

BridgePal/BridgeScore Guide

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1. Initial Setup

Install the system as described on the website www.bridgepal.co.uk under [Setting Up the System](#). Install BridgeScore from the website www.mirnagoacher.co.uk.

When BridgeScore is started for the first time after installation enter your club name and click on Save.

Set your Club Details, Wireless Scoring details and BridgeWebs details if required. If your club is affiliated to NBU, click on Club Lookup. If Club Lookup is not available, enter the club code manually if known.

Go to the Names screen and import names from a previously prepared names file - see [BridgePal forum](#) for an example on how to update Names from Scorebridge or PairsScorer OR enter names manually.

2. Connecting it up

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

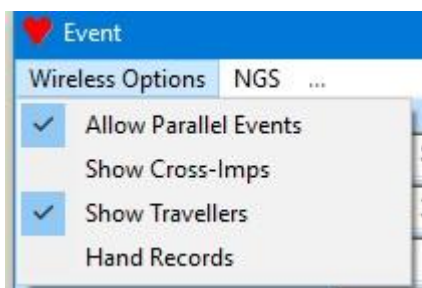
The app may take up to 20 seconds to connect and display –

CONNECTED
Session not yet started

3. Starting Wireless Scoring

On BridgeScore main screen click on Scorer and New Event. Setup wireless options for each event via the Wireless Options menu: -

Wireless Options Menu



Allow Parallel Events. Tick if running more than one section. Make sure it is ticked before the first event is defined.

Show Travellers. Tick if you want to show travellers when running teams. Available only for Teams with Travellers.

Show Cross-imps. Tick if you want to show cross-imps when running teams. Available only for Teams with Travellers.

Hand Records. This will open a new wireless options window, where you can set hand

record options.

Please note that you can also set or amend wireless options on the **BridgePal Server Settings** screen, which can be accessed once wireless scoring has started – see **Appendix II**.

Starting One Section

- a. Make sure the menu item 'Allow Parallel Events' on the Wireless Options menu is not ticked as above.
- b. Enter Event name.
- c. Select event type -
 - Pairs, if a pairs competition
 - Teams with Travellers, if running teams,
- d. Click on **Save**.
- e. Click on Define Movement. Liaise with director to determine exact movement details and enter accordingly.
 - For a Mitchell movement
 - Enter Number of tables, Number of Rounds and Boards per round
 - Select one or two winner movement.
 - Enter arrow switches, if appropriate, cannot be round 1
 - Select Skip or Share and Relay
 - Enter **Missing Pair** or **Rover**, all as advised by director. Please note that for Missing Pair (sitout), half table counts when you enter it in Bridgescore. For Rover, there is no half table. So if there are 29 pairs, enter number of tables as 15 if Missing Pair and 14 if Rover. This is different in Bridgescore to some other scoring programs. Enter sitout/rover pair names on the computer.
 - For a Howell or any other non-Mitchell movement, optionally enter number of tables (this restricts the size of the dropdown list), then -
 - Select movement from the dropdown list
 - Change boards per round if required
 - Enter missing pair if required
 - For Teams, after getting instructions from director, select -
 - American Whist Odd from the movement dropdown list for odd number of tables
 - Enter number of tables. When you tab away, the other fields are filled in automatically.
 - American Whist Score Break from the movement dropdown list, for even number of tables
 - Enter number of tables. When you tab away, the other fields are filled in automatically.
- f. Click on **Save** and then Exit.

- g. Answer YES to the question 'Start wireless scoring?'

For Teams - a message „*Player Numbers must be entered at the table where team members start playing*“ is displayed – remind director to announce it if necessary. Everybody will probably get fed up listening to it after a few teams events.

The system is now running, ready to read scores and names from Bridgepals. The 'Control Panel' shows that 'Reading Scores' is on and 'Scrolling Results' are off.

A diamond BridgePal Control Software icon is visible in the taskbar. It is worth being aware of it, but no need to do anything with it – 'let sleeping dogs lie' ☺

Starting Multiple Sections

The idea is to start a 'wireless session' consisting of several sections/events.

1. Make sure the menu item 'Allow Parallel Events' on the Wireless Options menu is ticked as above.
2. Continue with b - f as above.
3. You are then asked if you want to 'Start a new wireless scoring session?...'
 - If you are starting first of several events, answer *yes*.
 - If a new wireless session has already been started and this is a parallel event (second or subsequent event), answer *no*.
4. The second question – 'Have all events been started?' is displayed.
 - If you want to define another event, answer *no*. Exit this event and click on New Event to define subsequent events as in **b - f** above.
 - If you defined all events, answer **yes**.

The system is now running. The 'Wireless Control Panel' shows one tab for each section/event. Click on the appropriate tab to look at the section status.

Section 1 or A is the event you started first and the subsequent sections are in numerical or alphabetical sequence.

In theory, you can define up to 6 sections, but maximum 3 at a time have scrolling screens displayed. For more than 2 sections, you are advised to alter the ranking screen preferences (Results menu Preferences) from FullName to NickName to ensure that names on the scrolling screen are readable.

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.

Don't worry – it is quick and easy.

Click on Exit on the Event screen, answer Yes to 'Stop wireless scoring?'

Delete the event(s) on top of the list of events, the ones that you have just incorrectly defined. To delete an event, click on it to highlight it, then press the Delete key on the computer

keyboard. You can select more than one event at a time, if necessary.

Now click on New Event etc, as described in 1.2.1 and 1.2.2 above.

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.

4. 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, go to Bridgescore – Names screen and Add Name. Give them the number generated by the computer. However, if you have already started the system, click on the Players button on the Events screen and enter the name there.

If somebody whose name is known to the system doesn't enter their ID at the beginning of the session, then you can enter it via Players button on the Events screen as above. The name entered via the Events/Players will be shown on BridgePals. 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 – give them a BridgePal and after they have entered their name, they can return the BridgePal as it is not needed after this.

Score Correction

If you need to correct a score you can do so either on BridgePal or on the 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 Bridgescore. The correction entered via BridgeScore will be visible on BridgePals the next time traveller is displayed. If you are on the relevant traveller screen on BridgePal, click on menu – Refresh.

When correcting a score in Bridgescore you should be aware that you are not the only one entering scores in the computer – BridgePals are potentially doing the same job. Computer will not allow BridgePals and you entering scores in the same time. So as soon as you click

'Enter Scores' button you will notice that the 'Reading Scores' button on the Control Panel turns off and changes colour to red and a message is displayed, reminding you that BridgePal scores are not read into computer, but are queued up waiting for better times. BridgePal users are not affected. As soon as you corrected a score, please exit score entry. The 'Reading Scores' button will turn on automatically and the scores waiting in the queue will be read in. If you forget to exit score entry, BridgeScore will exit automatically after a 30 second timeout.

Similarly, if you click on Results, data retrieval is suspended and will be automatically resumed after 30 seconds, unless you do it earlier.

Assigning Averages

If an average has to be awarded, enter it on the computer or on BridgePal via Directors menu.

For any other problems, see below - „What if something goes wrong“.

5. End of session

Incomplete Movement

At the end of the session when the first score of the highest numbered board of the last round arrives from a BridgePal the scrolling screen will turn on automatically and 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 scrolling screen on by hand - via the Wireless Control Panel on the computer. The same applies to the BridgePal ranking list. 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 scrolling screen, Exit event, click Yes when asked „Stop wireless scoring?“

Check Scores

If you have time click on 'Check Scores' button on the event screen. This will tell you to check some travellers where an incorrect score entry is suspected. In particular this will check if a contract was entered with wrong polarity, ie N/S instead of E/W or vice versa. You will find that if you use Hand Record validation, there is far less need for Check Scores button to be used.

Upload Results to Website

If you have a suitable Internet connection and a BridgeWebs website, you can upload the results to the website. Unplug BridgePal router first. Go to the Results screen of BridgeScore, then click on Upload to BridgeWebs.

6. 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 (the red diamond icon on the windows taskbar) while BridgeScore is running.

BridgePal doesn't display CONNECTED

If it does not, then:

- 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.

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 but can happen!

This is where BridgePal server (the diamond icon) 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. 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 Bridgescore.
- Open the latest event.
- Answer Yes to the question 'Do you wish to open wireless control panel?'
- Click on 'Restart'.

7. Aftercare

You might have to update the list of names on the laptop, to keep IDs up-to-date. In Bridgescore create a names text file on the home computer first. On Names screen click on Import/Export menu and Export names to text file. You can use memory stick to copy names to the laptop (folder c:/ClubData/clubname). Start Bridgescore, click on Names and then click on the Import/Export menu and 'Import names from text file'. OR – you can use Export Names to and Import Names From Bridgewebs.

It is a good practice to keep the list of events short, perhaps not longer than half a dozen events. To delete one or more events, select the events you want to delete and press the delete key on the keyboard.

APPENDIX I

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 BridgeScore and you can change it only in BridgeScore. 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

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.