Bridgemate Player Guide

Farnborough (Kent) Bridge Club

Keys

There are 29 keys on the Bridgemate, some of which have a dual function.
The ones relevant to our club are:

1 – 9 (10)   Used for entering numbers into the device (pair numbers, board numbers, contracts, tricks). The 10 button is used to enter 0 (in tricks, and board numbers) or NO PLAY, when a board is not played.

♣ ♦ ♥ ♠ NT   The suit relevant to the contract being played.

X, XX   Double or redouble, when entering the contract.

N/S, E/W	Declarer's direction of play. Press the relevant key twice for the S or W direction.
PASS	Entered against the contract when passed out.
CANCEL	Correct an entry and cancel commands. In general anything can be cancelled up to the result being accepted.
OK	Confirm an entry
A K Q J	Used to enter the lead card.
Functions	The 4 functions keys in the top row provide access to additional functionality. The ones of relevance to players are the TDMENU, RANK, ACCEPT, SCORES, CORREC, CONTIN, ERASE, BACK. These are displayed at various times above the function keys.

Operation

North usually operates the Bridgemate, unless unable to do so, in which case anyone else at the table can do it. Travellers are also maintained, these are filled in by anybody else at the table other than the Bridgemate operator.

Starting

It is unlikely that the system will be activated before you are ready to start the play. It is best to start Bridgemates after you played the first board.

Press OK to start. If the system is not yet ready, SYSTEM NOT ACTIVATED YET message is displayed. Otherwise enter section/table numbers and player IDs. Where player ID is not known and cannot be found on the list of IDs available in the club, leave it blank by pressing OK. Press CANCEL to correct. Write the names on the back of the travellers. Advise the Scorer who will enter the missing names directly into the computer later.

If you start at the **sitout** table, enter your IDs as above. If you are E/W, return the Bridgemate into the case, if you are N/S, leave it on the table. Similarly, if you are **rover**, take a spare Bridgemate from the case and enter table number one greater than the maximum table number, plus your IDs. After this return the Bridgemate into the case.

When playing **teams**, enter IDs at the table where you start playing.

At the start of each round, the names of the players, pair numbers and boards to play are displayed. Check these carefully.
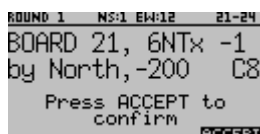
Contract Entry

On the contract entry screen the board numbers are pre-entered. The cursor is next to the board number allowing you to correct it. This is useful for **board sharing** when boards might be played out of sequence.

Press OK to enter the contract.

Contract entry is meant to be intuitive and is designed to minimise the number of key strokes. So, for example, to enter 3NT doubled by West, lead D10, making 11 tricks, type in 3NTXWD1011.(see picture above). There is no need to press OK after W or 10, although you can if you wish to do so. Remember to enter the declarer on the same line as the contract, do not press OK before it.

At any time, if you make a mistake, press repeatedly the CANCEL key to return to the required input point.

The accept screen will be displayed now requesting East/West to press ACCEPT to confirm the result or CANCEL to reject it.

After pressing OK in response to VIEW RESULTS?, the display shows the results in traveller form, i.e. contract column, tricks made, lead and a NS or EW results column. The results are shown in top to bottom sequence for NS. Use the up/down arrow keys to scroll through the results.

When the session has ended, the RANK function key will be displayed. This can be pressed to give a provisional ranking and percentage to the pairs finishing at that table.

Score Corrections

Once East has confirmed the score and the message "Entry completed" has been displayed, the score can only be edited in the following two ways:

• Through the score recap screen.

On the contract entry screen and some other screens the Bridgemate shows the SCORES function key as below (screen actually shows TRICKS instead of RESULT).

```
ROUND 1    NS:1 EW:12    21-24
BOARD : 21
CONTR :
LEAD  :
RESULT:
TDMENU              SCORES
```

Pressing the SCORES function key will show the score recap.

```
  SCORE RECAP - BOARDS 21-24
21: N 4H+2        +680
22: W 3NTx=       -550
23: S 2C-1         -50

 BACK              CORREC
```

The score recap screen will show the CORREC function key. Press this function key, and when asked for the board number to correct, enter the board number followed by OK.

The result is now erased and can be entered again by the players.

• The scores can also be corrected for any previous rounds, but this should be done with the director's approval and not in front of the current opponents who might not have played the board yet. Press the function key TDMENU. Enter TD PIN 7777, then option '3. Erase result'.

Averages

To enter an average, press the function key TDMENU when the cursor is next to CONTR: on the contract entry screen. Enter TD PIN 7777, then option '1. Adjusted score'. Enter '6' for 60%, '5' for 50%, '4' for 40% (no other values allowed). Alternatively you can enter the contract as NO PLAY, and the appropriate average will be entered later by the Scorer on the computer.

Wrong Section/Table Number Entered

When you enter your section/table number you might get a message TABLE STARTED BY ANOTHER BRIDGEMATE. If you are absolutely sure that your section and table are correct, proceed with takeover. You will be asked to confirm the takeover via a TD pin 7777. There is an option to continue with any data previously entered, but you will obviously reject this with the function key ERASE.

Updated 28th March 2014