Bridgemate II
use with
JSS Pairs Scorer by Jeff Smith

Author Tony Haworth ©

BRIDGEMATE II

Summary Overview and Initial Set-Up

These notes are primarily for the System Administrator and the Scorers, but may be of interest to any other persons having a general interest in the overall Bridgemate operation. The overall system is discussed in conjunction with Jeff Smith's Scoring program (**JSS**).
(More detailed information is available from the supplied manual off the set-up disc or the Bridgemate website).

System Components (Summary)

The major system components are:

1. Windows based PC.

2. Scoring Software – JSS.

    Latest version download from http://homepages.nildram.co.uk/~jasmith/

3. Bridgemate Control Software – BCS.

    Latest version download from www.bridgemate.co.uk ('Support' –' BCS'). The download includes the necessary driver software, and is stored in c:/Program Files/Bridgemate Pro/BMPro or c:/Program Files (x86)/Bridgemate Pro/BMPro. (If initially JSS can't find the software, set the source via the 'BCS Admin' tag within 'Bridgemeate Scoring')

    The software runs on the PC (Windows 2000 or higher), controlling the data exchange between the PC and Server (and hence the Bridgemates). JSS creates the movement data in a .bws file (in the same folder as JSS). The movement data in this file is then read by BCS and sent to the server. The server also sends back the results data to BCS, which then stores it in the .bws file for use by JSS.

4. Server

    The Bridgemate II server is connected to the PC via a USB cable. It acts as a bridge between the PC and the Bridgemates. It contains a transmitter and receiver to communicate wirelessly with the Bridgemate devices. Having received movement data from BCS, it sends this data to the Bridgemates, controls the Bridgemates, and subsequently receives back results and pair name (number) data from the Bridgemates, and then relays to BCS on the PC.

    The server is powered from the PC, but has four AA batteries, to maintain service in the event of computer failure - i.e. the server can continue to accept results data from the Bridgemates during temporary PC down time. (The battery life is about 50 hours- when the Battery Status light turns orange or red, replace the batteries). The server automatically switches on/off when connected/disconnected from the PC, but can be manually switched-off by pressing the OFF button for a few seconds.

5. Bridgemates

    Each unit is placed on the table top for results entry, and communicates wirelessly with the server. The units are powered by two AA batteries (lasting for a few hundred sessions).

Setup

1.   JSS

The WBU member list needs to be downloaded for access by BCS to determine names when using the six-digit WBU number.

Start JSS.
Choose 'Player Database'
'Player Management' tab
'Download/Setup WBU Member List
Reply 'Yes' to 'Convert WBU List For Bridgemate Use'

If using the 'WBU Number' field in the player database as a local key for number/name input (as most clubs do), it is essential that the 'Disable PID Check On Member Number Entry' is ticked.

2.   JSS/BCS

The BCS Options can be set-up directly through BCS, but it is preferable to set the options via JSS. Define an event in JSS and from the 'Event Menu' choose 'Bridge Scorer Unit'. The second tab is 'BCS Options'. Two further tabs are then available: 'BM Options', and 'Extra Options for BM2'. Whilst there are numerous options for most of the parameters, the following choices seem to offer the best options for club level events, but experiment with alternatives (by then choosing 'Store Options As Club Defaults' all the settings will be retained for future events until amended. If you need to return to 'factory settings' press 'Restore EBU Pairs Defaults').

Whilst on the 'Bridge Scorer Unit', select the 'Admin' tab and check that the' Full Path and Filename' is the correct location for BCS (3) above.

BM Options

Results

Show Previous Results	- tick
Traveller, 6 Lines, 2 Score Columns	
Show Own Result	- tick
Repeat Results	- untick
Maximum Results To Show	- unlimited
Show % Of Own Result	- tick
Group Sections for Results	- untick

Behaviour

Show Points from Perspective	- North – South
Enter Results as	- Up/Down Tricks
Show Pair Numbers at Round Info	- tick
Board Order Verification	- untick

Interval Settings

Autopower-off	- 20 seconds
Verification Message	- 1 second

Contract

Show Contracts Using	- Characters

Optional Entry

Lead Card	- untick
Member Numbers	- tick
Blank Entry Not Allowed	- untick
Validate Number Using Rules of	- no validation

Shutdown

Automatically Close BCS at End	- tick

Extra Options

Pair Number Entry

No entry

Player Names

Show Player Names At Each Round

Name Source

Player and WBU Names Table	
Text based number search	- untick

Ranking and Game Summary

Ranking – Show Ranking At End of Session Only	
Show Summary at End of Session	- untick
Percentage	- bullet

Hand Records

View Hand Records	- untick
Enter Hand Records at End of Round	- untick
End of Round	- bullet

Options for Tournament Director

PIN Code	- enter memorable code
No Play Requires TD Confirmatiuon	- tick

Display Additional Information

Remaining Number of Boards to be Played	- untick

Next Seatings at End of Round	- tick
Score Recap	- tick
Show Score Recap Automatically	- tick
Allow Players to Erase Scores	- tick
Automatic Entry of Board Number	- untick
Enter First Board in Round Manually	- untick
Enable BM2 Reset Function Key	- tick

Recording Game

- All unticked

BCS Admin

Names Retrieval

- Poll for Numbers every 20 secs.   - tick

3.   Bridgemates

All the Bridgemates require 2 AA batteries. Before first time use, each unit needs to be configured with the correct settings. Press the SETUP function key to access its internal settings menu. In case the menu is protected with a PIN code, enter one of the following fixed 3-digit PIN codes: 749 or 769.
To set the Section (to A), use SETUP and then use the +/- keys to adjust the section (they would normally be set to Section A by default).
To set the correct table number locate the TABLE entry with the down arrow, and then CANCEL any existing number and type in the new table number.
Check the other settings, but the Defaults should be correct: EUROPE; 0; ENGLISH; OFF. The contrast can be adjusted with the last parameter (but default is usually best).

It is recommended to either label the Bridgemates with their number (use temporary labels since the unit number can change). Alternatively mark the battery cover on the rear. This is easily detachable, and would therefore be detached (swapped) if the unit number changes.

4.   Server

Insert 4 AA batteries

5.   Computer

Ideally ensure any power saving features (e.g. hibernate, turn-off, screen fade), are set to greater than the session length (say 4 hours).

BRIDGEMATE II

Scorer – Normal Operation with JSS

1. Plug in the computer and turn on.

2. Attach the USB lead between computer and server.

3. Start-up JSS.

4. Click on 'Pairs Scorer'.

5. 'Create New Event'.

6. Enter event data – usually only minimal changes since the normal defaults are displayed. Click OK.

7. 'Select Movement'.

8. Ensure 'Standard and Club' on the right hand side is bulleted.

9. Use the drop-down on 'Number Of Tables' – enter whole number of tables (for half tables use higher integer).

10. From the panel display, highlight and click the correct movement.

11. Liaise with the Director to amend any of the Movement parameters (usually only the 'Missing Pair' when a half-table). Click on any appropriate 'Options' – pay special attention to the '1 Winner' and 'Arrow Switch'.

12. Click OK, and confirm the movement.

13. Click on 'Bridgemate Scoring' off the 'Event Menu'.

14. Click on 'Create Database' (if a message 'Database Already Exists' appears – 'Yes' to overwrite. This implies that on that day the database has already been created for that event number for whatever reason).

15. Click on 'Launch BCS'. (Whilst there are many powerful functions available within BCS itself, the only possible relevant function in normal operation is the display of the logged on Bridgemates: red – logged off (not started or ended session), green – logged on).

16. (Since it is rarely used, it is best to compact (or minimise) the BCS screen, to avoid visual interference with JSS).

17. At some stage during or at the end of the first round, click on the 'Names' tab. This will show all names entered from the Bridgemates. If any names are missing or in error, it's best to amend in the JSS 'Player Names' (click 'Return', select 'Player Names'. Enter or amend any relevant names. Return to 'Bridge Unit Scorer' – 'Names', and click on 'Write Names to BCS').

18. Click on the 'Results' tab. The system can now be left until the last round. Any incorrect scores can be re-input via the appropriate Bridgemate (Director control). If a pair fails to arrow-switch, this is best corrected in JSS itself ('Return' – 'Enter Scores' – select the

appropriate board and put 'A' into the 'score' column against the relevant pairings. This will arrow switch that particular play).

19. Scores can be entered manually into JSS for whatever reason. 'Return'- 'Enter Scores' – select the appropriate board and enter the score (+/-) in the 'score' column. Ensure that the 'Contract/Result' box on the right hand side is unticked (if ticked you will need to enter the actual contract in the score column – if you prefer to do this for consistency, use the 'Score Entry Guide' tab on this screen).

20. Just before the last round starts, click the 'Reports' tab. Select 'Web Table' and tick the 'Cycle Display Ranks'. Click on 'Ranks'.

21. When the event is finally finished, insert the memory stick into computer. Go back to 'Main Menu'. Select 'Import/Export Event'. Click on 'Export Event Data Files'. From the drop down list choose the memory stick and OK. The PSEvents file will be copied onto the stick for further processing (web uploading, master points, ladder competitions etc.).

22. Exit JSS.

23. Turn off the computer.

24. Unplug the server from computer, and on the server depress the 'Battery Off' for a few seconds (to completely turn off the server).

25. Ensure when re-packing the units, that no keys remain depressed.

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Player Operation

Most of the operations described below are general to Bridgemates, but clubs do have the facility to tailor their operation to local requirements. The optimal club settings are reflected in these notes.

Keys

There are 29 keys on the Bridgemate, some of which have a dual function. The ones relevant to the players are:

1 – 9 (10)	- Used for entering numbers into the device (pair numbers, board numbers, contracts, result). The 10 button is used to enter 0 (pair numbers, board numbers).
♣ ♦ ♥ ♠ NT	- The suit relevant to the contract being played
+, -	- The under- or over-tricks (e.g. 4♥ - 2, or 3NT + 1)
=	- Used to indicate that the contract has been made exactly
X, XX	- Double or redouble, when entering the contract
N/S, E/W	- Declarer's direction of play. Press the relevant key twice for the 'S' or 'W' option
PASS ('K' key)	- Entered against the contract when passed out
CANCEL	- Correct an entry and cancel commands. In general anything can be cancelled up to the result being confirmed
OK	- Confirm a line entry
Functions	-The only ones of relevance to players are the 'RANK', 'ACCEPT', 'CORRECT', 'SCORES' (see **Keys** below)
A K Q J	- Generally not used at club level (only when players are requested to state the lead card).

Operation

Just prior to the start of the session, the Director/Scorer will place the Bridgemate on the table.

1. Anyone at the table can operate the Bridgemate, but the protocol is that North usually enters the data (unless unable to do so) – same as for travellers.

2. By pressing OK, the table number will be displayed. Check that this is correct.

3. When the Director/Scorer has established the movement, he will announce that the Bridgemates have been activated – if you press OK, this will display 'Enter Players'.

4. Enter the player numbers in the sequence N, S, E, W, pressing OK after each. The numbers to be used are the locally allocated numbers. These numbers should be the same as other Bridgemate clubs in the locality. (You can alternatively use your 6-digit WBU number –

possibly useful for visitors).

If you don't know your local number, omit the entry – the Scorer will recognise this and he will enter it directly into the computer. Similarly if you make a mistake, you cannot back-track once into the main scoring function – advise the Scorer who will correct.

5. At the start of each round, the names of the players should be displayed. If any of these are blank, the player number has been entered incorrectly (or not known) at the start of round 1. The Scorer will correct this for subsequent rounds. Also pair numbers are displayed.

6. The board number and contract being played should be entered. I would advise that this is delayed until the board has been played (as would be the case with travellers), except that if North (or the intended user) is dummy, this data can be entered immediately after the dummy has been spread. This avoids unnecessary delays whilst the device is being operated.

   - remember to enter the declarer on the same line as the contract before pressing OK.

   Enter the result as + - (number of tricks) or = (if making exactly)

   At any time, if you make a mistake, repeatedly press the CANCEL key to return to the required input point.

7. After a brief pause the confirmation screen will be displayed requesting East/West to confirm (it is custom and practise for East to confirm – but not totally necessary). They should press the ACCEPT key (fourth key) when satisfied. (Having pressed this key the board result cannot be corrected by the players – the Director would need to correct after this input). The player can reject the score by pressing CANCEL.

8. A summary the two pair's performance on that board is then shown in percentage terms. Obviously towards the start of the movement when the board has only been played a few times, the results are somewhat meaningless, but their accuracy improves towards the latter stages of the event (as is the case with travellers).

9. By pressing OK in response to the VIEW RESULTS?, the display shows the results in traveller form, i.e. contract column, tricks made, and a NS or EW results column. A little arrow before the contract indicates your own result on the board. The Bridgemate should be offered to all at the table for their perusal (as you would do with a traveller). The display holds six results. For more results use the down/up arrow key to scroll through the results. After about 30 secs. the display will finish.

10. When all have viewed, press OK to proceed to the next board, and repeat from (5) above.

11. During the round, the scores within the round at that table can be displayed by pressing the SCORES key (fourth key). This key then changes to CORRECT, enabling any incorrect scores within the current round to be amended (via an ERASE and re-input).

12. At the end of the round the movement directions are displayed (this is useful for non-Mitchell movements).

13. When the session has ended, then after pressing OK, a RANK key (second key) will be displayed. This can be pressed to give a provisional ranking and percentage to the pairs finishing at that table. Press BACK (first key) to return to the main display.

14. Note that at any time, if the display blanks-out (power saving), the unit can be woken-up by pressing 'OK'.

For any other scoring requirements, e.g. averages, no-plays, correction of score after accepting, these will be entered by the Director.

As a general observation, advise the Director/Scorer at the end of the session if the battery indicator on the unit is say below ¼ capacity remaining.

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Director Operation

These notes are for the Director operating in his traditional role. Separate notes apply for the Bridgemate System Operator (or Scorer). If the Director is also operating as such, or assisting the Scorer when issues arise, he should refer to the relevant Scorer notes.

It is assumed that the Director is familiar with the general 'player' input facilities of the Bridgemates.

Despite the Scorer seeming to have more responsibilities, **the Director is in overall charge of the event**.

General

Just prior to the start of the session, the Director should liaise with the Scorer to indicate the movement being used. He should advise the Scorer of the movement type, any phantom pairs, the number of rounds intended to be played, and confirm the arrow switch (or otherwise) at the end of the movement.

The Director should place the correct Bridgemate on the correct table. The Bridgemate number should be indicated by a stick-on label or by a permanent marking on the rear battery cover (if the Bridgemate number is altered the easily detachable battery cover should also be swapped). If the label becomes detached, by pressing OK the table number is displayed.

When viewing the Bridgemates, be conscious of the Low-Battery indicator, with the intention of replacing low batteries when convenient (the batteries should last for 300+ sessions according to the instructions!!).

Director Options

Most Director operations will require use of the TD key (first key) when visible. In operating this key, a four digit PIN number will normally be required – confer with the Scorer.

Once into the TD MENU, there are nine options available. The options are split over two displays, and the description of each can be found by using the 'up' and 'down' arrows.

Only the options relevant solely to the Director are highlighted below, but he may also undertake some of the Scorer options. Also they become active at either the Board entry level, or Contract entry (i.e. with the latter the player or Director must have already input the Board number) - indicated by 'B' or 'C'.

The Director has the following options (press the relevant option key).

1. - (C) '**Arbitral Score'** – i.e. Average +/- situations. Enter '6' for 60%, '5' for 50%, '4' for 40% (no other values allowed). Then press OK to return to the normal display.

2. - (B) **'Overview of Results'** already entered on a specific board **at this table**. This may be used prior to possible correction of a score.

3. – (B) **'Erase'** (cancel) a score. Used when a player has entered an incorrect score and the score has been inadvertently accepted as correct. A score entered on a previous round can also be cancelled (and re-input). This only applies to scores entered at the specific table.

Following this, the correct score would normally be input.

4   – (B) 'Table Status' – Scorer function - details of the Bridgemate Status (what table etc.).

5   – (B) **'Missing Boards'** – what boards have yet to be played on the current round.

6   – (B) **'Score Recap'** – the Director can view all scores on the current round, at that table.

7   'Hand Records' - Not applicable.

8   'Reset' Bridgemate – Scorer function.

 For split scores, or weighted scores, these must be actioned directly through JSS 'Enter Scores', but you still need to enter something into the Bridgemate. I suggest that you enter 50/50 to keep the score approximately correct (for consistency of provisional rankings and scores at the session end).

In addition, the Director can authorise a 'No Play' situation (e.g. play of a board deferred until later due to slow play). It must be recorded into the Bridgemate on the scheduled round, otherwise the Bridgemate will not be able to progress to the next round. At CONTR input press '10'. This will require confirmation by the Director, after which the display will show 'NO PLAY'.
The requirement for the Director to confirm this situation can be overridden in the relevant BCS Option setting – but I don't advise this.
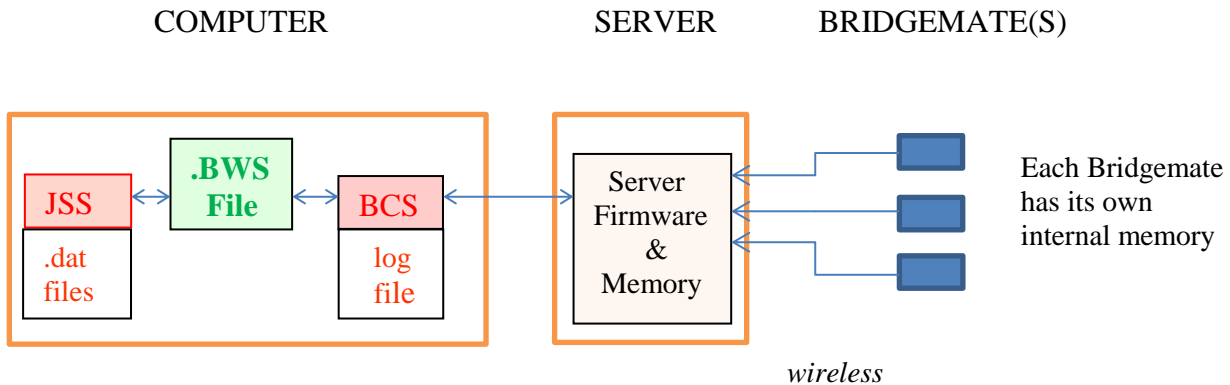(If you invoke the BCS Option of summarising the scores, this will not be permitted in this situation).

BRIDGEMATE II

Data Storage and Flow

Following problems in the system operation, it may be necessary to retrieve data which has been inadvertently 'lost' during the recovery procedures.

The system stores data in five separate locations.

1.   Bridgemate Memory

As results are entered into the Bridgemates, they are also stored in the Bridgemate's internal memory. They are stored until the Bridgemate is re-started for a new session (i.e. the first result of the new session is accepted), at which time they are overwritten. The data remains stored in the internal memory of the Bridgemate, even if no batteries are installed.
Results and movement data is never sent to the Bridgemates. The Bridgemates are merely acting as a window onto the server, so scores shown on the Bridgemates are those held on the server, not those in the Bridgemate internal memory.

2.   Server Memory

As results are entered into the Bridgemate they are sent to the server, and stored in the server's internal memory. It is essential that the server is connected to a power source (batteries and/or power adapter). If there is no power source, or in the event of power failure, all data will be lost.

3.   BCS Result File

BCS continuously reads the new results from the server and processes these into its own .bws results file. This file is stored in the same folder as JSS. The BCS display is effectively the .bws results file.

4.   BCS Log File

BCS also has a log file, containing all the relevant events. All received results are written to this log file. To view the log file, go to the 'Tool's – 'Show log file menu', or use Notepad to display the text file from 'Program Files (x86)' – 'Bridgemate Pro' – 'BMProLog'.

5.   JSS Scorer

JSS initially sends the movement details to BCS, which creates the .bws results file. As play progresses, JSS retrieves the results from the .bws result file, and stores them in its own files (.dat) accessible from the 'Enter Scores' in JSS.

JSS data loss

In the event of data loss in JSS, check whether the results are still stored in the BCS result file. Launch BCS from Windows (icon), or 'Start Menu' - 'All Programs' – 'BridgematePro'. Once BCS has started, go to 'File' – 'Open', and select the result file for the session. If the results appear on the screen, they have been stored in the result file. The results can now be reprocessed from JSS using the 'Read All Results' button on the 'Bridge Unit Scorer' display.

Bridgemate Control Software data loss

If the BCS result file contains no results (see the above-mentioned step), it is possible to retrieve them from the server and to recreate the results file. Firstly check whether the results are still stored on the server. In BCS use 'Server' – 'Show All Scores'. All the results stored in the server will now be shown. If the correct results are shown, it is possible to read them manually using 'Server' – 'Show Tables'. Select all tables (hold down the left mouse button and the Shift key) and press 'Retrieve Scores'. The results of the selected tables are retrieved from the server and stored in the result file. This can now be read by JSS as above.

Server data loss

If neither the server, nor the result file, nor JSS contains any data, you may be able to retrieve the results from the Bridgemates. All results entered in the Bridgemate are stored in the internal memory of the Bridgemate, and can be re-sent to the server as follows:.

Results can be resent from both the TD-menu and the Setup menu.

1.   Ensure the server is connected, and is loaded with the session data (tables, movements).

2.   When all data in the server was lost as well, restart the Bridgemate II scoring system from JSS in order to load the session data back onto the server.

3.   Bridgemates which are still in result entry mode can resend the results from the TD-menu. Access the TD-menu with the TDMENU function key and PIN code, and press RESEND function key.

4.   Bridgemates which show the main screen can resend the results from the setup menu. Press SETUP function key to access the setup menu, press INFO function key, followed by RESEND function key.

5.   The number of board results in the Bridgemate memory is displayed. Press OK to start the retransmission. Retransmission will only succeed when the server is activated and contains the session data.

6.   After retransmission, the board results can be posted in JSS using the normal procedures.

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Scorer – Failure Situations (in conjunction with Jeff Smith Scorer - JSS)

The main thing in these situations is **don't panic**. As a last resort you can always revert to travellers for the remainder of the movement. Data prior to the problem can always be retrieved from various sources (see diagram below, and document – 'BRIDGEMATE II – Data Storage and Flow').

wireless
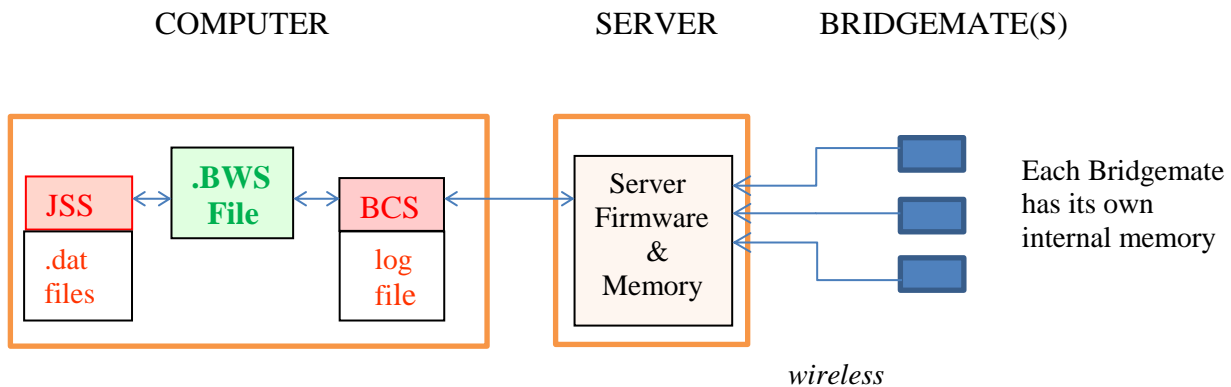
1. Component Descriptions

Most of the common recovery situations are detailed below, but users can recover from more unusual situations given an appreciation of what is actually happening to the data flow.

1.1 **JSS** – this generates the movement data, and collates the scores for results' calculation. It transmits movement data to BCS, creating or amending the .bws file (in 'Scoring Folder'/Databases), and it receives results data from BCS (via reference to the .bws). It also receives the player name codes from BCS and translates these into names.

Scores are never sent to BCS, so if an amendment is made to a result within JSS, this is not reflected on the .bws file.

It can indirectly reset the server, with two options: the .bws file can be retained or overwritten (see BCS below). Within JSS this process is initiated via the 'Restart' button.

It has a facility to update BCS, via the 'Update Movement From Round 'x'. JSS sends new movement data to BCS (no results are sent), which in turn sends to the server (from which the Bridgemates are then controlled). Rounds prior to 'x' will not be affected (i.e. .bws data will not be amended).
Take care if sending for the current round – the server will be set to the start of the current round, possibly requiring some results to be re-input. A report screen confirms the update – this can be closed.

1.2 **BCS** – this acts as the software controller between JSS and the server. It functions primarily by reference to the .bws file. (It reads the file for movement data sent from JSS, and updates the file with results and player names code data from the server. For simple events, direct use of BCS is unnecessary, with the user controlling the event via JSS.

It is usually initially started via JSS, and should it fail, it should be re-started via JSS ('Restart' button).

Data within BCS (i.e. data on the .bws file, which is stored in the same folder as the

scoring program) is retained until JSS resets it (e.g. automatically at the start of a new event). **Data is not lost should BCS close down** (accidently or deliberately).

When JSS resets the server, data on the .bws file can either be retained (necessary when merely amending the movement) – i.e. all movement and results data already entered is kept; or alternatively it can be overwritten (necessary when restarting the event) – i.e. all existing data is deleted from both BCS (the .bws file) and the server. If for whatever reason just the server data is deleted (normally accidently), then it will be necessary for BCS to send the existing .bws data down to the server……..

1.3 **Synchronise/Recover** – This is actioned directly through BCS ('Session'; Synchronise/Recover'; 'Recovery'). This procedure reads the results and the movement data from the .bws file in BCS (note – not those within JSS) and sends to the server to bring it in-line with BCS. The Bridgemates are then able to show the current situation as held on the server. (This process can synchronise the other way round – but not relevant for simple events)

The detailed BCS procedure is:

- Click 'Recover Server'.
- Answer 'Yes' to '…are you sure you want to recover the server'.
- Answer 'Yes' to '…are you sure you want to reset the server'.
- Enter the security number as requested.
- Click 'Close' on the pop-up box

1.4 **Server** – This device controls the Bridgemates using internal firmware.
It receives movement data from BCS and transmits results back to BCS.
If the server is turned off (computer power and battery), **all data in the server will be lost**.
The server can be reset via JSS (see above).
In controlling the Bridgemate operation, no raw data is sent to the Bridgemates.

1.5 **Bridgemates** – These devices (one per table), provide the players with a 'window' to the server. Results are input to the device, and then wirelessly transmitted to the server.
The results data is stored in each Bridgemate's internal memory until a new session is started (the **first result entered in the new session deletes all previous data**).
Bridgemates are primarily un-intelligent devices, merely displaying the relevant server data (the results in its internal memory are not displayed). Raw data is never sent down to the Bridgemates from the server.

2. **Change Of Movement**

If you need to alter the movement having activated the Bridgemates, then the actions you take depend upon the timing of the change, and to what extent the movement is changed.

2.1 If you need to **change in the first round** (e.g. late arrival creating a new table, or the movement is wrong), it's best to totally restart:

- Close BCS
- Return to the 'Select Movement' and re-define the movement (JSS will ask for confirmation - Press OK). Untick 'Retain Results'
- Go to 'Bridgemate Scoring'.
- Click on 'Restart' to activative the 'Create Database' button.
- Click on 'Create Database' – reply 'Yes' to overwrite the database.
- 'Launch BCS' , and confirm

- Ask pairs to re-enter names and any first round results already entered.

2.2 An alternative, if a **late pair** is filling-up a half table, or appending a table with **no change to existing boards or pair numbers** is:

- Return to the 'Select Movement' and re-define the movement. **Ensure 'Retain Results' is ticked** (if you do forget to retain the results, or the system doesn't accept the retention, you can later 'Read All Results') - Confirm.
- Select 'Bridgemate Scoring'.
- Use 'Update Movement' button from round 1 – Note: this does not send the existing results to BCS. The server will be reset to the start of round 1, so….
- Within BCS, click 'Session'; 'Synchronise/Recover' 'Recovery'. Follow on-screen instructions. This will send the results from BCS (not those from JSS which may be different if they've been manually adjusted) to the server, which will now be brought up-to-date with the correct in-round 1 situation.
- Note – the Bridgemate at the previous half-table will now allow the new pair to input their name codes.

Alternatively - if the new names nor round 1 scores at the new table are not required to be entered through the Bridgemates, 'Update Movement' from Round 2, and then there is no need to Synchronise/Recover.

2.3 If an expected **pair doesn't turn-up**, or a pair leaves part-way through a round and any of their existing results are to be cancelled, and the movement is only minimally affected (e.g. leaving a half-table):

- 'Select Movement' and amend the movement (i.e. define a missing pair). **Ensure 'Retain Results' is ticked**.
- 'Update Movement' from the next round.
- On the relevant Bridgemates enter 'No Play' for any remaining boards in the current round (Enter '0' which will require TD approval if set in the BCS Options). This will give error messages in JSS for the current round – but these can be ignored.

2.4 If a **pair leaves** and their results to date are to be retained, this cannot be actioned through JSS (amending the movement would erase all their JSS results already entered).
The scorer could enter 'no play' into the relevant Bridgemate units for the remainder of the session, but alternatively the pair can be deleted through BCS.

- In BCS select 'Session'.
- Select 'Edit Movement'.
- Enter '0' in place of the now absent pair for the remaining rounds, and then close this panel.
- Select 'Update Movement', and click on the confirmation.

2.5 If you need to change in the **latter stages** (the most likely situations are you forgot to define the movement with an arrow switch on the last round(s), or you wish to add an extra round), there are slight complications in that the pairs will possibly be re-numbered if NS and EW numbers are not unique, but these will be handled automatically.

- Return to the 'Select Movement' and re-define the movement. **Ensure 'Retain Results' is ticked**. (JSS will ask for confirmation. Press OK).
- Go to 'Bridgemate Scoring'.
- Use 'Update Movement' button from round 'next round'.

3. **Exit 'Bridgemate Scoring'** - but stay within the current event (e.g. going to 'Player Names').

   Just re-enter Bridgemate scoring with no further action. Results will resume automatically (if they don't, click on 'Read All Results' – but this will override any results manually entered into JSS).

4. **JSS Stops/Program Exited/Event Exited**

   If you exit the event that you are scoring, or exit JSS completely, BCS, the server (possibly on battery), and the Bridgemates, will continue to work, with results being stored by BCS in the .bws file.

   - Re-start JSS.
   - Retrieve the event being scored.
   - Go to 'Bridgemate Scoring'.
   - Click on 'Create Database'. At the warning message 'Database Already Exists' **reply 'No'.** (If you do click 'yes' the system will ignore since BCS is still running)
   - The results will re-start to come into the program (if for some reason they don't, click on 'Read All Results').

5. **BCS Goes Down**

   This would normally occur if the operator inadvertently closes BCS.

   - Click the 'Restart' button (this merely re-enables the 'Create Database' button).
   - Enter 'Yes' to the confirm restart.
   - Click on 'Create Database'. Ensure the **'Reset Server' is un-ticked**. At the warning message 'Database Already Exists' **reply 'No'** (to resume an existing event).
   - (If you inadvertently 'ticked' the reset server in the previous step, this can be recovered by 'un-ticking' before launching BCS)
   - Click on 'Launch BCS' (click 'Yes' to confirm).
   - (If you inadvertently created the database and reset the server, this can still be recovered by):

     • On each Bridgemate; TDmenu, RESEND (having inadvertently cleared the .bws database, this will re-populate the BCS .bws database with all the results to-date). Note, it is the original result that is sent, so if any result has previously been amended within BCS this will not now be actioned.

     • Within BCS: 'Session'; 'Synchronise/Recover'; 'Recovery'; verification number (this will bring the server to the correct situation).

     • The Bridgemates will go back to the names entry (if set). This can be ignored, and they will then revert to the correct status prior to BCS failing.

6. **Total Computer Failure**

   Assuming that the server has not been turned off (it has continued to run on battery), all existing results will have been retained in the server's memory.
   In this situation you will need to revert to another machine. You will need to recreate a new (blank) .bws file and read the results from the server into it:

   On the new machine:

   - Start JSS
   - Recreate the event, and the movement

- Start Bridgemate Scoring
- Create Database. **Ensure the 'Reset Server' is un-ticked**
- Launch BCS. **Ensure the 'Reset Server' is un-ticked** – confirm 'Yes'
- Within BCS, select 'Server' tab
- Select 'Show Tables'
- Select all the tables (select the top one, and with the 'shift' key depressed, select the bottom one)
- Click on 'Retrieve Scores' – all server results will be read by BCS and the .bws file will be re-populated (and hence JSS). (Note – this does not read the results from the Bridgemates internal memory) – Confirm.
- To re-send the names from BCS, within the 'Names' tab 'Read Numbers From BCS'

7. <u>Faulty Bridgemate</u>

- On the replacement Bridgemate, use the SETUP key to set to the table number of the faulty Bridgemate.
- (Warning message 'Table Started By Another Bridgemate').
- Press OK.
- Enter PIN.
- Press CONTIN button (fourth button)
- Confirmatory message.
- The old Bridgemate can now be removed (eventually it will also have to be re-numbered).

8. <u>Server Disconnected/Switched Off</u>

If the server is disconnected from the computer (USB lead detached), the server will continue to run on battery, but data will not be sent to BCS on the computer. The USB lead can be reconnected, and BCS will automatically retrieve any delayed data from the server.

A highly unlikely situation can occur, if for some reason the server has become unplugged and the batteries have run-down, or the server has been switched off. The Bridgemates will no longer operate, and data will need to be re-sent from BCS (.bws file) to the server..

To recover this situation:

- Re-connect/Turn On Server.
- Go to the BCS program.
- Click 'Session', 'Synchronize/Recover'.
- Click 'Recovery'.
- Follow the on-screen instructions

BRIDGEMATE II

PLAYER NAMES

As far as players are concerned, they enter a player number into the Bridgemate and this gets translated into their real name. The structure behind this simple operation is probably one of the more complex procedures within the JSS/Bridgemate protocol.

National Database

The Home Unions keep a database of all their registered players. One of the main database functions is to allow master point details to be uploaded and checked (PTP in the case of the EBU), but a further function is optionally to allow players to use their National Registration number as a means of identifying themselves to JSS via the Bridgemates.

JSS allows the national database to be downloaded in its entirety, whereby it can easily be referenced for player details, specifically the National Registration number. (When the EBU database is downloaded, JSS also incorporates the WBU database to facilitate the numerous events in which both countries' players are participating).

JSS Player Database

For most events, players' names ideally need to be defined within the JSS player database. This is done by 'Adding a Player', entering their details, and then 'Saving the Player'. When entering details the National Registration number can be entered manually, but it is far preferable and more accurate to access the previously downloaded national database (use 'Set EBU/WBU Details'). Within this process a player's forename can be amended to be more user friendly (for example the national database may refer to someone as 'Susan Jones' but the player may prefer to be known as 'Sue Jones' – the surname must not be amended).

When adding a name to the player database the system also generates another identity – the Player ID. The first available number is used, for example if player IDs 1,2,3,5… already exist the next new player will be given a Player ID of 4. The importance of this number is that it is often used as the 'local code' entered into the Bridgemate to identify a player. Within JSS this can be amended ('Change PID'). A common reason to change the PID is if there are a few clubs within the same locality having a common core of members, players can be allocated a three digit local ID, whereby whichever local club they are playing at, they only need to remember one Player ID i.e. one Bridgemate Member Number. Another reason is superstition – many players wouldn't like a PID of 13!

Beware – on the Player Management screen there is a facility to re-assign player IDs based on surname sequence. If you do use this most players will have their PID changed. Do not use this unless you understand the consequences.

Event Preparation (Names)

Having defined an event, and selected the movement, the 'Bridgemate Scoring' screen is entered. The database is created 'Create Database', and 'BCS launched'. As well as sending the movement details to BCS, JSS also sends the following:

- **National Database** – in the form of a .mdb file (when using for the first time, check that the location of the database is correctly defined - 'Bridgemate Scoring'; 'BCS Admin'; NBO Names File)

- **JSS Player Database** in an abbreviated form. This is a table (**Player Name Table**) within the .bws file, the actual contents of which depend upon the setting of the PID Check. A PID tick-box can be found on the 'Player Database', 'Player Management' display. This table contains the players' names and only **one** numeric number:

  - If the 'PID check is enabled', the transmitted table contains the PID number
  - If the 'PID check is disabled', the transmitted table contains the National Registration number field (assumed to contain the actual National Registration number).

  Since this setting dictates the primary type of number that is entered into the Bridgemate, whether to enable or disable the PID check depends upon the type of club and event that is being run.

  - For a club/event in which most players are 'local' (i.e. they would use their 'local' (PID) number for Bridgemate input), the PID should be enabled. This does not preclude any player (for example a visitor) from entering their National Registration number (but see below).
  - For a county/national event, reliant upon players using their National Registration number for Bridgemate input, the PID should be disabled.

Bridgemate Entry Of PID (Local) Number, or National Registration Number

Players should be familiar with what type of number normally needs to be entered; the local Member Number (the PID within the BCS table), or the National Registration number (EBU/WBU number within the BCS table). What actually happens within BCS in order to translate the number depends upon the which number type is input, and on the BCS Options setting - Bridgemate 2, 'Name Source'.

BCS checks the relevant files/tables dependent upon the Name Source setting as follows:

- Name Source = **Player Names Table (recommended for most non-affiliated clubs)** – BCS only checks the entered number against the Player Name Table within the .bws file

  - If the player ID is enabled, it expects the PID/local number to be entered, and if a National Number is entered it will not be able to translate.
  - If the player ID is disabled, it expects the National Number to be entered, and if a PID/local number is entered it will not be able to translate (this combination is historical, and is now superfluous).

- Name Source = **EBU/WBU Names Table (recommended for county/national events)** – BCS only checks the entered number against the national database, i.e. expects the National Registration number to be entered. If a PID/local number is entered it will not be able to translate.

- Name Source = **Player and EBU/WBU Names Table (recommended for most affiliated clubs)** – BCS checks the code entered first against the Player Names Table. If the player ID is enabled, it will assume the input number needs to be checked firstly against the PID in the table. If no match is found, it will then check against the national database.
If the player ID is disabled, it will assume the input number is a National Number and will firstly check against the National number within the table. If it can't find this it will check against the national database (this shouldn't be necessary, but when originally creating the name in the JSS Player Database, the National number may not have been included).

- Name Source = **Preset or Updated by Program (recommended for pre-entry events)** – in BCS no checks are made, since the names will have been pre-entered into JSS against the relevant pair numbers. In this case, for consistency, the BCS Option allowing Member Numbers to be entered into the Bridgemates should be dis-allowed

If BCS manages to translate the Member Number into the correct name, the translated name is then stored within BCS and planted in the shared database table. JSS polls the database every 10 seconds for new Member Number entries and will and then decode the number into a Player Name (using the PID enable/disable rule).

Name Amendments

If a player has entered a wrong number, or the entry in the player database is incorrect, then the Scorer will need to amend the name. This can be done either:

- Within JSS. The names will then need to be sent back to BCS ('Bridgemate Scoring'; 'Names'; 'Write Names To BCS')

or

- Within BCS. You can enter either names or numbers on the BCS Player Name Tab. The number will then automatically be resent to JSS on the next poll, and it will be de-coded by JSS.