

A Guide To Scoring Two 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:

- two **separate** events are running simultaneously,
- **both** events are to be scored using BridgePads, and
- the two events are to be scored as **separate** events.

'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 two **separate** events with BridgePads.

IMPORTANT NOTE: 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).

What Do I Need To Know In Advance?

It is assumed that you are familiar with:

- using ScoreBridge to score events,
- using BridgePads with ScoreBridge to score events, and
- setting up ScoreBridge to score a single event using BridgePads.

Please note that this Guide **only** explains how to set up and start everything for the two events, and minor differences when manually correcting scores on the computer and replacing BridgePads.

It is 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.

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

24 May 2010

Before You Begin

*Please read this section at least once: it contains **important** information about scoring two simultaneous events.*

This section describes the general principles of scoring two separate simultaneous events (sometimes referred to as 'parallel' events) using BridgePads and ScoreBridge.

How It Works

When two separate events are scored at the same time:

- The BridgePad control program (*aka* **RF BridgePad UI**) treats the two events as separate **sections** named **A** and **B**.
- There is **one** wireless database in use (**not** two). The BridgePads in **both** events ('sections') send scores to the **same** wireless database.
- You need to have **two separate** copies of ScoreBridge open at the same time: one copy for each event.
- **Both** copies of ScoreBridge receive scores from the **same** wireless database. The **first** copy of ScoreBridge receives its scores from BridgePad section **A**; the **second** copy of ScoreBridge receives its scores from BridgePad section **B**.

Here are some useful do's and don'ts when scoring two separate events at the same time:

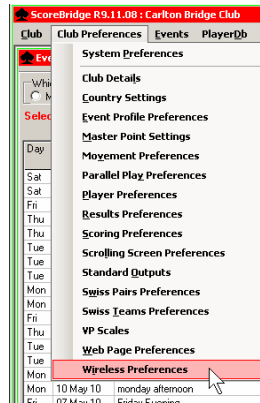
- **Do not** start the wireless scoring until you have **fully** set up **both** copies of ScoreBridge with the number of tables **and** the movement.
- **Do not** hand out BridgePads to players in either event until **both** copies of ScoreBridge **and** the BridgePad control program (*aka* **RF BridgePad UI**) are running. If the BridgePads are started too early, you **will** have to reset them.
- **Do** ensure that **both** copies of ScoreBridge use the **same** wireless database.
- **Do** tell all players the **correct** section for their event (**A** or **B**), and tell them they will need to enter this **before** they enter their table number as usual.
- **Do** make sure that you are making the change in the **correct** section (A or B) if you need to manually change any scores etc. using the BridgePad control program (*aka* **RF BridgePad UI**).
- **Do** make sure you enter the **correct** section (A or B) if you need to replace any BridgePad in either event.
- **Do not** close the BridgePad control program (*aka* **RF BridgePad UI**) until all boards have been played and scored in **both** events, and all scores have been checked (Queried Results button) in **both** events.

Setting Up

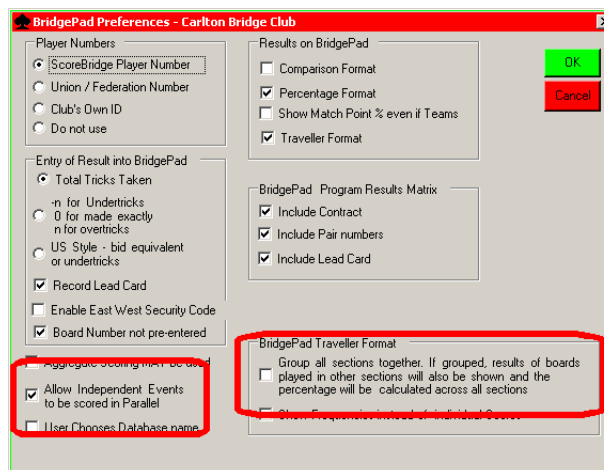
This section explains how to set everything up to score two separate simultaneous events using BridgePads and ScoreBridge.

Step One: Check The ScoreBridge Wireless Preferences

1. If ScoreBridge is not already open, open ScoreBridge by double-clicking the **R9 ScoreBridge** icon on the desktop.
2. On the ScoreBridge menu, click **Club Preferences, Wireless Preferences**.



The BridgePad Preferences dialog opens.

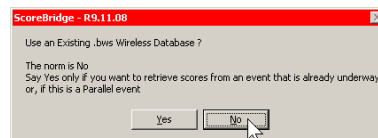


3. Check the two settings highlighted above:
 - **Allow Independent Events to be scored in Parallel** must be **selected** (ticked). **NOTE:** If you need to *tick* this box, an information message box opens after you tick it. Click **OK** to close the message box.
 - In the *BridgePad Traveller Format* box, **Group all sections together** must be **cleared** (not ticked).
 4. If either setting is incorrect, correct it.
 5. Click **OK** (the green button).
- Leave ScoreBridge open (do not close it).

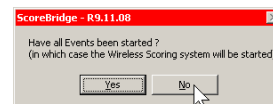
Step Two: Set Up ScoreBridge

Set up ScoreBridge for the first event as usual, including all the movement details, and any missing pair (half-table).

On the *Use Existing Wireless Database* dialog, click **No** as usual.

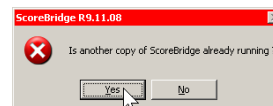


On the *Have all Events been started?* dialog, click **No**. **Do not click Yes**.

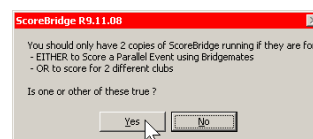


Open a *second* copy of ScoreBridge by double-clicking the **R9 ScoreBridge** icon on the desktop.

On the *Is ScoreBridge already running?* dialog, click **Yes**.

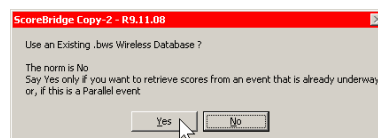


On the *Is one or other of these true?* dialog, click **Yes**.



Set up the second copy of ScoreBridge for the second event as usual, including all the movement details, and any missing pair (half-table).

On the *Use Existing Wireless Database* dialog, click **Yes**. **Do not click No**.

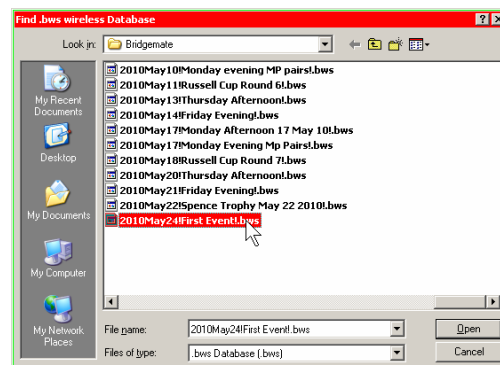


On the *Find .bws wireless Database* dialog, select the **first** event's wireless database.

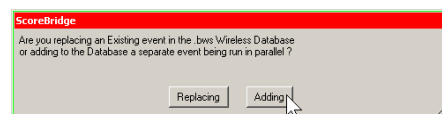
This will be named **date!eventname!.bws**.

For example, if the date today is 24 May 2010, and the first event's name is *First Event*, the file is named **2010May24!First Event!.bws**.

When you have selected the wireless database, click **Open**.



On the *Are you replacing ... or adding ... ?* dialog, click **Adding**.



On the *Have all Events been started?* dialog, click **Yes**. **Do not click No**.



The BridgePad control program (*aka RF BridgePad UI*) opens as usual.

Step Three: Hand Out The BridgePads

When the BridgePad control program (*aka* **RF BridgePad UI**) is **fully** started up and is displaying the grid of tables and boards, you can hand out BridgePads to the players.

When they start their BridgePads, players must enter a **section** before entering their table number and names. Tell the players in **both** events the **correct** section to enter:

- Players in the **first** event (the **first** copy of ScoreBridge) are section **A**. Tell the players that when BridgePad asks them to enter a section, they press **1** (section A) and **NEXT**.
- Players in the **second** event (the **second** copy of ScoreBridge) are section **B**. Tell the players that when BridgePad asks them to enter a section, they press **2** (section B) and **NEXT**.

If any table in either room enters the wrong section number (letter) on their BridgePad, both that BridgePad *and the BridgePad for the same-numbered table in the other event* will need to be reset. To do this, reset the BridgePads and ask **both** Norths to re-enter the section, table number, and all four player numbers.

You may wish to consider imposing a 1MP or 2MP fine on Norths who are ‘repeat offenders,’ to encourage them to pay proper attention to the TD in future.

Step Four: Entering Names For Half-Tables

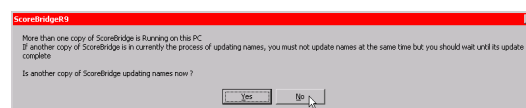
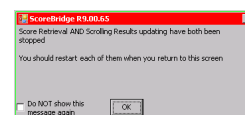
If both events have only full tables, or the missing pair is an East-West pair, ignore this step.

As you already know, if the missing pair is a North-South pair, you do **not** put a BridgePad on that table, and you must enter the names of the East-West pair manually in ScoreBridge after the event has started.

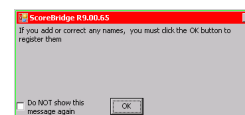
Hand the sitting-out East-West pair a names slip and ask them to write their pair number and **both** names on the names slip. They do not need to write their ScoreBridge player numbers (you will be entering their names manually), but it does no harm if they choose to do so. Collect the names slip from them after they have completed it.

At a convenient time (many TDs do this during the tea break), and in the correct copy of ScoreBridge (the event which needs names manually entered):

1. On the *Wireless Control* page, click **Other Pages, Allocation of Names to Tables**.
2. A reminder message box opens. Click **OK** to close it.
3. On the dialog asking whether the ‘other’ copy of ScoreBridge is updating names, click **No**.



4. The *Allocation of Names to Tables* page opens, with a reminder message box. Click **OK** to close the message box.
5. On the *Allocation of Names to Tables* page, scroll the left-hand list to the missing pair number and enter their names by typing them or clicking in the right-hand list, as you would do if you were scoring the event manually.
6. Click **OK/Save** (the green button).
7. On the *Wireless Control* page, click **Retrieving** to re-start score collection.



During Play

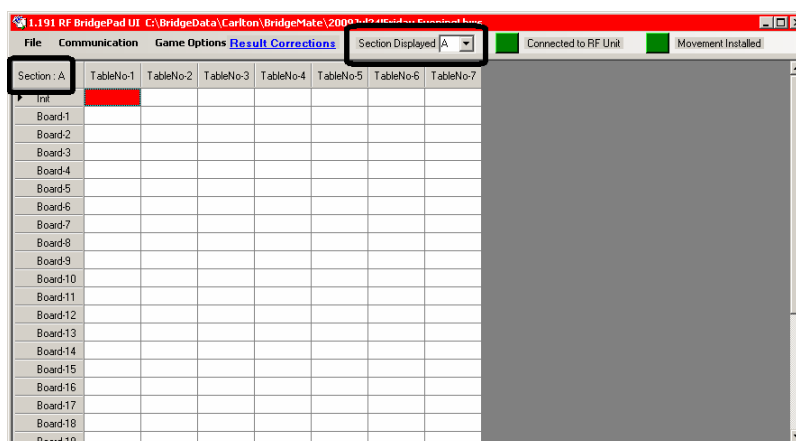
This section explains some differences you need to be aware of when running or scoring two separate simultaneous events using BridgePads and ScoreBridge.

Manually Correcting Scores

As always, it's best to get the *players* to make any corrections on their BridgePads.

However, if you need or prefer to manually correct a score, lead, etc. in the BridgePad control program (*aka RF BridgePad UI*) on the computer, you must select the correct **section** (correct event) **before** you make the manual correction.

To select a section in the BridgePad control program window, use the **Section Displayed** dropdown at the top of the window.



The letter of the section displayed in the grid is shown at the top left corner of the grid.

If the events have different numbers of tables, you can easily tell the two sections (events) apart in the BridgePad control program. If both events have the **same** number of tables, be *especially careful* that you make the correction in the **correct** section (event).

Replacing BridgePads (Takeovers)

If for any reason you need to replace a BridgePad in either event, remember that like the players, you need to enter a **section** as well as a table number. As with a single event, you **must** attempt the takeover sequence **on** the 'problem' BridgePad first. Only if this fails should you use a different physical BridgePad.

If you enter the wrong section while replacing a BridgePad, it will 'take over' from a BridgePad in the *other* event, and you will need to reset *that* BridgePad as well.

If this happens, **swap** the BridgePad you just reset *with the BridgePad at the same-numbered table in the other event*; then perform the takeover procedure again on the other BridgePad. This way, you only need to perform two 'takeovers' altogether (instead of three).

For example: suppose the BridgePad at table 5 in section B needs to be reset, but you accidentally specify section A instead of B. When the BridgePad completes the takeover sequence, take it to table 5 in section A and **swap it** with the BridgePad there. On what was *originally* the BridgePad on table 5 in section A, perform a takeover sequence for table 5 in section B, then give it to North at table 5 in section B.

Closing The BridgePad Control Program (RF BridgePad UI)

Do not close the BridgePad control program until **both** events have finished playing and **all** scores from both events have been entered and checked.

Closing Down

It is unlikely that both events will finish play at the same time.

When one event has finished play and all scores have been entered, you can do the usual checks, then make the Web page, print out its results and master points, and close that copy of ScoreBridge as usual.

However, you **must not** close the BridgePad control program until all scores have been entered in the **other** event.

When the other event has finished and you have made the usual checks, made its Web page, printed out its results and master points, and closed that copy of ScoreBridge, you **can** close the BridgePad control program.