

Bridgemate® Pro Scoring System - General overview

The New Standard in Scoring

The Bridgemate wireless scoring system is an advanced system to simplify and speed up the collection of results of your bridge sessions. Over 45,000 Bridgemates are used by over 2,000 clubs in 35+ countries. Also they have been used by the World Bridge Federation and European Bridge League for all their tournaments since 2005. In 2006 at the Verona World Championships over 140,000 boards were scored using Bridgemates.

System products

In order to fully use the Bridgemate scoring system, the following product items are required:

- Bridgemate scoring devices. One is needed for every table in play.
- One central server that communicates with the Bridgemates. Up to 128 Bridgemates can be operated on one server. More servers can be added through a network of computers.
- PC with Windows98 or higher
- Bridgemate Pro Control software.
- ACBLscore (Windows)

Special Notes for ACBLscore: When using Windows 98, Office 2000 must be installed on the PC. There are no special requirements for Windows ME or higher.

Procedure at a glance

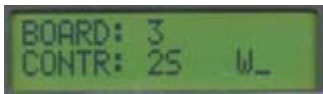
In short, the Bridgemate system works as follows:

- The session (game) is first created in the scoring program. You set the number of sections, tables, pairs, any missing "phantom" pair, number of boards etc.
- Once the session has been created, the Bridgemate system is launched from within the scoring program. The Bridgemate Pro Control program is activated. The session data for all tables is loaded into the server which controls each Bridgemate in preparation for real-time data retrieval.
- Bridgemate terminals are distributed to the correct tables. Each Bridgemate is configured for a section and table number, thus enabling the system to identify each specific table. Bridgemates can be configured and placed on each table during preparation of the session.
- The Bridgemates are activated and players start entering their member numbers (optional) and enter the board results during the session. Results (after verification by East or West) are sent to the server.
- The server stores the member numbers and results in its memory. Bridgemate Pro Control interrogates the server every second and stores the data in the "results file."
- The operator of the scoring program periodically retrieves the results and member numbers from the results file and stores them in its session data file for further calculation, displaying results, etc.

The hand-held terminals

The Bridgemate is an ergonomically designed hand-held terminal. Through its user-friendly design, it fits well in your hand and enables one to enter results quickly and easily. The keyboard has large keys and displays clear texts leaving no doubts about their function.

The display is clearly visible from all angles and shows you information in a clear and comprehensive way.



The Bridgemate uses four AAA batteries ("triple A"). Thanks to its low-energy consuming design, the batteries last for about 200 hours*. A notification on the screen informs you to replace the batteries with new ones when they are running out of power. This can be done during a session. All information is retained in the Bridgemate's memory and nothing will be lost.

* Indicative number of hours for the original, supplied batteries.



Preparing the session

Before starting to use Bridgemates in a session (game), preparations are made to inform the Bridgemates about which movement is used, which boards are played, any sit-outs, etc. The following set-up activities are described below:

- Configure section number and table number for each Bridgemate and place them at the correct tables.
- Create session in your scoring program.
- Launch the Bridgemate Pro Control system from within the scoring program.
- Early in the game, if necessary, make corrections for late arriving (or no-show) pairs/players.

Configure section and table number for each Bridgemate

Each table will be assigned its own Bridgemate. Section numbers range from A to Z, while the table numbers can go up to 511.

Create session in scoring program

Preparations start with the scoring program. Create a new session where some basic information is supplied about the number of sections, the number of tables per section, the number of boards to be played, the movement and if there is any sit-out (phantom pair). That's all. Names of the players are not required at this stage. There may, or may not, be an equal number of pairs for north-south and east-west. Bridgemate can handle both. Section numbers vary from A to Z, pair numbers can go up to 999 and board numbers up to 63. All this information is used by the Bridgemate to inform the players each round in which direction the pairs should play and verify the entry of the board number. The sit-out information allows the Bridgemate to skip a specific round.

Start the Bridgemate Pro system

Once the session(s) have been created in the scoring program, it's time to start the Bridgemate system. The scoring program generally contains a function to launch the Bridgemate Pro Control software automatically and feed it the correct data with only a single operation. The Bridgemate program picks up this information and passes it on to the server. The server is now ready to communicate with the Bridgemates at each table and the session can be started.

Late arriving pairs

Nearly every bridge club will be familiar with the phenomenon of late-arriving and no-show pairs. Also the Bridgemate scoring system is. Just add the late pairs (or remove no-show pairs) in ACBLscore, adjust any movements, tables and sit-outs and have the scoring program; ACBLscore automatically updates the Bridgemate Pro Control software.

Enter board results

After all preparations have been made, it's time to activate the Bridgemates at the table and to let the session begin. At the start of the session, each Bridgemate will show its section and table settings on the screen.



Pressing the OK key activates the Bridgemate and initiates its connection to the server. Depending on the options settings, it may first ask for entry of player numbers; otherwise, it will go directly to the starting screen for the first round.

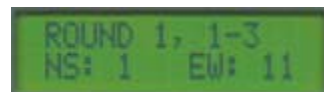
Entry of player numbers

Optionally, Bridgemates may prompt users for their player numbers at the start of the session. This saves the TD or scorer a lot of time in entering player numbers or names. In case a player doesn't have a member number, it can be left blank or use "Pseudo" numbers that you assign to players who are not ACBL members. The alpha character in an ACBL Life Member's number is the same numeric digit they started with originally. A translation table is available on our website.



Start of the round

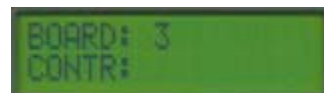
At the start of each round, the Bridgemate will display the new round and the expected pairs as well as their direction of play. It also displays the boards that should be played. This grants the players the opportunity to verify if they are seated in the correct direction and if they have the correct boards.



The Bridgemate will automatically switch off after it has been idle for a while. The default autopower-off time is set to 20 seconds, but can be reset to between 5 and 60 seconds. No data will be lost when the Bridgemate switches off. Simply press the OK button to resume.

Entry of results

After round information has been confirmed, the players can start entering information in the Bridgemate. Typically North operates the Bridgemate, and East or West is responsible for verification of the entered board results.



First the number of the board is entered by pressing the number and confirming with the OK key. The Bridgemate immediately verifies with the server whether this number is correct or not. The server knows the movement so any wrong board numbers are quickly detected, and a message will appear that the number is

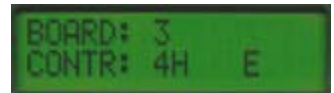
incorrect. Board numbers that have already been entered in the same round cannot be entered again. This prevents overwriting of earlier results and also results of previous pairs cannot be adjusted in this way.

It is recommended that North enter and validate the board number before players pick up the cards. In case the Bridgemate returns a warning (for example a wrong board was placed at the table), the board can easily be changed with the correct board without having complicated actions being taken by the TD.

Boards can be played in any order within a round. It is not required that they are played in ascending order. There will be a warning notice when a board is played "out of order." The OK key is used to "accept" the out-of-order board; or, the CANCEL key may be used to enter the correct board number.

Typo errors can easily be corrected. Pressing the CANCEL key erases the last entry and functions like a backspace key. By pressing this key multiple times, all of the entered data for the current board may be erased.

When the board number is accepted, players start the bidding. After the bidding has ended, the contract and the declarer are entered.



BOARD: 3
CONTR: 4H E

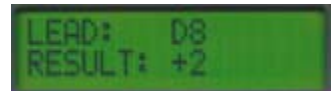
To indicate the contract, either card symbols or letters can be used. This is configurable in the Bridgemate Pro Control software.



LEAD: D8
RESULT:

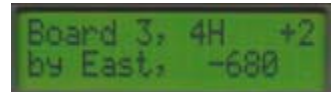
Optionally the lead card can be recorded in the results file.

Now the players can start playing the board. Once they have finished, North enters the result.



LEAD: D8
RESULT: +2

After everything is entered (contract, lead card and result), the Bridgemate shows a message saying that E/W now must verify the entered result. North passes the Bridgemate to East or West and the following screen appears.



Board 3, 4H +2
by East, -680

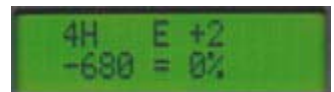
The board data entered by North is displayed on one screen. In addition, the number of score points obtained on this board will also be displayed. Depending on the option setting, the number of score points will be displayed as assigned to the North-South pair or to the Declarer. (In this case it is as assigned to North-South).

East or West now has the opportunity to verify the result. If there is a mistake, E/W presses CANCEL to delete the mistaken entry and the correct result is entered. When the result is correct, E/W presses OK to validate it and the information is sent to the server. The Bridgemate shows:



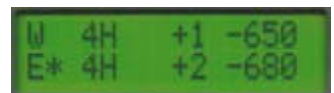
ENTRY COMPLETED
SHOW RESULTS?

Depending on the options settings, players may view feedback on their result for the board. The Bridgemate system displays the calculated percentage for the result achieved on the board - compared with the other results that are registered so far for this board.



4H E +2
-680 = 8%

Next, depending on the options settings, the Bridgemate shows an overview of all other previous results on this board. Results are ordered from highest N/S score to lowest. The * indicates the score achieved by the current pairs themselves. It is easy to compare your own result against the others.



W 4H +1 -650
E* 4H +2 -680

Results are shown two at a time. By pressing the OK key the next two are displayed. In Bridgemate Pro Control several options are available to customize the results list - including the option to repeat results, limit the list to a maximum number of results, etc.

End of round, session

When all boards of a round are played and entered in the Bridgemate, the display will show the text:



END OF ROUND

The Bridgemate deactivates automatically.

After pressing OK again, the round information for the next round appears. At the end of the last round, the message End of Session appears. 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. There will be no prompt for the lead card nor 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. 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.

The Bridgemate will not display an overview for unplayed boards. Since the board will probably be played later, players must be prevented from seeing the results of previous boards

Processing results

Processing the incoming results is an easy task. Basically you let both programs - Bridgemate Pro Control and ACBLscore - automatically retrieve new data coming in from the Bridgemates. Bridgemate Pro Control will start retrieving new data as soon as it is launched by the scoring program. ACBLscore waits for a command from the TD/scorer to start processing/posting the results.

Additional features

- Players don't enter the score points. The Bridgemate and ACBLscore will calculate scores automatically based on the vulnerability belonging to the board number. This avoids many mistakes when converting contracts to score points.
- In case there is a sit-out, the Bridgemate will automatically skip that round. When the sit-out happens to be in the last round, the Bridgemate will end the session after the next-to-last round.
- Each Bridgemate saves all results in its local memory. Should it happen that results are not retrieved by the scoring program and Bridgemate Pro Control, Bridgemates can be connected directly to the computer using the Bridgemate communication cable to retrieve the results.
- The Bridgemate scoring system has multiple radio-frequency channels available for data communication. Multiple systems can be operated at the same time without interfering with each other by using different channels. The US version has 128 channels.
- No two Bridgemates with the same section and table number can be logged in to the server at the same time. It is, therefore, not possible to "spy" on a session and unethically retrieve data from outside.
- All data transmissions are encrypted (using different levels of scrambling with rolling key codes) in order to have a secure communication between Bridgemate and server.
- The server is an independent device and once it has been updated with the session data, it can operate without having a physical connection to the computer. When it is re-connected to the computer again, all not-retrieved results will be retrieved and stored in results file.

Bridgemate.US

www.bridgemate.us

sales@bridgemate.us