

Quick Guide to Pairs Scoring (BridgeTab & Scorer)

These instructions focus on Scorer. Only the most common functions are covered in these notes. For details on more advanced or optional functions see section on Where to Get More Advanced Help.

More specific BOS instructions are on the laminated BOS sheet.

Hand out BridgeTabs prior to start.

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1 Start from BOS & from BOS open Scorer

1.1 When you click Start Scoring in BOS, Scorer will open for you to log-in:

Name: admin
Password: blank



1.2 In the Scoring and Calendar tab, click Score/Ladder

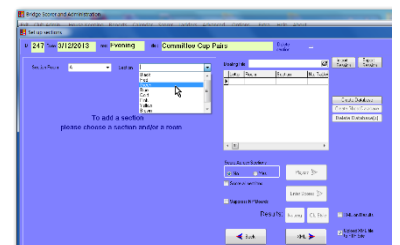
If the event you want is not showing in the day's event list, refer to the Scorer User Manual for instructions on entering events.

1.3 Select the event you want (usually there will be only one in the list) and click Next.



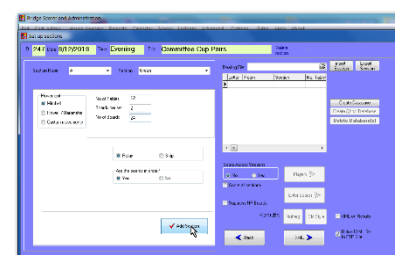
2 Section Set up

2.1 Use the drop-down arrow to select the Section Room. Our PCs default to Tinakori or Pipitea but you can enter any text you like. Remember that the first letter of the Room becomes the Section name on the BridgeTabs.

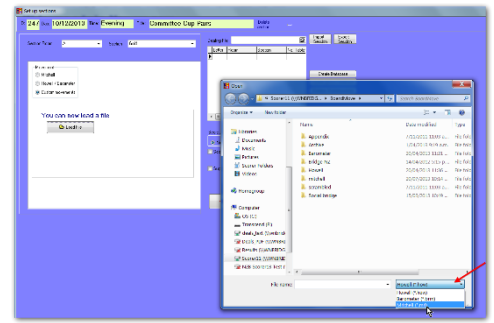


2.2 Use the drop-down arrow to select a section colour (any colour will do). A new window will appear below the Room/Colour boxes for you to select the movement.

2.3 If it is a standard Mitchell (usually < 13 tables), click Mitchell, enter the Number of Tables, Boards per Set, and Number of Boards. Click the button to indicate if the movement is Relay or Skip (usually it's relay). Click Add Section, and go to paragraph 2.7 where you are asked if there is a phantom.

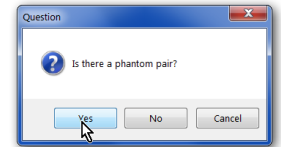


2.4 If it is a Custom movement, click this box and click the Load File button. For custom movements, a series of windows will let you select the movement file.



2.5 In the first window make sure you have clicked file type "Mitchell (.mit)" in the box to the right of File Name. Then click the directory Mitchell. In the next box, click the directory for the number of boards to be played and then select the specific movement file.

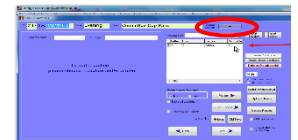
2.6 Instructions for board layout for all our Mitchell web movements are in the Mitchell Directors Folder. If this is not available, you can also click the Table Instructions button to get a printout for a specific movement. Table instructions are especially important for Howell movements; for these you will need to put movement instructions on each table.



2.7 Click Add Section. You will then be asked if there is a phantom, what the phantom table number is and whether the phantom pair is NS or EW.

2.8 The movement you have set up will now display in the Section window.

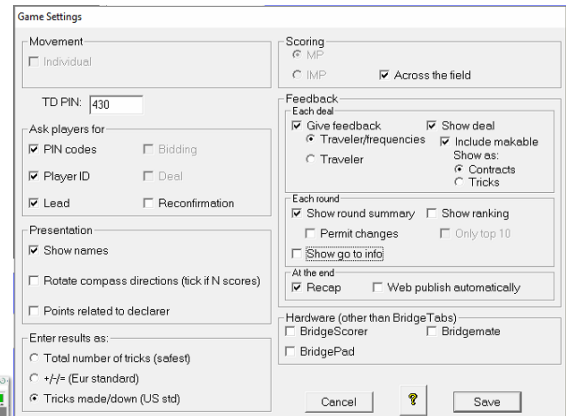
2.9 If you make a mistake setting up the section, select the section by clicking on it in the Set Up Section window and use the Delete Section function to the right of the event name at the top of the screen.



3 Start BridgeTab and Confirm Settings

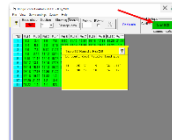
3.1 Click Start Remote Server.

3.2 The BridgeTab preferences window will load. The preferences for a pairs session is shown here. For teams, there are no PIN codes, you will permit changes and do not show makeable contracts.



3.3 Set any changes to the preferences, and click save. If you make a mistake, some settings can be changed during play.

3.4 Click the large GREEN button to start.

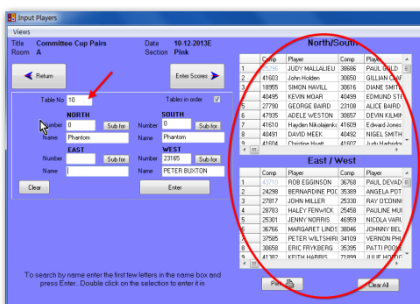
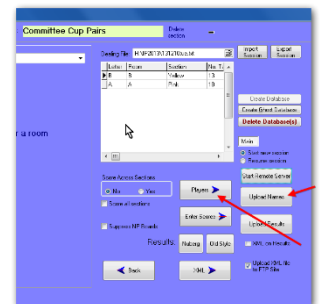


3.5 Now you can manage play in the BT window.

4 Upload Names and Enter Substitutes and Visitors

4.1 At some point after the first round, click Upload names in Scorer to receive player names from BridgeTab.

4.2 Click Players to bring up the Input Players screen so you can check all names have been correctly entered on the BridgePads and have been received.



4.3 Names and numbers for new players and visitors will need to be entered manually from table slip details. Substitutes – as indicated on the table slips - will also need to be entered.

4.4 On the Input Players screen check whether any names are missing under North/South and East/West. Use the vertical slider bars on the right if there are more than 9 tables.

4.5 Note that Phantom has a player number of zero.

4.6 To enter a player name, input the table number in the Table No. box on the left. Here, East at table 10 is missing.

4.7 If you know the computer number of the player, type it in the number box and hit enter. If the number is registered with NZCBA, the player's name will be entered automatically.

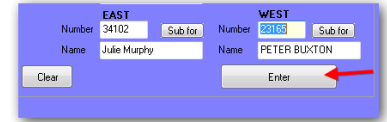
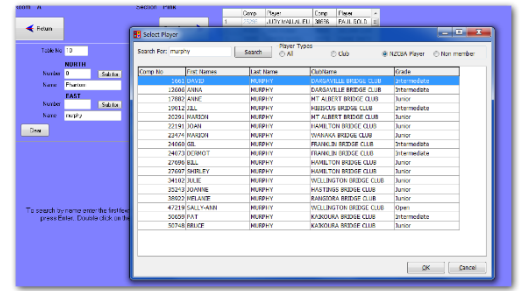
4.8 Assign any visitors an arbitrary number of 999x then type this number and their name in the respective boxes.

4.9 If you don't know the number type the surname in the name box and hit enter. The system will give you a list of all NZ Bridge players with that surname. Find and double click the one you want.

4.10 Click Enter on the Input Players screen to save the entry.

4.11 To enter a substitute, enter the table number, and click the Sub For button beside the correct player's name. You will get a window similar to the above to enter the absent player's name and number. You must click OK on this screen AND Enter on the Input Players screen to save the result. Check that the sub has been entered by looking at the NS and EW player names. You will need to move the horizontal slider bar to the right to see the substitutes names.

4.12 Click Return on the Input Payers screen to go back to the Section Set Up screen



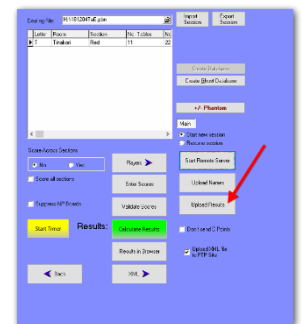
5 Generate Results

5.1 When play has finished, click Upload Results.

5.2 Then click the big green Calculate Results button.

5.3 You will be given some options about what you want printed along with the results, including the choice to print Personal Score Sheets.

5.4 Print the results and post on the notice board.



6 Post Session Results to the Web

6.1 Use the back buttons to return to the Set Up Section screen.

6.2 To attach the deal file to the session, click the folder icon on the right of the box labelled Dealing File. This will open a folder for you to attach the appropriate file. Our standard names for dealing files are yymmddDDx.txt where x is a code for the time of day. Eg 130128tuE.pbn. Check the file name on the top of the printed hand records to be certain you have the right deal file.

6.3 Click XML.

7 Run the Ladder and Post Ladder Results to the Web

7.1 Use the back buttons to get back to the Calendar screen.

7.2 Click Ladders.

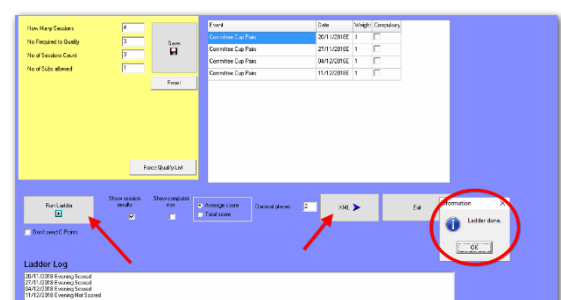
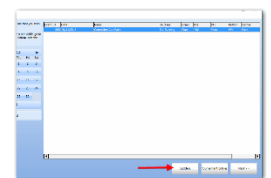
7.3 Click run ladder.

7.4 When the ladder has been done, you will get a box indicating this. Click OK.

7.5 The ladder results will display which you can can print.

7.6 To put the ladder results on the Web, use the back button to return to the Normal Ladders screen. Click XML.

7.7 Click Exit.



8 Close Down

- 8.1 Close all BridgeTab and Scorer windows.
- 8.2 Leave PC on.

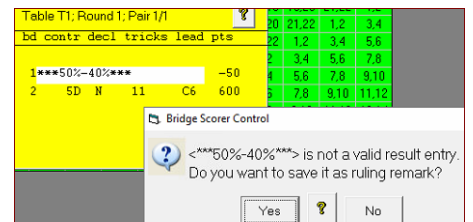
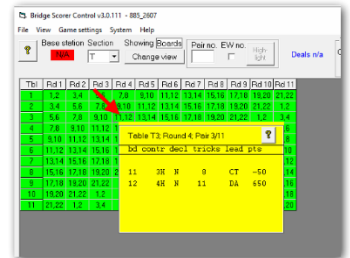
X1 Manually Changing Scores & Artificially Adjusted Scores

- X1.1 If you know which BridgeTab unit was used at the table the score was entered at, the best place to change a score during a session is there.
- X1.2 You can also change a score in the BridgeTab software. Click on the green cell for the correct table/round. A yellow window will come up showing the original results and this can be edited and saved.
- X1.3 An adjusted score is entered in the format:

40%-60% (it will display as *****40%-60%*****)

After entering you will get a message that the entry is not a valid entry asking if you want to save it as a ruling remark. Click Yes.

- X1.4 When you change the score in BridgePad, you will need to Upload Results again.



X2 Fouled Boards

X2.1 1, 2, or 3 fouled tables

Refer to the NZ Bridge Manual Section D for scoring fouled boards.

For 1, 2 or 3 fouled tables enter adjusted scores in the BridgeTab screen as follows:

- 1 50%
- 2 55% 45%
- 3 60% 50% 40%

Tie Pairs share the difference.

Pairs in no way at fault receive an indemnity of 10% and the provisions of Law 88 apply if their score for the session is greater than awarded here.

A Pair partially to blame receives no indemnity (failure to detect a fouled board puts a Pair partially at fault).

A Pair responsible receives a penalty of 10%.

X2.2 More than 3 fouled tables

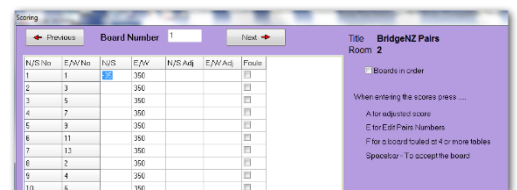
If a board has been fouled at 4 or more tables, it must be corrected in Scorer. Click Enter Scores on the Section Set Up screen.

In the NS column for table 1, enter "F".

A new column will be displayed in which you can tick the tables at which the board has been fouled.

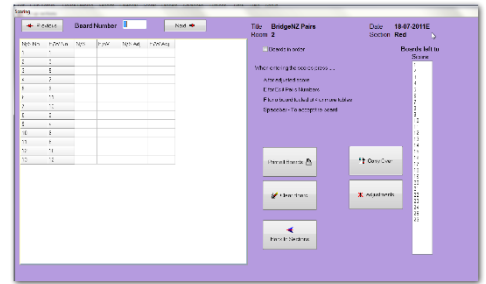
Scorer scores the fouled boards as a separate section and merges these results with the non-fouled results.

If there are no other boards to enter, click Back to Sections.



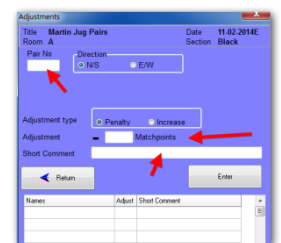
X3 Pairs Play Wrong Board

- X3.1 If the wrong pair plays a board, the director allows that result to stand, but pair numbers in Scorer must be changed to reflect the pair numbers who actually played the board.
- X3.2 From the Section Set Up screen, click Enter Scores to bring up the Scoring screen. Enter the board number for which you need to make the change.
- X3.3 On the NS cell for the first pair, enter "E" for edit. You can now change any of the pre-determined pair numbers, but be very careful as there is no error checking when you make these changes. When you have made the change, do not hit enter, but click Back to Sections to exit or the Previous or Next arrows to make a change to another board.



X4 Procedural Penalty

- X4.1 On the Enter Scores screen, click Adjustments
- X4.2 A window will come up in which you can enter the Pair Number, and penalty value. Players who incur a slow play procedural penalty should receive a penalty equal to 10% of a board's matchpoints (i.e. 2.2 mtchpoints if you are playing 22 boards). Also add a comment as to why you are assigning a penalty.



X5 Where To Find More Information

There are 3 places to look for more information:

- The Directors Area on the Wellington Bridge Club's website
- The Documentation menu item in the Scorer programme
- The Directors folder in the playing room.

Documentation available includes:

- Instructions for the layout of boards for all our common movements
- An extensive Scorer User Manual
- BOS instructions