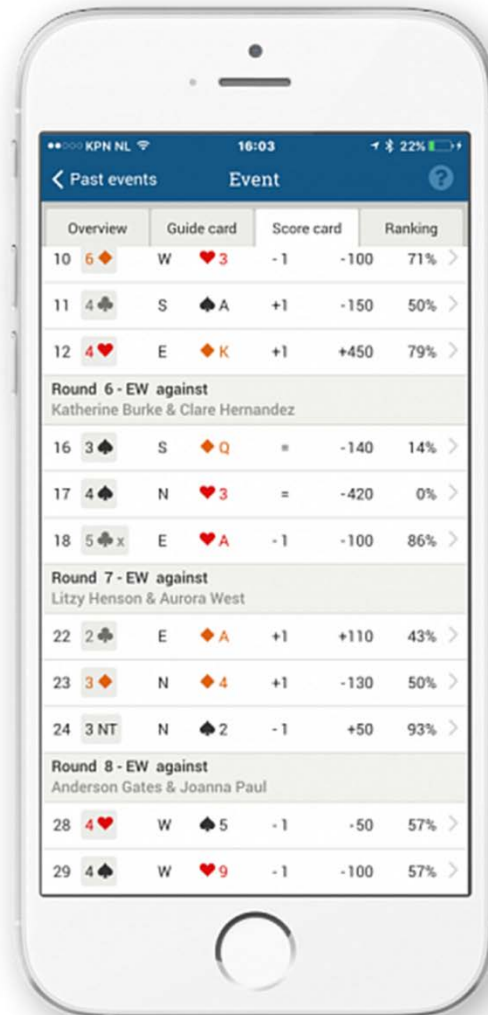


Bridgemate® App



Information for Bridge Clubs, Directors and Club Managers

Version 2

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Adapted for North American use
Bridgemate.US, LLC – 2017

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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 as well as 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.

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.

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, enable the Bridgemate App in Bridgemate Control Software (BCS). All game details are automatically sent by BCS to the Bridgemate App server via an internet connection.

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. Game information may be uploaded to the Bridgemate App server:

- With Internet access at the playing site – continuously, during the game. Scores entered on the Bridgemate are automatically uploaded to the Bridgemate App; board percentages and rankings are continuously updated. Players are able to access selected information during the game,
- Batch mode – at the end of the game by the scoring computer. Alternatively, the results (.bws) file can be transferred to another computer for the upload.

Players using the Bridgemate App register themselves with your Club and they may receive 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 elect to display certain information only after the game has ended.

Preparation

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

- **A good-quality and stable high-speed internet connection is required.** When the scoring computer is continuously uploading information to the Bridgemate App server system (during a game), a poor internet connection will dramatically impair the Bridgemate App experience. Dial-up connections are not recommended. Using 3G/4G (hot-spot) internet dongles is usually not a problem, but make sure the data plan is sufficient to cover the upload.
- **Bridgemate Control Software version 3.2.1 or later is required.**
- **Players must use a member number to register with the Club.** A unique member number is needed to identify a player within the Club. Member numbers are used to link the relevant game data to a specific player. Usually, the member numbers assigned by ACBL or pseudo numbers used in your Club are used to identify the players. However, if players don't have such a number, you can arbitrarily give them any 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 3.3.2 or later

Bridgemate Control Software (BCS) 3.3.2 or later is required to upload event data to the Bridgemate App. The latest BCS version is available on the Bridgemate.US website – www.bridgemate.us → Answers-Support → Support / Download → Bridgemate Control Software.

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

Once BCS v3.3.2 or later is on the scoring computer, 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 behavior of the App in your Club. You can also validate any players who have registered to use the App with your Club, and verify that the registration is correct.

In order to create an account, go to www.bridgemate.us/App/club-login/

At this time, **do not enter** the Club number and Password.

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

Club Registration: (Example shown at left.)

Enter the name of your Club, the country and state/province and the 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.

If your Club is affiliated with ACBL, select **Federation affiliated** and enter your ACBL Club number as the “Federation 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 now created and an email containing your Bridgemate App club account number will be sent to the email address you provided. Use this account number and your password to log in to your club account. If this email is not received, please check your spam folder. If you still haven't received anything, the email address may have been mistyped. Please register again.

Note: The Bridgemate App club account number will be a variation from the ACBL Club number. For non-affiliated Clubs, a unique Bridgemate App club number will be assigned.

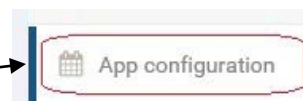
Step 3 – Complete the Club Details

Once your account is created, log in to the club administration page on www.bridgemate.us/App/club-login/ with your Bridgemate App club number (e.g., US11000022) and password. Click on **Club information**.

Complete the remaining address details (where the Club holds its events) and the website address, if Applicable. Click on **Save** to store these details.

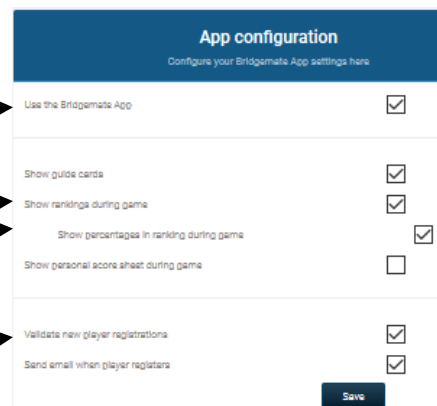
Step 4 – Configure the App (for your Club)

While logged in (or log in again – now or later) – click on **App configuration**.



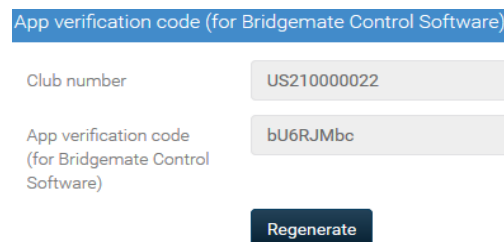
Configuration Items:

- **Use the Bridgemate App** – Check
To “delist” your Club (on the Bridgemate App server), e.g., to discontinue using the App, uncheck this option.
- **Show Guide Card** – Check if players will use the App during a game to determine their table assignments and opponents.
- **Show rankings during game** and **Show personal score sheet during game**
Leave unchecked so players cannot see scores during a game. See Page 9 “[Configuring the App](#)” for options to enable players to see data during a game.
- To prevent unauthorized player registration (and/or confirm each person who registers) click so that each registrant will need to be validated before (s)he can retrieve data.
- Check **Send email when player registers** to have the App send an email to the Administrator. The email will always be sent – regardless of whether players are being validated or not.
- Click on **SAVE**.



Step 5 – Retrieve your Bridgemate App club account and verification code

Once the App configuration data has been saved, the App verification code will be visible. Write down the two codes down because both are needed to identify your Club in BCS.



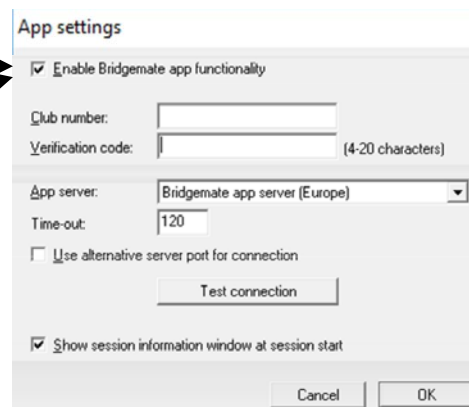
Note that the App verification code is **not** the same as the password you provided when creating the account. The “original” password is used to log in to the club-administration page, while the verification code is used within BCS when uploading the data to the Bridgemate App server.

The verification code cannot be changed manually. Should you want to change this code, click on **Regenerate** to create a new verification code. Doing this requires that the new code be updated in BCS.

Step 6 – Configure App settings in BCS

The next step is to configure BCS with the correct Bridgemate App information. Start BCS from the Windows Start menu (or from your scoring program), and go to **Tools → Options → App settings**.

- Select **Enable Bridgemate App functionality** to enable uploading event data and results automatically during a game to the Bridgemate App (for live viewing by players).
- If data/results will be manually uploaded at the end of the game (i.e., Batch mode), leave this **unchecked**.
- Enter the Bridgemate App club number and verification code.
- Press **Test connection** to verify that the correct details you been entered.
- Click **OK** to save the App settings.



When **Enable Bridgemate App functionality** has been checked, you may leave **Show session information window at session start** selected if you would like to see BCS’s App confirmation screen when the game is started from ACBLscore.

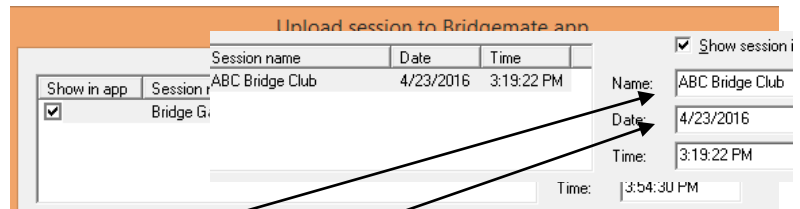
Setup is now complete.

Uploading Event Data to the Bridgemate App

Game data may be uploaded to the Bridgemate App server continuously during the game or manually at the end of the game. This is controlled on the App settings page – see Step 6 a) and b) on the previous page.

Continuous Uploading During Game

Using a reliable high-speed internet connection, BCS automatically uploads all event information and results to the Bridgemate App. With **“Show session information window at session start”** selected (See Step 6 on the previous page), this window will appear when BCS is started from ACBLscore.



“Bridge game” is the event default name. The name can be changed by typing in the Name field. The date and time fields are the date of the event and when the results (.bws) file was created. BCS will remember the new name for future events. After this window is closed, the event is automatically uploaded; the name can no longer be changed.

When game data is uploaded to the Bridgemate App continuously during a game, the information that a Player is “allowed” to see “real-time” during the game is controlled by the App configuration, see Step 4 on the previous page.

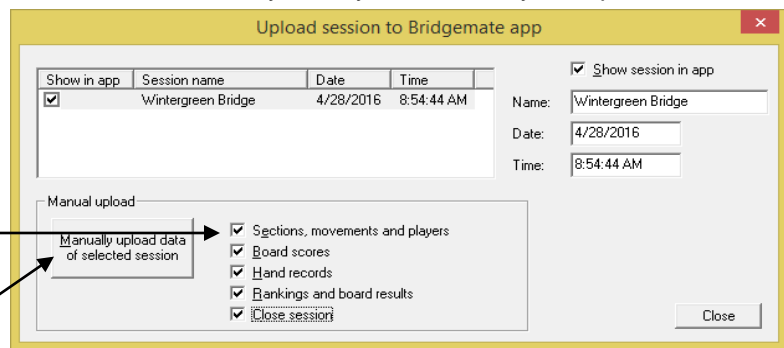
It is possible that there can be missing boards – usually caused by a lost internet connection when the board(s) were being upload. To upload the missing board(s) use the following “Manual upload” procedure – checking “Board results”

Batch Mode – Manual upload at end of game

If there is no internet connection available on the computer during the game, the data may be uploaded to the Bridgemate App later. It can be from the scoring computer when internet access is available, or it may be a completely different PC which has the game results (.bws) file.

Similarly, even though the scoring PC may have an internet connection, you may elect to delay the upload until the end of the. If this is the case,

- Be sure **Tools → Options → App settings** page (see Step 6, page 5) has **“Enable Bridgemate App functionality”**.
- Go to **Session → Upload session to Bridgemate App**
- Check the Applicable items to be uploaded. If hand records are not available, leave that unchecked.
- Click **Manually upload data of selected session**.



A game may be uploaded more than once to the App server. An upload always overwrites the existing data – except the “Session name” cannot be changed; once a game has been uploaded, the same name will always be displayed.

The same game cannot be uploaded to more than one Club on the App server.

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 Play Store on their Android device and search for “Bridgemate.” The Bridgemate App – published by Bridge Systems BV – can be recognized 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. The App server will send an email with a verification link to the email address provided. 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.



- When logged in, the player can register him or herself with the Club they are playing at. 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 the “Bridgemate App – Information for players” guide.

Validation of player registrations

The Bridgemate App enables players to register quickly and easily with the 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 (who isn't using the Bridgemate App) but did play in the same event. 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 that this would happen, but in bigger events, it could become a problem. To prevent this, clubs should enable the validation of player registrations.

Enabling/disabling Validation

To enable or disable validation, log in to your Club account on www.bridgemate.us/App/club-login/, then go to **App → Club Login** and click on **App configuration**. See Step 4 on page 5.

Select **Validate new player registrations** and click **Save** to enable validation. Conversely, clear this option and click **Save** to disable validation. When validation is disabled, anyone can register and will have immediate access to the club information on the App server; they will, however, still only be able to see games in which they have played.

Once a player has been validated (or immediately – when validation is not required), she/he will have access to all uploaded games in which he/she played, including prior games that were already on the App server.

Select **Send email when player registers**

Validate new player registrations

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

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

Players who are not yet validated are marked as “No.” Click on to validate the registration. Be sure to verify that the name, email address and player number are all correct. After validation, the player can now receive event information and personal results via the Bridgemate App for any game(s) in which (s)he played, current or past.

Configuring the App

Various functions of the App can be enabled or disabled for viewing during a game. Clubs can configure the App to suit their desires; 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/App/club-login/; then go to **App → Club Login → App configuration**.

After making any changes to the settings, click on **Save**.

The settings are explained below. Also, see “Step 4 – Configure the App (for your Club)” on page 5.

App configuration

Configure your Bridgemate App settings here

Use the Bridgemate App	<input checked="" type="checkbox"/>	
Show guide cards	<input checked="" type="checkbox"/>	
Show rankings during game	<input checked="" type="checkbox"/>	✖
Show percentages in ranking during game	<input type="checkbox"/>	
Show personal score sheet during game	<input checked="" type="checkbox"/>	✖
Display results immediately after entered on the Bridgemate	<input checked="" type="radio"/>	
Display results only after player has completed the round	<input type="radio"/>	
Display results only after all players have completed the round	<input type="radio"/>	
Validate new player registrations	<input checked="" type="checkbox"/>	
Send email when player registers	<input checked="" type="checkbox"/>	

✖ These items are typically left unchecked. ✖

Use the Bridgemate App

This is a configuration switch to enable/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 disable the App for a relatively long period and want to block access to past events as well. If you want to disable the App for a specific event only, you should disable the data upload in the Bridgemate Control Software for that specific event.

Delist a Club from the Bridgemate App

To stop using the Bridgemate App completely, uncheck “Use the Bridgemate App.” The Club will no longer be shown to anyone using the App. It will not be listed in the list of Clubs that can be accessed.

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 to tell players 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. You may also select to show the player's ranking percentage.

If this option is cleared, the rankings are only shown after the event has finished.

Show personal score sheet during game

The personal score card 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 as well as analyze their own game using double-dummy analysis (this requires the existence of hand records).

Display options are:

- 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.

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.)

Validate new player registrations See “Validation of player registrations” on Page 7.

Send email when player registers

Check **Send email when player registers** to have the App send an email to the Administrator. An email will always be sent – regardless of whether players are being validated or not.

Tournament Directors (TD’s)

When Club Managers, Directors and TD’s use the Bridgemate App, they can have access to extra functionality.

Mark Users as TD’s

Clubs can set which members are entitled to access the special “Manager / TD” functions. Directors and Managers have the ability to closely monitor a session. To access these functions, the Bridgemate App needs to be up and running for your Club and the Manager/Director needs to be registered at the Club.

To configure the Bridgemate App:

Go to www.bridgemate.us/App/club-login/ then **App → Club Login → Player registrations**.

In this example, Robert Moore is marked as a TD; Alice Taylor is not marked as a TD. As soon as a person is marked as a TD, they are a TD for every session until the settings are changed. There is no change needed in BCS.

Player registrations				
Overview of registered players				
Full name	E-mail address	Player number	Manager / TD	Validated
Robert Moore		10299	<input checked="" type="checkbox"/> Accept TD-calls: Yes, of all sections	Yes
Alice Taylor		12345	<input type="checkbox"/>	Yes

Playing and non-playing Directors

A director can be playing or non-playing, and this determines the functions that are available in the Bridgemate App. A non-playing director automatically has access to all of the entered board results. A playing director doesn’t have access to the results of any boards (s)he hasn’t played yet. The App automatically recognizes whether a director is playing or not by their membership number.

TD Functions

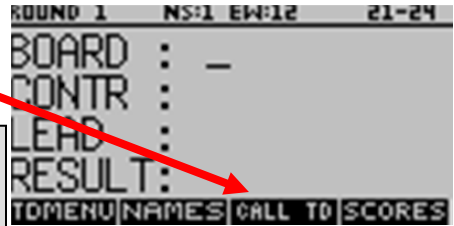
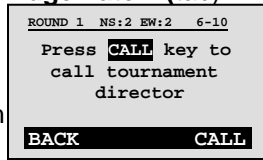
The tournament director has access to four extra functions within the Bridgemate App:

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

To receive TD calls from the Bridgemate on the Bridgemate App, the players must be using Bridgemates II with firmware version 2.3.1 or newer. For all the other functions, players can be using any version of the Bridgemate Pro or Bridgemate II.

TD calls

From firmware version 2.3.1 onward on the Bridgemate II, it is possible to call the director using a button on the Bridgemate. You can turn this function on in BCS - go to **Tools** → **Options** → **Bridgemate** → **Bridgemate II** (tab) → and select **Allow TD calls from Bridgemate**.

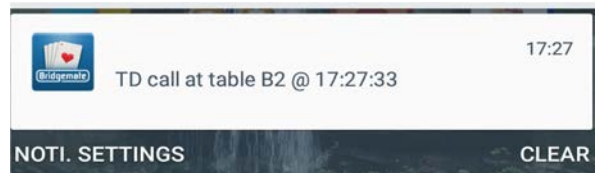


When players press the **Call TD** button → then the **Call** button, a message is sent to BCS and is relayed through the Bridgemate App server to the director's phone.

There will be a brief “knocking” sound on the scoring computer – if the sound is turned on. Also, if the scoring computer has internet access – and BCS is configured with the App active – the Call TD signal will be uploaded to the App server for relay to each person registered to Accept TD-calls:

Phone Configuration – to receive TD Calls

When the TD's Android smartphone, iPad or iPhone is locked or in the “idle” mode, TD Calls will come through to the device with a banner displayed on the screen – and an audible signal (if the device is appropriately configured). If the director clicks on the banner their phone opens to the Bridgemate App on the **TD** tab:



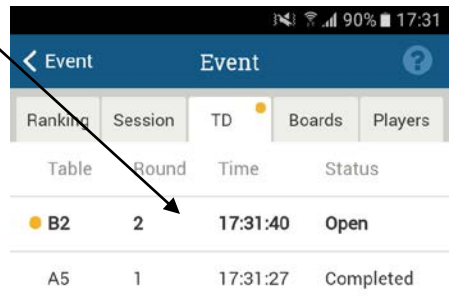
It should be noted that if the TD's device has the Bridgemate App running (open), there will be no banner, nor any audible signal. There will just be a yellow round dot on the TD tab. See example below.

The 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 directors; it does not update the BCS TD Call display.

To receive TD calls on a phone:

1. The Club's Player-registrations settings must approve each "Manager / TD." See "Mark Users as TD's" on the previous page. In addition to authorizing a person to "Accept TD calls" select one of the drop-down box options:
 - NO
 - Yes, of all sections
 - Yes, except own section
2. The smartphone/iPad/iPhone must be configured to accept "Notifications." The following settings may be used to enable audible and banner notifications;

Note: There will be no audible nor banner notification when the Bridgemate App is open.



Android Smartphone (Settings)

- Wi-Fi: Probably = Off
- Device – Sound & Notification:
 - Vibration – does not affect sound
 - Do not disturb = Off
 - Lock screen = Show all notifications
- Apps – Set notifications for Apps =
 - Bridgemate: Block = Off
 - Priority = On
 - Allow peeking = On
- Notification LED = Off
- Default notification sound = as desire

iPad (Settings)

- Wi-Fi = On and Connected
- Display & Brightness:
 - Auto-Lock = 2 minutes
 - Lock / Unlock = On
- Notifications → Bridgemate
 - Allow notifications = On
 - Show in Notification Center = On
 - Sounds = On
 - Badge App Icon = On
 - Show on Lock Screen = On
 - Alert style when unlocked = Alerts
- Control Center:
 - Access on Lock Screen = On
 - Access Within Apps = On
- Do Not Disturb: Silence: Only when locked
- General: Restrictions = Off
- Bridgemate: Background App refresh = On
- Note:** The 3-note sound cannot be changed.

iPhone (Settings)

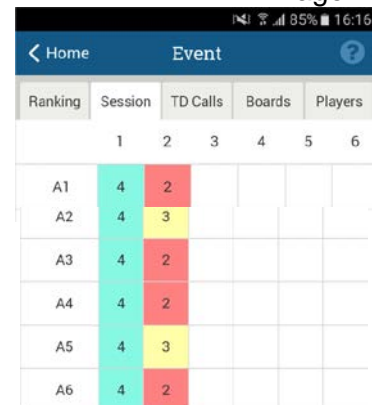
- Alert styles – Notifications settings:
 - Allow Notifications = On
 - Show in Notification Center = On
 - Sounds = no effect
 - Badge App Icon = On
 - Show on Lock Screen = On
 - Alert style when unlocked = Alerts
- Notifications → Bridgemate (see iPad to left)
- Do Not Disturb = Off (Manual if On)
 - Silence: Only when locked
- Sound and Haptics = Desired loudness
- Lock sounds = On
- Bridgemate: Background App refresh = On
- Notifications: Same as iPad (to left)
- Note:** The 3-note sound cannot be changed.

Special Note:
The audible signal and banners do not consistently appear on iPads. Keep the Bridgemate App open and watch the TD tab.

Session

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.

In this screenshot, round 2 is currently being played.



Players

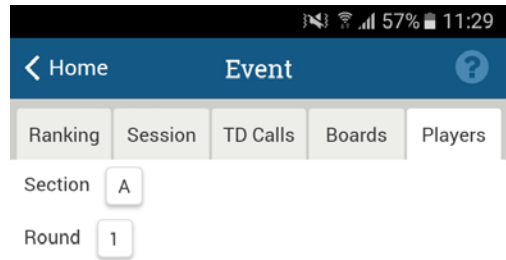


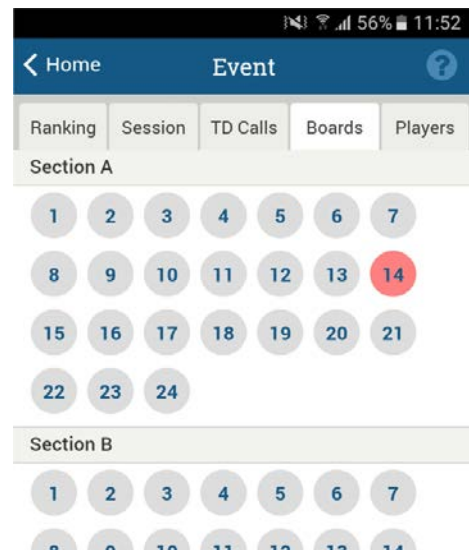
Table	Pair	Player	Number
A 1-NS	1	Dawson Rowland	1234
		Earlene Warren	8901
A 1-EW	1	Cecilia Cole	4567
		Desiree Wilkerson	2345
A 2-NS	2	Dylan Sidney	6789
		Antonia Gabriels	5678
A 2-EW	2	Jerome Lamar	0123
		Cade Hilton	0021
A 3-NS	3	Elwin Heath	2314
		Lorena Kimberly	45378
A 3-EW	3	Charis Williams	5641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

On the Players tab, the director can see where each pair is playing in each round. The director can also see the players’ membership numbers.

Boards

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

Note: If you are a playing 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.

More information

For more information on the Bridgemate App, tips for how to use it, FAQs and troubleshooting advice, please visit the Bridgemate.us web site at www.bridgemate.us/App/

Good to know

The computer upon which BCS is installed doesn’t connect directly to your players’ phones. The data is first sent to the Bridgemate App server over the internet. The App server sends it to their phones. 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. The scoring program on the computer always sets the final score.

The use of hand records adds considerable value to the Bridgemate App. Players can view hand records and analyze their own play using the App. When using pre-duplicated boards, import them into BCS when the game is started. If you play manually-shuffled games and use Bridgemates II, you can choose to enter the hand records manually in the Bridgemate.

If your Club plays frequently, you may 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 phone settings to disable notifications from the Bridgemate App.

iPad / iPhone: <http://www.iphonefaq.org/archives/97931>

Android: <http://www.droid-life.com/2012/11/29/how-to-disable-android-application>

Functionality not yet available in the Bridgemate App

In the version 2 release of the Bridgemate App, the following functionality is not yet available:

- Team game scoring
- Disabling notifications (this can be done in smartphone settings instead)
- Switching between active sessions when you are a TD of several events at one location.