

A Guide To Scoring Single Events With BridgePads

written by Cad Delworth,
Carlton Bridge Club,
Edinburgh

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Introduction

Do I Need To Read This Guide?

You **do** need to read this Guide if you are the scorer when:

- only **one** event is being scored, and
- the event is to be scored using BridgePads.

'Event' means a normal duplicate pairs tournament.

'The scorer' means the person who enters the names and scores into the computer and prints out the results and master point certificates. You might or might not also be the TD of the event.

Please note that this Guide **only** refers to scoring **one** event with BridgePads.

IMPORTANT NOTES:

DO NOT use the instructions in this Guide if you are scoring a multi-section event (in other words: an event run in two or more sections, playing the same duplicated boards in each section, with the scores from all sections merged into a single result).

Also DO NOT use the instructions in this Guide if you are scoring two or more events running simultaneously.

In either of these cases, use the *separate* Guide written for that specific purpose.

What Do I Need To Know In Advance?

It is assumed that you are familiar with using ScoreBridge to score events using travellers.

It is also assumed that you already know to check and print the scores and master point certificates, and how to send the event results to the Carlton web site.

Please note that this Guide **only** explains the **differences** when using BridgePads instead of paper travellers, including advice on correcting common situations which can occur during play when using BridgePads.

*Cad Delworth CEng MBCS CITP
IT Consultant, Carlton Bridge Centre,
Edinburgh, Scotland*

23 October 2011

Starting The Event

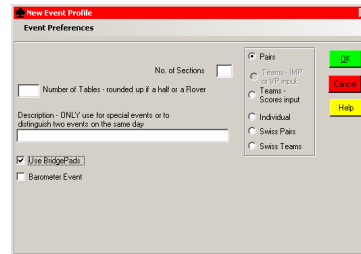
THIS TAKES TWO TO FIVE MINUTES TO COMPLETE. ALLOW ENOUGH TIME TO DO *EVERYTHING* BELOW!

- In ScoreBridge, click the **New Event** button as usual.

IMPORTANT!

In the **New Event Profile** dialog:

- Make sure the Use BridgePads box is ticked.** (This 'removes' the **Date** box from the dialog.)
- You **must** type a **No. of Sections**. Type **1** into the box.



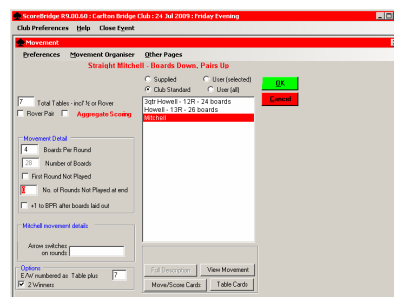
Type the **Description** and **Number of tables** as usual, then click **OK**.

- In the **Movement** window, select all the options as usual.

IMPORTANT!

In the **Movement** window:

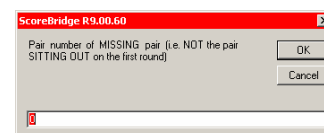
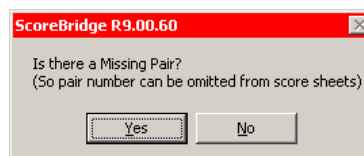
- You **must** get the movement correct. If you need to change it after the BridgePads are switched on, you will **lose all** the scores already entered.
- If you arrow-switch **any** rounds, you **must** enter these **now and not later!**
- If your event is an **aggregate** event, tick the red **Aggregate Scoring** box.
- If this is a 'two winners' event, make **sure** the **2 Winners** box is ticked.



- You next see a dialog asking if there is a missing pair. If so, click **Yes** and you will see a dialog asking you to type in the **missing** pair number.

IMPORTANT: Make sure you type the **missing** pair number and **not** the pair number sitting out on the first round. When you have typed the **missing** pair number, click **OK**.

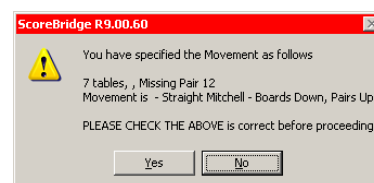
Because it is vitally important that you get the missing pair number correct, you next see a message box asking you to confirm the missing pair number you typed. Click **OK** if the number is correct, or click **Cancel** if you need to correct the number.



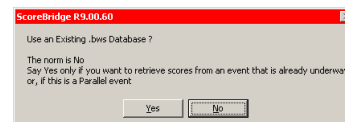
4. You next see a message box showing the movement details you have entered.

READ THIS CAREFULLY before you click Yes or No.

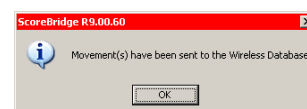
Remember that if the movement is wrong and you need to change the movement later, you **will lose all the scores** already entered.



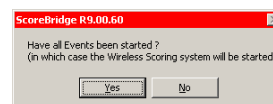
5. You see a message box asking **Use an existing .bws Database?** Click **No**.



6. You see a message box confirming that ScoreBridge has sent the movement details to the BridgePad wireless database. Click **OK**.



7. You see a dialog box asking whether all events have been started. Click **Yes**.



ScoreBridge now starts the BridgePad control program, *aka RF BridgePad UI*. While it is starting up, you see the screen below:



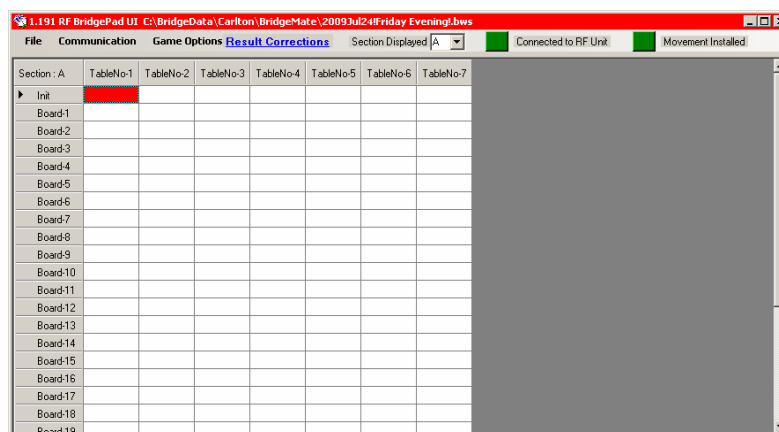
This is a good time to quickly test each BridgePad before you hand them out to the players.

Switch each BridgePad on by pressing **PWR**.

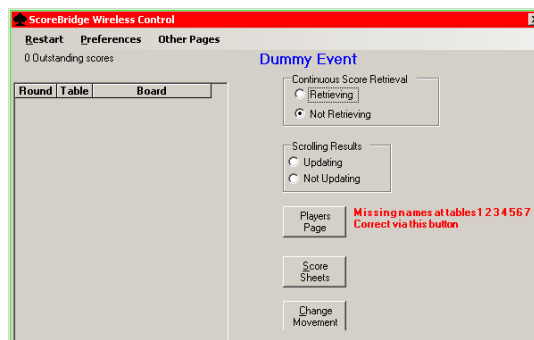
If any BridgePad is **not** showing the **Welcome to BridgePad** screen, reset it by holding down **XX** and pressing **PWR**.

8. **WAIT** until the BridgePad program has **fully** started up and is displaying the grid of tables and boards.

An example for seven tables is shown below:



9. At the top right of the BridgePad window, check that the coloured block to the **left** of **Connected to RF unit** is coloured **green**.
- If the block is green: **minimise** the BridgePad window but **do not close it**.
 - If the block is red: check that the BridgePad base unit is plugged in and has a green LED lit on the back of the base unit (beside the cable).
10. ScoreBridge shows the **ScoreBridge Wireless Control** window:



Click **Retrieving** to start ScoreBridge collecting scores from BridgePads.

11. Hand out the BridgePads to the players.

IMPORTANT:

- If there is a missing **NS** pair **which does not move** (usual for a Mitchell type movement), **do not** put a BridgePad on that table!
- If there is a missing **EW** pair, **do** put a BridgePad on that table.

IF YOU HAVE ANY PROBLEMS YOU CANNOT QUICKLY CORRECT, USE NAME SLIPS AND PAPER TRAVELLERS INSTEAD OF BridgePads!

How To Correct Common Problems

This section explains how to sort out the most common problems which are likely to happen during an event.

Wrong Table Number Was Entered, or Two Tables Entered The Same Table Number

Reset the BridgePad(s) concerned by holding down **XX** and pressing **PWR**.

Any **names** already entered on those BridgePads will need to be entered again. (This is their 'punishment' for not checking the table number properly!)

A Player Doesn't Have A BridgePad Number (e.g. a visitor)

Tell the North at that table to enter a Player Number of **0** (zero) on the BridgePad, and also to **PRINT** the player's first name and surname on a slip of paper, along with their pair number.

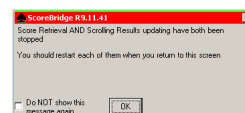
You will need to enter the player's name later, as described below.

I Need To Enter or Correct a Player's Name

You can enter or change any player name as you would do when using travellers and names slips. We suggest you do this at the tea break.

To enter or change player names:

1. Make a note of the wrong or 'missing' player's name, pair number, and position (North, South, East, or West).
2. In the **ScoreBridge Wireless Control** window, click **Other Pages, Players in this Event**.
3. In the message box warning you that this will temporarily stop the collection of scores, click **OK**.
4. In the **Players in this Event** window, enter or change names as you would for a non-BridgePad tournament.

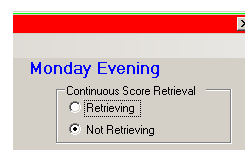


IMPORTANT!

Be sure when entering a 'new' player' name that it definitely DOES NOT already exist in the player database. A good way to check is to show the list by Last Name and NOT to show members first. Also check for similar but different spellings of first names (Bill, William, Will, etc.).

If the player is DEFINITELY a new name, make sure you do NOT enter them as a Club Member!

5. In the **Players in this Event** window, click **OK/Save**.
6. If necessary, click **Other Pages, Wireless Control** to show the **ScoreBridge Wireless Control** window again.
7. In the **ScoreBridge Wireless Control** window, click **Retrieving** to start receiving scores from the BridgePads again.



Correcting Scores/Contracts/Opening Leads/etc.

If players don't notice a mistake in time to correct it, or a table has just played a 'late play' board (see below), do this on their BridgePad:

1. Press **ERROR**.
2. Press **1 (Correct board)**. You see a 'blank' board entry screen.
3. Enter the **board number** to be corrected and press **NEXT**.
(**NOTE:** If the board is from a previous round, you *may* see extra prompts, and be asked to 'Enter password:' the TD password is **Q, K**, then press **NEXT**.)
4. Hand the BridgePad back to North to enter (or re-enter!) the contract, declarer, opening lead, and tricks taken.

If for any reason the method above does not work, you **can** correct a score on the computer instead.

DO NOT use this method unless you've tried the method above and it has failed!

1. Restore the **RF BridgePad UI** window.
2. In the grid, find the board and table whose score you want to correct, then **double-click** it.
3. In the dialog, enter the correct details, then click **OK**.
You see a message 'balloon' confirming that the score has been changed.
4. Minimise the **RF BridgePad UI** window.
5. Make sure the **ScoreBridge Wireless Control** window is showing again.

I Need To Postpone A Board To Play Later

If a table are playing especially slowly, and you need to postpone play of a board until end of the event, enter that board as 'late play.'

To do this, North should enter the board number as usual, then instead of entering a contract, press **NP/LP twice**. This marks that board as 'late play.' The 'traveller' screen will show **LT-PLAY** instead of a contract and score.

When the board **is** played, you will need to 'correct' the board's contract as described above (press **ERROR, 1**, type board number, press **NEXT**).

NOTE: 'Late play' is also useful if players enter scores against the wrong board numbers.

Batteries Are Low: Call The Director

If a BridgePad shows this message, remove and discard the batteries and insert two new AA batteries. There is a supply of new batteries in the Office, in the cabinet beside the Office door.

IMPORTANT: Please also write the **date** on one of the small Post-It notes beside the batteries, then stick the Post-It **inside** the battery cover (to help us monitor battery usage).

When you switch the BridgePad on again, press **PWR, 3**. The BridgePad should 'pick up' from the board due to be entered just before the batteries ran out.

A BridgePad Isn't Working Properly

If a BridgePad is faulty or 'playing up' during an event, or if a player has managed to reset it to the Welcome screen (!), **restart** it as follows:

1. **On the faulty unit**, hold down **XX** and press **PWR** to reset it.
2. At the Welcome screen, press **BACK**.
3. At the **Enter password:** prompt, press **Q, K, NEXT**. You see a menu with seven options.
4. Press **4 (Replace failed unit)**.
5. Enter the table number and press **NEXT**. Confirm the table number (press **NEXT**) or correct it (press **BACK**).
6. You see the message **Waiting for game data**, followed by a count of the number of 'data packets' being sent to the BridgePad.
7. **Wait** until you see the message **Takeover sequence complete**.
8. If the unit still doesn't work properly, repeat all the numbered steps above on an **unused** BridgePad, then swap it with the faulty BridgePad.

I Need To Drop Some Rounds!

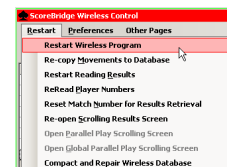
If the event is over-running, and you need to drop one or more rounds at the end, you **don't** need to do anything on the computer. ScoreBridge **will** score the tournament correctly!

IMPORTANT!

DO NOT try to alter the movement in ScoreBridge! You will almost always cause major problems by trying to do this.

Oops! I Closed The RF BridgePad UI Program!

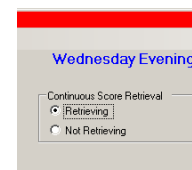
In the **ScoreBridge Wireless Control** window, click **Restart, Restart Wireless Program**.



Oops! I Closed ScoreBridge!

Open ScoreBridge and in the Event List, click the event name, then click **Retrieve Event**.

Score collection should resume normally, but make sure that in the **ScoreBridge Wireless Control** window, **Retrieving** is selected: if not, click it to start receiving scores from the BridgePads again.



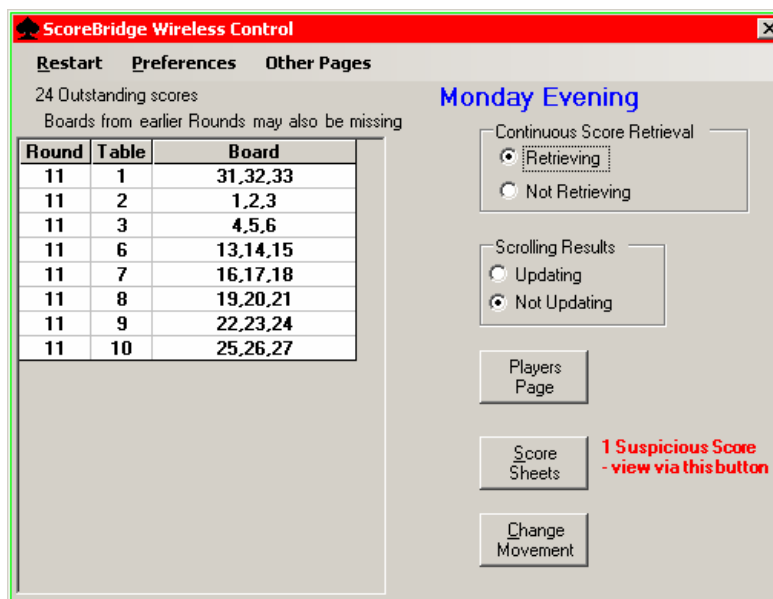
Most Or All Of The BridgePads Are Showing the Wrong Boards

If some or all BridgePads stop showing the correct boards (usually because you tried to amend a movement during play), **don't panic!** Hand out travellers and/or collect score cards from each pair at the end of the event.

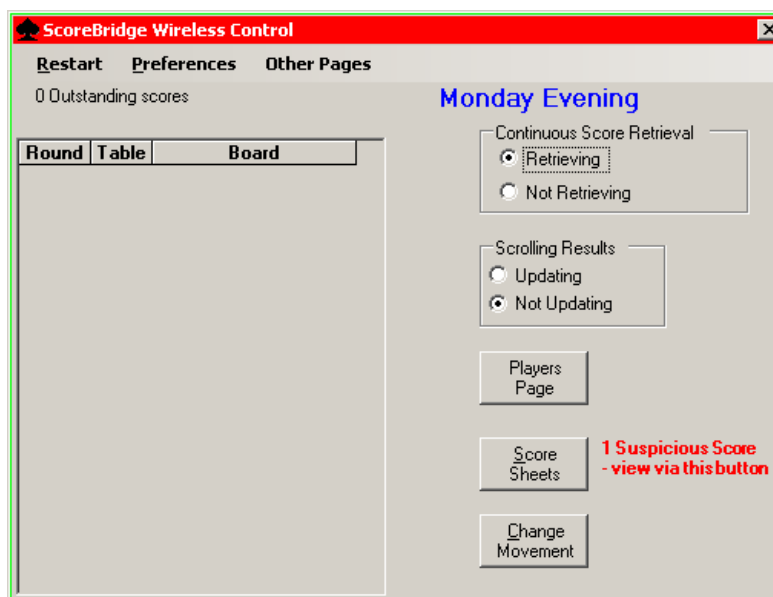
After play, **DO NOT** close the **BridgePad RF UI** window! It **will** contain **all** scores recorded on the BridgePads, so you **will** be able to read some or all of the missing scores etc. from the grid in the **BridgePad RF UI** window whilst you manually enter missing scores, contracts, etc. in the ScoreBridge **Score Sheets** window.

Finishing The Event

- When you finish playing your last round, go into the office and watch the **ScoreBridge Wireless Control** window.

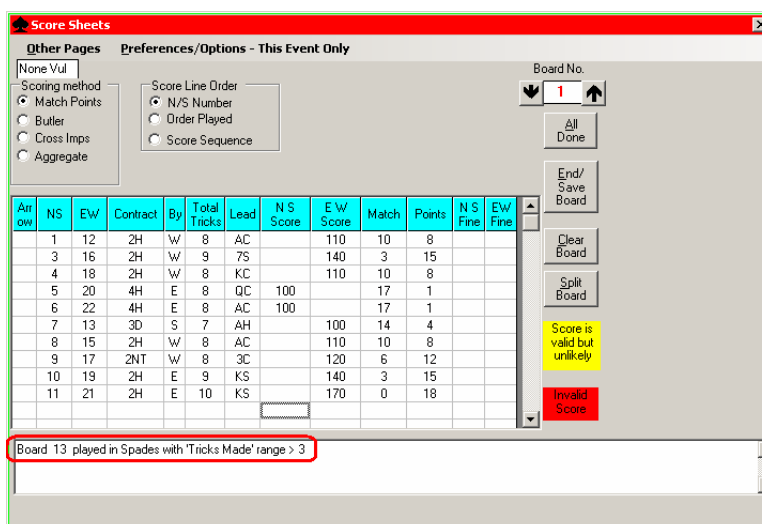


- When there are no 'outstanding scores' showing in the left-hand side of the window (i.e. everyone has entered all their boards), you know that all the scores for the last round have been retrieved, and you can proceed with the instructions below.



You **may** see a **red** message like **1 Suspicious Score**. A 'suspicious score' is a board where there are widely varying results, or which was passed out at one or more tables.

3. Click **Score Sheets**. This opens the **Score Sheets** window:



At the bottom of the **Score Sheets** window, you **may** see one or two messages advising you of boards you should double-check (see above). If so, go to these boards and review the results. Manually correct any contracts or scores which are wrong. Remember to click **End/Save Board** if you make any changes!

Usually, all scores **will be** correct: the messages merely alert you to the **possibility** of incorrect scores, because the numbers of tricks taken on a board cover a wide range. For example, a board where 3NT makes from six to eleven tricks would cause this message; so would any board which was passed out at any table.

3. Finally, if you have any artificial scores (averages, or average plus/minus) or fines to apply, enter these now, and click **End/Save Board** in **each** board you change.
4. When all scores are present and correct, **restore** and then **close** the **RF BridgePad UI** window. Answer any warning dialogs appropriately (click **Yes** or **OK** as needed).
5. In the ScoreBridge **Score Sheets** window, click **All Done**, then proceed as normal (attach the deal file if you used pre-dealt boards, make and send the Web page, print master points and then results, etc.).

IMPORTANT: RESET ALL the BridgePads after use (while switched on, hold down XX and press PWR).