

JSS Scoring Programs

Reference Guide

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1. INTRODUCTION

1.1 Background

Jeff Smith Scoring Software (“JSS” in this document) is a set of Bridge Scoring programs used by the English, Scottish and Welsh Bridge Union along with many Counties and Clubs worldwide. They are designed for simplicity and flexibility catering for a Club, County or NBO running single, multisection or multisession event. JSS supports Table Top Unit scoring using Bridgemates (BMPro or BM II), Bridgepads, BridgeTab, BridgePhone, BridgeTablet, ArcScorer etc This document refers only to Bridgemates but other Units may be driven similarly. The document also refers to the EBU and its membership system, but other NBOs can be supported similarly.

JSS consists of:

IndScorer	Individuals
PairsScorer	Duplicate Pairs
TeamsScorer	Teams (of 4 and 8)
SwissPairsScorer	Swiss Pairs
SwissTeamsScorer	Swiss Teams

1.2 Abbreviations

<i>Abbreviation</i>	<i>Description</i>
BMPRO / BM2	Bridgemate Pro Control / Bridgemate II
BCS	Bridgemate Control Software
EBU	English Bridge Union
NBO	National Bridge Organisation. (ABF, EBU etc).
NGS	National Grading System
JSS	Jeff Smith Scoring Software
UMS	(EBU) Universal Membership System (previously known as P2P)

1.3 Related Documents

<i>Ref</i>	<i>Title</i>	<i>Author</i>
[1]	Using Scorers with Bridgemate Pro	Jeff Smith
[2]	Using Scorers with Bridgemate II	Jeff Smith
[3]	Running an Individual Event	Jeff Smith
[4]	Running a Pairs Event	Jeff Smith
[5]	Noddy Guide to PairsScorer with Bridgemate II	Jeff Smith
[6]	Adding a User Movement	Jeff Smith, John Wilson
[7]	Running a Teams of 4 Event with Bridgemates	Jeff Smith
[8]	Running a Teams of 8 Event with Bridgemates	Jeff Smith
[9]	Running a Swiss Pairs with Bridgemates	Ian Ross
[10]	Barometer Swiss Pairs with Bridgemates	Ian Ross
[11]	Swiss TeamsTrial with Virtual Bridgemates	John Wilson
[12]	Running a Swiss Teams with Bridgemates	Ian Ross, Jeff Smith
[13]	BMTTest – Bridgemate Simulator	Jeff Smith

Alan Dean has produced various related documents accessible at:

<http://www.bridgewebs.com/obc/OBC%20Scoring%20Tutorial-Pairs%202018-01-30.pdf>

Tony Howarth has produced various related documents accessible at:

http://www.bridgewebs.com/cgi-bin/bwoe/bw.cgi?club=porthcawl&pid=display_page6

2. INSTALLATION

2.1 Installation

2.1.1 Hardware Requirements

Any IBM compatible PC running Windows 95 upwards. The programs will also work on an Apple Mac machine using an emulator (WINE, CROSSOVER, PARALLELS) and on any Linux/Ubuntu system.

2.1.2 Standard Installation from the Internet

JSS may be downloaded and installed from <https://jssscore.weebly.com/>

The standard installation includes all necessary Windows components. To avoid access problems, the User should login as an Administrator for the installation.

2.1.3 Installation of Bridgemate Control Software

The BCS program for Bridgemates may be downloaded from <http://www.bridgemate.com> This is normally installed at C:\Program Files(x86)\Bridgemate Pro\Bmpro.exe. The location may be set/changed in JSS.

2.1.4 EBU Numbers

You should download the latest EBU Members Table from the Player Database menu on a regular (monthly) basis. This is used for Bridgemate number entry and for Universal Membership purposes.

2.1.5 Running the Scoring Programs

Standard installation has the option to create a desktop icon. Otherwise, the program needs to be started from the START – PROGRAMS menu. The programs are mostly controlled via the Mouse control, but some specific details (bridge results, player names, event details etc) must be typed.

2.1.6 Scoring for Different Clubs on One PC

There are two ways of supporting different Club Scoring on one PC.

- 1) Set a top level folder for each club eg c:\Maidstone and c:\Kent and install separate copies of JSS (and desktop icons) to each folder. You can then switch between icons (folders) to change Clubs.
- 2) Create a separate User Account (eg Tonbridge BC, Maidstone BC etc) for each Club (as Administrator) using Control Panel > User Accounts. Only one copy of JSS need be downloaded. Then just switch between users! When you logon, select the appropriate User account..Switching between users only takes a few seconds (it's mainly setting up the new desktop look)

2.1.7 Runtime Limits

Maximum	Ind	Pairs	Teams	SwPairs	SWTeams
All Tables (Compatible)	500	500	500	500	500
Assigned Scores per Section	5	5	5	5	5
Boards	50	50	64	64	64
BridgeWebs Club Length (Chrs)	30	30	30	30	25
BridgeWebs Code Length (Chrs)	20	20	20	20	20
Contact Name Length (Chrs)	30	30	30	30	30
Contact Email Length (Chrs)	60	60	60	60	60
Datums	N/A	60	N/A	64	N/A
Deal FileName Length (Chrs)	50	50	50	50	50
Event Name Length (Chrs)	40	40	40	40	40
Events (Compatible)	250	400	250	250	250
Links	72	72	72	N/A	N/A
Match Adjusts per Section	N/A	N/A	N/A	20	14
Missing Entrants	N/A	N/A	N/A	200	200
Name First Chars (affects PD)	12	12	12	12	12
Name Last Chars (affects PD)	18	18	18	18	18
Note Chars	100	100	100	100	100
Prizes	20	20	20	20	20
Rounds	40	30	30	40	20
Sections	50	50	60	100	40
Sessions (Compatible)	48	48	48	12	12
Set	As Move	As Move	As Move	32	32
Squad	1	2	12	2	8
Sitters				60	60
Split Scores per Section	5	5	5	5	5
Tables per Section	25	30	50	100	100

3. MAIN MENU

3.1 Main Menu

Start JSS and on entry, the **Main Menu** will be displayed:

Command Button	Description
PairsScorer (or TeamsScorer etc)	Go to the Event History Menu (Sec 4)
Player Database	Go to the Player Database Menu (Sec 15)
Movement Library (Not Swiss)	Go to the Movements Library Menu (Sec 7)
Import/Export Event	Go to the Import Event Menu (Sec 16)
Master Points	Go to the Master Points Menu (Sec 17)
Administration	Go to the Administration Menu (Sec 18)
Exit	Exit from the program

3.2 Normal Run

The normal procedure to be followed is:

- Go to the Event History Menu
- Create a new event
- Create the Event Details
- Select Movement (non-Swiss) or do the Assignments (Swiss)
- Enter Names (possibly by BMs)
- Enter Scores (possibly by BMs)
- Print Reports

4. EVENT HISTORY MENU

An event is either a single Section or a combination of Sections (+Sessions). All such event records are stored until they are deleted. .

Column	Event History Description
No	Record number between 1 and 250
Event Name	Name of Event
Date	Date of Event
Session	Session Number or Multi for Multisession
Section	Name of Section
Tables	Number of Tables
Rounds	Number of Rounds
Brds/Bpr	Number (or range) of Boards
AtR	Assigned up to Round Number (SwissOnly)
Mv	(Pairs) M = Mitchell, H = Howell, S = Scrambled
Scoring	Scoring Method eg Pairs, Imps etc
Typ	En=English, Au=Aust, Us=US + B=Board Scores, I=Imps, V=VPs
Upl	Uploaded to Bridgewebs (B), Ecats(E), UMS or MP File created (P)
Components	Combined Event Numbers for Multisection or Multisession

There is a 'Default Date Order' tickbox to make the Events appear in Date order.

A 'Scorer Control' Event manages an event. In single session one section events, the 'Scorer Control' Event is the created Event. In MultiSection or MultiSession Events, the 'Scorer Control' Event (set by the Merge Sections or Combines Sessions command) is the controlling Multi Event. You should create events logically with Sessions and Sections in the play order.

COMMAND	DESCRIPTION
Create New Event	Create a new event. The Event Details will be displayed.
Retrieve Event	Retrieve the highlighted event. The Event Menu will be displayed.
Delete Event	Delete the highlighted event. An event which is part of a controlling Multi event may not be deleted until the Multi event has been deleted.
Compress Event List	Renumbers and reorders the Event History in Date Order
Import Ecats Event	(Pairs) Import an Ecats event from the Ecats format files (c.txt, p.txt, r.txt, e.txt)
Merge Sections	Merge highlighted events into a MultiSection Event. The specified events must be either single or MultiSection events all with the same session number.
Combine Sessions	Combine highlighted events into a MultiSession Event. The specified events must be either single or MultiSection events with sessions numbered 1,2,3 etc
Print Event List	Print the Event History Table
Return	Return to Main Menu

Multisection Events Reports

In an Individual or Pairs, the scoring for a multi-section event (same boards played in both sections) is assumed to be Across Sections. You can tick the 'InSection' scoring box to score each section independently (allowing the same server to be used)..

For example with a multisection of 3 Mixed Pairs scored Across the Field and 2 independent Open Pairs:

Section	Description
1	Mixed Pairs Section Red
2	Mixed Pairs Section Green
3	Mixed Pairs Section White
4	Open Pairs Section Blue
5	Open Pairs Section Yellow

For Across the Field results, Merge Mixed Pairs Events 1,2,3 into a MultiSection Event 6. You can then merge all the sections to share the same server for Bridgemates.

The two Open Pairs Events 4 & 5 may be scored separately as normal.

5. EVENT MENU

When an Event has been created or retrieved, the **Event Menu** shows the main command buttons. The button will be greyed out if it's not applicable.

Event Details
Select Movement
Assignments (Swiss Only)
Names
Seating Line Up (Teams only)
Enter Scores
Bridgmate Scoring
Match Results (Swiss Teams Only)
Multisession Links (Ind, Pairs & Teams)
Properties
Reports
Exit Event

6. EVENT DETAILS MENU

6.1 Club Details

Country (NBO)	Selected Country. Mandatory for Ecats events.
Club Name	Name of Club. Mandatory for Ecats events
Club NBO No	Number of Club (allocated by EBU for MasterPoints and UMS)
Contact Name	Contact Name. Mandatory for Ecats events
Contact Phone	Contact Telephone Number
Contact Email	Standard Email address format
Web Site	Club Private Web Site Address

6.2 Event Details

Event Name	Name of Event e.g. "Wednesday Duplicate"
Date of Event	Date when Event was played
Session (Not for Swiss)	Session Number 1, 2, 3 etc. Mandatory for MultiSession events
Section (Not for Swiss)	Contact Name. Mandatory for Ecats events
Director	Name of Director
Scorer	Name of Scorer
EBU UMS Rate/Event Code	EBU UMS Charge. For Scotland and others, this is called Event Code
ECATs Session (Pairs only)	ECATS Session Number

The main Event Details will appear on screen headings and printed reports.

6.3 BridgeWebs

Club Code	BridgeWebs Club Name
Password	BridgeWebs Club Password

6.4 MasterPoints

Type of Event	Used to determine Masterpoints in Multi Session competitions Basic (or 1 st Qualifier) 2 nd or subsequent Qualifier A Final, B Final or C Final
Master Point Scale	EBU Masterpoint scale. See MasterpointsSection for further details
Stratified	Ticked if it's a Stratified Event
Total Tables in Play (Override)	Number of Tables for Masterpoints purposes (more relevant to Multisessions)
Total Boards in Play (Override)	(Not Swiss) Number of Boards for Masterpoint purposes
MatchWin Award Increase	For Special Qual Event Finals (Scale QF)

6.5 Import Deal

You can import a Session Deal in any of the formats - dup, prn, dlm or bri. The procedure is:

- Make the deal available on the PC.
- In Event Details, click "Import Deal" button, select session and browse to the Deal filename.
- Select OK. You can check the deal using the Print Deal button

6.6 Set Prizes

Set up to 12 Categories associated with the Prizes with the number of competitors eligible for Prizes. P is a reserved category for the top places

6.7 Movement (Swiss Only)

Swiss Pairs	
Rounds	The number of rounds in each Session
Section, Tables per Section	Section Name
Boards per Round	Normal and Short Triple number of boards per match

Swiss Teams	
Rounds	The number of rounds in each Session
Primary Section, Mirror Section, Tables per Section	Section Name, Mirror Section, Tables in each Section. With an odd number of teams, you should allow at least one extra table in the bottom Section in case a team withdraws.
Boards per Round	Normal and Short Triple number of boards per match
Results Mode (Swiss Teams)	Score by Board Results, Imps or VPs
Type	English, Australian, Australian Multisection or US. In Australian, Home Team always at Home Table. In US, Boards are redealt each round.

6.8 Scoring Options

I	P	T	SP	ST	Scoring	Meaning
I	P				Simple Matchpointing	Matchpoint Pairs option (normally Neuberg)
	P	T	SP		Butler Drops	Number of dropped Scores for Butlers
	P				PreSetButler Datums	Use Set Fixed Datums button to set the Datums
	P				MultiSection Mitchell	Separate NS, EW winners in MultiSection Mitchell event
	P	T	SP		Max Cap/Min Cap	Used with Imps and XImps
			SP		MPs within Section	Matchpoint in sections rather than overall
			SP		Number of Tables	Number of Tables (Override)
	P	T			In-Section Scoring	Pairs - MultiSections scored as separate sections Teams – Separate Section Ranking Lists
		T	SP	ST	VP Scale	Imps to VP Conversion Scale
					Boards per Match	Number of Boards (Override) for VP Scale purposes
		T			Single Session Matches	Ticked if match complete in session (no carry forward)
		T	SP	ST	Imps->VP Box	Tick the Imps -> VPs box to convert Imps to VPs
				ST	Results Method	Board Scores (usually with Bridgemates), Imps or VPs
		T			CrossSection Scoring	Indicate Sessions where parallel score across 2 sections

6.9 Scoring Methods (ref EBU White Book)

Pairs	Matchpoint Pairs	2 MP for a top, 1 MP for a tie
	US Matchpoint Pairs	1 MP for a top, ½ MP for a tie
	XImp Pairs	Imp as Teams of 4 with pairs in the opposite direction. Factored by comparisons and pairs playing different numbers of boards
	XImp Pairs to VPs (Probst formula)	Imp as Teams of 4 with pairs in the opposite direction divided by $rc/2$ (r = results, c = comparisons). This simulates Teams scoring.
	Butler Pairs	Imp with the 'Datum' score or with a fixed Datum. Capping and factored if pairs played different numbers of boards
	Aggregate Pairs	Sum of Total Scores (NS and EW separate winners)
Teams	Imps	Imp as Team of 4
	PaB (Board-a-Match)	Compare NS & EW score with 2 for a win, 1 for a draw (<10pts).
	Pachabo	Point-a-board/aggregate swing scaled to EBU Hybrid points (Aggregate swing replaced by Imps to VP addition in 2015)
	Lederer	Point-a board/Imps to VP scale (20-30VP split)
	Aggregate	Sum of Total Scores for each team
Teams of 8	Imps	Imp as 2 Teams of 4. Convert on Team of 4 Scale for 2 x boards
	XImps	Imp as Teams of 4 then add. Convert on Team of 8 XImp Scale
	Agg	Add Scores then Imp. Convert on Team of 4 Scale for 2 x boards
	Modified Agg	Add 4 scores to modified Imps. Convert on Team of 4 Scale
Swiss Pairs	MatchPoints to VPs	Add Matchpoints. Usually convert to VPs
	Percents	Add Matchpoints. Convert to Percent
	XImps	Imp as Teams of 4 with pairs in the opposite direction. Factored by comparisons and pairs playing different numbers of boards
	XImp Pairs/sqr($rc/2$)	Imp as Teams of 4 with pairs in the opposite direction divided by $rc/2$ (r = results, c = comparisons). This simulates Teams scoring..
	XImp Raw Scores	Imp as Teams of 4 with pairs in the opposite direction. No Factor/
	Butler Pairs	Imp score with the 'Datum' score or with a fixed Datum. Capping and factored if pairs played different numbers of boards
Swiss Teams	Imps to VPs	Imp as Team of 4 then convert to VPs
	Point-a-Board	Compare NS & EW scores with 2 for a win, 1 for a draw (<10pts)

Pairs Matchpoints

Matchpoints (MPs) are 2, 1 or 0 MP for each result compared against the other results (1, ½, 0 in US style). Normally, a pair's final score is their (Total MPs/Maximum MPs) expressed as a percentage. MPs are calculated to 2dps (rounding away from average). The scoring may be Neuberg or Simple. In Swiss Pairs the Matchpoints are converted to VPS on a Swiss Pairs scale.

Neuberg Scoring takes account of a half table or incomplete movement etc. The Neuberg Formula is $(M \times E) + (E - A) / A$ where M = Actual MPs, E = Expected number of scores, A = actual number of scores on a board. The Maximum MPS are the total of the same (factored) Top on every board. In a balanced movement (eg full share and relay, complete Mitchell), you will get integer results. With unbalanced movements or with Averages (60/40) or weighted scores, you will get noninteger values. The Neuberg Method is fully described at:

<http://www.ebu.co.uk/lawsandethics/articles/neuberg/default.htm>

Simple MPs are generally used in manual scoring being easier to calculate but not as accurate. A pairs final score = (Sum of (unfactored) MPs / Maximum Available MPs) expressed as a percentage.

Pairs Cross-Imps.

Each scores is Imp'ed against the scores in the other direction. The Cross-IMP score on a board is the sum of IMPs divided by the number of comparisons (since boards may be played different

number of times). A pairs final score is the sum of cross-IMPS factored by an appropriate amount (since pairs may have played different number of boards). This factoring (used with Butlers also) should be over the entire event (or qualify-final phase of event) rather than over a part of it (such as a session). This may produce odd results part way through the tournament, as the score allocated for the sit-out round for any given pair will vary as the tournament progresses. In an all-play-all event where everyone eventually sat-out for 3-boards, you can give everyone no IMPs for the sit-out round however this would not work for an all-play-all event with a half-table where rounds had different numbers of boards played. You can also cap the number of IMPs won or lost in a match, say 25 Imps in 3-4 board rounds, 30 in 5-board rounds etc.

Pairs Aggregate (Mitchell only)

A pair's final score is the total of all that pair's scores (using the Datum score for unplayed boards). Ranks may be converted to percentages with the number of pairs below that rank divided by the number of pairs in the same direction. Thus with 20 tables, the percent ranks are $19/20 \times 100 = 95.00\%$, $18/20 \times 100 = 90.00\%$ etc down to 0.00% for bottom score. Average awards equate to the average (datum) score, 60/40 is the datum +/- an adjustment (equated to 10% in match pointing). The EBU uses 100, the SBU uses 120 (10% MPs).

Pairs Butler scoring

Uses International Matchpoints (IMPs) as in Teams. A **Datum** is the average score on board (to nearest 10 points with 5s rounded away from zero) usually excluding an equal number of best and worst scores (about 1/8 of field)(**Butler Drops**). The difference between a pair's score and the **Datum** is converted to Imps. So with NS scores of 50,100,150 on a board, the Datum is 100 for NS. The NS pairs get -2, 0 and +2 IMPs respectively etc. Your final score is your total IMPs. **Butler** totals should be factored appropriately (with pairs playing different numbers of boards). You can drop exactly 1/8 of the scores based on the Frequency Table. a board with 4 scores of 400, 300 and 100 respectively. The Frequency Table is:

Frequency Table Datum NS 270				
Score	Frq	AjFrq	Imps	Imps
400	4	4	4	-4
300	4	4	1	-1
100	4	4	-5	5

Dropping 1/8 x 12 scores means ignore the top and bottom 0.75 scores in calculating the Datum
So our results are

$$3.25 \times 400 = 1300, 4 \times 300 = 1200, 3.25 \times 100 = 325$$

The totals $2825 / 10.5 = 269.04$ which becomes +270 as Datum to the nearest 10 points. We then imp each result against the datum which results in scores of +4, +1, -5 respectively for the NS pairs.

Play with an Expert

A normal Pairs event is run, but a second set of the same duplimated boards is used by the Experts who play each other throughout.

At the end, collect the NS scorecard.

In Event Details > Scoring, set as Butler Pair. Butler Drops is not used.

Click 'Set Fixed Butler Datums' button

Enter the NS Datums as the NS scorecard

Click 'Set EW Datums to Negative NS Datums'

When you return, ensure 'Preset Butler Datums' is ticked

The effect is that each pair is playing a standard Team of 4 match with the expert as their teammates...
eg NS Expert scores 150 which is the NS Datum. Plair scores 50. So the swing is -3 Imps for that pair.
This is analagous to comparing 50 with -150 as in a normal Team of 4 match.

Pairs with Artificial Scores

A similar method is used for weighted and split scores.

Session Section					Board	1	NSDatum = 200		
1 ▾ A ▾					Vul	Love All	EWDatum = -270		
NS	EW	Contract	By	Lead	NS+	NS-	NSBImpf	EWBImpf	Score
1	6				100		-3	5	
5	9				200		0	2	
4	7				500		7	-6	
3	10				300		3	-1	
2	8				Artf	Score	-3	-1	

Say the assigned score was +100 to NS and -300 to EW..The calculation (always from NS view) is:

Including the NS Art Score of 100 then NS Total = 1100 +100 = 1200

Dropping 2 scores is 1200 - 500 - 100 = 600. Dividing by 3 scores, NS Datum = 200

Including the EW Art Score of -300 the NS Total = 1100 + 300 = 1400.

Dropping 2 scores is 1400 - 500 - 100 = -800. Dividing by 3 scores, EW Datum = -267 (rounded to -270)

Pairs Top

In Pairs, the Top is set based on the most-played board over the whole event (assuming Neuberg scoring).
In Swiss Pairs, a Top is based for a session according to the maximum number of tables. So with a max 74 Tables, the Top =146 (73 x 2).There is an override tables option to set the Top in the Event Details. In some events, extra pairs are added after some rounds but this will coincide with the end of a session

Teams of 4 Cross-SectionScoring

Normally teams play teams within their Section, but with exactly two sections, you can run a Cross-section movement where teams play teams in the other section. Take a 2-session all-play-all team event with 26 teams. A possible arrangement is to have two sections A and B of 13 Teams. In Session 1, the 13 Teams play an American Whist Movement (12 rounds) in their own Sections. In Session 2, EW pairs swap sections and again play another 12 round American Whist. The Session 1 and 2 layout of two sections is as normal. When the Sessions are combined, set 'Sessions for scoring across two parallel sections' for Session 2 in the Event details. Note that:

- 1 Teams are numbered 1,2,3... in both Sections in the User Movement.
- 2 Teams are renumbered (1-13 and 14-26) for Ranks etc only when the two sections are combined.
- 3 The NS Pair is always insection, the EW Pair belongs to the other section.
- 4 In Update Movement, tick the Cross-Section checkbox for the Session 2 movement.
- 5 In Update Movement, you can use the Switch NS/EW button for faster entry of the second section.

Teams of 12+

Teams of 12 or more may be run as Teams of 4 aggregated. For a Teams of 12, set a 3-section event (say A,B and C all with Session 1) of Teams of 4 (with Team 1 v2 and 2 v 1) in each section. This is used to collect the results. At the end, renumber as a combined 3-session event (A,B and C have Session number 1,2 and 3 respectively). Combine the 3 sessions and tick 'Single Matches' in Event Details. A similar principle can be applied to Teams of 16, 20 etc

7. SELECT MOVEMENT

Standard Movements are provided in the System Movements file. You can use the Movements Library facility (Sec 15.10) to incorporate new movements in a User Movements file. For PairsScorer, these Club Movements are held in a file PSUserMovements.txt (though you can change the location using the UserMovements button on the Administration screen). Set the Club Movements option on the Select Movement screen to only show new Movements. A Club Movements file with recommended movements is provided and may be set as the User Movements file using the command on the Movements Library screen.

The Show Movement button can be used to verify the movement detail. You can set the Missing Pair when you select the movement.....it does not need to be predefined in your movement.

Select Movement Grid	
Tables	Number of Tables
Boards	Number of Boards
Set	Number of Boards in a Set of Boards
Rounds	Number of Rounds
Miss	Missing Pair (If essential). Normally, you can set the Missing Pair at runtime
Type	H=Howell, M= Mitchell
Std	Y for a System supplied Movement, N for a User supplied Movement
Ref	Reference: M=Manning, F = Farrington

When you select a movement, there is a List box on the right and you have the options:

Movements Listbox Options	
Standard	System supplied movement (normal, skip, share&relay, hesitation + others)
Standard + Club	System and User supplied movements
Club	User supplied movements
Club + Mitchells	User supplied movements and standard Mitchell movements
Special	Special movements for tournaments. These are determined by the word SPECIAL at the end of the Movement name

7.1 IndScorer

Select the number of tables (including half table or Rover) at the start. The Listbox will display the movements.

7.1.1 Individual Movements

Prime (Rainbow)	A move (N stay, S up 1, E up 2, W down 2, Boards down 1) is assumed. Prime movements for 3,5,7,11,13,17,21,23,27 Tables can be generated.
Standard + Club	The Listbox will show the selection.

7.1.2 Individual Options

No. of Boards	Number of boards in play
No. of Rounds	Up to 30 rounds
No. of Winners	1 or 4 winner movement
S/E Switch in Prime	Switches S & E in a Rainbow movement
ArrowSwitch	Up to the last 7 rounds or first 3 rounds. NS & EW change direction

7.2 PairsScorer

Regular Mitchell movements (standard/skip/share+relay) can be generated and other movements are provided in a System Movements file. The program handles nearly any type of permissible movement combination - Mitchell's, full and part Howells, shares and relays, arrow-switches, rovers, sit-outs, pre-duplicated rounds, skip first round etc. Select the number of tables (including half table or Rover) at the start. The Listbox will display the movements.

7.2.1 Pairs Movements

Mitchell - odd number of tables	Regular move (Pairs up 1 Table, Boards down 1 Table).
Skip Mitchell - even number of tables.	Regular move with a skip at halfway e.g. 10 tables; skip after 5 rounds.
Share/Relay Mitchell - even number of tables	Regular move - Table 1 shares with the highest numbered table and the relay is between the middle tables. e.g. 12 tables; 1 & 12 share, relay between 6 & 7
Hesitation - odd number of tables	Normal Pivot at highest table. Relay Table
Hesitation -even number of tables	Normal Pivot at highest table. Two Relay Tables
System + Private movement	

7.2.2 Pair's Options

No. of Boards	Number of boards in play
Lowest Board	Default is Board 1
No. of Rounds	Up to 30 rounds
Missing Pair	Set to missing pair direction/number or NONE
Relay After Table	Used for Share and Relay or Hesitation to change the layout
1 Winner (Scrambled)	This turns a Mitchell into a one winner movement. Tick switched rounds
EW Add (Mitchell)	Used in Mitchells as 'EW Pairs Add' value.
Omit First Round	Used when boards made in Rd1 (or for certain Mitchell/Double Howell events)
Retain Results	<p>Previous results are normally cleared when a new movement is set. However, you can retain results with this tickbox. This is for relatively minor movement corrections after an event has received some results:</p> <ul style="list-style-type: none"> Changing a Mitchell to a Scrambled Adding rounds to a movement Deleting rounds in a movement Setting a Missing pair after a Movement has started Changing number of arrow switch rounds. <p>You can use the Update Database button on the Bridge Unit Scorer screen (see later) in conjunction to synchronise with BMs, but it may also be used to do a change after the duplicate was complete.</p>

7.2.3 Describe Movement Button

Shows a description of the movement if available

7.2.4 Irregular Movement Button

Allows manual scoring of an Irregular Movement of Boards, NS, EW pair numbers, differing board sets etc. This may be used for very small duplicates which have 'random' movements and also when a regular movement has gone awry.

7.3 TeamsScorer

All regular American Whist (optionally with Score Break) and Stagger movements can be generated and common Patton, Thurner, Hasler etc movements are provided in a System Movements file. The program handles nearly any type of permissible movement combination - full or part movements, boards/pairs down (rather than boards/pairs up variations), shares, pre-duplicated rounds, skip first round etc.

Select the number of tables at the start. The Listbox will display all the possible movements. The choices are:

7.3.1 Team Movements

Standard Move is “EW Pairs down 2 Tables, taking the Boards down 1 Table”

Double Move is “EW Pairs down 4 Tables, taking the Boards down 2 Tables”

American Whist(odd number of tables)	Pairs down 2 Tables. Standard move thereafter.
Stagger(even number of tables)	Pairs down 1 Table, 3 Standard moves in Session 1 Pairs down 2 tables, 2 Standard moves for Session 2. You should set as a two session event with different boards, the number of rounds and initial move set accordingly for each session.
Score Break for 7 or more tables	As American Whist but different start position in two halves to allow a score break
System + Club movement	The Listbox will show the selection of commonly used team’s movements.

7.3.2 Team Options

Number of Boards	Number of boards in play
Lowest Board	Lowest board number (range 1-32)
Number of Rounds	Number of rounds (2-18)
Boards Moved Down 1 at Start	Applies to American Whist or Stagger Movement. (This is usually set when boards are dealt at the table)
Reverse Standard Moves	Applies to American Whist or Stagger Movement Standard/Double Moves Up (Clockwise) rather than Down
EW Up 2 at Start, Up 1 at Break	Applies to Stagger Movement (Usually Down 1, then Down 2)
Initial EW Move from Home Table	Applies to Score Break Movement. This may be set to zero.
Later EW Move from Home Table	Applies to Score Break Movement. This may be set to zero.

To allow flexibility for larger table numbers, you can specify only one half of the movement. For instance, a half session of a Stagger movement may be set by only specifying half the rounds of a Full Stagger to be played. A Score Break movement may be fully setup in one half by specifying Up 0 in the second half etc

7.4 Swiss Teams

There are three different methods used for running Swiss Teams:

UK Style	Two matching sections, duplicated boards each round
US Style	Two matching sections, boards redealt each round
Australian Style	Team Numbers taken from Table Numbers (usually one section for up to 100 teams)

Australian (and Multi Section Australian) style has become normal in the UK England with a Team always having the same Table for their NS pair in a session.

Name entry

This will only work properly if the name entry is done after the EW pair have moved to the oppositions table for their first round match

Triples.

The Triple layout has tables allocated for Part I and 2 with an option to set the Table 3 Part I boards. You can see who is in the Triples each round from the Assignments and on the Bridgmate Missing Scores Table. You need an extra board set for Triple Round 1 Table 3 (never graded because we can't be sure of the board integrity).

Australian Triples

The Triples are predictably placed (Part I at Home Table, Part 2 at the 3 extra Tables in the section). You can preset 3 extra BMs which are substituted at the Teams Home Table for Part 2.

UK or US Triples

The Part II Tables vary according to which Teams are involved. You also still need an extra set for Table 3 of the Triple Part I (numbered either as Table 1 or as a separate range eg 41-48).

There are a few helpful tips...

In large fields, tables are numbered as Odd/Even sections (as in English house numbers) Tables.

We have a spare duplicated set on a separate table so faster players are not delayed. (Norm is one set of 7/8 shared between 4 tables).

We can run Multisection Australian also (the Teams get new Home Table numbers every session). That's why we keep the Triples in the same section....so you can have multiple triples in separate sections if a team has to leave the competition partway.

You can specify a team always stays within a section throughout. (That allows you to have separate (stratified) sections within the same competition)

You can also stratify within a section (team retaining its initial 'NS or EW set of teams' grouping)

UK Swiss Teams

The tables are organised into a Primary and Mirror Section (say Red / Blue) with Team 1,3,5 etc at Red Tables 1,2,3 and Teams 2,4,6 etc at Blue Tables 1,2,3 etc

In the first round, Team 1 normally plays Team 2, Team 3 plays Team 4 etc (though it is possible to do a zigzag draw where a team plays the team halfway away from it). Assume 15 teams, 5 rounds, 6 boards per round, Short Triple = 3 boards, Triple Table 3 lowboard=49. Bridgemates in use, Scores by Board Results (Bridgemate entry). Team 16 set missing on the Assignment screen

The program will create a 9 Table Red and Blue Section, with the extra tables catering for a potential Triple. In the Triple, Teams sit at Tables 7-9 in the Red Section for Part I, in the Blue Section for Part II. (For Part II, EW pairs move up one table, boards down one table). The first round Assign will be:

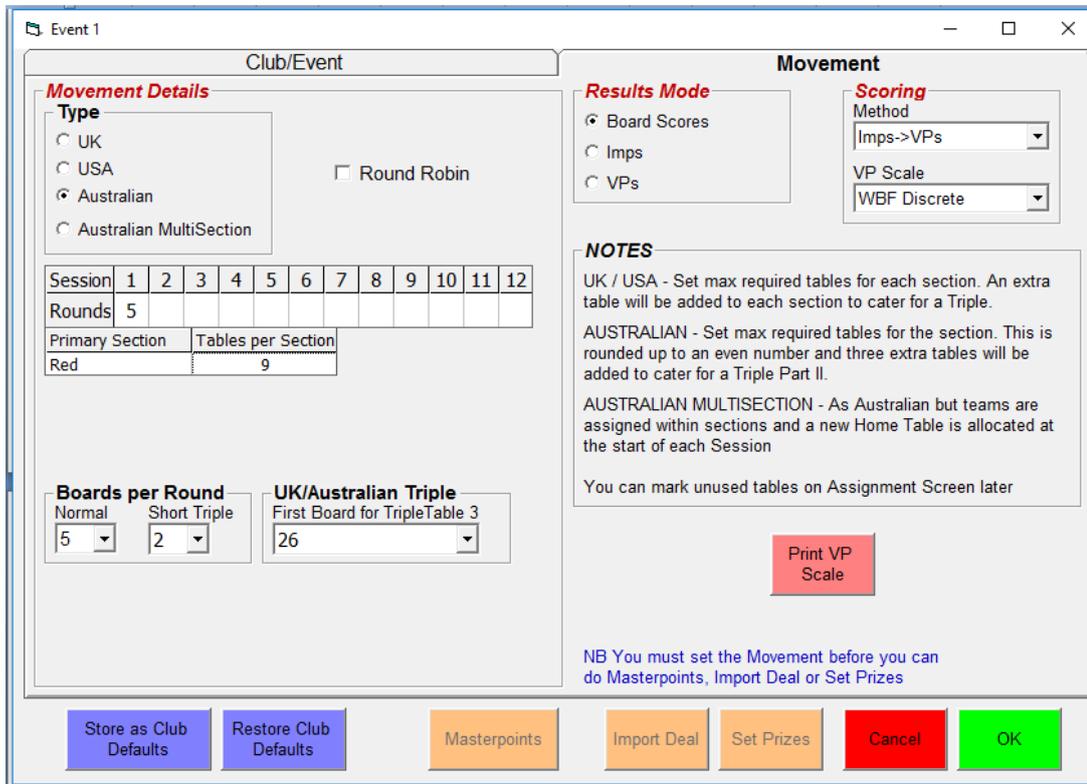
Table	Teams	Boards
Red 1 / Blue 1	1 v 2 / 2 v 1	1-6
Red 2 / Blue 2	3 v 4 / 4 v 3	1-6
Red 3 / Blue 3	5 v 6 / 6 v 5	1-6
Red 4 / Blue 4	7 v 8 / 8 v 7	1-6
Red 5 / Blue 5	9 v 10 / 10 v 9	1-6
Red 6 / Blue 6	11 v 12 / 12 v 11	1-6
Red 7 / Blue 7	13 v 15 / 13 v 14	Short 1-3, Long 1-6 / Short 4-6, Long 7-12
Red 8 / Blue 8	14 v 13 / 14 v 15	Short 4-6, Long 7-12 / Short 49-51, Long 49-54
Red 9 / Blue 9	15 v 14 / 15 v 13	Short 49-51, Long 49-54 / Short 1-3, Long 1-6

Note that a Long Triple is played over two rounds so you wont see an assignment for the second round as it is all set within a single round on Bridgemates.

Round 2 will use Tables 1-6 Boards 7-12, and still use Tables 7-9 for the Triples but with Boards 7-9, 10-12, 49-51 for a short triple or Boards 7-12,13-18, 49-54 for a long triple.

Australian Swiss Teams (NS Pairs Stationary)

The tables are organised as a single Section with the NS Pair always at their Teams Home Table (which is also the Team Number). For design reasons, the number of Teams are rounded up to an even number.



To avoid neighbouring teams playing, the first round is normally a zigzag draw. Assuming 9 teams, 5 rounds, 5 boards per round, Short Triple = 2 boards, Triple Table 3 lowboard=26. Bridgemates in use, Scores by Board Results (Bridgemate entry). Team 10 (9 rounded to even number) is set missing on the Assignment screen. The program will create a (10+3) 13 Table Section, with the extra tables catering for a potential Triple.

Triple Part I is played at the Teams Home Table.

Triple Part II is played at Tables 11,12,13 (the first three spare tables) (with boards down one table)

You can physically arrange this as tables 11,12,13 and the players move for Triple Part 2., or you keep the BMs 11,12,13 handing them to the appropriate NS tables for Part 2. The first round Assign will be:

Table	Teams	Boards
1 / 4	1 v 4	1-5
2 / 5	2 v 5	1-5
3 / 6	3 v 6	1-5
7 / 11	7 v 8	Short 1-2, Long 1-5
8 / 12	8 v 9	Short 6-7, Long 6-10
9 / 13	9 v 7	Short 26-27, Long 26-30

Note that a Long Triple is played over two rounds so you won't see an assignment for the second round as it is all set within a single round on Bridgemates.

Round 2 will use Tables 1-6 Boards 6-10, and still use Tables 7-9 for the Triples but with Boards 6-7, 8-9, 26-27 for a short triple or Boards 6-10, 11-15, 26-30 for a long triple.

Australian MultiSection Swiss Teams

Movement Details

Type

UK

USA

Australian

Australian MultiGroup (in development)

Session	1	2	3	4	5	6	7	8	9	10	11	12
Rounds	5											

Primary Section	Tables per Section
Red	10
Red	12

Boards per Round

Normal: 7

Short Triple: 3

UK/Australian Triple

First Board for TripleTable 3: 49

Results Mode

Board Scores

Imps

VP's

Scoring

Method: Imps->VPs

VP Scale: EBU

NOTES

UK / USA - Set max required tables for each section. An extra table will be added to each section to cater for a Triple.

AUSTRALIAN - Set max required tables for the section. This is rounded up to an even number and three extra tables will be added to cater for a Triple Part II.

AUSTRALIAN MULTISECTION - As Australian but teams assigned within subsections

You can mark unused tables on Assignment Screen later

Buttons: Store as Current Defaults, Store as Club Defaults, Restore Club Defaults, Show VP Scale, Import Deal, Set Prizes, Cancel, OK

As Australian with a Team given the same number as its Home Table at the start. A team retains this Home Table number throughout a Session. For a new Session, Teams get different Home Table numbers (pseudo Team Numbers) for the new Session.

The Triple Part II Tables allows for a Triple in every section.
Here, we have two Sections with Teams potentially numbered 1-22

Triple Part II for Section 1 uses Tables 23, 24, 25 (the first three spare Tables)
Triple Part II for Section 2 uses Tables 26, 27, 28 (the next three spare tables)

For Australian single section say 30 teams, the program creates a section of 33 (30 + 3) tables 1 - 33.
If a team is missing, then it will use Tables 31, 32, 33 for the Triple Part 2.
A similar design is used for Australian MultiSections. Suppose there are section A of 30 tables and section B of 20 tables. The program creates 56 tables (30 + 3 + 20 + 3) numbered 1-56.
If a team is missing from section A only, then it will use Tables 51, 52, 53 for Section A Triple Part 2.
If a team is missing from section B only (most likely start scenario), then it will use Tables 54, 55, 56 for Section B Triple Part 2.
If a team is missing from each section, then it uses Tables 51, 52, 53 for Section A Triple Part 2, and Tables 54, 55, 56 for Section B Triple Part 2.

United States Swiss Teams

This is similar to UK but with a different board layout. The tables are organised into a Primary and Mirror Section (eg Red/Blue) with matches between teams at Red1 and Blue1, Red2 and Blue etc.

11 teams, 5 rounds, 6 boards per round, boards up to 25 in play, Short Triple = 2 boards, Triple Table 1 lowboard 1, Bridgemates in use, Scores by Board Results (Bridgemate entry). Team 12 set missing on the Assignment screen.

The program will create a 7 Table Red and 7 Table Blue Section, with the extra tables catering for a potential Triple.

In the Triple, Teams sit at Tables 5-7 in the Red Section for Part I, in the Blue Section for Part II. (For Part II, EW pairs move up one table, boards down one table). The first round Assign will be:

Table	Teams	Boards
Red 1 / Blue1	1 v 2 / 2 v 1	1-5
Red 2 / Blue2	3 v 4 / 4 v 3	6-10
Red 3 / Blue 3	5 v 6 / 6 v 5	11-15
Red 4 / Blue 4	7 v 8 / 8 v 7	16-20
Red 5 / Blue 5	13 v 15 / 13 v 14	Short 1-2, Long 1-5 / Short 6-7, Long 6-10
Red 6 / Blue 6	14 v 13 / 14 v 15	Short 6-7, Long 6-10 / Short 11-12, Long 11-15
Red 7 / Blue 7	15 v 14 / 15 v 13	Short 11-12, Long 11-15 / Short 1-2, Long 1-5

Note that a Long Triple is played over two rounds so you will not see an assignment for the second round as it is all set within a single round on Bridgemates.

Round 2 will again use Tables 1-5 Boards 1-20 in sets of 5 respectively, and still use Tables 7-9 for the Triples again with Boards 1-2, 6-7,11-12 for a short triple or Boards 1-5, 6-10. 11-15 for a long triple.

ASSIGNMENTS MENU

7.5 Assignments

7.5.1 Swiss Pairs

Round 1 is preset. Assignments may be 'Current Round' or 'Round In Arrears' and 'In Section' or 'Across the Field' or Danish Assignments (teams assigned in ranking order). The default is 'Across the Field' for new session and Current Round thereafter, 'In Section'. Sitter tables and Missing Pairs for the next assignment may be set at any time with an option to reassign if Sitter pairs are drawn against each other. The Assignment may be manually overwritten using the *Set Manual Assignments* command.

7.5.2 Swiss Teams

Round 1 is preset according to style (UK, US or Australian) with Assignments made after each match. The default for a new Session is 'Across the Field' with Current Round thereafter, 'In Section'. Sitter tables and Missing Pairs may be set at any time with an option to reassign if Sitter pairs are drawn against each other. With an odd number of teams, a short or long triple match must be set. To force 3 specific teams into the Triple, you can temporarily mark them as Missing, assign, then manually set the Triple.

Sitters:

Due to accessibility to the table (e.g. for a wheelchair), or special facilities at the table (as in KB), you may need to keep Sitters in their original section throughout by a temporary VP adjust before dividing the field into sections. If they move section, there are usually particular tables in each section 'set aside' for potential sitters, (e.g. near the entrance or toilets). So you generally assign 'naturally' for Round 1, and then manually adjust the assignment before publication). They remain at this table for the rest of the session.

Note that odd numbered sitters are always NS and even numbered sitters are EW. So they do retain their start position but it is determined by whether it is an odd or even number hence:

MultiSections

The field is split into sections *before* assignments are done. Using JSS, we have a single master computer, and a slave computer for each subfield. At the end of each session the data from all the subfields are 'consolidated' to produce an overall ranking list. At the start of each session the field is 'deconsolidated' into subfields, and the data for each subfield is transferred to the slaves. The slaves perform the assignments for their own subfield in isolation. (Thus the slaves can use their own distinct method of assignments if necessary)

Correct Swiss Pairs 'Round in Arrears' Assignment

On a Round in Arrears Swiss Pairs Event after the Round1 draw the assignment screen automatically moves to 'Do Round 2 Draw'. If you need to do the Round 1 Draw again, then as long as you have not entered any Round 2 scores, just use 'Set Selected Round Draw' with the Round set to 1 again. More generally, in a Swiss Pairs or Swiss Teams, you can always reassign by deleting ALL scores in the present round. **'Round in Arrears' Pairs Quirk**

Suppose we have 2 sections of equal size, with 4 rounds in session 1. In session 2 the field should be split into two subfields based on their scores after 4 matches. Pairs with more than (approx) 40 VPs should be assigned to subfield 'A' & pairs below 40 to subfield 'B'. However the match 5 assignments should be based on scores after match 3. So, for example, pair 1, who had 25 VPs after 3 matches, but scored 20 in match 4, should be assigned to the top subfield (having a score of 45 VPs), but probably to the bottom table within that subfield (because most of that subfield had higher scores than 25 after 3 rounds, even if they had less than 45 VPs after 4).

8. NAMES MENU

8.1 Names

Player's names may be entered in various ways:

- Click Player name in listbox table. The alphabet buttons may be used to list on surname start letter.
- Player ID in the Player Database.
- National Bridge Organisation number.
- Tag (usually the initials or a nickname etc)
- Text
- Import from a file

Each name can be up to 28 characters long, with a first name (max 11 characters), surname (max 16 characters) e.g. Tony Forrester, Brian Senior. In a Multisession Event, only the Session 1 names are needed, since the Links determine the names in later sessions.

Numbers are checked as Player Id, then as NBO number. Player Id check can be disabled on the Player Database>Player Management screen. Visitors with valid NBO numbers are added to the Player Database.

In TeamsScorer, a Team Name may be entered and a squad of up to 12 players is allowed in a team. For Pairs Butler/XImp scoring in Teams the whole squad must be entered. You should set the start names as: Teams of 4 N, S, E, W, Teams of 8 is N, S, E, W, N, S, E, W.

To import from a file, the separate names are separated by either commas or new lines. Thus, you can structure the csv file as:

Jeff,Smith, Ian,Mitchell,
Gordon,Rainsford,Michael,Clark

or

Jeff,Smith
Ian,Mitchell
Gordon,Rainsford

or a mixture of the two variants.

For Teams of 8, whenever the names from the first Section are updated, they will be automatically copied to the second Section to allow for players changing sections.

8.2 Command Buttons

Set Team Names	(Teams) Sets the first player name as the TeamName
Update Player	Updates a Player's NBO Details in the Player Database
Add Visitors	Visitors are Players missing from the Player Database and will be highlighted in Yellow, Players marked as non ClubMembers in the Player Database will be highlighted in Green. This button will interactively add 'Visitors' to the Player Database. An NBO (currently EBU, WBU are supported) lookup table is provided to assist in identifying each player. This is a good way to populate the Players Database as new players attend the club.
Import Names	Import names from a comma separated values file. The file should contain sets of 'forename, surname' separated by either commas or newline characters. The name entries will be filled in table order (i.e. NS, then EW) starting line-up.

Print Names	Show the Player Names in a FlexGrid, optionally with NBO numbers, and NBO Ranks.
Check NBO Numbers	Check NBO numbers
Clear Names	Clears all the names from the current display.
Go To Player Database	Allows direct entry to/from Player Database screen.

8.3 Name Options

Proper Case	Converts an entered name to proper case eg brian senior becomes Brian Senior
Start Table Order	(Pairs) Lists Names in 1 st Round Table Positions rather than numerically.
Max Players per Team	(Teams/Swiss Teams Only) Maximum Players in a Team
Allow Team Names	(Teams/Swiss Teams Only) Allow Team Names to be entered and used

8.4 Regular Partner

You can set a Player's regular partner in the Player Database...thus for Terence Reese, you set Boris Schapiro etc

On the Names screen, when you click on Terence Reese in the right hand listbox, or when you enter Terence Reese in the Names left hand listbox, then Boris Schapiro appears in the text box at the top of the right-hand list box. You click on that text box to place Boris Schapiro as his partner. This facility is useful in clubs where most people have a 'single' regular partner (saving a bit of time in manual name entry).

9. SEATING LINEUP

9.1 Seating Line-up (Teams Butler/XImps or SwissTeamsXimpsScoring only)

You can set the seating line-up for any round on the Seating Line up screen. The Initialise All Seating Line up button sets the player positions as N=Player 1, S = Player 2, E = Player 3, W = Player 4. If Team of 8 scoring is specified, then the Mirror Section positions are N= Player5, S = Player 6, E=Player 7, W = Player 8. You can later manually type/correct the names in Section 1 only.

9.2 Seating Command Buttons

Command Button	Details
Initialise All Seating Lineups	Sets the default player positions based on the Names order
Copy Above TeamLineUp to End of Session	Copy the displayed lineup from current round up to end of Session
Copy All Round 1 LineUps to End of Session	Copy the Round 1 lineup for all teams to every round up to end of Session
Show Lineups	Print Lineup by team/for all sessions
Return to Event Menu	Return

10. ENTER SCORES

10.1 Enter Scores

Scores are entered in the yellow box in the final column on each score sheet line. You cannot enter data directly into the Contract, By, Tricks etc boxes. On entry, the first board is selected. In non-Swiss, the boards are selected using the Board List box and the Missing Scores List Box shows the number of scores outstanding on each board at any time. In Swiss, the Tables are selected by the Table List box and the Missing Scores List Box shows the number of scores outstanding at each Table at any time.

Scoring is either Numeric or by Bridge Result using the Enter or +/- key to progress.

Numeric: 100 or 100+ is a score of 100 points to NS. '-200' or '200-' is a score of 200 points to EW.

Bridge Result: The score is calculated based on the contract and vulnerability. The normal entry format is:

<level><denomination><x/xx><result><blank><declarer><lead>

eg "1Nx+2 S 3h" or "3h-3 n As" or "6cxx= w" etc Result may be +/- wrt contract or number of tricks taken (but see US Style option below). The entry is not case significant, spaces are ignored. Valid scores are immediately saved and Invalid scores are flagged with an audible warning.

To correct a wrong score just move to the appropriate line and enter the correct score, the old score will be overwritten. Either standard or numeric keys may be used for numeric scoring.

Option	Description
Auto Next Board/Table	Show next board/table number when board entry complete. There is an option to prompt before moving to the next board.
Omit Last Zero	Allows score entry without the final zero.
Omit Vulny Check	Allow scores that are invalid on the usual board vulnerability
NS Pair Order	List pairs in NS Pair order. Otherwise, Pairs are listed in playing order. When two tables share boards, it's advisable for the higher numbered table to use the bottom line. So in a 12 table Relay Mitchell, NS 12 score on the bottom line.
US Style	Normally, trick entry is made using Up/Down (=, +x or -x) tricks made wrt. In American Style, trick entry is made as the number of tricks taken over book, (i.e. 1 to 7 when the contract is made, or -1 to -13 when the contract is not made). Thus, 3N3W is 3N making 9 tricks by West, 3N4W is 3N making 10 tricks by West. But 3N-1W is 3N making 8 tricks by West (as in normal style).

Command Button	Description
Clear Scores	Clear all the scores in the current screen display.
Print Board	Print all the scores in the current screen display.
Print Ranks (Pairs Scorer only)	Print all the ranks in the current screen display.

CHANGING PAIR NUMBERS (PAIRS, INDIVIDUAL only)

You can change the Pair Number on a Traveller by clicking the Pair Number and following the dialogue. The new Pair Number must be valid, but it is the Users responsibility that the new movement is sensible / valid.

Command	Description
N or *	Go to next Board
P or /	Go to previous board
ENTER or +/-	Enter the score and move to the next line. It will also repeat the current score if there is no score already there.
D	Delete the score for the current line of the traveller.
R or .	Repeat the previous score entry.
A	Arrow Switch pair numbers. This is used when a pair sat the wrong way.
50/50, 60/40 etc	Artificial scores are entered as NS/EW percentages. Common ones are 50/50 = Average to both sides. 60/40 = 60% to NS, 40% to EW etc
W	Enter weighted score. The score may be split up to 5 ways by specifying the percent/score to either NS/EW/Both in the Weighted entry box. Pressing 'W' will then enter the specified weighted score. Up to 5 weighted scores are allowed per section.
S	Show the weighted score on a board.(See below for further details on Weighted Scores)
F	Marks the score as from a Fouled Board. 'F' is typed as a separate command in the score entry box. Fouled scores are treated as a separate subfield. To cancel the fouled board, type 'F' again
BackSpace Key	Delete the last character entered.
Delete Key	Delete all the score characters on the current line.
Up/Down Key	Skip past entries
Enter Key (no data)	Skip past entries
0 (Zero)	Pass Out

Weighted Scores

Law 12C1C allows a TD (or Appeal Committee) to give a Weighted Score to both sides reflecting a number of different results. eg a pair defends 4H doubled after misinformation. With the correct information, they will have bid game in spades, possibly slam, making 11 or more likely 12 tricks. A weighted score might be: 25% of +1430 (6S=), 40% of +680 (4S+2), 20% of +650 (4S+1), 15% of -100 (6S-1) to both sides

To enter this in JSS, enter in the weighted boxes:

%	NS Score	To
25	1430	Both
40	680	Both
20	650	Both
15	-100	Both

Now press W in the yellow cursor cell to enter the score. You may display it at any time with the S command. There are a maximum of 5 possible results on a board and the Score is always entered from the NS angle.

At Love All, NS go one down in 3N but were misinformed by a Ghestem bid and would have made it with the correct explanation. A split score is awarded as: NS Award: NS make 3N 50% of the time and go one down 50% of the time, EW Award NS always make 3N. To enter this in the JSS, enter in the weighted boxes:

%	NS Score	To
50	400	NS
50	-50	NS
100	-400	EW

11. BRIDGEMATE SCORING

11.1 BridgeMate Scoring

Please refer to the document ‘**Scorers Using BMPro**’ and ‘**Scorers using BM2**’ for fuller details.

Important: Check your PC's power settings, including hibernation. The PC should not go into any sort of power-safe or hibernation mode during a session – this can cause problems with the Bridgemate Control Software (BCS) that runs continuously.

11.1.1 Overview

At start of session, the Director sets the movement (e.g. 8½ tables skip with missing Pair No 9) and JSS puts this into a shared Access Database. The Access database holds the basic data, (player numbers, boards, pair numbers, table numbers etc). When JSS launches BCS, movement data (i.e. boards, pair numbers, tables etc) is passed on to the Bridgemate (BM) Server which then sends the data out to the BMs. The BMs accumulate the player results data and return it to the Database via a holding area in the BM Server. Two separate programs run on the PC when a Bridgemate session is in progress:

- BCS is the program supplied by the developers of the BM scoring units. It reads data from the BMs via the BM Server unit into a shared Database on the PC. BCS also contains some useful functions for assessing the status of a session and some recovery options.
- JSS sends movement data to, and receives player number/results data from the Database. JSS extracts the results from the database, calculates scores, accumulates results, factors where necessary, prints results and web site reports, and determines masterpoints.

When the players log on, the BM reads the server and extracts the movement data for that table. (Even with multiple bridge sections in the room, just one Access database may be used). Results entered into the BMs are sent immediately to the BM server. Every second, the BCS reads the BM server, and puts any new results into the Database. JSS polls the Database for updates or reads all the results at regular intervals.

At any time, results data exists in several places.

- In the BM units. It can be extracted as a last resort by connecting the BM unit to the PC via the special cable and running the option Read Bridgemate locally from BCS software.
- In the BM server while it remains powered and/or until another session is pushed into it.
- In the Database on the PC.
- In JSS after it is extracted from the Access Database.

For recovery purposes, BCS may synchronise the server with the Database. You can either push the data that is held in the Database to the Server (used if the Server lost power and hence its memory) or you can pull data from the Server into the Database (used if the PC, BCS or JSS has crashed).

11.2 Results Tab

List the Received/Missing Scores. This can be sorted according to Table, Round etc

Barometer ranks may be viewed by ticking the ‘Cycle Rank’ option on the Reports Tab. You can send the results to a **Notepad** file, **web** page or in a **scrolling** screen. If you have a second monitor attached to your PC - you can configure for PC to allow the second display to be an extension of your desktop. Thus you can move the report display onto an external display, and keep working on the main screen BCS Admin Tab.

Set BCS Options	Set the BCS Options (see section below)
Create Database	Set the new movement details in the Database. If the Database already exists, you will have the option to resume (usually after recovering from a failure) or start a new Session.(An existing Databases will be saved in the Backups folder before overwrite). JSS polls the Database every 3 seconds looking for new results/member numbers.
Launch BCS	Launch the BCS program. If Reset Server option is ticked, the Server clears any previous information and uploads the tables in the movement which initialises all the Bridgemates. Check the BCS screen shows all the tables have been 'Added' and showing Red Indicators. Ensure this process adds tables, because if there is a communication problem, no tables will be added.
Update Movement	This is used in Swiss Scorers to update the Assignments for each Round or if there is a late movement change in the Individual, Pairs or Teams Scorers. The Update From Round tells the Server to overwrite its data (Movement & Results) from the specified round onwards.
Read All Results	Read all BCS results. Normally only used in a recovery.
Restart	Re-enable the Create Database button hence allowing a restart. This would most often be needed if BCS had been inadvertently closed.
Read Names	Player Numbers are polled but you can read them by this button. Player Numbers may be Ids (eg 1, 2, 3 etc) or NBO numbers and are decoded to Names. Players can enter zero or blank if they don't know their Numbers.
Write Names	Write manually corrected Names back to BCS for BM2 display. In the Teams program, the Session Round 1 Seating LineUp Names will be sent to BCS
Show Names	Show Numbers/Names
Show Ranks	Show Rankings

11.3 BCS Options Command Button

BCS Options are managed within JSS. One option is for BCS to combine the sections for displaying percentages and historical results.

Restore Scorer Defaults	Sets the recommended Settings default values.
Store Options as Club Defaults	Save current BCS Options as Club Defaults
Restore Options to Club Defaults	Set BCS Options using Club Defaults
Reset Bridgemates	Resets all Bridgemates when BCS is running

Launch BMPro & BM2 Control Software	Allow BMPro and BM2 to be run from the same PC (with separate servers attached).
BM2 – Use Section Names	Use \BM2 Section Names as real Section Name (must be A – ZZZ)

BM2 can show player names at the start of a new round. The Name Source may be the JSS Player Database or the National Player Database or both.

BM2 Name Source	To decode Player Names...
Player Database	BCS uses JSS Player Database
NBO Database	BCS uses a National database (BMPlayerDb.mdb)
Preset or Update by JSS	JSS writes preset names to BCS or JSS decodes entered Player Numbers and writes the associated names to BCS
Player and NBO Database	BCS uses the JSS Player and National Databases

11.4 BCS Admin Tab

Set BCS Program Location	Set to BCS program file location (eg c:\program files(x86)\bridgemate pro\bmpro.exe).
Set Lookup File Location	Set to NBO Names lookup file location (eg c:\bridgemate\BMPlayers.mdb).

11.5 Reports/Names Tab

A Listbox shows the entered Player Names

There are Buttons to show Ranks or Travellers etc. The Anomalies listbox looks at all results that have been imported, and identifies any results where any of the following situations exists. These help the director identify data entry errors.

- Boards with 6+ overtricks or undertricks
- Boards showing large NS-EW swings (scores of 500 or more on both sides)
- Boards with same suit contracts greater than the 1 level in opposite directions

11.6 Bridgemate Database Tab

This shows the Bridgemate Database Table and is useful for diagnostics

11.7 BridgeMate Considerations

11.7.1 Player Number Entry

JSS uses an NBO lookup file and if it doesn't exist, then on installation JSS plants an empty look up file (BMPlayerDB.mdb) in c:\bridgemate. To populate that, use the Player Database > Download NBO Database button. To ensure that BCS uses it, set in Bridgemate Scoring > Admin > \Set Lookup File location. To use Player Number entry, click Bridgemate Scoring > BCS Options button, tick the Member Numbers box and on the BM2 tab, set the Name Source as appropriate, (normally Player or NBO Names Table). You can enter Player numbers on the BMs by either Player ID or NBO Number or both. Tick the Disable Player ID check on the Player Database > Player Management screen to work only with NBO numbers. In both Teams and Swiss Teams, EW players should moved tables for the first round before name entry.

11.7.2 Swiss Assignment Display

With 'Round in Arrears' Swiss Pairs, you can do assignments at any time during the current round. With 'Current Round' Swiss Pairs, you must wait till all the scores are entered for the current round.

To send the new Assignments to the NBridgemates, use the 'Update Movement' on Bridgemate scoring screen. It is important that you wait until you have 'closed' the BCS report indicating the tables have been updated - else you may get Byes displayed on BMs. If there are Byes displayed, the players should be instructed to press the BMs Back key to see their assignment..

For Australian Teams the 'assignment' appears on BMPro and BM2s at your Home Table.
For 'traditional' Swiss Teams, the assignment is at the table you last played.

11.7.3 Individuals

Full support for individual events has not yet been properly implemented, however it can be used to score such an event. Since BCS is expecting to score a pairs event, names and next-round movement instructions relate to the original Norths and Easts. However, the results are correctly stored and are correctly interpreted by the scoring program. When running such an event, you should usually turn off name display and next-round movement instructions so as not to confuse the players.

11.7.4 Updating Movement

In a Swiss event, after each next round assign, you must update the movement in the database. You can also update a pairs movement for a simple change eg extra round, remove last round, set/unset missing pair, addition of arrowswitch in scrambled Mitchell, extra arrowswitch etc. On the Select Movement screen, you change the movement ticking Retain Results (thus far). On the Bridgemate screen, you Update Movement from Round x (all data after Round x will be deleted from BCS).

Retaining results with more complex changes is more difficult as it uses the visible pair number. Thus, a change from Mitchell to Switched Mitchell or number of Tables etc involves a change to visible pair numbers, and earlier results may no longer make sense. Eg a 9 table Mitchell with NS 1-9 and EW 1-9 changes to a 10 table Mitchell with NS1-10, EW 11-20. To avoid this, it can be good practice to always add 100 to an EW pair number so that NS1-9, EW101-109 becomes NS 1-10, EW101-110. It's also sensible to update only at an end of round, since then only new results will be received...with previous retained results still valid. In practice, most movement changes are needed just after Round 1 has started and it's easier to overwrite the starting movement and get the players to type in their early scores again. You don't need to restart BCS, just update from Round 1 with the new movement.

11.7.5 Incorrect Scores

Wrong scores may be corrected by the players at the table until EW has accepted the result. After this, the TD can still erase a result using the TD key (BM Pro) or entering the TD PIN (BM2). TDs with BMPro may only change scores this way in the current round, or in the next round before any new results are entered. TDs with BM2s can change scores for earlier rounds also, and set up to allow players to change scores themselves. It is always preferable for the player or TD to change a result in the Bridgemates, as this is what players see in view results after entering the score.

11.7.6 First Round Late Pairings

With large tournaments, normal practice is to set up a larger 'dummy' event before the start, and launch BCS to start running the BMs. When final numbers are known, create a new event with the correct number of players (replacing the dummy event, so that the event number is the same). When creating the BCS database, reply 'N' to use the existing database. Because all the actual pair numbers match those on the dummy database, we can receive results from the 'wrong' database. No need to re-enter all the scores manually. Thus for a Swiss Pairs, you set up an event for 76 (or more) tables, assign first round, and create the bws file, launch BCS etc. During the first round, with 74 tables actually in play, you delete the existing event, and set the same event again for 74 tables. On the JSS Bridgemate screen don't recreate the database, just read from the existing one. The Round information for tables 75 & 76 in the BM server may be ignored.

This may be extended to Multisection events, though here, you just vary the bottom section. It also allows for 'leavers' (i.e. set up for 60 tables in the bottom section, even if we are only expecting 50, and just stick with that). Even with the 're-creation' option, you should allow for a couple of 'leavers' anyway. Round 2 draw will still be wrong, and we will have to adjust, but that is the same amount of work whether there are two missing pairs or 22.

11.7.7 Networked Bridgemates for Multi Section Swiss

A (wired or non-wired) Bridgemate network may be used for a multi-section Swiss. The scoring program must be copied and run from a shared drive ('V' drive). This ensures the Access Database file is saved to a location accessible from other PCs and also allows other PCs (presumably not at the same time) to run the scoring program to print reports (& possibly perform some other functions).

As an example, set up a 2-section event, & create the database. Assign all the tables to PC1. However, you can open the database concurrently from my computer and PC2's computer, and from PC2's computer (using BPC) assume control of selected tables. Thereafter, you can enter results on BMs, via the two servers on two computers, and retrieve the info in the scoring program on my computer. You can also open the scoring software on a third computer, and successfully retrieved data there. So different computers can access and modify the Access database concurrently. (You might be busy typing in the third board of a set, and only when you try to send the result in will the screen flicker; then you get the round info screen, and it might not be clear to you that the result you've just tried to send has not actually reached the server!). JSS allows the facility to assign sections (or even tables) to other 'clients' from SPS. You would need to know the name(s) of the other computer(s), as I see that this is necessarily included in the database.

11.7.8 Troubleshooting

JSS Program Closed

Results are only received while the BridgeMate screen is displayed. If you (accidentally) exit the event during a session, you can resume the event. You do this by Retrieve Event, Bridgemate Scoring, select the Bridgemate session, Create Database button, Resume Event in reply to the 'Database already exists' and **Launch BCS** (with Reset Server unticked) to resume. Ignore any 'BCS Already Running' message.

BCS Program Closed

If BCS program is closed during a session, use the Restart button on the Bridgemate Scoring screen to ungrey the Create Database button. Create Database, Resume Event in reply to the 'Database already exists' and the **Launch BCS** button (with Reset Server unticked). This will start BCS, connect to the appropriate database, and import any unreported results from Bridgemate server.

Server Disconnected

You should always have batteries in the Bridgemate server unit, so that if the Server is unplugged, you can recover by plugging back in. If the Server is unplugged with power lost, the situation can be rectified in BCS by Server | Session | Synchronise | Recovery. All data in the Server will be deleted and replaced with the movement information and scores from the Event Database file. If a table has entered scores when the power was down, they are lost during the restart process and will have to be re-entered.

As long as the Server never lost power, you can always retrieve scores from the Server if for some reason, the program or BCS failed to get all the scores. To read scores before the failure, click on "Server", "Show tables". Now select all the tables. The simplest way to do this is to click on the first table, hold down the shift key and then press the End key. Right click whilst on the list of tables and left click on "Retrieve scores". You should now have all the scores.

11.7.9 Web Page Live Results

On the Bridgemate> BCS Admin screen enter in your Web Page Details.

You must use the User Name and Password from your Internet Provider Service along with the Hostname for connection to your site. Then you need to use a page with Upload Access. Typical example:

Hostname: homepages.nildram.co.uk
WebPage: LiveRanks.htm
UserName: jasmith@gotadsl.co.uk
Password: *****

Do the Test Logon to ensure details are correct.

Tick the Web Page Display box.

Then go to the webpage LiveRanks.htm on your site - in the first case thats

<http://homepages.nildram.co.uk/~jasmith/LiveRanks.htm>

(The Web Page is Case significant)

The output is refreshed every 25 seconds on the page LiveRanks.htm on the website. It can optionally be scrolled. Note that McAfee (and other) firewalls may need to be explicitly set to allow the programs to do file transfers.

11.7.10 BridgeWebs Live Results

You need to set up a LiveRanks.htm link in a document on Bridgewebs.

Use the BridgeWebs clubname and password to monitor results.

12. DISPLAY REPORTS

12.1 Reports Tab

This shows current results and other useful information.

12.1.1 MatchPointing

JSS calculates Matchpoints from the Frequency Table. The Frequencies are first adjusted to allow for boards with different numbers of results. An example of the results might be:

NS-Score	Frequency	NS-MPs
+600	1	14
+570	1	12
0	2	9
-100	1	6
-250	1	4
-640	1	2
-710	1	0

Working upwards, the MPs awarded to the previous score added to the frequency of that previous score and new score give the MPs to be awarded. Thus the Mps for 0 are $6 + 1 + 2$. The EW MPs are evaluated by subtracting the NS MPs from a Top.

With Split Scores, separate NS and EW Freq Tables are used to get the appropriate MPs for each case.

When 'All' is specified in the Session/Section list-boxes, overall rankings will be evaluated overall Sessions and Sections. You can add a Print Note to the Ranks.

Travellers with the same suit contracts played in opposite directions have an asterisk next to the Declarer. This helps identify a common cause of incorrect scores.

12.1.2 Display On Screen

Shows the results in the indicate file type

Text (.txt)	This can be displayed as an Notepad File on screen.
HTM (.htm)	Web Table format and displayed by the default Internet Browser
HTM (.htm)	Web Text format and displayed by the default Internet Browser
CSV (.csv)	Comma Separated Values (csv) displayed by the default csv file reader e.g. Microsoft Excel
XLS (.xls)	Excel (csv) displayed by the default Spreadsheet reader e.g. Microsoft Excel

12.1.3 Printer Preview Button

Indicates the width and page breaks if the output is printed

12.1.4 Send To Printer Button

Sends the output to the printer set in Display Reports>Printer Settings

12.1.5 Scroll Report Button

Scroll the output in a Web Browser

12.1.6 Find Player Button

Print the history for all players with the textbox letters in their names.

12.1.7 Output Formats

The results can be delivered in different output forms. Normally they will be viewed on screen (in a Notepad file) or printed as text to a connected Line Printer. The latest Result files are automatically saved in the "Reports" folder in the installation folder and can be emailed to club players and/or uploaded to your web site. The following output types are available:

JSS	FileName	Ind	Pairs	Teams	SwissPairs	SwissTeams
Ranks	Ranks<Ev><S>.xxx	Y	Y	Y	Y	Y
Butler Ranks	ButlerRanks.xxx			Y		Y
Travellers	Travellers.xxx	Y	Y	Y	Y	Y
Matchpoint Charts	Matchpoints.xxx	Y	Y			
Frequency Charts	Frequencies.txt	Y	Y		Y	
Personal Scorecards	ScoreCards.xxx	Y	Y	Y	Y	Y
Movement Cards	MoveCards.xxx	Y	Y	Y	Y	Y
Masterpoint Slips	MasterPoints.xxx	Y	Y	Y	Y	Y
Pairs/Teams List	StartPositions.xxx	Y	Y	Y	Y	Y
Free Tickets	FreeTickets.xxx	Y	Y			
CrossTable Imps/VPs	CrossTable.xxx			Y		
Match Scores	MatchScores.xxx			Y	Y	Y
Table Scores	TableScores.xxx				Y	Y
Assignments	Assigns.xxx				Y	Y
Table Check Slips	CheckSlips.xxx				Y	Y
Pairs History	PairHistory.xxx	Y	Y	Y	Y	Y
VP Scale				Y	Y	Y
Collection Chart	CollectChart.xxx					Y

(Ev = Event, S=Scoring Type (X=Ximps))

These files can be further processed to produce reports in the right format.

12.2 Printer Settings Button

The printer location, HTM colours, Scroll, Notepad Font parameters may be changed using the Reports> Printer Setting command.

12.3 Internet Functions Button

This is reached using the Reports>Internet Functions button.

Command Button	Description
Create ECATS Files (PS only)	<p>Create and send the results of an EcatsSim Pairs event. The 4 required Ecats Bridge text files (c.txt, p.txt, r.txt, e.txt) will be saved in the My Documents folder (pre-Windows 7) or in the Documents folder (on Windows 7+). JSS will confirm and offer the option to compose the Ecats Email with the 4 attached files. If you decline, you can manually create an Email addressed to results@simpairs.com . In either case, you still have to 'Send' the Email manually.</p> <p>There is an Ecats Test Session Number of 9999. Ecats will confirm a successful submission to the Contact Email address. If you go to the Ecats site http://www.ecatsbridge.com/ and to the Sims tab, you will see the 'Test Area' near the bottom of the page. Click the 'Test Area' to see your event on Ecats.</p>
Email Results to Members	Email results listing with Ranks & Travellers (using Report Screen options) for the weekly club duplicate results with reference to the Player Database Email preferences (Never, Only If Played or Always) for each player.
Create BridgeWebs File	Create and send the results to Bridgewebs. On the Event Details screen, you must ensure a valid Event Name, Date, BridgeWebs club website and password are set. Hand Records (dup dlm, prn or bri) may be included via the Event Details>Import Deal command. JSS creates the Bridgewebs file in a folder BridgeWebs in the installation folder. JSS will confirm and will optionally do the upload to BridgeWebs. Alternatively, you can manually upload the results and Hand Records with the BridgeWebs Site>Administration>Upload Results option.
Create EBU UMS File	Create the Universal Membership file (XML) for EBU Affiliated Clubs. Ensure Club Name, Club Number, "EBU UMS Rate" are set in Event Details. JSS creates the UMS file in a folder P2P in the installation folder and a Report with details of all EBU player Nos and any discrepancies. Try to clear any discrepancies indicated in the report. Note that for Multisession Events, you only need to submit the single UMS file. .
Go To EBU WebSite	Go to the user Login screen for an EBU Club. You can do a UMS submission by Login /Password, Browse to the submission file name and submit the file.
Go To BridgeWebs Club WebSite	Go to the Club BridgeWebs site
Private WebSite	Go to the web internet address specified on the Event Details screen.
Check Internet Connection	Check if the Internet is connected.

13. PROPERTIES

13.1 Properties

This allows adjustments eg procedural or disciplinary penalties, Carry Forward scores etc. that cannot be handled in any other way by JSS. Adjustments are assumed to be in the main unit of scoring (eg VPs in Teams etc).

Individual, Pairs& Teams	One adjustment per player per section per session
SwissPairs/Teams	One adjustment per player

13.1.1 Results Only Submissions of UMS File

This can also be used for a 'Results Only' submission of final results. This is used to do a Universal Membership Master Point submission when Travellers are not available.

For a Pairs Event:

- Start new Event
- Set the Event, Movement used on the day
- Enter Names
- Set on the Event Details:

Total Boards Played as 18-35 in Masterpoints Tab in Event Details (MPs are only awarded for 12+ boards)
Scale (A Club)

- Set the final Pair Percents as Adjustments in the Property screen
- Maximum MPs defaults to 100 so if you enter Percents as MPs, it will display the same percents.
- Produce UMS file on Display Reports screen

So you essentially just put the final percents as Adjustments.

Then you can submit the UMS file

For a Teams Event,

- Start new Event
- Set the Movement used on the day etc
- Enter Names
- Set on the Event Details:

Boards Override as 18-35 in Masterpoints frame (MPs are only awarded for 12+ boards)
Scale (A Club)

- Set the final Team Totals as Adjusts
- Produce UMS file on Display Reports screen

13.1.2 Categories

The category(s) may be up to four alphanumeric characters. The ranks in a particular category may be displayed by using the filter on the Print Reports screen.

13.1.3 Missing Competitors (Pairs, Teams &Ind only)

You can set Missing Entrants by ticking the checkbox on the name row entry. This includes competitors who were missing at the start or went missing ("goners") during the tournament.

Missing competitors in Swiss Pairs or Swiss Teams are handled on the Assignment screen.

13.1.4 Stratification Level

You can specify an individual Player Strat Level on the Player Database screen, and the Pair or Team Stratification Level as A, B, C or D on the Properties screen. The 'Set Default Strat Levels' button sets them based on the individual Stratifications as:

Pairs

To qualify for a particular category, neither player can be higher than that Level

Teams

To qualify for a particular category, three players must be of that level or below, and the other player can be no more than one level higher.

In recent EBU tournaments, the Stratification Levels have usually been defined as:

- A Life Master
- B Regional Master
- C Below Regional Master

This leads to the EBU rules:

Pairs

- A: at least 1 player is a Life Master or above.
- B: at least 1 player is a Regional Master or above and neither is a Life Master or above.
- C: neither player is a Regional Master or above.

Teams

- A: at least 2 players are Life Masters or above.
- B: at least 2 players are Regional Masters or above and no more than 1 player is a Life Master or above. Alternatively any team with precisely 1 Life Master or above regardless of the player's ranks.
- C: no more than 1 player of the rank of Regional Master or above and in any case no single player of the rank of Life Master or above.

13.1.5 NGS Exempt

You can exempt players from an NGS rateable session in the EBU UMS submission by ticking the NGS Omit checkbox. This is useful for Club Hosts.

14. MULTISESSION LINK MENU

14.1 Multi-Session Links (Individual, Pairs & Teams only)

This defines the Movements of competitors in Multisession events. It is most relevant to Pairs since Individual Players and Teams normally retain their numbers, however it still needs to be set for them. The 'from' session is selected in the left Session box (with the 'to' session automatically set in the right Session box) and the movement to the next session is set by selecting the appropriate values in the list boxes. You select the to / from section within the two list-boxes and then select the pair numbers range for the line movement. Thus for a 13 table movement with Session 1 a Mitchell and Session 2 a Double Howell, you would set:

Click to show pair range

From Session: 1
To Session: 2

Orange Section
Orange Section

Line Movement Between Sessions

Section	From	To	Next Section	From	To
Orange Section	1	24	Orange Section	1	24

You must Save Line Movement for each Session

Add Line Move
Save Line Movement
Retain Position for all Sessions
Print Saved Line Movements
Return

The procedure was to select the 'Pairs from' Session = 1 ('Pairs to' Session = 2)
 Red NS 1-13 move to Red 1-13, Add Line Move
 Red EW 1-13 move to Red 14-26 Add Line Move
 Save Displayed Line Movement

Each session movement must be saved separately. To set Session 2->3 moves, click the left hand Session box and set Session = 2

With the same number of competitors in each session, it should always link. With different number of competitors, JSS will ask for verification and mark the missing competitors. It is advisable that Session 1 is set for the maximum number of competitors and that this can only decrease in later sessions. When the Return to Event Menu button is clicked, JSS will check all the line movements have been set and if successful, names will be copied from Session 1 to the remaining Sessions as defined by the line movement. (Previous names for session 2, 3 etc events will be overwritten). The Show Saved Line Movement button may be used to show the linkage when it has been completely set.

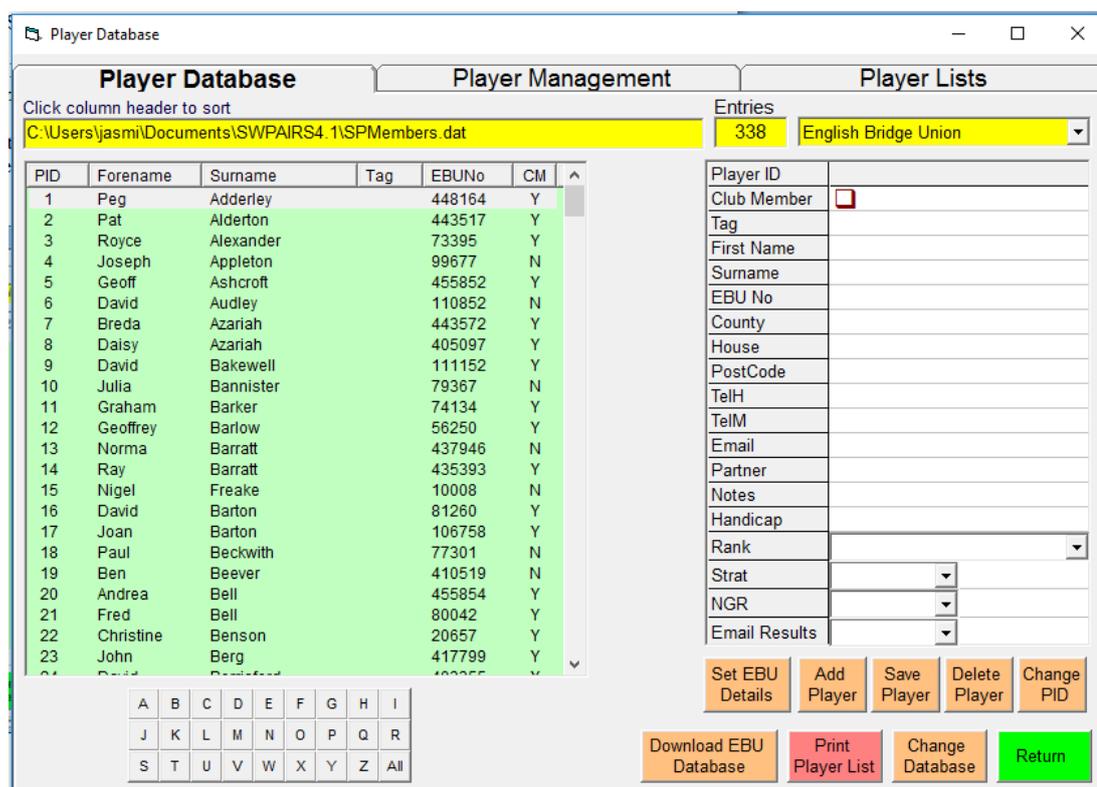
15. PLAYER DATABASE MENU

15.1 Player Database Tab

JSS allocates Player IDs (PIDs) initially as 1, 2, 3 onwards, with the Player details. This Database may be shared between all JSS scorers using the Change Database command. The Player List can be reordered using the appropriate column header. A user may overwrite PIDs by the Change PID command or by:

- Export Player Database to CSV File button which writes to a file PlayerDB.csv in the Reports folder
- Change the last entry (titled PID) to your preferred Player ID (best to limit to 3-digit numbers)
- Import Player Database from CSV File button

These preferred Player ID numbers that can then be used for Bridgemate ID member number etc).



Command Button	Description
Add Player	Create a new player entry. The Player details need to be entered by the User and then saved.
Save Player	Save the player entry with the allocated Player ID. Deleted Player Ids becomes available for re-use. The program allocates the lowest available free ID number.
Delete Player	Delete existing player entry. You will be asked to confirm the deletion.
Set NBO Details	Update player details (NBO number, MP Level, Strat Level & Grade etc) using the NBO Lookup Table
Download NBO Member List	Download the latest copy of this list and then convert the latest to an Access Database. The Database may be used as the Name Source for Bridgemate to decode input Player Number entries.
Change Database	Change Player Database location. This allows the same Database to be shared between different JSS programs.
Change PID	Change the Player ID Number
Print Player list	Print the Player database

15.2 National Bridge Organisation (NBO) Database Setup

Any NBO may supply access to the National List of players and NBO numbers using an NBO supplied member list file accessible on its website. This can also be extended to use Master Point Categories for that country. The NBO needs to supply the website address of the file. This file may optionally contain a comma separated values (csv) Header line, and then must contain lines of csv entries on each line for each player with the first three entries on each line set as:

Member Number, FirstName, SecondName

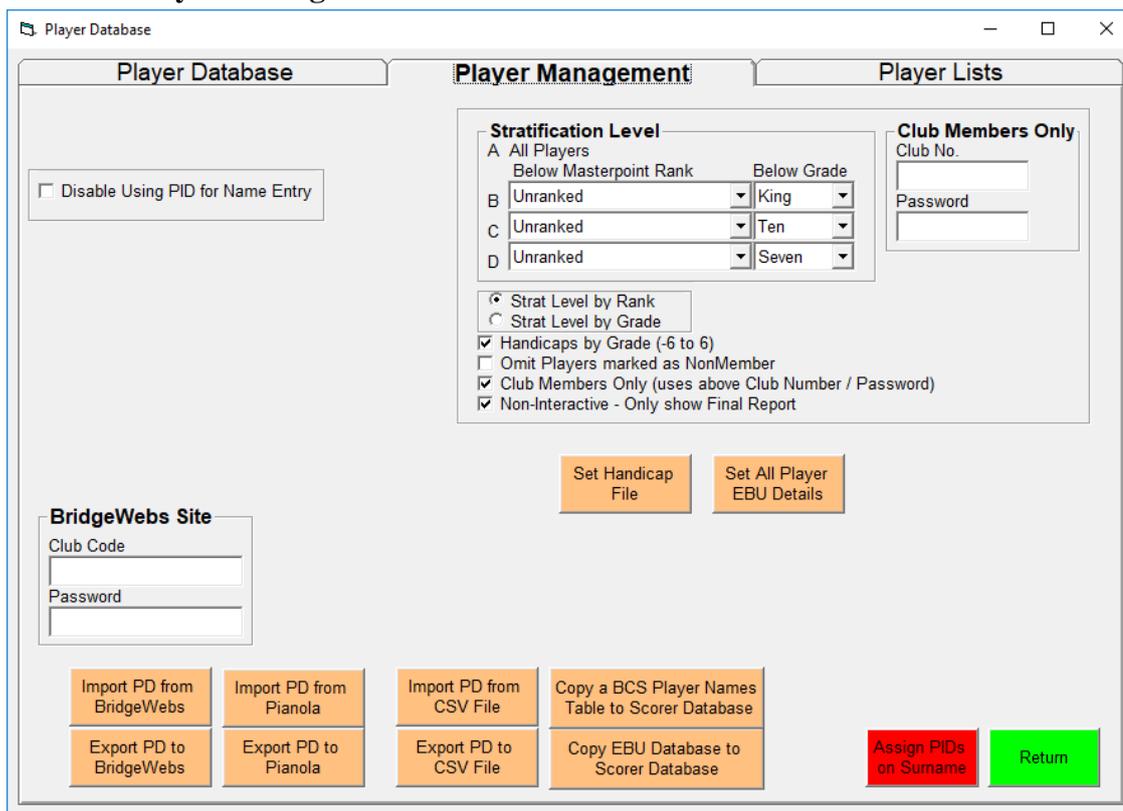
You may optionally put in further useful information fields defining District, Post Code, Ranking etc but that would be for your own use.

1	Master Pcd	Forename	Surname	Home Clu	Postcode and Rank
2	5554	Fiona	Abbott	Troon(A/	KA2 - Grand Master
3	16589	Helen	Abel	Helensbu	G84 - Novice
4	3033	Alan	Abercrom	()	FK2 - Local Master
5	16532	Mandy	Aberdour	New Melv	EH2 - District Master
6	16784	Katharine	Abney	Biggar(W,	ML1 - Novice
7	16065	Joan	Acheson	()	KA7 - Novice
8	15944	Keith	Ackerman	Duns(E/D	TD4 - Novice
9	8949	Alasdair	Adam	Alva(E/Al	FK1 - Master
10	12787	Dorothy	Adam	Elgin(H/E	IV3 - Club Master
11	17742	James	Adam	Elgin(H/E	IV3 - Novice

There is a limitation of 8 digits for Member Number. If the NBO can supply detail of its Masterpoint system and Levels, then it is possible for the program to utilise them to set Player MP details and evaluate Masterpoints accordingly

The NBO file will be used as a lookup file for player identification both by the program and Bridgemate Software Control.

15.3 Player Management Tab



Command Button	Description
Set All Player EBU Details	Set EBU County, MP Ranks, Strat Level, NGS Grade, optionally Handicap for valid EBU members (players with matching EBU number and surname). You can set handicaps (range -6 to 6) according to GradeBand by ticking the appropriate box. Ace is -6, K's is -5, etc with Two being 6. The players Handicaps are added (or averaged) to give the Handicap score.
Import PD from Bridgewebs	Upload player list to Bridgewebs (CSV)
Export PD to Bridgewebs	Export player list to Bridgewebs
Import PD from Pianola	Import player list from Pianola
Export PD to Pianola	Export player list from Pianola
Import PD from CSV file	Import player list from CSV file
Export PD to CSV file	Export player list to CSV file
Set Handicap List	Saves the current Handicaps to a file for use in several events.
Assign Ids on Surname	Reassigns Player Ids from 1 onwards in alphabetic order of surnames.
Disable PID Check	Member numbers normally checked against PID then NBO number
Copy BCS PlayerNames Table to Scorer Database	Copy BCS PlayerNames Table to PD
Copy NBO Database to Scorer Database	

15.4 Import/Export Player List from/to CSV file

The CSV File must have Header Tags to determine the field contents. The two fields FirstName and Surname are mandatory on each line.

Header Tag	Alternatives	Field	Field Lengths
NBONO	EBU,WBUNO, NBO	EBU Number	(Max 8 Chars) 0 if unknown
FIRSTNAME	CHRISTIAN,FORENAME	FirstName	(Max 11 chars)
SURNAME		Surname	(Max 16 chars)
TAG		Tag	(Max 4 chars)
HOUSE	HOUSEID, ADDRESS	HouseId	(Max 20 chars)
POSTCODE	PC, POST CODE	PostCode	(Max 8 chars)
TELH	PHONE	TelH	(Max 16 chars)
TELM	MOBLE	TelM	(Max 16 chars)
EMAIL		Email	(Max 50 chars)
MEMBER	STATUS,CM	Club	Member (Y or N)
EMAILLIST	OPTOUT_E	Email List	0=Never, 1=Always, 2 = Only if Player
HCP	HCAP,HANDICAP	Handicap	(Integer)
STRAT	STL	Strat	Level (A,B,C,D)
MPRANK	RANK	Rank	Rank (see EBU TABLE above)
PARTNER		Partner	(Max 27 chars)
NOTES		Notes	(30 char)
PID	CID	Club Player Number	(8 char)

15.5 Import/Export Player List from/to XML file

The FIRST_NAME and SURNAME are mandatory.

Tag	Field	Field Lengths
FIRST_NAME	FirstName	(Max 11 chars)
SURNAME	Surname	(Max 16 chars)
CLUB_MEMBER	Club	Member (Y or N)
COUNTY		
EMAIL	Email	(Max 50 chars)
EMAIL_LIST	Email List	0=Never, 1=Always, 2 = Only if Player
GRADEBAND		As EBU definition
HANDICAP	Handicap	(Integer)
HOUSE	HouseId	(Max 20 chars)
MEMBER_ID	Club Player Number	(8 char)
NATIONAL_ID_NUMBER	EBU Number	(Max 8 Chars) 0 if unknown
NOTES	Notes	(30 char)
PARTNER	Partner	(Max 27 chars)
POSTCODE	PostCode	(Max 8 chars)
RANK	Rank	Rank (see EBU TABLE above)
STRAT_LEVEL	Strat	Level (A,B,C,D)

TAG	Tag	(Max 4 chars)
TELH	TelH	(Max 16 chars)
TELM	TelM	(Max 16 chars)

15.6 Stratification

[1] Set Player Stratification Levels in the Player Database based on MP Level, NGR or manually.

Player Strat Levels are either “A”, “B”, “C” or ”D”. The preparatory work is to set the Player Stratification Levels in the Player Database. You can set them automatically based on Grade or MasterPoint Rank using the **Set All Missing EBU Details** button on the Player Database > Player Management screen. You may want to adjust for any anomaly (eg a strong player who has never sent MPs etc). You should repeat this process every few months to reflect changes. If you are using NGS Rating, then players without a grade will be assumed to be at the Highest Stratification Level.

[2] In a specific Event, set the Stratified Partnership Levels on the Properties screen

If you are happy using the default Pair default values (i.e.the highest level of the players), then you can omit this step. Otherwise, you must set the Partnership Stratification Level for the event on the Properties screen. They are all initialised to “A” level. You can set the defaults automatically using the Properties > **Set Default Strat Levels** button. If a B plays with a C, then they are defaulted to a (defaults to the highest Level between partnerships). You can override this on the Event Properties screen to say a C.

[3] Set the MasterPoint Level to Stratified on the Event Details screen.

Tick the Stratified checkbox in the Event Details >Masterpoints screen. When you display Ranks, just tick the 'Ranks + Stratified Awards' checkbox. Both the Normal and Stratified results will be shown in the results.

[The whole process could be more automated...but the EBU (and probably clubs) need flexibility to manually set Strat Levels in Players and Pairs when there are clear anomalies (eg foreign visitor, strong players who don't record Masterpoints etc]

15.7 Handicaps (Individual /Pairs Only)

A player's handicap is set in the Player Details on the Player Database screen. In Pairs, the Pair Handicap is the sum (or optionally the average) of the two player handicaps. In Individuals, each Player may be given a Handicap. You may use any integer value as a Handicap. The Handicaps may be generated from National Gradings or MasterPoint ranks or just manually.

The normal scheme (based on NGS) is the values range from -6 to +6. Using NGS, the Handicap is based on GradeBand with Ace as -6, K as -5, Q as -4 down to Two as 6. The GradeBand is intended to reflect half the difference between a players score and 50%. This equates to 50% = 0, 52% = -1, 54% = -2 etc Thus a partnership of 56% and 60% would get a combined handicap of -8% (or -4% if average used) which balances their score against a field of 50% players. The handicap is just added to the percent score.

You can save the Handicaps file at any time...using the Player Database > Player Management > Set Handicap button. So once the file is saved, you would perhaps only change Handicaps quarterly or so. You can specify using that Handicap File in the Event Details > Scoring

When you do Reports, you tick the Handicaps option to get the normal and Handicapped Ranks. You can also specify whether to use the sum or the average Handicap in Pairs. If your Handicap is +3, your partner's +4, and your score 52%, your Handicap score is 57% using the sum or 55.5% using the average..

Sharing the Player Database between JSS programs.

JSS programs are on the same PC

Use the Change Database button to point at the same Player Database.

JSS programs are on two PCs.

The Player Database is held in the file which is indicated at the top of the Player Database screen. To share it between different PCs, just copy the Database file to the other PC (sensible to put it in the install folder where the Scorer resides) and use the Change Database button to point at it. You can only have one Player Database used by JSS at any time so you can either share a single large player database for both clubs or you can have two separate files and switch between them by the Change Database button (slightly inconvenient). Obviously, you will need to keep them in synch by keeping one as the Master version and copying it to the other PC periodically.

15.8 BridgeWebs Membership Databases

JSS programs can import/export its database (SPDB) to/from BridgeWebs.

1. If JSS is used on more than one computer then other users can download to share the database. Exporting to BridgeWebs does not overwrite fields, such as passwords, which are private to BridgeWebs. It will however update telephone numbers and email addresses if they appear in the JSS Player database.

2. You can synchronise the Bridgewebs Database (BWMDB) with SPDB. So when SPDB is imported, then BWMDB is changed to equal SPDB. To do that, use BridgeWebs > 'Membership' > 'Options' and set the Bridgewebs Membership (BWMDB) –Scoring Player Database (SPDB) Synchronization options accordingly:.

Do you want to update the BWMDB from SPDB when uploaded, if "Yes" following questions apply? **Yes**
Do you want to retain any BWMDB personal information, if present, rather than using the SPDB? Yes/No
Do you want to ignore visitors from the SPDB when uploading? Yes/No

If you BWMDB changes to be updated in SPDB set the following option.

Do you want to update the information on the SPDB when updated on the BWMDB? **Yes**

3. This can be used for Player Database backup. Note that if you added players to the BWMDB, then you need to use the Bridgewebs > Membership > Player DB > 'Synchronise BW with Player DB' to ensure SPDB is in line with BWMDB.

4. Alternatively, you can Import/Export (to CSV) BWMDB in line with the JSS Import/Export to CSV commands.

15.9 Pianola Membership Databases

JSS Programs can import/export the player Database to Pianola.

MOVEMENTS LIBRARY (Individual, Pairs & Teams)

15.10 Current Movements Tab

This allows new movements to be added to those already available or existing movements to be modified or removed. The new movements are held in the users' private Movements file. The buttons available are:

Command Button	Description
Describe Movement	Display a description (if available) of the selected Movement
Show List of Movements	Show a list of Movements
Show Table Cards	Show Table Cards for the highlighted movement
Print Table Cards	Print Table Cards sized suitable for real use in a bridge session These can be placed on each table, and show the pairs and boards due at that table for each round and their move at the end of the round. They are especially useful for Howell movements and Single Session Teams sessions.
Retrieve Movement	Retrieve a movement from the User or System Movement File
Delete User Movement	Delete a selected movement from the User Movement File
Return to Main Menu	Return to main menu

15.11 New Movement Tab

Command Button	Description
Generate Mitchell	Generates a standard Mitchell
Add New User Movements	Verify and if Ok, add to the User Movement File. This will then be available from the Select Movement screen.

Enter Movement Name. You may precede with a Reference ([xxx..]) to link it with a Movements Description as in the next section. Set the Movement Type, Players (Individual) or Tables, Rounds, Number of Sets, BoardSet, Missing Pair (Pairs). Set the Table Cards. You must supply NS, EW (or N, S, E, W in an Individual) Numbers and Board Set for every round. To insert a round where no boards are played, set the Board Set. The Board Sets should be specified by Set number i.e. Set 1, Set 2 etc
 In Teams, *Switch NS/EW* button may be used to create the mirror layout for each table.
 The Board-Set may be changed at runtime.
 In Teams, tick the *Team of 4 Xsection* box for Cross-Section soring.
 Click **Add New User Movement** button. Confirm or correct appropriately. Do OK to store the movement.

The example above is for a standard 7 table Mitchell

15.12 New Movements Description Tab

This provides a text box for a description of a Movement. This may only be used if the Movement has a Reference.

15.13 User Movement Files

These files will be updated by JSS after an Add User Movement. They may be manually edited (with care!)

ISUserMovements.txt	Individual User Movements
ISUserMoveManual.txt	Individual Movements References and Description
PSUserMovements.txt	Pairs User Movements
PSUserMoveManual.txt	Pairs Movements References and Description
TSUserMovements.txt	Teams User Movements
TSUserMoveManual.txt	Teams Movements References and Description

16. IMPORT/EXPORT EVENTS DATA

16.1 Import/Export Event Data

This allows the user to import an event (but NOT Multi-Events) from another Events file. This appropriate Events Datafile(s) are:

Individual	ISEvents.dat
Pairs	PSEvents.dat
Teams	TSEvents.dat, TSContracts.dat & TSBoards.dat
Swiss Pairs	SPEvents.dat, SPContracts.dat & SPBoards.dat
Swiss Teams	STEvents.dat, STContracts.dat STBoards.dat STNames.dat

Command Button	Description
Import from BCS Database	Import Event from BCS Database (Single Section)
Import from BridgeWebs File	Import Event from previously created Bridgewebs csv file
Import from XML File	Import Event from previously created XML file
Export Event Data to a Scorer Folder	Export Event Data to a folder
Select Events File	Browse to event Data File (Ind or Pairs)
Select Event Data Folder	Browse to Folder containing Events Data (not Ind or Pairs)
Replace Event	Overwrite the specified Event in the current Events List
Add Event	Add Event to the Current Events List. Number of copies may be specified.
Return to Main Menu	Return to Main Menu

It may be used to copy events taking place on different PCs in large competitions (e.g. when scored by bridgemate) and combine them into a multi-section and multisession event.

Lets assume 4 Sections A, B, C, D which are such they have to be run in two separate rooms with separate Servers.

- Set up multi-section event with the full movement on PC1. The 4 events will use Channels A, B, C, D
- Copy Events.dat file(s) from PC1 to PC2 .
- Start the competition on both PCs with BMs set to Channels A & B in PC1 Room, C & D in PC2 Room
- At the end of the competition,
 - Copy PSEvents from PC2 onto a memory stick and plug into PC1 (but DONT copy)
 - Carefully IMPORT the Events from the memory stick to overwrite Events C & D on PC1
 - Now produce all scores on PC1

Obviously during the event, the players will only see the percents based on the two sections rather than all 4 sections.

You can do this with Multisession (rather than Multi-Section) events similarly, but ensure the Multisession Events are linked together after Import)

In fact, it doesn't really matter if PSEvents is different on each computer. Just create two events on Master PC, merge and run as normal, two events each on further laptops , import each to Master, then merge them all to produce final results.

16.2 Sending/Retrieving Event Data To/From a Central Location

There are various ways of passing the Event data:

1) Send the whole PSEvents.dat file and overwrite the current one. To do that with TeamsScorer you would have to send the TSEvents.dat, TSContracts.dat and TSBoards.dat files.

2) Export as an Ecats file using Reports > Internet Function > Send Results for Ecats File. You can Import that using the Event History > Import from Ecats File button. This facility is only available in Pairs program. (This route is used for Simultaneous Pairs in Wales.)

3) Export as a Bridgewebs file using Reports > Internet Functions > Send Results to Bridgewebs button. You can import that using the Import/Export > Import from Bridgewebs file button. (This route is sometimes used to download an (accidentally) deleted event from Bridgewebs.

4) You can Export Event Files using the Import/Export > Export Event Data Files. You can Import the specific (Event(s)) from the stored Data Files using Import/Export>Add Event to current events. (This route is sometimes used for very large events when several separate servers are used and the data needs consolidating/deconsolidating in long Swiss events)

5) You can send a specific event using the Internet Functions>Email NBO Event Data button. When its received, store it and then use it as the folder to do an Import/Export > Add Events to current events. Again, this is only applicable to Pairs.

6) You may use the Bridgemate Database files used to transfer the movement and results to/from the Bridgemates. It is possible to read those into Pairs & Teams program using the Import/Export > 'Import from Database File' button but that facility is only really designed for taking output from other scoring programs which have scored using BMs.

Using the Ecats or Bridgewebs does not actually pass all the original movement details (since they are not present in the files) but it does enough to reproduce the results etc The Ecats route is convenient and quickest essentially passing the data (c, p, r, e text files) into My Documents and retrieving it from there.

17. MASTERPOINTS

17.1 Masterpoints

The MP Scales may be set on the Event Details screen as defined in the EBU Masterpoints book. In a Handicap tournament, no Masterpoint awards may be made, however, the tournament may be re-scored without application of the handicap and points awarded on that basis. Masterpoints are registered to the EBU via the UMS file.

SCALE	DESCRIPTION
A	Club
B	District
C	County
D	Regional
E	National
F	Individual
G	Annual County GP Pairs Final
QA	Club QualiFinal
QB	District QualiFinal
QC	County QualiFinal
QD	Regional QualiFinal
QE	National QualiFinal
QF	Individual QualiFinal
AF	Special Club QualiFinal
BF	Special District QualiFinal
CF	Special County QualiFinal
DF	Special Regional QualiFinal
EF	Special National QualiFinal
FA	Club Individual
FB	District Individual
FC	County Individual
FD	Regional Individual
FE	National Individual
I1	Inter-County League Div 1
I2	Inter-County League Div 2
I3	Inter-County League Div 3
NA	NBL A
NB	NBL B
NC	NBL C
ND	NBL D
SP	Special Scale
EB	EBU GP Scale
CA	County 1 Day GP (Multiple Pairs all play through 2 sessions)
CC	County 1 Day GP (Multiple Pairs Qual + Final CF)
CG	County 1 Day GP (Multiple Teams or Swiss)
CM	County 1 Day GP (Multiple Pairs Qual + Final No CF)

The Masterpoints screen has been superseded by the EBU UMS screen...but has been left in the program for historical reasons.

18. ADMINISTRATION

Command Button	Description
Tidy up Folders	Clear various Folders (Backups, Bridgewebs, Database, UMS Reports)
Backup Data	Backup all the essential Data Files into the Backups Folder. In particular, there is a BM Log file to help identify Bridgemate issues.
Restore Data	Restore the Backup Data
Cancel	Leave Event Data Files as current and return to Main Menu
Print Log	Display JSS Log File
Produce a Ladder	Produce Ladder based on number of scores
Email Fault Report	Set up an Email Fault Report with all the essential Data files for fault diagnosis
OK	Set Event Data Files and return to Main Menu
Reset Reg Defaults	Reset the Registry to Default Settings. (Used to clear Error 380 etc)
User Movements File	Change the User Movement File
Change Events File	Change the Event Data Files
Change Boards File	(SP,ST,TS) Change the Boards Data File.
Change Contracts File	(SP,ST,TS) Change the Contracts Data File
Change Names File	(SP,ST) Change the Names Data File

Default Event Data Names	Events File	Boards File	Contracts File	Names File
Individual	ISEvents.dat			
Pairs	PSEvents.dat			
Teams (3 files)	TSEvents.dat	TSBoards.dat	TSContracts	
Swiss Pairs (3 files)	SPEvents.dat	SPBoards.dat	SPContracts	SPNames.dat
Swiss Teams (4 files)	STEvents.dat	STBoards.dat	STContracts.dat	STNames.dat

18.1 Backups

You should backup Event Data using the Administration > Backup Data button from time to time. The Event Data and Player Database file will be stored in the Backup folder.

18.2 Change Event Data / User Movement File

You can revert or switch to different Event Data using the Administration >Files button facility.

- Administration Button
- Blue File/Folder Button
- Browse to the drive & file(s). (Select folder titled 'Computer' in left Browse area, navigate to actual drive name F:)
- Open Button. The filename will appear in the text box (e.g. C:\PairsScorer\PSEvents.dat).

This facility is for recovering backups, switching between scoring different competitions and for diagnostic reports. The Events may be on the same PC or even copied to/from a memory stick to another PC. Plugging in a memory stick just creates another drive (E: or F: etc) for location of file(s).

In a similar way, you can revert to an earlier User Movements File (IS,PS or TS only).

18.3 Emails

You can set Emails to be sent from the program. The choice of Email method is determined by the setting on the Administration screen.

For the Inbuilt Emailer, you may need to tick the “Remote Server” and “Authorisation” options supplying the smtp server and port, your own Email user name/password/ use SSL settings accordingly. Note that Yahoo, Gmail (and maybe others) need ‘Enable access for less secure apps’ set in your account security settings.

ISP Email	Remote Server	Smtp	Port	Remote Authorisation	SSL
AOL	Ticked	smtp.aol.com	587	Ticked	Unticked
BTInternet	Ticked	smtp.btinternet.com	25	Ticked	Unticked
Gmail	Ticked	smtp.gmail.com	465	Ticked	Ticked
Hotmail, Live	Ticked	smtp.live.com	25	Ticked	Ticked

If you have your own Mapi compatible Email system, then you can use that by ticking the ‘Use MAPI based Email box’. MAPI based system only work with a Mapi compliant non-web based Email (essentially one that does not require an internet login) eg Microsoft Outlook, Windows Live Mail etc.

18.4 Browser

Option	Meaning
Use PCs default Browser for Reports	Use the PCs default browser (eg IE, Firefox, Chrome etc) rather than the inbuilt JSS Browser) to do HTM displays. If you use the PCs default Browser, you should ensure the browser launches in the same screen each time if it is already running. Each Browser has a method for doing that.

END OF DOCUMENT