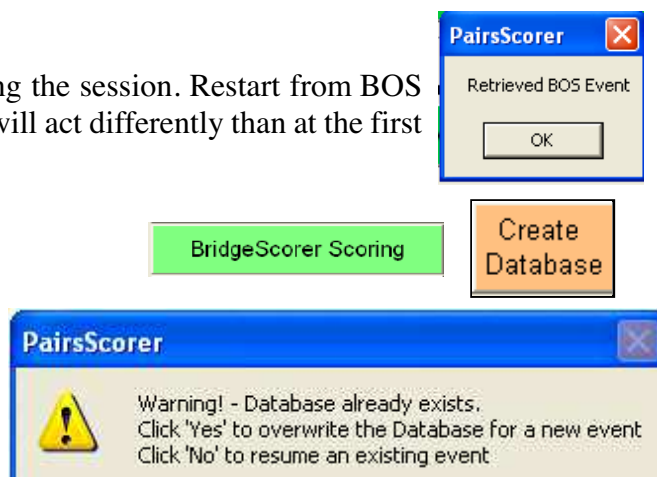
**Note** that you should use the READ ALL RESULTS button only in emergency. This is so because the effect of READ ALL RESULTS is that any previously made amendments (changed results in the SP) will be lost (overwritten by the results that you have in BSC).

## 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

Combine Sessions

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.)

Event History			
Click on column header to sort			
No.	Event Name	Date	Sess
1	demo	2010-06-...	1
2	demo	2010-06-...	2
3	demo	2010-06-...	3
4	demo	2010-06-...	Multi

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

Return

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

**Options**

- Retain Results (if possible)
- First Round Not Played
- One Winner (Scrambled) Mitc

**Update From Round**

Update Database

# Networking

In this paper we advise:

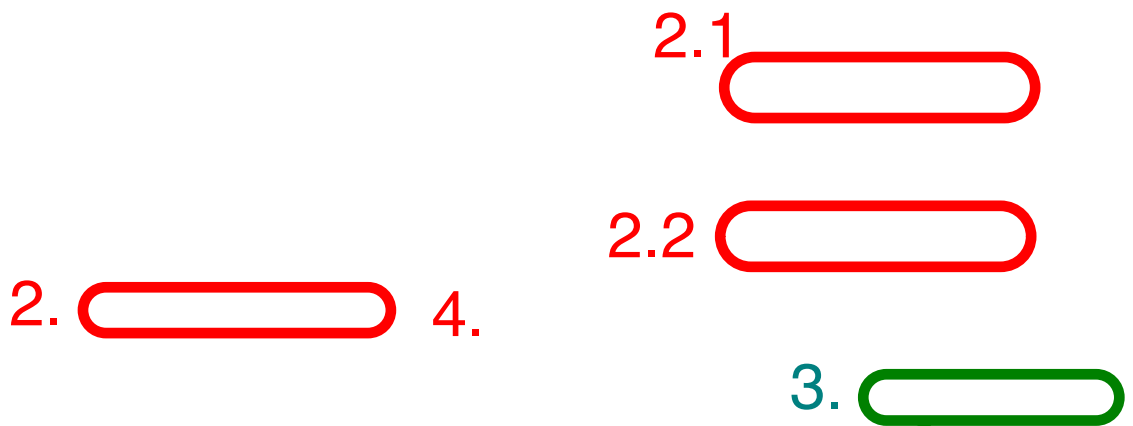
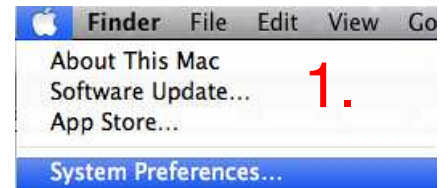
- i. How to use a Windows 7/8 (A.) or Apple computer (B.) as a WiFi hotspot.
- ii. How to network several computers (Part II) running the same event (scored across the field).

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).



## 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.

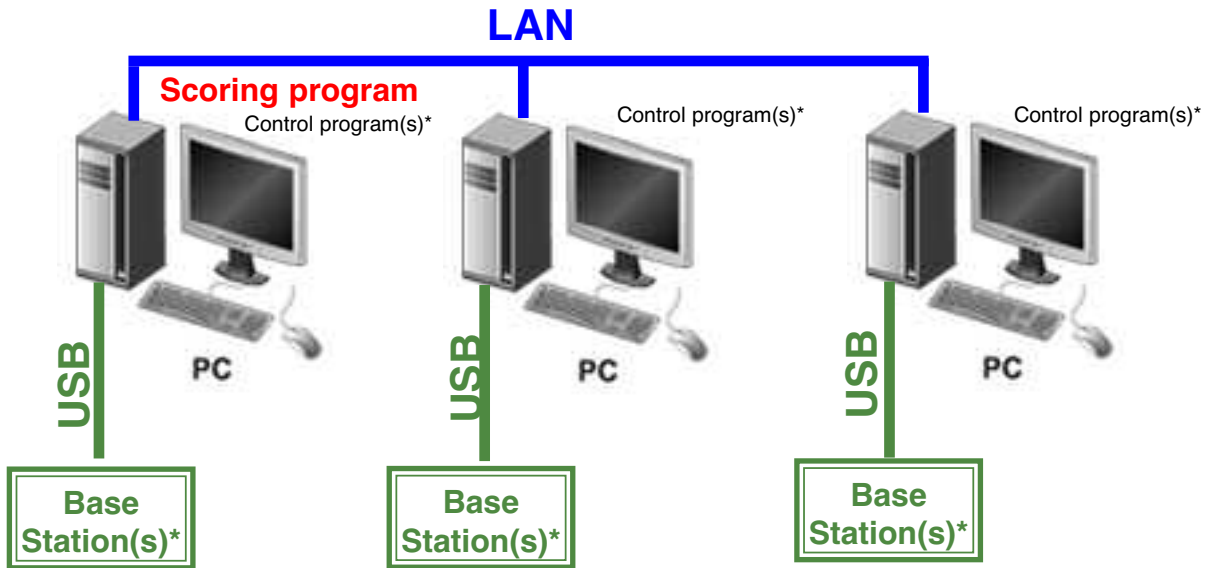


# PART II

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

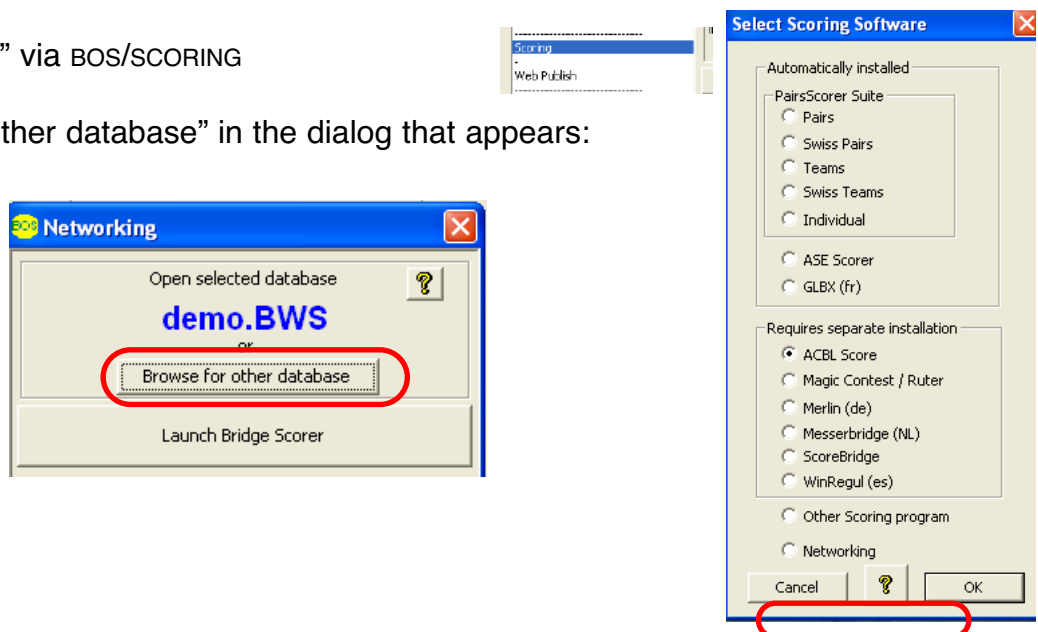
### THE MASTER

The scoring software and the BridgeScorer Control are started as usual on the master PC.

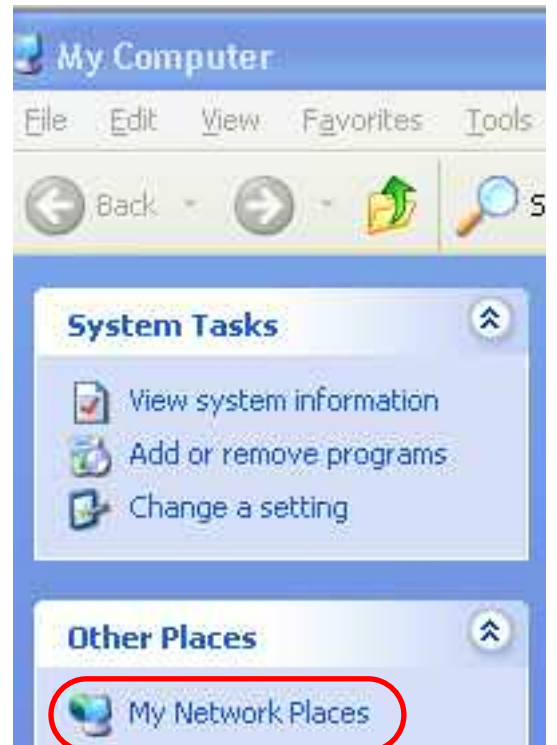
### THE SLAVES

The slave(s) can be connected to the master PC as soon as the scoring program has created a database for the event.

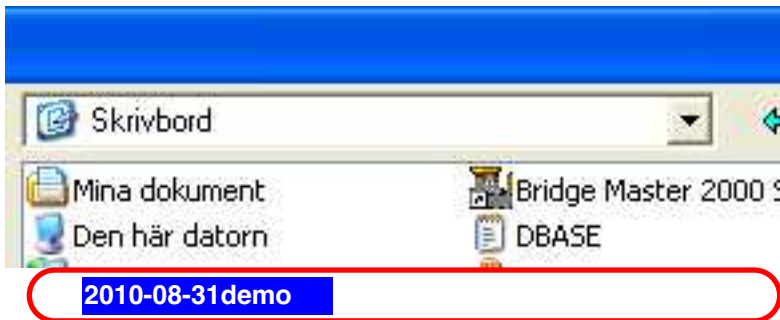
1. Select "Networking" via BOS/SCORING
2. Click "Browse for other database" in the dialog that appears:



3. Click “My Network Places”



4. Locate the current (just created) database on the Master PC. The default path is:  
C:\BOS\Events\



OPEN “2010-08-31demo”

5. Click “Launch BridgeScorer” when you have verified that the “Selected database” is the desired one.

