

Bridgemate® II



Bridgemate II Scoring



At Hamilton Bridge the convention for data entry / confirmation is that South will do the data entry with the data confirmation by East.

This arrangement however can be changed by agreement of all players at the table.

Exploring the Bridgemate



Large LCD screen for easy entry of scores, viewing results and other information.

Four function keys offering all kind of additional functionality.

Keypad consisting of 25 large keys for easy input of scores and controlling the Bridgemate.

29 keys. Some of the keys have a dual function.

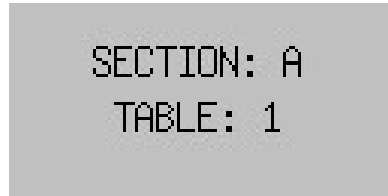
Keys	Explanation
1 to 9, 10	These keys are used to enter numbers in the Bridgemate, for example board numbers, pair numbers, contract and result. The 10 button is used to enter 0 (when entering member numbers, board numbers etc) and to indicate 10 as the lead card.
♣, ♦, ♥, ♠ NT	These keys enable you to indicate the contract type or the suit of the lead card.
+, -	Indicates overtricks or undertricks 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.
Function keys	4 function keys in the top row provide access to all kinds of additional functionality which is not covered by the 25 keys.

Activating the Bridgemate and confirming section and table setting

At the start of the session, the Bridgemate will by default display the “Bridgemate II” main screen. Press OK to view the table and section settings of the Bridgemate.

Fixed section and table

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

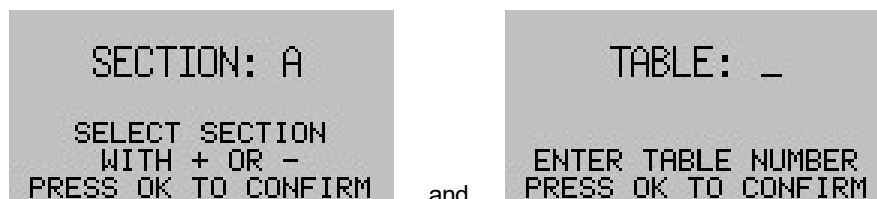


SECTION: A
TABLE: 1

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.

Flexible entry of section and table

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



SECTION: A
SELECT SECTION
WITH + OR -
PRESS OK TO CONFIRM

 and

TABLE: _
ENTER TABLE NUMBER
PRESS OK TO CONFIRM

The Director will confirm the location of the tables comprising the Section. First the section “number” is configured (**A** , **B**.....) using the **+** and **-** key. Once the correct section is chosen, press OK to confirm

Next, enter the table number. Confirm again with **OK**. A confirmation screen appears:

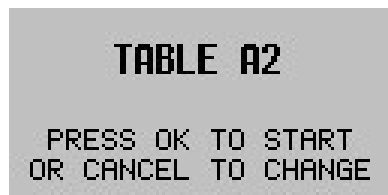


TABLE A2
PRESS OK TO START
OR CANCEL TO CHANGE

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.

Table logged on wrongly

When players enter the section and table number, it may happen that accidentally a wrong number is entered. Moreover, if the board numbers of the wrongly entered table are the same as what the players are supposed to play, it is very likely this will go unnoticed. As soon as the other, but correct, table wants to log on, the following message is displayed:



TABLE STARTED
BY ANOTHER
BRIDGEMATE
PROCEED AS A1?

If you are sure your table is the table shown on this screen, press **OK** to proceed. The following screen is displayed:

```
CALL TD TO START
AS TABLE A1
TD PIN: _
BACK
```

To continue as this table, confirmation by the TD (Director) is required. Normally the Director will swap the Bridgemate over. Otherwise, the TD enters the PIN code to confirm this Bridgemate is taking over the table. If data has already been entered on the incorrectly logged on Bridgemate, your Bridgemate will now ask whether this data should be erased:

```
Press ERASE to erase
all previous data.
Press CONTIN. to
continue and retain
previous data.
ERASE CONTIN.
```

Press ERASE to delete all data entered on the previous Bridgemate. This includes player numbers and any scores. If you wish to proceed without erasing data, press **CONTIN.** The Bridgemate will now start the session. The wrongly logged on Bridgemate will show a message that its table has been taken over by another Bridgemate and it will reset itself.

Entering player numbers

The Bridgemate will ask you to enter the computer numbers of the four players.

```
ENTER PLAYERS:
N: 123
S: -
E:
W:
  ▲ ▼
```

The number must be numeric and has a maximum of 12 digits. NZ Bridge numbers have a maximum of 6 digits. Use the number keys to enter the number and confirm by pressing the **OK** key. If a player does not know their member number or does not have a member number, press **OK** without entering a number. No number will be registered for this player. Navigation between the four numbers is simplified by using the up and down keys.

Once a member number has been entered for West, the numbers will be fed to the server. The scoring program has preloaded the names into Bridgemate Control Software so the Bridgemate system will be able to report the names loaded from Compass back to the players for verification.

```
N: Michael Brown
S: Robert Moore
E: Kevin Edwards
W: Mary Brooks
PRESS OK TO ACCEPT
OR CANCEL TO CORRECT
```

If one or more names are incorrect, press the **Cancel** button to apply corrections. After the numbers have been corrected, the new names will be displayed again for verification. When all four names are correct, press **OK** to start the first round.

Table with a phantom - Entering player numbers

The director will inform you if the table you are at is the phantom and which is the direction of the

phantom. Enter your computer number into the positions as directed.
With a N-S phantom once the player computer numbers are entered and confirmed no further action by players at that table is required and that Bridgemate is not used for the remainder of the session.

Entering results with the Bridgemate

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 to be played 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
NS: 1   EW: 12
BOARDS 1-4
```

Press **OK** to confirm this screen.

Entering board results

The following screen will be displayed when entering the board results:

```
ROUND 1  NS:1 EW:12  21-24  *
BOARD  : -
CONTR  :
LEAD   :
RESULT:
TOMENU  CALL TO SCORES
```

The information at the top of the screen (*) shows the **current round**, the **pair numbers** in the current round and the **boards to be played** at this table. The flashing line (cursor) indicates the text input position.

Entry and verification of board number

Before starting to play the board, enter the board number and press **OK** to confirm. The Bridgemate will verify the number. If the board number is incorrect, or the board has already been played in that round, the Bridgemate will notify this. It will also mention the boards that are yet to be played.

To assist the players entering the correct board number, two additional features are available which can be enabled or disabled through the directors (Bridgemate) settings:

- **Not used at Hamilton**
Automatic entry of board number. When enabled, the Bridgemate will automatically fill in the next board number in sequence. Assuming that boards are played in order, this reduces the chance of entering a wrong board number.
- *Board order verification.* When enabled, the Bridgemate will verify if the board number corresponds to the logical order. If the Bridgemate expects a different board number to be entered, it will ask to confirm that the boards are played out of sequence. 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. If the board number was entered wrongly, press **Cancel** to return to the previous screen and enter a new board number.

Once the board number has been entered and confirmed, the cursor will jump to the second line. You can now begin the bidding. As soon as the contract has been determined, enter the contract type and the direction of the declarer.

Entry of contract and 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:

```
ROUND 1  NS:1 EW:12  21-24
BOARD : 21
CONTR : 6NT x N
LEAD  : -
RESULT:
TOMENU  SCORES
```

Entering lead card -

Bridgemate settings require that lead cards must be entered hence the Bridgemate will ask you to enter the lead card.

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.

Special entries: pass-out and board not played

Pass-out

If the players have passed four times without making any bid, 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.

Board not played

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 un-played board, press the **10** key as contract in the CONTR row. 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 un-played 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.

When rules for a session say that players are not allowed to skip a board without notifying the director, the Bridgemate will require players to confirm their entry of no play with "TD confirmation". The Bridgemate will show the following screen upon no play entry.

```
ROUND 1  NS:1 EW:12  21-24
Confirm NO PLAY
for board 21 with
TD PIN: -
BACK
```

The director enters their PIN code to confirm the no play. This prevents players from entering a no play when they are not authorised to do so.

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 undertricks, use the – key.

(NB. Depending on the settings in BCS, the result can also be entered as the total number of tricks won or by using the American style (tricks made/down).

Verification by East and confirmation of board result

Once you have entered the contract, the lead card and the result, press **OK**. The message "Verification by east" will now be displayed, including the score which is calculated by the Bridgemate. Depending on the Bridgemate setting, the score will be displayed as assigned to the North/South pair or to the declarer.



ROUND 1 NS:1 EW:12 21-24
6NT x N -1 -200
VERIFICATION BY
EAST OR WEST

The Bridgemate must now be passed to East to verify the entered data by pressing the Accept key. **East must allowed to verify the data before it is accepted!**

In a short while, the screen will automatically change and repeat all the information previously entered by North. The verification screen will be displayed as in this example:



ROUND 1 NS:1 EW:12 21-24
BOARD 21, 6NTx -1
by North, -200 C8
Press ACCEPT to
confirm **ACCEPT**

The board data entered by North is displayed on the screen.

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 the **ACCEPT** function key to confirm the result. The message "Entry completed" will now be displayed. The data is saved and sent to the server / Compass.

General comments:

- It is not necessary to enter the score (+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 or bye while in the phantom location, 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.

Overview of percentage achieved and previous results

After 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 Bridgemate settings, the following information can be displayed:

- Achieved percentage for the entered board result
- Overview of scores of other pairs on the entered board

The percentage is shown directly after the board result has been transmitted to the server. The server calculates the percentage 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 final percentage on the board.

```

ROUND 1  NS:1 EW:12  21-24
ENTRY COMPLETE
NS: 25% EW: 75%
BOARDS TO GO: 2
VIEW RESULTS?

```

Press **OK** to exit this screen. When enabled the overview of scores of other pairs on the board are now shown. NB. This option can be turned off by the director and in some events the result will not be shown.

The scores are shown as a frequency list, indicating the number of times a result has been recorded, or as a score list with individual scores. The first score is the highest achieved score so far in the session on this board.

Depending on the setting in BCS, the scores can be shown in six different formats:

```

1x  2H  S +2  +170
2x  3H  N +1  +170
2x  3NT N -1  -50
4x  3NT N -2  -100

```

Frequency list with 4 scores per screen. Own score is indicated in bold.

```

1x  3H  N +2  +200
1x  2S  S +2  +170
1x  2H  S +2  +170
2x  3H  N +1  +170
2x  3NT N -1  -50
4x  3NT N -2  -100

```

Frequency list with 6 scores per screen. Own score is indicated by an arrow.

```

1x  3H  N +2  200
1x  2S  S +2  170
1x  2H  S +2  170
2x  3H  N +1  170
2x  3NT N -1  50
4x  3NT N -2  100

```

Frequency list with 6 scores per screen. Own score is indicated by an arrow. Scores in two columns.

```

4H  S =  D6  +420
4H  S =  D4  +420
4H  S =  DA  +420
4H  N =  DA  +420

```

Individual score list with 4 scores per screen. Lead card is shown. Own score is indicated in bold.

```

4H  S =  D6  +420
4H  S =  D4  +420
4H  S =  DA  +420
→4H N =  DA  +420
4H  N =  D6  +420
4H  N =  S8  +420

```

Individual score list with 6 scores per screen. Lead card is shown. Own score is indicated by an arrow.

```

4H  S =  D6  420
4H  S =  D4  420
4H  S =  DA  420
→4H N =  DA  420
4H  N =  D6  420
4H  N =  S8  420

```

Individual score list with 6 scores per screen. Lead card is shown. Own score is indicated by an arrow. Scores in two columns.

If there are multiple board results, **up** and/or **down** function keys are visible and can be used to move to the next or previous set of results.

View hand record

If a hand record has been preloaded for this board from Compass to the Bridgemate server the hand record can be reviewed by the players to verify if the correct board was played. Press the **HANDS** function key in the overview of previous results to show the hand record.

J4	Q85	
A995	S	
AKQ854	J10973	
4	K753	9
		KJ632
		2
	AK107632	AJ10982
	1074	
	S	
	Q6	
BACK		ANALYSIS

Hand records are pre-analysed for makeable contract information by Bridgemate Control Software or the dealing programme providing the boards / hands to Compass. This information is uploaded to the Bridgemate system and if allowed by the director is made available on the Bridgemate to the players by pressing the **ANALYSIS** button.

	C	D	H	S	NT
N	-	-	1	-	1
S	-	-	2	-	-
E	-	1	-	-	-
W	-	1	-	-	-
BACK					

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.

Show seatings for the next round

At the end of the round, Bridgemate can guide the pairs to their next table. This **Goto** information is shown together with the end of round message.

END OF ROUND 1
NS -> 1 EW
EW STAYS
TO MENU RANK SCORES

Seatings for next round information can be enabled from the Bridgemate settings in BCS by the director - [used at Hamilton](#)

In case the Bridgemate display has left the screen with the next round's seatings, it can be retrieved again by pressing **BACK** in the subsequent screen, which is the round information screen of the following round.

End of session

At the end of the last round, the Bridgemate will display the message "End of session". If no keys are pressed for a while, the Bridgemate will return to the Bridgemate II main screen after a few seconds. The Bridgemate has completed its tasks and can now be safely stored away.

View ranking and end of game summary

After each round, and at the end of the session, the Bridgemate system can calculate a provisional ranking based on the results collected so far. To view this ranking, press the **RANK** key. The ranking shown is for the two pairs that finished that round at that table.

RANKING AFTER ROUND 8		
PROVISIONAL RANKING:		
1 NS:	12.	43%
7 EW:	4.	58%
BACK GAME SUMMARY		

The ranking shows the pair number and their direction, their current rank, and their overall percentage. **Note** that this ranking is calculated by the Bridgemate system itself and consequently may differ from the rankings calculated by Compass - our scoring program, although the differences will be minimal.

When the last round has been played, the Bridgemate offers the players to view their personal game summary. In the ranking screen, press the **GAME SUMMARY** key (only visible when the Bridgemate finished the session).

BRD	CONTRACT	SCORE	PERC
21	3NT N +3	+690	45
22	4C× W -2	+500	100
23	3NT S =	+600	82
24	3S N -1	-50	0
25	3H E -3	+300	65
BACK ▲ ▼			

The game summary is initially shown for the NS pair. To switch over to EW pair game summary, press the **E/W** key. Results obtained on all boards are shown, including the final percentage or total match points awarded for these results. Use the **up** and **down** keys to browse through the summary.

View ranking and end of game summary after session has completed

After the session has finished, it is possible to retrieve the ranking and personal game summary from any random Bridgemate. Take any Bridgemate which belonged to the section you were playing in and activate it by entering the section letter and table number. It will show the End of Session screen. Press the **RANK** button and enter your pair number and direction in which you have played, for example 4 NS. The Bridgemate will now show your final rank and the personal game summary.

Reviewing and rectifying scores

Reviewing scores entered

After a board result has been entered and confirmed in the Bridgemate, it may very well be that players still want to review what they just have entered. The Bridgemate allows the players to review their own scores at any time during the round and at end of round. When enabled, the Bridgemate will show the **SCORES** function key as shown below.

ROUND 1	NS:1 EW:12	21-24
BOARD :	—	
CONTR :		
LEAD :		
RESULT:		
TO MENU CALL TO SCORES		

Pressing the **SCORES** function key will show the score recap.

SCORE RECAP - BOARDS 21-24		
21:	N 4H+2	+680
22:	W 3NT×=	-550
23:	S 2C-1	-50
BACK CORREC		

The entered board results including the score points are shown in order of board number. If more than four boards are played in the round, **up** and **down** function keys are visible for navigating through the results. To exit the score recap screen press the **BACK** function key.

Rectifying an input error

Option 1: During the entry process

If you have made an input error while the board result has not been confirmed yet by East, press **CANCEL** to rectify the error. In principle, it is possible to return to the board number input row 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.

Option 2: After East has confirmed the board result

Once East has confirmed the score and the message "Entry completed" has been displayed, the score can only be edited in the following two ways:

- By the director through the special director's menu (TD-menu).
- By the players themselves through the score recap screen if this option is enabled by the director. The score recap screen will show the **CORREC** function key. Press this function key, and when asked for the board number to correct, enter the board number followed by **OK**. The result is now erased and needs to be completely re-entered again by the players in the usual way.

Reviewing and amending names

Reviewing and rectifying during the round

During a round, players can review the player names that are currently registered in the Bridgemate system. Pressing the **NAMES** function key displays the names of the four players expected to be at the table.

```
ROUND 1  NS:1 EW:12  21-24
BOARD :  -
CONTR :  -
LEAD  :
RESULT:
TDMENU|NAMES|SCORES
```

In events where players pre-register, and player numbers are not entered into the Bridgemate, the Bridgemate only displays the player names and modification by the players is not possible. When players register manually ([as normally used at Hamilton](#)) by entering their player number into the Bridgemate, players can amend their player number during the event. The following screen is then displayed when pressing the **NAMES** function key:

```
N: Michael Brown
S: Robert Moore
E: Kevin Edwards
W: Mary Brooks
Press CORREC to
change players
BACK|CORREC
```

Press the **CORREC** function key to amend the player numbers. The player number entry screen then appears, and one or more player numbers can be edited. Once done, the player names are updated and can be confirmed. The change(s) are updated both in the Bridgemate server and Compass.

Reviewing and amending at the beginning of each round

Bridgemate II has extended functionality for team games. In order to use these features, it is required that your scoring supports the team game features in Bridgemate.

Display board result

If board results are displayed on the Bridgemate, and the board on which a score is entered has already been played by the other table, the Bridgemate displays how many IMP is awarded to both NS and EW. If the other hasn't played the board yet, the Bridgemate displays 0 IMP for both pairs.

Display match result and compare scores

When a match has finished, teams can review their match result using the Bridgemate of the table where the NS pair of the team played their part of the match (also called "home table" for that team). The match result can be retrieved as follows:

1. If the Bridgemate has gone to sleep, activate the Bridgemate again.
2. If the Bridgemate displays the round information of the new round, press **Back** to go to the previous round. If the Bridgemate has reverted back to the main screen, activate the Bridgemate again by selecting the section and table number of the team's home table and press **OK** until you reach the "End of session" screen.
3. Press the **RANK** button on the "End of Session" screen or "End of Round" screen to display the match result. (the Bridgemate setting "Ranking" must be enabled by the director):



4. Press **GAME SUMMARY** to display the score sheets (the Bridgemate setting "Show summary at end of session" must be enabled). First the score sheet of the NS pair at the home table is displayed:

BRD	CONTRACT	SCORE	IMP
11	5Sx N -2	-300	-9
12	6NT E =	-990	-15
13	3NT N -1	-100	-5
14	4H N +1	+450	1
15	5S N +1	+680	13
BACK		▼	

5. Press **EW** button to display the score sheet of the pair at the away table:

BRD	CONTRACT	SCORE	IMP
11	2D N =	-90	-9
12	2S N =	-110	-15
13	3C N =	-110	-5
14	4H N =	-420	1
15	5S N -1	+100	13
BACK		▼	

You can switch between both score sheets by repeatedly pressing **NS** and **EW** buttons.

Due to space constraints on the Bridgemate II, the score points and IMP are not displayed in a we/they column format. Instead, positive score points and IMP are won by the team itself, and negative score points and IMP are won by the opponent team.