

# BridgePal / JSSScore Guide

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# BridgePal/JSSScore Guide

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*This is a short guide to using BridgePal with JSS Scorer. It doesn't go into lots of detail because Jeff's programs have their own documentation. It describes BridgePal specific issues and some differences when using BridgePal with Jeff's programs (e.g. we don't support all of the BridgeMate settings that are included on the BCS Options screen). Jeff Smith has included support for BridgePal in the latest versions of his programs, which are available from [this page](#).*

## 1. Initial Setup

Install BridgePal software and setup the system as described on BridgePal website – [Setup Summary](#).

Install the latest version of JSSScore from <https://jssscore.weebly.com/>.

Start PairsScorer and select Player Database. Populate the Player Database in PairsScorer accordingly. 'Print Player List' with PIDs for use in the club.

You might need to create a dummy event the very first time you use the scoring program. From Event Menu – Bridgemate Scoring - Select BridgePal as table top unit and then on Admin screen set BCS Program Location to c:\BridgePal\BridgePal.exe, and lookup file location to c:\BridgePal\xdb\BMPlayerDB.mdb.

## 2. Preparation for Wireless Scoring

If you are planning to run a bigger event or occasionally even for ordinary club sessions you might want to load the file BMPlayerDB.mdb before the session starts and while you have an internet connection. Do this via the Player Database screen, click on 'Download EBU Database'. This will create an up-to-date file in c:\BridgePal\xdb\. This will enable any newcomers or existing club members to enter their NBO (EBU) numbers into BridgePals.

## 3. Connecting it all up

- Plug in / Switch on the scoring router and the laptop
- Switch on BridgePals and launch BridgePal app.

The app may take up to 20 seconds to connect and display –

**CONNECTED**  
**Session not yet started**

Distribute BridgePals, typically placing them with North.

## 4. Starting Wireless Scoring

### Pairs/Teams

Click on 'Pairs/Team Events' and create a new event as usual. Define Scoring Method and Import Deal if available, the deal file has to be in pbn format.

Return to the Event Menu and click on 'Select Movement' and define the movement.

Click on 'BridgePal Scoring' and 'Set BCS Options' – see Appendix I for details. Note that you can also change wireless options on the BridgePal Server after the wireless scoring has started. See Appendix II for details.

Click on 'Create Database' and 'Launch BCS' which will start BridgePal Server and BridgePals will display Welcome screen when 'Retry' tapped.

### **Multiple sections**

For **multiple sections** define each section/event separately, combine them into one multiple section and then open this multiple section for wireless scoring.

### **What if wrong movement defined**

If you made a mistake, e.g. a new half table was discovered or somebody comes last minute, just as you defined the movement and started the system – you are advised to start from scratch.

### **Adding late arrivals**

If a new pair unexpectedly arrives just as you started a session, deal with them as in the previous paragraph, by deleting the session and starting again.

If you are, however, expecting somebody to arrive late, i.e. you have 5  $\frac{3}{4}$  tables and are waiting for the last  $\frac{1}{4}$  to arrive, then you can deal with this in two different ways:

- Do not start the wireless session until the end of round 1 when you will know what the movement will be and whether the late arrival will materialise or not.
- Start session for 6 tables, say Mitchell share and relay. If the expected person doesn't turn up, enter names for the EW pair that is present at table 6 and leave the unit on the table. Enter No Play for each board, BridgePal gives "Move" instructions for the sitout pair at the end of each round. The sitout pair have to click OK before leaving the table. E/W pair can see their ranking at the end of the session.

At the end of the evening, Scrolling screen and the Ranking list will show 24 scores missing – but this is what you expect and you simply ignore this. This only applies to the cases where no hand was played at the missing pair table.

You can of course do this only if the movement is 'expandable' i.e. you can add more tables and boards without affecting the rest of the room. So you can change 12 table skip Mitchell to 12  $\frac{1}{2}$  table Mitchell, but not 12 table share and relay Mitchell to 12  $\frac{1}{2}$  Mitchell.

### **Swiss Pairs**

See [JSSScore document on running Swiss Pairs](#) with Bridgemates for details. The only difference to running them with BridgePals will be that you will have BridgePal Scoring instead of Bridgemate Scoring button.

### **Swiss Teams**

See [JSSScore document on running swiss teams](#) with Bridgemates for details. The only difference to running them with BridgePals will be that you will have BridgePal Scoring instead of Bridgemate Scoring button.

### **Individual Events**

These are not fully supported at the moment but can be used. Here are some suggestions on running them:

1. Player Numbers can be entered on BridgePal at the start and those will be correctly

recorded by Individual Scorer

2. During Round 1 you can "switch off" player names entry on BridgePal. This is because player names entered/corrected at the start of subsequent rounds via the Names button would not be recorded correctly. You can switch off names entry on BridgePal by going to BCS Options in Individual Scorer, select the BridgeMate II settings tab, and in the "Names Source" dropdown choose "Preset or Updated by Program". This will hide the Names button on BridgePal. See BCS options in Appendix I.

3. The Move instructions on BridgePals would be wrong (they are correct only for North and East) so it is best to disable them by unticking "Next seatings at end of round" (again, in BridgeMate II settings in BCS Options). That should make it a bit less confusing for players, though they will still see some wrong names being displayed on the "Round" screen on BridgePal in subsequent rounds. (North and East will be correct)

## **5. Dealing with queries during the session**

### **Assigning Player Ids and Names correction**

If a newcomer asks you for a player ID and you have plenty of time before the session is started, enter it in the scoring program and allocate Player ID there.

You can also enter or correct any name during the session on BridgePal Round Display – click on Names button.

If there is a missing N/S pair, then the E/W pair can enter their IDs while they are sitting out on the first round. Leave BridgePal on the table as “Move” instructions for EW Pairs will be displayed at the end of each round. E/W pair have to click OK before leaving the table. E/W pair can see their ranking at the end of the session.

### **Correct score**

If you need to correct a score you can do so either on BridgePal or on computer. If the correction is for the current round the user can correct score on BridgePal without directors intervention. If the correction is for a previous round, it can be corrected on BridgePal, but only with directors approval – via directors menu with PIN. Otherwise the score can be corrected in BridgePal server or in the scoring program. The correction entered via BridgePal server will be visible on BridgePals the next time traveller is displayed. If you are on the relevant traveller screen on BridgePal at the time, click on menu – Refresh.

### **Enter average**

If an average has to be awarded, use BridgePal director's functions or enter it on BridgePal Server.

### **Correct name**

You can correct a name via the Names button on BridgePal or in the scoring program. . In JSSScore you will need to use the Write Names button on the BridgePal Scoring screen to update any name changes to the database.

For any other problems, see para 1.5 „What if something goes wrong“.

## **6. End of session**

### **Incomplete Movement**

At the end of the session when the last score of the last round arrives from a BridgePal the Ranking button will be displayed on BridgePals. This means if the system was set for 9 rounds and only 8 were played, you need to turn the ranking on for every round in BCS options. Alternatively, players can enter 'No Play' on BridgePals until this gets them to the end of the movement.

### **Stop Wireless Scoring**

When everybody has stopped looking at the results, exit event in the scoring program and stop BridgePal server.

## **5. What if something goes wrong**

There are many ways in which things can go wrong. Here are a few examples.

### **Directors PIN**

When the system is first installed directors PIN is 0000. - but can be changed via the menu on the BridgePal Server application on the PC while BridgeScore is running.

### **BridgePal doesn't display CONNECTED**

If it does not, then:

- check the router is plugged in.
- check the computer is connected to the router's wifi network
- check wifi is enabled on the BridgePal and that it is connected to the same wifi network
- go to the BridgePal app menu and select “more” and “Find BridgePal Server”. This will cause the app to listen for a further 20 seconds for a broadcast message telling it the ip address of the PC.

### **Wrong table/section entered on BridgePal**

A BridgePal user entered wrong table and then called you to correct it. - Via directors menu on BridgePal unit click on Reset Table. You will need to enter directors PIN.

### **A table has been taken by somebody else**

A user calls you saying that they cannot enter their table number as somebody is already using it. Use directors menu – Acquire Table function. This will disconnect the offender and allow your user to enter their table number. Any scores entered by the offender won't be deleted from the computer until overwritten by new scores.

## **Reset table performed after several rounds played**

Say you accidentally perform Reset Table – unlikely (especially as you need director's pin to do this) but it can happen!

This is where BridgePal server comes useful. Click on the Actions on the menu and select Restore Table. Set Section/Table/Round to the desired values.

## **Boards Played in Wrong Order**

Tap on Board number on the contract entry screen and select the required board.

## **Faulty/Discharged BridgePal**

If a BridgePal stops functioning, either because the battery has discharged or for any other reason, get a new BridgePal and perform a takeover procedure on the new unit – via Directors menu click on Replace Failed Unit. It will ask for a confirmation “Do you want to take over the active session of a failed BridgePal unit ?” Tap the OK button and you will be asked to enter the section/table number of the failed unit. Do this and tap on OK. The replacement unit will now resume the session at the screen where the other unit failed.

## **BridgePal Freezes**

This can happen if there was an error in transmission between the computer and the unit, for example. Try Refresh on the menu, or exit the BridgePal app using the back key and start it again. This should continue from the screen where the freeze happened. If neither works, reboot BridgePal, again it will continue from the correct screen.

## **Forgotten to Plug the Laptop into Mains**

If you have forgotten to plug the laptop into mains, you might find that the computer goes into hibernation half way through the session. BridgePals connection is lost.

- Plug the laptop into mains and after a few moments switch it back on.
- The wireless scoring will continue from the point of failure.

## **Laptop Crashes**

- Reboot laptop.
- Start scoring program.
- Retrieve the latest event.
- Restart wireless scoring via BridgePal Scoring.



# APPENDIX I

## BCS Options

There are many options to choose from but only some apply to BridgePal. There are two screens of BCS options: Bridgemate and Bridgemate II.

The screenshot shows the BridgePal interface with two panels: Bridgemate and Bridgemate II. The Bridgemate panel has sections for Results and Behaviour. The Bridgemate II panel has sections for Interval settings, Contract, Optional Entry, and Shutdown. Green circles highlight specific options in the original image.

| Panel   | Section   | Option   | Value / State |
|---|---|--|---------------|
| Bridgemate  | Results   | <input checked="" type="checkbox"/> Show previous results  | Green circle  |
|   |   | Frequency list, 6 lines, 1 score column  | Dropdown menu |
|   |   | <input checked="" type="checkbox"/> Show own result  |               |
|   |   | <input type="checkbox"/> Repeat results (BMPro only)   |               |
|   | Maximum results to show: Unlimited  | Dropdown menu  |               |
|   | <input checked="" type="checkbox"/> Show percentage of own result   | Green circle   |               |
|   | <input type="checkbox"/> Group sections for results   |  |               |
|   | Behaviour   | Show score points from perspective of:   |               |
|   |   | <input checked="" type="radio"/> North - South   | Green circle  |
|   |   | <input type="radio"/> Declarer   |               |
| Enter results as:   |   |  |               |
| Number of total tricks won  |   | Dropdown menu (Green circle)   |               |
| <input checked="" type="checkbox"/> Show Pair Numbers at Round Info |   |  |               |
| <input type="checkbox"/> Intermediate transmission of contract      |   |  |               |
| <input checked="" type="checkbox"/> Board order verification        |   |  |               |
| <input checked="" type="checkbox"/> External Update Report          |   |  |               |
| Bridgemate II   | Interval settings   | Autopower-off period: 20 seconds   | Dropdown menu |
|   |   | Verification message: 1 seconds  | Dropdown menu |
|   | Contract  | Show contracts using:  |               |
|   |   | <input type="radio"/> Symbols  |               |
|   | <input checked="" type="radio"/> Characters   | Green circle   |               |
|   | Optional Entry  | <input type="checkbox"/> Lead card   |               |
|   |   | <input type="checkbox"/> Validate lead card against hand record  | Green circle  |
|   |   | <input checked="" type="checkbox"/> Member Numbers   |               |
|   |   | <input type="checkbox"/> Blank entry not allowed   |               |
|   |   | <input type="checkbox"/> Home Table Entry (Will not work for movements with an irregular first round move) |               |
| <input type="checkbox"/> Enter Numbers at each round (Teams only)   |   |  |               |
| <input type="checkbox"/> Preload Existing Numbers                   |   |  |               |
| Validate number using rules of:                                     |   |  |               |
| No validation   | Dropdown menu (Green circle)  |  |               |
| Shutdown  | <input checked="" type="checkbox"/> Automatically close BCS at end of session (Not allowed in Swiss Events) |  |               |

Set as desired – see detailed description below – and click on Save. You can also store options as Club defaults, so that you don't have to set them every time.

Note that only options with green blob are supported or apply to BridgePal. The other options are either not supported or are irrelevant. For example own result is always shown and frequency list is never shown - BridgePals always use traveller format. Score points are always shown from the perspective of North – South. Also for multiple sections, the ranking list on BridgePal cannot be shown accross the field, i.e. sections cannot be grouped. The sections can be grouped/combined in the scoring program as usual.

Here is a detailed description of what the options mean:

**Show previous results** - Show previous results of the board just played. Untick to disallow players to see results from other tables.

**Show percentage of own result** – slight misnomer – it is not always percentage and it is not always own result. If ticked BridgePals will show percentage for matchpointed pairs and cross-imps for cross-imp pairs. Also, when ticked and 'Show previous results' above is ticked – percentage/cross-imps are shown for everybody and not just for own result. For teams TeamScorer sets ScoringType to cross-imps, so if

- 'Show previous results' is ticked and 'Show percentage of own result' is ticked, travellers will show results for all tables showing cross-imps for each result

- 'Show previous results' is ticked and 'Show percentage of own result' is unticked, travellers will show results for all tables but without cross-imps
- 'Show previous results' is unticked and 'Show percentage of own result' is unticked, travellers will show just own result without cross-imps.

**Enter results as** – results can be entered as *number of tricks won, plus/minus/equal or American style*.

**Validate lead card against hand record** – if ticked the lead card will be validated using known hand record and declarer. Very useful in detecting not just a wrong lead card but if a contract has been entered in the wrong direction (e.g. NS instead of EW) or a board has been fouled. You need to Import Deal file for this option to work.

**Enter numbers at each round** – used in Teams and Swiss Teams only. Enter new Player IDs at each round so that a separate record is kept of player ids for each round. Note that „Preload Existing Numbers“ is not supported . These are always preloaded unless „Enter Numbers at each round“ is ticked, in which case they are not preloaded but are entered instead.

The screenshot shows the BridgePal configuration window, divided into two main sections: **Bridgемate** and **Bridgемate II**.

**Bridgемate Section:**

- Pair number entry as part of declarer:** A dropdown menu set to "No entry".
- Player names:** A dropdown menu set to "Show player names at each round". Below it, "Name Source (Used by BCS to decode player number)" is set to "Player & EBU Names Table". There is an unchecked checkbox for "Text based number search (allow for leading zeros)".
- Ranking and game summary:** "Ranking:" dropdown is set to "Show ranking at end of session only". There is a checked checkbox for "Show summary at end of session" with radio buttons for "Percentage" (selected) and "Matchpoints".
- Hand Records:** There are checked checkboxes for "View Hand Records" and "Play Hands (BridgePal use)". There is an unchecked checkbox for "Enter Hand Records" with radio buttons for "End of Round" and "End of Board" (selected).

**Bridgемate II Section:**

- Options for tournament director:** "PIN Code:" is set to "0000". There are unchecked checkboxes for "No Play" requires TD confirmation and "Allow TD Calls from Bridgемate".
- Display additional information:** There are checked checkboxes for "Remaining number of boards to be played", "Next seatings at end of round", and "Score recap". There are unchecked checkboxes for "Show score recap automatically" and "Allow players to erase scores".
- Recording game:** There are unchecked checkboxes for "Record Bidding", "RecordPlay", "Validate entry with hand records", and "Allow viewing hand records".

At the bottom of the window, there are three blue buttons: "Restore Options to Club Defaults", "Store Options as Club Defaults", and "Restore EBU Pairs Defaults". To the right are two buttons: a red "Cancel" button and a green "OK" button.

**Name source** – Used by BridgePal to decode player number. If set to '*Preset or Updated by Program*', the Enter Names screen won't be shown on BridgePal as the names will be entered by the scoring program. If set to '*Player & EBU Names Table*', then players can enter either their Player ID or EBU number. If EBU number, the name is obtained from the file BMPlayerDB.mdb mentioned above.

**Ranking** – you can either disable ranking display on BridgePal completely or show ranking at the end of session or show ranking after each round – in which case the ranking will

actually be shown after every board.

**Show summary at end of session** – this will show game summary at the end of session.

**Hand Records** – if '*View Hand Records*' is ticked you will see the hands that you imported on the event screen with '*Import Deal*'. If '*Enter Hand Records*' is ticked user can enter hands on BridgePal. These will be stored in the file with the same name as the session bws file with the section number appended and in the same place as the session bws file. If '*Play Hands*' is ticked there will be a '*Play*' button displayed on BridgePal traveller screen and the user will be able to play the hand, provided that Bridge Solver is installed.

**PIN Code** – director's PIN code can be entered here. This is needed on BridgePal director's menu. T can also be entered on BridgePal server.

**Next seatings at end of round** – this controls whether next seatings at the end of round is shown or not. Might not be needed in Swiss Teams or Swiss Pairs.

## APPENDIX II

### BridgePal Server Settings



Open the BridgePal server window by clicking on the BridgePal server icon on the task bar. Click on the Settings on the menu. The following window is displayed:

Set as desired – see detailed description below – and click on Save.

#### Event

**Event Type** - This is set by the scoring program and you cannot change it.

**ScoringType (Traveller)** - This is set by the scoring program but you can change it. Scoring type is shown on the traveller. The options are:

- Matchpoints – result shown as percentage
- Butler (Not Displayed)
- Cross-Imps – result shown as cross-imps. If running teams, this will be the only option available.

**RankingType** - This is set by the scoring program and you cannot change it. It determines the values displayed on the BridgePal ranking list. The possible options are:

- Matchpoints – result shown as percentage
- Butler (Not Displayed) – if you run Butler pairs the ranking list will have no values, so select Ranking as Not Displayed – see below. This means you can run Butler pairs using BridgePals, but the ranking will not be calculated by BridgePal. Use the scoring program scrolling screen instead.
- Cross-Imps – ranking list is in cross-imps
- Imps – results shown as IMPs – e.g. if running teams. This is the only value available if running teams.

## Traveller

**Show % or Ximps** - Tick to show percentage or cross-imps as defined by Scoring Type above

**Include all tables** – Untick to disallow players to see results from other tables.

**Sort By NS Score** – Tick to sort traveller on BridgePal by NS Score rather than by Pair number (default).

## Data Entry

**Result Entry** – results can be entered as *number of tricks*, *Up/Down Tricks* or *American style*.

**Names Lookup** – The options are:

- *Club Database* - players can enter either their Player ID or EBU number, either will be retrieved from the local club database
- *National Database* - players enter their EBU number and the name is obtained from the file BMPlayerDB.mdb mentioned above
- *Club, then National* - players can enter either their Player ID or EBU number. If EBU number, the name is obtained from the file BMPlayerDB.mdb mentioned above.
- *Names Pre-Assigned* - the Enter Names screen won't be shown on BridgePal as the names will be entered by the scoring program

## Display Options

**Ranking** – this controls when the 'Ranking' button is displayed. Choose as appropriate.

**Show Next Seating at the End of Round** – this controls whether next seatings at the end of round is shown or not. Might not be needed in Swiss Teams or Swiss Pairs.

**Show Scorecard at the End of Session** – if ticked the scorecard/game summary will be shown at the end of session.

## Hand Records

**View Hand Records** - if ticked you will see the hands that you selected with the PBN file button below

**Enter Hand Records** if ticked user can enter hands on BridgePal. These will be stored in the file with the same name as the session bws file with the section number appended and in the same place as the session bws file.

**Play Hands** - if ticked the 'Play' button will be displayed on BridgePal traveller screen and the user will be able to play the hand, provided that Bridge Solver is installed.

**Lead Card Validation** - if ticked the lead card will be validated using known hand record and declarer. Very useful in detecting not just a wrong lead card but if a contract has been entered in the wrong direction (e.g. NS instead of EW) or a board has been fouled. You need to select the PBN File for this option to work.

**PBN File** – browse for the pbn file with the hand records in it.

**Entry of Lead Card is Compulsory** – Tick to force BridgePal users to enter the lead card. Otherwise they can skip over the Lead Card field on the score entry screen by typing OK.

## **Load Defaults / Save Defaults**

The current settings can be saved as defaults for future sessions. There is one set of defaults per event type (Pairs, Teams, Swiss Pairs, etc). When the 'Save Defaults' button is clicked the current settings will be saved as the defaults for the current event type. Similarly, if the 'Load Settings' button is clicked, the current settings will be replaced by the defaults for the current event type. If changes are required for the current session only, then after changing the settings on the screen click on the 'Save' button, rather than 'Save Defaults'.

Note also that when BridgePal Server is launched by the scoring program for a new event these defaults are applied selectively. It is likely that the scoring program provides setting for some of the fields on the above screen. If so, the settings for those particular fields are accepted from the scoring program and the remainder are initialised from the BridgePal Server defaults for the above event type. If the scoring program does not initialise the event type it will be necessary to use the dropdown list under the Event heading on the above screen to select the correct event type. When this is done, any settings which were not initialised by the scoring program will be initialised from the defaults for the new event type.

If you find this too complicated – see the next item...

## **Allow Scoring Program to Set/Modify BCS Settings**

Users may find it simpler to make all settings changes in BridgePal server rather than in the scoring program. This can be achieved by clearing the checkbox '*Allow Scoring Program to Set/Modify BCS Settings*' and clicking on 'Save'. This is a global setting and will take effect for subsequent sessions for all event types.