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BridgePal / Scorebridge Guide

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This is a short guide to using BridgePal with Scorebridge. It doesn't go into lots of detail because Scorebridge has its own documentation. It describes BridgePal specific issues and some differences when using BridgePal with

1. Initial Setup

To run a BridgePal session with Scorebridge select BridgePal as a wireless scoring type (Club Preferences - Event Profile Preferences).

Then create a new event and attempt to start wireless scoring. Scorebridge displays the following:

"The program is not installed in the standard location. Normally Scorebridge will launch wireless control program after you start a new event. You should not set a wireless event unless you have installed it. Are you sure you want to allow Wireless Events?" Click on Yes.

"In the Browse box that follows, please show Scorebridge where you installed the program. Look for the file BridgePal.exe inside the folder. Then click the Open button."

2. Preparation for Wireless Scoring

BMPlayerDB.mdb

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 DB screen, click on 'Download EBU Database'. Make sure it is copied to c:\BridgePal\xdb\BMPlayerDB.mdb. This will enable any newcomers or existing club members to enter their NBO (EBU) numbers into BridgePals.

Wireless Options

Setup Wireless Preferences before you create an event. This is done via Club Preferences – Wireless Preferences – see Appendix I.

You can also set wireless options via the BridgePal Server Settings menu – see Appendix II

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 New Event and proceed with defining the new event as usual, i.e. define movement and start the wireless session when asked 'Do you want to start BMPro now?' – see Scorebridge Help for details.

Multiple sections

If you want to run **multiple sections** proceed as you would normally do with Scorebridge . You can merge the sections in one in Scorebridge, but they will be scored separately on BridgePal, i.e. each section will have its own Ranking List. Scrolling screen is created by Scorebridge and the sections will be combined when chosen in Scorebridge.

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 then put unit away – there is no need to keep entering No Play. 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 [Running a Swiss pairs Event](#) with Bridgemates for details.

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 in BridgePal Server Settings screen – on Names Lookup dropdown choose "Names Pre-Assigned". This will hide the Names button on BridgePal.

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 "Show Next seatings at end of round" (again, in BridgePal Server Settings). 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

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, enter it on BridgePal server. Currently averages cannot be entered on BridgePals.

Correct name

You can **correct a name** via the Names button on BridgePal or in the scoring program

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 BridgePal 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.

Player Names Entered on the Previous Table and We Cannot See Them

The current table moved to the next round before the names (and scores) were entered on the previous table. On th BridgePal unit click on menu – Refresh.

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.

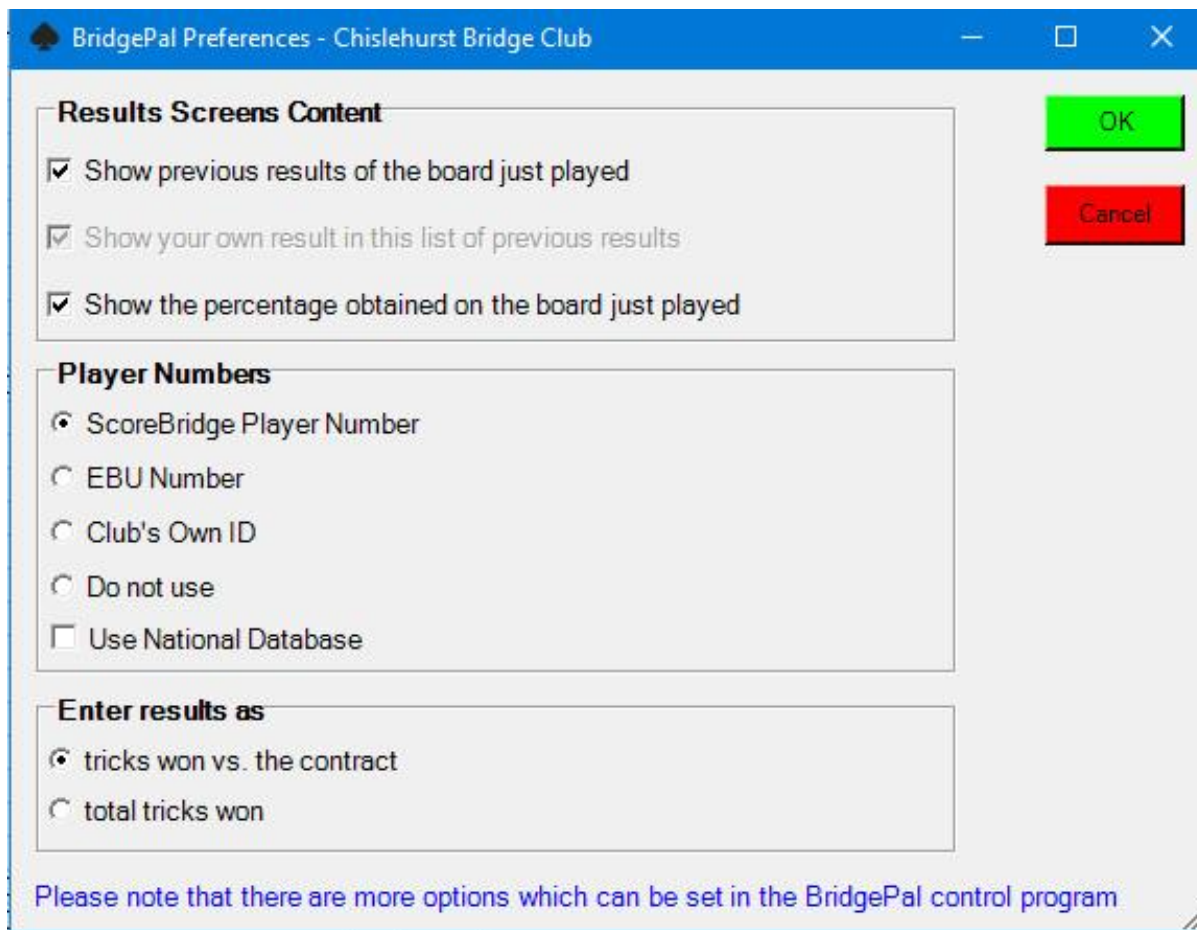
Laptop Crashes

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

APPENDIX I

Scorebridge Wireless Preferences

Set these before you start wireless scoring



Set as desired – see detailed description below – and click on OK to save.

Here is a detailed description of what the options mean:

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

Show the percentage obtained on the board just played –If ticked BridgePals will show percentage. Also, when ticked and 'Show previous results' above is ticked – percentage is shown for everybody and not just for own result.

Enter results as – results can be entered as *number of tricks won* or *total tricks won*.

Player Numbers – Used by BridgePal to decode player number. If set to *Do not use*, the Enter Names screen won't be shown on BridgePal as the names will be entered by the scoring program. If set to *Use national Database* the name is obtained from the file BMPlayerDB.mdb mentioned above.

APPENDIX II

BridgePal Server Settings

When wireless scoring is started, the Settings window of BridgePal server is shown. A warning message is displayed telling you to check Event Type and Scoring Type and amend if necessary:

BridgePal Server - C:\BridgeData\Farnborough Kent Bidge Club\BridgeMate\2019Ma... — □ ×

Actions View Settings PIN About

Section: A ▾

Settings(Snapshot):

Event

Event Type: Pairs ▾

Scoring Type: (Traveller) Matchpoints ▾

Ranking Type: Matchpoints ▾

Data Entry

Result Entry: Up/Down Tricks ▾

Names Lookup: Club, then National ▾

Display Options

Ranking: At End Of Session ▾

Show Next Seatings At End Of Round

Show Scorecard At End Of Session

Travellers

Show % or XImps

Include All Tables

Hand Records

View Hand Records

Enter Hand Records

Play Hands

Lead Card Validation

_____ PBN File

Save Exit

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

Event

Event Type – If not playing pairs, set as appropriate. The options available are *Pairs*, *Teams (Multiple)*, *Swiss pairs*, *Swiss Teams*, *Individual*.

ScoringType (Traveller) - This is set to Matchpoints initially, but you can change it if so desired. 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.

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.