

Using Scorebridge

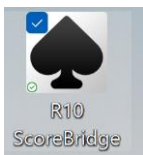
Scottish Bridge Union



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The Scorebridge program and Bridgemates are completely separate. The Bridgemates communicate wirelessly with a little box called the server which plugs into the computer. A program called **BMPro** on the computer but often called BCS:



BMPro.exe

Bridgemate Control Software

receives all the scores from this server and creates a database of results. So the Bridgemates, the Server, BMPro are all part of Bridgemate. Scorebridge (or any other scoring program) reads this database to get the results as they come in.

It is important to know about the **BMPro** program, know where it is on your computer and where it stores the files that it creates (.bws files). These files are usually in:

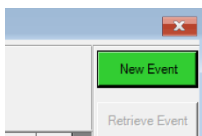
C: \ Bridgedata \ *club_name* \ Bridgemate

No matter what goes wrong with Scorebridge because BMPro has its database and constantly saves the .bws file, you can always retrieve the results back into Scorebridge.

We shall look at that later under Troubleshooting.

Setting up Club Events

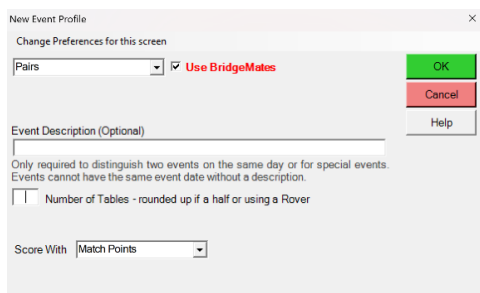
Open Scorebridge



Click on the green 'New Event' tab at the top right.

You will see this screen below (you might have slightly different fields, depends on your Club Settings)

Note how 'Use Bridgemates' is ticked, I have known some clubs to be perplexed that Scorebridge 'wasn't working' because someone had unticked this.

A screenshot of a 'New Event Profile' dialog box. It has a title bar with a close button. Below the title bar is a section 'Change Preferences for this screen' containing a dropdown menu set to 'Pairs' and a checked checkbox labeled 'Use Bridgemates'. To the right of this section are three buttons: 'OK' (green), 'Cancel' (red), and 'Help' (grey). Below this is a text input field for 'Event Description (Optional)'. Underneath is a note: 'Only required to distinguish two events on the same day or for special events. Events cannot have the same event date without a description.' Below the note is a text input field for 'Number of Tables - rounded up if a half or using a Rover'. At the bottom is a 'Score With' dropdown menu set to 'Match Points'.

We are setting up Pairs events, so make sure that is set at the top.

Description should be something like 'Monday Pairs'

Enter the number of tables.

Choose your scoring method.

I have entered 6 tables and clicked the OK button.

On the next window you will see the movement choices. I have clicked on Mitchell S & R.

There is a huge choice here, I will show you later how to simplify this.

You can now alter the number of boards, perhaps not play the last round, make it one winner, add an arrow switch.

Note for a S & R Mitchell it also tells you where the 'feed in' table is. That means where the relay will go at the end of each round.

Once you are happy with the movement, click OK.

Preferences Movement Organiser Other Pages Print

Mitchell Share + Relay - Boards Down, Pairs Up

6 Number of Tables
- rounded up if 1/2 or a Rover

Rover Pair

Aggregate Scoring

Filter Available Movements ?

Supplied

Club Standard

User (Selected)

User (All)

8R Double Hies Mitchell
9R =>Howell Pairs 1-9 at T1
9R =>Howell Pairs 12-1 at T1
9R =>Howell Pairs 5-8 at T1
9R SBU=>Howell Pairs 12-1 at T1
11R Full Howell (Blue EBU28)
11R Full Howell (SBU).Int
11R Howell Pairs 1-6 at T1
11R Howell Pairs 12-1 at T1
11R Howell Pairs 7-3 at T1
11R Howell Pairs 9-11 at T1
5R Double Howell
7R Hesitation Mitchell
8R 3Q Howell Baron Barclay
8R BB=>Howell Pairs 12-1 at T1
9R BB=>Howell Pairs 12-1 at T1
Mitchell Share + Relay
Mitchell Skip 6 Rounds
Mitchell Skip up to 5 Rounds

Movement Detail

4 Boards Per Round

24 Total Boards

0 No. of Rounds Not Played at end

Total Rounds To Play: 6

Options

E/W numbered as Table plus 0

2 Winners

Mitchell movement details

Feed IN table (from relay) 3

Arrow switches on rounds

View Movement

You will be asked if there is a missing pair. If yes, you must enter which table number (normally the last), then you will be asked if it N/S or E/W

Scorebridge

Which pair is MISSING and not playing at the table?

i.e. NOT the pair SITTING OUT on the first round

NS EW

The wording is a little confusing but normally

N/S is the missing pair, i.e. E/W will sit out at that table, so click on N/S.

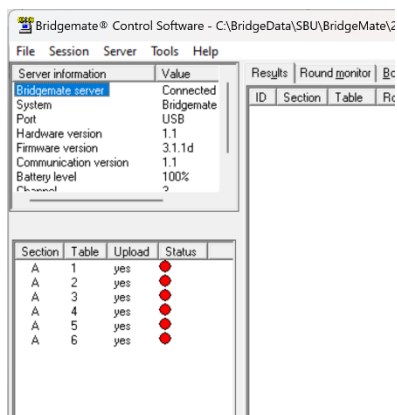
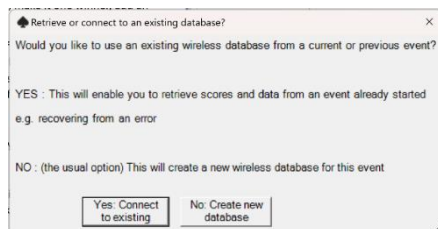
Just to check, you will be asked to confirm that.

You will then be given a summary of your movement and asked to confirm.

The next window is very important, you must click on **NO**.

You want to create a new database.

You do not want to connect to an existing one.



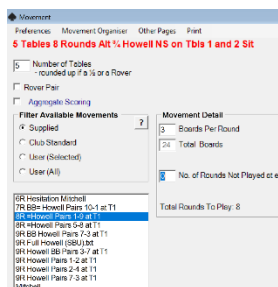
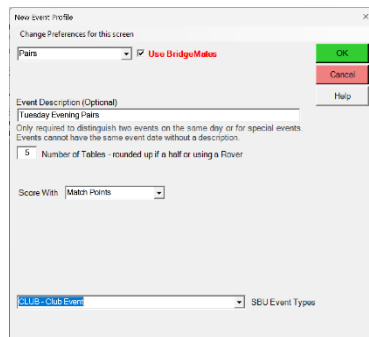
The BCS program will now start and you will see red dots beside each table. They turn green when the players start using the Bridgemates.

Switch to Scorebridge and you will see a message in red that names are missing until tables start entering their numbers.

That is it, the tournament will run itself with the Bridgemates and Scorebridge.

Here is a 5 table Howell with a missing pair. After clicking New Event I get the usual window:

I have 4.5 tables so enter 5. This is the second event of the day, so at the bottom 'SBU Event Types', you must choose Session B. This is essential for the Master Points.



My table cards say 1 v 9 at table 1 for round 1, so I choose this Howell Movement.

If you are unsure about the movement click on Print on the menu ribbon (don't worry it won't print).

Choose Table/guide cards and the movement cards will be displayed (if you want to print them, type CTRL/P)

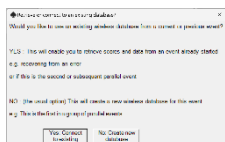
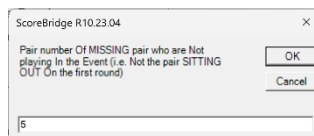
So you can check your movement is correct or print a new one.

Round	N/S	E/W	Boards
1	1	9	1 - 3
2	1	10	4 - 6
3	1	3	7 - 9
4	1	4	10 - 12
5	1	5	13 - 15
6	1	6	16 - 18
7	1	7	19 - 21
8	1	8	22 - 24

Go back to Scorebridge and click OK. You are now asked about a missing pair and click Yes.

I have a pair sitting N/S at table 5, with E/W empty. With Howells it is easier to enter the pair number (you get that from the movement card).

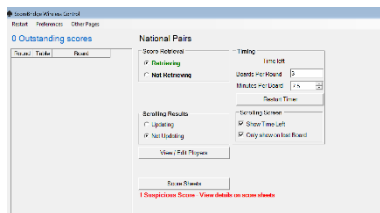
So Pair number 5 is E/W at table 5, so I choose 'By Pair Number' and enter 5.



You are asked to verify everything and then the usual last question.

Always **click NO** on the right.

At the end of a tournament your screen will look like this:



If you have a red message about a suspicious score, click on Score Sheets, the button just above the red message.

It will take you to Board number 1, look at the bottom of the page and it tells you which board has the likely error.



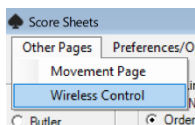
At the top right, go to the board number with the error, either use the arrow or enter the number.

We can see that 3S by S must be wrong, so change S to W.

NS	EW	Contract	By	Total Tricks	Lead	N S Score	E W Score	Match	Points	N	E
16	1	3S	S	10	H4	170	7.0	0.0			
13	8	3S	W	9	H4	140	3.5	3.5			
14	5	3S	W	10	H4	170	1.5	5.5			
6	3	3H	S	9	SA	140	6.0	1.0			
12	11	4H	S	9	SA		5.0	2.0			

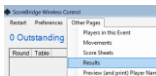


To confirm the change you must click the up arrow (or *end/save board*) else it will not be recorded.

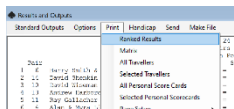


From the 'Other Pages' menu, return to Wireless Control.

Now you can print the results, upload to Bridgewebs and send the Master Points file.

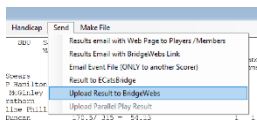


From this 'Other Pages' menu, choose Results.

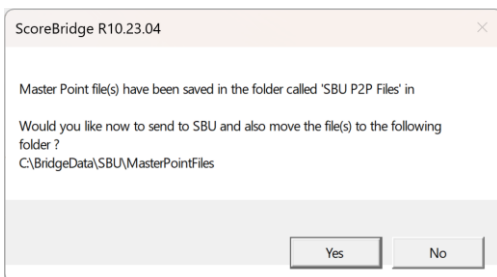
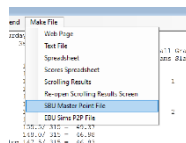


You can now print the results.

To send to Bridgewebs:



Then from 'Make File' choose SBU Master Point File.



The BRIDGEMATES

All Bridgemates use the code 749 for set up. Here you can change:

Section: Using the +/- keys you can change from Section A to B to C etc. Or to *select* where the table will enter the section at the beginning of the tournament.

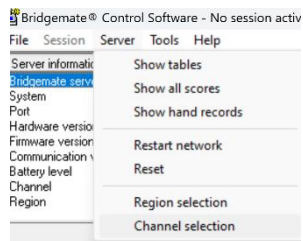


In a club they will always be on Section A.

Table: Again using +/- set the Bridgemate to a table number or to *select* where the players enter the table number. Some clubs have the Bridgemates set to 'select', the best way if you collect them in at the end of the night. If they remain on the tables then better to have them set to that table number.

Channel: Most clubs are on 0, I always use 3 when I bring SBU Bridgemates to a club so as not to interfere with theirs. On BPro you must also set the server to the same channel.

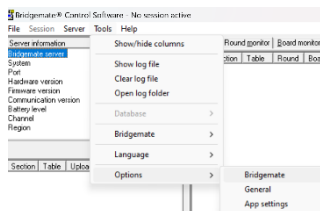
You change the channel for the server from the 'Server' menu in BPro. Obviously it must match the channel in the Bridgemates.



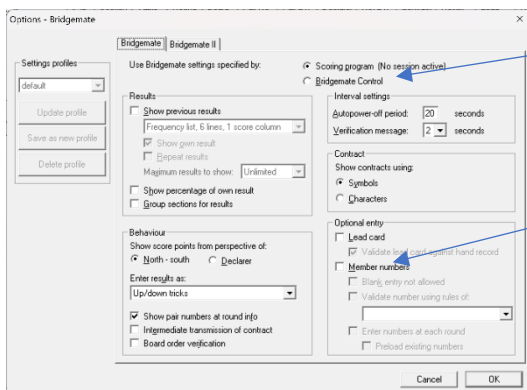
There are various settings for the Bridgemates like whether it shows previous results etc. These can be set by the Scorebridge program or BPro. Technically it is better if they are set by BPro. The reason is, let's say previous results are on when the tournament starts and you don't want them to show. If you are using Scorebridge for the settings, you cannot change anything during a tournament. If you use BCS, you can (you have to 'update profile'). Also some settings are BPro only.

To get to the settings in BPro:

Tools > Options > Bridgemate



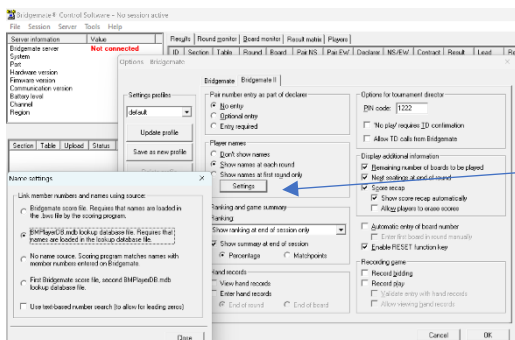
You then see the first page of options:



Click here for settings to be made in Scorebridge or BCS.

Member numbers should be ticked.

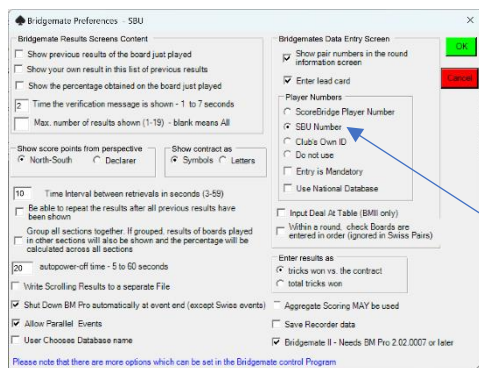
If you click Bridgemate II at the top, you get the second page:



Note the TD pin code is set here.

In 'Settings' choose 2nd option BMPlayerDB.mdb

If your club uses Scorebridge for these settings, you get them from the 'Club Preferences' menu option then go to the last one 'Wireless preferences'.



You still have to pay attention to these settings.

e.g. make sure SBU number is selected.

FIXING ERRORS

During the tournament players make errors and these can often be fixed through the Bridgemate.

Firstly **player numbers**, if there is an error, anyone can fix it at anytime.

A player number was entered incorrectly, at a later round you are called and it is pointed out.



We'll just click below NAMES (anyone can do this) then choose CORREC and fix the wrong number.



Wrong score entered.

Your called and told board 17 was entered incorrectly, it made 10 and they've entered 11.

You just delete the score and give it back to them to re-enter.



Click on TD Menu, enter the PIN and choose 3 to erase result. Enter 17 for the board number and after clicking the back button give them back the Bridgmate to enter it again.

Awarding an **adjusted score**

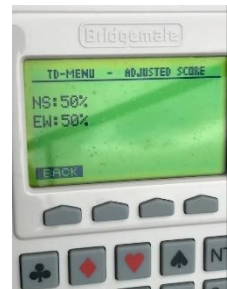
A table runs out of time and you are going to give them 50 – 50 on a board not played.

You must enter the Board number first. Now TD Menu and enter PIN. Choose 1 for Adjusted Score.

NS & EW appear. Enter 50 for both (not %)

If it was 60 – 40 just enter those numbers.

You can also use A for 50%, + for 60% and – for 40%.



Replacing a Bridgemate

Bridgemate 1 is not responding well and the table asks if it can be replaced. I would remove a battery from 1, get a new Bridgemate and through setup change that to number 1.

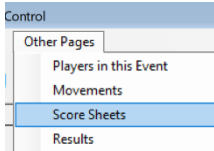
You will get a warning that table 1 was using another machine, click OK, enter the PIN. Press OK to **Continue** and that Bridgemate takes over, no scores will be lost

There is an 'official' way to do this by logging off the offending machine in BM Pro but removing a battery has the same effect!

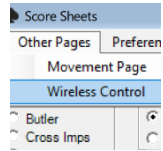
Scores can also be altered on Scorebridge of course, sometimes this is necessary as the tournament is finished.

This is done as per page 7.

Here is a more in depth look at amending scores:



The 'Other Pages' menu takes you to the Scoresheets and another 'Other Pages' menu takes you back to Wireless Control.



	NS	EW	Contract	By	Total Tricks	Lead	N S Score	E W Score	Match	Points
12	7	3NT	N	12	S4	490		5.5	1.5	
13	4	3NT	N	11	HJ	460		3.0	4.0	
5	2	6NT	N	12	S2	990S		7.0	0.0	

Let's say the first line here should be 4H by S making 10

Simply click on the 3NT cell and type in 4H, click the N and type an S and on the 12 enter 10

	NS	EW	Contract	By	Total Tricks	Lead	N S Score	E W Score	Match	Points
12	7	4H	S	10	S4	420		5.5	1.5	
13	4	3NT	N	11	HJ	460		3.0	4.0	
5	2	6NT	N	12	S2	990S		7.0	0.0	

	NS	EW	Contract	By	Total Tricks	Lead	N S Score	E W Score	Match	Points
12	7	4H	S	10	S4	420		2.0	5.0	
13	4	3NT	N	11	HJ	460		4.0	3.0	
5	2	6NT	N	12	S2	990S		7.0	0.0	

Note the Match Points haven't changed, you must click the up arrow (or End/Save Board)

Let's say a pair sit the wrong way.

8	6	6NT	N	11	C4			50	0.5	6.5
16	15	3NT	N	11	HJ	460			3.0	4.0

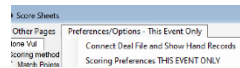
The last line has Pair 16 N/S but they sat the wrong way

and Pair 15 sat N/S and 16 E/W.

Just click on the 16 and type 15, likewise the 15 change to 16. Remember to click the up arrow.

Note you can also change the scoring method here, even in the middle of a tournament.

Finally you can also connect the deal file here from the preferences menu.



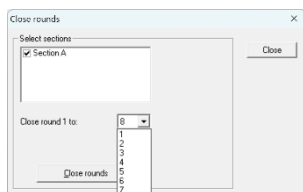
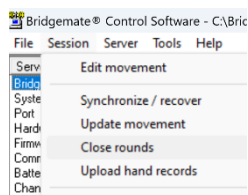
The deal will now appear on the scoresheet, also it will upload to Bridgewebs.

Sometimes a tournament has been very slow and it is decided not to play the last round. Well just go through the usual printing and uploading.

However the Bridgemates are still on the last round. In actual fact they can be just left because the next time a tournament is set up and the Bridgemates activated it replaces the old unfinished tournament. Except the Bridgemates won't respond initially and it takes a lot of pressing OK & Cancel to get them onto the new tournament or use the reset button.

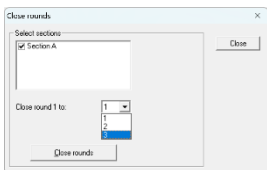
Anyway, there is a much better way of ending a tournament early.

Once the last round played has finished, go into BM Pro, click on the **Session** menu and choose *Close Rounds*.



I find this is also the best way when I want to change the whole set up. I have a 4.5 Table Howell just starting when a late pair walk in, so I close the rounds and just restart the whole procedure for 5

full tables. I just choose rounds 1 to 8 and click *close rounds*

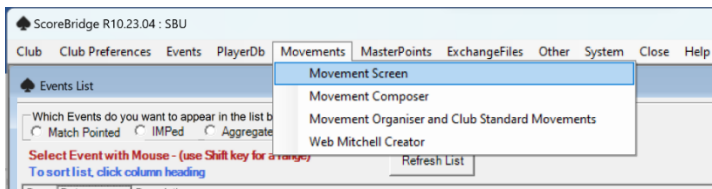


It is the same procedure when stopping for last round. Here I have a 3 round tournament and 2 rounds have played, just choose the last round (3) and click close rounds.

MOVEMENT ORGANISATION

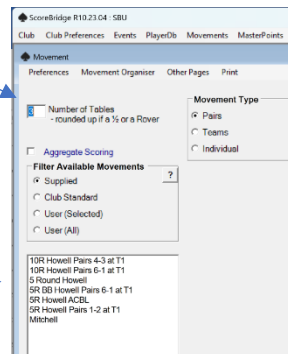
Your club will have set movements they use, it is particularly important that you know which Howell movement you use for a given number of tables. As there are so many choices organising those movements makes things easier.

Open Scorebridge and click on the menu option **Movements** and then **Movement Screen**.



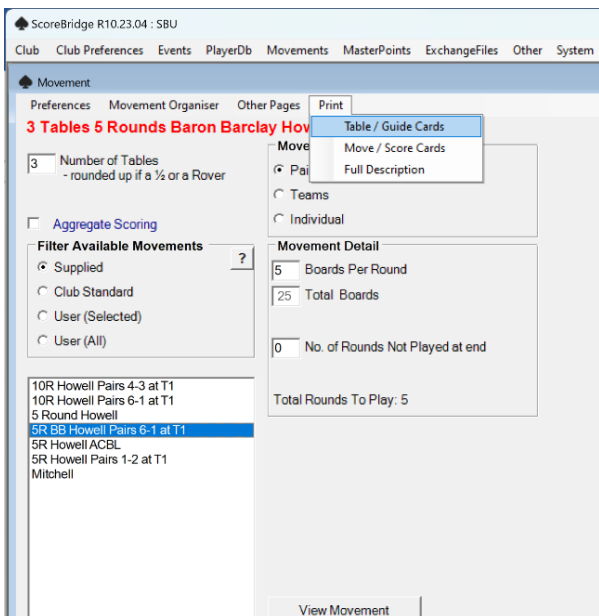
By changing the number of tables,

all the movement options will appear.



When you change the Number of tables to 6 or 8 you will find a very large number of movements.

So it is important you know which ones to use.



However, select any movement and you can choose to print the table cards.

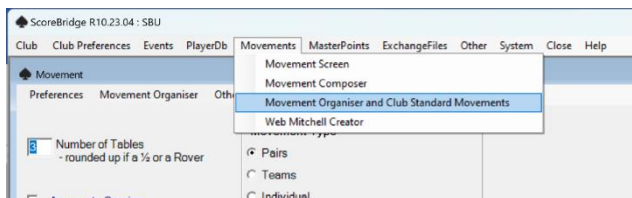
It won't actually print them, they will appear on screen and then you can print if you wish. *(hold down*

CTRL key while you press P and it will print)

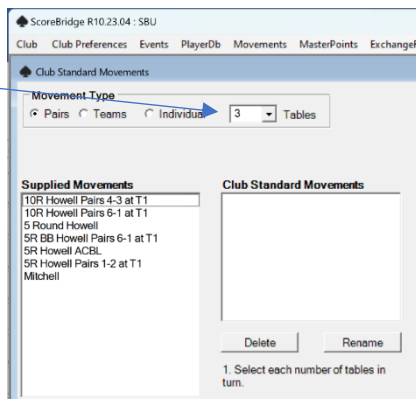
So you can use this to check the movement is the same as the Howell cards your club has or to create cards for a movement you wish to use.

Once you know the usual movements your club uses, you can organise the movement screen so that they are the only ones that appear.

From the **Movements** menu, choose *Movement Organiser ...*

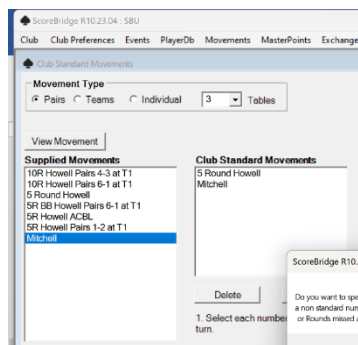


You change the number of tables



and the supplied movements appear here.

You double click the movements you want and they jump over to the Club Standard window.



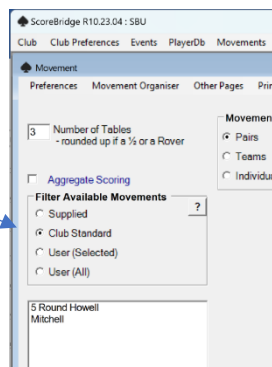
Ignore the 'arrow switch' method for Mitchell.

Do this for all the number of tables that your club usually has.

Now in the Movement Screen (access from 'Movements' in the menu ribbon), click on **Club Standard**.

From now on whenever you are starting an event, you will only see your club's movements.

You can still see all the supplied movements by clicking on **Supplied** anytime.



As you can see, this has its own menu ribbon. The first option is Preferences.

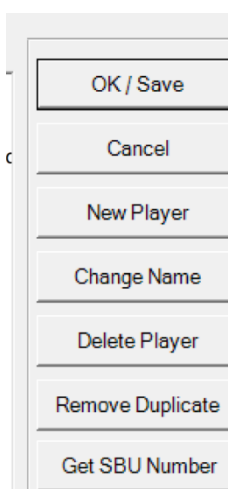
Here for instance you can get Scorebridge to check the SBU number.

- If an SBU Number is input, check it against the SBU database
- Players in an event who are not club members, show in Red

If you click on any player name, the SBU number and Rank will appear on the left hand side.

If you want to add a player, delete, amend etc., you choose the appropriate option from the right hand side.

If you don't know the SBU number of the new player, after entering their name, click on the 'Get SBU number' button at the bottom right.

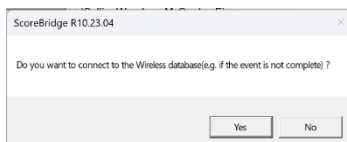


Scorebridge failure / Power failure etc.

Get Scorebridge running again, click on the Event (e.g. 'Monday Pairs'). When it is highlighted in sky blue, click on the green 'Retrieve Event' button.

You will be asked:

Click Yes.



You will see a results page, at the top click on the **Other Pages** menu and choose *3 Wireless Control* and you will be back to normal.

Scores are not coming into Scorebridge:

Check 'Retrieving' is ticked.

Check BM Pro is running, look for its icon in the system tray along the bottom of the screen. If not:

In Scorebridge Wireless Control screen. Click on "Restart" (top left) and choose the first menu option "*Restart Wireless Program*".

You can also launch BM Pro directly, then select File > Open and select the database for the session you are running.

SETTINGS

There are various settings to pay attention to but your club probably has the program set the way it wants.

However let's look at them.

Load the Scorebridge program. Click on the **Club Settings** menu and there are 16 different options here, however most aren't of interest.

The first is *System Preferences*

It is unlikely you are interested in the top half regarding emails.

I would tick the *check for updates*.

System Preferences -

Automatically Generated Emails Help

Web email via Web browser e.g. Gmail, Yahoo

Web email directly via ScoreBridge e.g. Gmail

I use the Default Email Handler which is

I use not the default

Use Scorebridge Internal Mail IM Pass Code

When ScoreBridge is started

Prompt to open the club viewed last time ScoreBridge was used

Show Tip of the Day

Check for a ScoreBridge update (requires an Internet connection)

Displaying starting positions, pairs and board information when movement selected

Do not display automatically

Display for all movement types

Display for all movements except simple Mitchells

Web Email Server Details OK Cancel

Email / Username

Email Password

SMTP Server

Send the emails directly via your own account. Select the email SMTP server to match your email or enter your own if known. You may need to refer to your mail providers help if they are not listed.

For support, registration and diagnostic emails

Email address

Make sure this email address is correct. We use this email address to send your support replies. This is used as the From address for sent emails.

Other Options

On Event retrieval, cross check event names with player database

Print Licence Footnote

I would never tick the cross-check with the player database.

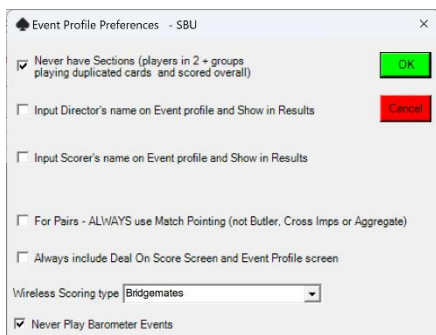
I have seen that cause mayhem with players entering wrong numbers or mis-spellings of names.

The next is *Club details* which will be specific to your club.

Next *Country settings* which is obvious.

Then *Event Profile*.

If you play multiple sections scored across the sections (very unlikely) then untick the first. If you have it ticked you will always be asked 'number of sections' when setting up an event.

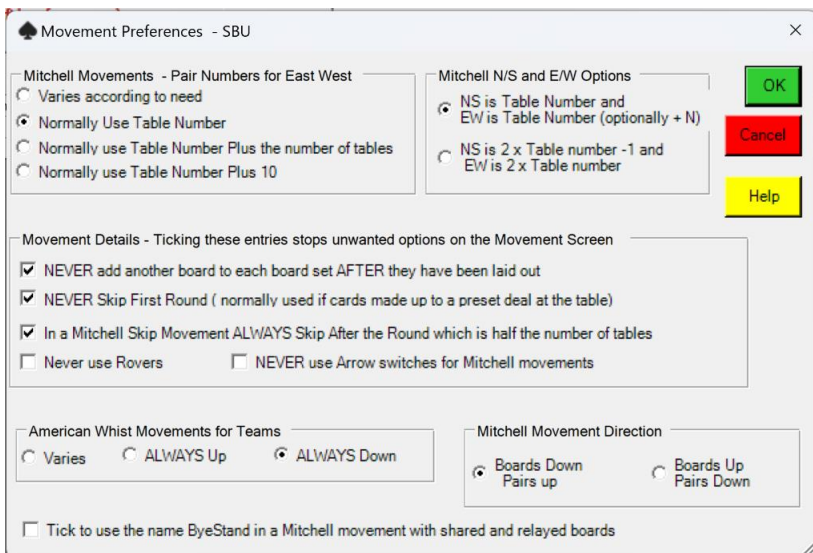


The rest are obvious. If you tick 'Always include deal ...' then you will get a button on the new event page which you click to find the deal file.

Barometer events are where everyone plays the same boards each round, again unlikely.

Master Points is obvious

Then *Movement Preferences*



Movement Preferences - SBU

Mitchell Movements - Pair Numbers for East West

- Varies according to need
- Normally Use Table Number
- Normally use Table Number Plus the number of tables
- Normally use Table Number Plus 10

Mitchell N/S and E/W Options

- NS is Table Number and EW is Table Number (optionally + N)
- NS is 2 x Table number -1 and EW is 2 x Table number

Movement Details - Ticking these entries stops unwanted options on the Movement Screen

- NEVER add another board to each board set AFTER they have been laid out
- NEVER Skip First Round (normally used if cards made up to a preset deal at the table)
- In a Mitchell Skip Movement ALWAYS Skip After the Round which is half the number of tables
- Never use Rovers
- NEVER use Arrow switches for Mitchell movements

American Whist Movements for Teams

- Varies
- ALWAYS Up
- ALWAYS Down

Mitchell Movement Direction

- Boards Down Pairs up
- Boards Up Pairs Down

Tick to use the name ByeStand in a Mitchell movement with shared and relayed boards

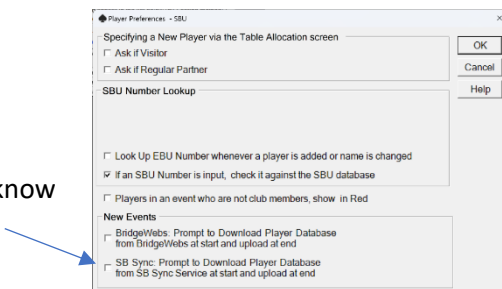
OK
Cancel
Help

Adjust these to suit.

Player Preferences

Set as suits you.

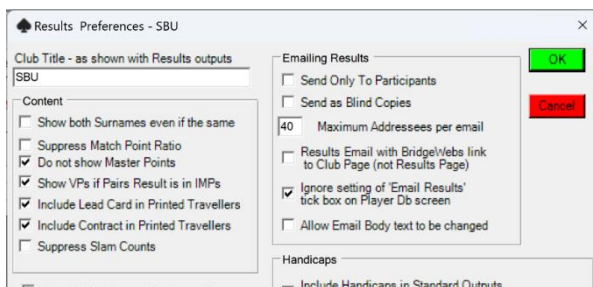
I don't actually know what this is.



Results preferences

You are unlikely to be interested in any of these apart from the top left area.

So I have cut off most of the rest.

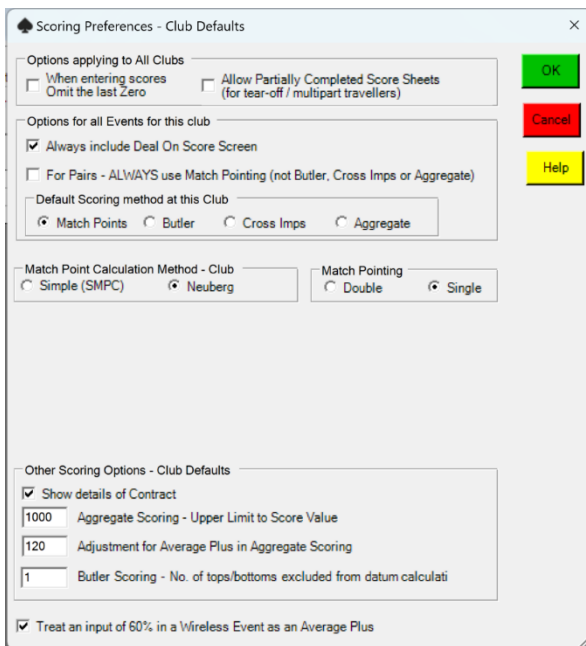


Scoring preferences

These will be of interest.

Most are obvious.

You should choose Neuberg, this makes slight adjustments to the Match Point score if a hand is not played or an average awarded.



It is the correct way to score Match Points.

At the bottom it lets you put a ceiling for Aggregate scores

For Butler you can set the number of scores removed when calculating the average.

You might not play either of these.

Scrolling Screen

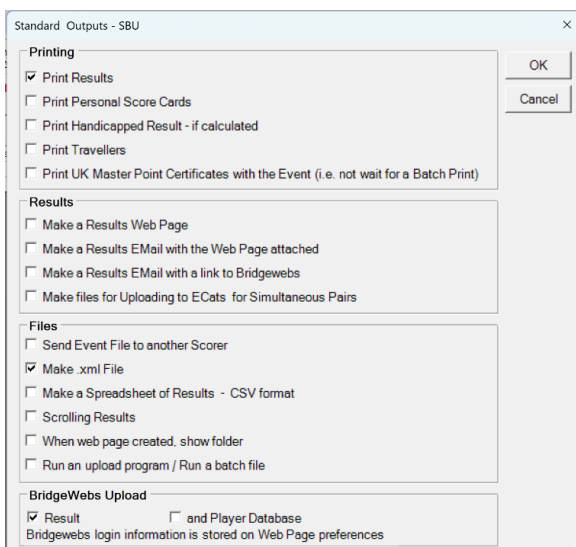
Defaults are fine if you use this.

Standard Outputs

Choose what you need.

Note the Ecats option.

.xml file is needed



Swiss Pairs and *Teams* preferences unlikely to be needed. Note Scorebridge doesn't actually score Swiss Teams, you have to enter results manually.

VP Scale you can probably ignore that.

Web Page Preferences

Unless your club has its own website, this can be ignored except for the Bridgewebs login in the centre.

Wireless Preferences

This was looked at earlier (see page 11)

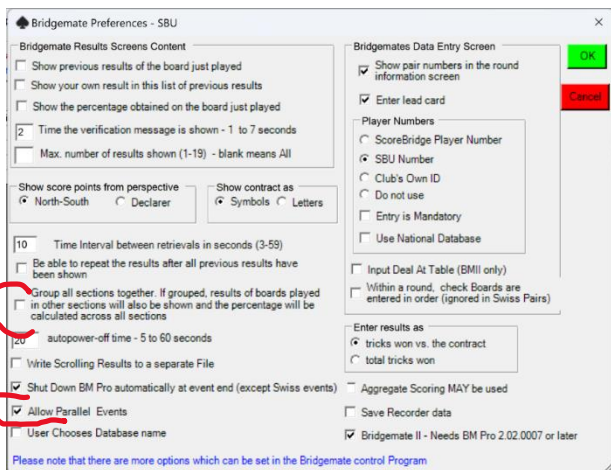
=====

Running two sections (or more)

First of all you must check your Club's preferences:

Menu : **Club Preferences**

Scroll down to **Wireless Preferences** at the bottom Set Group all sections to UNTICKED, Allow Parallel Events is TICKED



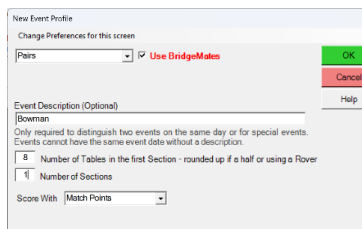
I will set up two sections scored separately.

First of all you need two sets of Bridgemates. One set numbered 1, 2 etc on Section A, the other set numbered 1, 2 etc. on Section B.

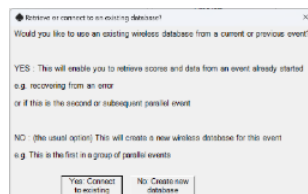
To change section, use setup code 749 and the +/- keys to change section letter.

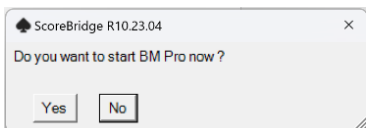
I'll set up the Bowman (Section A), 16 pairs playing a 15 round, 3 boards a round full Howell and the Fairlie (Section B) with 14 pairs playing 13 rounds, 3 boards a round full Howell.

Set up Scorebridge for Section A (MUST be A first).



As usual click on NO and 'Create new database'



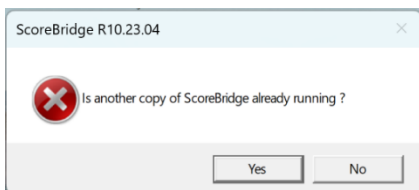


You could start now but let's click NO and start both sections together. (*for staggered start, see end)

And the normal face page of Scorebridge will appear.

MINIMIZE Scorebridge.

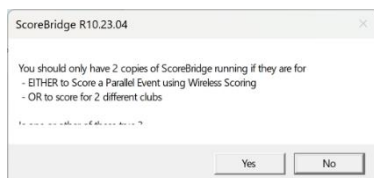
Now double click the icon to open a second copy of Scorebridge.



Click on YES.

Click YES again

And second Scorebridge opens.

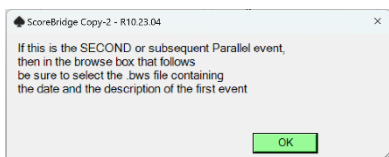
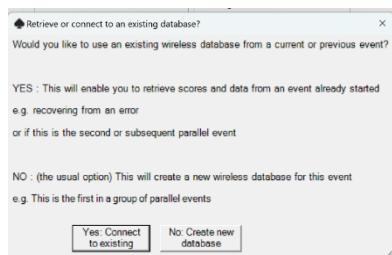


Now set up Fairlie as usual

IMPORTANT

Here you click YES

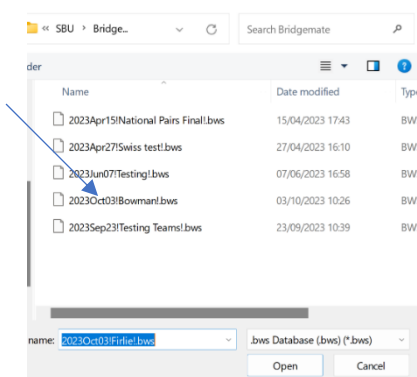
You are going to connect to the database for Section A.



Explanation message for what comes next.

Click OK.

Choose the bws file for the **first event** you created (if your folder is sorted in date order it will be the top one). Mine is in alphabetical order. Date order is a much better way).

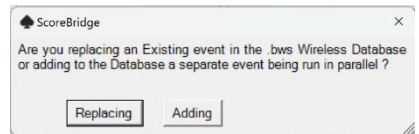


So choose that file and click OPEN.

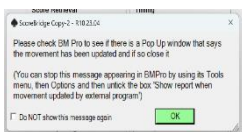


Click YES on this question, you are running parallel events.

Very important. You are ADDING.

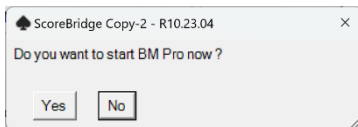


So click on Adding.



You can ignore this because we didn't start BM Pro for the first Section. If we had, there would be a pop up in the BCS program that has to be closed.

So just click OK

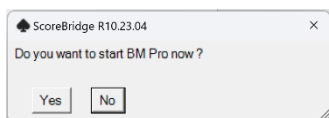


You will then be asked to start BM Pro, click YES.

THAT IS IT, try to arrange both copies of Scorebridge on the screen so you can see both, they will run the normal way.

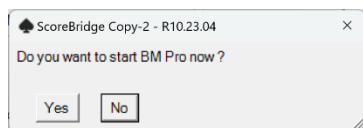
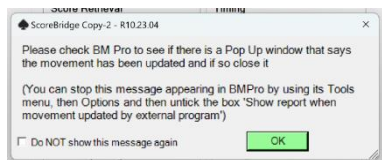
*Staggered start

If you have one section that is ready to go but the second section will be delayed. The section ready to start MUST have the 'A' section Bridgmates.



Everything is the same, EXCEPT when you have set up section A, click YES to start BM Pro

Then when you set up Section B, there **will be** a pop up window in BM Pro, you have to go to BM Pro and close it.

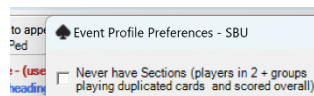


You get asked again if you want to start BM Pro, this time click NO as it is already running.

For two sections scored across the field:

In the *Event Profile Preferences*

UNTICK the first option.



Group all sections together. If grouped, results of boards played in other sections will also be shown and the percentage will be calculated across all sections

In the *Wireless Preferences*, tick Group all sections ...

Have two sets of Bridgemates, sections A & B.

When you start a new event, you will be asked how many sections, enter 2.

Set up section A movement and enter A for **Letter**.



After half table message etc. it will ask you for second section, enter tables and pick movement again. Enter B for **Letter**.

It will then go on with the usual prompts and as usual click NO, you want to create new database

BM Pro will start and that is it.

As with scoring separately, this can be extended to numerous sections.

Index to Common Problems

Page 12: Wrong name or name omitted – Fix on Bmate

Page 12/13 : Wrong score – Fix on Bmate

Page 13 : Awarded score (e.g. 50-50)

Page 13 : Bridgemate faulty – Replace

Page 14 : Wrong score, fix on corebridge/Scoresheets

Page 14 : Players sit wrong direction – Fix on Scoresheets

Page 15 : Restart Tournament – Use Close Rounds on BM Pro

Page 23 : Program / Computer failure

Page 23 : Scores not coming into Scorebridge