

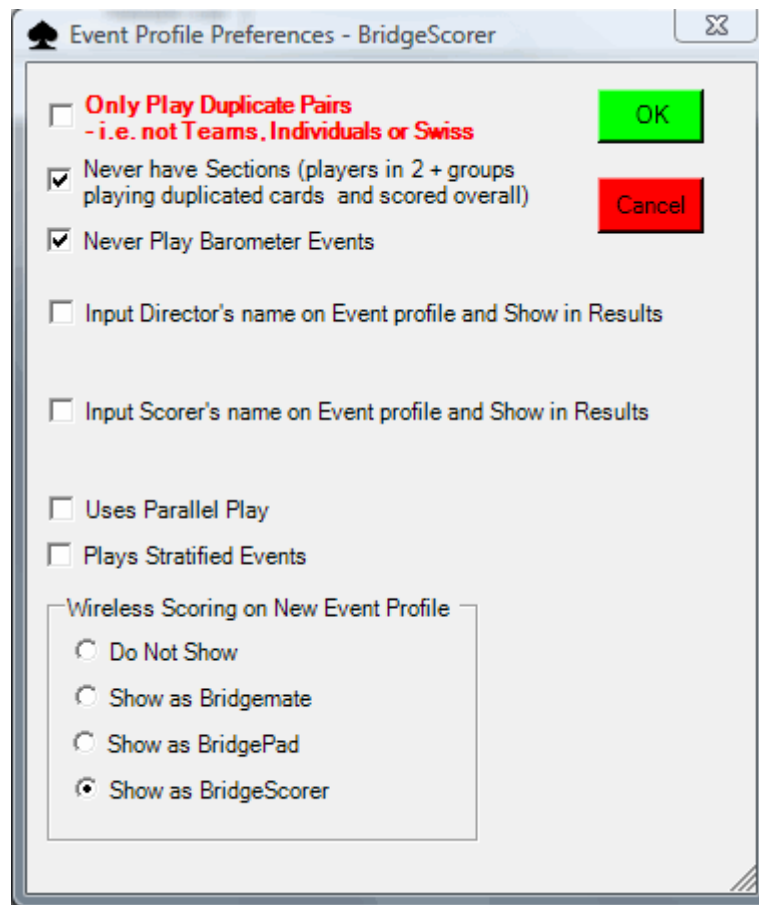
BridgeScorer Wireless Units With ScoreBridge

Director's Reference Manual

1. Specify Options for Using BridgeScorers

This need only be done once - before the first Event. They will be retained for all subsequent events

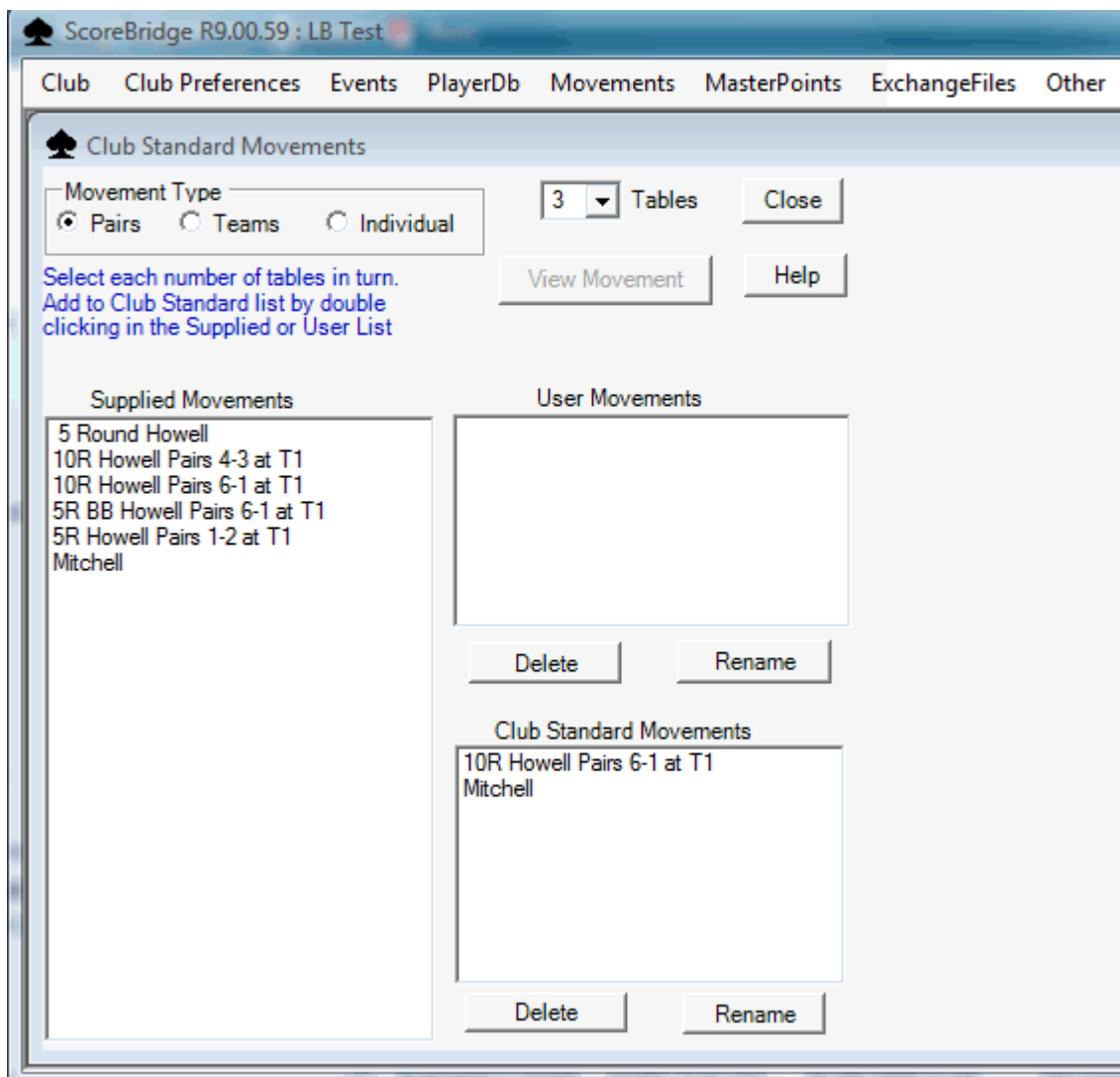
Use the Preferences menu and then New Event Profile Preferences and then Tick the box in "Wireless Scoring on New Event Profile" for "Show as BridgeScorers" The Wireless Scoring Preferences will follow



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Use the Preferences menu and then Club standard Movements. This allows you to specify the movements that your club uses for any given number of tables – normally either one or two. This way you minimise the risk of the wrong movement being selected.

Select each Movement type in turn, and within that each number of tables your club experiences. Then add the relevant movements as instructed.



Player Numbers

Go to the ScoreBridge Player Database screen and use the Print menu and then Print List – “Name and Number” so that all Players know their number.

Re-do this at Regular intervals.

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2. Scoring an Event

1. Starting the Event in ScoreBridge

If using a Laptop there are numerous ways it can switch off unintentionally and you want to avoid this at all costs

Make sure it is plugged in with power switched on

In the Control Panel, make sure that when on Power the computer and disks are set to NEVER power down. Also do this for Turn off Monitor, Turn off Hard Disk, System Standby and System Hibernate

Make sure automatic Anti-virus update and automatic Windows updates are turned off

Plug in **base station** and make sure POWER light is on

Start ScoreBridge and use the New Event button on the Events list screen
On the new Event profile, make sure "Use BridgeScorers" box is ticked

The screenshot shows the 'New Event Profile' dialog box. The title bar contains a spade icon and the text 'New Event Profile'. The main area is titled 'Event Preferences'. On the left, there is a text input field for 'Number of Tables - rounded up if a half or a Rover', a text input field for 'Description - ONLY use for special events or to distinguish two events on the same day', and a checked checkbox for 'Use BridgeScorers'. On the right, there is a radio button group for event types: 'Pairs' (selected), 'Teams - IMP or VP input', 'Teams - Scores input', 'Individual', 'Swiss Pairs', and 'Swiss Teams'. To the right of the radio buttons are three buttons: 'OK' (green), 'Cancel' (red), and 'Help' (yellow). At the bottom right, there is a label 'EBU P2P Charge Rate' and a dropdown menu currently set to 'Standard'.

Complete the rest of this screen and then Click OK

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Select the movement and the relevant options just as you would for scoring without BridgeScorers

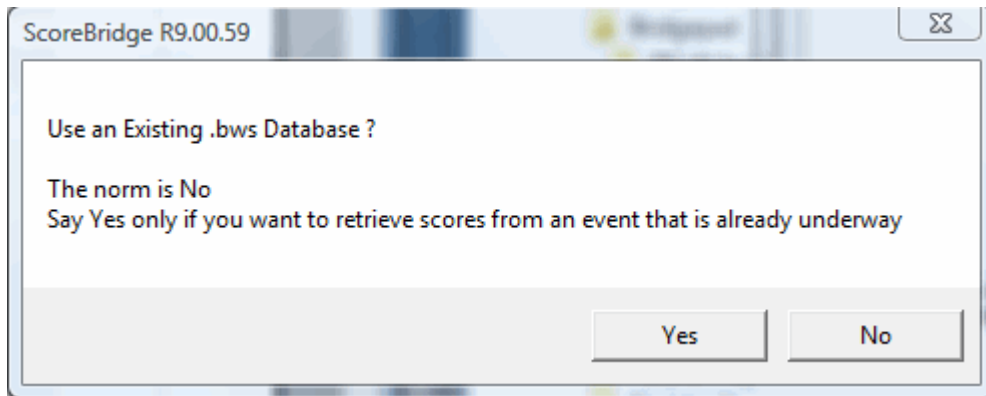
The screenshot shows the 'ScoreBridge R9.11.12 : BridgeScorer : 19 Aug 2010' window. The 'Movement' dialog box is open, displaying the following settings:

- Club Preferences** | **Help** | **Close Event**
- Movement** (tabbed interface)
- Preferences** | **Movement Organiser** | **Other Pages**
- Straight Mitchell - Boards Down, Pairs Up**
- Radio buttons: Supplied, User (selected), User (all)
- Buttons: **OK** (green), **Cancel** (red)
- Input: Total Tables - incl' ½ or Rover
- Checkboxes: Rover Pair, **Aggregate Scoring**
- Movement Detail** section:
 - Boards Per Round
 - Number of Boards
 - First Round Not Played
 - No. of Rounds Not Played at end
 - +1 to BPR after boards laid out
- Mitchell movement details** section:
 - Arrow switches on rounds:
- Options** section:
 - E/W numbered as Table plus
 - 2 Winners
- Buttons: **Full Description**, **View Movement**, **Move/Score Cards**, **Table Cards**
- Text area listing rounds:
 - 7R BB= Howell Pairs 10-1 at T1
 - 8R =Howell Pairs 1-9 at T1
 - 8R =Howell Pairs 5-8 at T1
 - 9R BB Howell Pairs 7-3 at T1
 - 9R Howell Pairs 1-2 at T1
 - 9R Howell Pairs 2-4 at T1
 - 9R Howell Pairs 7-3 at T1
 - Mitchell** (highlighted)

Click the OK button

- reply to the message asking if there is a **Missing pair**
 - reply to the message asking for confirmation of the Movement details
- and you will then see a message about the .bws database. Click the **No** button

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ScoreBridge will then start the **BridgeScorer Control Program**

2 BridgeScorer Control Program

1. Game Settings screen

When this starts, the Wireless Preferences you have specified in ScoreBridge are shown on the **Games Settings** screen

The screenshot shows the 'Game Settings' dialog box. It is organized into several sections:

- Movement:** Individual, Show go to info
- Scoring:** MP, IMP, Across the field
- TD PIN:** 0000
- Ask players for:** PIN codes, Bidding, Player ID, Play, Lead, Deal
- Input method:** Total number of tricks (safest), +/- (Eur standard), Tricks made/minus tricks (US std)
- Feedback:** Give feedback, Traveler/frequencies, Traveler, Frequencies, Show ranking, Only top 10, Show names, Recap at the end

Buttons at the bottom: Cancel, ? (Help), Save.

You can change any of these as required for this particular event and then click the OK button

The IMP and MP options show how scores are calculated for display on the the Feedback screen at the table – the Scoring program will use whatever method you specify

The TD PIN is shown and can be altered via this screen

Feedback Options

Traveller / Frequencies implies that the results are presented in Traveller form as long as there are only enough results to fit on one Scorer screen. When there are more results it will switch to the Frequency format

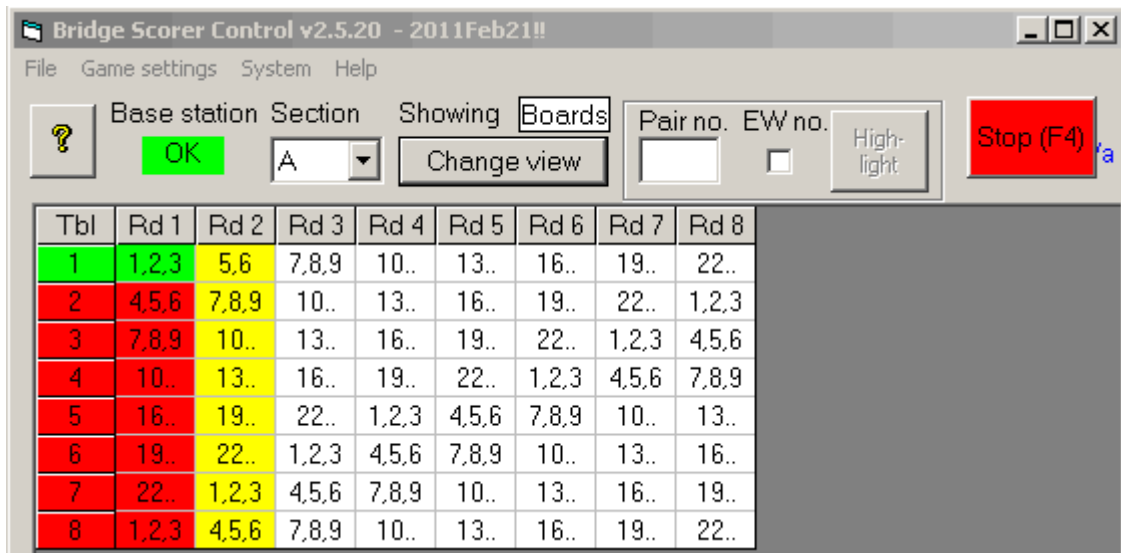
Show Ranking shows the results of an interim calculation at the end of each Round.

Recap at End give the option for a Pair to see its Personal Recap at the end of the Session

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You will then see the **BridgeScorer Control Screen**

The Matrix will initially be blank but once you press the Green Start button at the top, it will be filled with the movement details and the Start button will be replaced by a Red Stop button



2 BridgeScorer Control Program Screen

1 Change View Button

This lets you see either the board numbers to be played or the Pair Numbers

2 Start Stop Button

The Score units can only be used once the Green Start button has been clicked and it is replaced by the Red Stop button

- i.e. when the Stop button shows the Server is able to talk to the Scorers

3 Matrix Colours

Once a table has input the Player Numbers and is ready to score its first board then that table number turns to Green

Tbl	Rd 1	Rd 2	Rd 3
1	1,2,3	5,6	7,8,9
2	4,5,6	7,8,9	10..

The Round that it is currently scoring shows in **Yellow** and when complete that also turns green

Any Round not completed when earlier rounds at different stays **Red**

When the session is completed, all the cells should be **Green**.

If a unit has not sent its results, then see section 4 **Recovering from a Problem**

Paragraph 7 **One Scorer Stops Communicating** below

4 Other Menu items

These are self explanatory but Directors should familiarise themselves with what is available To see **base station firmware version**, use the keys Ctrl and F9 together

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3 Correcting a Player's Name, a Wrong Result or Entering a Director Assigned Score

1 Correcting a Name

If after entering a Player Number on a scorer, the wrong name shows, select the name and click the OK button to correct it

If the person is a visitor or the correct Player Number is unavailable, the name can be entered on the ScoreBridge screen "Players in this Event" in the normal way
Get to this screen via the Other Pages menu on the ScoreBridge Wireless Control screen

2 Correcting a Result

If on the Scorer, the user has NOT gone past the last available "back" button, use that to go back and correct the Result

If he has gone past the last available "back" button there are 3 ways to correct a score

2.1 Correct it on the BridgeScorer at the end of the round by touching the relevant score on the screen

2.2 Correct it on the Bridge Scorer Control Matrix.

This has the advantage that such corrections will appear on the Scorer Travellers

- Double click the relevant entry,
- In the pop up that appears, click on the item to be changed and then correct it
- Click the Confirm or Cancel button
- Click anywhere on the screen to remove the correction pop up

2.3 Correcting it on the ScoreBridge Score Sheet

This has the disadvantage that such corrections will NOT appear on the Scorer Travellers
Get to this screen via the Other Pages menu on the ScoreBridge Wireless Control screen

Tbl	Rd 1	Rd 2	Rd 3	Rd 4	Rd 5	Rd 6	Rd 7	Rd 8
1	1,2,3	5,6	7,8,9	10..	13..	16..	19..	22..
2	4							
3	7							
4	1							
5	1							
6	1	1	1S	S	7		80	
7	2	2	1H	S	7		80	
8	1	3	3S	S	9		140	

3 Entering a Director Assigned Score

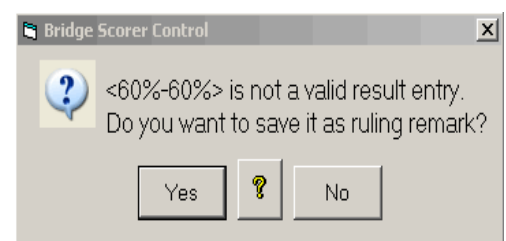
For the relevant board, erase whatever is in the Contract Declarer and Tricks column and enter

- either nn%-ee% where nn and ee are the percentages for North South and East West respectively – for example 40%-50%
- or xnn% where nn is the percentage for North South and East West will be given 100% less nn% - for example x60% gives North South 60% and East West 40%

When you get the message, you must click the **Yes** button - as this *is only a warning and not a rejection*

Note – BridgeScorer Control will insert *** before this which you can ignore

bd	contr	decl	tricks	lead
1	***	40%-50%		
2	***	x60%		



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4 Recovering from a Problem – General Advice

Firstly note that if the Bridge Scorer Control Program stops or fails to talk to one or more units, the event can continue and all scores entered into the Scorers will stay there until the Bridge Scorer Control Program resumes and / or communications is resumed

ScoreBridge On-line Help in the Chapter on Wireless Scoring and the Sub-chapter on Problem resolution give a lot of details of how to recover

5 ScoreBridge and or the Wireless Scoring program stop or the computer loses Power

If **ScoreBridge has stopped** restart it

- **Retrieve** the event. Use the Other Pages menu to go to the ScoreBridge Wireless Control screen
- If BridgeScorer Control **has stopped** running, Click the Restart Menu and then **Restart Wireless Program**
- Select '**Retrieving**' in the 'Continuous Score Retrieval' box
- If required select '**Updating**' in the 'Scrolling Results' box

6 The Base Station locks Up / All Scorers Stop Communicating

If no results are being received even if the Green OK button appears by the Word Base Station at the top of the Bridge Scorer Control screen, then

- Click the Stop button
- Disconnect the base station USB cable until its lights go off and then reconnect it
- Click the Start button

7 One Scorer Stops Communicating

First check if there is something disturbing the wireless link by bringing the scorer closer to the base station. If that works, consider moving the table. If that works but you do not want to move the table, the players that they will have to carry on without feedback until the scorer can be brought near again at the end of the event

8 The Scorer Locks Up / Freezes

Poke a straightened paper clip into the reset hole on the back of the scorer or remove a battery briefly. The scorer should then resume from its last saved entry

9 A terminal needs to be replaced during an event

If the old scorer is working, go to the Director's Hidden Menu by holding the OK down for about 5 seconds, enter the Directors PIN (default until you reset it is 0000) and use the Results / Record Options. Check that all the scores in the unit are shown on the BridgeScorer control Matrix and any missing will have to be noted and entered on the ScoreBridge score sheet screen when convenient

On a fresh Scorer go to the Director's Hidden Menu and use the Replace TBS option and follow the instructions. Depending on the nature of the problem you may get the opportunity to enter any non uploaded scores on the fresh unit

10 System is no longer usable

Scores input so far should be on the wireless database and be available to ScoreBridge. Any that are not can be gotten from the Results / Records on the Scorer Director's menu screen.

Scores for the rest of the event should be collected on paper Travellers

4. THE PLAYERS' SCREENS

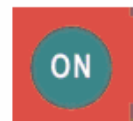
The table top unit (TBS) is very easy to use. But it could be a good idea to ask those who are not used to operate this type of devices to practice with the TBS simulator found at www.bridge-scorer.com before you start your first session with wireless scoring.



5. THE TD'S SCREENS IN TBS

4.1 HIDDEN MENU

The hidden menu can be reached by pressing the ON button for a while. (If the TD PIN question does not come up, try again and hold 10 sec.)



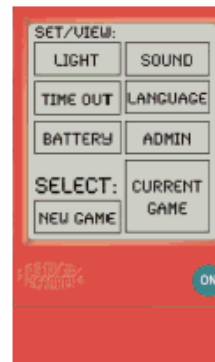
4.2 TD PIN

You can look up the TD PIN in the BSC Game Settings dialog. If the PIN shown there does not work, reset the TBS (reset is on the back of the TBS; removing a battery will have the same effect) and enter TD PIN 0000.



4.3 SET/VIEW

What the players can set before game start (light, time out, etc), the TD can set (change) during game.



4.4 SELECT

You can select NEW GAME or CURRENT GAME.

WARNING! Do **NOT** choose "New game" unless you are absolutely sure that you want to erase all data belonging to the current game.

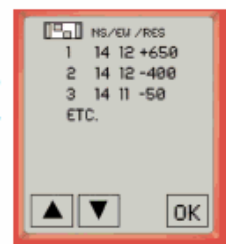
4.5 ADMIN (MENU)

The admin menu is for the TD's use. The options are explained in detail below.



4.5.1 Results & records

The *Results* and *Records* options can be used in emergency, i.e. when the radio link in a TBS is broken so that the results in the unit cannot be uploaded automatically, cf. 4.5.4.



4.5.2 Set section/table

You can preset section and table no. That is to say, instead of letting the players enter the table no. at the start of each session, they only have to confirm the table no. that the TBS displays. You should mark the plastic housing of the TBS, if you have preset the table nos.



Preset table nos. are strongly advised when two clubs run games in parallel, i.e. when not all TBS use the same channel. This is so because you will run into unnecessary problems if TBS that are set to different channels are mixed up.

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4.5.3 Channels

There are two cases when you will need to change the default channel setting (which is 1):

- i. Separate games (e.g. two clubs share premises)
- ii. The radio link is disturbed by other wireless devices

4.5.4 Replace TBS

You can use the *Replace TBS* option if you need to replace a TBS in the middle of a game. You should first of all check that all results that have been entered on the faulty TBS have been uploaded to the BSC. i.e. you should compare the results in the TBS (see 4.5.1) with the ones that have been uploaded to the BSC.

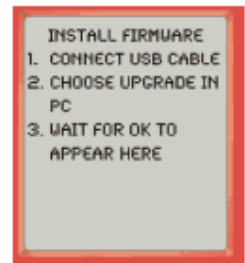
Then select the *Replace TBS* menu in ANOTHER (functional) TBS and enter the broken TBS table no. When the replacement has been completed, you can enter any missing (not yet uploaded) results in the manner that the players do into the "new" TBS. When you have done that, you can let the players resume the game with the new TBS.



4.5.5 Install

It is easy to upgrade a TBS with new firmware:

- ii. Select Install (under Admin)
- iii. Connect the TBS with the USB cable that belongs to the Base station.
- iiii. Start *Firmware upgrade* in BSC
- iiv. Select *New firmware* in the dialog that appears, then click *Start*
- v. WAIT FOR THE INSTALLATION TO BE COMPLETED before disconnecting the USB cable.



4.5.6 New/Current game

New game shall ONLY be used when a TBS has been left in an unfinished state and you want it to go to *Start* position.

