# **Bridgemates II Player Number Entry**

During the log-in procedure, the Bridgemate will ask for player numbers. After the North player has entered his/her player number, the Bridgemate should be given to South, East, and West – in turn. (Optionally, North can enter all four numbers.).

#### LIFE MASTERS: There is an alpha-to-number conversion chart on the back of the Bridgemate.

Players without a number should press ENTER – or, if numbers are mandatory, press 0 and then ENTER.

CHOOSE YOUR SECTION  A=1 BB=2 C=3  YYY=4	TABLE: ENTER TABLE NUMBER PRESS OK TO CONFIRM	TABLE A2  PRESS OK TO START OR CANCEL TO CHANGE	ENTER PLAYERS N: 8674722 S: 7435370 E: 789163 W:	N: Joseph Steele S: Henny Dorsman E: Name N/A W: Name N/A PRESS OK TO ACCEPT OR CANCEL TO CORRECT
Choose your Section and enter the number shown. Press OK.	Enter your table number. Press OK.	Verify your table by pressing OK.	Enter player numbers, pressing OK after each one.	To enter correction(s), press CANCEL key to go back and re-enter.

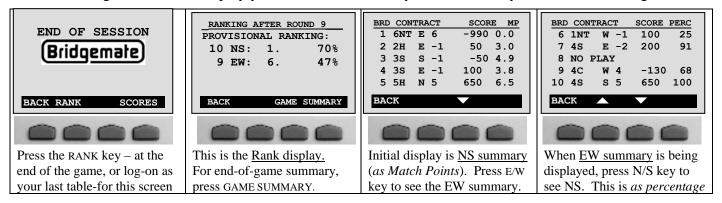
Life Master alpha-to number conversion: J = 1 K = 2 L = 3

M = 4 N = 5 O = 6

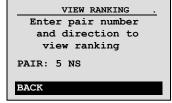
P = 7 Q = 8 R = 9

# Can't wait to see your scores

Bridgemates II can display your rank and a board-by-board summary – at the end of the game.



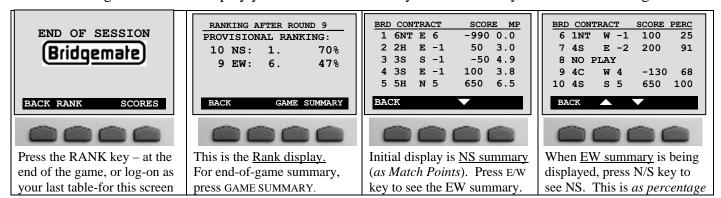
If your table unit has logged out, or returned to the opening screen, you may still see your rank and game summary. Use any Bridgemate II and log in as any table. It will immediately go to the END OF SESSION screen — and RANK will be displayed. Press the RANK key, enter your pair number and press OK. From the <u>Rank display</u> screen press GAME SUMMARY to see details on each board played.



Note: Final results – as prepared by ACBLscore – may be different. When the ranking and summaries are being displayed at the table, there may be scores still to be entered at other tables; also, ACBLscore may include score adjustments – as well as resolution not-played boards.

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