Bridgemate II Scoring System – Names Display at Table

If player numbers are being entered at the tables, player names may be displayed:
- just once – at the beginning of the first round only
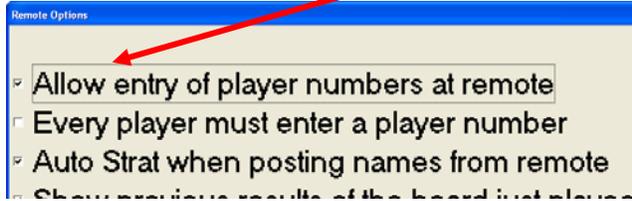- at the beginning of each round.

Game options should be selected for member number entry.
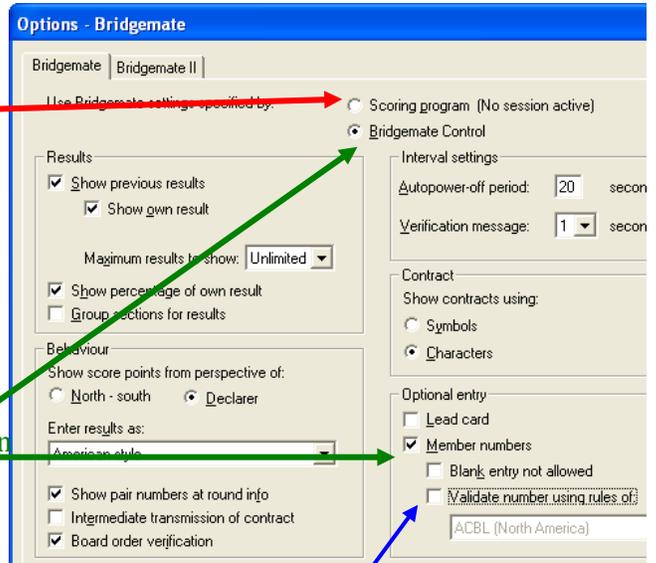On the Bridgemate Control Software (BCS) screen:
Tools → Options → Bridgemate

When "Scoring Program" is checked, member Number entry is controlled within ACBLscore.
Use F11 → BMO

Remote Options
- Allow entry of player numbers at remote
- Every player must enter a player number
- Auto Strat when posting names from remote
- Show previous results of the board just played

When Bridgemate options are being controlled within "Bridgemate Control," check "Member numbers."

At Tournaments where only ACBL members are playing, BCS will validate ACBL member numbers when this option is checked.

Options - Bridgemate

Bridgemate | Bridgemate II

Use Bridgemate settings specified by:
- ○ Scoring program (No session active)
- ● Bridgemate Control

Results
- ☑ Show previous results
  - ☑ Show own result
  - Maximum results to show: Unlimited ▼
- ☑ Show percentage of own result
- ☐ Group sections for results

Behaviour
Show score points from perspective of:
- ○ North - south   ● Declarer
Enter results as:
American style ▼
- ☑ Show pair numbers at round info
- ☐ Intermediate transmission of contract
- ☑ Board order verification

Interval settings
Autopower-off period: 20 secon
Verification message: 1 ▼ secon

Contract
Show contracts using:
- ○ Symbols
- ● Characters

Optional entry
- ☐ Lead card
- ☑ Member numbers
  - ☐ Blank entry not allowed
  - ☐ Validate number using rules of:
    ACBL (North America)

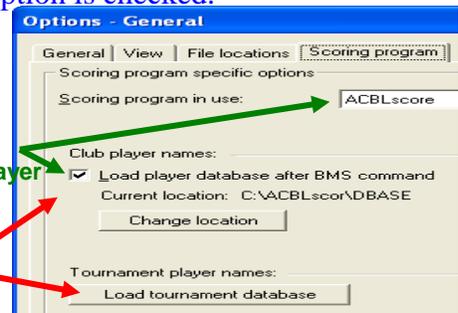The procedure to be used depends on the size of the player database.
Local database (typically 10,000 names or less)
BCS: Tools → Options → General → Scoring Program
Select ACBLscore as scoring program and check this "Load player database…" option
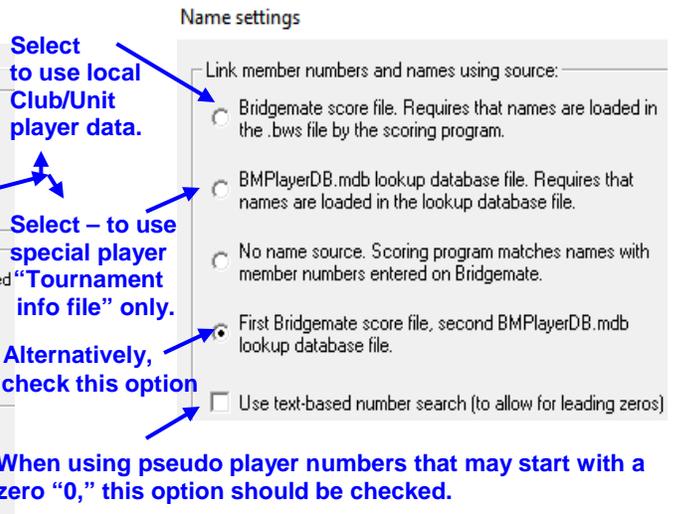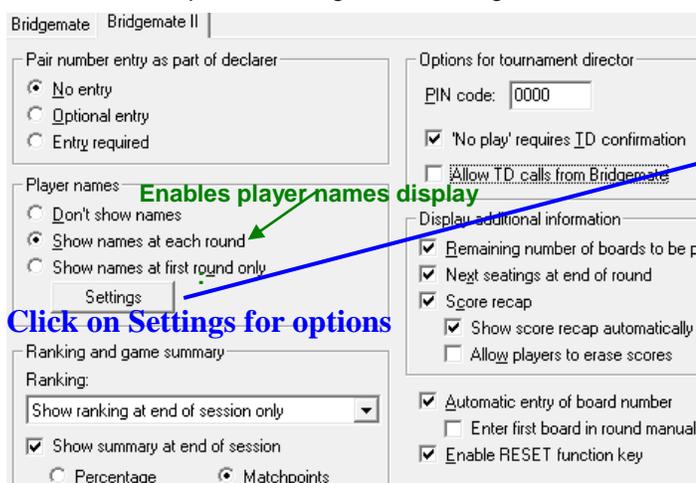
Tournament database
To use a Tournament database, (300,000+ names), click on this button and uncheck "Load player database…"

Options - General

General | View | File locations | Scoring program
Scoring program specific options
Scoring program in use: ACBLscore

Club player names:
☑ Load player database after BMS command
Current location: C:\ACBLscor\DBASE
[Change location]

Tournament player names:
[Load tournament database]

This button runs a conversion program (several minutes) which creates a special BMPlayerDB.mdb Microsoft Access file. This only needs to be done when the "Tournament" (or large Local) player file is updated. Note: The default location for this file is the hidden "User Appdata folder." To use a single BMPlayerDB.mdb file for multiple Windows® Users, change the "File locations" folder for to C:\ACBLSCOR\PLAYER. Also, run the flash drive's "Copy to ACBLSCOR-Player Folder.bat" to copy the "seed" BMPlayerDB.mdb file from the flash drive ACBLSCOR\PLAYER.

In BCS: Tools → Options → Bridgemate → Bridgemate II tab:

Bridgemate | Bridgemate II

Pair number entry as part of declarer
- ● No entry
- ○ Optional entry
- ○ Entry required

Player names   **Enables player names display**
- ○ Don't show names
- ● Show names at each round
- ○ Show names at first round only
[Settings]
Click on Settings for options

Ranking and game summary
Ranking:
Show ranking at end of session only ▼
☑ Show summary at end of session
- ○ Percentage   ● Matchpoints

Options for tournament director
PIN code: 0000
☑ 'No play' requires TD confirmation
☐ Allow TD calls from Bridgemate

Display additional information
- ☑ Remaining number of boards to be played
- ☑ Next seatings at end of round
- ☑ Score recap
  - ☑ Show score recap automatically
  - ☐ Allow players to erase scores
- ☑ Automatic entry of board number
  - ☐ Enter first board in round manually
- ☑ Enable RESET function key

Select to use local Club/Unit player data.

Select – to use special player "Tournament info file" only.

Alternatively, check this option

Name settings
Link member numbers and names using source:
- ○ Bridgemate score file. Requires that names are loaded in the .bws file by the scoring program.
- ○ BMPlayerDB.mdb lookup database file. Requires that names are loaded in the lookup database file.
- ○ No name source. Scoring program matches names with member numbers entered on Bridgemate.
- ● First Bridgemate score file, second BMPlayerDB.mdb lookup database file.
- ☐ Use text-based number search (to allow for leading zeros)

When using pseudo player numbers that may start with a zero "0," this option should be checked.

Special Note – Appendix Movements. Name display for the "extra" pair is **not supported**.

Special Procedures for Phantom and Rover Pairs

When there is a **Phantom** (or **Rover**) pair, special procedures are needed so that the Bridgemate system can identify the Sit-out (or Rover) pair number in order to display the player names on the Bridgemates II table units. The .bws "results" file – as created by ACBLscore – needs to be modified so that names will be correctly displayed. Without this change, the names of the sit-out pair that started at the phantom-pair table – or the Rover pair – will not be displayed!

Sit-out Pair Names Procedure
Starting with BCS v3.1.2 there is an option on the BCS → Tools → Options → General → Scoring Program

page: ☑ Correct missing sit-out pair number at half table in round 1 . This may be checked and should obviate the need to follow the alternate procedure heretofore needed in order to display sit-out player names.

This works well for Mitchell movements. For a one-winner (Howell) movement, the phantom pair should be EW – with the sitout pair as NS. The NS sit-out pair will be prompted to enter their NS numbers; their names will display on the Bridgemates and also be correctly posted into ACBLscore.

Rover Pair Names Procedure
- Set up the section (that will have a "Rover") as "the next higher number" of full tables. That is, a 7 table Rover Mitchell is set up as 8 tables; a 14 table Rover Mitchell is set up as 15 tables.
- Use BMS to start Bridgemate Control Software, in the normal manner.
- Have the "Rover pair" (at the "extra" table, i.e., table 8 or 15) enter their numbers as soon as possible – as N/S or E/W, depending on the Rover direction.
- After the Rover player numbers have been entered at the "non-existent" table, go to ACBLscore and use F11 → BMN to bring in the available names. Use F3 to check that the Rover player names are recorded in the ACBLscore game file. **This step must be completed before going to the next step!**
- After the Rover pair names have been retrieved, change the movement (F9 → 5 Change movement) to reflect the actual Rover movement. That is, (from the examples above) a 7-table Mitchell Rover or 14-table Mitchell Rover. **Be sure to complete the previous step before making this movement change!**
- Names for the "Rover pair" may now display on the Bridgemates at each table where they play.

Note: The Bridgemate II table unit at the non-existent table will still be active in the server (even though ACBLscore and BCS no longer show it as being active). Use the TDMenu and reset this Bridgemate so it will be ready the next game.

Alternate Sit-out Pair Names Procedure (BCS 2.8.29 or earlier – and, 3.1.2 without above option checked.)
- Set up the game with every section as full tables, i.e., without any phantom pair(s).
- Use BMS to start Bridgemate Control Software, in the normal manner.
- Have the "Sit-out pair" (at the Phantom-pair table) enter their numbers as soon as possible.
- After the Sit-out player numbers have been entered at the phantom-pair table, go to ACBLscore and change the movement (F9 → 5 Change movement) to reflect the phantom pair (i.e., ½ table) in each applicable Section.
- Names for the "Sit-out pair" may now display on the Bridgemates at the start of each round.

Note: The Bridgemate II table unit at the Phantom-pair table will be updated to continue normally.
- o If the Phantom pair was stationary at that table – the Bridgemate will show "End of Session" after the movement is changed.
- o If the table will be used later (i.e., a Howell movement [non-stationary Phantom pair] or Mitchell with an E/W Phantom pair], the Bridgemate II table unit will adjust itself to the next round to be played at the table.

Special Procedure for H8ROVER External Movement

With H8ROVER and the " ☑ Correct missing sit-out pair number at half table in round 1 " BCS option checked, make no other change. There will be a Table 8 operational for the Rover pair to enter their player numbers. Their names will display as they move to the different tables.

Special Procedure for H7ROVER External Movement

With the H7ROVER movement and the " ☑ Correct missing sit-out pair number at half table in round 1 " BCS option checked, an extra step is required so that ACBLscore will post the Rover pair's player numbers into the game file. There will be a Table 7 operational for the Rover pair to enter their player numbers as North/South.
- The player names will display on the Bridgemates.
- However, an extra step is required before ACBLscore will post the Rover pair names. BCS → Players (tab) Duplicate the Table 7 NS names as EW. See example below. The numbers entered at Table 7 will be for North and South. Just enter the two numbers as East and West. This enables ACBLscore to post the Rover pair names.

D 7-N	8674727	Ralph Werner
D 7-S	10825	Elsa Werner
D 7-E	8674727	Ralph Werner
D 7-W	10825	Elsa Werner