Welcome to a new world filled with the opportunities Bridgemate can offer. In The Netherlands the creator has been awarded a prize for the most prominent bridge invention since the bidding box.

A piece of curio is that the creator does not play bridge (!), but this is nothing that has affected the quality of the Bridgemate.

Considering the topic this document as rather technical. The goal is to "hide" the more technical aspects in a document at the end that only the fanatics have to read.

The document consists of the following parts:

- Use Magic Contest and Bridgemate (part 1)
- Presentation of cables and machines
- Bridgemate and programming table numbers
- Bridgemate Control (communication program)
- Change a result in Bridgemate Control
- Use Magic Contest and Bridgemate (part 2)
- Technical information
- Tournament director key and TD menu
- Bridgemate instructions for the players
- Pocket guide for the tournament director

I make absolutely no claims that this document is complete. If you want to learn all about Bridgemate you need to read the official English documentation. There are also a number of Magic Contest settings that you have to experiment with to figure out how they work.

If you want to read more about Bridgemate I recommend the official website www.bridgemate.com that holds the latest updates of all documents.

Bridgemate II

You may know there are two types of Bridgemates on the market - Bridgemate Pro and Bridgemate II. The way to use them is more or less equivalent from the Magic Contest perspective, so you can keep reading this document even if you use Bridgemate II. Please disregard those sections that concern Bridgemate Pro.

There is a separate document called *Bridgemate II* that contains information specifically for that machine.

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Use Magic Contest and Bridgemate (part 1)

If your club already has a working Bridgemate installation you can follow these instructions to score a contest with Bridgemate:

- Start the contest just like usual in Magic Contest. You must select a movement since Bridgemate does not work without such.

- Click *Contest menu*, select *Bridgemate*, and select *Create database*. Press *Enter* when asked for a database name.

- After that Bridgemate Control is started and some things take place on the screen.

- Change windows back to Magic Contest. Answer *Yes* to the question *Do you want to import results?* and lean back.

When the first Bridgemate result is entered it will be transferred to Magic Contest within 15 seconds.

If you score a barometer event you will print a score recap after every round just as if you had entered results manually. If the settings are correct the printout will be automatic when the last result of the round is imported.

When the event is over and all results have been entered in the Bridgemates you can print a final result just as usual.

Easier way

There is an easier way to start Bridgemate:

- Start the contest just as usual. When you have selected a movement and moved to the next page you can find the option *Use Bridgemate*. Select this.

Now you get the following options:

- *I want to use Bridgemate*
- *I want to select a phantom pair*
- *I want to use Bridgemate, but right now only for round 1*

The first option does just as described above, albeit automatically. The second takes you to *Enter names* and then you have to start Bridgemate manually. The third option is a special one that you can read more about later in this document (*Create database for round 1 only*).

Presentation of cables and machines

The package you have received should contain the following parts:

- Manual in English
- Bridgemate server (below referred to as *server*)
- Power adaptor for the server
- USB-to-serial cable
- Bridgemate
- Tournament director key
- Programming tool

Manual in English

The latest version of the manual is available on the internet. Go to the official Bridgemate website where you can locate the manual through the *Support-Download-Documentation* section.

The manual contains all the information you need. This document gives you some tips and tricks that you will not find in the manual.

Server and batteries

The server is connected to a normal power outlet. Then you will see a green light on the top of the server.

For safety reasons you should insert four AA batteries in the server. If you do this and pull the power plug the light will turn red.

As long as the server is connected to the power outlet nothing funny will happen. If you lose power you must have batteries in the server not to lose the movement and possibly some results from the server. Usually all results are transferred immediately to the computer, but that is of no help if the server has lost the movement. With batteries there is no risk.

The only problem with the server and the batteries is that if you leave the server without power supply the batteries will run out in approximately five days.

Use both power connector and batteries when you score an event. Remove the batteries between events.

Server and USB-to-serial cable

The server has a cord that is connected to the computer. This is a so-called *serial cable*. Most desktops have a serial port at the back.

More and more people use laptops. It is very rare that laptops come fitted with serial ports. To connect the server you then need a USB-to-serial cable so that you can connect one end of the cable to the server and the other end to a USB port on your computer.

With the cable comes a CD that is required for installing the cable properly. Follow the instructions in the box and the Windows instructions when inserting the cable into a USB port.

My absolute recommendation is to use a stationary computer with a serial port. My experience from laptops is that some cause great problems when using the USB-to-serial cable.

There is at least one laptop that actually has a serial port and that is Toshiba Tecra. If you are thinking of buying a new computer that could be an option.

Bridgemate and batteries

A Bridgemate requires four AAA batteries. According to the manufacturer these last at least two years if you use Bridgemate once or twice per week.

As opposed to the server it does not matter if you leave the batteries in a Bridgemate since it automatically turns off after 20 seconds.

Store Bridgemate in room temperature. It has shown that cold storage means faster deterioration of the batteries.

Tournament director key (TD key)

There is a small combined plastic and metallic thing that can be inserted into the connector at the top of the Bridgemate. It is used for programming table numbers, something that is usually done just once, and for entering rulings and deleting incorrect results.

Bridgemate

Read more about Bridgemate in the English manual.

Bridgemate is powered by four AAA batteries. These are supposed to be delivered in the same box as the Bridgemate.

If you take two Bridgemates and place them head-to-toe with the rubber feet on the back of one Bridgemate facing the keyboard of the other you will notice that they fit without pressing any of the keys on the keyboard. Do this for all Bridgemates when you store them.

Another recommendation when you store Bridgemate is that you don't let them stand on each other. Then the rubber feet will leave black imprints on the Bridgemate below. Instead, you should place them on the side in the box and there will be no pressure on any one Bridgemate.

Program table numbers

To be used, every Bridgemate must be assigned a table number. This is described in detail on page 24-25 in the English manual.

Here is a short description on how to program table numbers:

- Press *OK*. The display is supposed to read *Bridgemate*. Insert the TD key in the Bridgemate.

- You first select the section. Usually it reads *A*. Use the plus and minus keys to change the section. Press *OK*.

- Then you enter the table number. Press *OK* to confirm. Use *Cancel* to delete or go to the previous line.

- The last step is to select the channel. Do this and press *OK*. Use *Cancel* to delete or go to the previous line.

- Remove the TD key. Press *OK* once. The display is supposed to confirm the section and table number.

Can I use my Bridgemate now?

No, not yet. Programming the Bridgemates is not enough for using them. Two more things are required:

- A working server
- A contest in Magic Contest

Bridgemate instructions

At the end of this document there is a page that describes how the players use the Bridgemates. Make copies of this and place on the tables.

Bridgemate Control (communication program)

You can view the data collection as a long chain consisting of four parts:

Magic Contest ↔ Bridgemate Control ↔ Server ↔ Bridgemate

You only have to start Magic Contest, create a database with the movement through *Contest menu-Bridgemate-Create database*, and import results. Everything else in the chain above is automatic.

Bridgemate Control is the program used for the communication with the server. If you are interested in details you can read more in the chapter *Bridgemate Control and the technology behind the façade*.

Installation program

The Bridgemate Control installation program is found at the official Bridgemate website in the *Support-Download-Software* section. Follow the on-screen instructions to install Bridgemate Control.

Connect the server and start Bridgemate Control

Connect the server to your computer. If you do not have a serial port you need to use a USB-to-serial cable (read more above).

Start Bridgemate Control through *Start-All Programs-Bridgemate*. Follow the on-screen instructions when selecting language and channel (see below).

The large screen that then appears is divided in four parts:

- The upper left shows current server status

- The bottom left shows what tables are assigned to the server

- The upper right shows imported results

- The bottom right allows you to filter data in the result list.

Look in the top left corner. If it says *Connected* and a lot of numbers everything is fine. Otherwise there is a connection problem. Read more in the technical section of this document.

Select language and channel

The first time you use Bridgemate Control you are asked about the language and channel. If you later want to change languages you can do this through the menu option *Tools-Language*.

You can transmit on channels 0-7 where the default setting is 0. It is important that the channels are the same in the server and the Bridgemates. You can have multiple servers in the same room as long as they are programmed for different channels.

When you start Bridgemate Control the first time you are asked about this channel. If you want to change channels at a later occasion you can do this through the menu item *Server-Channel*.

Settings that control how the Bridgemate works

There are a number of available settings that decide how your Bridgemates will function in the contest. Select the menu option *Tools-Options* and select the *Bridgemate* tab. These settings cannot be changed when the contest is running but have to be changed in between contests.

Here you can, among other settings, select to show (or not) played results from the other tables.

There is a setting that makes the final score (420, -50, etc) show from the perspective of the declarer (*Show score points from perspective of*). This you need to change immediately, otherwise your players will be confused when East-West declares the contracts.

You can read more about these settings on page 32-33 in the English manual.

Note that all these settings are available from inside Magic Contest (see *Bridgemate settings in Magic Contest* below). It is convenient to make basic settings in Magic Contest that will function in all new contests.

Change a result

As can be read in the below chapter *Tournament director key and TD menu* you can, within reasonable limits, delete incorrect results and enter the correct ones. You can also enter certain percentage rulings.

Maintaining the Bridgemate database

It is important that the Bridgemate results are identical to the ones in Magic Contest. During import this is naturally kept synchronized, but when changes take place this is not necessarily the case.

Whenever a change is made in Bridgemate you must of course make sure that the change is re-imported.

Whenever a change is made in Magic Contest this is not only saved in Magic Contest but also in the Bridgemate database. This means that you can re-use the data of the Bridgemate database if needed, for instance if you accidentally delete the contest in Magic Contest.

Change results directly in Bridgemate

This is done through first deleting the first result and then enter a new result. Magic Contest will figure out that it is the last and not the first entered result that is the valid one.

Change results in Magic Contest

Below the *Bridgemate* checkbox in *Enter results* you can find the *Edit* button. When you click this you can change contract details in the respective list (trick level, strain, declarer, and so on).

You can also use the *Switch arrows* checkbox in case the pairs have played in the wrong direction. Do not confuse this with entry of incorrect declarer, something that is changed in the *Declarer* list.

When you save the changes through *OK* they will be saved in the Bridgemate database in case it should be needed at a later occasion.

Enter ruling in Magic Contest

Enter any ruling as well as penalty points through *Result menu-Ruling*. As with a change of a normal result the ruling is saved into the Bridgemate database.

Change pair numbers

If you switch arrows at a table this is saved in the Bridgemate database. The only thing that is not saved in the database is if you change pair numbers from two different tables (if the players have played at the wrong tables). In case you need to re-create the contest you need to make that change manually.

Use Magic Contest and Bridgemate (part 2)

In part 1 (see above) of *Use Magic Contest and Bridgemate* you find a simple guide to how to start Magic Contest and Bridgemate Control. Here are a few more tips and tricks.

Manually updating the server

If is possible to let Magic Contest create a Bridgemate database that can later be opened by Bridgemate Control and manually transferred to the server. This is described in chapter 3 (page 12-17) of the English manual.

Note that everything below is completely automatic thanks to the Magic Contest settings. This chapter is intended to make you understand what happens when Magic Contest launches Bridgemate Control.

The following has to take place for everything to work:

- Open Bridgemate Control.
- Reset the server through *Server-Reset*. You will be asked for a verification number (shown on the screen) that ensures you are not doing this by mistake.
- Open the database through *File-Open*.
- Connect all or some of the tables to this computer. Select the *All tables* tab in the bottom left part of the screen. Select the tables, right-click on one, and select *Add to client*.
- Send the selected tables to the server. Select the *Client tables* tab in the bottom left part of the screen. Select the tables, right-click on one, and select *Add to server*.
- Activate data transfer. Do this by either pressing *F4* or by clicking the button up to the left that looks like a computer with Mickey Mouse ears.

Create database and start Bridgemate Control automatically

As mentioned previously – all of the above takes place completely automatically if the settings are correct in the *Bridgemate* and *Bridgemate Control* tabs (see below).

The first time you do this you will be asked where the Bridgemate Control program is located. Usually you can find it in the folder C:\Program Files\Bridgemate Pro.

Enter member number in Bridgemate

If you want you can have the players enter their member numbers in Bridgemate and automatically import these in Magic Contest. Magic Contest deals with both real members with official member numbers and plus members.

First you need to activate the member numbers in Bridgemate. There are two ways to do this:

- Through Bridgemate Control. Select *Tools-Options* and select the *Bridgemate* tab. Check *Optional entry-Member numbers*.

- Through Magic Contest. Select *Contest menu-Bridgemate-Properties* and select the *Bridgemate Control settings* tab. Adjust the setting for *Optional entry-Member number* so it reads *Yes*.

Next to each of these two options you can make the member number entry mandatory.

The former setting is permanent while the latter only affects the current event. You can make permanent settings in Magic Contest through *Contest menu-Options…-Pair contest-Bridgemate*.

Then you need to activate the import member numbers:

- Select *Contest menu-Bridgemate-Properties* and the *Bridgemate (import)* tab.

- Check *Enter member numbers in Bridgemate*.

This option makes the import of member numbers completely automatic. You can also ignore this step and manually select the menu option *Contest menu-Bridgemate-Import names*.

- In the same tab as above is the setting for plus member numbers. The default setting is that these players enter a zero (0) before the plus member number they have previously received from Magic Contest.

When you now create the database you will be asked to import names instead of results. Wait until all players have entered their names and then answer *Yes*. This would typically be halfway into the first round. After that Magic Contest starts importing results as usual.

If you have selected mandatory member numbers and there is a buy in the first round you need to enter a single zero (0) for the phantom pair.

Current standing

For starters, you should <u>not</u> use the *Current standing* checkbox in the result entry window. Of course you can use it, but then you get continuous reporting on your projector that you may not want.

You can use the checkbox but you are recommended to uncheck it since Magic Contest will otherwise report *Current standing* every time results are imported from Bridgemate.

Instead, use the Bridgemate settings intended for use together with *Current standing*. All those settings are described in the document called *Current standing*.

Swiss Pairs

Using Bridgemate in a Swiss Pairs event is a perfect solution. Go through the following (unchanged) steps:

- Start the contest with one or two random rounds

- Create the Bridgemate database

- When all results have been entered Magic Contest will ask you to create the new round. Do this and print the score recap.

After the printout the Bridgemate database is automatically updated. This is confirmed a few seconds later by Bridgemate Control that shows a message that an external program has updated the movement.

You can also remove a round and have Bridgemate automatically updated. Select *Contest menu-Add / remove round*. When you in the next window select to remove a round the corresponding will happen in Bridgemate. Just as above, there will be a message that something has happened.

Automatic printout

With Bridgemate and automatic printouts you can make running a barometer event into a dream. Do like this:

- Select *Contest menu-Properties…-Print* and the *Print (auto)* tab.

- In top section you can select how many copies you want to print every round.

- Remove the *Ask for what boards to print at every automatic printout* checkmark. Click *OK*.

- Select *Contest menu-Bridgemate-Properties* and the *Bridgemate (import)* tab.

- Check *Import only up to and including the current round*. Click *OK*.

The settings are now such that you can create the Bridgemate database and then sit down and play. At the end of every round you can go to the printer where the printouts of the played round will be ready.

The automatic printout is active for all rounds but the first and last where you will be asked for specifically what report to use. During the rounds in between the same report as the first round will be used.

0=Not played or 0=Pass

At result entry in Bridgemate there is the option of pressing 0 (zero) and OK. The Bridgemate inventor's intention is that this means not played board. After this entry a ruling of some kind is entered in the scoring program.

The problem is that too many people do not find the PASS button for passed hands but instead, quite logically, enter zero points through the 0 button.

For this reason Magic Contest interprets this as a passed hand, no matter what the original intention was.

If a ruling such as A-A- or A+A+ has to be entered this can be entered through the tournament director key.

Movement through Bridgemate

It is possible to close preparations by using the movement in a Bridgemate database rather than using one of the built-in movements. This also opens up for creating your own movements in case you feel like editing a Bridgemate database. This can be done through Microsoft Access.

Bridgemate settings in Magic Contest

There are a number of Magic Contest settings that will affect the communication with Bridgemate. You can find those through *Contest menu-Bridgemate-Properties*. The following tabs are shown:

- Bridgemate
- Bridgemate Control
- Bridgemate Control settings
- Bridgemate (import)
- Bridgemate (report)

This document will not describe the contents of these tabs except for the following two chapters.

More about Bridgemate settings in Magic Contest

If you go to *Contest menu-Options for all new contests-Pair event-Bridgemate* and the *Bridgemate control (settings)* tab you find the following new setting:

Use for all Bridgemate settings

NOTE! The default setting is Magic Contest (as opposed to Bridgemate Control (BCS)). This means that if you are used to using BCS for all settings you need to either change this setting to BCS or start using Magic Contest for all settings. I recommend the latter since you get many settings "for free", for instance if you now and then change between barometer and regular evening events.

That setting is explained in the following way:

There is a main option in BCS that allows you to decide "who's the king", i.e. whether BCS or Magic Contest controls the Bridgemate settings. The above Magic Contest option overrides the BCS the option.

Board 33 (1), board 63 and round 43

OK, this is a rather cryptic title. However, it owns its place in this document.

There are a few Bridgemate limitations. Among others the highest allowed board number is 63 and the highest allowed round number is 43. This can cause problems at really long single-session events. There is however a solution.

Through *Contest menu-Bridgemate-Properties* you can find the *Restart board numbering after* option. The default setting is *32*.

Magic Contest always numbers boards for instance 1-93 without any breaks. In real life these are typically numbered 1-32, 1-32, and 1-29 respectively. By using the setting *32* Bridgemate will show the real numbering while Magic Contest will continue showing 1-93.

When you use this type of break you must turn off showing results from other tables in Bridgemate. Bridgemate cannot distinguish board 1 from board 1 (33). The same goes for showing percentage that also has to be turned off.

Round 43

The highest allowed round number is 43. This can create problems for barometer events with more than 44 pairs where everybody meets everybody.

In Magic Contest there is a feature called *Multi-session* and that is where to find the solution. You start a multi-session event from *Contest Explorer* through the button *Special*.

In short it means that you divide the contest into several sessions. Every session starts with round 1 but you can select to start a session with for instance board 24 if you (and the movement) so wishes.

All settings you make at multi-session are connected to each session. This means that you will start Bridgemate multiple times and can manage the settings individually for each session.

Multiple servers for one contest

Sometimes the venue does not allow play to take place in one room. Even though Bridgemate can sometimes send through walls that is not a recommended solution.

Instead you can set up a solution with multiple servers writing to the same database. To do this you must be familiar with the steps described in the chapter *Manually updating the server* (see above).

The following is required:

- One server and computer per playing area
- An existing computer network where the database is saved

Do like this:

- Create the database from one computer
- Go to all computers and perform the manual updating of each server

The above also goes for really large events of 70+ tables. The technical limit is 127 tables per Bridgemate but it is not recommended to insert that many tables.

If you know the client name for every room you can enter this prior to creating the database. Then the Bridgemate server will automatically be updated without you having to add tables to client or to server.

Enter client name through *Contest menu-Properties...-Bridgemate* and the *Client name* option. First deselect *Use default client name*. The format is as follows if section A is managed by ClientA and section B by ClientB:

- A:ClientA/B:ClientB

Multiple contests in one server

It is possible to use one server to score multiple contests simultaneously. You must do the following:

- One contest will be named A and one B. You must program the Bridgemates used for B with this specific contest letter.

- Since the contest will not be scored together you must make sure that the percentage shown in Bridgemate after play only contains the contest in question. The same goes for results from other tables. The setting is called *Group sections for scoring purposes* in Magic Contest and *Group sections for results* in Bridgemate Control.

Do like this to score the contests:

- Start Magic Contest and create contest A.

- Create the Bridgemate database.

- Start another Magic Contest and create contest B. When you enter number of tables there is a possibility to select section letter. However peculiar as it may sound you can leave this as A, but you can also change it to B.

- Select *Contest menu-Bridgemate-Add to database*. Select the database that was created by contest A.

From now on everything is supposed to be automatic.

Multiple contests in one server   OLD CHAPTER

If it is not automatic you may have to follow these steps, but note that the instructions are old and really should not have to be used.

There are a few remaining steps in Bridgemate Control to activate the newly added tables:

- Go to Bridgemate Control
- Select *Session-Synchronize client <-> server*
- Click *Add to server*
- Click *Synchronize*

Then you can score the contests just as usual. Magic Contest will keep track of what tables belong to what contest and what results go where. The above instructions work for more than two contests in case that should be needed.

Create database for round 1 only

There is a menu option that can help you at bridge festivals where you in advance know the number of sections and the highest number of tables in each section. Click *Contest menu*, select *Bridgemate*, and select the following menu item:

Create database for round 1 only

This creates a database for round 1 and then automatically undoes the preparations.

Assume you use 4 sections of max 14 tables. Then you can start this setup, that is with exactly 14 tables, five minutes before game starts. Now the tournament directors can spend some time on filling holes and allow some late entries to play without having this prevent the players from using the Bridgemates for results in round 1.

Five or ten minutes into the round you can again close the preparations, this time for the exact number of tables. The last you have to do is select *Contest menu-Bridgemate-Update movement from round 2* and you will activate the Bridgemate for the rest of the event. First make sure that possible phantom pairs have been set before closing the preparations.

Of course it is not limited to bridge festivals, but that is where it is most useful. There is one restriction, and that is that the pair numbers must be identical from the preparations were closed the first time to the second. This limits the usage to Mitchell and the Barometer Howell (1-20 or 1-40) that has fixed pair numbers.

If you have selected *Use Bridgemate* in the last step of *Close preparations* you will get the option *I want to use Bridgemate, but right now only for round 1*, Magic Contest will behave just as if you had selected this menu option manually. What is special about the route through *Use Bridgemate* is the following:

When you close preparations again and select *Use Bridgemate* Magic Contest will automatically suggest that you update the movement from round 2 (see below).

Create database from rond Y

This menu item is only needed due to sheer stupidity. Imagine the following scenario in a multi-day contest over one single session:

- Day 1 – Create database
- Night – The power is lost causing the server to lose all its data
- Day 2 – Create database again and overwrite the database used the day before

Now you cannot get Bridgemate to work starting in the expected round. If this ever happens you can now select the following menu item to make Bridgemate start in the correct round:

Create database from round Y

Apart from this there are excellent ways of solving this problem without the help of Magic Contest (assuming you still have the original database). This takes place in Bridgemate Control and the menu item *Server – Synchronize client <-> server*. Read more about this in the Bridgemate manual.

Update Bridgemate movement

You can undo incorrect set-up of contests. The criteria are that the pair numbers are identical from the first to the second try, at least for the first round.

Select *Contest menu-Bridgemate-Update movement from round 2*. The following happens:

- Tables are added or removed
- Phantom pairs are added or removed

In case of new tables you must however through Bridgemate Control add those tables manually to the client and then possibly to the server.

There is also a possibility of updating the movement starting from a later round. This option is really not needed but can be used if you have a late bye or if a really late pair is allowed to play. Do like this:

- Select or remove the phantom pair
- Select *Contest menu-Bridgemate-Update movement from round X*
- Enter the round in question

The rounds starting from the entered round will now be updated in Bridgemate so that Bridgemate can be used correctly.

Create random results

Magic Contest now offers the possibility to simulate Bridgemate results. This is an excellent feature when you want to make tests or hold courses. Through *Contest menu-Properties...-Bridgemate* and the *Bridgemate (import)* tab you will find the new option:

Create random results (use only for testing)

This creates 2-10 results every time results are imported from Bridgemate. The results are completely random and make no sense if you look at them. They are however be very useful for testing purposes.

In a team contest you need to do like this:

- Team window: Follow the above instructions to activate random results.

- Team window: Select *Contest menu-Bridgemate-Create database*.

- Pair window: Start importing results. As described above, this will create random results.

- Team window: Start importing results. The random results created by the pair window will be imported.

Create random line-ups

If you use the above mentioned random results in a team event line-ups will also be created.

Normally players 1-4 will be seated at every table, but once in a while there will be a player 5 and player 6. In case this happens in teams with only 4 players you will see a missing line-up in the team window.

Once in a while there will also be a reversed line-up. You will see an x in the team window next to such a line-up which indicates a double line-up, i.e. the same player(s) sit at both tables. This is usually a sign of both teams being seated in the wrong direction at one of the tables, and I cannot enough emphasize the importance of verifying the line-up as early as possible in the round.

Technical information

For complete information on technical parts I recommend the official English manual.

Bridgemate Control and the technology behind the façade

If you are interested in details the following takes place:

- Magic Contest creates a Bridgemate database (a .bws file) that contains the movement.

- Magic Contest launches Bridgemate Control automatically and sends information on what Bridgemate database that is to be used.

- Bridgemate Control starts the communication with the server and sends the entire movement to the server.

- When you start a Bridgemate it communicates with the server to know what round it is and what pairs play what boards.

- After the result has been entered it is send to the server.

- The server sends the result to Bridgemate Control.

- Bridgemate Control saves the result in bws.

- Magic Contest reads the result from bws.

If you are even more interested a bws is a Microsoft Access database. If you feel up to it you can get access to raw data. The bws data tables are easy to understand once you see them.

Programming tool

If you want to update your Bridgemates to a new version you need a programming tool. It is a silver coloured triangular connector with a peculiarly placed cord. Read more in the English manual about how to update the Bridgemate version.

Problems with connecting to the server

If you have connected the server to a serial port on a stationary computer it would surprise be greatly if you cannot get contact with the server through Bridgemate Control. In the English manual there are some tips and tricks in case you cannot get it to work.

However, you may get problems when using a USB-to-serial cable.

Without any scientific backing it feels as though it is better to connect the USB-to-serial cable <u>after</u> the computer has been turned on. I have had more problems those times the cable has been connected at restart than otherwise.

Start with the following steps:

- Open *My computer*
- Click *View system information*
- Click the *hardware* tab
- Click the *Device manager* button
- Open the *Ports (COM & LPT)* option

There should be a reference to a serial port and to an *Aten* driver (the driver for this specific cable). If you cannot find it you can try unplugging it and then plugging it again.

If you find the cable in the list you can right-click it and select *Properties*. Then click the *Port settings* tab and the *Advanced* button. In the *COM Port Number* list you can manually change to another number (must be between 1 and 20) and then save the settings and restart Bridgemate Control.

If id did not work to renumber the port you can try to delete it from the list. Click on it and press the *Delete* key. Then remove the cable and try again. This could possibly work.

As you probably understand by now this is no exact science. Try until it works.

Instructions for Bridgemate

General

Press OK to start Bridgemate. There is no Off button – it turns itself off.

Press OK to continue. Press Cancel to go back.

Start

Press OK. A welcome screen is shown. Press OK again.

Round and table numbers

The next screen shows what round and what boards are to be played as well as pair numbers. Press OK to continue.

Enter result

Board number
    First enter board number. Press OK.

Contract and declarer
    Then enter contract and possibly double/redouble. After that declarer is selected by pressing N/S or E/W. One press gives N and E respectively. Two presses give S and W. Finish with OK.

Lead
    Enter lead card. Both ♥Q and Q♥ work. Finish with OK.

Result
    Then enter the result in this way:
        =   Just made
        + n   Overtricks
        – n   Setting tricks
    Finish with OK.

Verification
    Finally the opponents have to verify the result. Let them see the entered result and press OK.

Enter passed hand

In the middle of the keyboard there is a button with a K and a green PASS. Use that button for passed hands.

Hint

Do not wait with the entries until the game is over.

It is much faster if you enter contract when the bidding is over and enter the lead whenever possible. When play is over you just have to enter the result and move on to the next board.

Instructions for Bridgemate

General

Press OK to start Bridgemate. There is no Off button – it turns itself off.

Press OK to continue. Press Cancel to go back.

Start

Press OK. A welcome screen is shown. Press OK again.

Enter player number

Now N: is shown in the top left corner. This is where you enter North's player number or member number.

Enter the player number and press OK. Do the same for South, East and West.

Round and table numbers

The next screen shows what round and what boards are to be played as well as pair numbers. Press OK to continue.

Enter result

Board number
> First enter board number. Press OK.

Contract and declarer
> Then enter contract and possibly double/redouble. After that declarer is selected by pressing N/S or E/W. One press gives N and E respectively. Two presses give S and W. Finish with OK.

Lead
> Enter lead card. Both ♥Q and Q♥ work. Finish with OK.

Result
> Then enter the result in this way:
> | | |
> |---|---|
> | = | Just made |
> | + n | Overtricks |
> | – n | Setting tricks |
>
> Finish with OK.

Verification
> Finally the opponents have to verify the result. Let them see the entered result and press OK.

Enter passed hand

In the middle of the keyboard there is a button with a K and a green PASS. Use that button for passed hands.

Hint

Do not wait with the entries until the game is over.

It is much faster if you enter contract when the bidding is over and enter the lead whenever possible. When play is over you just have to enter the result and move on to the next board.

Bridgemate TD key and TD menu

The TD key is used for the following:

- Delete a result   TD Key + 3
- Enter percentage rulings   TD Key + 1
- Inspect previous results   TD Key + 2
- Check for missing boards   TD Key + 5

Delete a result

You cannot change a result in the Bridgemate. Instead you need to delete it and let the player enter the correct result.

You can delete results from the current round as well as from the previous <u>as long as</u> no results from the current round have been entered. Do like this:

- Turn on the Bridgemate
- Insert the TD key at the top of the Bridgemate
- Press *3* and press *OK*
- Enter the board number and press *OK*
- Remove the TD key and have the players re-enter the result

Enter percentage rulings

You can assign a 60%/40% or similar percentage ruling. This will be interpreted as Average+/Average-. Do like this:

- Enter board number and press *OK*
- Insert the TD key at the top of the Bridgemate
- Press *1* and press *OK*
- First enter the North-South percentage. Press *4*, *5* or *6* and finish with *OK*.
- Do the same for East-West
- Remove the TD key and ask the players to confirm the ruling

Complete TD menu

The entire TD menu when you insert the TD key looks like this:

0	Reset
1	Percentage ruling
2	View a result
3	Delete a result
4	Status (table number and section)
5	Show missing results (not entered this round)