Club Pairs with Bridgemates using PairsScorer

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Contents

1   Tables
For a single section event, the tables are organised into a section (A or Red or whatever….) and numbered from Table 1 upwards. For two or more section events, new sections (B or Green etc) are used in the same way. Each section can have up to 30 Tables.

1.1 Program Constraints
The current program limits are: -

- Tables   30 in each section; event total = max 1000 pairs
- Sections   72
- Rounds   30
- Sessions   48
- Boards per Round   24
- Boards per Session   60

1.2 Sessions
At the start of each session, boards are numbered from 1 by default. This can be changed when setting the movement. Scores are carried forward from one session to the next.

1.3 Score Input
The program supports several different scoring methods: -

Pairs	2 Matchpoints for a win, 1 Matchpoint for a draw (Neuberg or Simple)
US Pairs	1 Matchpoint for a win, ½ Matchpoint for a draw (Neuberg or Simple)
Aggregate	All scores are added together (Mitchells only)
Butler	Each score is IMP'd with the 'Datum' score or a Fixed Datum. Total Imps may be factored for pairs playing different numbers of boards. You may put a cap on a match.
Cross Imps	Each score is IMP'd with comparable scores. Total Imps may be factored for pairs playing different numbers of boards. You may put a cap on a match.
Cross Imps To VPs	As Cross Imps but uses the Probst method to equate to a "TEAMS" VP Scale

Score entry can be manual or via Bridgemates. At any time, it is possible to change the score entry method. If a problem were to develop with the Bridgemates, then you can switch to manual input of scores - reassuring!

1.4 Movement
Mitchell (Skip or Share & Relay for odd number of tables), Hesitation, Howell, Switched Mitchell or another movement from the system supplied list. The user may set his own movements in a User Movement File.

1.5 Names
For regular Club use, populate the Player database before using the program. Set the National Bridge Organisation accordingly (assumed to be EBU in this document), then click **Download EBU Database** button to download the current EBU database and make it available for Bridgemate name display. Entered Player numbers are normally checked as Player Id or an EBU number, but the Player ID check may be disabled. New Player numbers   (EBU No + Player Name) will be added to the Player Database if necessary. Also, you can import in a preset list of players onto the Names screen.

1.6 Handicaps
A player handicap may be set in the Player Database. A pair's handicap is either the sum or optionally the average of the two player handicaps. The Scorer supports the Jourdain Method where the Pair Handicap is added to the Gross Percent Score. Thus if your Handicap is +4, partner +6 and you score 52%, your Net Score is 57% (Using Average, Pair Handicap = 5). You may set a list of Handicaps in a file at a particular time to be used in new events.

1.7 Ladder
You can make a Ladder reflecting player results over a set of Events.

1.8 Bridgemates
Secttion 1 Bridgemates are usually set as A1,A2 upwards, Section 2 as B1,B2 etc. If set up as one section spread over two or more playing areas via a LAN, it is advisable for each area to work with a different channel.
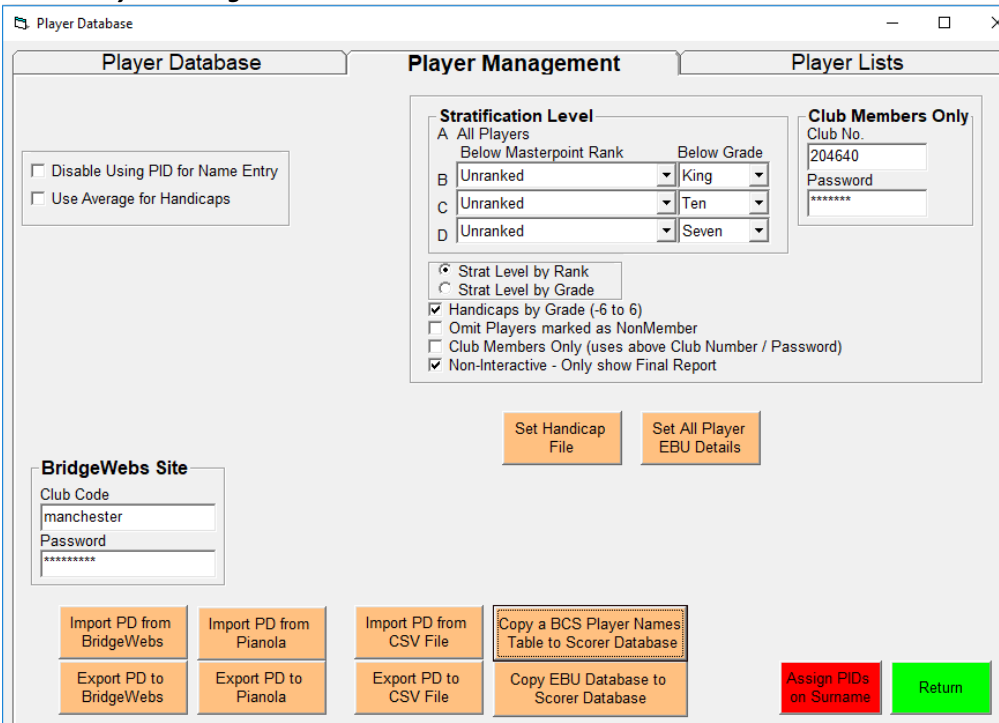
2   Player Database

Double-click the PairsScorer desktop icon or select it from the Start menu. The main menu will be displayed.
Click *Player Database* in the Main Menu
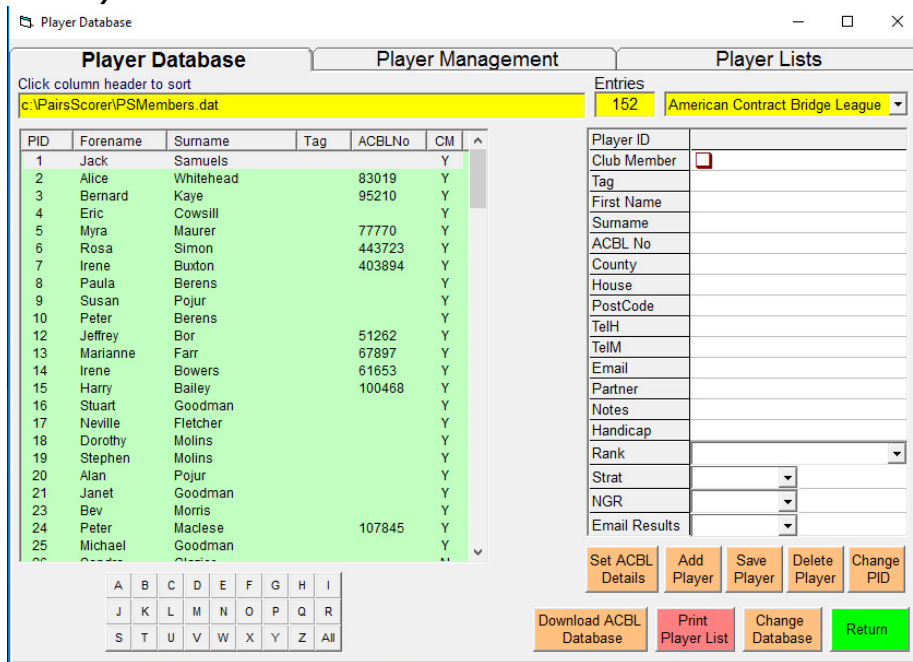
Set the National Bridge Organisation (to EBU here). New Players may be added by the *Add Player* button
assigning the next spare Player Id. Enter Player details, *Save Player* button. Click Set *EBU Details* button to set a
single player's EBU numbers, County, Masterpoint Ranks, Stratification Levels and NGR.   Players can be assigned
a Tag up to 4 characters for name entry or group identification. *Download EBU Database* button will set the
latest EBU Database and make it available for Bridgemate II name display when Player Numbers are entered.

Select *Player Management* Tab

Players can be imported into the Database using a .csv file – click *Import PD from CSV File* and follow the on-
screen instructions. Click *Set All Player EBU Details* button to update details for all players.
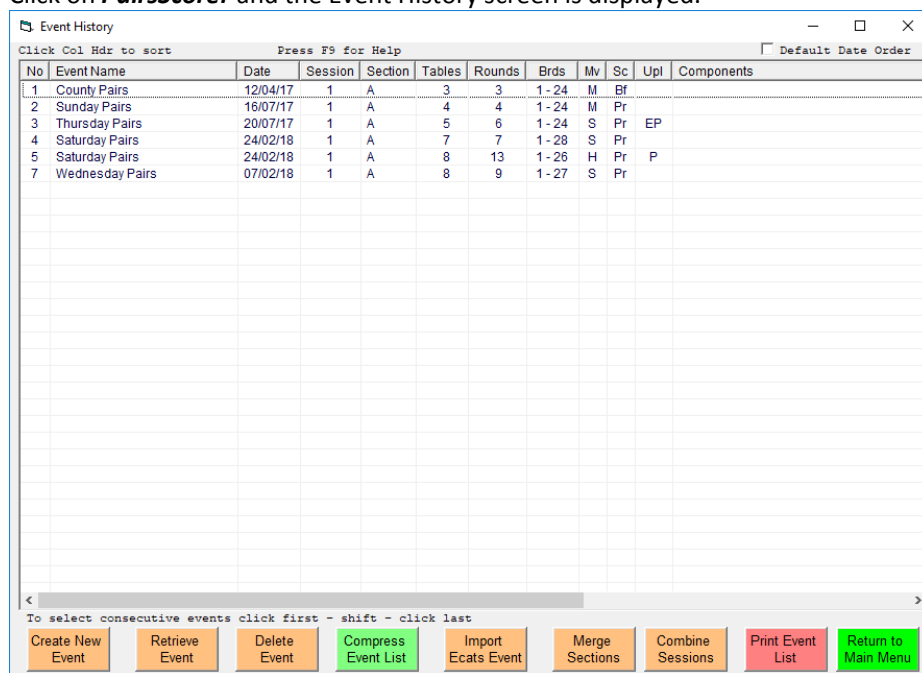Clicking on *Return* takes you back to the *Main Menu*.

3   Main Menu

As an example, we will set up a County event running a Mitchell event for 28 pairs with the last two round Arrow Switched for a single winner. Double-click the PairsScorer desktop icon or select it from the Start menu. The main menu will be displayed.

```
PairsScorer7.2.96 written by Jeff Smith (c) Feb 2003.  For support, please Email jasmith@nildram.co.uk        —   □   ×


                              MAIN MENU

                          ┌─────────────────────┐
                          │     Pairs Events     │
                          └─────────────────────┘
                          ┌─────────────────────┐
                          │   Player Database    │
                          └─────────────────────┘
                          ┌─────────────────────┐
                          │   Movement Library   │
                          └─────────────────────┘
                          ┌─────────────────────┐
                          │  Import/Export Event │
                          └─────────────────────┘
                          ┌─────────────────────┐
                          │     Masterpoints     │
                          └─────────────────────┘
                          ┌─────────────────────┐
                          │    Administration    │
                          └─────────────────────┘
                          ┌─────────────────────┐
                          │         Exit         │
                          └─────────────────────┘
```

4   Event History

Click on **PairsScorer** and the Event History screen is displayed.

No	Event Name	Date	Session	Section	Tables	Rounds	Brds	Mv	Sc	Upl	Components
1	County Pairs	12/04/17	1	A	3	3	1 - 24	M	Bf		
2	Sunday Pairs	16/07/17	1	A	4	4	1 - 24	M	Pr		
3	Thursday Pairs	20/07/17	1	A	5	6	1 - 24	S	Pr	EP	
4	Saturday Pairs	24/02/18	1	A	7	7	1 - 28	S	Pr		
5	Saturday Pairs	24/02/18	1	A	8	13	1 - 26	H	Pr	P	
7	Wednesday Pairs	07/02/18	1	A	8	9	1 - 27	S	Pr		

Event History screen — Click Col Hdr to sort — Press F9 for Help — Default Date Order — To select consecutive events click first – shift – click last

Buttons: Create New Event | Retrieve Event | Delete Event | Compress Event List | Import Ecats Event | Merge Sections | Combine Sessions | Print Event List | Return to Main Menu

The **Event History** screen records up to 400 events. Each Event will correspond to a Bridge Section. It is empty at the start but will be populated as new Events are created. It is advisable to clear out old event files from time to time. This is done by highlighting the event and Click **Delete Event**. To delete all the files in a multi event for an event you must first delete the Multi Control Event – select this event and then click **Delete Event.** Then click on the first of the component event files, hold down the Shift key and click on the last of the component event files - they should all be highlighted. Click **Delete Event.** The program will ask you for confirmation – hold down the <Return> key and all the component files will be deleted one after the other.

5   Create Event

Click *Create New Event* and the Events Details screen is displayed

Enter the Event Name, Director, Club Name, Club Contact etc
Sessions are numbered 1, 2, 3 etc (and are essential for Multisession events)
Section should be entered as the Section Name
(Ecats Session number is the number supplied by Ecats for its simultaneous events)

Select *Scoring* Tab

Set scoring method as Matchpoint Pairs.

Click **MasterPoints** button

Set Masterpoint Scale = County for that type of competition.

Click **Import Deal** button

Click on the appropriate Session and click Import Deal button to browse to the Hand Records file and click OK. Hand Records in pbn, dup, dlm or bri format can be handled.

Finally there is a Set Prizes command button to indicate prize winners.

After making any required change, return to Club/Event Details Tab and click **OK** button. This will take you back to the Event Menu.

6   Select Movement

Click **Select Movement** on Event Menu to open the Movements Screen

Select the number of Tables (=14) under Movements (bottom left)

Then select the required movement from the list that will then be displayed.

Change the number of boards, lowest board number and number of rounds required etc and the appropriate options etc Here where we run a 14 Table, 13 x 2 board Round Skip Mitchell, with the last two rounds Arrow Switched, the settings would be as in the diagram above.
You may check the movement by clicking the **Show Movement** button.
You may click **Line Print Table Cards** (not needed here but useful for Howells, Hesitation Mitchells etc).

Click on OK and confirm the movement details when requested.
This will take you back to the Event Menu.

7   Player Names

Names can be entered before the event or left till the event has actually started. With Bridgemate usage, the names will be filled automatically.
Click *Player Names* in the Event Menu to open the Players screen.
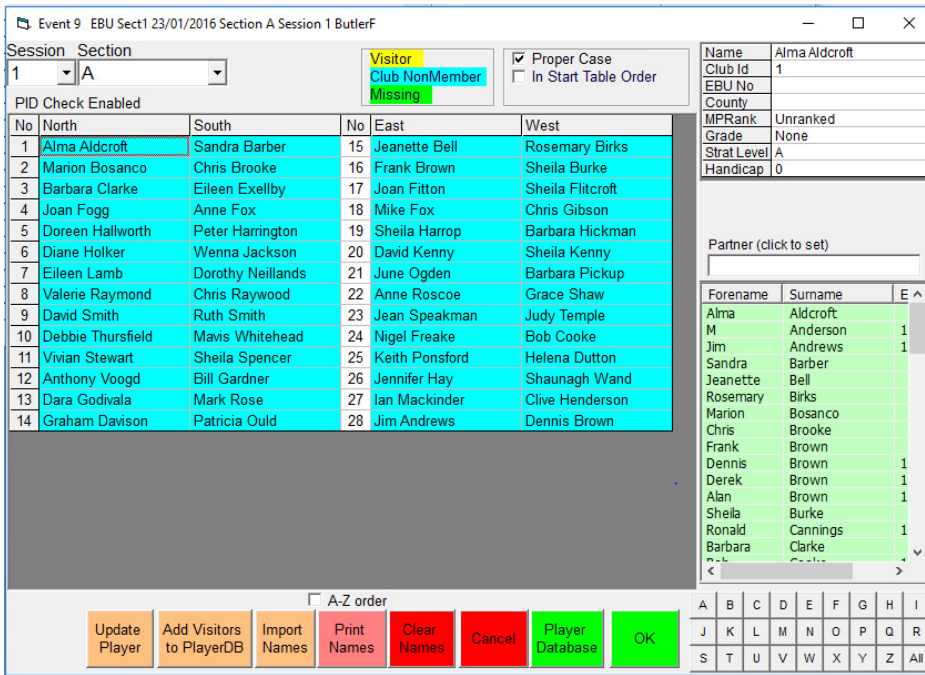
Names can be entered by manual typing, 4 character tag, Player Id or Player NBO number as required, or by selecting the name from the database by clicking on it. Click the appropriate letter at the bottom of the screen – to reduce the display to only surnames starting with that letter.

To delete a name you have entered, click on that cell and press the Delete key.
Visitors are highlighted in yellow, Non Club Members (marked as non-Members in the Player Database) are highlighted in purple.
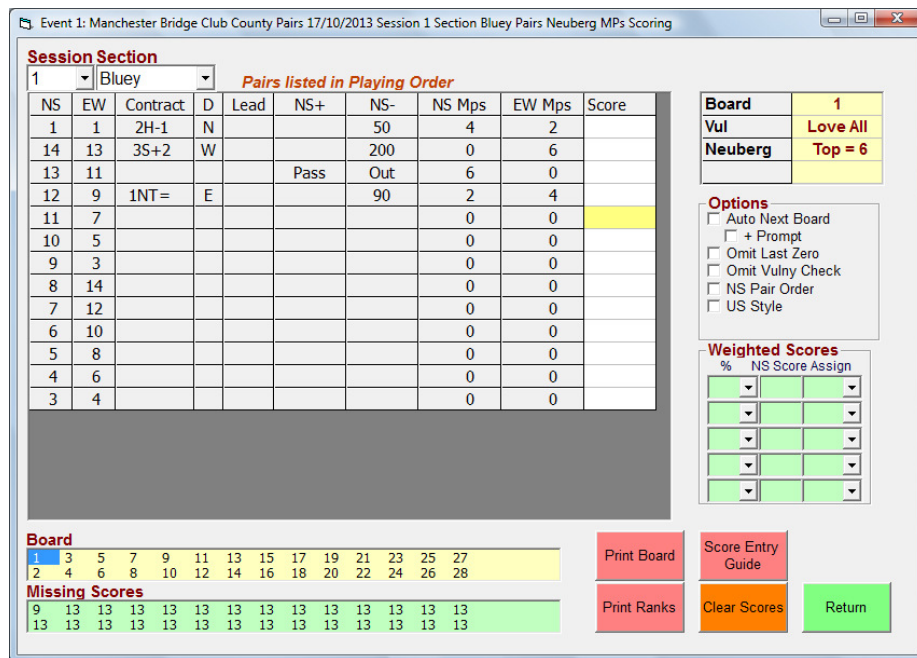
Another way of entering the names is to import them from a .csv file prepared in the format shown below: -
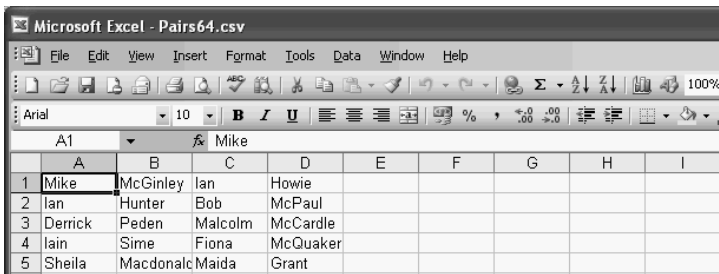
Click the green *OK* button (or the red *Cancel* button if no change was made) to get back to the Event Menu.

8   Enter Scores

Click **Enter Scores** on the Event Menu to open the Travellers

Using the drop-down boxes at the top of the screen, navigate to the appropriate Session, Section. Using the list-box, select the appropriate board. You can use the 'N' or '*' key to quickly move to the Next Board or 'P' or '/' key to move to the Previous board. Command keys (e.g. N, P etc may be entered in Upper or Lower case)

8.1 Entering or Replacing a score
Enter the score as 420, -90 or 420+, 90- etc in the yellow Score box in the Score column followed by Return and the score will be updated. There is an option to omit the final zero e.g.42+ or 9- etc. Alternatively, enter the contract details in the score column. Click **Score Entry Guide** button to see the different ways of score entry.

8.2 Repeating a score
Press the 'R' or ',' key in the appropriate yellow Score box

8.3 Deleting a score
To delete a score – click in the appropriate yellow Score box in the Score column on the row corresponding to the NS & EW Pair numbers and press the 'D' key (case does not matter) – the score is deleted.

8.4 Replacing a score with an Arbitral score
Click in the appropriate box and enter the score as 50/50, 40/60, 60/00 etc. followed by <Enter>

8.5 Split Score
Using the Weighted Scores box enter the details of both scores.
In the example (NS get 100% of NS+420, EW get 100% of NS+50)
Then click box in the score column and press the 'W' key. Split scores may be shown by pressing the 'S' key.

8.6 Fouled Boards
Use the F command to matchpoint any score in a separate subfield after the board was fouled.

### 8.7 Pairs sit in Wrong Direction
The A command may be used on the board to Arrow switch the particular pair's score(s). Alternatively you may change the pair's number by clicking on the pair number and following the instructions.

8.8 Other Adjustments

Return to the Event Menu and click the *Properties* button

Click on the Column labelled Adj corresponding to the pair, type in the value of the adjustment, and click *OK to* exit to *Event* screen.
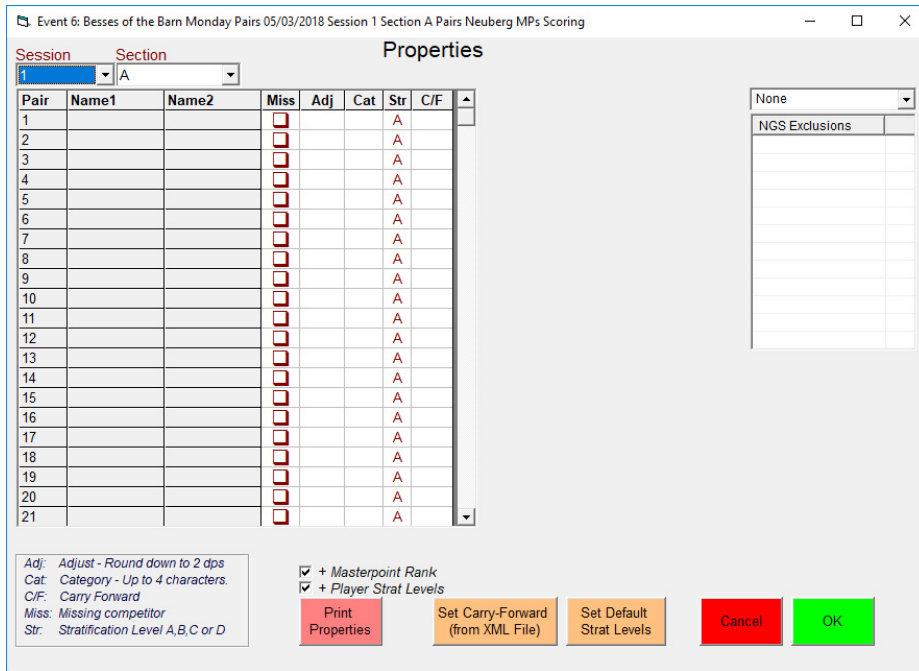

You may also set a Category (up to 4 characters) on this screen which will appear on the final Rankings and may be used as a filter on the final Rankings list.
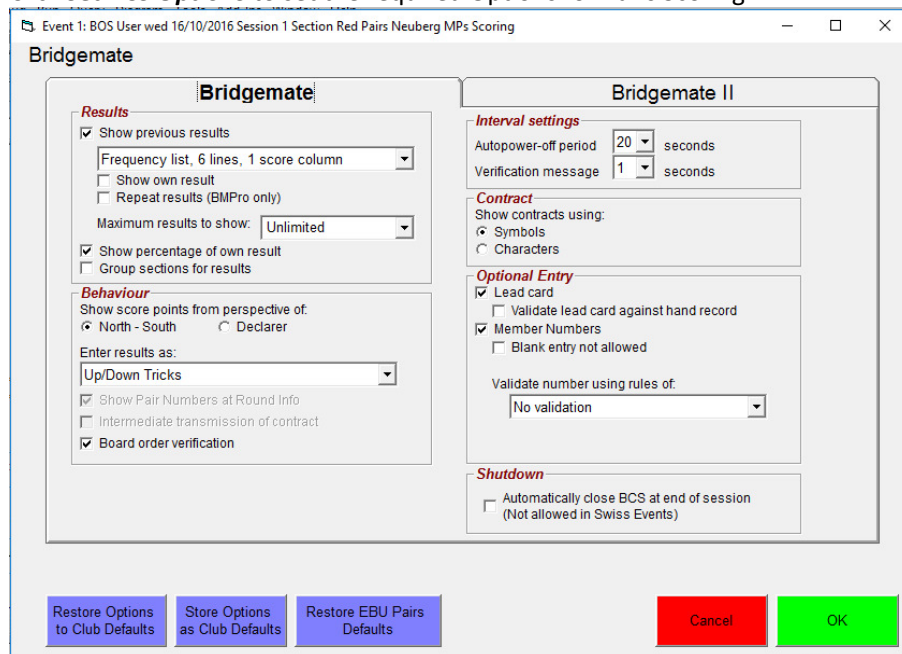
9   Bridgemate Scoring

Set out the Bridgemate scoring device and table number as required. When they are turned on, they will ask for confirmation of the section (A) and the table number. Please ask North's to check the table number. Check that the BM server is on (USB / battery power light and battery status light on the controller should be illuminated).

Click **Bridgemate Scoring** to open the main Bridgemate control screen.
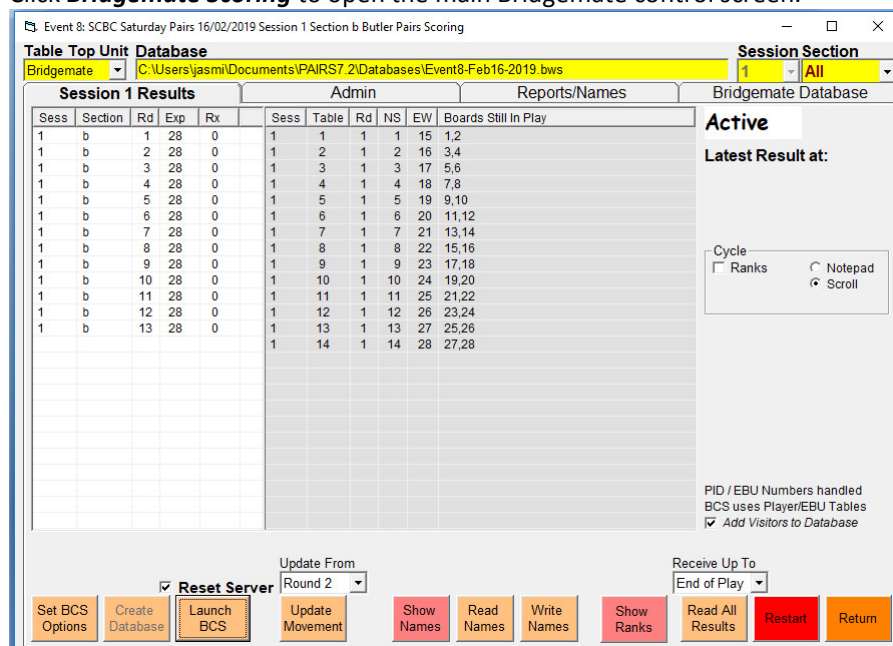
The Expected(Exp) and Received(Rx) number of results is monitored for each Table, with the Missing Board results also listed. The parameters for receiving Member Numbers is also shown (Player IDs unless inhibited in Player Database>Management screen, or NBO Numbers or either).

Click **Set BCS Options** to set the required Options for Pairs Scoring

You can click **Restore EBU Pairs Defaults** to set the usual BCS options. To allow EBU number entry by the players, (or 0 if unknown) on the Bridgemates, ensure the **Member Numbers** (NBO Numbers) box is ticked. PairsScorer will decode both PIDs and EBU numbers from the Player & EBU Database. On the Bridgemate II tab, the Name Source determines from where the BCS will search for numbers usually Player & EBU Database also.

Ensure you set Session = 1 to do the Scoring for Session 1 only.

Click ***Create Database*** (bottom left) to create the Bridgemate Control Database (.bws file)
Ensure the "**Reset Server**" box is ticked, click ***Launch BCS*** and confirm if asked to do so.
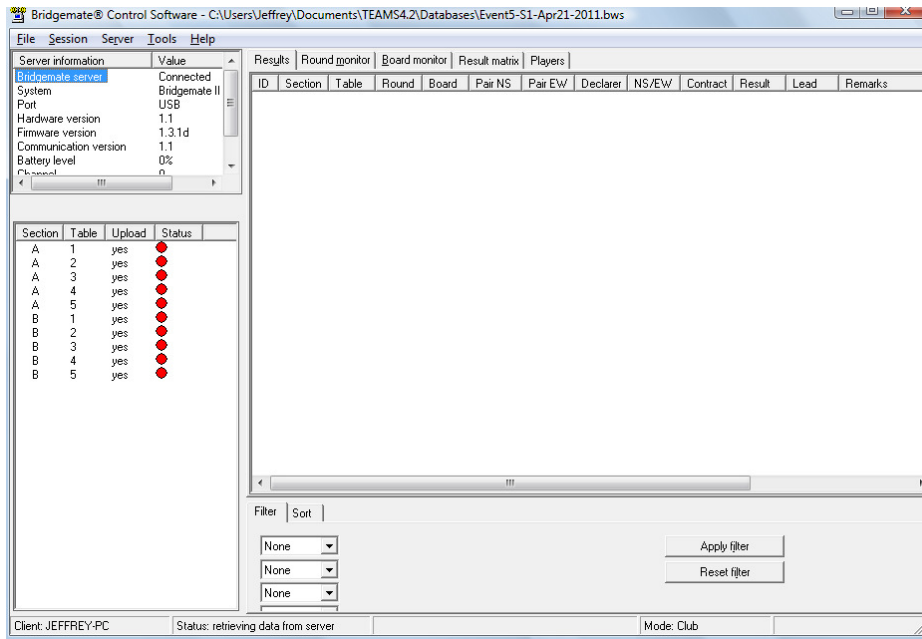
The Bridgemate Control Software Program (BCS) will be started and you should see the 14 Tables being added as clients to its Server. Minimise the BCS Display.
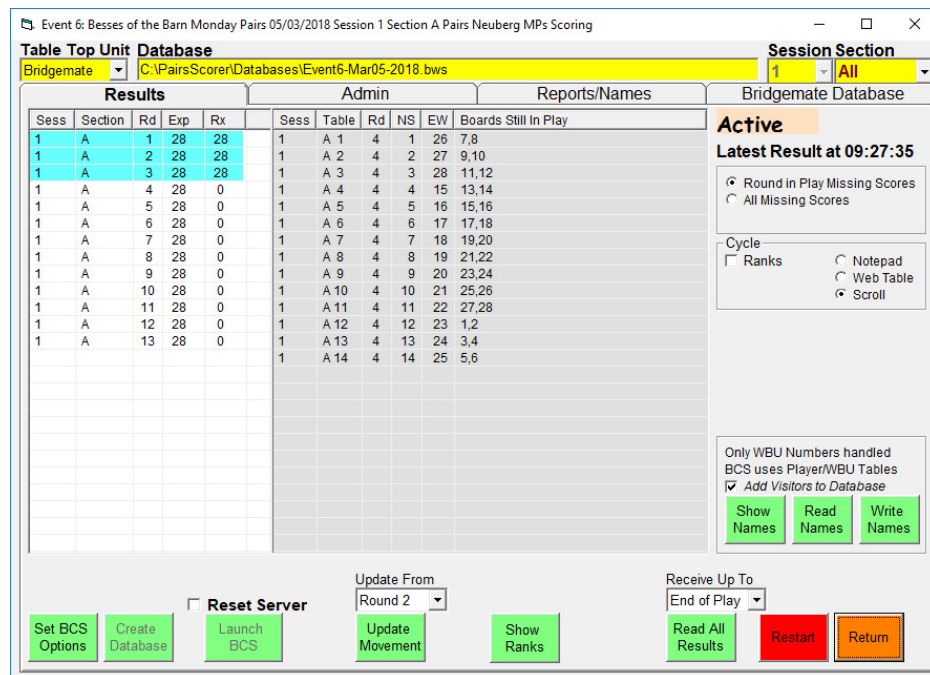
9.1 Reading Names

Players can enter their NBO number at the start. Any player without an NBO number can enter zero or blank. After the first round is well underway, check if all players have entered their number by clicking on the "Print Numbers" button. If any names are missing, make a note of their table and position and get their name.

```
Temp.txt - Notepad
File  Edit  Format  View  Help
A 1 Rd 1 N =  1 Jack Samuels
A 1 Rd 1 S =  2 Alice Whitehead
A 1 Rd 1 E =  3 Bernard Kaye
A 1 Rd 1 W =  4 Eric Cowsill
A 2 Rd 1 N =  5 Myra Maurer
A 2 Rd 1 S =  6 Rosa Simon
A 2 Rd 1 E =  7 Irene Buxton
A 2 Rd 1 W =  8 Paula Berens
A 3 Rd 1 N =  9 Susan Pojur
A 3 Rd 1 S = 10 Peter Berens
A 3 Rd 1 E = 12 Jeffrey Bor
A 3 Rd 1 W = 13 Marianne Farr
A 4 Rd 1 N = 14 Irene Bowers
A 4 Rd 1 S = 15 Harry Bailey
A 4 Rd 1 E = 16 Stuart Goodman
A 4 Rd 1 W = 17 Neville Fletcher
A 5 Rd 1 N = 18 Dorothy Molins
A 5 Rd 1 S = 19 Stephen Molins
A 5 Rd 1 E = 20 Alan Pojur
A 5 Rd 1 W = 21 Janet Goodman
A 6 Rd 1 N = 23 Bev Morris
A 6 Rd 1 S = 24 Peter Maclese
A 6 Rd 1 E = 25 Michael Goodman
A 6 Rd 1 W = 26 Sandra Glazier
A 7 Rd 1 N = 27 Ruthy Chadwick
A 7 Rd 1 S = 28 Gaye Shindler
A 7 Rd 1 E = 29 David Tobias
A 7 Rd 1 W = 30 Malcolm Morris
A 8 Rd 1 N = 31 z zz
A 8 Rd 1 S = 32 Lawrence Abramson
A 8 Rd 1 E = 33 Albert Cohen
A 8 Rd 1 W = 34 Ronnie Levene
A 9 Rd 1 N = 35 Jonathon Ellwood
```

Return to the Names screen to correct Names and then reenter Bridgemate screen. (You can also write Names/Numbers using the BCS Names Tab in the BCS program). You can send the corrected values back to BCS by clicking **Write Names** button so they will appear correctly on the Bridgemate screens.

9.2 Running the Session

Progress can be monitored on the Results Screen, so for Round 1, the display indicates that it is expecting 28 scores. **Exp** is the total scores expected in a particular round, **Rx** is the total scores received to date. Missing results are also shown along with any anomalous results. The number of scores received for individual tables is shown under the appropriate table column. Any score amendments or adjustments are best corrected on the BCS screen or on the BMs. Alternatively, they may be corrected on the Enter Scores screen at a later stage.

Event 6: Besses of the Barn Monday Pairs 05/03/2018 Session 1 Section A Pairs Neuberg MPs Scoring

Table Top Unit Database
Bridgemate ▼ C:\PairsScorer\Databases\Event6-Mar05-2018.bws
Session 1 ▼ Section All ▼

Tab			
Results	Admin	Reports/Names	Bridgemate Database

Sess	Section	Rd	Exp	Rx		Sess	Table	Rd	NS	EW	Boards Still In Play
1	A	1	28	28		1	A 1	4	1	26	7,8
1	A	2	28	28		1	A 2	4	2	27	9,10
1	A	3	28	28		1	A 3	4	3	28	11,12
1	A	4	28	0		1	A 4	4	4	15	13,14
1	A	5	28	0		1	A 5	4	5	16	15,16
1	A	6	28	0		1	A 6	4	6	17	17,18
1	A	7	28	0		1	A 7	4	7	18	19,20
1	A	8	28	0		1	A 8	4	8	19	21,22
1	A	9	28	0		1	A 9	4	9	20	23,24
1	A	10	28	0		1	A 10	4	10	21	25,26
1	A	11	28	0		1	A 11	4	11	22	27,28
1	A	12	28	0		1	A 12	4	12	23	1,2
1	A	13	28	0		1	A 13	4	13	24	3,4
						1	A 14	4	14	25	5,6

Active

Latest Result at 09:27:35

⦿ Round in Play Missing Scores
○ All Missing Scores

Cycle
☐ Ranks   ○ Notepad
              ○ Web Table
              ⦿ Scroll

Only WBU Numbers handled
BCS uses Player/WBU Tables
☑ Add Visitors to Database

Show Names | Read Names | Write Names

Update From
Round 2 ▼

Receive Up To
End of Play ▼

☐ Reset Server

Set BCS Options | Create Database | Launch BCS | Update Movement | Show Ranks | Read All Results | Restart | Return
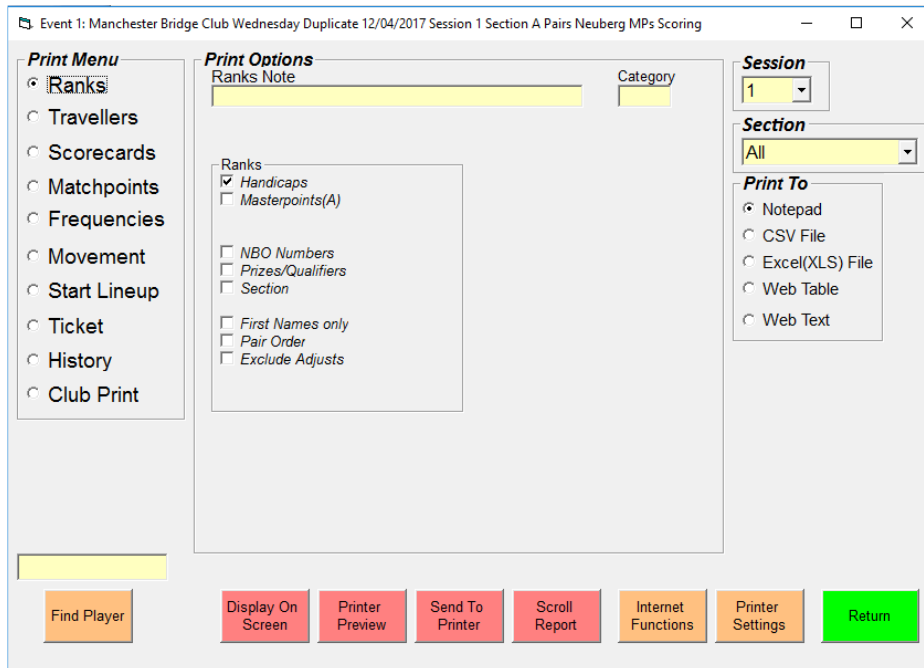
9.3 Scrolling Results

To display scrolling results, tick in the Cycle frame **Ranks** and **Scroll**. The results should appear on the bridge room screen. You can click **Travellers button** to quickly check any results.

10   Reports

When all the results are in, click **Return** to get to the Event Menu and click **Reports.**

If Bridgemates are in use, close BCS via **File > Close > File > Exit**

From **Reports** menu, you can publish a wide range of reports in a variety of formats. For example, to print Ranks with Masterpoints, Select **Ranks** in the Print Menu and **Rank + Masterpoints** in the Print Options. Now click **Display on Screen** to show ranks in a Notepad File or **Send to Printer** to print on paper. You can display in various formats **CSV, XLS** or **Web Table/Text.** A copy of the report is saved in the Reports folder in the PairsScorer installation folder. Text will be output to Notepad Text Editor. You can use Club Print to show the Ranks, Scorecards and Travellers in one report.

Click **Printer Settings** button to open the Printer Settings screen where you can change the printer and adjust the HTM colors. To leave the **Printer Settings** screen click **Return**. Once set you should not have to change the Printer Settings.

To leave the **Display Reports** screen,

Click **Return** to Event Menu
Click **Return** to Event History

11   Internet Functions

Select the Internet Functions tab at the top of the Display Reports screen.
Click *Upload Bridgewebs CSV File* button to upload the results to Bridgewebs.
Click *Create EBU UMS File* button to create an EBU UMS file.
Click *Go to EBU Website* button to upload the UMS file.

12   Exit Event

Click Return to Events Menu and on the Events Menu, click Exit Event. This will take you back to the Events History screen.

Click Return to Main Menu to get back to the main menu and then Exit to close Pairs Scorer.

Shut down the PC, turn the printer off and turn the Bridgemate server off by pressing the "Battery OFF" button for two or three seconds.

13 Multi Events

To run MultiSection and Multisession events, you need to combine single events together.

To illustrate, we will combine the earlier 14 Table Mitchell movement with two 7-table 26 board Full Howells (Green/Blue sections) for a two session event suitable for use in a 2-session County Pairs all-day event.

Session 1:   14-Table, 13 x 2 board Round Skip Mitchell, with last two rounds Arrow Switched (Red Section).
Session 2:   Two 7-Table 26 board Full Howells (Green/Blue Sections).

13.1 Create Session 2 Single Events

The procedure is exactly as for Session 1 but with the Session 2 information.
Click *Create New Event* button in Event History screen

13.2 Create Session 2 Movements

Two 7 Table Howell events are needed – one for Green Section, one for Blue Section.

13.3   Multisession Control Event
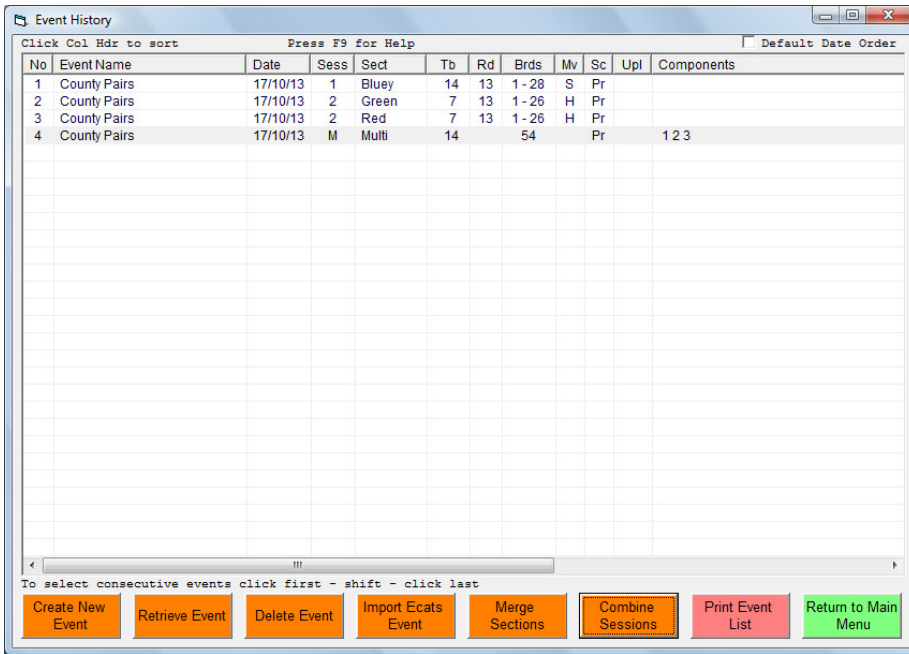
To make a combined Scorer Control event, return to the Event History screen and click the three events. Now Combine Sessions. Confirm and a message 'Combined to Event 4' appear. That Event may be used to control the whole event (or you can combine Events 2 and 3 and control Session 2 separately).

13.4   Link Movements

In a Multisession Event, you must set up how the pairs move in between Sessions. This is done via the *Event Menu* > *MultiSession Links* menu.
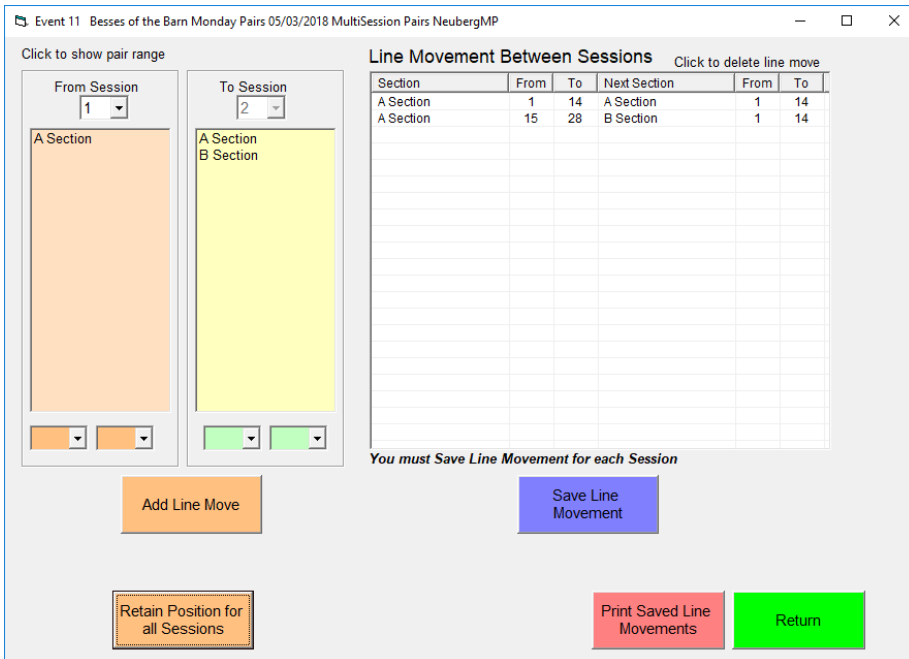
Session 1 Red Section Pairs 1 – 14 move to Session 2 Green Section Pairs 1 to 14
Session 1 Red Section Pairs 15 - 28 move to Session 2 Blue Section Pairs 1 to 14

In this case, you can use the *Retain Position for all Sessions* since the Pairs actually retain their pair number in this movement. You need to click *Save Displayed Line Movement* to set the Line Movements for each Session movement. The Names will automatically be copied from Session 1 to Session 2 into the appropriate positions.

14   Running Session 2

This is very similar to Session 1.

When you need to start a new session in a Multisession, navigate to the **Bridgemate Scoring** screen and set the new session number displayed (near top of screen).

The procedure for retrieving scores is identical to the Session 1 process:

Click **Create Database; ensure _Restart server_ is ticked** then click **Launch BCS > Yes.**

15   Administration Screen

There are some useful housekeeping facilities available on the Administration screen.
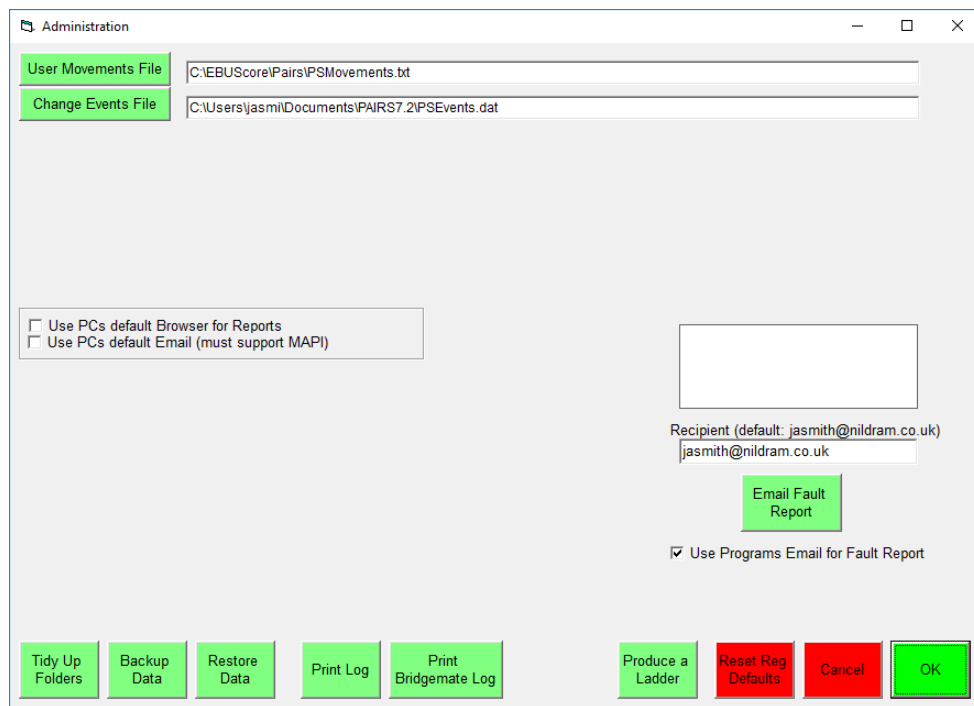
User Movements File	Points at a different User Movements File
Change Events File	Points a t a different Event History Data File – Used in diagnosis or when switching PCs etc
Email Fault report	Sends essential data to a specified address for diagnosis
Tidy Up Folders	Deletes the files held in Reports and other old files no longer needed (BCS Databases etc)
Backup Data	Sets up all the essential current PairsScorer data as a backup
Restore Data	Restores the PairsScorer data
Print Log	Prints a Scorer Log used for error diagnosis
Print Bridgemate Log	Prints a Bridgemate Log used for error diagnosis
Produce a Ladder	Allows production of a Ladder from results of specified events
Reset Reg Defaults	Tidies the Registry area used by the Scorer

END OF DOCUMENT