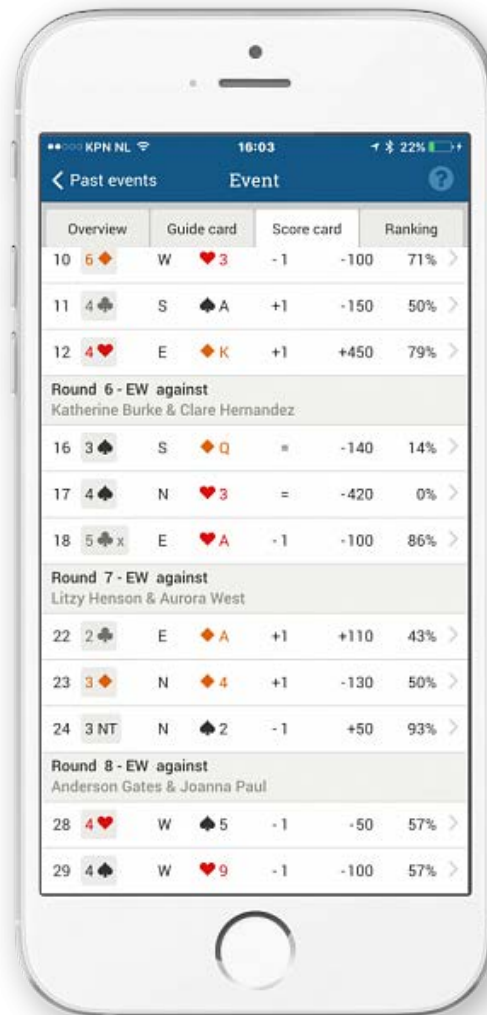


# Bridgemate® App



## Information for Bridge Clubs and Tournament Directors

**Version 3.0**

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## Introduction

Welcome to the Bridgemate App, the latest addition to the Bridgemate scoring system. By using the app, during or directly after the game, players are able to review their scores, consult their guide card for next round seatings, view current rankings, or view competitors' scores and hand records for the boards that they have just played. It also offers an interactive analysis tool to provide informative feedback on the optimal strategy for playing the board. From version 2.0, extended features for tournament directors have also been added. Since version 3.0, score entry has been added to the app allowing clubs to combine Bridgemate app score entry with Bridgemate score entry.

It only takes a few minutes for a club to launch the Bridgemate App, and this manual is designed to help you quickly configure your club computer to communicate with the app. It also explains in brief how players can download and install the app on their smartphone, and start receiving results and information about the club event in which they are playing.

## Basic principles of the Bridgemate App

The Bridgemate App is an add-on for the Bridgemate Pro and Bridgemate II scoring systems. If your club does not use any of these systems, the Bridgemate App cannot be used.

In order to use the Bridgemate App in your club, you must create a Bridgemate club account on the Bridgemate website and activate the Bridgemate App. After creating the account, the Bridgemate App must be enabled from the Bridgemate Control Software (BCS). All game details are automatically sent by BCS to the Bridgemate App server via the club's internet connection. During the game, scores entered on the Bridgemate are automatically uploaded to the Bridgemate App, and board percentages and rankings are continuously updated. Players using the Bridgemate App register themselves with your club and they receive real-time game data in the app on their smartphone (Android or iOS).

The Bridgemate App is meant to be used during or directly after the game. The club may decide to display certain information only after the game has ended.

## What you need to know

- **A good-quality and stable high-speed internet connection is required.** The club computer continuously uploads information to the Bridgemate app server system, and a poor internet connection dramatically impairs your Bridgemate app experience.
- **Your club computer does NOT upload directly to the players' smartphones.** BCS uploads the event information and results to the Bridgemate app server system. This system is hosted on the internet and this in turn communicates with the Bridgemate app on the players' smartphones. After the data has been uploaded by BCS, players can view their results and event information at any time on their smartphone, even if your club computer has been switched off or has disconnected from the internet.
- **Players' smartphones must be connected to the internet via WiFi or a 3G/4G/5G data plan.** The data usage per session is roughly between 0.5 megabyte and 1 megabyte of data.
- **Using the Bridgemate app is optional.** The Bridgemate app is a personal experience and not everyone in your club needs to use the app in order to make it work. Players who do use the app, will enjoy the extra information, while those who don't use it, simply go without.
- **Board results and rankings displayed in the app are only an indication.** BCS continuously recalculates board results and rankings, and uploads them to the Bridgemate app server system, but the final and official result of the event per ACBLscore may differ from that shown in the Bridgemate app. Usually, the difference is minimal and tends to be caused by score corrections made in ACBLscore that BCS doesn't know about, the use of adjusted or weighted scores, or missing scores in BCS which are added manually in the scoring program later on.

## Chapter 1: Preparation

There are a few things you should know before introducing the Bridgemate App to your club:

- **Bridgemate Control Software (BCS) version 3.9.9 or later is required.** This version is available from [Bridgemate.us](http://Bridgemate.us). It is advisable to always use the latest available version.
- **Players must use a member number to register with the club.** A unique member number is needed to identify a player within the club. Without member numbers being assigned, the Bridgemate App cannot link the relevant game data to a specific player. Usually, the member numbers assigned by ACBL are used to identify the players. However, if players don't have such a number, you can arbitrarily give them a pseudo number, as long as that number is unique within your club.

### Setting up the Bridgemate App

Follow these steps in order to run the Bridgemate App in your club.

#### Step 1 – Install Bridgemate Control Software version 3.9.9 or later

BCS 3.9.9 or newer is required to upload your event data to the Bridgemate App. You can easily download and install this version on top of your existing BCS installation. The latest version can be found at [Bridgemate.us](http://Bridgemate.us).

#### Step 2 – Create a Bridgemate club account for the Bridgemate App

Once you have installed the latest version of BCS, you are ready to create a Bridgemate club account for the Bridgemate App. This is essential for uploading data to the Bridgemate App. The club account allows you to upload data as well as control the behaviour of the app in your club. You can also validate any players who have registered to use the app in your club, and verify that they have registered correctly.

In order to create an account, go to [www.bridgemate.us](http://www.bridgemate.us) click on **App** in the top navigation bar, then click on **Club login**.

Click on **Create an account** to create a new club account.

Enter the name of your club, the country, state and city. This information is used by players to identify their club in the app. If your country is not listed, this means the app is not yet available in your country.

Select **Federation affiliated** and enter your ACBL club number. Provide a password and email address, which

will be used for logging in and retrieving the login details. You must agree with the terms of use and the privacy policy. Click on **Submit** to complete the registration process. A new club account is created and you should receive an email containing your club-account number. You will use this account number and your password to log into your club account. If you do not receive this email, please check your spam folder. If you still haven't received anything, you probably mistyped your email address and are encouraged to register again.

#### Step 3 – Complete club details

Once your account is created, log in to the club administration page on [www.bridgemate.us/app/club-login/](http://www.bridgemate.us/app/club-login/) with your account number and password. Click on **Club information** on the left to retrieve the club details.

Complete the remaining address details: the website address, if applicable, and other compulsory information. Click on **Save** to store these details.

#### Step 4 – Retrieve your club account number and verification code

While logged in, click on **App configuration**.

On the next screen, select **Use the Bridgemate App**. Press **Save**. The other settings are discussed in Chapter 2 and 3.

The app verification code and the club number are below the configuration screen. Write these two codes down, because you need them to identify your club in BCS.

App verification code (for Bridgemate Control Software)

Club number

App verification code (for Bridgemate Control Software)

Please note that the app verification code is not the same as the password you provided when creating the account. The password is used to log in to the club administration page, while the verification code is used within BCS when uploading data to the Bridgemate App server.

You cannot manually change the verification code. Should you want to change this code, click on **Regenerate**, which creates a new verification code. Doing this requires you to update the new code in BCS as well (see below).

### Step 5 – Configure app settings in BCS

The next step is to configure BCS with the correct club account information. Start BCS from the Windows Start menu (or from ACBLscore), and go to **Tools → Options → App settings**. You now see the following window:

Select **Enable Bridgemate app functionality** to enable the use of the Bridgemate App in BCS as well as upload your event data and results to the Bridgemate App. Enter your club number and the app verification code. Press **Test connection** to verify you have entered the correct details.

ACBLscore does not provide all the necessary information to BCS that is needed for the Bridgemate App. You should select **Show session information window at session start**. This enables you to easily change the event name when starting a new bridge event.

When the Bridgemate app is used to enter scores, you should select **Use Bridgemate app to enter board results** to process these scores in BCS. If this option is not selected, scores will not be processed.

### Step 6 – Uploading event data to the Bridgemate App

Your setup is complete and BCS now automatically uploads all event information and results to the Bridgemate App.

ACBLscore does not support showing the name of your event in the Bridgemate App. You can specify the name of your event in the session information window, which appears when you launch the BCS (F11 → BMS) for the first time for this specific event. This window looks like this:

The default name of your event is 'Bridge game.' You can change the name by typing in the text field. The date and time fields are for the date of the event and the starting time. After you close this window, the event is automatically uploaded, and you can no longer change its name.

If this window does not appear when launching the Bridgemate system from your scoring program, you need to change the app settings in the Bridgemate Control Software. Go to **Tools → Options → App settings** and select the **Show session information window at session start** option.

## Chapter 2: Downloading and installing the app

Players must do the following to install and activate the Bridgemate App on their smartphone:

1. To download the app, the player must open the App Store on their iOS device, or Google Play on their Android device, and search for 'Bridgemate'. Then they need to locate the Bridgemate App published by Bridge Systems BV – it can be recognised by this logo:
2. The player must start the app and create a player account within it. A name, email address and password are required. An email with a verification link is sent to the email address. The player needs to click on the link in the confirmation email to activate the account. Now they can log in to the app with the email address and password.
3. When logged in, the player can register him or herself with the club at which they are playing. They need to select the country and state/province, then select their club and enter the member number they are identified with at the club. It is possible to register with multiple clubs.  
When these steps have been successfully completed, the player will automatically receive their game results and rankings in the Bridgemate App.



For more detailed information, see: <https://www.bridgemate.us/media/downloads/app-player-manual-1.pdf>

### Validation of player registrations

The Bridgemate App enables players to register quickly and easily with a club, by selecting the club and providing their membership number. However, there is nothing to stop a player from entering someone else's membership number. While such a player wouldn't be able to receive their own personal information in the app, they could access information belonging to somebody else playing in the same event and isn't using the Bridgemate App. This could reveal unauthorized information about boards the player might still have to play, which is obviously undesirable. In smaller clubs and events, there is less chance of this happening, but in bigger events, it could become a problem, so to prevent this, clubs can enable the validation of player registrations.

#### Enabling/disabling validation

To enable or disable validation, log in to your club account on [www.bridgemate.us](http://www.bridgemate.us) then go to **App → Club Login** and click on **App configuration**.


Select **Validate new player registrations** and click **Save** to enable validation. Conversely, clear this option and click **Save** to disable validation.







Select **Send email when player registers** to receive an email when a new player registers with your club. This email is sent to the email address entered in **Club information**.

#### Validate new player registrations

With validation enabled, each new player registration with your club in the Bridgemate App needs to be validated. To validate the entries, click on **Player registrations** in your club account.

Players who are not yet validated

are marked as 'No'. Click on  to validate the registration. Make sure you have verified that the combination of name, email address and player number are correct.

Blue River Bridge Club		Player registrations			
		Overview of registered players			
Home	Club information	App configuration	Player registrations		
Full name	E-mail address	Player number	Validated		
Harley Britton	harley.britton@email.com	5783244	Yes		
Wilfrid David	wilfrid.david@email.com	1003429	Yes		
Abigail King	abigail.king@email.com	912	No		
John Baldwin	john.baldwin@email.com	430844	No		

After validation, the player can now receive event information and personal results via the Bridgemate App.



## Chapter 3: Configuring the app

Various functions of the app can be enabled or disabled during play. Clubs can configure the app on an individual basis, and when a player uses the app within the club, the app behaves according to the club's configuration. To configure the Bridgemate App, log in to your club account on [www.bridgemate.us](http://www.bridgemate.us), then go to **App → Club Login**, and click on **App configuration**.

To enable the Bridgemate App for your club, select Use the Bridgemate App. This activates the app for your club and players can then register themselves with your club. The following settings are used to configure the behaviour of the Bridgemate App in your club. After making changes to the settings, click on Save to store them.

### Show guide cards

The Bridgemate App shows personal guide cards to tell players about the opponents in each round, which boards to play and at which table. For a standard Mitchell, this information may not be needed, but it does become useful when less straightforward movements, such as Howell's, complex variants of Mitchell movements, or other less predictable movements are in use. Also, for Swiss pairs games, the guide card is handy for telling players about their seatings in the next round. By default, the guide card is enabled in the app. If you want to disable the guide card, clear this option. (Clearing this option does not disable the guide cards in completed events.)

### Show rankings during game

After every new score is entered on the Bridgemate, the current rankings are recalculated and uploaded to the Bridgemate App server system. When this option is selected, the current rankings are continuously displayed on the Bridgemate App. If this option is cleared, the rankings are only shown after the event has finished. If you enable **Show percentages in ranking during game**, the players can see their running score during a game; if you turn this off, they can only see their rank.

### Show personal score sheet during game

The personal score sheet contains all the scores, contracts and results for the player. Board percentages are continuously updated. Furthermore, for each board played, the player can view the frequency list, hand record and makeable contracts, and analyze their own game using double dummy analysis (this requires the existence of hand records). To disable the personal score sheet during the active event, clear this option. (Clearing this option does not disable the personal score sheet in completed events.) There are three sub-settings that affect when players can see the played boards within the app.

- **Display results immediately after entered on the Bridgemate:** Board results are visible immediately.
- **Display results only after player has completed the round:** Players don't see the board results in the app before they finish the current round. This is to prevent people looking at their smartphone during the round.
- **Display results only after all players have completed the round:** The score sheet is displayed after all players have finished the round. This setting is particularly useful when all tables are playing the same boards at the same time.

### Enter Scores in the Bridgemate app

This function allows your members to enter scores through the Bridgemate app instead of using the Bridgemate table unit. Scores entered in the app are processed real-time in BCS and are combined with scores entered on Bridgemates. A club can use only Bridgemates, only Bridgemate app scoring, or a combination of both. Processing scores entered on the Bridgemate app into BCS requires credits. Credits must be purchased. See <https://www.bridgemate.us/pricing/#credits> for more information on how to obtain credits.

**App configuration**  
Configure your Bridgemate App settings here

Use the Bridgemate App ☒

Show guide cards ☒

Show rankings during game ☒

Show percentages in ranking during game ☐

Show personal score sheet during game ☒

Display results immediately after entered on the Bridgemate ☒

Display results only after player has completed the round ☐

Display results only after all players have completed the round ☐

Enter scores in the Bridgemate app ☒

Enter lead card ☐

Validate new player registrations ☐

Send email when player registers ☐

Save

- Check “Enter scores in the Bridgemate app.” If you wish to enter the lead card as well during score entry, check the “Enter lead card” option.
- Configure score entry in the Bridgemate app. BCS → Tools → Options → App settings
- At each table, at least one player must use the Bridgemate app and have an active subscription to the Bridgemate app services. There is no requirement that this player be seated in a specific direction. Because pairs rotate between tables, it is advised that at least one player in each pair uses the Bridgemate app.

## Using Bridgemates and the Bridgemate app together

Entering scores on the Bridgemates and in the Bridgemate app can be combined in an event. Scores entered on the Bridgemate app appear on the Bridgemates and vice versa. You are free to decide which tables use Bridgemates and which tables use the Bridgemate app for score entry. It is possible to use both the Bridgemate app and Bridgemate devices on the same table to enter scores, although this may generate confusion and is generally not advised. However, should a Bridgemate fail for whatever reason, you can easily switch to Bridgemate app score entry. Simply enable score entry in the Bridgemate app and let players use the app to enter scores.

### (Temporarily) stop using the Bridgemate app

To configure the Bridgemate App, log in to your club account on [www.bridgemate.us](http://www.bridgemate.us). Go to **App → Club Login**, and click on **App configuration → Use the Bridgemate App**

This is a general configuration switch to enable or disable the app for your club. When cleared, the Bridgemate App is disabled and does not show any of your club's events. To re-enable the app in your club, simply select this setting again.

Using this setting is only recommended if you wish to disable the app for a relatively long period and want to block access to past events as well. If you only want to disable the app for a specific event, you should disable the data upload in BCS for that event.



## Chapter 4: Tournament directors

As a club, you have one or more tournament directors. Whenever they use the Bridgemate App, they have access to extra functionality.

### Mark users as tournament directors

Clubs can set which members of their club are tournament directors. Tournament directors have the ability to closely monitor a session. To mark a member as a tournament director, they need the Bridgemate App to be up and running. They also need to be registered at your club.

#### Add or remove tournament directors:

Go to [www.bridgemate.us](http://www.bridgemate.us), then go to **App → Club Login** and click on **player registrations**

The screenshot shows a web page titled 'Player registrations' with the subtitle 'Overview of registered players'. Below the title is a table with columns: Full name, Email address, Membership, and a dropdown menu for 'Type of TD/manager'. The first row shows 'One Bmus' with email 'onebmus@gmail.com' and membership '1001'. The dropdown menu is open, showing options: 'Playing & non-playing' (selected), 'Accept TD-calls: Yes, of all sections', and a 'Yes' button with a red 'X' icon.

In the above example, One Bmus is marked as TD (this is also apparent from the menu that appears).

As soon as a person is marked as TD, they are TD for every session until the settings are changed. You don't have to set anything in the Bridgemate Control Software.

### Playing and non-playing tournament directors

A tournament director can be playing or non-playing, and this determines the functions that are available to them in the Bridgemate App. A non-playing tournament director automatically has access to all of the entered board results. A playing director doesn't have access to the results of any boards they haven't yet played. The app automatically recognises whether a director is playing or not by their membership number.

### Tournament director functions

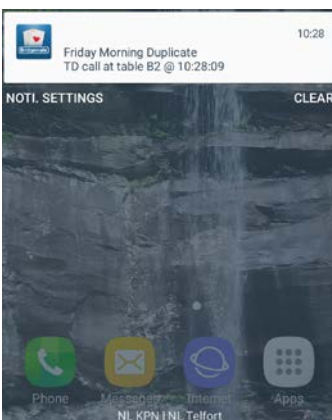
The tournament director has access to four extra functions within the Bridgemate App:

- Receive TD calls
- Session monitor
- Overview of players
- Overview of board results

To receive TD calls from the Bridgemate on the Bridgemate app, you must have the Bridgemate II with firmware version 2.3.1 or newer. For all the other functions, you can use any version of the Bridgemate Pro or Bridgemate II.

#### TD calls

It is possible to call the tournament director using a button on the Bridgemate. You can turn this function on in the BCS. Go to **Tools → Options → Bridgemate**, then go to the **Bridgemate II** tab and select **Allow TD calls from Bridgemate**. Once done, the Bridgemate II looks like this:



When players press the **Call TD** button, then the **Call** button, a message is sent to the tournament director's phone or pager instantly. It shows the event name and at what table the tournament director is requested, the TD-call look like this:

The screenshot shows a TD call message. It includes the following information: 'ROUND 1', 'NS:1', 'EW:12', '21-24', 'BOARD : -', 'CONTR : -', 'LEAD : -', 'RESULT: -', and a footer 'TDMENU NAMES CALL TD SCORES'.

If the tournament director clicks on the call, their phone opens the Bridgemate App on the **TD** tab:

The tournament director can see any incoming calls on this tab. By clicking on an open call, the director can mark it as 'Completed'. This is updated on the phones of all other tournament directors.

To receive tournament director calls on a phone, the Bridgemate App must be allowed to send notifications. You can change this in your smartphone settings. The 'Accept TD calls' function must also be enabled in the app configuration section of your Bridgemate club account.

### Session monitor

The event's progress is displayed on this tab. It's the same as in BCS. The tables are displayed in rows, with the rounds in columns. A TD can see at a glance which tables are slow or forget to enter their scores in the Bridgemate.

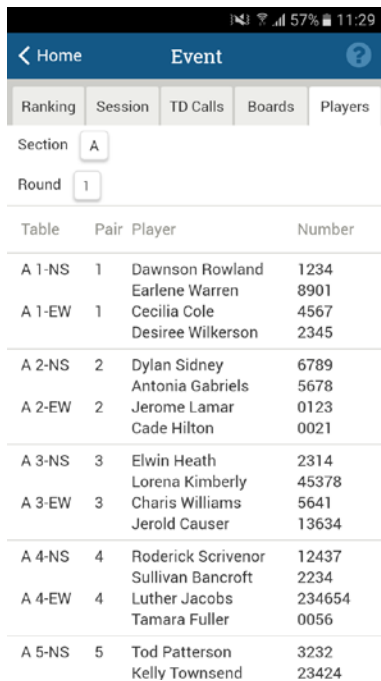


Table	Pair	Player	Number
A 1-NS	1	Dawson Rowland	1234
A 1-EW	1	Earlene Warren	8901
A 2-NS	2	Cecilia Cole	4567
A 2-EW	2	Desiree Wilkerson	2345
A 3-NS	3	Dylan Sidney	6789
A 3-EW	3	Antonia Gabriels	5678
A 4-NS	4	Jerome Lamar	0123
A 4-EW	4	Cade Hilton	0021
A 5-NS	5	Elwin Heath	2314
A 5-EW	5	Lorena Kimberly	45378
B 1-NS	1	Charis Williams	5641
B 1-EW	1	Jerold Causer	13634
B 2-NS	2	Roderick Scrivenor	12437
B 2-EW	2	Sullivan Bancroft	2234
B 3-NS	3	Luther Jacobs	234654
B 3-EW	3	Tamara Fuller	0056
B 4-NS	4	Tod Patterson	3232
B 4-EW	4	Kelly Townsend	23424

In this screenshot, round 2 is currently being played.

### Overview of players

On this tab, the tournament director can see which player is where in each round. The director can also see the players' membership numbers.

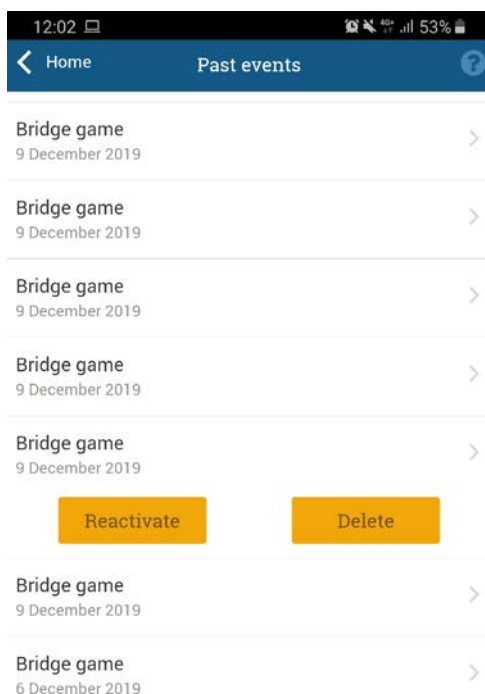
### Overview of board results

On this tab, the tournament director can see the scores of every board. By clicking on a board number, the app displays all of the scores on that board. In the screenshot below, board 14 in Section A is colored red. This means that there is a suspicious contract on the board.

**Note:** If you are a playing tournament director, you can only see the scores in your section after you have played them.

### Ranking

On this tab, the director can see the running score of every section, while players can only see the running score of their own section.



Bridge game	Date	Status
Bridge game	9 December 2019	On time
Bridge game	9 December 2019	Slow
Bridge game	9 December 2019	Forfeit
Bridge game	9 December 2019	On time
Bridge game	9 December 2019	Slow
Bridge game	9 December 2019	Forfeit
Bridge game	9 December 2019	On time
Bridge game	9 December 2019	Slow
Bridge game	6 December 2019	On time



Session	TD Calls	Boards	Players
1	2	3	4
2	3	4	5
3	4	5	6
4	5	6	7
5	6	7	8
6	7	8	9
7	8	9	10
8	9	10	11
9	10	11	12
10	11	12	13
11	12	13	14
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## Chapter 5: More information

In this chapter, you will find tips to help you get the most out of the app.

### Good to know

- The computer upon which BCS is installed doesn't connect directly to your players' smartphones. The data is first sent to the Bridgemate App server on the internet, which then sends it to their smartphones.
  - If any data went missing during the upload and didn't make it to the Bridgemate app, you can simply upload this data manually. This applies not only to results and hand records, but also to rankings and board results. In BCS → Upload session to Bridgemate app → Check the game whose info is to be uploaded → Select data to be uploaded → Click on "Manually upload data of selected session."
  - As long as BCS is running and the Bridgemate server is connected, all incoming results (and hand records, if recorded manually) from the server are automatically uploaded to the Bridgemate app. Rankings and board percentages, however, are only uploaded once every minute, and it is necessary to close all windows in BCS for this upload to take place. Thus, during an event, you should close all windows in BCS and only have the main BCS screen as the active window.
  - Using the app is at the discretion of each player. Players who don't use the app can't prevent others from using it.
  - Although use of the app is at a player's discretion, the club decides which data is visible during an event. After the event, all data is visible.
  - The (running) scores and rankings displayed in the app are an indication only. ACBLscore always sets the final score.
  - The use of hand records adds considerable value to the Bridgemate App. Players can view hand records and analyse their own play using the app. If you use duplicated boards, import them to BCS before you upload the session to the server. If you play manually-shuffled games and use Bridgemate II, you can choose to enter the hand records manually in the Bridgemate.
  - As registered tournament director the phone ringtone settings are also in effect when a TD call comes in. Your device will now also play sounds or vibrate corresponding to the settings when the app is active.
  - If your club plays frequently, you get TD call notifications when you are having a day off. The club can change tournament directors every day via the website, and you can change your smartphone settings to disable notifications from the Bridgemate App.
- If you want to enable or disable notifications on your phone [click here for Apple](#) or [click here for Android](#).

### Functionality not yet available in the Bridgemate App

The following functionality is not yet available in the current release of the Bridgemate App:

- Team game scoring.
- Switching between active sessions when you are tournament director of several events at one location.

### More information

For more information on the Bridgemate App, tips on how to use it, FAQs and troubleshooting advice, please visit the Bridgemate.us website: [www.bridgemate.us](http://www.bridgemate.us)