

Starting a game on ACBLscore with Bridgemates

Before starting ACBLscore, make sure that Bridgemate Software (BCS) is not running. Look at the Task Bar at the bottom of the computer screen to verify.

Note: There are options available regarding the information displayed on the Bridgemates. Those are not addressed here. Unless you take other action, those options will be set to the same choices as in the last game run at the club.

Open ACBLscore (click on the icon)

Click on "Game"

Event file name YYYYMMDD

M/A/E = Morning/Afternoon/Evening (select)

OK to set up new game? Yes

Ctrl-A to Add section.

Pair/team/ - choose.

Section letter, color – choose "A" (unless you are running multiple sections) and click ok

Mitchell or Howell? – can be changed later

Number of tables – can be changed later (**Note:** If there is a phantom pair, use the full number of tables, have everyone enter their ACBL numbers, including the pair sitting out the first round, bring the names in using F11, BMN command, and then use F9 to change the movement to the correct number of tables)

Maximum no of rounds – say ok to default. For shorter game with NLM's, set up as standard (default), and then change later using F9.

For Howell, "select round movement to use" – make sure starting pairs shown match our table mats.

No of boards per round – accept default.

Standard or rover Mitchell

No player duplication

Phantom pair? Select "no". If there is a half-table, change this later as in the Note above. If you select "yes" during the set-up, it will affect names showing up on the Bridgemates.

Select posting method - Pick-ups by table # - must select this when using Bridgemates.

Use remote server? Default is "no" – choose "yes".

Club masterpoint? Look on white board behind desk or online calendar in case it's a special game (Club championship, Junior fund, etc.)

Select Club: each time slot belongs to one club owner:

Sherry is Santa Cruz Bridge Club 137059

Mark is Monarch 221747

Bill is Eureka 239061

Nancy Wainer is Bid em up 248583

Robin is Bridge Because 261219

Jane is Bridge4Fun 267617

Unit Games are Santa Cruz Duplicate 266486

Note: Unit Games are all Club Championship, and are associated with Santa Cruz Duplicate. Sanction #'s are online under Unit 550 Info, but you can always use the following format:

Standard Format for Unit Game Sanctions:

LYMM550S

L: Required

Y: One digit year, e.g. for 2013, Y=3

MM: Two digit month, e.g. for January, MM=01

S: Game Indicator in month; A=first game in month, B=second game in month, etc.

For example, the sanction number for the first Unit Game in January, 2013 would be specified as L301550A

Club weekly session # starts with #1-3 on Monday (M/A/E), 4-6 for Tuesday M/A/E etc

Select # of Strata: normally 3.

Is Newcomer game being held...? Never, so far!

Is this a flighted event? – no

Tournament Data Box – confirm or change and ok

Click F11 and BMS command to start the Bridgemate server (Note: Bridgemate commands are entered from ACBLscore. Typing BMS after clicking F11 is a shortcut.)

Box comes up to confirm ... is turned on – click yes

Bridgemate control box comes up. If nothing happens when you click Ok (This is a bug!) Click outside that box on ACBLscore, then go to task line and bring Bridgemate box back up and now click Ok.

Bridgemate loads up the data base. When complete tell players to start Bridgemates. Status lights turn green as each is activated. If a player doesn't have an ACBL #, have them enter "0" and you will have to enter their name manually.

After everyone has entered their ACBL numbers, use F11 and BMN command to bring names into ACBLscore.

During the game: Ctrl-P posts scores from remote servers into ACBLscore.

Special movements

With 6 ½ tables, avoid a 4-board sit-out by setting it up as a 7-table Howell (Orange table mats)

With 7 ½ tables, set up a 7-table (28 boards) Mitchell with bump. For bump instructions use "external movement"...

Making later changes

All menu choices can be found with F11; many are also available through the drop-down menus

If you have mis-guessed the movement (Mitchell/Howell) or the number of tables, use F9 (#5 – Change movement parameters). You will have to re-enter most of the game set-up choices)

Names: If anyone doesn't have an ACBL #, or is not in our data base, or does not enter their # through the BridgeMates, enter them manually using F3.

Stratification: This does not happen automatically, despite having chosen strat levels earlier. F11 – STRAT displays all names and strats – they will all come up as "A" until you choose F3 (Auto Stratify). If there are too many or not enough B's and C's, strat

definitions can be changed . “Esc” from here, then use F9 (#10 = Set Masterpoint Rating).

It is also possible to force any pair into a specific strat despite the cut-offs defined; just click on any pair’s strat letter and change it to what you want.

Shorter Game: Some NLM games are limited to 24 boards (8 rounds). Set the game up first as 27 or 28 boards, then use F9 after the game has started and use #2 “change number of played rounds”.

As Game Nears End

As last round begins, use F8 – to printer to show preliminary standings

After the Game

Make sure all scores are posted. The “round monitor” shows how many scores each table has reported. Each Bridgmate should be advanced until the “end of session” screen appears. At this point, the Bridgmate control software will automatically close down.

“Short Press” prints results (F11 SPRES), make two copies, one for the players and one for the Game Binder. Put the copy in the Game Binder.

F11 SUMM for individual summaries

DBADD (F11 DBADD) (or Ctrl-D)

Screen

Both

All players

F11 LRECA

HTML (Saves file as YYMMDDS.HTM in Gamefile) (Where S = M, A or E)

Press & recap (traveler format)

Report width 114 (ok)

Open ACBLmerge (There is a desktop icon)

Choose <r> if hand records were previously generated; select correct game and wait for double dummy analysis.

Post results online (Use “post” icon on desktop; match all files carefully.) (All files are found in Gamefile folder)

If you have a problem call Ken Llacera, 831-426-4949 or 650-759-0334. If he is not available, leave a message and use your own email or bring up Gmail, log in as scbc.director@gmail.com/scbc4U&I and send him (pasa49@pacbell.net) the following files (all located in the Gamefile directory):

- YYMMDD.ac(m/a/e) e.g. an evening game on February 14, 2013 would be 130214.ace
- YYMMDDS.HTM, using example about 130214E.HTM
- YYMMDDS.bws, using example above: 130214E.bws