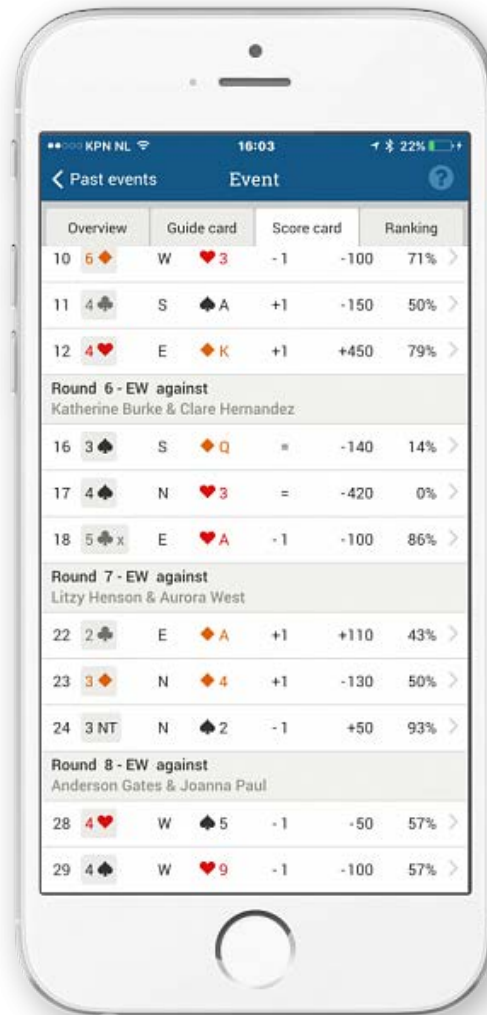# Bridgemate® App

Information for players

Version 3.0

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Adapted for North American use
Bridgemate.US, LLC

Contents

Introduction

Welcome to the new Bridgemate App.   The Bridgemate App is a personal add-on for an existing Bridgemate Pro or Bridgemate II scoring system used in your club.   By using the app, during or directly after the game, you can review your personal game scores, consult your guide card for next round seatings, view current rankings, or see your competitors' scores and hand records of the boards you just played.   The app also offers you a game analyzer, which helps you analyze the board and decide upon the optimal play.   The Bridgemate App gives you a complete insight to your game.

The Bridgemate App can be used on a smartphone that runs iOS (iPhone) or the Android operating system.   It is a requirement that your club has enabled the use of the Bridgemate App, and your club must upload the game data to the Bridgemate App server during the game.   Check with your club whether this has been done.
You can use the same app for several clubs, provided each club has enabled the use of the Bridgemate App.

The Bridgemate App is free of charge for the first six months.   After that, the service costs $3.99 per year (or the equivalent in local currency – prices may vary due to local differences in app store pricing).   Payment is made through the relevant app store for your mobile phone.

Downloading the app

To download the app, open the App Store on your iOS device, or Google Play on your Android device, and search for 'Bridgemate'. Locate the Bridgemate App published by Bridge Systems BV:

Click on **Download** or **Get** to download and install the app on your smartphone. The following platforms are supported:

Android smartphones and tablets running Android 5.1 or higher.	iOS iPhone, iPod and iPad. iOS version 11.0 or higher. The app is optimised for iPhone 5 and later.

Start the app and create an account

Before you can use the app, you must create a Bridgemate account if you don't have this yet. Start the app by clicking on the Bridgemate logo. You now see the 'Sign in/Create account' screen:
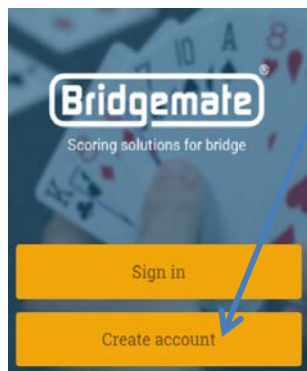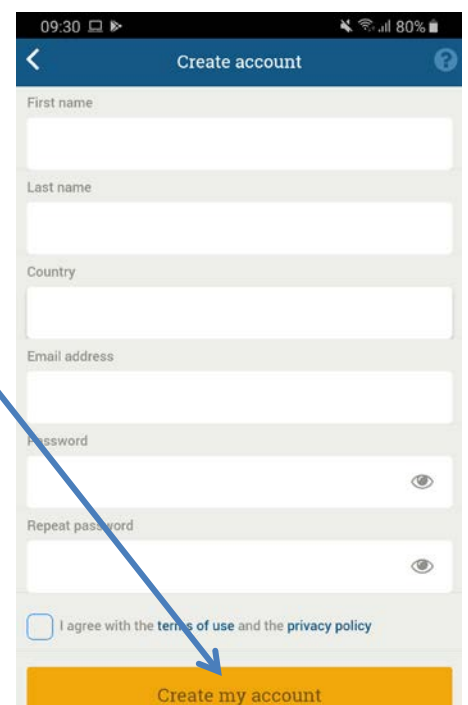
Press **Create account**.

Enter your first name, last name, country, email address and a password. Make sure you double-check your email address. You must agree with the terms of use and the privacy policy in order to use the app. Press **Create my account**.

An email with a verification link is sent to the email address you specified. If you don't receive this email, please check your spam folder. If the email isn't in your spam folder either, you might have mistyped your email address, and you should go through the account creation procedure again.

Click on the link in the confirmation email. You should now see a page in your internet browser, which tells you that your email address has been successfully confirmed and your account is now active. The next step is to register with a club in the Bridgemate App.

Logging on to the app

After you have created your account, press **Sign in** to log on to the app. Log in with your email address and password.   Note: Your Bridgemate account is not linked to any specific mobile device. It is possible to sign in to your account on any device that has the Bridgemate App installed.
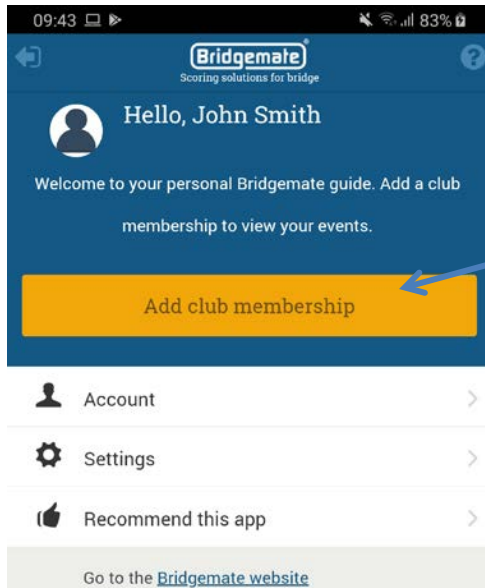
Register with a club

Before you can use the Bridgemate App in a club, you must register with the relevant club or clubs in the Bridgemate App. If you haven't yet registered with a club, the app displays the following screen:

Click on **Add club membership**.

The following screen appears:

Select the country and state (or province) in which your club is located. Click on the **Club** field to find and select your club. If your club isn't listed, this means it hasn't signed up with the Bridgemate App yet.

Once you have selected your club, add your club membership number. This is usually your ACBL number (if you are an ACBL member). However, your club might use a different number to identify your membership. If you don't know your membership number, please consult your club.

Click on **Add club membership** to confirm the membership registration.
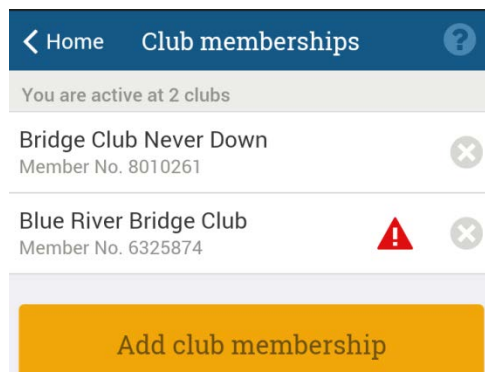
Membership awaiting confirmation

If your club has opted to validate all new registrations before they can be used, your registration is pending until it's validated by the club. A pending registration is recognized by an exclamation mark:

Your registration becomes active as soon as the club validates and approves your registration.

Deleting or modifying your club registration

Should you need to modify or delete a membership registration, you can do so from the membership page. On the home screen, click on **Club memberships** to go to the membership page.

Click on the cross next to the club for which you want to delete your registration. Click **Yes** to confirm the deletion.

Important: Deleting a membership registration with a club does not delete any associated data uploaded by the club. If you add the same membership registration again (with the same club and membership number), the data will be available to you once more.

Modifying a membership registration

If you need to change a membership registration, first delete the existing registration, then create a new membership registration with the correct club and membership number.

Changing account information

If you click the Account button you will see a screen similar to this:

You can change your name, password or email address here. Changes you make are saved directly.

In this screen you can also extend or delete your account. On the top of the page you can change your account picture. This picture can be an image that is already on your device, you can take a picture using the built-in camera of your mobile phone or use your Gravatar*.

*Gravatar is an image that you can use on multiple websites, for more information see: https://en.gravatar.com/.
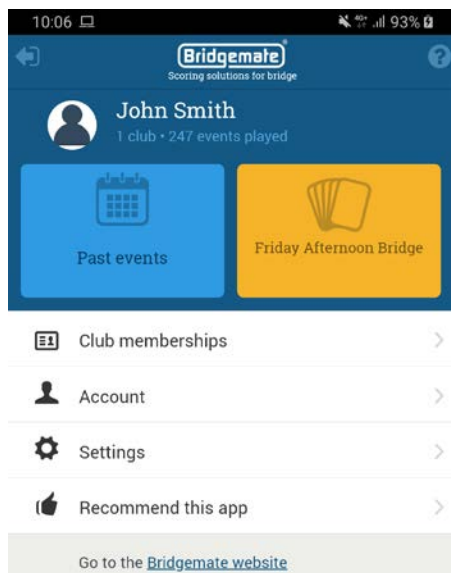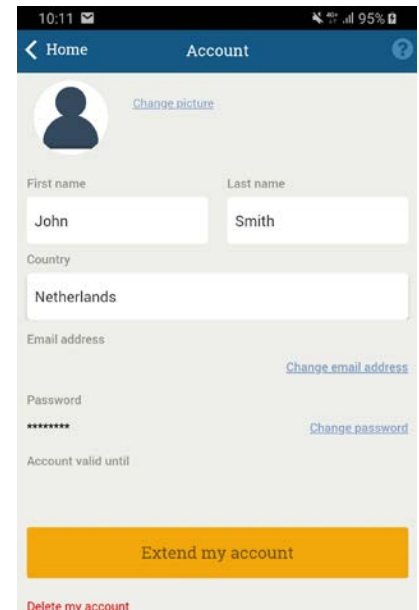
Using the app

When your registration with the club has been validated by the club, you will be able to use the Bridgemate App in the club's games. When a new game has been initiated with the Bridgemate App, and your membership number appears in it, the game is displayed in the app.

The blue button gives access to previous games that you have played. The yellow button indicates a current game in which you are participating. If the yellow button is not visible, there is currently no game going on, or your membership number is not registered with the game. (See also 'Common troubleshooting issues' at the end of this document.)
Press the yellow button to access the current game. During the game, you have the following options:

Game overview

If the club has disabled the display of ranking   during the game, the percentage and rank are displayed only after the game has ended.

Guide card
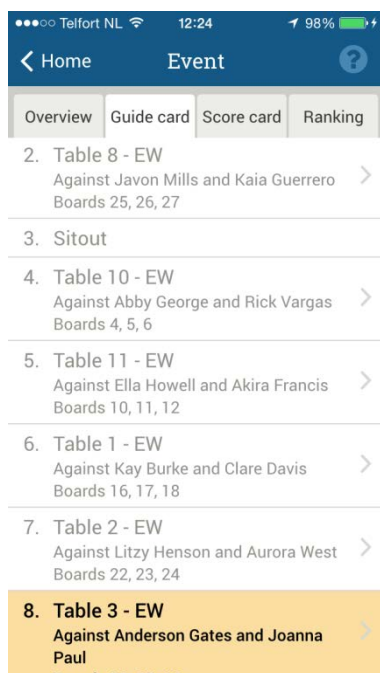
The guide card provides a full overview of who your opponents are, and at which table and which boards you will be playing.
A sit-out is also indicated. The current round is highlighted in yellow. You can click on the current round or a past round to view the scores of that round. This will switch the app to the score card view.

The guide card can be disabled during the game by the club.
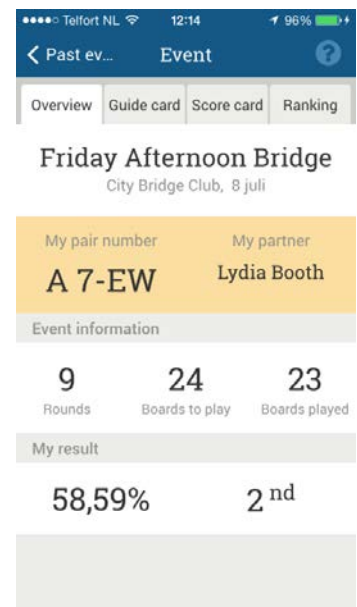
Score card and ranking

The score card displays your contracts and board results. The board results are continuously updated throughout the game as new scores of other pairs are registered on the board. The rankings are periodically updated as well.

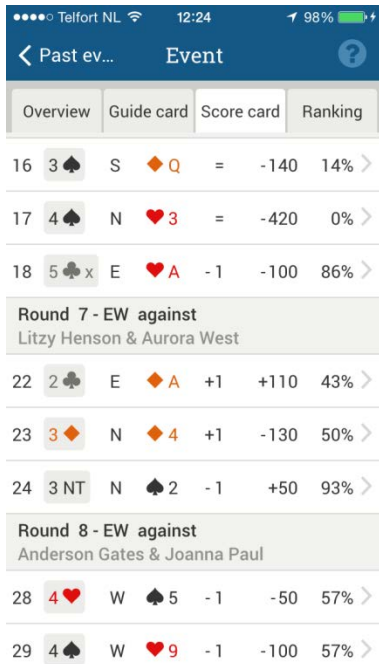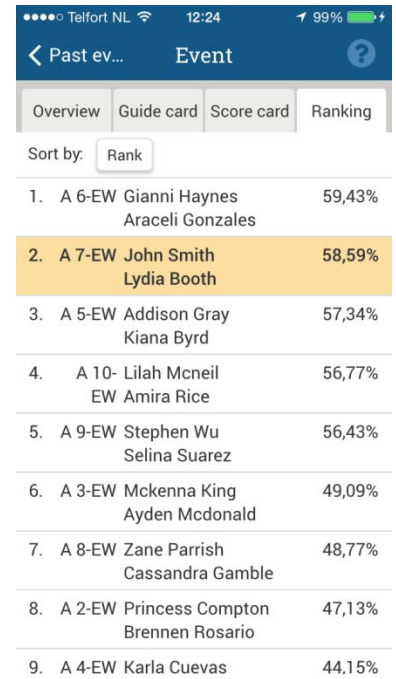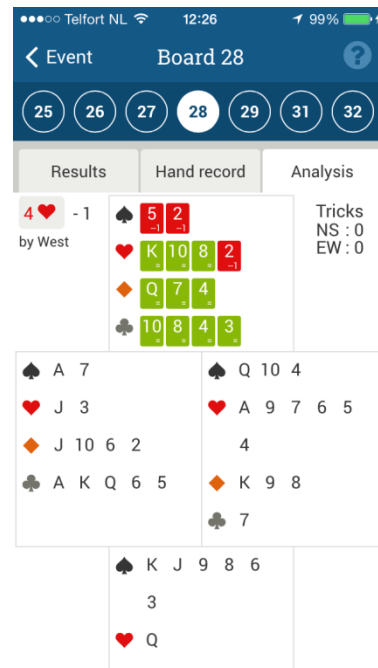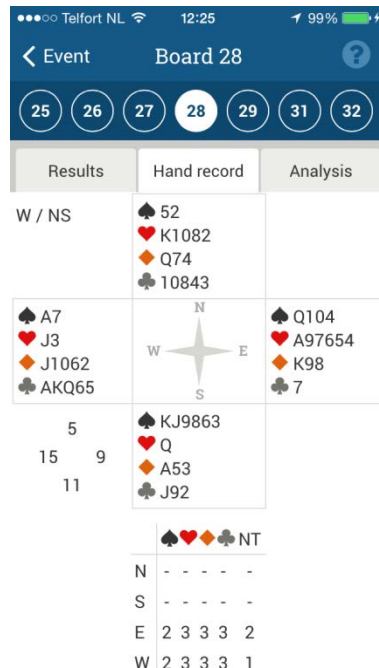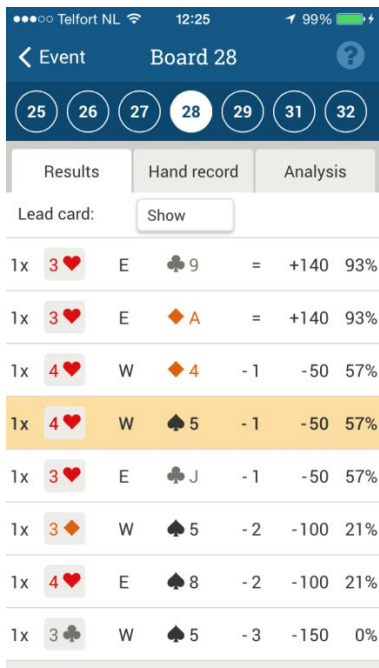You can see all rankings of all sections or score groups within the event you are playing. For example, you can see how your neighbor is doing in the lower section that just started playing.

The score card and ranking can be disabled during the game by the club.

Score card screen (left):

Overview	Guide card	Score card	Ranking

16	3♠	S	♦Q	=	-140	14%
17	4♠	N	♥3	=	-420	0%
18	5♣x	E	♥A	-1	-100	86%

Round 7 - EW against
Litzy Henson & Aurora West

22	2♣	E	♦A	+1	+110	43%
23	3♦	N	♦4	+1	-130	50%
24	3 NT	N	♠2	-1	+50	93%

Round 8 - EW against
Anderson Gates & Joanna Paul

| 28 | 4♥ | W | ♠5 | -1 | -50 | 57% |
| 29 | 4♠ | W | ♥9 | -1 | -100 | 57% |

Ranking screen (right):

Overview	Guide card	Score card	Ranking

Sort by: Rank

1.	A 6-EW	Gianni Haynes / Araceli Gonzales	59,43%
2.	A 7-EW	John Smith / Lydia Booth	58,59%
3.	A 5-EW	Addison Gray / Kiana Byrd	57,34%
4.	A 10-EW	Lilah Mcneil / Amira Rice	56,77%
5.	A 9-EW	Stephen Wu / Selina Suarez	56,43%
6.	A 3-EW	Mckenna King / Ayden Mcdonald	49,09%
7.	A 8-EW	Zane Parrish / Cassandra Gamble	48,77%
8.	A 2-EW	Princess Compton / Brennen Rosario	47,13%
9.	A 4-EW	Karla Cuevas	44.15%

Opponents' scores, hand records and game analysis

Board 28 – Results:

Lead card: Show

1x	3♥	E	♣9	=	+140	93%
1x	3♥	E	♦A	=	+140	93%
1x	4♥	W	♦4	-1	-50	57%
1x	4♥	W	♠5	-1	-50	57%
1x	3♥	E	♣J	-1	-50	57%
1x	3♦	W	♠5	-2	-100	21%
1x	4♥	E	♠8	-2	-100	21%
1x	3♣	W	♠5	-3	-150	0%

Board 28 – Hand record:

W / NS

```
          ♠ 52
          ♥ K1082
          ♦ Q74
          ♣ 10843
♠ A7                  ♠ Q104
♥ J3          N       ♥ A97654
♦ J1062    W   E      ♦ K98
♣ AKQ65       S       ♣ 7
          ♠ KJ9863
     5    ♥ Q
  15   9  ♦ A53
     11   ♣ J92
```

	♠	♥	♦	♣	NT
N	-	-	-	-	-
S	-	-	-	-	-
E	2	3	3	3	2
W	2	3	3	3	1

Board 28 – Analysis:

4♥ -1 by West

Tricks NS : 0 EW : 0

```
♠ A  7            ♠ Q 10 4
♥ J  3            ♥ A 9 7 6 5
♦ J 10 6 2        ♦ 4
♣ A K Q 6 5       ♣ K 9 8
                  ♣ 7
          ♠ K J 9 8 6
          ♥ 3
          ♥ Q
```

When you click on a score in the score card, the app displays the scores of your opponents. You can also review the hand record, and replay the game to analyze the optimal play strategy for the board. However, this requires that the hand record information is available to the Bridgemate system.

To find out which pairs have played a certain board result, click on that result to see the pairs' names.

Share on Facebook

If you have activated the setting "Enable Facebook sharing", you will see a blue button with the text "Share on Facebook" in the ranking and in the hand-record screen. If you press this button, a picture containing your results or the hand record will be shown in the Facebook app on your device that you can share with your friends.
This is an example of a picture of a shared ranking:

When you push "Share on Facebook" in the hand record screen, a screen is displayed to select which hands you want to share. You can share one, two or all four hands. To select all four hands, tap the wind rose.

Note: it is required to have the Facebook app installed on your device to share your ranking or hand record.

Enter board results with the Bridgemate App

If the session where you participate allows you to enter scores via the Bridgemate app there will be a button on the bottom right of all screens named "New score":

Click on this button to enter a score in the current round for this table. First, select the board number you want to enter a score on:
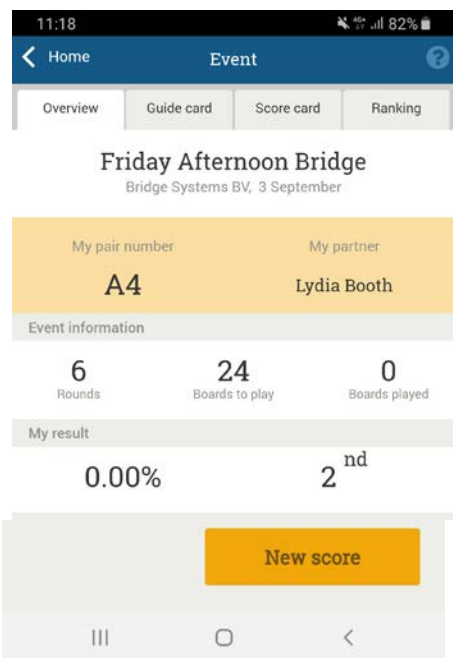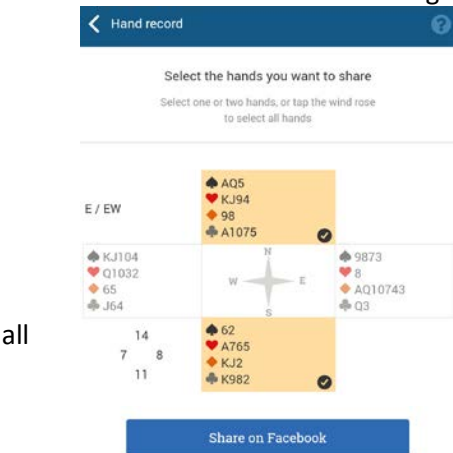
In the example above a board result already exists on board 5 (it is marked with a green checkmark). You can enter a new score on board 6 till 8 or change the score on board 5 by pressing the number.

After you have selected the board, the contract is entered:

Select here the final contract on this board (do not enter the complete auction). Select "Pass" if all players passed, or select "No play" if the board was not played at all due to not enough time.

After the contract is selected, the declarer is entered:
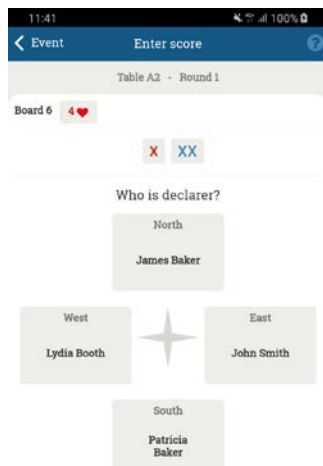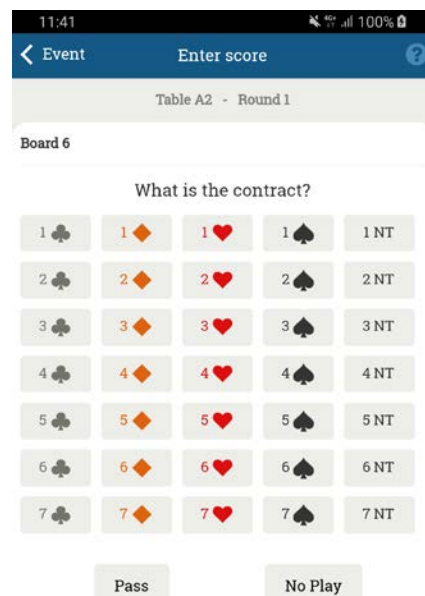
Select the declarer by clicking on the correct direction. If the contract was doubled or redoubled, press the **X** or **XX** buttons to indicate double or redouble.

After the declarer is selected, the lead card is entered. This screen appears only if the club has enabled entry of lead card: You can select either suit or card first.

After you've selected both, the screen automatically moves to entry of number of tricks:

Click on one of the green buttons for contracts that were made. Click on one of the red buttons when the contract was not made. If more or less tricks were made than visible on the screen, slide the green or red buttons to the left to make the remaining buttons visible.
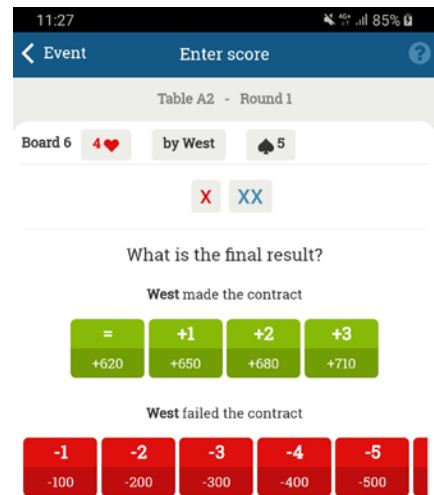
After the number of tricks has been selected, the app asks for verification by your opponents:
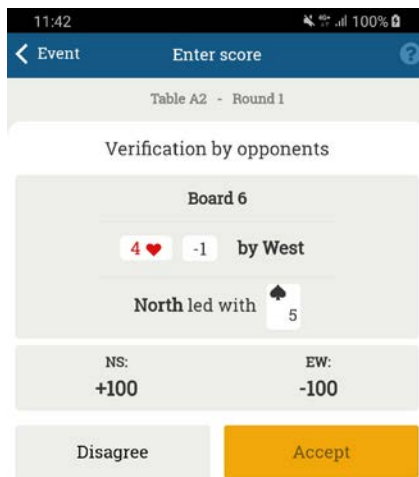
If your opponent agrees with the score, click "Accept" (or let your opponent click on this button). If your opponent disagrees, press "Disagree" to return to the previous screen and correct the input.
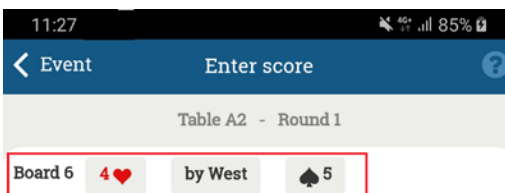
After the result was accepted you will see:

You can either view results (this option is only available depending on your club settings), enter the next score or Go back to the event to view your guide card for example.
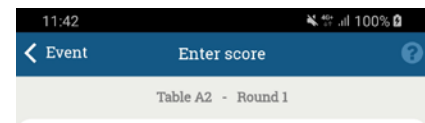
Correct your entry

If you made a mistake during the entry, click on the incorrect information in the summary bar to return to that entry screen:

For example, if you selected board 8 instead of 6, click on "Board 6" to return to the board entry screen and enter the correct information from there onwards. If you only entered the lead card wrongly, click on "♠ 5" to re-enter the lead card.
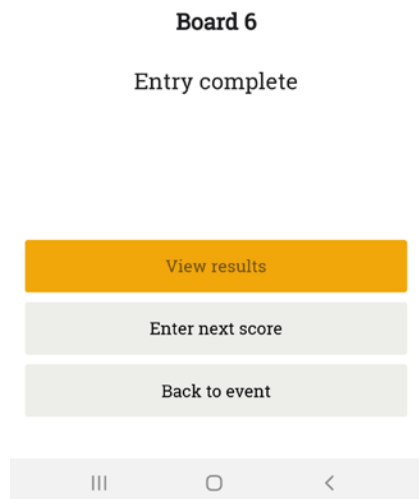
Good to know

- In order to view the event information and results on the Bridgemate App, the smartphone must be connected to the internet via a Wi-Fi connection or through the carrier's 3G/4G/5G data plan. The data usage per session is roughly between one and two megabytes of data.
- The club decides how the app behaves <u>during</u> an event. When the game has finished, however, all information is available at all times.
- Board results and rankings shown in the app are an indication only. The final and official result of the event (calculated by ACBLscore) may differ from that shown in the Bridgemate App, although the differences will usually be minimal.
- In the settings screen there is a setting: "Keep screen awake when app is active". This will be useful when discussing a board with your partner with the hand record visible.

Functionality not yet available in the Bridgemate App

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

- Team game scoring

Common troubleshooting issues

I cannot select my club in the app.

The club hasn't created a Bridgemate club account yet. Advise your club to create a Bridgemate club account and upload the data to the Bridgemate App.

I don't see my current game in the app.

There are different causes for the game not showing up in the app.

- The club hasn't created a Bridgemate club account yet. Advise your club to create a Bridgemate club account and upload the data to the Bridgemate App.
- The membership number you have entered does not exactly match the number that your club is using to identify you. Note that leading zeroes may make a difference (e.g. the numbers 123 and 0123 are not the same).
- Your membership number is not included in the game. Please check with the club whether your membership number is correctly registered.
- Your phone is not correctly connected to the internet.

Guide card, personal score card and/or rankings are not visible in the app during the game.

The club has chosen not to show this information during the game. As soon as the game has ended, this information will become immediately available.

Scores are missing in the app.

It is likely that during the process some scores could not be uploaded successfully to the Bridgemate App server. The club can transfer the scores and rankings again at any time using a manual command in the Bridgemate software. Please check with your club whether it will do so.

The game has ended, but the app doesn't say so.

Not all scores have been (successfully) uploaded to the Bridgemate App server. The club can upload all the data to the server again from the Bridgemate software (see 'Scores are missing in the app', above).

The guide card doesn't move to the next round.

Again, the previous scores have not all been sent correctly to the Bridgemate App server.