

# BOS Instructions – Pairs and Teams

*These instructions cover BOS. If you are unfamiliar with Scorer, at step 5, follow the separate Scorer instructions.*

The default settings (pairs) allow players to see the travellers after each board. For this reason, the preferences have also been set so that **players cannot make changes once contract details have been accepted**. If there is an error, the director will need to make the correction.

**If the mistake is a result entered for the wrong board, you must give the players a 40%/40% score for the board not played because they have seen the travellers.**

## Starting BOS & Scorer

1. Start BOS from the Desktop
2. If this is a new session, enter Create New. If not a new session (e.g. second round of teams), click Resume or Open Old to find an earlier event.
3. Enter a name for the session in the format yy-mm-dd-xxxxxxx, where xxxxxx is a shortened form of the session name in the Scorer calendar. Use "-" rather than blanks in the name. Click Create.
4. Click Import. Select the correct deal in the window that opens (look at the top of the printed hand records for the name). This opens up a DupSoft window. In the top menu bar, click the **MA** button to start the import. You can minimise this window and let it finish in the background.
5. On the main BOS dashboard, click Start Scoring.
6. Scorer will start and ask you to login. Create the session (room, colour and movement) in the usual way.
7. Click Start Remote Server (start new session/resume session is not relevant to BridgeTab).
8. This will start Bridge Scorer Control (BSC) and present you with a window to edit the game settings for the sessions. Change these if needed and save.
9. In the BSC window, click Change View to populate the matrix with boards and pairs in each round. Now click the big green START button to start the BridgeTab units.

Start new session

Import deal into the BridgeTabs

Start Scorer

Start BridgeTab application

Review/adjust game settings

Start BridgeTab units

In the BSC window, you can:

- See tables and players *Click "Change View" to switch*
- See boards that are to be played *between these two options*
- Enter/correct player names and numbers. Go to menu item View/Player Names
- Check what a player's pin number is. Go to menu item View/Pin Codes
- Click a table/round cell and you will get a display of the entered scores which you can correct
  - Adjusted scores are entered as: 50%-50% (it will display as \*\*\* 50%-50% \*\*\*)
  - Not played has no results (but better to enter "skip Board on Bridgetab)
  - Passed in bards are entered as: PASS

Monitoring and editing in BSC

## BridgeTab Game Settings

### Pairs Settings

The default game settings in BOS are set for a **pairs Mitchell** non-tournament event.

Summary:

- Always use Pin codes
- Give traveller feedback
- Show the deals and makeable contracts
- Do not permit changes

If you are running a **Howell** event

- Tick Show Go To Info

For a **Pairs Tournament**:

- Untick Give feedback
- Untick Show round summary

If you make any changes, click Save

The screenshot shows the 'Game Settings' window with the following configurations:

- Movement:**  Individual
- TD PIN:** 430
- Ask players for:**  PIN codes,  Bidding,  Player ID,  Deal,  Lead,  Reconfirmation
- Presentation:**  Show names,  Rotate compass directions (tick if N scores),  Points related to declarer
- Enter results as:**  Total number of tricks (safest),  +/- (Eur standard),  Tricks made/down (US std)
- Scoring:**  MP,  IMP,  Across the field
- Feedback - Each deal:**  Give feedback,  Show deal,  Traveler/frequencies,  Include makable,  Traveler,  Contracts,  Tricks
- Each round:**  Show round summary,  Show ranking,  Permit changes,  Only top 10,  Show go to info
- At the end:**  Recap,  Web publish automatically
- Hardware (other than Bridge Tabs):**  BridgeScorer,  Bridgemate,  BridgePad

Buttons: Cancel, ? (Help), Save

### Teams & Swiss Pairs Settings

Summary:

- Never use Pin codes
- Do not give feedback
- Do not Show deal
- Do Permit changes

For a **Teams Tournament**:

- Untick Show round summary

Click Save.

The screenshot shows the 'Game Settings' window with the following configurations:

- Movement:**  Individual
- TD PIN:** 430
- Ask players for:**  PIN codes,  Bidding,  Player ID,  Deal,  Lead,  Reconfirmation
- Presentation:**  Show names,  Rotate compass directions (tick if N scores),  Points related to declarer
- Enter results as:**  Total number of tricks (safest),  +/- (Eur standard),  Tricks made/down (US std)
- Scoring:**  MP,  IMP,  Across the field
- Feedback - Each deal:**  Give feedback,  Show deal,  Traveler/frequencies,  Include makable,  Traveler,  Contracts,  Tricks
- Each round:**  Show round summary,  Show ranking,  Permit changes,  Only top 10,  Show go to info
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Buttons: Cancel, ? (Help), Save

## How to Connect BridgeTabs to a Different PC

In order for the BridgeTabs to work, you need the USB dongle (with the licences) plugged into the PC AND you also need to change the BridgeTabs so they recognise the specific PC.

The front (welcome) screen on the tablet tells you what computer it thinks it is connected to. It can connect in 2 ways - either by searching for and finding a PC with BOS running, or by you hardcoding the PC's IP address into it. At WBC, the second method is preferred to reduce PC conflicts. When you do this, the welcome screen of the BridgeTab displays "Hardcoded: xxx.xxx.xxx.xx". If the other method is used, the Tab will show the PC name.

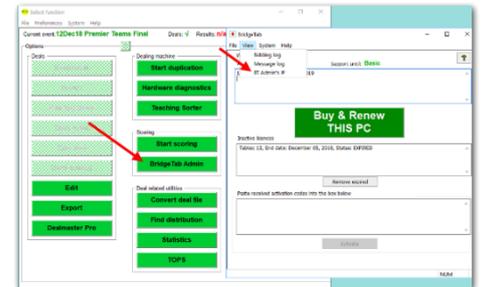
To find out what your computer's IP address is, go to BOS, click BT Admin, then click the View tab and see BT Admin's IP.

At the WBC, the computer names and IP addresses are:

Tinakori: WnBridge1 / 192.168.1.45

Pipitea: BridgeWest / 192.168.1.26

These are also on a label on the PC front (but it is always a good idea to check with BOS).



### To hardcode an IP address:

On the tab press and hold the large "?" at the top right of the screen. Enter the TD code 000 (given that you are doing this before the tab is logged on. One of the options is "BT IP Address" (or something similar).

Click this and follow instructions. Even if the tab finds the PC, click the box where you can manually enter an IP address. Once you have entered this, click the small green tick icon. Then click the buttons to take you back to the welcome screen (including one that says "resume". If it has worked, you will get a screen message that indicates you are switching to another computer, and the front screen will say Hardcoded to the address you entered.

## Troubleshooting

### What is the TD Pin number?

Once a BridgeTab unit has initialised into a session, the TD default pin is 430. Before a unit has initialised, you can get to the TD menu on the unit with code 000.

### Incorrect Table Number Entered (pairs)

Two tables will call the Director. One will say "we have the wrong boards". This is the one which entered the incorrect table number. The other will say "someone has claimed my table". At this point, no results have been entered. Get the second table to log on with the table number of the first table and enter their player numbers. Then swap the BridgeTabs over. The player numbers will be wrong, but you can fix this up in the BSC control software on the PC.

### Incorrect Table Number Entered (teams)

If no results have been entered, you can follow the process above.

If results have been entered, you need to first delete them using the BSC control software on the PC. Then you can follow the above.

### Board Not Played

Enter Skip Board on the BridgeTab.