



Bridgemate Pro Scoring system
Manual

All information contained in this document is subject to change without prior warning. Unless stated otherwise, all persons and details mentioned in this document are fictitious. No part of this publication may be reproduced and/or published, by print, photoprint, microfilm or otherwise, or stored in a retrieval system, without prior written permission from Bridge Systems BV.

© Copyright 2004-2009 Bridge Systems BV. All rights reserved.

Bridgemate, Bridgemate Pro and the Bridgemate logo are trademarks and/or registered trademarks of Bridge Systems BV in the Netherlands and other countries. Microsoft and Microsoft Windows are trademarks and/or registered trademarks of the Microsoft Corporation in the United States and other countries.

Table of contents

LIMITED WARRANTY	1
SAFETY INSTRUCTIONS	5
INTRODUCTION	9
CHAPTER 1: DESCRIPTION BRIDGEMATE PRO SCORING SYSTEM	11
DESCRIPTION OF COMPONENTS	11
PROCEDURE	13
CHAPTER 2: HARDWARE CONFIGURATION	15
SYSTEM REQUIREMENTS	15
INSTALLING BRIDGEMATE PRO CONTROL SOFTWARE	15
INSTALLING THE SERVER	15
POWER SUPPLY	15
CONNECTING THE SERVER TO THE PC	16
SETTING THE REGION	17
CONFIGURING THE BRIDGEMATES	17
SETTING THE CHANNEL	17
OPERATING INSTRUCTIONS	17
CHAPTER 3: BRIDGEMATE PRO CONTROL SOFTWARE	19
LAUNCHING BRIDGEMATE PRO CONTROL	19
LOGGING IN AND LOGGING OFF BRIDGEMATES	20
LOGGING IN BRIDGEMATE	20
LOGGING OFF BRIDGEMATE	21
BOARD RESULTS	21
READING FROM THE SERVER	21
VIEWING AND FILTERING OR SORTING SCORES	22
CHANGING AND DELETING SCORES	22
PROCESSING SCORES IN THE SCORING PROGRAM	23
OPENING AND CLOSING RESULT FILES	23
ADDING A CLIENT TO THE RESULT FILE	24
MANAGING TABLES	24
SERVER CONTROL	24
ACTIVATING THE SERVER	24
ADDING TABLES	25
REMOVING TABLES	25
SYNCHRONIZING THE SERVER AND CLIENT	25
RECOVERING THE SERVER	26
UPDATING MOVEMENT IN THE SERVER	26
CLOSE ROUNDS	27
SETTINGS	27
CHAPTER 4: SERVER FUNCTIONS	29

OVERVIEW OF TABLES	29
OVERVIEW OF ENTERED SCORES	29
RESTARTING BRIDGEMATE NETWORK	29
RESETTING THE SERVER	30
SETTING THE REGION	30
SETTING THE CHANNEL	30
CHAPTER 5: USE OF THE BRIDGEMATE® PRO SCORING DEVICES	31
<hr/>	
EXPLORING THE BRIDGEMATE	31
ACTIVATING THE BRIDGEMATE	32
ENTERING SCORES WITH THE BRIDGEMATE	34
READING BRIDGEMATE PRO SCORES	38
TD MENU	38
CHAPTER 6: ADDITIONAL BRIDGEMATE FUNCTIONS	41
<hr/>	
READING SCORES MANUALLY IN BRIDGEMATE	41
BRIDGEMATE SETTINGS	41
SYSTEM FUNCTIONS	43
CHAPTER 7: TIPS FOR USE	45
<hr/>	
REPLACING BRIDGEMATE	45
RECOVERING THE SERVER	45
PROCEDURE IN THE EVENT OF DATA LOSS	45
MULTIPLE BRIDGE CLUBS PLAYING SIMULTANEOUSLY	47
LARGE TOURNAMENTS	47
DECLARATION OF CONFORMITY	49
<hr/>	

Limited warranty

IMPORTANT—PLEASE READ THIS LIMITED WARRANTY CAREFULLY TO UNDERSTAND YOUR RIGHTS AND OBLIGATIONS! The term “Hardware Device” means the Bridge Systems hardware product. The term “You” means either an individual or a single legal entity who will be referred to in this Limited Warranty as “You” and “Your”.

A. WARRANTIES.

1. **Express Warranty.** Subject to the terms and conditions of this Limited Warranty and in lieu of any other (if any) express warranties, Bridge Systems warrants that under normal use and service, on the date of acquisition as shown on Your receipt or similar proof of payment and for the period of time stated below for the applicable Hardware Device (hereafter each defined as the “Warranty Period”), that the Hardware Device will substantially conform with the accompanying Bridge Systems packaging and documentation. As to any defects discovered after the Warranty Period, there is no warranty or condition of any kind.

Warranty Period:

For all hardware parts of the Bridgemate Pro scoring system: one (1) year.

This Limited Warranty does not cover, and no warranty of any kind is provided with respect to any subjective or aesthetic aspects of the Hardware Device. The express warranty stated above is the only express warranty made to You and is provided in lieu of all other express or implied warranties and conditions (except for any nondisclaimable implied warranties that exist), including any created by any other documentation or packaging. No information or suggestions (oral or in a record) given by Bridge Systems, its distributors, agents, affiliates or suppliers or its or their employees or agents, shall create a warranty or condition or expand the scope of this Limited Warranty.

2. **Limitation on Duration of Implied Warranties.** If you are a consumer, You may also have an implied warranty and/or condition under the laws of some jurisdictions, which is hereby limited to the duration of the Warranty Period. Some jurisdictions do not allow limitations on how long an implied warranty or condition lasts, so the foregoing limitation may not apply to You.

B. EXCLUSIVE REMEDY. Subject to applicable law and the following, and provided that You return the Hardware Device to Your place of acquisition (or, if that place will not accept the return, to Bridge Systems) with a copy of Your receipt or other bona fide proof of payment during the Warranty Period, Bridge Systems will, at its option and as Your exclusive remedy for breach of this Limited Warranty and any implied warranties:

repair or replace the defective Hardware Device; or

make payment to You for the allowable damages that You incurred in reasonable reliance, but only up to the amount You paid (if any) for the Hardware Device less reasonable depreciation based on actual use.

The above remedy is subject to the following:

Any repaired or replaced Hardware Device will be new or refurbished or serviceably used, comparable in function and performance to the original Hardware Device, and may include third party items;

Any Hardware Device repaired or replaced under this Limited Warranty will be warranted for the remainder of the original Warranty Period or 30 days from the date of shipment of the item back to You, whichever is longer.

Except as otherwise required by legislation in Your jurisdiction, costs associated with transport (including packaging) for warranty service shall be at Your expense; and Bridge Systems, its distributors, agents, affiliates and suppliers do not provide any warranties regarding any other services provided under this Limited Warranty and disclaim all duties (if any) of workmanlike effort or of lack of negligence regarding such services.

C. NO OTHER WARRANTIES. The express warranty stated above is the only express warranty made to You and is provided in lieu of all other express or implied warranties and conditions (if any)

including any created by any other documentation or packaging. No other warranties or conditions are made with respect to the Hardware Device or the warranty services by any person, including but not limited to Bridge Systems, its distributors, agents, affiliates and suppliers. No information (oral or written) or suggestions given by Bridge Systems, its distributors, agents or suppliers or its or their employees, shall create a warranty or condition or expand the scope of this Limited Warranty. Also, there is no warranty or condition of title, quiet enjoyment, or noninfringement in the Hardware Device. You may have greater rights existing under legislation in your jurisdiction.

D. EXCLUSION OF OTHER DAMAGES.

TO THE FULL EXTENT ALLOWED BY LAW, BRIDGE SYSTEMS AND ITS DISTRIBUTORS, AGENTS, AFFILIATES AND SUPPLIERS ARE NOT LIABLE FOR ANY:

- (i) CONSEQUENTIAL OR INCIDENTAL DAMAGES;
- (ii) DAMAGES OR LOSS OF ANY NATURE WHATSOEVER RELATING TO LOST PROFITS, BUSINESS INTERRUPTION, LOSS OF DATA OR PRIVACY OR CONFIDENTIALITY, ANY INABILITY TO USE ALL OR PART OF THE HARDWARE DEVICE, PERSONAL INJURY, OR ANY FAILURE TO MEET ANY DUTY (INCLUDING BUT NOT LIMITED TO ANY DUTY OF NEGLIGENCE, GOOD FAITH OR OF WORKMANLIKE EFFORT); OR
- (iii) INDIRECT, SPECIAL, OR PUNITIVE DAMAGES ARISING OUT OF OR RELATING IN ANY WAY TO THE HARDWARE DEVICE. THE FOREGOING APPLIES EVEN IF BRIDGE SYSTEMS OR ANY DISTRIBUTOR, AGENT, AFFILIATE OR SUPPLIER HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH LOSSES OR DAMAGES; AND EVEN IN THE EVENT OF FAULT, TORT (INCLUDING NEGLIGENCE), STRICT OR PRODUCT LIABILITY, MISREPRESENTATION OR OTHER REASON. Some jurisdictions do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusions may not apply to You.

E. EXCLUSIONS FROM COVERAGE. This Limited Warranty shall not apply and Bridge Systems, its distributors, agents, affiliates and suppliers have no liability under this Limited Warranty if the Hardware Device:

- is used for commercial purposes (including rental or lease);
- is modified or tampered with;
- is damaged by Acts of God, power surge, misuse, abuse, negligence, accident, wear and tear, mishandling, misapplication, or other causes unrelated to defects in the Hardware Device;
- is damaged by programs, data, viruses, or files, or during shipments;
- is not used in accordance with the accompanying documentation and use instructions; or
- is repaired, modified or altered by other than a Bridge Systems authorized repair center and the unauthorized center causes or contributes to any defect or damage.

F. REGISTRATION. You need not register Your acquisition of the Hardware Device for the Limited Warranty to be effective.

G. BENEFICIARY. To the extent allowed by applicable law, the Limited Warranty is only made to You, the first purchaser of the Hardware Device, and there are no third party beneficiaries of the Limited Warranty. It is not intended for and does not apply to anyone else (except as required by law), including anyone to whom You make any transfer of the Hardware Device.

H. FURTHER INFORMATION. Bridge Systems is the warrantor under this Limited Warranty. To receive instructions for obtaining performance of this Limited Warranty You must either contact the local Bridgemate distributor serving your country, or write to: Bridge Systems BV, Postal Box 21570, Rotterdam, 3001 AN, The Netherlands, or visit Bridge Systems on the World Wide Web at <http://www.bridgemate.com>.

You must also:

1. Submit proof of payment in the form of a bona fide, dated receipt, or invoice (or a copy) evidencing that You are the beneficiary of this Limited Warranty and that Your request for a remedy is made within the Warranty Period;
2. Follow Bridge Systems' shipping and other instructions if it determines that all or part of your Hardware Device requires return. To obtain the Limited Warranty performance, you must take or deliver the item in either its original packaging or packaging that provides an equal degree of protection to the location specified by Bridge Systems. Except as otherwise required by legislation in your jurisdiction, costs associated with transport (including packaging) for warranty service shall be at

Your expense.

Failure to follow the above instructions may result in delays, cause you to incur additional charges, or may void your warranty.

This Limited Warranty gives You specific legal rights and You may also have other rights which vary from jurisdiction to jurisdiction. Where any term of this Limited Warranty is prohibited by such laws, it shall be null and void, but the remainder of the Limited Warranty shall remain in full force and effect if its allocation of risks is not materially disturbed.

Safety instructions

Important safety warning

Failure to properly set up, use, and care for the Bridgemate Pro system can increase the risk of serious injury or death, or damage to the system. Read this manual and the manuals of any peripherals for important safety and health information. Keep all manuals for future reference. For replacement manuals, go to www.bridgemate.com/support.php or contact your local Bridgemate supplier.

Select a safe location for the Bridgemate server and scoring devices

If the Bridgemate Pro server or Bridgemate Pro scoring devices falls and hits someone, it could cause serious injury. To reduce the risk of such injuries and damage to parts of the system, set them up according to these instructions and place them on a surface that:

- Is flat and level.
- Is stable and not likely to tip over.
- Allows all four feet of both the server and scoring device to be in contact with the surface.
- Is not likely to allow the server and scoring device to slip or slide off.
- Is clean and free of dust and debris.

If the surface or feet of server or scoring devices become dirty or dusty, clean them with a dry cloth.

Arrange all cables and cords so that people and pets are not likely to trip over or accidentally pull on them as they move around or walk through the area. When the Bridgemate Pro server is not in use, you may need to disconnect all cables and cords from the server to keep them out of the reach of children and pets. Do not allow children to play with cables and cords.

Do not place any part of the Bridgemate Pro system on a bed, sofa, or other soft surface. Do not place any part near heat sources, such as radiators, heat registers, stoves, or amplifiers.

Avoid smoke and dust

Do not use the Bridgemate Pro system in smoky or dusty locations. Smoke and dust may damage the Bridgemate Pro server and scoring devices.

Connect the Bridgemate Pro server to power

WARNING

As with many other electrical devices, failure to take the following precautions can result in serious injury or death from electric shock or fire or damage to the Bridgemate Pro system.

Select an appropriate power source for your Bridgemate Pro server:

- Use only the power supply unit that came with the Bridgemate Pro server or that you received from your Bridgemate supplier. If you are not sure if you have the correct power supply unit, stop using it and contact your Bridgemate supplier. If you need a replacement power supply unit, contact your Bridgemate supplier as well.

- Confirm that your electrical outlet provides the type of power indicated on the power supply unit (in terms of voltage [V] and frequency [Hz]). If you are not sure of the type of power supplied to your home, consult a qualified electrician.
- Do not use non-standard power sources, such as generators or inverters, even if the voltage and frequency appear acceptable. Only use AC power provided by a standard wall outlet.
- Do not overload your wall outlet, extension cord, power strip, or other electrical receptacle. Confirm that they are rated to handle the total current (in amps [A]) indicated on the power supply unit and any other devices that are on the same circuit.

To avoid damaging the power cord and power supply:

- Do not wrap the power cord around the power supply unit.
- Protect the power cord from being walked on.
- Protect cords from being pinched or sharply bent, particularly where they connect to the power outlet, the power supply unit, and the Bridgemate Pro server.
- Do not jerk, knot, sharply bend, or otherwise abuse the power cord.
- Do not expose the power cord to sources of heat.
- Keep children and pets away from the power cord. Do not allow them to bite or chew on it.
- When disconnecting the power cord, pull on the plug—do not pull on the cord.
- Do not let the power supply hang from the power cord.

If a power cord or power supply becomes damaged in any way, stop using it immediately and contact your Bridgemate supplier. Only use the power supply and AC power cords supplied with your Bridgemate Pro system or received from your Bridgemate supplier.

Unplug the Bridgemate Pro server during lightning storms or when unused for long periods of time.

Always connect the power cord according to the following instructions:

1. Fully insert the power supply cord into the Bridgemate Pro server.
2. Plug the power supply unit into the wall outlet.

Insert batteries into the Bridgemate Pro scoring devices or server**WARNING**

Improper use of batteries may result in battery fluid leakage, overheating, or explosion. Released battery fluid is corrosive and may be toxic. It can cause skin and eye burns, and is harmful if swallowed. To reduce the risk of injury:

- Keep batteries out of reach of children.
- Do not heat, open, puncture, mutilate, or dispose of batteries in fire.
- Do not mix new and old batteries or batteries of different types (for example, carbon-zinc and alkaline batteries)

- Remove the batteries if they are worn out or before storing your Bridgemate Pro system for an extended period of time. When removing batteries from the Bridgemate Pro scoring device or server, do not use your fingers or finger nails to remove the batteries. Instead use a blunt object like a screwdriver or pen to safely remove the batteries.
- If a battery leaks, remove all batteries, taking care to keep the leaked fluid from touching your skin or clothes. If fluid from the battery comes into contact with skin or clothes, flush skin with water immediately. Before inserting new batteries, thoroughly clean the battery compartment with a damp paper towel, or follow the battery manufacturer's recommendations for cleanup.
- Dispose of batteries in accordance with Local and National Disposal Regulations, including those governing the recovery and recycling of waste electrical and electronic equipment (WEEE).

Remove batteries aboard aircraft

Before boarding any aircraft or packing the Bridgemate Pro scoring devices or server in luggage that will be checked, remove all batteries. The Bridgemate Pro server and scoring devices can transmit radio frequency (RF) energy, much like a cellular telephone, whenever batteries are installed.

Do Not Attempt Repairs

Do not attempt to take apart, service, or modify the Bridgemate Pro server, Bridgemate Pro scoring devices, power supply, or its peripherals in any way. Doing so could present the risk of serious injury or death from electric shock or fire, and it will void your warranty.

Any evidence of any attempt to open and/or modify the Bridgemate Pro system, including any peeling, puncturing, or removal of any of the labels, will void the Limited Warranty and render the Bridgemate Pro system ineligible for authorized repair.

Disposal of Waste Electrical and Electronic Equipment in the European Union and other countries/regions with separate collections systems



This symbol on the product or its packaging means that this product must not be disposed of with your household waste. Instead, it is your responsibility to hand this over to an applicable collection point for the recycling of electrical and electronic equipment. This separate collection and recycling will help to conserve natural resources and prevent potential negative consequences for human health and the environment, which inappropriate disposal could cause due to the possible presence of hazardous substances in electrical and electronic equipment. For more information about where to drop off your electrical and electronic waste, please contact your local city/municipality office, your household waste disposal service, or the shop where you purchased this product.

Introduction

Thank you for purchasing your 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 devices. 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 Bridgemate Pro Control 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 for 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	2.0
Bridgemate Pro server	1.2.6 (firmware version)
Bridgemate Pro scoring devices	2.3.2a (firmware version)

Firmware updates

Updates of the Bridgemate firmware can be downloaded from <http://www.bridgemate.com/support.php>

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.

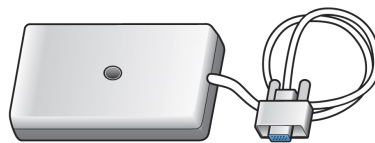
Description of components

The Bridgemate Pro scoring system consists of the following hardware and software:

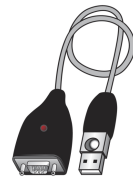
- Bridgemate Pro scoring devices
- Bridgemate Pro server + power supply unit
- USB-to-serial converter
- Data communications cable
- Tournament directors key
- Bridgemate Pro Control software



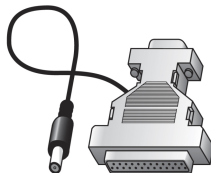
Bridgemate Pro scoring device



Bridgemate Pro server + power supply unit



USB-to-serial converter



Data communications cable



Tournament directors key

Bridgemate Pro scoring devices

The Bridgemate Pro scoring 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. The server can be powered by either an external power adapter or by four AA Batteries.

USB-to-serial converter

The server is connected to the serial port of your PC. If your PC does not have a serial port, use the USB-to-serial converter, included with the Bridgemate Pro server. To add a serial port to your PC, connect the converter to a USB port on your PC.

Data communications cable

The data communications cable enables you to connect the Bridgemate scoring devices directly to the PC. This in turn enables you to read the board results stored in the Bridgemate memory manually, or to install new firmware in the Bridgemates.

Tournament directors key

The tournament directors key, TD-key for short, is a small key that enables the tournament director to configure the Bridgemate for each section and table, and to activate the special TD menu.

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.

In addition, the following three components are important. Although they are not supplied together with your Bridgemate Pro scoring system, they are of crucial importance to the correct operation of the system.

- Client (=Personal computer with Bridgemate Pro Control software)
- Result file
- Scoring program

Client

The Bridgemate Pro Control program runs on a so-called "client" (Windows-based) personal computer (PC). The scoring program and BPC usually run on one client PC, 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.

Note: 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 system are known as clients.

Result file

The result file is created by the scoring program. It contains all the session data, including sections, tables, movements, etc. This data is generated by the session configured in the scoring program. BPC reads this session data and feeds the correct data to the server. During the session, 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 during 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
Step 1: Session created in the scoring program	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, boards and movements.
Step 2: Result file created in the scoring program	Using the session data, the scoring program creates a result file, containing all data relating to the sections, corresponding movements, boards and pairs.
Step 3: Bridgemate Pro Control reads the result file	The scoring program starts BPC. The result file is then read by BPC, generating the data for all tables used in each session.
Step 4: Bridgemate Pro Control transfers data to the server	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 boards correspond with which table.
Step 5: The server has been activated and the Bridgemates can be activated	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.
Step 6: Scores are entered in the Bridgemate and sent to the server	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 directly 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 its session file. The scores are processed and incorporated in the session data to calculate the final score.

Automatic launch from your scoring program

If your scoring program fully supports Bridgemate, BPC can execute steps 2 to 4 and read the scores (step 7) automatically via one simple command from the scoring program. 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 98 or higher. Recommended is Windows2000 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 the USB-to-serial converter to create an extra serial port on the PC.

Installing Bridgemate Pro Control Software

To install the Bridgemate Pro scoring system, you will need to run the "BMProSetup.exe" file. This software is supplied on CD Rom by your Bridgemate supplier or may be downloaded from <http://www.bridgemate.com/support> or your Bridgemate supplier's website. 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 or by your Bridgemate supplier. 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 the power adapter or is fitted with batteries. The server cannot operate without a power adapter and batteries. If batteries are not installed in the server and power is lost, any unsaved data in the server will be lost.

Read the safety instructions at the front of this manual before installing the server.

Power adapter

A 9~12V power 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 power adapter.

Batteries

Batteries are used if there is no power adapter connected, 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 power adapter is used. The approximate operation time of the batteries is 50 hours.

Warning

- *Always install the batteries as indicated. Incorrectly installed batteries could damage the server and the batteries. The batteries may start leaking, potentially damaging the server and voiding the warranty.*
- *With batteries installed (but also when powered by power adapter) the server is always actively waiting to receive a radio signal from a Bridgemate – even if the client PC is not running BPC. If a battery is not removed, and the server is running on batteries only, the battery set will drain in approximately 50 hours.*
- *When removing batteries from the Bridgemate Pro scoring device or server, do not use your fingers or finger nails to remove the batteries. Instead use a blunt object like a screwdriver or pen to safely remove the batteries.*

If both the power 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 as a back-up while the server is in operation. This will ensure no data is lost during the session.

Switching on / off

The server will automatically switch on once the power 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 power 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.

Warning

Do not reinstall the removed batteries in the opposite direction. Instead, store them separately. Reinstalling batteries in the opposite direction will damage the server and the batteries and void the warranty.

Battery on/off switch

If your server is equipped with an on/off switch for the batteries (all models from June 2008 and later), it is sufficient to put the switch in off-position (indicated with O) in order to switch off the server. Note that this switch will only enable/disable the battery power supply, and it will not switch off the server when the server is connected to the power adapter.

Warning

At the start of your session, verify that the switch is put in on-position (indicated with I). In the event of a loss of power, the server will automatically revert to battery power and no data will be lost. This requires that batteries with sufficient power are inserted.

Connecting the server to the PC

Connect the server to the serial port of your PC. If your PC does not have a serial port available, please use the USB-to-serial converter which is supplied with the server and connect it to the USB port. This allows you to add an extra serial port to your PC. It comes with a set of software drivers which need to be installed separately. See the documentation included with the converter for more information.

When using a USB-to-serial converter, please ensure the serial port has a port number between 1 and 20. If the assigned COM port is 21 or higher, it will need to be corrected manually in Device Settings of Windows Control Panel.

Setting the region

When you start up Bridgemate Pro Control for the first time, you will be asked to select the correct region. Select your region. To enable the server to transmit data to the Bridgemates over the correct radio frequency, it is vital that you select the appropriate region. It is not possible to change the original factory settings of the Bridgemate's region coding. In other words, the server will be unable to transmit data to the Bridgemates if its frequency settings differ from those of the Bridgemate.

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 channel

The Bridgemate Pro scoring system can communicate over different 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. The number of channels at your disposal depends on the region in which you are playing. Users based in Europe have 8 channels, while users based in North America have 128 channels. Australia has 64 channels. The default setting for the Bridgemate and server channel is channel 0 for each region.

Setting Bridgemate channel

The channel over which the Bridgemate communicates is set using the same menu used for changing the section/table settings. The tournament director (TD) key is used to perform this operation. See also chapter 5 for more information.

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

Set the section and the table first, and press OK. The following screen will appear:

```
CHANNEL: 0
```

Press the Cancel button to delete the set value and enter the new value. Press OK to save the new settings.

Setting server channel

The channel over which the server communicates is set via Bridgemate Pro Control, *Server à 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 power adapter may only be used with the Bridgemate Pro server. Under no circumstances should another adapter be used.
- Under no circumstances should the power adapter be connected to the data port of the Bridgemate (black connector at the back) as this may cause damage to the Bridgemate hardware. 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 TD-key be connected to the power adapter connection of the server.
 - Install the batteries as indicated. Incorrectly installed batteries could damage 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 reads the session data from the result file and loads it into the server so that the server can control the Bridgemates. Then, BPC retrieves the entered board results from the server and stores these in the result file. BPC has been designed for simplicity and ease of use and is very user friendly.

This chapter contains information on the basic and advanced functions of Bridgemate Pro Control. For general use of the program, it is not necessary to know all the information contained in this chapter. When first starting the system, make sure to read the paragraphs “Launching Bridgemate Pro Control”, “Logging in and logging off Bridgemates” and “Board results” first.

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 results 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 power adapter or batteries. If the power adapter is used, the text “AC mains adapter” 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 region and 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 may be assigned to different 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.

Tip

For ordinary club use and at small tournaments which can be controlled from one computer, a simplified mode of the program is available which hides the two tabs and only shows the list of tables. Go to menu *Tools & Options* to access the options window. On the tab “General”, select “Club (single computer)” in the frame “Mode”. Press OK to confirm and close the options window. BPC will now show the tables in a more simplified way.

Received board results

All board results read from the server are displayed in the right-hand side of the screen. Per board result, users can see the table(s) to which this score relates, the pair numbers, declarer, 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 and sorting board results

The filtering and sorting 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 and sort options are available per section, table, round and board number.

Logging in and logging off Bridgemates

Logging in Bridgemate

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

Once the Bridgemate has been switched on, 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 Bridgemate 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. In the BPC screen, the red symbol in the "Status" column of the *All tables* and *Client tables* tab will turn to green. 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 instead the message "SYSTEM NOT ACTIVATED YET" will be displayed and the Bridgemate is 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.
- The region setting in BPC does not match the region setting of the Bridgemates.

Logging off Bridgemate

The "End of 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 the green status display 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. See chapter 5 for more information on how to reset the Bridgemates from the TD menu.
- 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 start using another Bridgemate. See also chapter 7 for more information.

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. As long as the server is connected, BPC will continuously read the new scores from the server and save them in the result file. This is an automatic process and indicated by the following message in the status bar: "Status: retrieving data from server".

If the server has been disconnected for a while, all scores not yet sent to BPC will be retrieved from the server, read and saved in the result file as soon as the server is reconnected. Delayed reading and processing of scores is therefore possible. It is advised, however, that the server is connected at all times during the session and BPC is running.

Viewing and filtering or sorting 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 ("Not played" = the Bridgemate indicates that the game has not been played, 40%/60% = arbitral score entered in the Bridgemate, "Result erased" = score has been erased). 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 show or hide.

Applying filter or sort order

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 section 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 and NS/EW pair number. It is 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*.

The sort function can be used to sort the (filtered) results according to various criteria. Select the criteria and choose Ascending or Descending for each criteria. Select *Apply sort* to start sorting the scores.

Result matrix

Another way of viewing the scores is the result matrix. The matrix shows the scores as a grid where the scores are outlined for each table and board. This is a quick way of finding a specific score.

The grid can be shown in four different formats:

- Boards horizontally, tables vertically
- Tables horizontally, boards vertically
- Boards horizontally, declarer vertically
- Declarer horizontally, boards vertically

Boards vs tables and vice versa is the most practical viewing method. However, in movements where pairs are rotating and boards are played more than once at the same table, the viewing method should be changed to boards vs declarer or vice versa.

To change the viewing method of the result matrix, go to menu *Tools* → *Options*, tab General, and select the desired method. If the score points should be shown as well, check the box "Show score points".

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.

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.

If you wish to change a score from the result matrix, double click on the score to pop up the edit score window.

Note that any changes made to the results in the result file will be fed again to the server. The Bridgemates will therefore show the edited score in the overview of previous board results. If no server is connected or the server doesn't contain the session information anymore, BPC will show message saying that the score could not be updated in the server.

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 also be deleted from the server.

Scores cannot be deleted from the result matrix.

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.

The following text will describe the more advanced functions in Bridgemate Pro Control.

Opening and closing result files

The result file is the starting point in the process. If no result files are opened in BPC, 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 scoring system, 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 result 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 the client PC (it was created on another PC), this client has not yet logged in to the result file and cannot use the file. 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 program 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 power adapter or fit batteries. Once the server has been found, specific data will be displayed in the top left-hand corner of the BPC 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 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 which is displayed on the screen. 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.

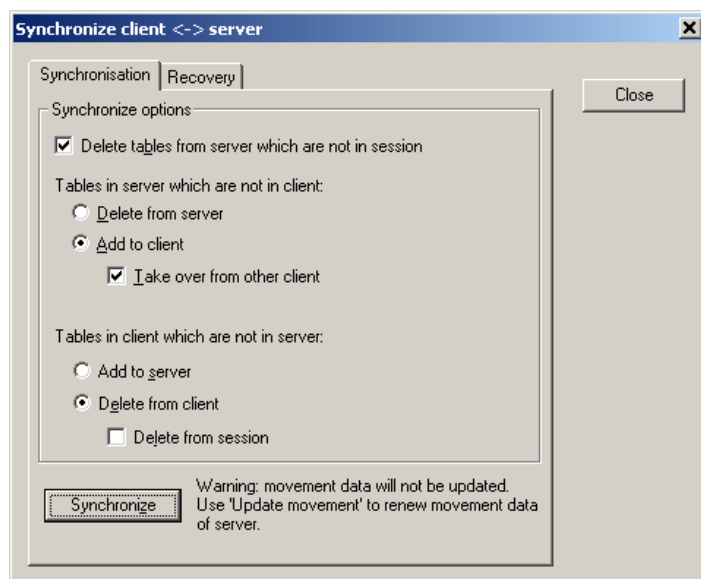
To add a table to the server, go to the *Client tables* tab, select the relevant tables, right-click on one of the tables and select *Add to server*. The tables will now be added one by one to the server, and the corresponding movement loaded per table. An overview of the added tables will be displayed.

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 may result in 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 are added 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.

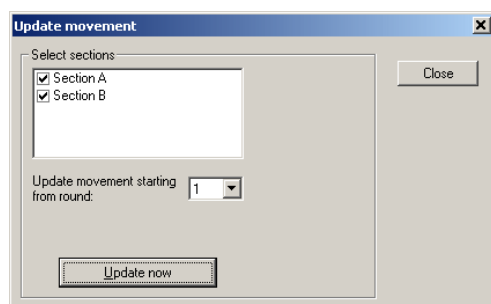
Recovering the server

The *Synchronize* menu function also offers users the opportunity to fully synchronize the result file and the server. To do this, go to the “Recovery” tab and press the “Recover server” button. All existing data will be deleted from the server and overwritten with the tables and the scores contained in the result file. The server is synchronized with the current position of the result file.

This function is ideal in the event of data loss and if you wish to configure the server from the moment data was lost. Make sure however to move the scores from the server to the result file in time.

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, and the scoring program does not order BPC to update this data, use the *Session* → *Update movement* menu function to update the server with the correct movement for these tables.



All sections are checked by default. Uncheck all sections that you do not wish to update. By default, data is updated from round 1. To update from a later round, select another round number using the selection option. Press *Update now* to update the sections with the correct movement. All table scores belonging to sections that you wish to update will now be deleted from the selected round onwards. A report will be displayed of the executed operations.

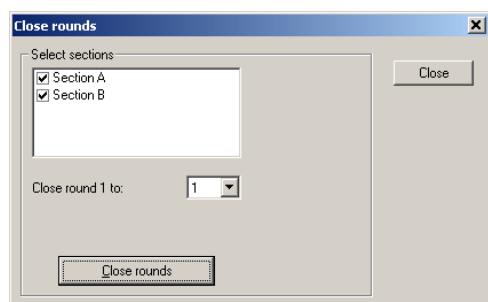
When the movement is set to be updated from round 2 or higher, you have the possibility to delete the movement of all prior rounds and have the Bridgemates automatically moving on the selected round. This is convenient for example when the Bridgemates are still in an earlier round and you want them to move on quickly. However, as this will erase all movement information of previous rounds and delete all scores from the server of those rounds, it is advised to be very cautious with this functionality. If you only want to move the Bridgemates to the next round, you should use the function "Close rounds".

Please note

The scoring program will normally update all movements in BPC automatically. It is therefore not necessary to invoke this function manually. Please refer to the manual of your scoring program for more information on movement updating in BPC.

Close rounds

If a Bridgemate hasn't received all the scores of a round and it needs to be moved on the next round, for example due to late play or when players didn't enter their score in the Bridgemate, you can simply close the round in BPC and force all Bridgemates to move on to the next round. Go to menu *Session à Close rounds*.



Select the sections of which you want the Bridgemates to move on, and select the number of round you wish to close. For example, if you want all Bridgemates of section B to move on the 4th round, then select only section B by deselecting the other sections, set close rounds 1 till 3 (not 4!), and press "Close rounds". All missing scores up to round 3 for all tables of section B will be filled up with Not played, and this will also appear in the result list and result matrix. Bridgemates of section B which are still in round 3 will automatically move on to round 4.

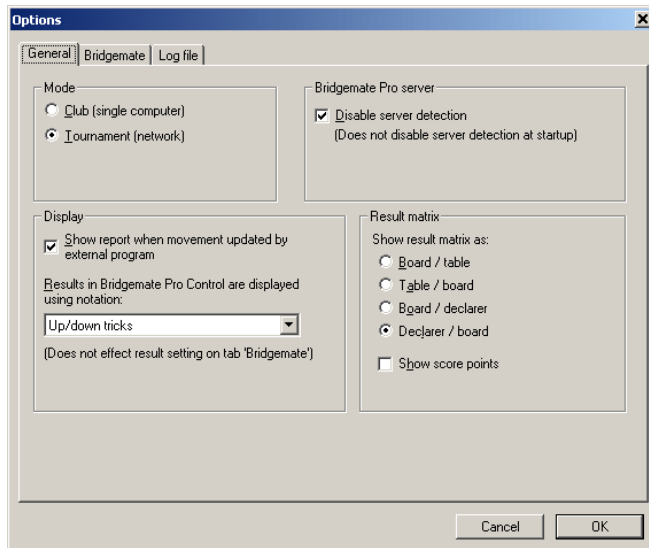
Settings

Program settings of BPC can be changed using menu *Tools à Options à tab General*.

To disable the automatic server detection while the program is running, check *Disable server detection*. You may decide to do so whenever you are running BPC without a server connected. During your sessions, however, you are always advised to leave this function unchecked. Note that disable server detection will not disable detection at startup of BPC.

When the scoring program updates the movement, the result of it is shown on the BPC screen through a report window. If you want to disable this report, uncheck *Show report when movement updated by external program*.

Results in BPC are by default shown as overtricks/downtricks. If you want to show results using a different method, you can select here the desired method.

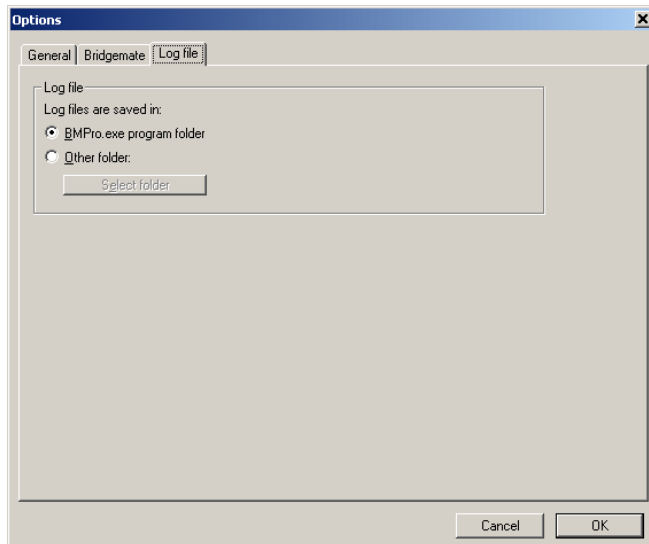


Mode and result matrix options are explained earlier in this chapter.

Log file settings

BPC tracks important events and logs them in a log file. This log is named "BMProLog.log" and is by default stored in the same folder where BPC is stored, usually C:\Program files\Bridgемate Pro.

If the default location is not suitable, a different location can be selected manually. In the Options window, select the tab "Log file", click "Other folder", and select the folder where the log file should be stored. If no log file exists yet, a new log file will be created.

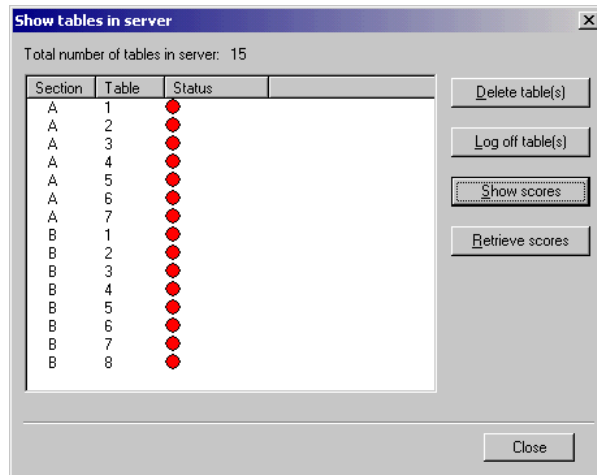


Chapter 4: Server functions

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.

Press the “Retrieve scores” button to move all entered scores for the selected tables to the result file.

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

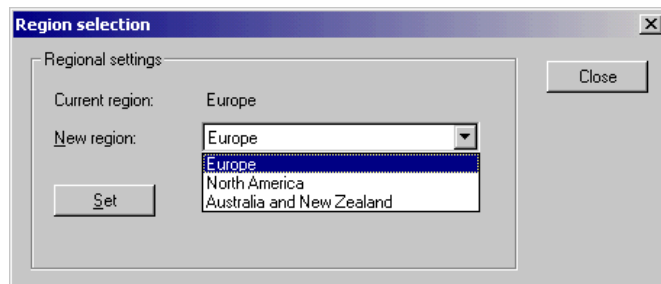
The *Reset server* menu function resets the entire server and deletes all entered data. To avoid accidental resets, you will be asked to enter a verification number which is displayed on the screen.

Note: If the server is not connected to the power adapter 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 power source or after connecting it to the power source.

Setting the region

The Bridgemate Pro score system communicates over a predetermined frequency spectrum. The permitted frequency differs per continent. Three continents are currently supported: Europe, North America and Australia / New Zealand. When first launching Bridgemate Pro Control, you will be asked to select your region. The server will select the corresponding frequency spectrum to communicate with the Bridgemates. Remember to use the correct Bridgemate firmware for your region. For Europe, all firmware versions with a European country code can be used (NL, FR, DE, EN, ES, PT, IT, DK, NO, SE). For North America, firmware version with country code US can be used. For Australia and New Zealand the country code is AU. This country code is displayed on the start-up screen of the Bridgemate.

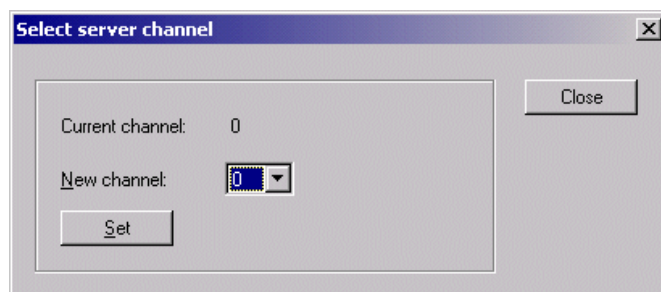
If you want to change the regional settings of the server, go to *Server à Region selection*.



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

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 à 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.

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.



Keys	Explanation
1 to 9, 10	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.
♣, ♦, ♥, ♠, NT	These keys enable you to indicate the contract type or the card color of the lead card.
+, -	Indicates overtricks or downtricks of the result.
=	Indicates that the contract has been exactly made.
J, Q, K, A	Use these keys to specify Jack/Queen/King/Ace as the lead card.
X, XX	Double or redouble.
N/S, E/W	Declarer's direction of play.
PASS	Indicates a pass-out.
CANCEL	Correct an entry and cancel commands.
OK	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 changed to between 5 and 60 seconds. See chapter 6 for more information.

Activating the Bridgemate

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

```
BRIDGEMATE PRO
V2.3.2a 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

Before the Bridgemate can be used in the session, it needs to be configured with a section, table number. There are two ways to set this information: fixed setting which the players cannot change, or a flexible setting which can be changed before the session starts.

Fixed section and table setting

A fixed section and table setting allows you to configure the Bridgemate for a specific table, while not having the risk that this setting is changed by anyone. Once the setting is made, the Bridgemate must be placed on the correct table that matches the setting. To do so, insert the TD-key in the Bridgemate when the “Bridgemate Pro” screen is displayed. The following screen will now appear:

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

Use the + and - key to adjust the section. Sections range from A to Z.

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

```
SECTION: A  
TABLE:   1_
```

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 screen will now change, ready for you to set the channel.

```
CHANNEL: 0_
```

Press the CANCEL button to delete the channel and enter the new channel. If you wish to leave the channel number unchanged, press OK. 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.

Flexible setting of section and table

A flexible setting allows you to freely distribute the Bridgemates over the tables, and upon start of the session, the Bridgemate will ask the players to confirm the section and table number of the table which they are sitting at. This method allows you to assign numbers and sections to tables at the very last minute while the Bridgemates are already placed on the table.

In order to set the flexible setting, insert the TD-key in the Bridgemate when the “Bridgemate Pro” screen is displayed. You will see again the screen where the section and table number can be set. Press the minus (-) key one or more times till you see the screen as follows:

```
SECTION: SEL    +/-  
TABLE:   SEL
```

Press OK to confirm. If required change the channel number, or leave it as it was, and press once more OK to confirm and save the settings. The Bridgemate is now set for flexible entry of section and table number at the start of the session.

Activating the server

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

Replacing batteries

The Bridgemate will check the remaining battery life each time it is activated for a new session. If the battery power is extremely low, the “Replace batteries” message will appear. Although it is safe to continue using the Bridgemate for several more sessions, it is recommended that you replace the batteries as soon as possible. The average battery life is approximately 300 sessions. However, this depends largely on the length of each session, the time frame over which these sessions are played, and how the Bridgemates are stored.

Entering scores with the Bridgemate

Who operates the Bridgemate?

As with the score card, the Bridgemate is operated normally by North. North is responsible for the correct operation. East (or west) 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.

If the section and table numbers are set as fixed numbers, it will be shown as follows:

```
SECTION: A
TABLE: 1
```

Confirm that the Bridgemate is placed on the correct table, and press OK once more to log it on to the server. The Bridgemate has now been activated and can be put into use.

If the Bridgemate is set to flexible entry of section and table number, the players are now asked to confirm the section and table number in the Bridgemate. The screen will look like:

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

First the section is configured using the + and – minus. Once the correct section is chosen, press OK to confirm, and enter the table number. Confirm with OK. A confirmation screen appears:

```
TABLE = A1
CONFIRM -> OK
```

In case of a wrongly entered table number, use the Cancel button to go back and correct the entry. Once the table number is correct, press the OK button to start the Bridgemate.

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 board numbers 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.

Use the Bridgemate settings to indicate whether you would like the Bridgemate to check whether the entered board number corresponds to the logical order. If the Bridgemate expects a different board number to be entered, the following message will appear:

BOARD OUT OF
ORDER, ACCEPT?

Press Cancel to return to the previous screen and press Cancel again to erase the board number and to enter a new board number. If you do wish to play an out-of-sequence board, press OK. The board number will be accepted, and the Bridgemate will assume that you have chosen to deviate from the logical order.

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 enter the lead card.

```
LEAD: _
RESULT:
```

Select the lead card using keys 2 to 9, 10, J, Q, K or A and the card type using ♣, ♦, ♥ or ♠. You are free to decide in which order to enter the card and the card suit. 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.

Depending on the settings in BPC, the result can also be entered as the total number of tricks won or by using the American style (tricks made/down). The standard method is entering overtricks or downtricks and is used in this manual.

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 feedback options for viewing their achieved result and board results achieved by other pairs. Depending on the BPC settings, the following information can be displayed:

- Achieved percentage for the entered board result
- Overview of scores 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 achieved 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 "NO PLAY". 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 entered 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 the score 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 Bridgemates are first saved on the server. The Bridgemate Pro Control program periodically reads the scores from the server 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 normally 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, 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. 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?" Next, enter the arbitral score for both pairs:

NS: _
EW:

You can choose between 40% (average-minus), 50% (average) and 60% (average-plus). Press 4 or - to enter 40%, 5 or = to enter 50%, 6 or + to enter 60%. It is not possible to enter a value other than these percentages. Press OK after you have entered the percentage. Do this for both pairs. The screen will now return to the TD MENU. Remove the TD key. The assigned arbitral score is now displayed at CONTR. 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.

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 have been registered for this board at this table.

Erasing entry

Tournament directors have the option of erasing entries. This can either be a board result from the current round or the previous round. If the board results have not yet been entered in the current round, the board result of the previous round will be erased. This method enables you to erase all results from the Bridgemate. 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 can be erased, 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 or previous 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 to be 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 at this table.

Resetting the Bridgemate

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

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 Bridgemate Pro main screen without using the TD-key.

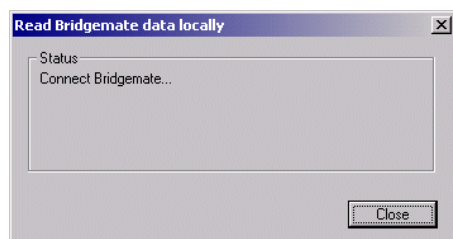
Chapter 6: Additional Bridgemate functions

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 à 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.

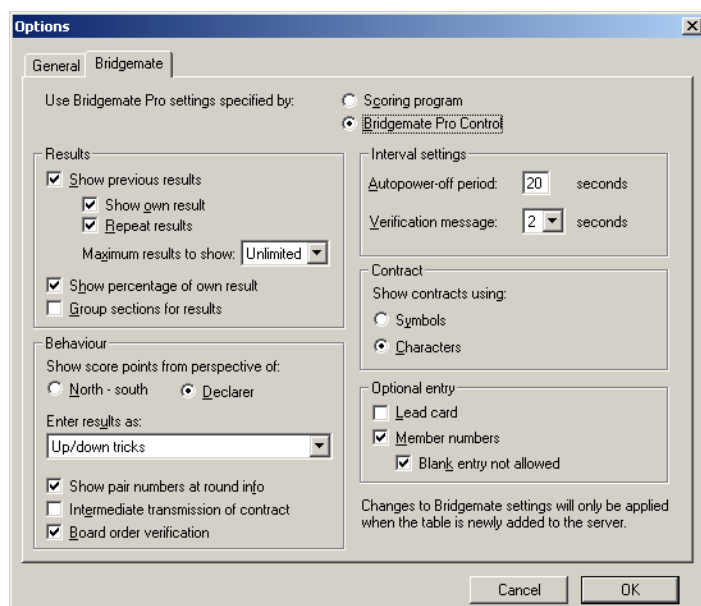


Connect the Bridgemate to the communication cable via the data port at the back of the Bridgemate. All board results are read and stored in the result file score, including scores that have already been sent. These scores can now be processed in your scoring program in the usual way.

This function can be used for example in the event of PC and server data loss. See chapter 7 for more information about the applicable procedures in the event of data loss.

Bridgemate settings

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



Bridgemate settings can be specified either by the scoring program or by BPC. If you want your scoring program to control Bridgemate settings, choose "Use Bridgemate Pro settings specified by Scoring program". The settings information is included in the result file by the scoring program. Consult the manual of your scoring program for more information on how to set Bridgemate settings through the scoring program. Select "Use Bridgemate Pro settings specified by Bridgemate Pro Control" when you want to manually set the Bridgemate settings regardless the information in the result file.

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. Your own score is indicated by a * on the Bridgemate screen. To enable the players to display multiple overviews, check the "Repeat results" box. Limit the number of scores to be displayed by entering a maximum number. To remove the limitation, set the maximum to unlimited.

To display the board result percentage achieved so far, check the "Show percentage of own result" box.

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. Especially 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 declarer 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 of -650). This applies both to the score points displayed in the verification screen for East and to the percentage overview screen. The overview of previous board results always shows the scores as North/South scores.

Entering results

Results can be entered in three ways: as overtricks / downtricks, as the total number of tricks won, or by using the American style (tricks made/down). The default setting is overtricks / downtricks.

Displaying the pair number

If you do not wish to display the pair numbers in the round-information screen, disable the "Show pair numbers at round info" function. This option can be used for team-of-four events.

Transmitting contracts

The Bridgemate offers users the option of feeding information to the server immediately after the contract and/or lead card have been entered. This could for example be displayed on vuegraph presentations while the game is still being played. If you wish to feed this information to the server, check the "Intermediate transmission of contract" box.

Board order verification

Check the relevant box if you would like the Bridgemate to check whether the boards are to be played in the logical order. An error message will appear on the Bridgemate if the entered board number does not correspond to the logical order. The logical order starts with the first board of the round and the numbers of subsequent boards should be entered in ascending order. For example, if boards 1 to 4 are to be played in round A, the logical order is 1, 2, 3, 4.

Lead card

If you would like to enter the lead card on the Bridgemate, check this setting.

Member numbers

If you would like to enter the member numbers on the Bridgemate, check this setting. By default, players have the option of leaving the entry blank when entering the member number. If entry of member numbers is compulsory, check the "Blank entry not allowed" box.

View contract

Use this function to specify whether the Bridgemate uses card symbols or letters for displaying 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. This is usually at the start of a new session.

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 à Bridgemate à 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

Replacing Bridgemate

If for whatever reason you need to replace a Bridgemate during a session, and you are unable to log off the Bridgemate using the Reset TD menu option, proceed as follows:

- In BPC, go to menu Server à Show tables.
- Select the relevant table and press "Log off table(s)". The Bridgemate will now be logged off from the server.
- Take another Bridgemate and use the TD-key to set this Bridgemate to the correct section and table number. Also make sure to set the correct channel.
- Activate this Bridgemate using the OK button. The Bridgemate will take over the position of the old Bridgemate.

Recovering the server

If the server is accidentally disconnected from the power supply, all data will be lost and the Bridgemates will stop functioning. Bridgemate Pro Control is able to recover the old situation. Proceed as follows:

- Make sure the server is reconnected to the power supply.
- In BPC, go to menu Session à Synchronize client <-> Server.
- Go to the "Recovery" tab and press "Recover server". All information from the result file will now be moved to the server.

When recovering the server, it is important that all scores have been moved previously from the server to the result file. If this is not the case, scores that have not been moved to the computer will be lost and the server cannot restart fully from the previous position. Make sure therefore that the data retrieval is always activated during the session.

Procedure in the event of data loss

The security of the board results entered in the Bridgemate Pro scoring system is given top priority. The best defense against data loss is to store the results in multiple locations, namely:

- *The Bridgemate memory*
All results entered in the Bridgemate are sent to the server. At the same time, each result is also stored in the Bridgemate's internal memory. These results are stored until the Bridgemate is started up again for a new session. Then the memory will be erased.
The data remains stored in the internal memory of the Bridgemate, even if no batteries are installed.
- *The server memory*
Results entered in the Bridgemate are sent to the server, and stored in the server's internal memory. It is essential that the server is connected to a power source (batteries and/or power adapter). If there is no power source, or in the event of power failure, all data will be lost.

- *Bridgemate Pro Control result file and log file*
BPC continuously reads the new results from the server and processes these into the result file. This data is immediately written to the hard disk of your PC, ensuring the data is safe even in the event of power failure. All results shown on the BPC screen have been written to the result file.
BPC also has a log file, containing all the relevant events. All received results are written to this log file. To view the log file, go to the Tools → Show log file menu.
- *Session file in your scoring program*
Lastly, the scoring program retrieves the results from the result file. The scoring program stores the results in its own files.

The results are therefore stored in five locations in total. In the event of data loss in one of the five locations, it is possible to check whether the results are still stored at the next level up, and to reprocess the results from that location.

Scoring program data loss

In the event of data loss in the scoring program, check whether the results are still stored in the BPC result file. The recommended method is to launch BPC from the Windows Start menu → All Programs → Bridgemate Pro. Once BPC is started up, go to the *File → Open* menu and select the result file you used for your session. If the results appear on the screen, they have been stored in the result file. The results can now be reprocessed from the scoring program. For further information about processing Bridgemate results, see the instructions included with the scoring program.

Bridgemate Pro Control data loss

If the result file contains no results (see the above-mentioned step), it is possible to retrieve them from the server and to read them in the result file. The first step is to check whether the results are still stored on the server. Use the *Server → Show all scores* menu for this purpose. All the results stored in the server will now be shown. If the correct results are shown, it is possible to read them manually using the *Server → Show tables* menu. Select all tables (hold down the left mouse button and the Shift key) and press "Retrieve scores". The results of the selected tables are retrieved from the server and processed in the result file. The results can now be read by the scoring program.

Server data loss

If neither the server, nor the result file, nor the scoring program contains any data, your last resort is to retrieve the results from the Bridgemates. All results entered in the Bridgemate are stored in the internal memory of the Bridgemate. These can be read in the result file using the manual connection between the Bridgemates and your PC. Use the communications cable for this purpose. See chapter 6 for more information about reading results manually.

Warning

The board results are stored in the internal memory of the Bridgemate. Once the Bridgemate has been started up again for a new session, the memory is erased and all the data removed. This procedure is executed after you have pressed OK in the SECTION/TABLE screen and the Bridgemate has logged into the server. When retrieving the results from the Bridgemate, please ensure that no players are operating the Bridgemates to avoid the Bridgemate logging into the server.

Retrieving results from the log file

Results can also be retrieved from the log file. All results entered in BPC are stored in the log file. To view the log file, go to the Tools → Show log file menu. The selected rows can be copied and saved to an empty text file and printed. Automatic processing is not possible; the results must be entered manually in the scoring program. The actual file, *BMProLog.log*, is located in the Bridgemate Pro folder, normally *C:\Program files\Bridgemate Pro*.

Multiple bridge clubs playing simultaneously

There may be times when two or more bridge clubs are playing at the same time in one building. As the Bridgemate Pro server can incorporate a specific table number only once 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 and fourth club can then use channel 2, 3, etc. This method enables multiple clubs to use the Bridgemate Pro scoring system simultaneously without causing any interference.

Large tournaments

During large 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.
- The scoring program is running on one of the computers in the network. It is not necessary for the scoring program and/or the result file to be running on one of the client computers that run BPC. From an organizational point of view, it may be easier to use a separate PC containing the scoring program and result file. Client PCs access the result file over the network.
- Each Bridgemate server is connected to its own PC (=client) where BPC is running. 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 each server, especially if the servers are within range of each other. Only use the same channels if you are sure that the servers are not interfering with each other (e.g. in different buildings).

Declaration of Conformity

Federal Communication Commission Declaration of Conformity (DoC) Statement



Responsible party: Bridge Systems BV
Address: Postbus 21570, 3001 AN, Rotterdam, The Netherlands

Hereby declares that the product:

Product Name: Bridgemate® Pro Wireless Scoring System
Product No. Table Terminal: BM11R11B
Product No. Server: BS10R11B

Conforms to the following regulations: FCC part 15, subpart B, section 15.247

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.

Caution:

Any changes or modifications not expressly approved by Bridge Systems BV could void the user's authority to operate the equipment.

Canada Regulatory Compliance Statement

This device complies with Industry Canada Standard RSS-210. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

Ce dispositif est conforme avec la norme CNR-210 d'Industrie Canada. Le fonctionnement du dispositif est sujet aux deux conditions suivantes: (1) le dispositif ne doit pas causer de brouillage, et (2) le dispositif doit accepter tous brouillages, incluant tous brouillages.



**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 10th, 2004

Signed:

A handwritten signature in black ink, appearing to be "Ron F. Bouwland", written over a light blue horizontal line.

Ron F. Bouwland
Executive Director

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