EBUScore Pairs Manual

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Version 0.5 (DRAFT for version 1.0)

For features in EBUScore Pairs v1.2.6 and above.

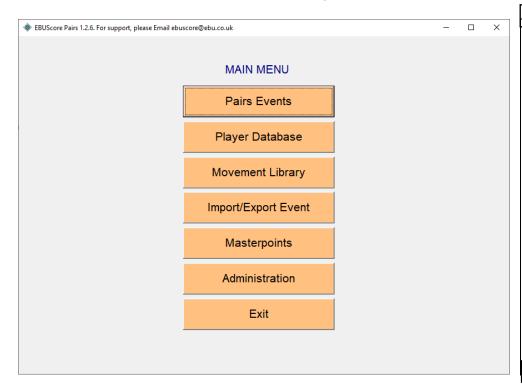
Examples from EBUScore Pairs v1.2.6; installed in C:/EBUScore/Pairs/Manual/

- 1. Getting started
- 2. Pairs events with travellers
- 3. Pairs events with Bridgemates
- 4. Pairs events with two sections
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- 6. Names and (EBU) numbers
- 7. Stratification
- 8. Score adjustments
- 9. Importing deals and lead validation

1 Getting started

Launch EBUScore Pairs by clicking on the icon on the desktop or from the 'Start' menu – under 'EBUScore'

You should see a version/licence window followed by the MAIN MENU window



You won't need most of the main menu items at the moment: they are used to control where files are stored and specialised or advanced features.

For scoring an ordinary club pairs, the default file locations are set in the installation and do not need to be changed.

So just click **Pairs Events** to get to the Event History.

Player Database can be used to change where the player database is stored and to change player details.

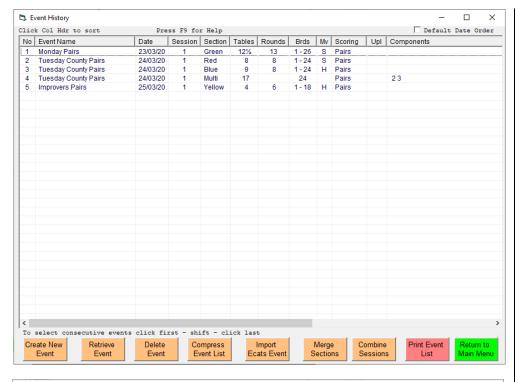
Movement Library can be used to see what movements are available, for a given number of tables.

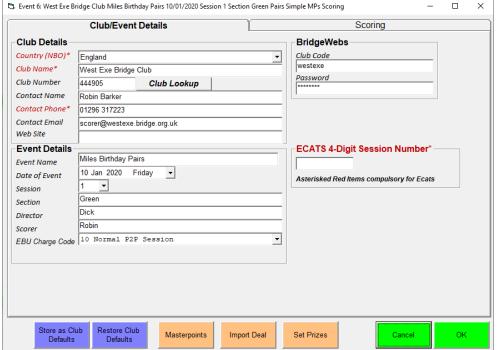
Import/Export Event can be used to copy events from one events file to another

Masterpoints is for non-EBU masterpoint administration

Administration is used to change the location of the movements and events files.

Exit to exit the program





Click Pairs Events to get to the Event History

The Event History will start off empty: the example here shows a few events from the current week.

There are two sorts of events:

- individual component events consist of one section and one session and are created by Create New Event
- composite events, created from component events, using Merge Sections or Combine Sessions

Once created, Retrieve Event is used to open an event.

Delete Event permanently deletes events and is best used for events that never happened (tests and mistakes). Events that are played and scored are best kept: they can be archived/backed-up eventually.

The buttons you need to use first are on the left, while the button on the far right will take you back to the previous menu.

Our first task is to score a one session, one section event; so click **Create New Event,** which opens a new event in the Event Details panel

Complete the Club details and the details of the section/session; then click on the **Scoring** tab.

After the first event is created, most of the details will be filled from the previous event.

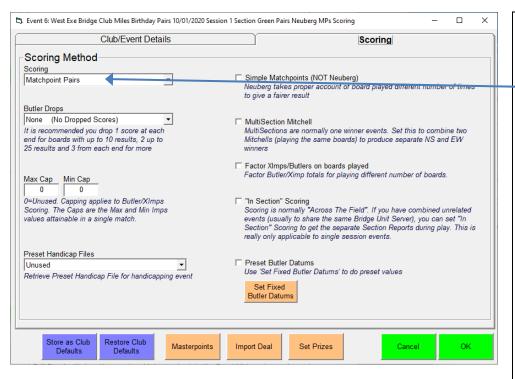
You can store the details as the (club) default details with **Store as Club Defaults**, and the use **Restore Club Defaults** to write in the details you stored.

Most fields are not needed but it is best to name the section – traditionally this is the colour of the table numbers or the table cloths, but 'A' may be easy to relate to the Bridgemates.

You can return to this panel and add/correct details later.

But **do not change the date** once the Bridgemates are in use – this will stop the event from working.

You can also return to this panel to set the Masterpoints and Set Prizes.

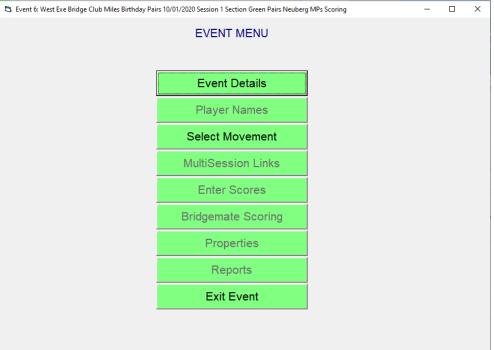


Select the Scoring tab

This is where you can select the different types of pairs scoring for the event

• Set the first box to **Matchpoint Pairs** and ignore the rest.

OK will take you to the Event Menu



This is the menu for the event you have created. It should not be necessary to exit the event; everything can be done from this menu.

Exit Event will close the event and take you back to the Event History: from where you can reopen the event with **Retrieve Event**.

You have not selected the movement yet and until we do so, all the other functions are not available (and are 'greyed out').

So click **Select Movement**

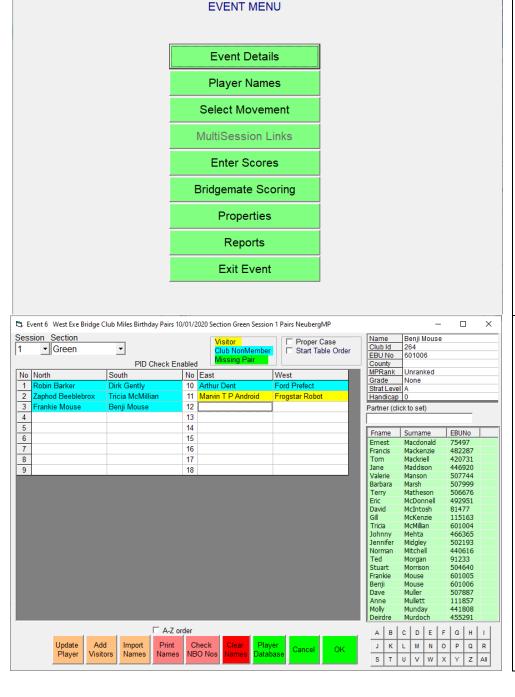


- Set the number of tables
- A list of movements will then be displayed in the window
- Different lists are available for instance web Mitchell movements are listed under Special

- Select a movement by clicking on the line in the window
- You can then use Print Description and Print Table Cards to view the movement
- If there is a sit-out, the number of the *Missing Pair* is entered here
- If you select a Mitchell movement and you are playing a one-winner movement ('scrambled', with an arrow-switch):
 - Tick 1-Winner Mitchell
 - Choose which rounds to ArrowSwitch
 - o You can change the amount *EW Add* to their pair number
- Click OK details of the movement will pop-up and confirm

2 Pairs events with travellers

🗅 Event 6: West Exe Bridge Club Miles Birthday Pairs 10/01/2020 Session 1 Section Green Pairs Neuberg MPs Scoring



Scoring with EBUScore Pairs can be done after the event, you will need the name slips with names or EBU numbers of the players, and travellers with board scores; you will also need to know which movement was played.

The basic setup is as above up to the point where you have input the movement and clicked **OK** to return to the Event Menu – where all buttons you need are now activated.

From the Event Menu:

- Select **Player Names** to enter player names
- Select **Enter Scores** to enter scores
- Finally, select Reports to display and print results

Select Player Names

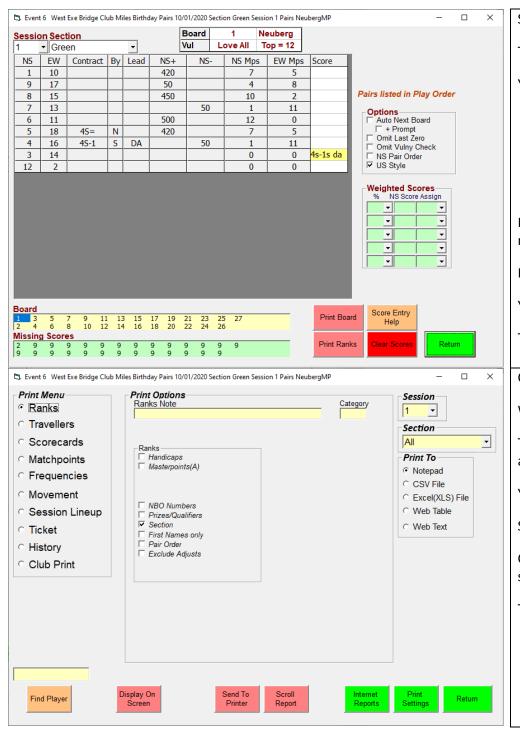
Type in names against each pair number, when you hit return you will be taken to the next name slot.

If the players are in the player database, then you can select their name from the list on the right, or you can enter their EBU number.

Players who are in the player database will appear in blue (or in white if they are ticked as members in the database). Players who are not in the players database will appear in yellow.

For UMS submission and for stratification, you will need EBU numbers for the players. It may be sufficient to click **Add Visitors to PlayerDB** – this will attempt to find EBU numbers and add players to the players database. There is more about this in a later section.

Click **OK** to return to the Event Menu.



Select Enter Scores

Type the scores against the pair numbers in the **Score** column

You can type:

- a numerical score (e.g. '450', or '-50') or
- contract and results (e.g. '4s-1s'), with an optional lead card (e.g. 'da')
 - The format is: <contract><up/down tricks><declarer> <lead>
 - For <contract>, NT can be just 'n'
 - o For <up/down tricks>, just making is '=' or blank

If you are typing all the scores in from travellers, you will probably prefer the numeric form.

Hitting return enters the score and takes you to the next line.

You can change boards using the yellow box.

The green box shows which boards still have scores to be entered.

Click Return to return to the Event Menu.

When all the names and scores are entered, select Reports

There are lots of possible reports: many clubs will only need **Ranks**, and **Frequencies** or **Matchpoints**

You can display or print Travellers for checking

Select **Ranks** to display or print the ranking list

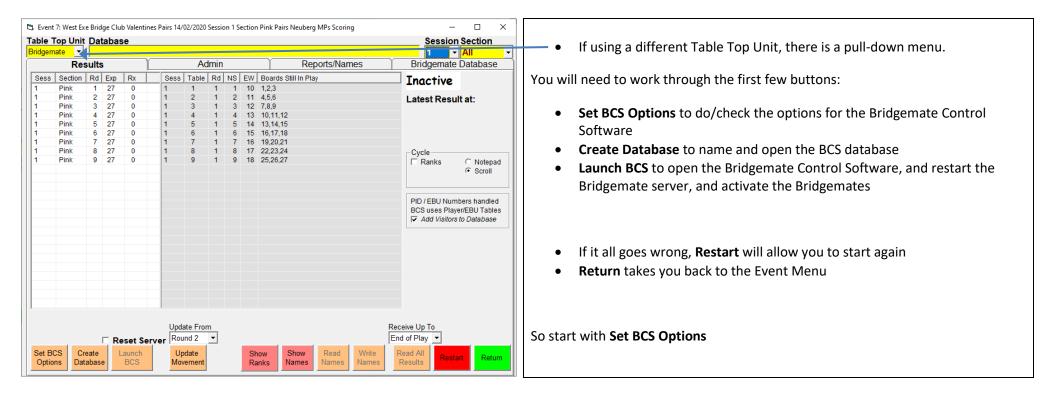
Click **Internet Functions** for BridgeWebs and UMS – shown at the end of the next section.

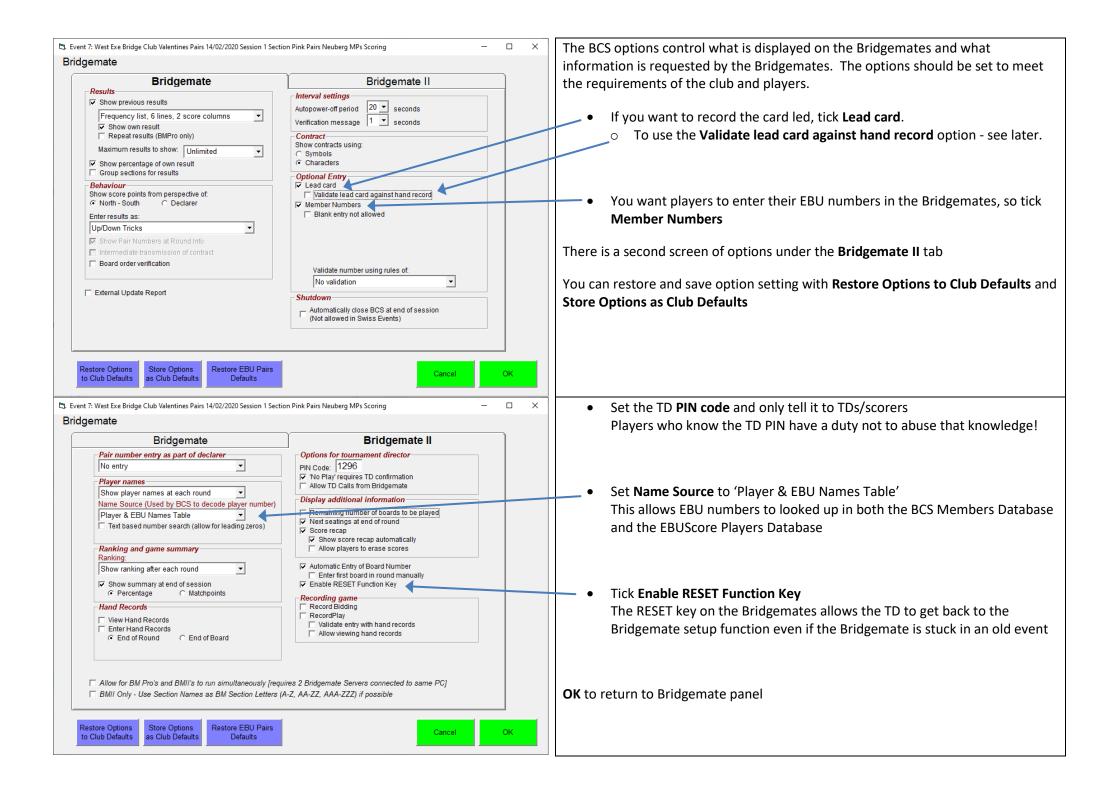
To close, Return/Exit back to the Main Menu and Exit the program.

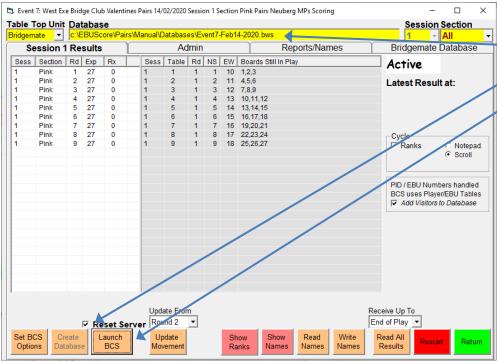
3 Simple Session with Bridgemates

You need to do the setup, including setting-up the movement, before the Bridgemates can start.

So when the number of tables and the movement is known/decided, set-up the movement and click **OK**, returning to the Event Menu, and click **Bridgemate Scoring**.







Bridgemate Control Software is a separate program and opens in a separate window.

You do not need to interact directly with the Bridgemate Control Software window but it is useful for monitoring and trouble shooting

- The Round Monitor tab shows progress of boards played in a round
 - o Green number round complete
 - Yellow number all but one board scored
 - Red number more than one board to be scored
 - Blank no boards scored
- The **Players** tabs shows names/numbers entered in the Bridgemates
- These red lights will go green when the players activate a Bridgemate
- Results will appear here

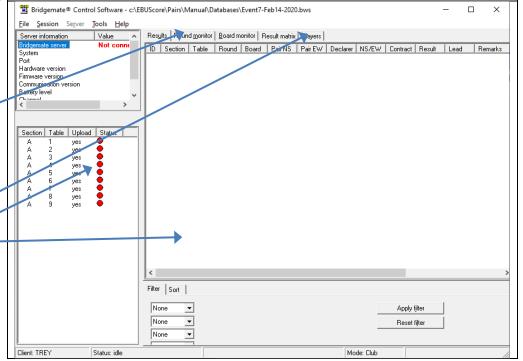
You can minimize the Bridgemate Control Software window and go back to the EBUScore Pairs window – back to the Bridgemate (Table Top Unit) panel.

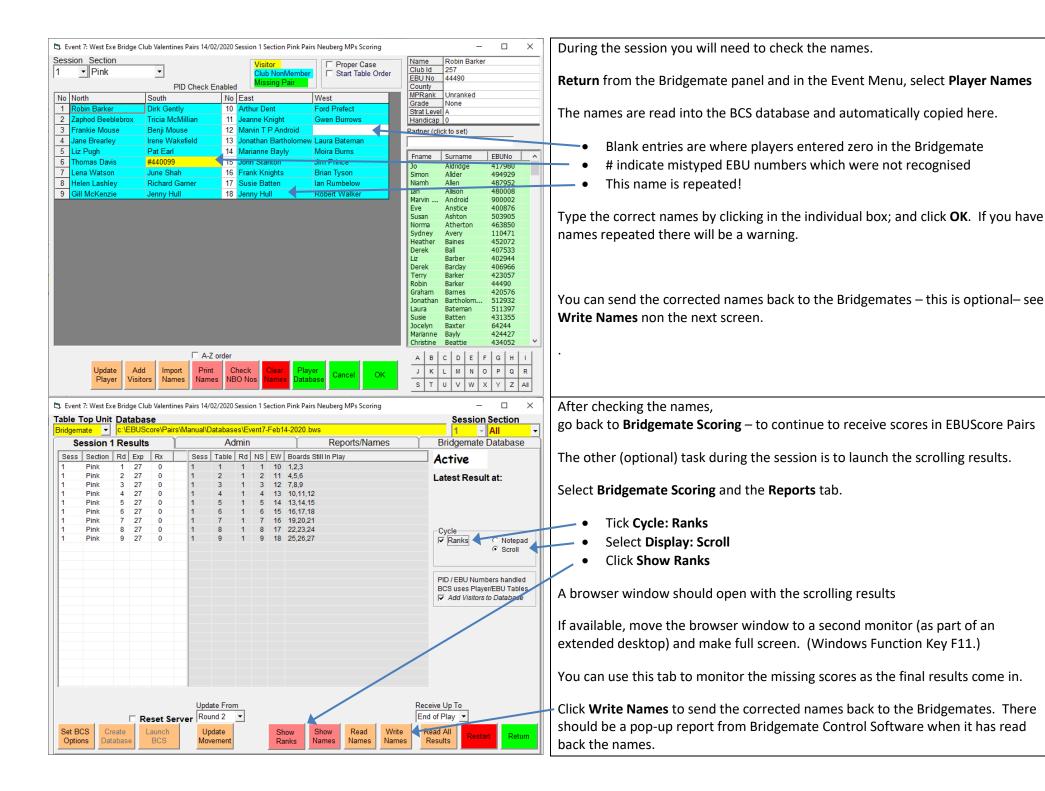
The next step is to **Create Database**, this changes the display as shown:

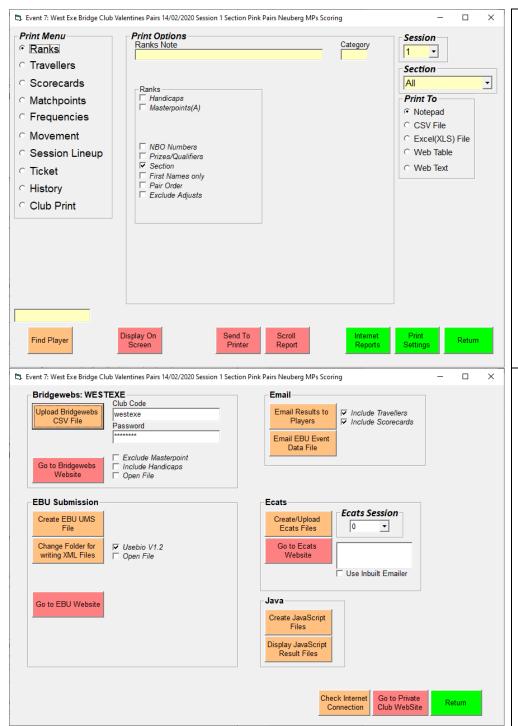
- Database file name appears
- Reset Server becomes ticked
- Launch BCS becomes activated

Next **Launch BCS** and click **Yes** in the pop-up – the Bridgemate Control Software window should open

Both **Create Database** and **Launch BCS** can display pop-ups: it is worth reading and understanding the question before clicking Yes/No.







When all the results are in, return to the Event Menu (via the **Results** tab) and select **Reports**.

There are lots of options about what reports to display or print.

Note: the *Print To* options control what is displayed with **Display On Screen** (not what is printed with **Send to Printer**)!

When all the results are in Bridgemate Control Software (as shown in the round monitor tab) you should close and exit Bridgemate Control Software.

In EBUScore Pairs, you need to go back to the Bridgemate (Table Top Unit) panel to ensure all the results are read. The **Reports** tab should show no missing scores. If the scrolling results shows missing scores, click the square **Ranks** button to update the display.

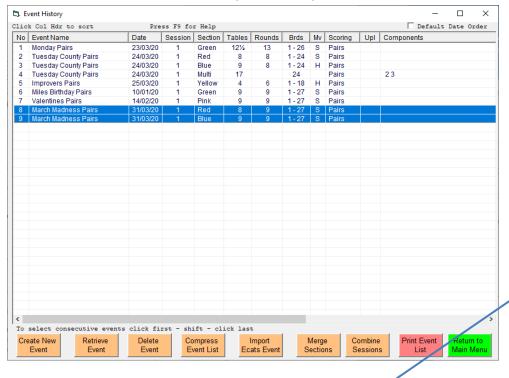
If the players have score queries, you can display travellers from the Reports panel and make any corrections directly in the **Enter Scores** panel (as explained in the scoring with travellers section).

From the **Reports** panel, reprint corrected results.

Click **Internet Functions** on the **Reports** panel for various internet functions: including uploading to BridgeWebs and creating EBU UMS (P2P) files.

Finally click a sequence of **Return** and **Exit** will take you back to the Main Menu and then close the program.

4 Pairs events with two (or more) sections



S Event History Default Date Order Click Col Hdr to sort Press F9 for Help Session Section Tables Rounds Brds Mv Scoring Upl Components No Event Name Date Monday Pairs 23/03/20 Green 13 1-26 S Tuesday County Pairs 24/03/20 Red 1 - 24 Pairs Tuesday County Pairs 24/03/20 Blue 24/03/20 Multi Pairs 2.3 4 Tuesday County Pairs Improvers Pairs 25/03/20 Yellow 1 - 18 Pairs Miles Birthday Pairs 10/01/20 Green S 14/02/20 Pink Pairs 1 - 27 Valentines Pairs March Madness Pairs 31/03/20 Red 1 - 27 S Pairs 9 March Madness Pairs 31/03/20 Blue 1 - 27 S Pairs 10 March Madness Pairs

You have seventeen tables for the March Madness Pairs and decide to play this as two sections, both playing 27 boards, scored across the field.

Set up the first 8-table section as in Getting Started above, with a section colour and the movement a Hesitation Mitchell.

Then Exit the Event Menu to return to the Event History.

Set up the other 9-table section, with a different section colour and the movement as before.

Again Exit the Event Menu to return to the Event History.

Select both events (click on one then shift-click on the other) as shown; and click **Merge Sections**. (There are couple of pop-up dialogues.)

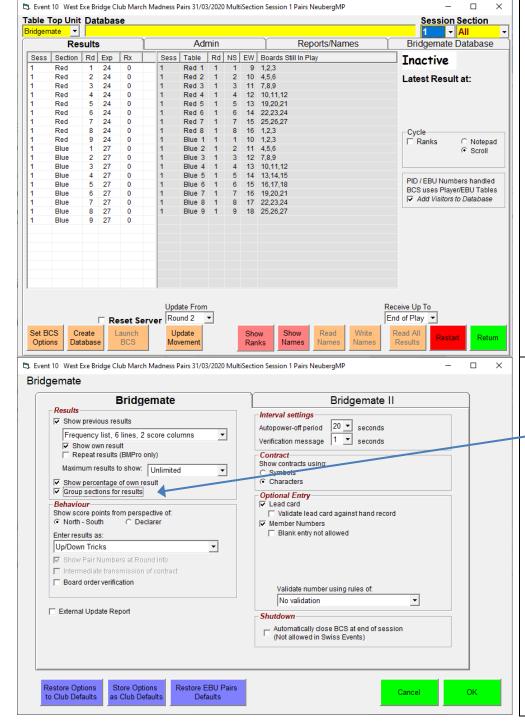
• This creates a new event with section Multi

Select the new multi-section and click Retrieve Event

This takes you to the Event Menu for the combined event, with the same options as before. From this menu you can control the whole event.

If you are using travellers, you enter the names and scores as before.

Both the **Player Names** panel and the **Enter Scores** panel have separate tables for each section for the names/scores to be entered separately. The panels have a **Section** box: you use this pull-down menu to change section.



If you are using Bridgemates, select Bridgemate Scoring

The table shows both sections and more tables in Blue than Red

The Bridgemates should be set-up so that the first (Red) section is section A on the Bridgemates, and the other (Blue) section is section B on the Bridgemates.

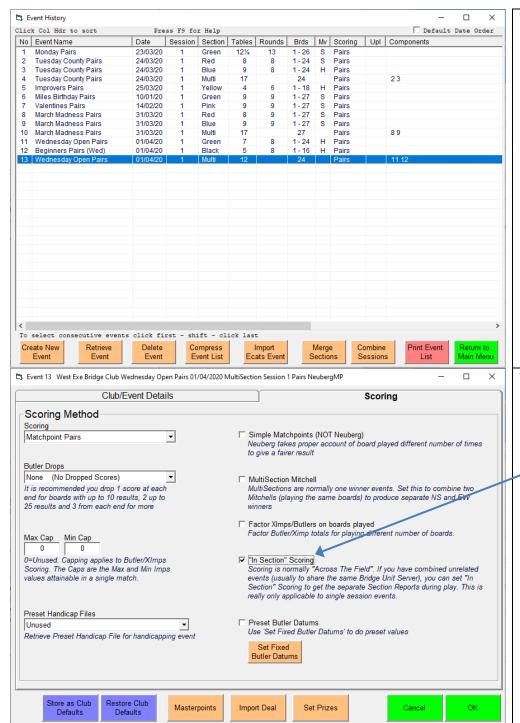
The procedure is as before: Set BCS Options, Create Database, Launch BCS

Once Bridgemate Control Software is running, you can follow the procedures above for Bridgemate scoring: correct names, monitor missing scores, display results.

There is one difference for **Set BCS Options**.

If you want the results from both sections to be shown on the Bridgemates

• Tick Group sections for results



This process with multiple sections can also be used when there are two independent events that both want to be scored on Bridgemates from the same computer.

On Wednesdays, there is open pairs and beginners' pairs. Set up the events for each with different event names and different section names/colours. Merge sections and retrieve the combined 'Multi' event.

You can then run both events from the combined event as if they were different sections of the same event.

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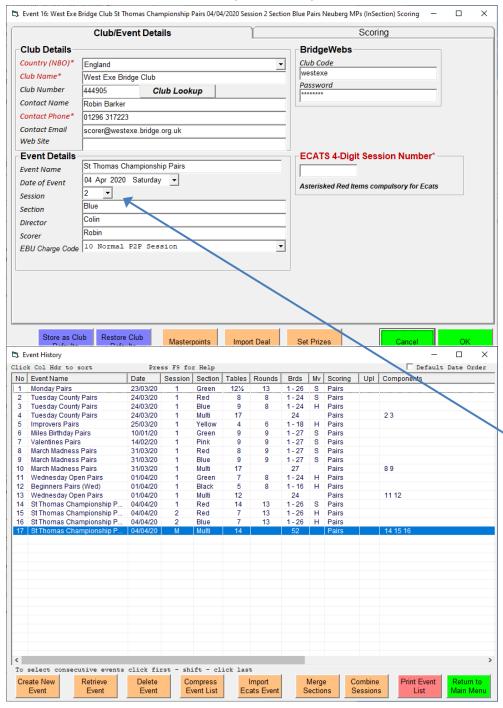
There are a few differences to the process, so that the two events are scored separately.

- In the combined event, Event Details, and the Scoring tab:
 - Tick 'In Section' Scoring
 - This ensures that the events are matchpointed separately and the ranking displays show the two events separately.
- DO NOT tick Group sections for results in Set BCS Options

For the final ranking list printout and for the internet functions (e.g. BridgeWebs and UMS) you will need to

- Exit the combined event, and return to the Event History
- Select the first event, and Retrieve Event
- In the Event Menu for the single event, select **Reports**
- Display/print the necessary reports and Internet Functions
- Return/Exit the first event to return to the Event History
- Repeat for the other events

5 Pairs events with two (or more) sessions



This is where it gets complicated!

The typical scenario is a one-day, two-session pairs event, where the pairs play different opponents and play in different sections in the two sessions.

It may be possible to set-up the movements for both sessions in advance and create a multi-section multi-session event and run everything from the combined event. But sometimes you have to set-up and run session one while deciding on the set-up for session two.

In practice, you will need to change between different events from the event menu while the sessions are running. The important point is to always interact with the Bridgemate Control Software from the event which launched BCS. DO NOT select **Bridgemate Scoring** in any other event while the Bridgemates are live.

This example has 14 tables and two 26-board sessions. In the first session, all the tables are in one section (Red). In the second session, there are two 7-table sections (Red and Blue).

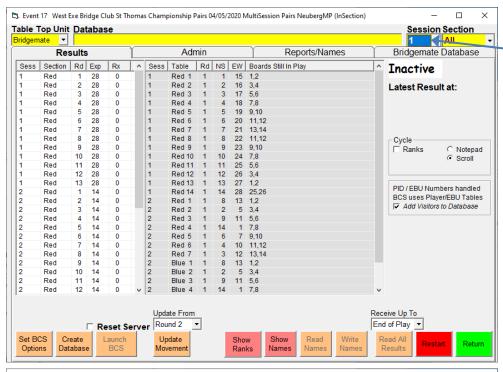
From the Event History panel, you create an event for each section:

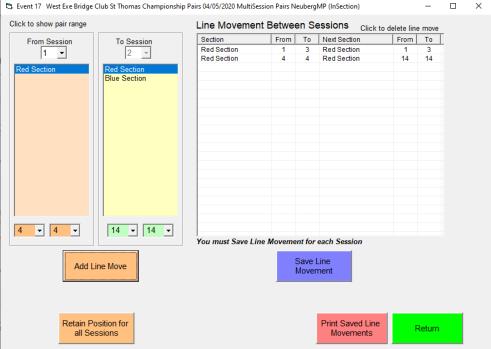
 for the sections that are played in session two, you need to set Session to 2.

Select all three events and click **Combine Sessions**: to create the multi-section multi-session combined event; as shown.

Select the new combined event and click Retrieve Event.

In the Event Menu, select Bridgemate Scoring.





To start with, the rounds table shows details of all sessions.

- Make sure Session is set to 1.
- Set BCS Options: for multi-section session, tick Group sections for results
- Create Database: only the details of this session will be shown
- Launch BCS
- Return to the Event Menu

From the Event Menu, both the **Player Names** panel and the **Enter Scores** panel have separate tables for each section for the names/scores to be entered separately. The panels have a **Session** box (before the Section box): you use this pull-down menu to change section. However, you do not need to enter or correct names for later sessions (after session 1) from the **Player Names** panel.

When you have checked/corrected/entered the names, it is time to consider the movement of lines between sessions.

From the Event Menu, select MultiSession Links

This panel allows you to input where the pairs from one session will be playing in the next session.

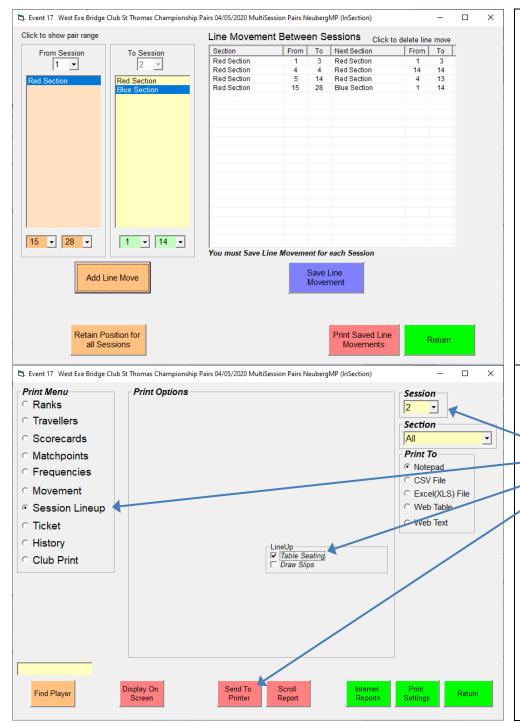
For the example, the NS line (pairs 1-14) will play in the Red section and the EW line (pairs 15-28) will play in the Blue section. But NS 4 need to be a sitter and the only sitter in session two is pair 14 (sitting NS 4 throughout). So, we need to swap the numbers of 4 and 14 for session two.

To compose a line move, select a section and a range of numbers (using the drop-down lists) in the **From Session** panel, and the corresponding section and range of number in the **To Session** panel.

The range of numbers can be just one pair number but must be the same size for both From and To.

Then click Add Line Move

This is a screen-shot before you click Add Line Move for the third line move.



When the Line Movement is complete, click Save Line Movement



If there are more than two sessions, change **From Session** pull-down menu from 1 to 2, and add the Line Movement for subsequent sessions.

When the Line Movement is complete for all sessions, click Return



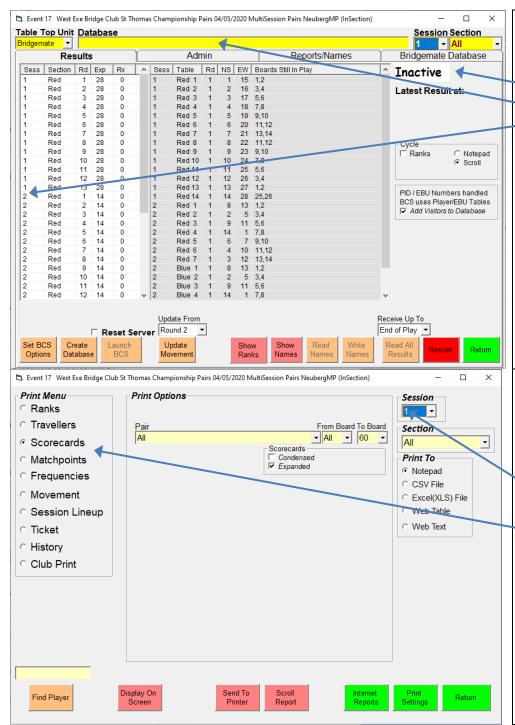
It is now possible to print the starting positions for session 2.

From the Event Menu, select Reports

- Select **Session** 2
- Select Session Lineup
- Optionally, tick Table Seating
- Select **Send To Printer**

There are two forms of display of the session lineup display:

- The default is to list the pairs in (session 1) pair number order, and give their starting position for session 2
- With **Table Seatng** ticked, the sections for session 2 are shown with pair names in two columns for NS and EW



From the Event Menu, select Bridgemate Scoring

If you have gone back to the Event History panel and later retrieved this event,

- the Bridgemate panel will show inactive
- the database name will be blank
- the rounds table shows details of all sessions

IN THIS CASE, click Create Database



... and click Resume existing Session!

If this pop-up does not appear, you have retrieved the wrong event, return to the Event History and select the event that the Bridgemates were launched from.

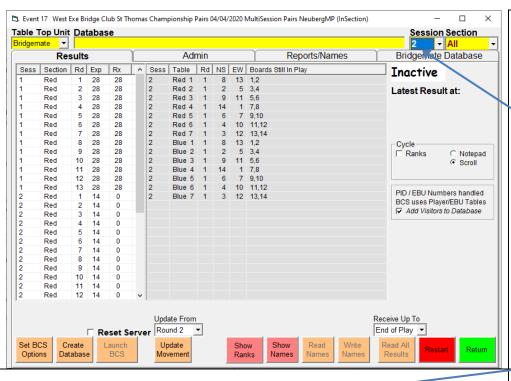
From the Bridgemate panel, staying in the Results tab, you can monitor missing scores and display scrolling results.

When the first session has finished, exit Bridgemate Control Software.

Return to the Event Menu and select **Reports**

- Select Session 1
- Display/print ranking lists, travellers, etc.
- You can also print score cards for pairs to check during the break
- You may want Internet Functions to create/upload UMS files for session 1 (e.g. to Pianola)

During the break between sessions, it is possible to exit the event, and exit the program, and even turn off the computer.



Before the start of the next session:

- Retrieve the multi-session multi-section event
- Select Bridgemate Scoring
- If Active is still displayed: click Restart
- Set **Session** 2
- Set BCS Options: untick Member Numbers
- Create Database: only details of the new session will be shown
- Launch BCS :
 - o Read the pop-ups and click OK
 - Bridgemate Control Software will launch
 - The players' names from EBUScore will be written back and will appear on the Bridgemates

The second session is now running in Bridgemate Control Software and on the Bridgemates. When players take their seats for the new session, they should find that the Bridgemates are active and pairs names are displayed.

During the session, you can use the **Results** tab to monitor missing scores and to launch scrolling results: the results will be an overall ranking, including the results from session 1.

You can also **Return** to the Event Menu and use **Player Names** and **Enter Scores** to make corrections to names and scores for session 1. If you need to, always make changes to the names in the table for session 1.

You can also use **Reports** (from the Event Menu) to print amend results for session 1.

At the end of the last session:

- Exit Bridgemate Control Software
- Display/Print final results
- Do internet functions for some websites (e.g. Pianola) you will need separate UMS files for each session
- Exit

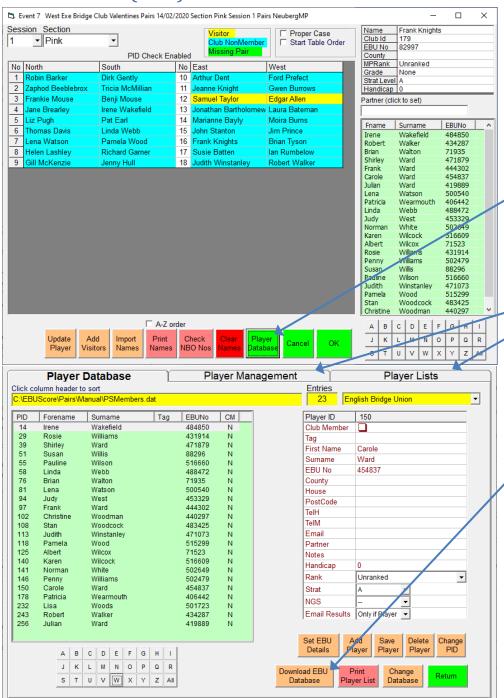
Two-Session Events – Summary

It is best (but not always possible) is to set up both sessions and run everything from the combined multi session event. For session 2, you will click **Restart** on the Bridgemate panel, then set Session=2 before **Create Database**.

Otherwise, set up session 1 and launch the Bridgemate Control Software from the single session event. During session 1, come out of the event and set up session 2 and **Combine Sessions** to create the overall event. During session 1 you will switch between the single session and multi session events - session 1 to collect names and scores, overall event to do multi session links and session 2 starting positions. When you retrieve session 1, you should click **Create Database** and take the resume session option!

To start session 2, go to the combined event, Bridgemate panel, session=2, **Create database** and launch. All of the remainder of the event should be run from the combined multi session event.

6 Names and (EBU) numbers



In order to correctly submit UMS (P2P) information for events at EBU affiliated clubs, you will need EBU numbers included in the results for all the players that have EBU numbers.

You need to access the Player Database functions, either:

- From the Main Menu, select Player Database; or
- From the Event Menu, select Player Names, and
 - Click the Player Database button

The Player Database panel has three tabs:

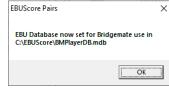
- Player Database (PD)
- Player Management
- Player Lists

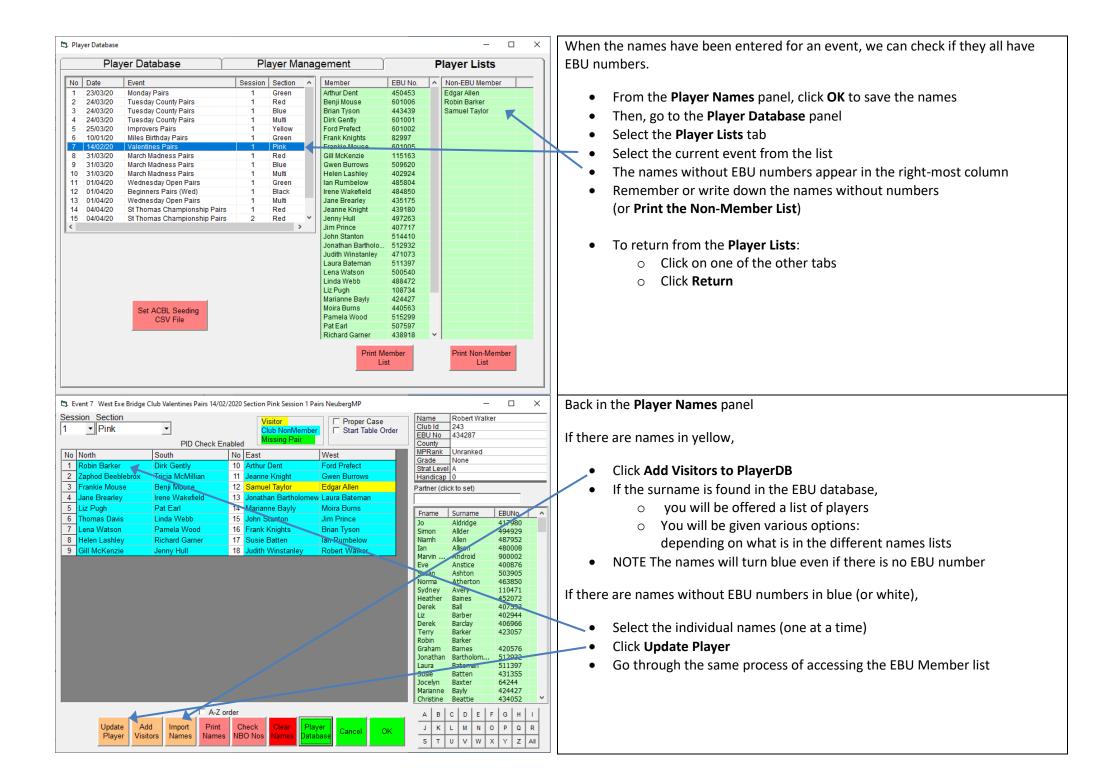
The first step is to ensure EBUScore Pairs has access to the EBU Member List

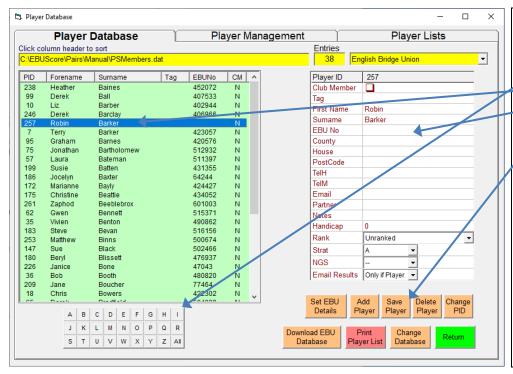
- From the Player Database panel
- There may be a warning that that the EBU Member List is out of date
- Click **Download EBU Database**, and **Yes** in the first pop-up
- Answer the next pop up about WBU Database



• If you are using Bridgemates, this will also create a BMPlayerDB.mdb file for use by Bridgemate Control Software.







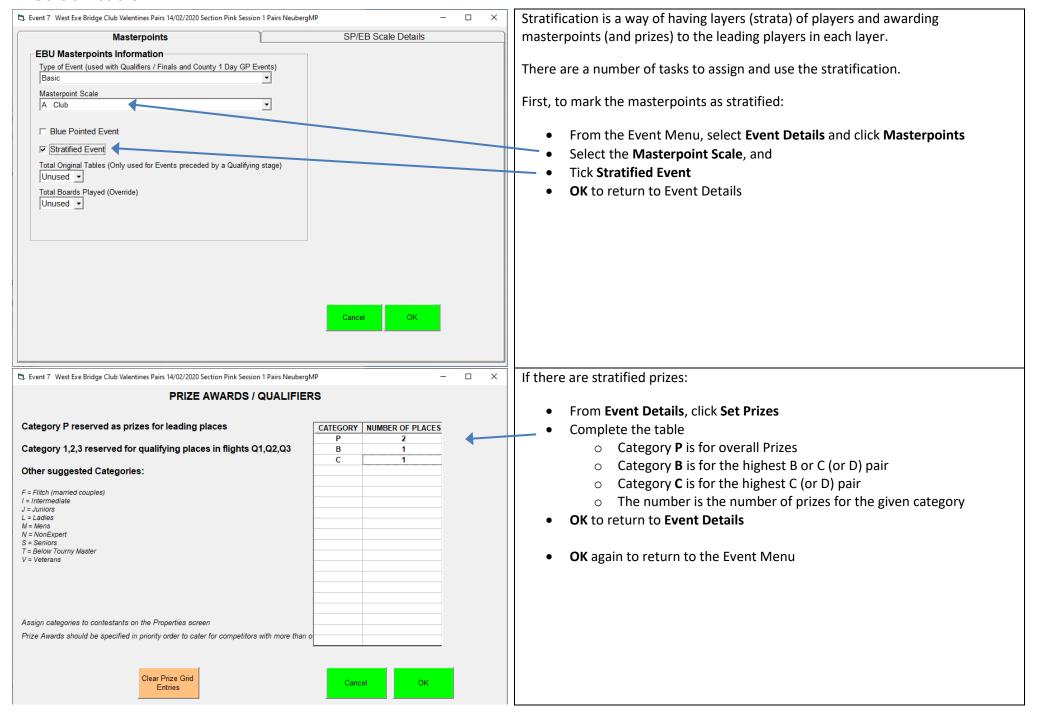
Alternatively, if you have an EBU number for a player,

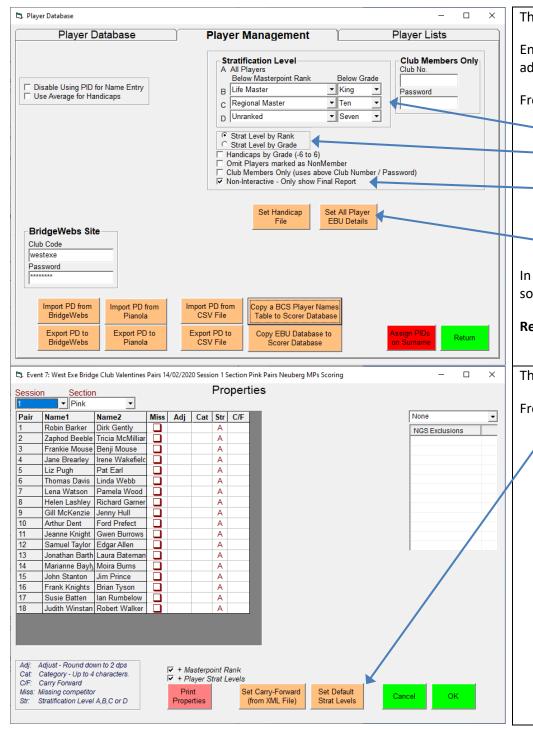
- Go to the **Player Database** panel
- You can click the first letter of the surname to shorten the list)
- Select the player
- Type in the EBU number
- Click Save Player

Return to the Player Names panel and OK to return to the Event Menu

You can return to the **Player Lists** tab to see if there are any remaining names without EBU numbers

7 Stratification





The next task is to assign *strats* to players based on their masterpoint rank or NGS.

Ensure all the names have EBU numbers (where possible) and all names have been added to the Player Database.

From **Player Names**, then **Player Database**: select the **Player Management** tab.

- Set Stratification Level thresholds in the table; and
- Strat Level by Rank or Strat Level by Grade (NGS)
- You can untick Non-Interactive
 - o you will get more information
 - but the process will involve more interaction
- Then click Set All Players EBU Details

In the example, stratification is by masterpoint rank and *strat* D is below unranked, so there will not be a *strat* D.

Return to Player Names and the OK to return to the Event Menu.

The final task is to assign *strats* to pairs and set the pairs' prize categories.

From the Event Menu, select Properties

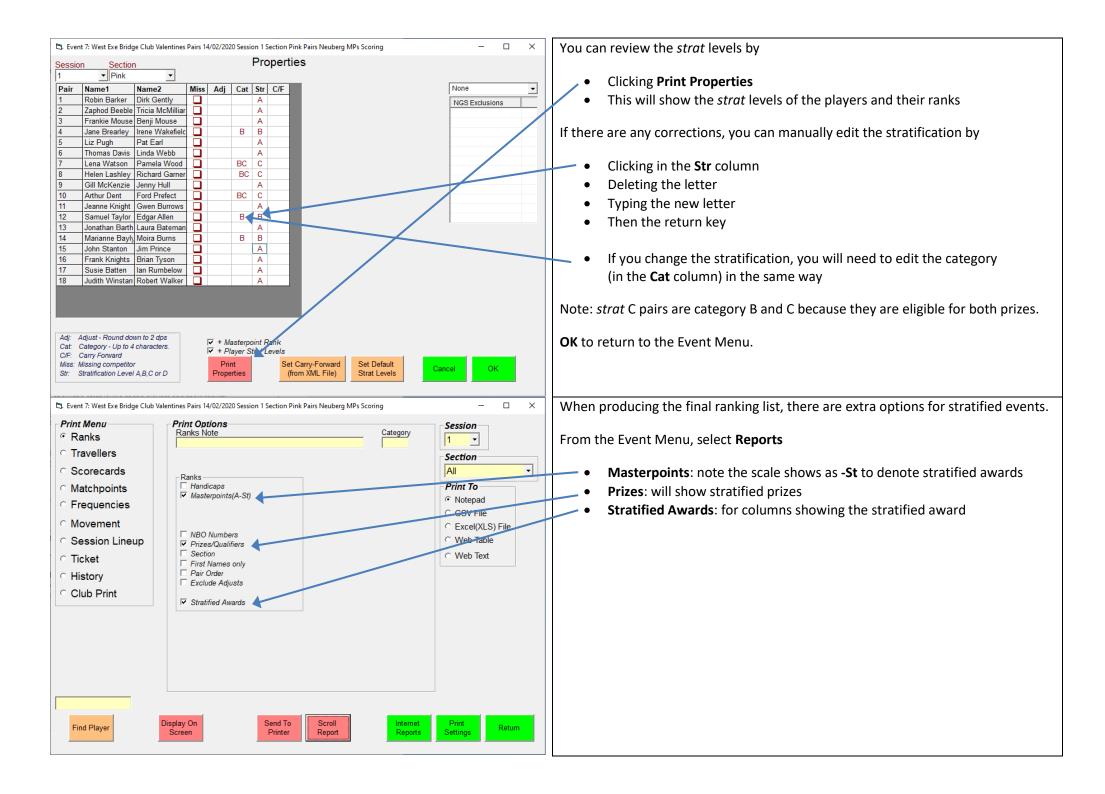
• Click Set Default Strat Levels



OK



Click Yes if there are stratified prizes, otherwise click No

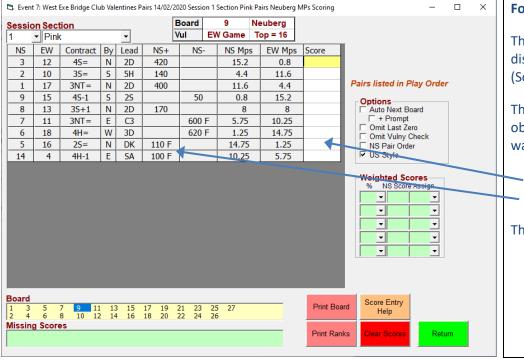


8 Score adjustments

Sometimes things go wrong with the movement or with the play of a board: either no result is obtained, or a result is obtained but has to be adjusted. The law book and regulations describe a number of different adjustments that you need to be able to implement in the scoring.

In the new Law Book (2017), Law 15B requires that boards that are started by the wrong pairs are completed, and the result stands. The examples show what the scorer will have to do to implement score adjustments arising from Law 15B.

- fouled boards,
- weighted & split rulings,
- artificial scores,
- adjustments,
- arrow-switches,
- re-numbering travellers
- examples: Law 15B



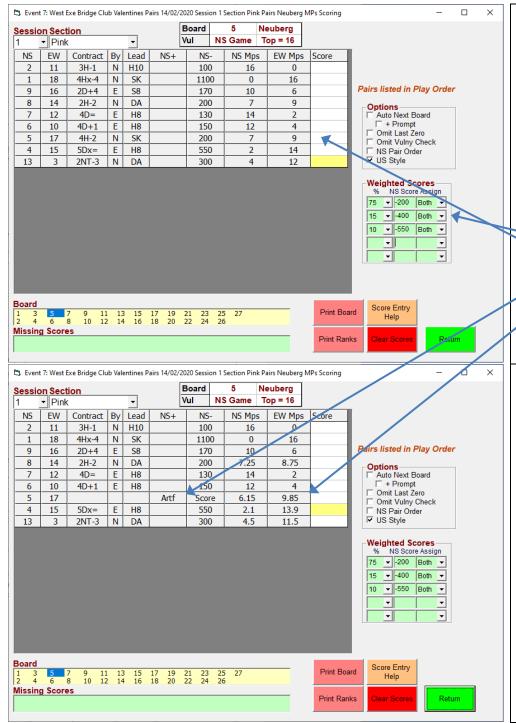
Fouled Board

The players notice that the scores on board 9 do not make sense, and the TD discovers that the hands were different the last four times the board was played. (Some hands were put back in the wrong slots.)

The board is fouled (Law 87) and must be scored so that only results that were obtained on the board in the same form are compared. To indicate that the board was played in the changed form:

- type F in the Score column; and
- the result will be marked with an F.

The match points for the two groups of scores are calculated separately.



Weighted & split rulings

Weighted rulings arise from Law 12C1(c): several outcomes are assigned weighting and these are awarded to both sides at the table.

On board 5, there is a ruling at table 5, with an assigned score of

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

To enter the weighted assigned score:

- enter the details in the Weighted Scores table; then
- type W in the Score column
- the result appears as Artf Score; and
- the match points for this and some other results will change

Split rulings occur in a few rare cases when NS and EW are assigned different scores. For example, if the TD decides the TD has made an error and consequently both sides are to be treated as non-offending, they can rule

NS score

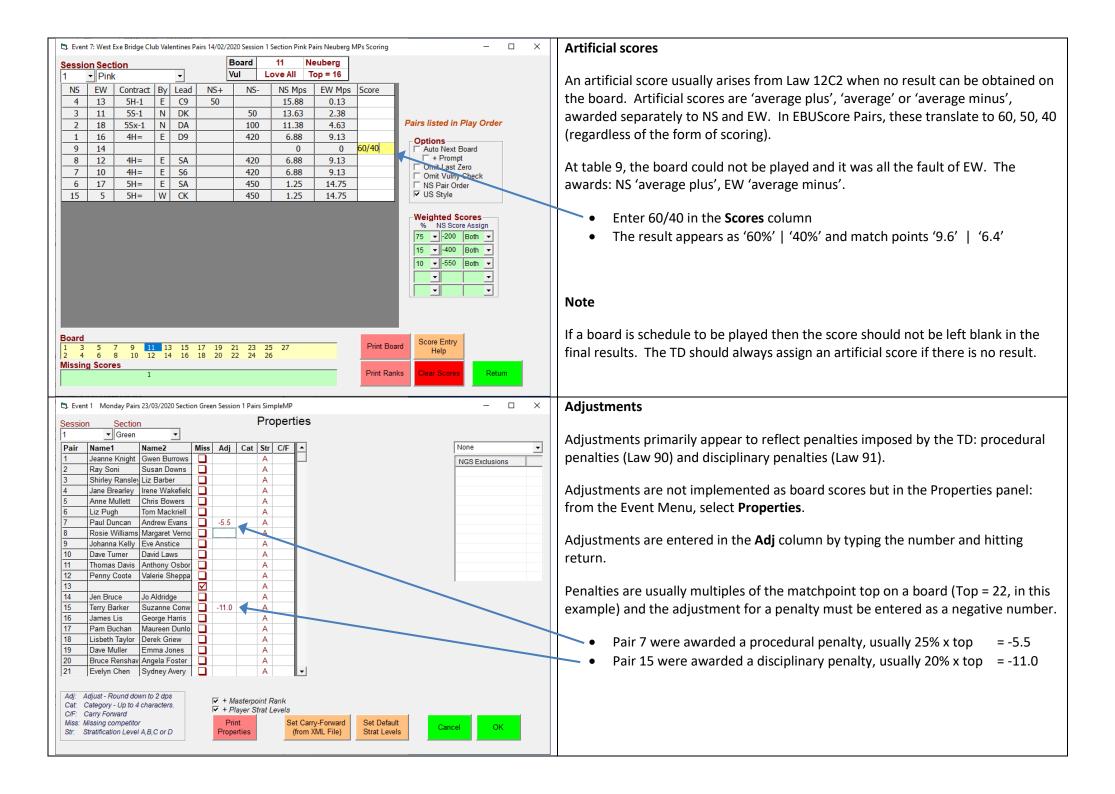
- 60% 3NT +1 N NS +430
- 40% 3NT = N NS +400

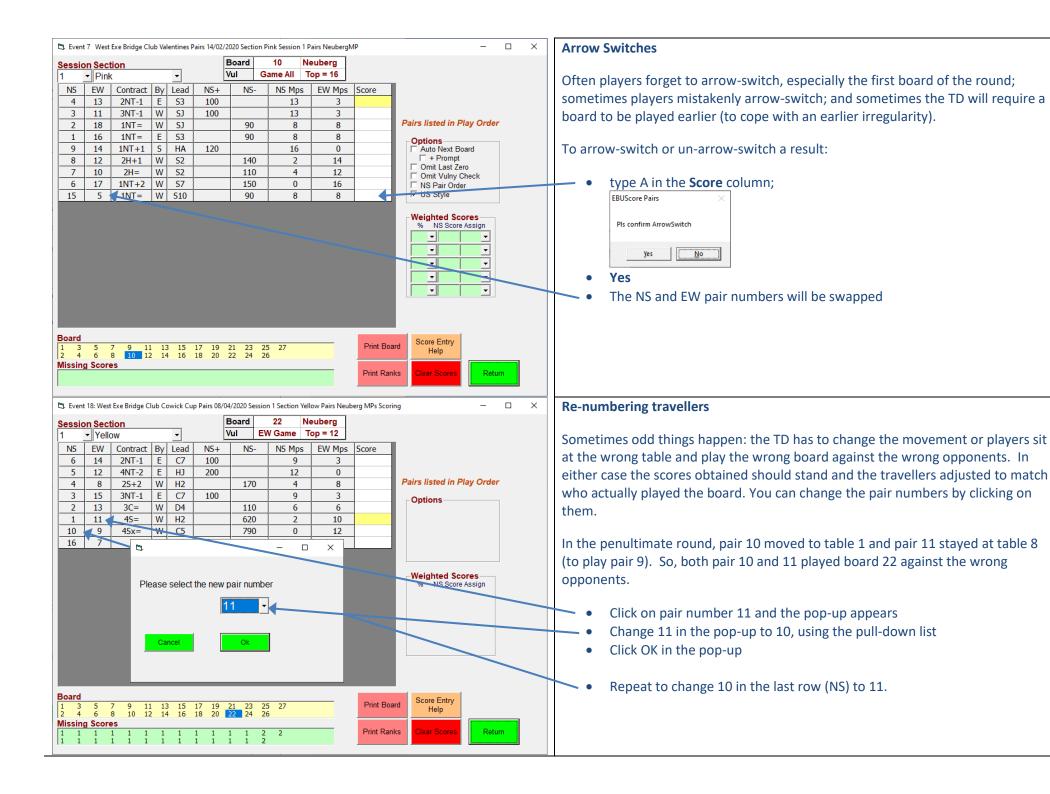
EW score

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

This is entered in the Weighted Scores table as

%	NS Score	Assign
60	+430	NS
40	+400	NS
100	-100	EW





Example 1 – Law 15B

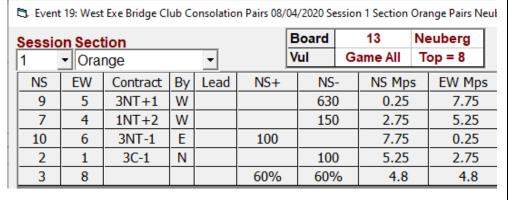
In a 5-table Howell, in round 3, pair 6 move to the wrong table and play against pair 10 and they start to play board 13. The TD applies Law 15B and the players are instructed to complete the play of board 13. Pair 10 were supposed to be playing pair 3 in this round, so pair 3 cannot play board 13. Pair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

Ruling:

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

To implement the score changes

- Select **Enter Scores** and board 13
- Using **Re-numbering Travellers** above: change EW line 3 to pair 6, and change NS line 5 to pair 3
- Enter the score for 10v6 on line 3
- Enter **Artificial score** 60/60 on line 5



Example 2 – Law 15B – sitout

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

Ruling:

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

To implement the score changes

- Select Enter Scores and board 13
- Using Re-numbering Travellers above: change NS line 2 to pairs 8
- Enter the score for 8 v 15 on line 2
- There is nowhere on board 4 to enter the AVE+ for pair 16. Instead the scorer has to calculate the overall score for 16 and enter the correction as an **Adjustment** (see above, Properties: **Adj** column).

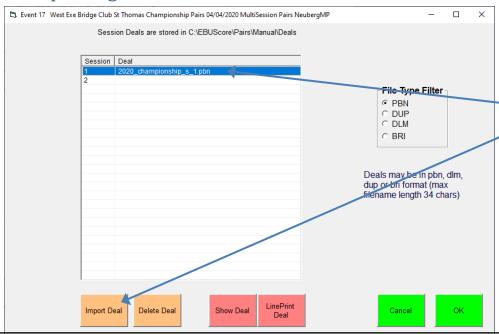
Calculation:

On the final ranking list, pair 16 have played 23 boards, with 132 matchpoints (Top = 12, so their maximum is 276, provisional percentage = 132/276 = 47.8 %). The AVE+ due for board 4, is $60\% \times 12 = 7.2$, so their percentage score should be: $(132 + 7.2)/(12 \times 24) = 139.2 / 288 = 48.333 \%$.

Converting this back to matchpoint, based on a maximum of 276, gives: $48.333 \% \times 276 = 133.4 \text{ matchpoints}.$

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

9 Importing deals and lead validation



The deal files for an event can be imported into EBUScore Pairs – this allows the deals to be shown in reports such as Travellers and allows for Bridgemates to validate the lead card.

- From Event Details, go to Import Deal
- Selcect the Session
- Click Import Deal
- Browse to the deal fle and click Open
- Repeat for other sessions if relevant

To enable lead card validation in the Bridgemate

- In Set BCS Options: tick validate lead card against hand record
- When you Launch BCS the lead card validation will be enabled, with the deal file imported into BCS.

If you do not import the deal files into EBUScore Pairs before you launch BCS, then this can be done later (and the deals will be available for the reports) but the deals will not be imported to BCS.

In this case, to enable lead card validation or to use other features of BCS, the deal files must be imported directly into BCS.

- In BCS: from the **File** menu, select **Import**
- Select ... and browse to the deal file and click **Open**
- Then click Import file(s) -
- To enable lead card validation, you must also tick the box in EBUScore Pairs: BCS Options

