

# Bridgemate Notes

## Special Procedure for Displaying Names When There is a Phantom Pair

When there is a phantom pair, the names of the pair that started at the phantom-pair table will not be displayed unless the following procedure is followed:

Set up the game with full tables, i.e., without any phantom pair.

Use BMS to start Bridgemate Control Software (BCS), in the normal manner.

Have the “sit-out pair” (at the Phantom pair table) enter their numbers.

After the player numbers have been entered at the phantom-pair table, go to ACBLscore and change the movement (F9 → 5 Change Movement) to reflect the phantom pair.

Names for the “sit-out pair” will now display on the Bridgemates at the start of each round.

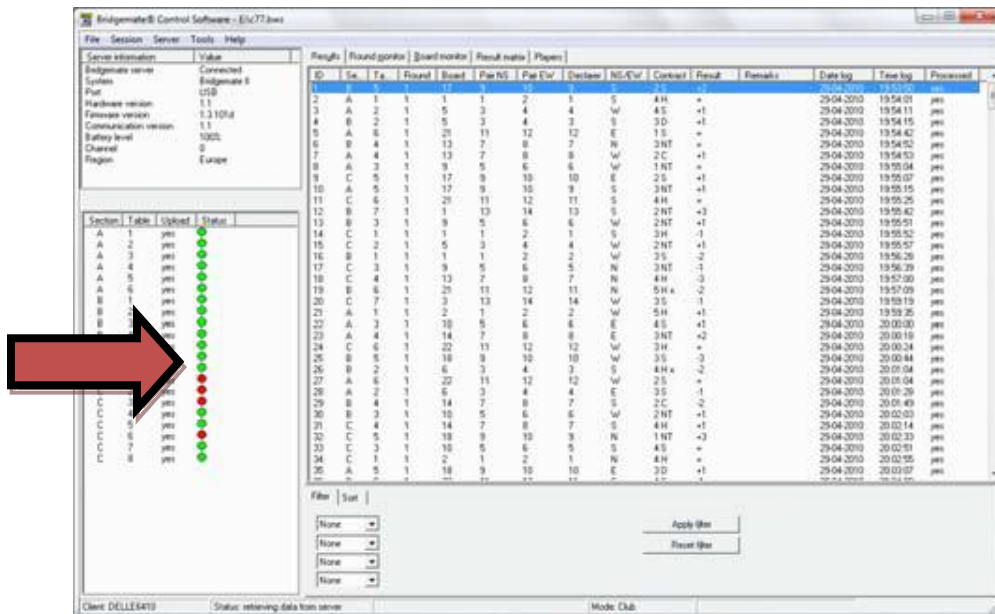
## Posting Scores

The last round of a session must be posted with two BMP commands, Post Scores. The keyboard shortcut for posting scores from the Bridgemates to the BM Server and ACBLscore is CTRL-P.

## Completing A Session

Always ensure that all Bridgemates used during a session have logged off. They will display “End of Session” when logged out. They will also show as “red” in the BCS status display:

These Bridgemates have logged out; those in green are still active.



## **Correcting A Score**

The .bws and ACBLscore file (.ACM, .ACA, and .ACE) must record the same contract and result or the print out which is displayed on the internet will be incorrect. If a contract is manually entered using ACBLscore, the .bws file will usually not have the same data.

Scores already accepted in a Bridgemate, but not yet posted into ACBLscore may be corrected using the TD Menu and changing the contract and result. Activate the TD Menu, press “3 Erase result,” enter the board number and press OK. The erroneous result is erased; the board will be displayed again and players may enter the correct one. This procedure will work provided the Bridgemate has not logged off the system, i.e., “ END OF SESSION” has not been displayed on the unit.

If the Bridgemate has logged out and a scoring error or omission is found, ACBLscore may be used to correct the score, but the .bws file should be updated to reflect the change prior to running ACBLmerge. See Appendix A for this procedure.

## **Do Not Open the Bridgemate Control Software Directly**

If by chance or error you close the BCS during a game, use the ACBLscore program command F11 → BMR to restart BCS.

## **Reset Bridgemates**

If you need to reset the Bridgemates, following this procedure:

Get to a screen that has TD Menu above the left-most soft key.

Enter the TD Pin.

Hit “0” and then Okay.

If the Bridgemate reports, “Failed To Send” hit Cancel, which will reset the unit.

## **The .bws file and the ACBLscore file (.ACM, .ACA, .ACE) must have identical names, such as 121506.bws and 121506.ACM.**

Normal operation of ACBLscore and BCS ensures the file names are the same. One way the names can get out of sync is the following: You create today’s game and then go back to a previous game to correct a score. When you return to ACBLscore for today’s game, it causes the wrong .bws file to be opened. This is a bug in ACBLscore. Restart ACBLscore to correct this problem.

## **Other Notes:**

The Bridgemates Always Shows “Provisional” for the Final Percentage because ACBLscore is the “official” result.

When you “Kill” a game after starting BCS via a BMS command, you must manually delete the corresponding .bws file.

ACBLscore does not support the Bridgemates for team games, e.g. Swiss.

## **Appendix A**

### **Changing A Result in the .bws File**

From the BCS screen, right-click on the record you would like to change and select Edit score. Alternatively, if you wish to change a score from the result matrix, double click on the score to pop up the edit score window.

A detail screen will appear displaying all the score data. You can now edit the result: Declarer is pair that played the hand; NS/EW is the declarer; contract is ♣ = C, ♦ = D, ♥ = H, ♠ = S, no trump = NT, double = x, redouble =xx, pass = PASS. Enter a space between the value of the contract, the contract type and double/redouble. Enter the numbers of tricks taken or number of tricks down, preceded by a “-”.

Note that any changes made to the results in the results file will be fed back to the server. Bridgemates will therefore show the edited result in the overview of previous results.