



Bridgemate Pro Scoring system  
Manual



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# Introduction

Welcome to the Bridgemate Pro scoring system. Bridgemate Pro is an advanced electronic scoring system for bridge clubs and tournaments, designed to enhance the enjoyment of bridge. Bridgemate Pro automatically registers board results. The scores are verified and fed to the central PC. Tournament directors will value the user-friendly features of Bridgemate Pro, as it enables them to focus fully on their core tasks.

This manual describes the operation of the Bridgemate Pro scoring system, including the central software program, the server and the Bridgemate Pro scoring systems. This manual serves as an addition to the manual supplied with your scoring program. As the Bridgemate Pro scoring system operates independently from the scoring program, this manual does not include instructions for operating your scoring program.

This manual consists of the following chapters:

- The components of the Bridgemate Pro scoring system are explained in Chapter 1. A brief and concise explanation is given of the individual components and how they relate to each other.
- Chapter 2 explains how to configure and install the Bridgemate Pro software and hardware and how to configure the Bridgemates per section and table. This chapter also explains how to set the radio channels to enable wireless data exchange.
- Chapter 3 explores the use of the Bridgemate Pro Control software program in more detail.
- Chapter 4 explains the different BPC options offered by the Bridgemate Pro server.
- Use of the Bridgemate Pro scoring devices is explained in Chapter 5.
- Chapter 6 highlights the additional functions of the Bridgemate.
- Chapter 7 contains tips on how to operate the Bridgemate Pro scoring system when multiple bridge clubs are playing simultaneously in one room. Practical advice is also offered on how to deploy Bridgemate Pro in big tournaments, involving different rooms and/or multiple servers.

## Version numbers

This manual covers the following versions of the Bridgemate Pro components:

Bridgemate Pro Control	1.2
Bridgemate Pro server	1.1 (firmware version)
Bridgemate Pro scoring devices	2.0 (firmware version)





# Chapter 1: Description Bridgemate Pro scoring system

This chapter describes the components of the Bridgemate Pro scoring system and how they relate to each other. It also explains how to use the Bridgemate Pro: from creating a session in your scoring program to registering the scores in the scoring program.

Please read this chapter carefully. Once you understand the function of the individual components and how they relate to each other, you will quickly get to grips with the Bridgemate Pro scoring system.

## *Description of components*

In order to make full use of the Bridgemate Pro scoring system, the following components are required:

- Bridgemate Pro score input devices
- Bridgemate Pro server
- Bridgemate Pro Control software
- Client (= PC with Bridgemate Pro Control software)
- Result file
- Scoring program

### **Bridgemate Pro score input devices**

The Bridgemate Pro score input devices are placed on the bridge table and are used to enter the scores. For the purpose of simplicity, we shall refer to these input devices as "Bridgemates". Wireless communication between the Bridgemates and the server is established and maintained using radio frequency waves. Only one Bridgemate is required per table. The use of the Bridgemates is explained in more detail in Chapter 5.

### **Bridgemate Pro server**

The Bridgemate Pro server, "server" for short, is a small device connected to the PC. It acts as a bridge between the PC and the Bridgemates. As the PC cannot communicate directly with the Bridgemates, the server is a vital component. The server is equipped with a transmitter and a receiver, establishing and maintaining wireless data communication with the Bridgemates. The server sends all movement data to the Bridgemates, including board numbers and pair numbers, and receives the board results in return. The server can control up to 128 Bridgemates simultaneously.

### **Bridgemate Pro Control software**

A specific program is required to control the server from the PC: Bridgemate Pro Control ("BPC"). This program runs on Windows95 or higher and is controlled in part by your scoring program. BPC fully controls the server and data exchange between the server and the PC. BPC first saves all the relevant session data used by the server to control the Bridgemates. BPC then retrieves all entered board results from the server and stores these in the result file. All other server controls are also executed from BPC.

### **Client**

The Bridgemate Pro Control program runs on a so-called "client" PC. The scoring program and BPC usually run on one client, to which the server is also connected. During big tournaments, multiple servers may be required to support the high number of Bridgemates and/or to establish and maintain the wireless communication between the server and the Bridgemates. In this case, the servers are connected to a network PC, and the network consists of multiple clients.

N.B. The term “client” suggests that the Bridgemate Pro scoring system also consists of a PC network server. This is not the case. All (network) PCs running the Bridgemate Pro scoring systems are known as clients.

### Result file

The result file is created by the scoring program and/or Bridgemate Pro Control. It contains all the session data, including sections, tables, movements, etc. This data is generated by the session configured in the scoring program. BPC can now feed the correct data to the server. BPC reads all the board results entered in the server and saves these in the result file. All Bridgemate Pro result files have the file extension .bws.

### Scoring program

The scoring program creates the session and calculates the scores. After you have created a session, the scoring program will create the abovementioned result file. This file contains all the relevant session data. The scoring program will read all board results saved in the result file and process these in the session. These procedures are explained in more detail in the user manuals or help files of your scoring program.

## Procedure

Having examined the individual components of the Bridgemate Pro scoring system, the next step involves assessing the entire process and how the different components relate to each other.

The process is outlined in the below diagram:

Activity	Explanation
<b>Step 1: Session created in the scoring program.</b>	This is the starting point in the process. In the session, users can set the number of sections to be played, the number of pairs per section, games and movements.
<b>Step 2: Result file created in the scoring program</b>	Using the session data, the scoring program creates a result file, containing all data relating to the sections, corresponding movements, games and pairs.
<b>Step 3: Bridgemate Pro Control reads the result file</b>	The result file is read in BPC, generating the data of all tables used in each session.
<b>Step 4: Bridgemate Pro Control transfers data to the server.</b>	BPC initializes the server using the data contained in the result file. All session tables are stored in the server. Movements from each table are included, so that the server knows (per round) which pairs and games correspond with which table.
<b>Step 5: The server has been activated and the Bridgemates can be activated</b>	Now that all the relevant data has been stored in the server, the Bridgemates can be activated. The players activate the Bridgemates, which log in to the server. The scores can now be entered.
<b>Step 6: Scores are entered in the Bridgemate and sent to the server</b>	During this process, the board number and pair number/direction of play are verified for accuracy. Verification is executed via direct communication between the Bridgemate and the server. The Bridgemate itself does not contain any movement data. Entered board results are sent direct to the server. This data is stored in the server memory.

**Step 7: Bridgemate Pro Control retrieves the scores from the server. The scores are saved in the result file**

BPC reads all newly entered scores from the server and saves them in the result file.

**Step 8: The scoring program reads the scores saved in the result file and adds these to the session**

The scoring program reads the scores saved in the result file and stores these in the session. The scores are processed and incorporated in the session to calculate the final score.

### ***Automatic launch from your scoring program***

If your scoring program fully supports Bridgemate, Bridgemate Pro Control can execute steps 2 to 4 and read the scores (step 7) automatically via one simple command. For further information on how to enable automatic launch of the Bridgemate Pro scoring system, please contact the supplier of your scoring program.



## Chapter 2: Hardware configuration

### *System requirements*

#### **Operating system**

The Bridgemate Pro scoring system can run on Windows 95 or higher.

#### **Hardware**

Recommended configuration:

Processor	Pentium II 300MHz or higher
Memory	64MB or higher

The PC must also be equipped with a serial port. If your PC does not have a serial port, please use a USB → serial converter to connect an extra serial port to the PC. This converter is available from your Bridgemate supplier.

### *Installing Software*

To install the Bridgemate Pro scoring system, you will need to run the "BMProSetup.exe" file. This software is supplied on CD Rom. The requirements for the installation of the Bridgemate Pro software may differ, depending on your scoring program. For more information about where to install the software on your PC, please consult the information supplied with your scoring program. To install Bridgemate Pro on a separate client, we recommend the default folder (=C:\Program files\Bridgemate Pro).

### *Installing the server*

#### **Power supply**

To operate the server, please ensure it is connected to a mains power source or is fitted with batteries. The server cannot operate without a mains power source and batteries. Any unsaved data in the server will be lost.

#### **Mains power**

A 9V adapter is supplied with the server. Plug the adapter into the wall socket and the plug in the black connection at the top of the server. The green LED on the server will light up, indicating that the server is now connected to the mains.

#### **Batteries**

Batteries are used if there is no mains power source, or as a back-up in the event of power failure. The battery compartment on the bottom of the server holds four AA 1.5 volt batteries (not included). Install the four batteries as indicated. A red LED will light up, indicating that the batteries have been installed correctly and no mains adapter is used. The approx. operation time of the batteries is 50 hours.

If both the mains adapter and batteries are used, the server will obtain its power from the adapter. The batteries will only be activated if the adapter is not supplying power (e.g. during a power cut). Power will immediately transfer to the batteries and no data will be lost. We recommend installing batteries while the server is in operation as a back-up. This will ensure no data is lost during the session.

## Switching on / off

The server will automatically switch on once the mains adapter is connected or the batteries are fitted. To switch off the server, both power sources will need to be removed. It is recommended to remove the mains adapter and batteries after you have finished using the server. Only one of the four batteries needs to be removed. To remove the batteries, please use a screwdriver or pen. Please do not attempt to remove them with your fingers.

## Connecting the server to the PC

Connect the server to the serial port of your PC. If your PC does not have a (second) serial port, please use a USB→ Serial converter which is connected to the USB port. This allows you to add an extra serial port to your PC. Converters are available at your local Bridgemate distributor. It comes with a set of software drivers which need to be installed separately. See the included documentation for more installation of these drivers.

When using a converter, please ensure the serial port has a port number between 1 and 6. If the assigned COM port is 7 or higher, it will need to be corrected manually in Device Settings of Windows Control Panel.

## Configuring the Bridgemates

Before the Bridgemates can be used in the session, the section and table for each Bridgemate will need to be configured. For more information on how to configure the Bridgemates, please see Chapter 5.

## Setting the channels

The Bridgemate Pro scoring system can communicate over three radio channels. This enables users to install multiple systems next to each other without causing interference (see also Chapter 6, "Multiple clubs"). To enable a Bridgemate to communicate with the server, both must be set to the same channel. You can choose between channel 0, 1 and 2. The default setting for the Bridgemate and server channel is channel 0.

### Setting Bridgemate channel

The channel over which the Bridgemate communicates is set using the same menu used for changing the section/table settings.

```
SECTION:  A 0      +/-  
TABLE:    1
```

The "0" behind section letter A indicates the channel to which the Bridgemate is set. To switch channels, press key 0, 1 or 2. Next, press OK twice to save the new settings.

### Setting server channel

The channel over which the server communicates is set via Bridgemate Pro Control, *Server* → *Channel selection* menu. For more information on how to set the channels, please see Chapter 4.

## Operating instructions

The Bridgemate Pro server is very easy to use. Only a few instructions need to be followed. The following rules must be observed:

- The supplied mains adapter may only be used with the Bridgemate Pro server. Under no circumstances should another adapter be used.

- 
- Under no circumstances should the mains adapter be connected to the data port of the Bridgemate (black connector at the back). This data port may only be used with the Bridgemate communication cable and tournament director's key.
  - Under no circumstances should the Bridgemate communication cable and match plug be connected to the mains connection of the server.
  - During use, make sure the server is placed horizontally on a level surface.
  - Do not place any objects on the server and make sure there is as much distance between the server and other objects as possible. The fewer objects there are between the Bridgemates and the server, the better the data exchange will be.
  - Where possible, make sure the Bridgemates and the server are not separated by a wall. The server should preferably be placed in a central location between the Bridgemates. If this is not possible, place the server as closely as possible to the Bridgemates along the edge of the playing room.





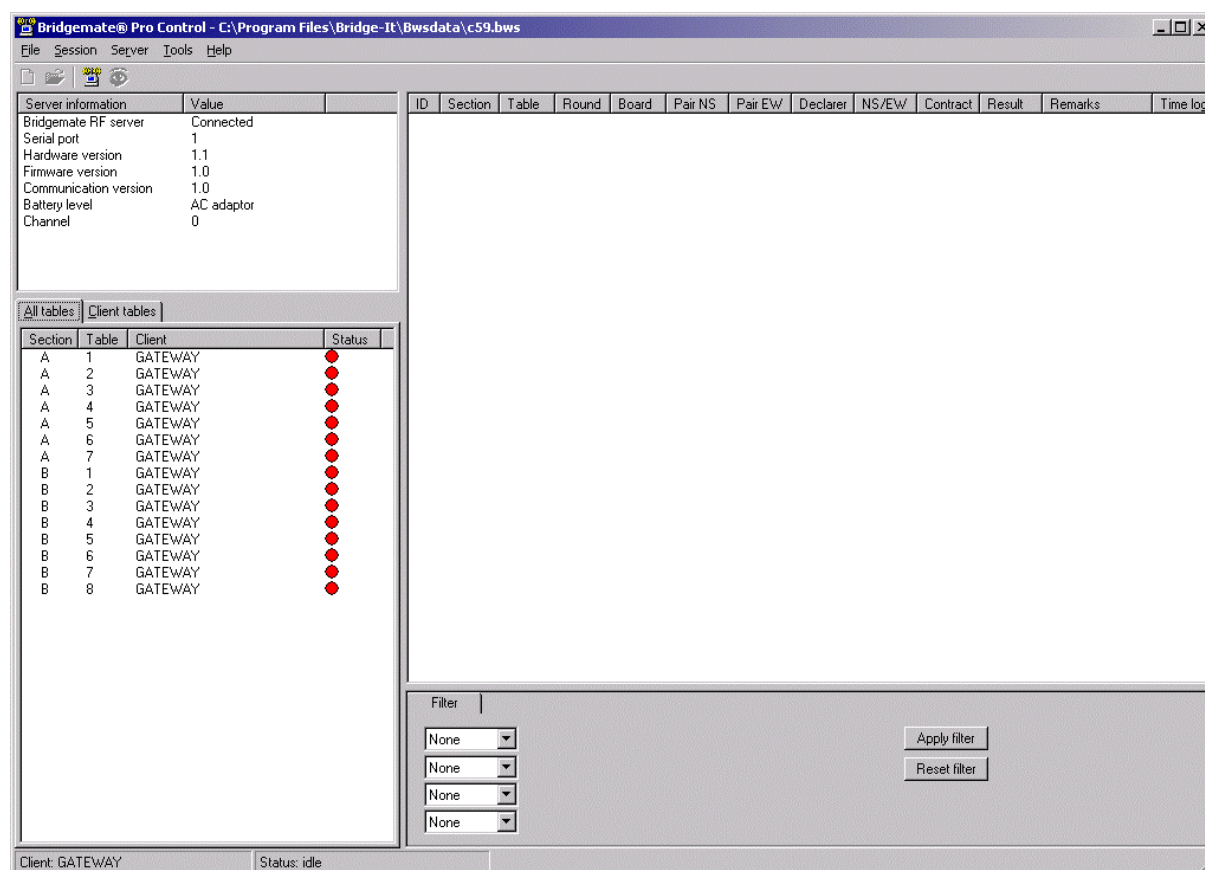
## Chapter 3: Bridgemate Pro Control software

The Bridgemate Pro Control program is the bridge between the result file and the server. BPC stores the data from the result file in the server so that the server can control the Bridgemates. At the other end, BPC retrieves the entered board results from the server and stores these in the result file. The Bridgemate Pro Control program has been designed for simplicity and ease of use and is very user friendly.

### Launching Bridgemate Pro Control

Bridgemate Pro Control is launched from your scoring program. Depending on your scoring program, there are several ways to launch BPC. The majority of scoring programs have a launching function, enabling fully automatic activation of the Bridgemate Pro server and score reading. The scoring program generally also contains a function to launch BPC using the existing and active result file. For more information, please consult the manual of your scoring program.

The BPC screen is displayed as follows:



The name of the active result file is displayed in the title bar. If no result files are open, the text "No session active" will be displayed.

### Server information

The pane in the top left-hand corner of the screen displays information relating to the server. If a server has been found, the text "connected" and the version number will be displayed. You can also check the serial port to which the server is connected, and whether server is running on a mains adaptor or batteries. If the mains adaptor is used, the text "AC adaptor" will be displayed; if batteries are used, the power meter will display the number of operating hours remaining in percentages. If you

are using batteries, we would recommend replacing them in time rather than overusing them. BPC will indicate when to replace the batteries. Lastly, BPC will display the channel over which the server is communicating.

### Tables

The bottom left-hand corner of the screen contains two tabs, *All tables* and *Client tables*. Below these tabs is a list of tables. The *All tables* tab contains all the tables stored in the result file. These are generally all the tables used in the session. The tables must be assigned to a client. The *Client tables* tab displays the tables assigned to the client PC you are currently using. The name of this client is displayed in the bottom left-hand corner of the screen. If you are using one PC for your sessions, all tables will be assigned to the same client. In this case, the *All tables* and *Client tables* tabs contain the same tables. If you are using multiple clients (e.g. in big tournaments), the *All tables* tab contains all tables in the session; the tables are assigned to two clients. The *Client tables* tab only displays (on both PCs) those tables assigned to that specific client.

The scoring program will create the result file for you. It is assumed that only one client is used. The program will automatically assign all tables to the PC you are currently using. You do not need to perform any manual changes. Manual changes are only required during big tournaments involving the use of multiple clients and servers.

### Received board results

All board results read from the server are displayed in the right-hand corner of the screen. Per board result, users can see the table(s) to which this score relates, the players, the player declaring the game, the overall score and the time this score was logged in BPC. Please note: the time/date registration logs the exact time the board results were saved in the result file. If there is a server delay in reading the scores, the system logs the time/date when the server was read and the board result was saved in the result file. In other words, the system does not log the time/date when the score was actually registered in the server.

### Filtering board results

The filtering functions, based on one or multiple criteria, are displayed in the bottom right-hand corner of the screen. This enables users to perform a fast search for specific scores or to compare scores. Filter options are available per section, table, round and board number.

## ***Creating, opening and closing result files***

The result file is the starting point in the process. If no result files are opened in the program, your options are limited. The *Session* menu is inactive and no scores can be processed from the server. During normal use of the Bridgemate Pro, your scoring program will create and automatically read the result file in BPC. You do not need to open the result file or read the relevant session data. This is processed automatically. To read other result files in BPC, use the *Open* and *Close* functions in the *File* menu.

### Opening existing result file

Use the *File* → *Open* menu to open an existing result file. If this result file has not been opened previously on this client, BPC will ask whether the client wants to log in to this result file. This step is necessary to add tables to the client and interact with the result file.

### Closing the result file

Select *File* → *Close* to close the active result file. You can now open another result file.

## ***Adding a client to the result file***

The score file keeps track of which clients are using the result file. Your scoring program will automatically add your client to the result file.

If the result file has not previously been opened by a client (it has been opened on another PC), this client has not yet logged in to the score file and cannot be used. To add a new client to the result file, open the result file on the relevant client. BPC will ask you to confirm whether the client needs to be logged in to the result file. Confirm. You will now be able to start using the result file.

## ***Managing tables***

### **Assigning tables to a client**

Once a result file has been opened, all tables of the result file will be displayed under the *All tables* tab. The "Client" column will display the text "not assigned" if the scoring programme has not assigned the table to the current client (this only occurs sporadically) or if the table has been removed by a client. To assign a table to the client you are currently using, right-click on the table and select *Add to client*. To add multiple tables simultaneously, select the table by clicking and holding the left mouse button and the Shift key, or use the *Select all* function to select all the tables. Once the table has been added to the client, the client name will be stored in the table. You can only assign tables to the client (PC) you are currently using. If you are using multiple clients in a network, the result file will need to be opened manually per client and the tables added to the relevant client.

### **Taking over tables from another client**

To transfer a table that has already been assigned to another client to your own client, repeat the above procedure. Right-click on the table and select *Add to client*. BPC will ask you to confirm whether you would like to take over the table from another client.

### **Overview of tables assigned to a client**

The client to which the tables have been assigned is displayed in the "Client" column of the *All tables* tab. The *Client tables* tab only displays those tables assigned to the current client.

### **Removing tables from the client**

Click on the *Client tables* tab for an overview of all the tables added to this client. Right-click on the table you would like to remove and select *Remove from client*. The table will now be removed from the client.

## ***Server control***

### **Activating the server**

To activate the server, connect it to the client PC and connect the mains adapter or fit batteries. Once the server has been found, specific data will be displayed in the top left-hand corner of the screen and the *Server* menu will be activated. You are advised to connect the server before launching BPC.

### **Resetting the server**

The server contains no data when initially connected to a mains power source. New tables can be added instantly.

If the server contains data which you would like to delete, you will need to empty the server. This is done using the *reset* function. Go to *Server* → *Reset*. You will be asked to enter a verification number. This verification number ensures that the server cannot accidentally be reset. Once the correct verification number has been entered, the server is emptied and all data removed.

## Adding tables

The server is activated by adding tables. As soon as a table has been added, the server feeds this data to the corresponding Bridgemate, which in turn is activated. The Bridgemate cannot operate if the corresponding table has not been added to the server. Tables can only be added once to the server. If you attempt to add a table that has already been added to the server, an error message will be displayed.

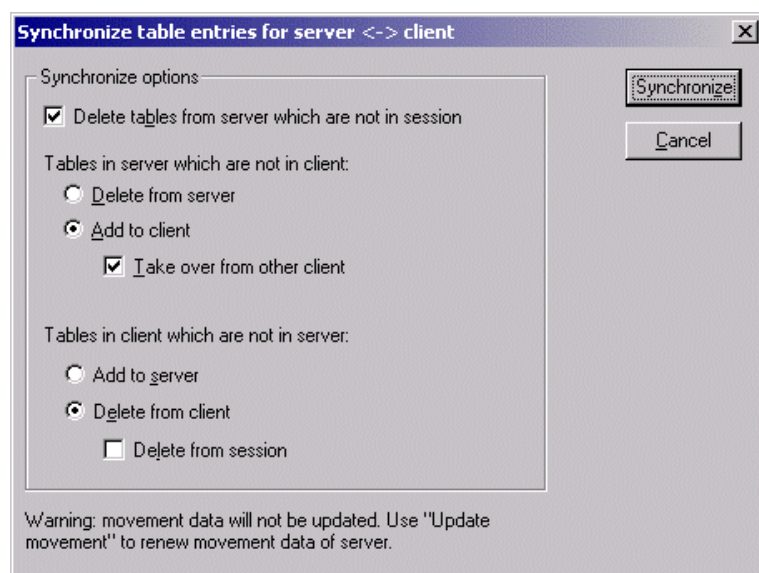
To add a table to the server, go to the *Client tables* tab, select the relevant tables, right-click on one of the tables and select *Add to server*. The tables will now be added one by one to the server, and the corresponding movement loaded per table. An overview of the added tables will be displayed.

## Removing tables

It is also possible to remove tables from the server using the *Client tables* tab. Select the tables you would like to remove, right-click on these tables and select *Remove from server*. The tables will now be removed. You will not be able to use any Bridgemates that are configured to these tables.

## Synchronizing the server and client

All data relating to the tables is saved separately in both the result file and the server. This avoids discrepancies between the two in the event of a temporary disconnection between the server and the PC. These discrepancies can be rectified using the *Session* → *Synchronize client <-> server* menu function.



Check the relevant options to indicate your synchronization preferences. You are effectively determining whether to synchronize the server to the result file, or whether to update the result file using the data stored in the server.

### *Tables in server which are not in client*

Use this option to determine what to do with tables stored in the server but not assigned to the client. To delete these tables from the server, select “Delete from server”. To add them to the client, select “Add to client”. Tables that have already been assigned to another client can only be assigned to the current client if the “Take over from other client” option has been checked. If this box has not been checked, the tables cannot be added to the client.

### *Tables in client which are not in server*

Conversely, some tables may have been assigned to the client but not to the server. To add these tables to the server, select the option “Add to server”. To delete these tables from the client, select the

option “Delete from client”. This option also allows you to delete all the tables from the result file by checking the “Delete from session” option.

#### *Delete tables from server which are not in session*

The synchronization function will also verify whether the server contains tables not contained in the result file. These are so-called “obsolete tables”. Check the “Delete tables from server which are not in session” option to delete these tables from the server. If this option is unchecked, these tables will not be removed.

### **Synchronizing client to server and vice versa**

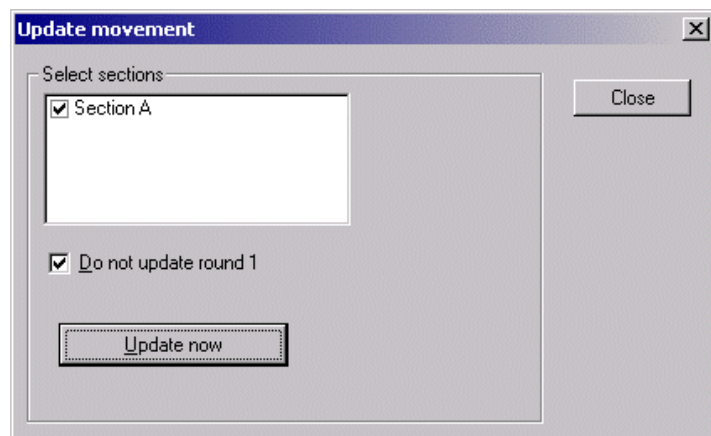
As outlined above, the main function of the synchronization process is to synchronize the client to the server and vice versa. The default settings of this function are configured to synchronize the client to the server: tables that have been assigned to the server but not to the client and tables that have been assigned to the client but not to the server are removed from the client.

These settings will need to be adjusted when synchronizing the server to the client. In this case, delete all tables from the server that have been assigned to the server but not to the client (select “Delete from server”). Conversely, add to the server all tables that have been assigned to the client but not to the server (select “Add to server”).

In all these cases, make sure the “Delete tables from server which are not in session” option is checked to delete all tables that have been assigned to the server but not the result file (and therefore not to the session). Should it transpire that these tables were correctly stored in the server and not in the result file, a new result file will need to be created, or the current file updated.

### **Updating movement in the server**

Movement data is assigned to all tables added to the server during the synchronization process. The synchronization function does not update the movement data of tables already stored in the server and which have not been updated. If the movement data of the result file has been synchronized from the scoring program, use the *Session* → *Update movement* menu function to update the server with the correct movement for these tables.



All sections are checked by default. All table scores belonging to sections that you wish to update will now be deleted. Uncheck all sections that you do not wish to update. Round 1 is not updated by default, i.e. scores that have already been entered are retained. To update round 1, uncheck the “Do not update round 1” option. Press *Update now* to update the sections with the correct movement. A report will be displayed of the executed operations.

## Logging in and logging off Bridgemates

### Logging in Bridgemate

Once the corresponding tables have been added to the server, the Bridgemate Pro scoring devices can be activated. If this is not the case, the Bridgemate cannot be activated.

Once the Bridgemate has been activated, the start-up screen will display the text “Bridgemate Pro” followed by the version number. Press OK to go to the section and table number screen. Press OK again to log the Bridgemate in to the server. The flashing symbol in the top right-hand corner of the screen indicates that radio communication is taking place. Once the Bridgemate has logged in, all first round data will be displayed. The Bridgemate has now been activated. The red symbol in the “Status” column of the *All tables* and *Client tables* tab will turn to green (provided the function “Retrieve data from server” is checked, see Board results – Reading from server later on in this manual). This column also gives a clear overview of all inactive Bridgemates: if the status column is still red, the table has not activated the Bridgemate.

In the following cases, the Bridgemate will not be logged in to the server, but returned to the start-up screen:

- The corresponding table has not been added to the server.
- The session of this table has finished, all the scores have been registered for this table. In this case, the Bridgemate will display the message “End of session”.
- Another Bridgemate with the same section/table number setting has already logged in to the server. It is not possible for two Bridgemates to log in with the same section/table number.
- The server is outside the range of the Bridgemate and cannot communicate with the Bridgemate.
- The server and the Bridgemate are not communicating over the same channel.

### Logging off Bridgemate

The “End session” message will be displayed for all Bridgemates that have completed the rounds and sent all the scores. These Bridgemates are returned to the “Bridgemate Pro” start-up screen and are automatically logged off from the server. The status column of this table will turn red again, indicating that the session has been completed on this table. A clear overview is given of all the active tables. All Bridgemates with green tables are still in use.

As well as logging off automatically at the end of the session, users are given two alternative options for logging off manually:


- Using the reset function in the TD menu (option 0). The Bridgemate is returned to the start-up screen and is logged off from the server.
- Via menu *Server* → *Show tables*, *Log off table(s)*. See chapter 4 for more information.

The latter function can be used if you need to use another Bridgemate for a specific reason but cannot log off via the normal procedure. You will need to log off manually to log on another Bridgemate.

## Board results

### Reading from the server

Once the Bridgemates have logged in, they will feed scores to the server during the session. These scores are first saved in the server. To save them in the result file, BPC will continuously need to read the new scores from the server. This process can be started and cancelled at any moment. Go to

*Session* → *Retrieve data from server*, or press the F4 function key, or click on the  icon. The status bar will display the following message: “Status: retrieving data from server”. New data is retrieved

every second from the server and automatically stored in the result file. Information is also provided on how to log in and log off Bridgemates from the server.

The process can be cancelled using the abovementioned menu, function key or icon. The status bar will now display the following text: "Status: idle", indicating that no new data can be retrieved from the server.

If the reading process is re-activated after an idle period, all scores not yet sent to BPC will be retrieved from the server, read and saved in the result file. Delayed reading and processing of scores is therefore possible.

## Viewing and filtering scores

### Viewing scores

Scores that have been read and saved in the result file are displayed in the right-hand table of Bridgemate Pro Control. Per score, an overview is given of the corresponding table, the round, the players, the player declaring the game and the contract. The registration time and date is also displayed in the result file. Remarks are also displayed ("Wrong direction" = the pair number and the entered direction of play do not correspond with the movement, "Not played" = the Bridgemate indicates that the game has not been played, "Arbitral score" = an arbitral message has been entered in the Bridgemate). Only those scores retrieved from tables assigned to the client you are currently using will be displayed.

Go to the menu *Tools* → *Show/hide columns* to select the columns you would like to hide.

### Applying filter

As more board results are added and displayed, the more time-consuming and difficult it becomes to find or compare specific scores. Although you will generally use your scoring program for this purpose, it is conceivable that you may wish to view the registered data in BPC.

To display a specific group of board results, you can apply a filter to the entire list. This filter can be configured at the bottom of the screen. Enter specific criteria per section, table, round and board number. It is also possible to enter multiple criteria, for example section A, table 1, round 3. Per criterion, enter your filtering preference - equal to, not equal, equal or less, equal or greater, between - and enter the relevant values. Select *Apply filter* to apply the filter. To remove the filter and display all board results, press *Reset filter*.

## Changing and deleting scores

You have the option of changing or deleting results saved in the result file and displayed in the result list.

### Changing scores

Right-click on the score you would like to change and select *Edit score*. A detail screen will appear displaying all the score data. You can now edit the score using the following notation: NS/N/S to indicate the North-South direction of play, EW/E/W for East-West direction of play; clubs = C, diamonds = D, hearts = H, Spades = S, no trumps = NT, double = x, redouble = xx, pas = PASS. Enter a space between the value of the contract, the contract type and double/redouble. Enter a = symbol in front of contracts that have been exactly made.

To change the board result, all you need to do is update the score in the result file. You do not need to update the server. The server contains a copy of all scores and feeds these to the Bridgemates during the retrieval process.

If the board result has already been read by the scoring program, it makes little sense to change the board result in BPC. It would be better in this instance to change it directly in the scoring program. If however the score has not yet been read, it *does* make sense to perform this change in BPC. The

edited score will be displayed in your scoring program. It is however also possible to process the score first before performing the desired changes in the scoring program.

### **Deleting scores**

To delete a board result, right-click on the score you would like to delete and select *Delete score*. To delete multiple scores simultaneously, press and hold the left mouse button and the Shift key to select the scores you would like to delete. Deleted scores will also be deleted from the scoring program (if it supports this function), even if the score has already been read. The score will however not be deleted from the server. To do this, select Option 3 from the TD menu of the relevant Bridgemate.

### **Processing scores in the scoring program**

For information on how to read and process scores from the Bridgemate Pro result file, please consult the manual supplied with your scoring program.

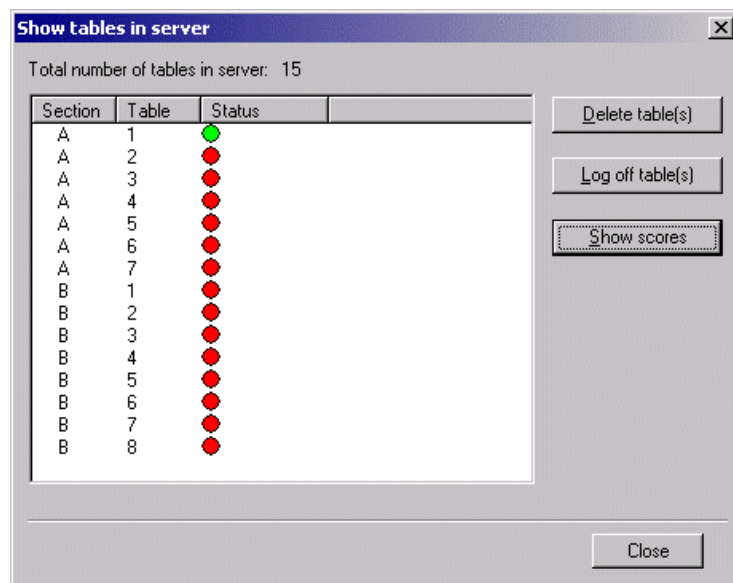


## Chapter 4: Server functions

Once the server is connected to the PC, the BPC *Server* menu is active. This menu contains several useful server functions. It is not necessary to open a result file to use these functions.

### Overview of tables

Use the *Server* → *Show tables* menu to create an overview of the tables stored in the server.



Per table, the green or red status light indicates whether this table has logged in to the server, logged off, or has not yet logged in.

To delete a table from the server, select the relevant table(s) and choose "Delete table(s)". The tables will be deleted from the server, as will all the registered scores of these tables.

To log off a table manually, select the relevant table(s) and press "Log off table(s)".

Press the "Show scores" button to create an overview of the scores entered by the Bridgemate. Select the table(s) of which you would like to see the board results and select this function.

### Overview of entered scores

The *Server* → *Show all scores* menu function displays an overview of all board results entered in the server. Depending on the number of tables stored in the server, there may be a delay in reading and displaying the data.

### Restarting Bridgemate network

The wireless network can be restarted from the server using the function *Server* → *Force restart*. Use this function to solve wireless communication problems between multiple Bridgemates and the server.

## Resetting the server

The *Reset server* menu function resets the entire server and deletes all entered data. To avoid accidental resets, you will be asked to enter a verification number.

N.B. If the server is not connected to a mains power source and/or is not fitted with batteries, all data will be lost. It is therefore not necessary to reset the server before disconnecting it from the mains power source or after connecting it to the power source.

## Setting the channel

The server and the Bridgemates must be set to the same channel to communicate with each other. To set the channel on the server, use the *Server* → *Channel selection* menu.



The “Current channel” function displays the current channel. Select the new channel and press “Set”. The new channel has now been set.

## System functions

### Update firmware

The server’s firmware can be updated via the function *Server* → *Update firmware* .

#### Warning

This function may only be used on the instructions of your supplier. Incorrect use may result in your server not operating properly. Only use those files supplied by your supplier and follow the instructions carefully. We strongly advise against any other use.

### Trace & debug

This function is not covered by this manual.

## Chapter 5: Use of the Bridgemate® Pro scoring devices

The Bridgemate is a small device designed to enhance the enjoyment of bridge for tournament directors and bridge players alike. The system enables you to enter scores faster than before, and is guaranteed to prevent operator errors. As well as allowing players to enter board results, the Bridgemate also feeds information to the players, such as the achieved percentage on the board played, and the traveler overview. We are convinced that tournament directors and bridge players will appreciate the convenience of the Bridgemate!



### Preparing the Bridgemate for use

The Bridgemates are individually packed in compact sturdy cardboard boxes. Each Bridgemate comes complete with four AAA batteries, which must be inserted into the bottom of the Bridgemate unit. The + and – signs in the casing indicate the insertion direction of the batteries. Insert all four batteries in the direction indicated, close the lid and press the OK button. Check whether the text “Bridgemate Pro” appears. The Bridgemate is now ready for use.

### Exploring the Bridgemate

#### The keyboard

The Bridgemate keyboard contains 25 keys. Some of the keys have a dual function.



<b>Keys</b>	<b>Explanation</b>
<b>1 to 9, 10</b>	These keys are used to enter numbers in the Bridgemate, for example board numbers, pair numbers, contract and result. The 10 button is used to enter 0 (when entering member numbers, board numbers etc) and to indicate 10 as the lead card.
<b>♣, ♦, ♥, ♠, NT</b>	These keys enable you to indicate the contract type or the card color of the lead card.
<b>+, -</b>	Indicates overtricks or downtricks of the result.
<b>=</b>	Indicates that the contract has been exactly made.
<b>J, Q, K, A</b>	Use these keys to specify Jack/Queen/King/Ace as the lead card.
<b>X, XX</b>	Double or redouble.
<b>N/S, E/W</b>	Direction of play indicated by the declarer.
<b>PASS</b>	Indicates a pass-out.
<b>CANCEL</b>	Correct an entry and cancel commands.
<b>OK</b>	Confirm an entry.

### Switching on/off

The Bridgemate does not have a separate on/off button. To switch on the Bridgemate, press the OK button. It is not possible to switch off the Bridgemate manually. The Bridgemate will automatically switch off after it has been idle for a while, i.e. no buttons have been pressed. No data will be lost when the Bridgemate switches off. Simply press the OK button to continue as before. In other words, you can continue entering scores as soon as the Bridgemate has been activated again.

The default autpower-off time is set to 20 seconds. This value can be reset to between 5 and 60 seconds.

## Activating the Bridgemate

When switching on the Bridgemate Pro for the first time, you will be taken to the main screen:

```
BRIDGEMATE PRO
  V2.0 EN
```

(version number and language code may differ)

Press the OK key again to view the section and table settings of the Bridgemate. The default setting is section A, table 1. If these settings are correct, move the Bridgemate to the corresponding table. The Bridgemate is now ready for use.

### Configuring the section and table

You will need to configure the section and table per Bridgemate. To do this, insert the TD-key in the Bridgemate when the "Bridgemate Pro" screen is displayed. The following screen will now appear:

GROUP: A 0 +/-  
TABLE: 1

Use the + and - key to adjust the section. Section range from A to Z. To switch channels, press 0, 1 and 2. See Chapter 2 for more information on setting the channels of the Bridgemate.

Press OK to confirm the section. The following screen will now be displayed:

GROUP: A 0  
TABLE: 1\_ 0-9

Use the number keys to set the correct table number. Press CANCEL to delete the current number. Table numbers range from 1 to 511.

Press OK again to confirm the table number. The Bridgemate will display a message informing you that the settings have been saved. The Bridgemate will retain these settings until you next change the section and table number. In other words, these settings will be retained even after the session has been completed. It is therefore not necessary to change the settings for the next session. All you need to do is move the Bridgemate to the correct table.

To exit the screen, simply remove the TD-key. The Bridgemate will return to the main screen, and no changes will be made to the section and table number.

### **Activating the server**

For more information on how to activate the server, please see Chapter 3.

## ***Entering scores with the Bridgemate***

### *Who operates the Bridgemate?*

As with the score card, the Bridgemate is operated by North. North is also responsible for the correct operation. East is responsible for verification of the entered board results.

### *Switching on/off*

To switch on the Bridgemate, press the OK button. The Bridgemate will automatically switch off after it has been idle for a while, i.e. no buttons have been pressed. No data will be lost. Press the OK button again to continue as before.

### *Activating the Bridgemate*

At the start of the session, the Bridgemate will by default display the "Bridgemate Pro" main screen, including the version number and language code. Press OK to view the table and section settings of the Bridgemate. For example:

GROUP: A  
TABLE: 1

To activate the Bridgemate and log on to the server, press OK again. The Bridgemate has now been activated and can be put into use.

### *Entering member numbers (optional)*

If you have specified in BPC that you wish to enter member numbers, the Bridgemate will ask you - after activation and before the start of the first round - to enter the member numbers of the four players.

N: \_  
S:

and

E: \_  
W:

The number must be numeric and has a maximum of 12 digits. Use the number keys to enter the number, and confirm by pressing the OK key. If a player does not know his member number or does not have a member number, press OK without entering a number. No number will be registered for this player.

Once a member number has been entered for West, the numbers will be fed to the server and the Bridgemate will start the first round.

#### *Information before the start of the round*

At the start of each new round, the Bridgemate will display the new round and the expected pairs, as well as the direction of play. The boards will also be displayed. For example, you can verify at the start of the round whether you are seated in the correct direction and have the correct boards on the table. This information is displayed as follows:

```
ROUND 1, 1-4
NS: 1    EW: 2
```

Press OK to confirm this screen and continue with the board input.

#### *Entering board results*

The following screen will be displayed when entering the board results:

```
BOARD: _
CONTR:
```

The flashing line indicates the input position. Before starting the game, enter the board number and press OK to confirm. The Bridgemate will verify the number. An error message will be displayed if the board number does not appear in that round:

```
BOARD NUMBER
INCORRECT! R1
```

R1 indicates that the Bridgemate is in round 1. The message will disappear after a few seconds. You will now be asked to enter the correct board number.

If the board is entered a second time within the same round, the following message will be displayed:

```
BOARD ALREADY
PLAYED! R1
```

It is not possible to enter a board twice in the same round. If the board result has been entered incorrectly and requires correction, delete the board result from the TD menu (see further) and re-enter the score.

Once the board number has been entered and confirmed, the cursor will jump to the second line. You can now begin bidding. As soon as the contract has been determined, enter the contract type and the direction of the declarer.

To enter the contract, use numbers 1 to 7 and the ♣, ♦, ♥, ♠ and NT keys. If required, you can also use the X and XX keys to indicate double or redouble. To specify the declarer, use the N/S and E/W

keys. If the declarer is North, press N/S once. If the declarer is South, press this key twice. Ditto if the declarer is East or West. The screen is displayed as follows:

```
BOARD: 13  
CONTR: 3NT x E_
```

Press OK to confirm this.

#### *Entering lead card (optional)*

If you have specified in BPC that lead cards must be entered, the Bridgemate will ask you to confirm the lead card.

```
LEAD: _  
RESULT:
```

To enter the lead card, select ♣, ♦, ♥ or ♠ first to indicate the card type. Next, press one of the keys (2 to 9, 10, J, Q, K or A) to specify the card. Press OK to confirm the lead card.

#### *Entering the result*

Once you have finished playing the board, you can enter the result. When the contract has been exactly made, press the = key. To indicate overtricks, use the + key and enter the number of overtricks. For downtricks, use the – key.

#### *Verification by east*

Once you have entered the contract, the lead card and the result, press OK. The message "Verification by east" will now be displayed. The Bridgemate must now be passed to East to verify the entered data.

The verification screen will for example be displayed as follows:

```
Board 13, 3NTx +1  
by East, -950
```

The board data entered by North is displayed on one total screen (the lead card will not be displayed). In addition, the number of score points obtained on this board will be displayed. Depending on the BPC setting, the number of score points will be displayed as assigned to the North/South pair or to the declarer.

#### *Confirming board result*

East verifies the data displayed on the verification screen. If this data is incorrect, East will press CANCEL to edit the data. If the result is correct, East will press OK to confirm the result. The message "Entry completed" will now be displayed. The data is saved and sent to the server. It is now no longer possible for players to edit the results.

#### *Overview of percentage achieved and previous results (optional)*

Once East has confirmed the board result, players have a number of feedback options for their achieved board result. Depending on the BPC settings, the following information can be displayed:

- Achieved percentage for the entered board result
- Overview of score of other pairs on the entered board

If one (or both) of the functions is activated, the message "Entry completed" will also display the text "Show results?". Press OK to view information on the achieved board result.

The percentage achieved on the board will be displayed first. This is done by reviewing the other scores registered on the board, the value of the entered score and how the entered score compares with the other scores. This percentage will have little significance at the start of a session. As the session progresses, the percentage will approximate the actual end percentage on the board.

```
3NTx E +1
-950 = 33%
```

The percentage relates to the entered number of score points. Depending on the BPC setting, this always applies to the North/South pair and/or the declarer. Press OK to exit this screen.

If you have set BPC to also display the scores of other pairs on the entered board, the Bridgemate will display these results. This screen is displayed as follows:

```
S 2S = +110
E* 3NTx +1 -950
```

The scores are sorted from high to low on the basis of the achieved score points of North/South. The score achieved by the table is displayed with a \* (optional). The scores are displayed in pairs. If there are multiple board results, press OK to view the next results.

It is possible to set BPC to view the scores again after they have all been displayed.

#### *End of round*

At the end of the round, the Bridgemate will display the message "End of round". You do not need to do anything. The Bridgemate will automatically switch off after a few seconds. Press OK again to begin entering the scores in the next round.

#### *End of session*

At the end of the last round, the Bridgemate will display the message "End of session" and return to the Bridgemate Pro main screen after a few seconds. The Bridgemate has completed its tasks and can now be safely stored away.

#### *Special entries: pass-out and board not played*

If the players have passed four times without offering a contract, enter 'Pass' at CONTR and confirm with OK. You will not be asked for the lead card and the result, and the Bridgemate will switch immediately to the verification screen.

If a board has not been played in a particular round due e.g. to time constraints, the Bridgemate must be informed. If this step is skipped, the Bridgemate will remain in the uncompleted round, and other pairs will be prevented from entering their results. To enter an unplayed board, press the 10 key in the CONTR screen. The screen will now display the text NP ('not played'). Confirm by pressing OK. The Bridgemate will now display the verification screen again.

The Bridgemate will not display an overview for unplayed boards. As it is possible to play the board in a later round, players must be prevented from seeing the results of previous boards. The board can be played afterwards without the Bridgemate; in that case, the relevant score must be stored manually in the scoring program.

#### *Rectifying an input error*

If you have made an input error, press CANCEL to rectify the error. In principle, it is possible to return to the board number input screen by repeatedly pressing this button. It is also possible for East to reject the entered data by pressing CANCEL. The Bridgemate will now return to the input screen, and the entered data can be deleted by pressing CANCEL again. Once East has confirmed the score and the message "Entry completed" has been displayed, the score cannot be edited. This option is only available to tournament directors.



Please note:

- It is not necessary to enter the number of score points (+420, -50 etc.) in the Bridgemate. The Bridgemate will calculate this using the entered contract and result, taking vulnerability into account.
- The Bridgemate monitors the active rounds. In case of a sit-out, the Bridgemate will skip this round.
- Before starting a new round, verify whether you and your opponents are seated in the correct direction to avoid playing in the wrong direction. At the start of the round, press OK to display the directions.

## **Reading Bridgemate Pro scores**

### **Scores to Bridgemate Pro Control**

Scores entered on the Bridgemate Pro are first saved on the server. The Bridgemate Pro Control program periodically reads the scores and stores these in the result file. To start or stop this periodic reading, click on Session → Retrieve data from server. Alternatively, press F4. At the bottom of the screen, you can check whether the program is busy retrieving scores or is idle. Read-out is activated by your scoring program (if the program supports this function).

### **Reading scores in the scoring program**

Once the scores have been saved in the result file, your scoring program can read and process the scores. For more information, please consult the manual of your scoring program.

## **TD menu**

Tournament directors have far-reaching powers to verify the entered scores. A special TD menu is available for this purpose. To access this menu, please use the TD-key supplied with the package.

### **Activating the menu**

To activate the TD menu, insert the TD-key in the communication port of the Bridgemate. This requires the Bridgemate to be switched on and waiting for data to be entered (board, contr, lead, result input screen). It is for instance not possible to activate the menu if the device is in the verification screen or is displaying an overview of previous results.

To exit the menu, simply remove the TD-key.

### **Menu options**

Once you have inserted the TD-key, the following screen will appear:

TD-MENU

You now have seven options:

1. To enter an arbitral score, press '1'.
2. For an overview of the entered scores, press '2'.
3. To delete an entry from the current round, press '3'.

4. If you would like to view the corresponding table and section of the Bridgemate and/or the corresponding round and pairs, press '4' (retrieve status).
5. To retrieve an overview of the board numbers not yet entered, press '5'.
6. To reset the Bridgemate, press '0'.
7. To set the contrast of the screen, press + or -.

### Entering an arbitral score

It is possible to specify in the Bridgemate that an arbitral score must be entered for a certain board. The actual percentage must be entered afterwards in the scoring program. In other words, the Bridgemate registers the irregularities.

Proceed as follows: enter the board number and confirm with OK. The cursor is positioned at CONTR. Insert the TD-key in the Bridgemate to activate the TD menu. Press '1' and confirm (OK button) "Arbitral score?" Remove the TD-key. The following screen will now appear (with possibly another board number):

```
BOARD: 14  
CONTR: ARB_
```

Press OK to confirm this, and confirm the verification screen. The Bridgemate has now saved an arbitral score for this board and will feed this to the scoring program during read-out. You can now enter the correct percentages for both pairs in the scoring program.

### Retrieving overview

To obtain a board overview without reading the data or completing a board input, it is possible to use the special overview function of the TD menu. To access this overview, insert the TD-key and press '2'. You will be asked to enter the corresponding board number. The overview displays the pair number, direction of play, contract and result. The number of score points is not displayed in this overview. If the screen returns to the TD menu after the board number has been entered, no scores will be registered for this board.

### Erasing entry in the current round

Tournament directors have the option of erasing entries on boards played in the current round. It is not possible to erase data from previous rounds. To erase a board input, press '3' and press OK when prompted to confirm "Erase result?" You will be asked to enter a board number. Enter a board number and confirm with OK. If that particular board has already been played in the current round, the message "Board erased" will be displayed to indicate that the entered result has been erased. If the board has not yet been played, or not played on this table in the current round, the TD menu will be displayed again after you have pressed OK.

### Retrieving current status

If you no longer know to which table and section the Bridgemate relates, you can retrieve this information in the status part of the TD menu. To do so, insert the TD-key in the Bridgemate and press '4'. Press OK when prompted to confirm 'Status?' The expected table and section of the Bridgemate will be displayed first. Press OK again to view the current round of the Bridgemate and the corresponding pairs at the table. You will also see the boards played in this round.

### Overview of missing scores

From the TD menu, it is easy to establish which boards of the round have not yet been entered. Press '5' and OK when prompted to confirm 'Missing boards?' The Bridgemate will now display the numbers of the boards not yet entered in this round.

### Resetting the Bridgemate

The Bridgemate can be reset from the TD menu. It will now return to the main screen. Press '10' and OK when prompted to confirm 'Reset?'

### **Setting contrast**

It is possible to set the contrast of the screen from the TD menu. Press + to make the screen darker, – to make the screen lighter. Press the button several times to adjust the contrast. It is also possible to adjust the contrast if the Bridgemate is in the main screen.

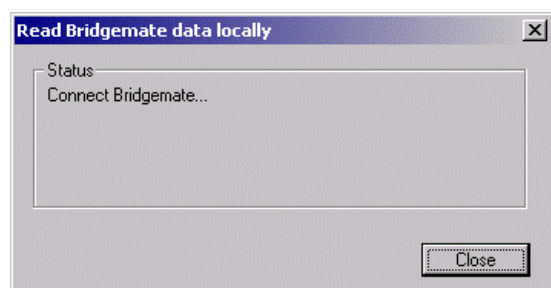
## Chapter 6: Additional Bridgemate functions

Bridgemate Pro Control has a number of functions specifically designed for the Bridgemate scoring devices.

### *Reading scores manually in Bridgemate*

All entered scores are also saved in the local memory of the Bridgemates. If for whatever reason a Bridgemate is unable to feed a board result to the server, you have the option of reading the scores manually in Bridgemate Pro Control at the end of the session. This is done using the menu *Session* → *Read Bridgemate Locally*.

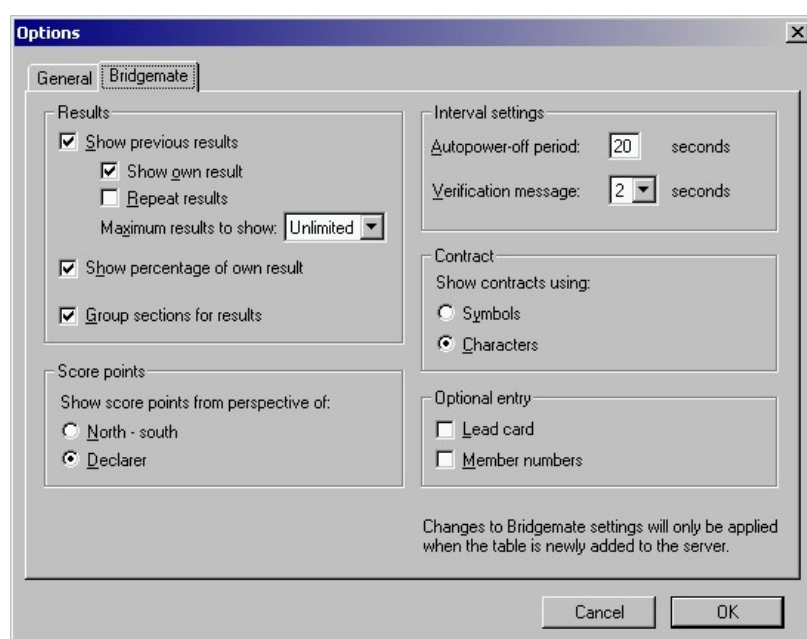
To use this function, it is necessary to connect a Bridgemate communication cable to the serial port of your PC. This communication cable is available from your Bridgemate supplier.



Connect the Bridgemate to the communication cable via the data port at the back of the Bridgemate. All board results are read and stored in the result file score, including scores that have already been sent. These scores can now be processed in your scoring program in the usual way.

### *Bridgemate settings*

All Bridgemate settings can be changed via the menu *Tools* → *Options* → *Bridgemate* tab.



### Displaying previous results

To enable the Bridgemate to display an overview of previous board results of a particular game, check the “Show previous results” option. If you would also like to display your own score, check the “Show own result” option. Own scores are indicated by a \*. To offer the players the possibility of viewing the results more than once, check the “Repeat results” option. To limit the number of results shown on the Bridgemate, set the maximum results to any number between 1 and 127. To remove the limitation, set the maximum to unlimited.

The Bridgemate Pro system calculates for every score what percentage will be awarded to the entered result. To show this percentage on the Bridgemate, check the option “Show percentage of own result”.

When multiple sections are calculated as one, you should check the option “Group sections for results”. The percentage will be calculated through all sections, and the results on all boards with the same number are shown in the overview of previous results. Particularly in this case, it is recommended to set a maximum number of scores you want the Bridgemate to show. Without doing so, the players will use up a greater amount of time watching the results at large sessions.

### Displaying score points

The score points can be displayed from the perspective of the player declaring the game or from the North/South direction of play. In the latter case, score points are obtained by displaying East-West as an opposite score (4H+1 by East-West is displayed as -450 or -650). This applies both to the score points displayed in the verification screen for East and to the “previous board results” overview screen.

### View contract

Use this function to specify whether the Bridgemate uses card symbols or letters for the contracts.

### Autopower-off periods

The Bridgemate will automatically go into autopower-off mode if it remains idle for a while. The default setting is 20 seconds. To change this setting, enter a value between 5 and 60 seconds in “Autopower-off period”. In “Verification message”, enter the length of time you would like the message “Verification by East” to be displayed on the screen.

### Note

Changes to Bridgemate settings will only be applied when the table is newly added to the server and the Bridgemate is logging in.

## System functions

The Bridgemate has two separate system functions. In both cases, the communication cable must be connected to the PC.

### Changing Firmware

The Bridgemate is controlled by a piece of software in the internal memory. This software can be changed from BPC. In concrete terms, this means that the Bridgemate can be updated and that new functions can be added. The language selection option for example can also be changed. In other words, the Bridgemate can be updated without requiring you to purchase new Bridgemates.

To update the Bridgemate firmware, proceed as follows:

1. Go to *Tools* → *Bridgemate* → *Update firmware*.
2. Press *Choose firmware file*.

3. Select a Bridgemate firmware file to be loaded into the Bridgemate. These files have the extension '.bpf'. Once the file has been selected, the location, version number and date of the file are displayed.
4. Switch on the Bridgemate and connect it to the PC. If the Bridgemate is not switched on, connect it first and press OK.
5. The program is written in Bridgemate. Wait with disconnecting the Bridgemate until the text "Writing firmware completed. Disconnect Bridgemate" is displayed.
6. The new program has now been loaded. Press OK to activate the Bridgemate.

The process will be cancelled if an error occurs during loading. Disconnect the Bridgemate and reconnect to repeat the process. If the problem persists, replace the batteries of the Bridgemate.

#### WARNING

Only use this option on the instructions of the supplier. Incorrect use may result in faulty operation. Only use those files supplied by your supplier and follow the instructions carefully. We strongly advise against any other use.

#### **Bridgemate analysis**

The *Tools* → *Bridgemate* → *Bridgemate analysis* menu contains relevant information on the Bridgemate, including version numbers, set autopower-off time and/or correct operation of the Bridgemate.

## Chapter 7: Tips for use

### ***Multiple connections in one room***

There may be times when you wish to enable multiple use of one table number, for example when inviting other bridge clubs to play. As the Bridgemate Pro server can only incorporate one table at a time, it is not possible for two clubs to make use of one server simultaneously. Both bridge clubs will therefore require their own server. It is of course vitally important that they do not interfere with each other. This problem can be rectified by getting the systems to communicate over different channels. The first club sets its system (server and Bridgemates) to channel 0, while the other uses channel 1. A third club can then use channel 2. This method enables a maximum of three clubs to use the Bridgemate Pro scoring system simultaneously without causing any interference.

### ***Big tournaments***

During big tournaments, more than one server will be required to control over 128 tables. The layout of the tables is important in this respect. If the tables are outside the range of the server, an extra server will be needed to increase the range. The Bridgemate Pro scoring system supports multiple servers over a network. In principle, this network can support an unlimited number of tables. The following guidelines must be observed:

- You will need a fully operational network in which all used PCs are interconnected, enabling them to access and process files.
- Only one result file is used, containing all session data and board results of all tables.
- It is not necessary for one of the client PCs to contain the scoring program and/or the result file. From an organizational point of view, it would be handier to use a separate PC containing the scoring program and result file. Clients access the result file over the network.
- Each server is connected to its own PC (=client). Do not connect two servers to one client. Although technically feasible, it may cause unnecessary confusion, as both servers are using the same client name. Worse still, it may even be counter-productive if both servers are operating over the same channel.
- Use different channels for the servers, especially if you are operating a maximum of three servers or if the servers are interfering with each other.
- Only use the same channels if you are operating more than three servers and the servers are not interfering with each other (e.g. in different buildings).

#### Note

An extended version is available offering more than three channels. Please contact your distributor for more information.







**EC Declaration of Conformity  
to the Essential Requirements of  
the applicable Directive 1999/5/EC**

We, **Bridge Systems BV**, Rotterdam The Netherlands, declare under our sole responsibility that the Radio-communication products

Product Name: **Bridgemate® Pro**  
Product Description: **Bridgemate® Pro Wireless Scoring System**  
Model Number of the Server: **BS10R11868**  
Model Number of the Table Terminal: **BM11R11868**

are fully in conformity with the essential requirements of the Council Directive 1999/5/EC (R&TTE). This declaration is based on the full compliance of the products with the following European Standards:

Radio: EN 300 220-3 v1.1.1  
EMC: EN 301 489-1&3 v1.4.1 (August 2002)  
Electrical safety: EN 60950-1:2001

Authorized Representative: **BRIDGE SYSTEMS BV**  
Postbus 21570  
3001 AN Rotterdam  
The Netherlands

Date: May 10<sup>th</sup>, 2004

Signed:

A handwritten signature in black ink, appearing to be "Ron F. Bouwland", written over a white background.

**Ron F. Bouwland**  
Executive Director

English	Hereby, <b>Bridge Systems BV</b> , declares that this <b>Bridgemate® Pro Wireless Scoring System</b> is in compliance with the essential requirements and other relevant provisions of Directive 1999/5/EC.
Finnish	<b>Bridge Systems BV</b> vakuuttaa täten että <b>Bridgemate® Pro Wireless Scoring System</b> tyyppinen laite on direktiivin 1999/5/EY oleellisten vaatimusten ja sitä koskevien direktiivin muiden ehtojen mukainen.
Dutch	Hierbij verklaart <b>Bridge Systems BV</b> dat het toestel <b>Bridgemate® Pro Wireless Scoring System</b> in overeenstemming is met de essentiële eisen en de andere relevante bepalingen van richtlijn 1999/5/EG.
French	Par la présente <b>Bridge Systems BV</b> déclare que l'appareil <b>Bridgemate® Pro Wireless Scoring System</b> est conforme aux exigences essentielles et aux autres dispositions pertinentes de la directive 1999/5/CE.
Swedish	Härmed intygar <b>Bridge Systems BV</b> att denna <b>Bridgemate® Pro Wireless Scoring System</b> står i överensstämmelse med de väsentliga egenskapskrav och övriga relevanta bestämmelser som framgår av direktiv 1999/5/EG.
Danish	Undertegnede <b>Bridge Systems BV</b> erklærer herved, at følgende udstyr <b>Bridgemate® Pro Wireless Scoring System</b> overholder de væsentlige krav og øvrige relevante krav i direktiv 1999/5/EF.
German	Hiermit erkläre <b>Bridge Systems BV</b> , dass sich dieses <b>Bridgemate® Pro Wireless Scoring System</b> in Übereinstimmung mit den grundlegenden Anforderungen und den anderen relevanten Vorschriften der Richtlinie 1999/5/EG befindet. (BMW i)
Greek	<i>ΜΕ ΤΗΝ ΠΑΡΟΥΣΑ <b>Bridge Systems BV</b> ΔΗΛΩΝΕΙ ΟΤΙ <b>Bridgemate® Pro Wireless Scoring System</b> ΣΥΜΜΟΡΦΩΝΕΤΑΙ ΠΡΟΣ ΤΙΣ ΟΥΣΙΩΔΕΙΣ ΑΠΑΙΤΗΣΕΙΣ ΚΑΙ ΤΙΣ ΛΟΙΠΕΣ ΣΧΕΤΙΚΕΣ ΔΙΑΤΑΞΕΙΣ ΤΗΣ ΟΔΗΓΙΑΣ 1999/5/ΕΚ.</i>
Italian	Con la presente <b>Bridge Systems BV</b> dichiara che questo <b>Bridgemate® Pro Wireless Scoring System</b> è conforme ai requisiti essenziali ed alle altre disposizioni pertinenti stabilite dalla direttiva 1999/5/CE.
Spanish	Por medio de la presente <b>Bridge Systems BV</b> declara que el <b>Bridgemate® Pro Wireless Scoring System</b> cumple con los requisitos esenciales y cualesquiera otras disposiciones aplicables o exigibles de la Directiva 1999/5/CE.
Portuguese	<b>Bridge Systems BV</b> declara que este <b>Bridgemate® Pro Wireless Scoring System</b> está conforme com os requisitos essenciais e outras disposições da Directiva 1999/5/CE.
Malti	Hawnhekk, <b>Bridge Systems BV</b> , jiddikjara li dan <b>Bridgemate® Pro Wireless Scoring System</b> jikkonforma mal-htigijiet essenzjali u ma provvedimenti oħrajn relevanti li hemm fid-Dirrettiva 1999/5/EC.
Estonian	Käesolevaga kinnitab <b>Bridge Systems BV</b> seadme <b>Bridgemate® Pro Wireless Scoring System</b> vastavust direktiivi 1999/5/EÜ põhinõuetele ja nimetatud direktiivist tulenevatele teistele asjakohastele sätetele.
Hungarian	Alulírott, <b>Bridge Systems BV</b> nyilatkozom, hogy a <b>Bridgemate® Pro Wireless Scoring System</b> megfelel a vonatkozó alapvető követelményeknek és az 1999/5/EC irányelv egyéb előírásainak.
Slovak	<b>Bridge Systems BV</b> týmto vyhlasuje, že <b>Bridgemate® Pro Wireless Scoring System</b> spĺňa základné požiadavky a všetky príslušné ustanovenia Smernice 1999/5/ES.
Czech	<b>Bridge Systems BV</b> tímto prohlašuje, že tento <b>Bridgemate® Pro Wireless Scoring System</b> je ve shodě se základními požadavky a dalšími příslušnými ustanoveními směrnice 1999/5/ES.
Slovene	Šiuo <b>Bridge Systems BV</b> deklaruoja, kad šis <b>Bridgemate® Pro Wireless Scoring System</b> atitinka esminius reikalavimus ir kitas 1999/5/EB Direktyvos nuostatas.
Lithuanian	Šiuo <b>Bridge Systems BV</b> deklaruoja, kad šis <b>Bridgemate® Pro Wireless Scoring System</b> atitinka esminius reikalavimus ir kitas 1999/5/EB Direktyvos nuostatas.
Latvian	Ar šo <b>Bridge Systems BV</b> deklarē, ka <b>Bridgemate® Pro Wireless Scoring System</b> atbilst Direktīvas 1999/5/EK būtiskajām prasībām un citiem ar to saistītajiem noteikumiem.